

Theory of Computation

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CHAPTER-1

Introduction







Introduction to Finite Automata

"A finite automaton has a finite set of states with which it accepts or rejects strings".

- Initialization:
- Looking for "n"
- Recognized "n", looking for "a"
- Recognized "na", looking for "m"
- Recognized "nam", looking for "e"
- Recognized "name"

∑={a,b}
L3= set of all string where each string starts with a={a







Introduction to Finite Automata

Finite Automata(FA) is the simplest machine to recognize patterns.

A Finite Automata consists of the following:

Q: Finite set of states.

 Σ : set of Input Symbols.

q: Initial state.

F: set of Final States.

 δ : Transition Function.

Formal specification of machine is

 $\{ Q, \sum, q, F, \delta \}.$







Alphabet, Languages & Grammars

Alphabet: A set of letters or symbols. For example: A....Z, 0....9.

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

String: Sequence of letters

- "bat", "ball", "House",
- defined over an alphabet A....Z.

∑n







Alphabet, Languages & Grammars

Languages:

- Language containing a finite number of words.
- •For example: a*, ab*.
- •A language is any subset of Σ^* , $\Sigma = \{a,b\}$ where $\Sigma^* = \{\lambda, a, b, aa, ab, bb, aaa,....\}$

Grammars: A Grammar is a 4-tuple such that- G = (V, T, P, S)







Alphabet, Languages & Grammars

G = (V, T, P, S)

Where-

V = Finite non-empty set of non-terminal symbols

T = Finite set of terminal symbols

P = Finite non-empty set of production rules

S = Start symbol.

Consider a grammar: S → Aba, A□A b, A□a

S=abbbba







Productions and derivation

Production: Recursively performed to generate new symbol sequences.

Denoted as by using arrow symbol \Box .

Derivation: A derivation proves that the string belongs to the grammar's language.







Grammars are divided of 4 types:

- Type 0 known as Unrestricted Grammar
- Type 1 known as Context Sensitive Grammar.CSG
- Type 2 known as Context Free Grammar.
- •Type 3 Regular Grammar.

GeeksForGeeks

Image source:





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Type 0: Unrestricted Grammar:
In Type 0 □ Include all formal grammars.
       Known as the Recursively Enumerable languages.
       Grammar Production in the form of
       α 🗆 β
       Where
       \alpha is (V + T)* V (V + T)*
       V : Variables
       T: Terminals.
       \beta is (V + T)*.
For example,
Sb □ ba
A \sqcap S
Here, Variables are S, A and Terminals a, b.
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Type 1: Context Sensitive Grammar)

In Type 1 ☐ Context-sensitive languages.

Recognized by the Linear Bound Automata.

- I. First of all Type 1 grammar should be Type 0.
- II. Grammar Production in the form of

α 🗆 β

 $|\alpha| \leq |\beta|$

I.e. count of symbol in α is less than or equal to β

For Example,

S -> AB

AB -> abc

 $B \rightarrow b$







Type 2: Context Free Grammar:

In Type-2 ☐ Grammars generate the context-free languages.

Recognized by a Pushdown automata.

- 1. First of all it should be Type 1.
- 2. Left hand side of production can have only one

variable.

 $|\alpha| = 1$.

There is no restriction on β .

For example,

 $S \rightarrow AB$

 $A \rightarrow a$

 $B \rightarrow b$







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Type 3: Regular Grammar
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In Type-3 
Grammars generate regular languages.

Type 3 is most restricted form of grammar.

Type 3 should be in the given form only:

V -> VT* / T*

(or)

V -> T*V /T*
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For example, S –> Aab A□b







References

- 1. https://people.cs.clemson.edu/~goddard/texts/theoryOfComputation/1.pdf
- 2. https://en.wikipedia.org/wiki/Chomsky_hierarchy



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