

1) (a) $L = L_1 \cup L_2$

L_1 : w has odd length

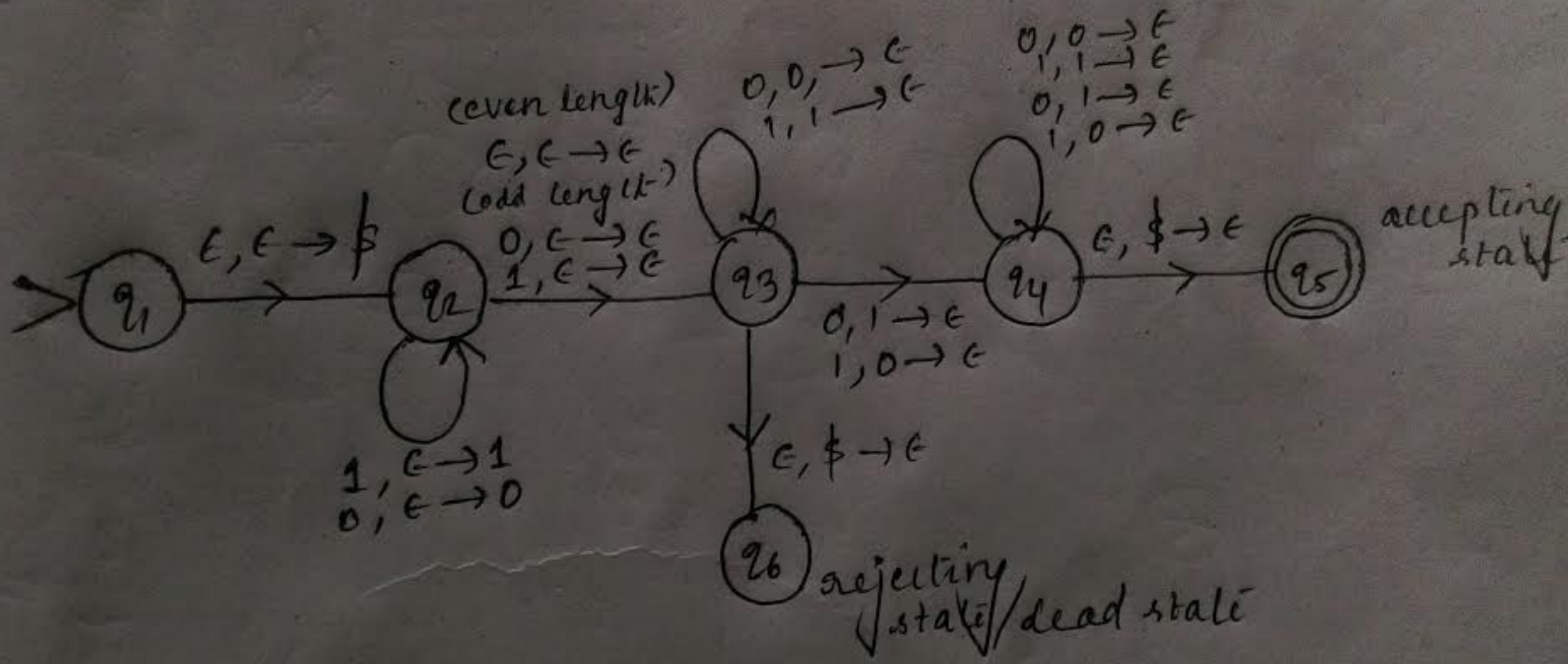
L_2 : First half of w doesn't equal second half

$$\Rightarrow L_2 = \{x_1 \sigma_1 y_1 x_2 \sigma_2 y_2 \mid x_1, y_1, x_2, y_2 \in \{a, b\}^*, |y_1 x_2| = |x_1| + |y_2|\}$$

(b) $L = L_1 \cup L_2$

L_1 : $m < 2m$

L_2 : $2m < 3m$



Q3 (a) $\hat{L} = L \cap \{\Sigma^2\}^*$

Since $\{\Sigma^2\}^*$ is a Regular Language

CFG \rightarrow closed under intersection with Reg. Language

$\Rightarrow \hat{L} \rightarrow$ CFG.

(b) Say $M: \Sigma^* - \{ \text{all strings over } \Sigma \text{ with length at most } 10 \}$

\Downarrow
Regular Language

\Rightarrow ~~M~~ M is also regular [closed under complementation]

Again, $\hat{L} = L \cap M$

$\Rightarrow \hat{L} \rightarrow$ CFG.

We have seen that every CFG can be converted to an equivalent PDA M_1 that accepts by empty stack. M_1 has only 1 state.

We've also seen that every PDA M_1 that accepts by empty stack is equivalent to another PDA M_2 that accepts by final state.

However, M_2 should have two base states

than $M_1 \Rightarrow 3$ states

$$M_1 = (\{q, \epsilon, r, \delta, q, \perp, \phi\})$$

To achieve an M_2 with 2 states, we use some new stack ~~at~~ ~~extra~~ symbols

$$M_2 = (\{q, q', \epsilon, r, r', \delta', q, \perp, \{q'\}\})$$

$$\text{where } r' = \{z' \mid z \in r\}$$

i.e. for all pushdown symbols, we use a primed version as well.

δ' : we retain the original transitions except that we add another transition corresponding to the primed version.

$$\text{If } \delta(q, a, A) = (q, B_1 \dots B_n)$$

then i) $\delta'(q, a, A) = (q, B_1 \dots B_n) \leftarrow$ [if A is not the last symbol on the stack, this transition is used]

$$\text{ii) } \delta'(q, a, A') = (q, B_1 \dots B_n')$$

when A' is at bottom.

$$\text{If } \delta(q, a, A) = (q, \epsilon)$$

$$\text{then i) } \delta'(q, a, A) = (q, \epsilon)$$

$$\text{ii) } \delta'(q, a, A') = (q, \epsilon)$$

For all stack symbols not on the bottom, it behaves as M_1 , but a different behavior when a stack symbol is at the bottom.