Let $L$ be an arbitrary regular language. Prove that the language $\text{reverse}(L) := \{w^R \mid w \in L\}$ is regular. 

**Hint:** Consider a DFA $M$ that accepts $L$ and construct an NFA that accepts $\text{reverse}(L)$.

**Solution:**

Let $M = (\Sigma, Q, s, A, \delta)$ be a DFA that accepts $L$. We construct an NFA $M' = (\Sigma, Q', s', A', \delta')$ that accepts $\text{reverse}(L)$ as follows:

- $Q' := Q \cup \{t\}$ (here $t$ is a new state not in $Q$)
- $s' := t$
- $A' := \{s\}$
- $\delta'(t, \epsilon) = A$
- $\forall q \in Q, a \in \Sigma$ $\delta'(q, a) = \{q' \in Q \mid \delta(q', a) = q\}$

$M'$ is obtained from $M$ by reversing all the directions of the edges, adding a new state $t$ that becomes the new start state that is connected via $\epsilon$ edges to all the original accepting states. There is a single accepting state in $M'$ which is the start state of $M$. To see that $M'$ accepts $\text{reverse}(L)$ you need to see that any accepting walk of $M'$ corresponds to an accepting walk of $M$.

Another way to show that $\text{reverse}(L)$ is regular is via regular expressions. For any regular expression $r$ you can construct a regular expression $r'$ such that $L(r') = \text{reverse}(L)$ using the inductive definition of regular languages. We ignore the base cases as exercise and consider the inductive cases.

- If $r_1$ and $r_2$ are regular expressions and $r_1'$ and $r_2'$ are regular expressions for the reverse languages then the reverse for $r_1 + r_2$ is $r_1' + r_2'$.
- For $r_1r_2$ we have $r_2'r_1'$.
- For $(r_1)^*$ we have $(r_1'^*)$.

Let $L$ be an arbitrary regular language. Prove that the language $\text{insert1}(L) := \{x1y \mid xy \in L\}$ is regular.

Intuitively, $\text{insert1}(L)$ is the set of all strings that can be obtained from strings in $L$ by inserting exactly one $1$. For example, if $L = \{\varepsilon, OOK!\}$, then $\text{insert1}(L) = \{1, 1OOK!, 01OK!, 0O1K!, OOK1!, OOK!1\}$.

**Solution:**

Let $M = (\Sigma, Q, s, A, \delta)$ be a DFA that accepts $L$. We construct an NFA $M' = (\Sigma, Q', s', A', \delta')$ that accepts $\text{insert1}(L)$ as follows:

- $Q' := Q \times \{\text{before}, \text{after}\}$
- $s' := (s, \text{before})$
- $A' := \{(q, \text{after}) \mid q \in A\}$
\[\delta'(\langle q, \text{before} \rangle, a) = \begin{cases} 
\{(\delta(q, 1), \text{after})\}, & \text{if } a = 1 \\
\{(\delta(q, a), \text{before})\}, & \text{otherwise}
\end{cases}\]

\[\delta'(\langle q, \text{after} \rangle, a) = \{(\delta(q, a), \text{after})\}\]

M’ nondeterministically chooses a 1 in the input string to ignore, and simulates M running on the rest of the input string.

- The state \(\langle q, \text{before} \rangle\) means (the simulation of) M is in state q and M’ has not yet skipped over a 1.
- The state \(\langle q, \text{after} \rangle\) means (the simulation of) M is in state q and M’ has already skipped over a 1.

### Solutions for extra problems

3 Let \(L\) be an arbitrary regular language. Prove that the language delete1(\(L\)) := \(\{xy \mid x1y \in L\}\) is regular.

Intuitively, delete1(\(L\)) is the set of all strings that can be obtained from strings in \(L\) by deleting exactly one 1. For example, if \(L = \{101101, 00, \varepsilon\}\), then delete1(\(L\)) = \{01101, 10101, 10110\}.

**Solution:**

Let \(M = (\Sigma, Q, s, A, \delta)\) be a DFA that accepts \(L\). We construct an NFA \(M' = (\Sigma', Q', s', A', \delta')\) with \(\varepsilon\)-transitions that accepts delete1(\(L\)) as follows:

\[Q' := Q \times \{\text{before, after}\}\]
\[s' := (s, \text{before})\]
\[A' := \{(q, \text{after})\} \text{ for } q \in A\]

\[\delta'(\langle q, \text{before} \rangle, \varepsilon) = \{(\delta(q, 1), \text{after})\}\]
\[\delta'(\langle q, \text{after} \rangle, \varepsilon) = \emptyset\]
\[\delta'(\langle q, \text{before} \rangle, a) = \{(\delta(q, a), \text{before})\}\]
\[\delta'(\langle q, \text{after} \rangle, a) = \{(\delta(q, a), \text{after})\}\]

\(M'\) simulates \(M\), but inserts a single 1 into \(M'\)’s input string at a nondeterministically chosen location.

- The state \(\langle q, \text{before} \rangle\) means (the simulation of) \(M\) is in state q and \(M'\) has not yet inserted a 1.
- The state \(\langle q, \text{after} \rangle\) means (the simulation of) \(M\) is in state q and \(M'\) has already inserted a 1.
Consider the following recursively defined function on strings:

\[
stutter(w) := \begin{cases} 
\varepsilon & \text{if } w = \varepsilon \\
aa \cdot stutter(x) & \text{if } w = ax \text{ for some symbol } a \text{ and some string } x 
\end{cases}
\]

Intuitively, \(stutter(w)\) doubles every symbol in \(w\). For example:

- \(stutter(PRESTO) = PPPREESSTTOO\)
- \(stutter(HOCUS\underline{P}OCUS) = HHOOC\underline{C}UUSS\underline{P}POOC\underline{C}USS\)

Let \(L\) be an arbitrary regular language.

4.A. Prove that the language \(stutter^{-1}(L) := \{w \mid stutter(w) \in L\}\) is regular.

**Solution:**

Let \(M = (\Sigma, Q, s, A, \delta)\) be a DFA that accepts \(L\).

We construct an DFA \(M' = (\Sigma', Q', s', A', \delta')\) that accepts \(stutter^{-1}(L)\) as follows:

\[Q' = Q\]
\[s' = s\]
\[A' = A\]
\[\delta'(q, a) = \delta(\delta(q, a), a)\]

\(M'\) reads its input string \(w\) and simulates \(M\) running on \(stutter(w)\). Each time \(M'\) reads a symbol, the simulation of \(M\) reads two copies of that symbol.

4.B. Prove that the language \(stutter(L) := \{stutter(w) \mid w \in L\}\) is regular.

**Solution:**

Let \(M = (\Sigma, Q, s, A, \delta)\) be a DFA that accepts \(L\).

We construct an DFA \(M' = (\Sigma', Q', s', A', \delta')\) that accepts \(stutter(L)\) as follows:

\[Q' = Q \times (\{\bullet\} \cup \Sigma) \cup \{\text{fail}\} \text{ for some } \bullet \notin \Sigma\]
\[s' = (s, \bullet)\]
\[A' = \{(q, \bullet)\} \text{ for some } q \in A\]
\[\delta'((q, \bullet), a) = (q, a)\]
\[\delta'((q, a), b) = \begin{cases} 
(\delta(q, a), \bullet) & \text{if } a = b \\
\text{fail} & \text{if } a \neq b
\end{cases}\]
\[\delta'(\text{fail}, a) = \text{fail}\]

\(M'\) reads the input string \(stutter(w)\) and simulates \(M\) running on input \(w\).

- State \((q, \bullet)\) means \(M'\) has just read an even symbol in \(stutter(w)\), so \(M\) should ignore the next symbol (if any).
- For any symbol \(a \in \Sigma\), state \((q, a)\) means \(M'\) has just read an odd symbol in \(stutter(w)\), and that symbol was \(a\). If the next symbol is an \(a\), then \(M\) should transition normally; otherwise, the simulation should fail.
- The state \(\text{fail}\) means \(M'\) has read two successive symbols that should have been equal but were not; the input string is not \(stutter(w)\) for any string \(w\).


**Solution:**

Let $R$ be an arbitrary regular expression. We recursively construct a regular expression $stutter(R)$ as follows:

$$
stutter(R) := \begin{cases} 
\emptyset & \text{if } R = \emptyset \\
stutter(w) & \text{if } R = w \text{ for some string } w \in \Sigma^* \\
stutter(A) + stutter(B) & \text{if } R = A + B \text{ for some regular expressions } A \text{ and } B \\
stutter(A) \cdot stutter(B) & \text{if } R = AB \text{ for some regular expressions } A \text{ and } B \\
(stutter(A))^* & \text{if } R = A^* \text{ for some regular expression } A 
\end{cases}$$

To prove that $L(stutter(R)) = stutter(L(R))$, we need the following identities for arbitrary languages $A$ and $B$:

- $stutter(A \cup B) = stutter(A) \cup stutter(B)$
- $stutter(A \cdot B) = stutter(A) \cdot stutter(B)$
- $stutter(A^*) = stutter(A)^*$

These identities can all be proved by inductive definition-chasing, after which the claim $L(stutter(R)) = stutter(L(R))$ follows by induction. We leave the details of the induction proofs as an exercise for a future semester or an exam the reader.

Equivalently, we can directly transform $R$ into $stutter(R)$ by replacing every explicit string $w \in \Sigma^*$ inside $R$ with $stutter(w)$ (with additional parentheses if necessary). For example:

$$stutter((1 + \varepsilon)(01)^*(0 + \varepsilon) + 0^*) = (11 + \varepsilon)(0011)^*(00 + \varepsilon) + (00)^*$$

Although this may look simpler, actually proving that it works requires the same induction arguments.

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5 Consider the following recursively defined function on strings:

$$
evens(w) := \begin{cases} 
\varepsilon & \text{if } w = \varepsilon \\
\varepsilon & \text{if } w = a \text{ for some symbol } a \\
b \cdot evens(x) & \text{if } w = abx \text{ for some symbols } a \text{ and } b \text{ and some string } x 
\end{cases}$$

Intuitively, $evens(w)$ skips over every other symbol in $w$. For example:

- $evens(EXPELLIARMUS) = XELAMS$
- $evens(AVADA\Box KEDAVRA) = V\BoxCEAR$

Once again, let $L$ be an arbitrary regular language.

5A. Prove that the language $evens^{-1}(L) := \{ w \mid evens(w) \in L \}$ is regular.

**Solution:**
Let $M = (\Sigma, Q, s, A, \delta)$ be a DFA that accepts $L$. We construct an DFA $M' = (\Sigma, Q', s', A', \delta')$ that accepts $\text{evens}^{-1}(L)$ as follows:

$$Q' = Q \times \{0, 1\}$$
$$s' = (s, 0)$$
$$A' = A \times \{0, 1\}$$
$$\delta'((q, 0), a) = (q, 1)$$
$$\delta'((q, 1), a) = (\delta(q, a), 0)$$

$M'$ reads its input string $w$ and simulates $M$ running on $\text{evens}(w)$.
- State $(q, 0)$ means $M'$ has just read an even symbol in $w$, so $M$ should ignore the next symbol (if any).
- State $(q, 1)$ means $M'$ has just read an odd symbol in $w$, so $M$ should read the next symbol (if any).

5.B. Prove that the language $\text{evens}(L) := \{ \text{evens}(w) \mid w \in L \}$ is regular.

**Solution:**
Let $M = (\Sigma, Q, s, A, \delta)$ be a DFA that accepts $L$. We construct an NFA $M' = (\Sigma, Q', s', A', \delta')$ that accepts $\text{evens}(L)$ as follows:

$$Q' = Q$$
$$s' = s$$
$$A' = A \cup \{ q \in Q \mid \delta(q, a) \cap A \neq \emptyset \text{ for some } a \in \Sigma \}$$
$$\delta'(q, a) = \bigcup_{b \in \Sigma} \{ \delta(\delta(q, b), a) \}$$

$M'$ reads the input string $\text{evens}(w)$ and simulates $M$ running on string $w$, while nondeterministically guessing the missing symbols in $w$.
- When $M'$ reads the symbol $a$ from $\text{evens}(w)$, it guesses a symbol $b \in \Sigma$ and simulates $M$ reading $ba$ from $w$.
- When $M'$ finishes $\text{evens}(w)$, it guesses whether $w$ has even or odd length, and in the odd case, it guesses the last character of $w$. 