GUJARAT TECHNOLOGICAL UNIVERSITY				
BE - SEMIESTER-VI (NEW) EXAMINATION – SUMMER 2022 Subject Code: 3160704 Date: 0				
Subje	ct Co ct Na	me: Theory of Computation	01/00/2022	
Time:	10:30	AM TO 01:00 PM Total	Marks: 70	
Instruct	tions:			
	1. At	tempt all questions.		
	2. Ma 3. Fig	gures to the right indicate full marks.		
	4. Sir	nple and non-programmable scientific calculators are allowed.		
			MARKS	
Q.1	(a)	Define: Set, Subset, Complement	03	
	(b)	Write and explain the principle of mathematical induction using example.	ş 04	
	(c)	Draw Finite automata for following regular expression: (i). $(0 + 1)^*(1 + 00)(0 + 1)^*$ (ii). $(111 + 100)^*0$	07	
Q.2	(a)	Explain Regular language & Regular expressions	03	
-	(b)	Find a regular expression corresponding to each of the following subsets of $\{0,1\}^*$	04	
		(i). the language of all strings that do not end with 01(ii). the language of all strings that begin with or end with 00 or 11		
	(c)	Prove Kleene's theorem part-1	07	
		OR		
	(c)	Explain procedure to minimize finite automata	07	
Q.3	(a) (b)	Define Context free grammar & context free language Write CFG for following	03 04	
		(i) $L=\{a^ib^jc^k i=j \text{ or } j=k\}$		
		(ii) $L = \{a^i b^j c^k \mid j > i + k\}$		
	(c)	Convert following CFG to CNF : S -> $S(S)/^{$	07	
		OR		
Q.3	(a) (b)	Define Regular grammar and give example.	03	
	(U) (C)	Convert following CFG to CNF :	04	
	(0)	S->aX/Yb X->S/^ Y->bY/b	07	
Q.4	(a)	What is a pushdown automaton? Explain.	03	
	(b)	Give the difference between top down and bottom up parsing.	04	
	(c)	Design and draw deterministic PDA Accepting "Balance string o brackets"	f 07	
		OR		
Q.4	(a)	Explain deterministic pushdown automata.	03	
	(b)	Explain conversion from PDA to CFG.	04	
	(\mathbf{c})	Design and draw 1 DA to accept sumg with more a s than 0 S.	U/	

Q.5	(a)	What is Turing machine? Explain its capabilities.	03
	(b)	Explain Church Turing thesis.	04
	(c)	Design a Turing machine to copy a string.	07
		OR	
Q.5	(a)	Explain Primitive Recursive Functions.	03
	(b)	Explain Universal Turing machine	04
	(c)	Design a Turing machine to delete a symbol.	07
