CS & IT ENGINEERING

Theory of Computation



Finite Automata Lecture No. 5



TOPICS TO BE COVERED



01 Regular Languages

02 Finite Automata

03 DFA

04

05



Regular Languages

Regular

Expression

Finite

Automata

Regular

Grammas



αX	Xa
bX	Xb
aa X	Xaaa
abX	Xaa
	Xal

$$|\omega| = 2$$
 $|\omega| = 2$
 $|\omega| = 2$



$$|\omega| = \text{even}$$

 $|\omega| = \text{odd}$
 $\gamma_{\alpha}(\omega) = \text{even}$
 $\gamma_{\alpha}(\omega) = \text{odd}$



Finite Dutomata

(Finite State Machine)

(Finite Machine)

JIt represents a regular language (accepts)

(se cognites)

FA

FSMI

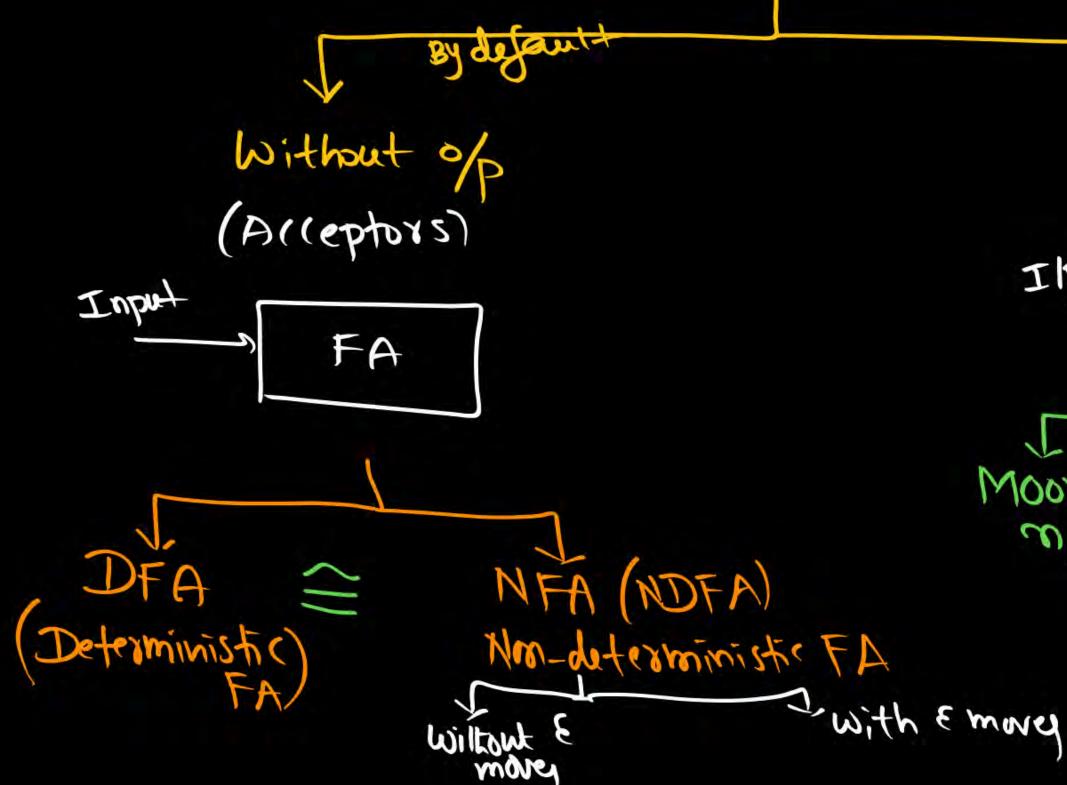
FM

Automata

Automaton one M/C



Finite Automota



(Transducers) IP FA Moore mealy mk



→ Definition? -) configuration? -> Representations? -> DF-A VS NFA

What is FA?



Sylve John Stay

Finite Automata
accepts

valid stong If WELL, FA halts at final state Invalid If |well, FA halts at nonfinal state



L =
$$ab(a+b)^{*}$$

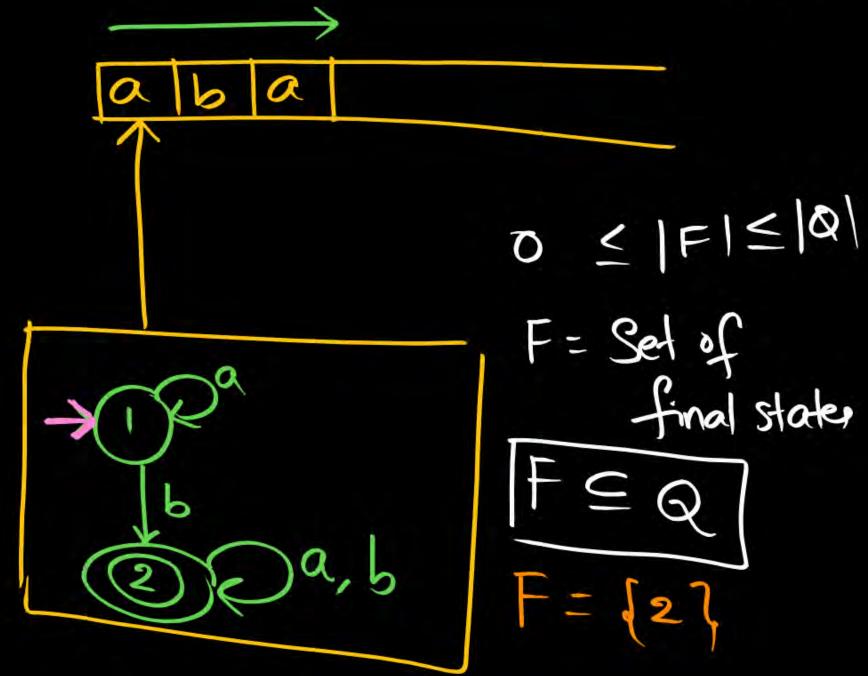
all strings starts wilk ab

$$\Sigma = d^{*}(a, b, aa, ab, ba, ba, bb, aaa, aab, aba, aba, aba, bab, baa, bab, bba, bba, bbb, ...}$$

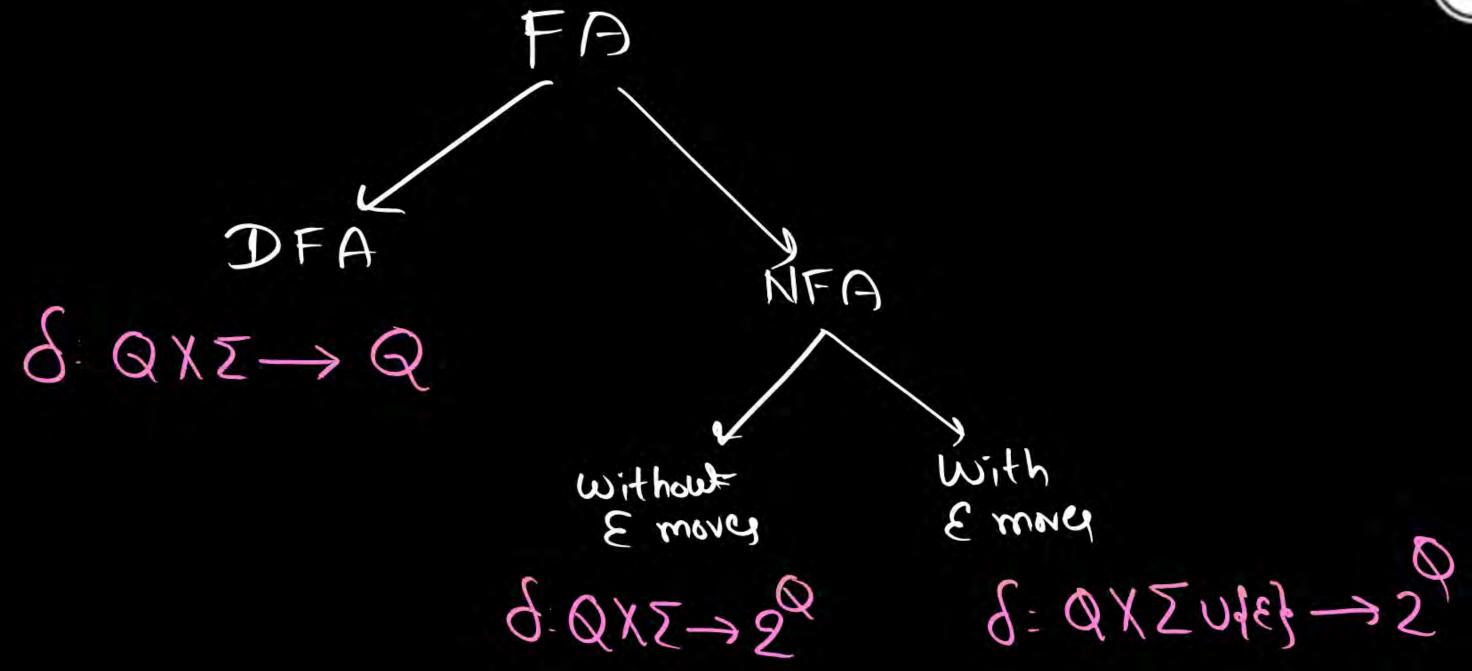


FA Configuration









FA Representations



- 1) State Diagram
- (2) Transition Table
- 3) Set function Relation

Set



FA =
$$(\{1,2\},\{a,b\},\delta,$$

1, $\{1,3\}$
 $\{1,a\}=1$
 $\{1,a\}=$



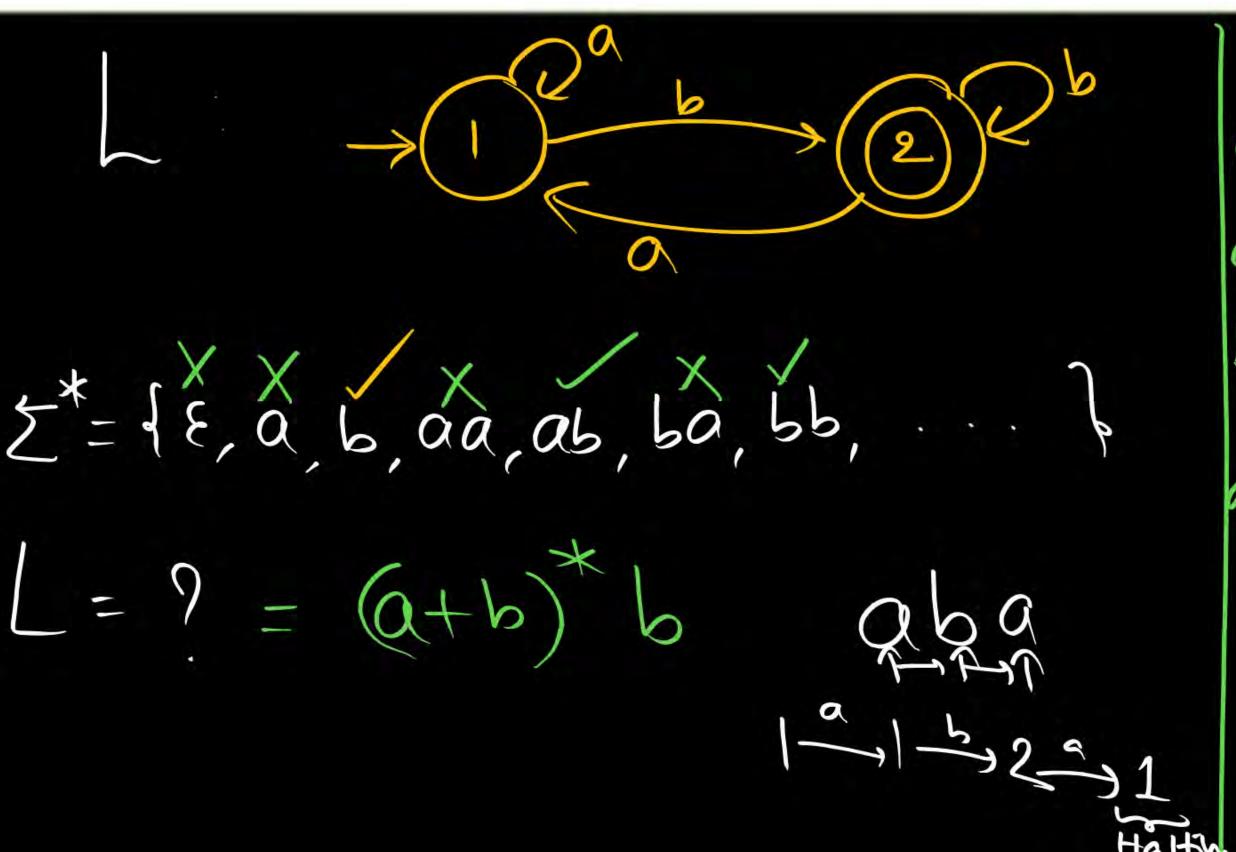
$$S=\{(1,a),1\}$$

$$S=\{(1,a),1\}$$

$$(1,b)\in A$$

$$(1,b)\in A$$

$$(1,b)\in A$$

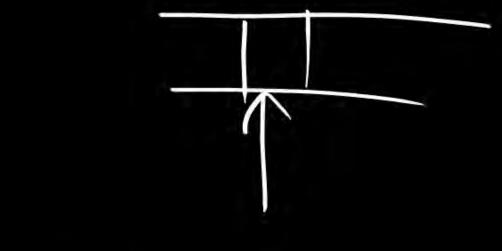


E: 1 and states

19/19/1

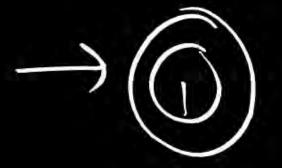


1 Start Halt





E not araphy



E Accepted





ax (ba) x a $a^{\circ}()^{\circ}a^{\circ}$ min string



$$\sum_{i=1}^{\infty} |\mathcal{E}| = 1$$

$$|\mathcal{E}| = 1$$
Symbol
$$|\mathcal{E}| = 1$$
Symbol
$$|\mathcal{E}| = 1$$
Symbol
$$|\mathcal{E}| = 1$$



Reached

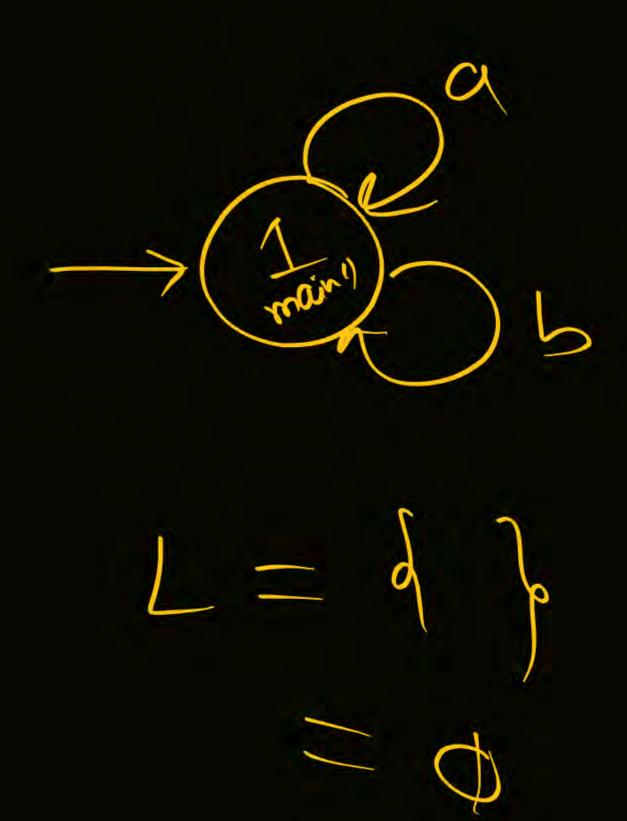
Halt

Stop

end

E - FA

EX ax aax



1

$$(a+b)^{*} = \{a,b\} = \Sigma$$

$$\Sigma = \{a,b\} = \Sigma$$

$$= (a+b)$$

$$\Sigma^{*} = \Sigma \cup \Sigma \cup \Sigma^{2} \cup \Sigma$$

$$\alpha + \Sigma + C$$

$$\alpha + C$$

* (ab*a) b Subset of [even no.of a's Jaabaa X having even às



