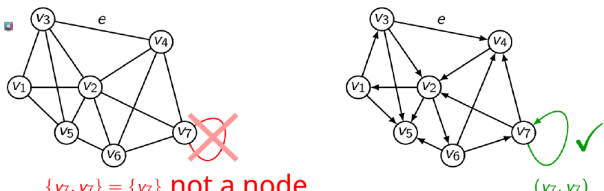
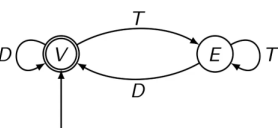
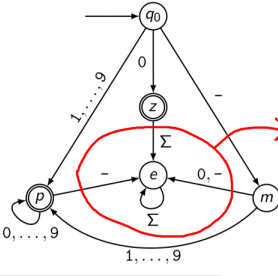
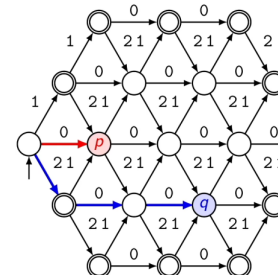


Predicate: a mathematical predicate can be True or False. predicates are functions with boolean return values: $P, Q(n), R(x,y,z)$	
Logical Operators: AND: $P \wedge Q$ OR: $P \vee Q$ NOT: $\neg P$ Implication: $P \implies Q = \neg P \vee Q$	
Distributive Rule $P \wedge (Q \vee R) = (P \wedge Q) \vee (P \wedge R)$ $P \vee (Q \wedge R) = (P \vee Q) \wedge (P \vee R)$	
De Morgans Law $\neg(P \wedge Q) = \neg P \vee \neg Q$ $\neg(P \vee Q) = \neg Q \implies \neg P$ $P \implies Q = \neg Q \implies \neg P$	Implication $P \implies Q = \text{True} \ \& \ \neg P \implies Q = \text{True}$ $P \implies \neg Q = \text{False}$ $\neg P \implies \neg Q = \text{True}$
Quantors OR: $\bigvee_{k=0}^n P_k$ AND: $\bigwedge_{k=0}^n P_k$ P true for any $k \in 0..n$ P true for all $k \in n$ All: $\forall k \in 0..n = P_k$ Exists: $\exists k \in 0..n = P_k$ for all k P = True a k exists where P = True	
Normalforms disjunctive conjunctive $(x1 \wedge x2) \vee (\overline{x1} \wedge x2) \vee (x1 \wedge \overline{x2})$ $(x1 \vee x2) \wedge (\overline{x1} \vee x2) \wedge (x1 \vee \overline{x2})$ These are useful for true and false tables This one would result to true if x1 or x2 is true.	
Quantities: $\emptyset = \{\}$ $[n] = \{0..n\}$ $\{a .. z\}$ Union: $A \cup B = \{x x \in A \vee x \in B\}$ Intersection: $A \cap B = \{x x \in A \wedge x \in B\}$ Complement: $\overline{A} = \{x x \notin A\}$ Difference: $A \setminus B = \{x \in A x \notin B\}$	
Pairs $A \times B = \{(a,b) a \in A \wedge b \in B\}$	
n-Tuples $\times_{k=0}^n A_i = \{(a_o, a_i, ..., a_n) a_i \in A_i\}$	
Undirected Graph doesn't have directions, and therefore can't have edges to itself Directed Graph This does have directions, therefore an edge to itself is valid!	
 <p>$\{v_7, v_7\} = \{v_7\}$ not a node</p> <p>(v_7, v_7)</p>	
Vertices $V = \{v_1, v_2, ..., v_n\}$ Edge $e = \{v_3, v_4\}$ EdgeCount $E = \{e e \text{ Edge}\}$	
Proofs: constructive Proof (proof by reforming) Consider $ax^2 + bx + c = 0$, we can proof this to have 2 solutions by reforming.	
$ax^2 + bx + c = 0$ $x^2 + 2\frac{b}{2a}x + \frac{b^2}{4a^2} - \frac{b^2}{4a^2} + \frac{c}{a} = 0$ $x^2 + 2\frac{b}{2a}x + \frac{b^2}{4a^2} = \frac{b^2 - 4ac}{4a^2}$ $\left(x + \frac{b}{2a}\right)^2 = \frac{b^2 - 4ac}{4a^2}$ $x + \frac{b}{2a} = \pm \sqrt{\frac{b^2 - 4ac}{4a^2}}$	
If $b^2 - 4ac > 0$ then we have 2 solutions! Proof by contradiction Take -2, it isn't a natural number. We can prove this by claiming the opposite. If -2 is a natural number, then it has all the attributes of a natural number. For example, it should be possible to take the square root of -2. $\sqrt{-2} = NaN$ As you can see -2 does not have this attribute and is therefore NOT a natural number!	

Proof by Induction This is particularly useful if you want to check an attribute for a range of numbers such as n or n+1 Base claim: Hypothesis: it also works for n+1 $P(n) = \sum_{k=1}^n k = \frac{n(n+1)}{2}$ $P(n+1): \sum_{k=1}^{n+1} k = \left(\sum_{k=1}^n k\right) + n+1$ $= \frac{(n+1)(n+2)}{2}$ $= \frac{(n+1)(n+1+1)}{2} \checkmark$ Anker: check for n=1 $P(1) = \frac{1(1+1)}{2} = 1$	
Alphabet and Word Σ = Alphabet: Nonempty Quantity of characters $\Sigma^n = \Sigma \times ... \times \Sigma$ = String $w \in \Sigma^n$ An element in that string is a Word with length n. $\varepsilon \in \Sigma^0$ The empty word, don't forget the empty word! Quantity of all words: $\Sigma^* = \{\varepsilon\} \cup \Sigma \cup \Sigma^2 \cup \Sigma^3 \cup ... = \bigcup_{k=0}^{\infty} \Sigma^k$	
Language $L \subset \Sigma^*$ = Language $L = \emptyset \subset \Sigma^*$ = Empty Language $L = \Sigma^* \rightarrow \Sigma = \{0,1\}$ all binary strings. A language is regular if a DFA can be formed out of it.	
Deterministic Finite Automaton (DFA/DEA)  <p>A very simple machine that accepts a variety of inputs. Only requirement is that a D follows after T. This means all the following inputs are valid: _ (empty word!), D, DD, TD, TTTT...TD, DDDDDTD, DDDDD,</p> <p>Machine A: $\{Q, \Sigma, \delta, q_0, F\}$ State = $Q \rightarrow \{q_1, q_2, ..., q_n\}$ Alphabet = Σ Transitioning-Function = $\delta: Q \times \Sigma \rightarrow Q$ Starting State = $q_0 = L(\varepsilon) = L$ Acceptable Endstates = $F \subset Q$</p> <p>all states Q 0 1 Σ possible inputs, here 0 or 1</p> <p>all acceptable states. F q_1 / F q_2 / F q_0 q_1 q_2 δ current position. \rightarrow change to q_1</p>	
Language of DFA A: $L(A) = \{w \in \Sigma^* A \text{ accepts } w\} = \{w \in \Sigma^* \delta(q_0, w) \in F\}$ The language of a DFA is simply all accepted words!	
Error States in DFA  <p>this is an error state, if the machine ends in this state, it will never achieve an acceptable state. All words with this ending are unacceptable.</p>	
 <p>from q, many paths lead to F This means 11, or 0 would be the "same" $L(q) = \{0, 10, 11, 12, ...\}$ The same would obviously apply to P</p>	

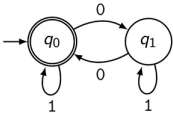
Myhill-Nerode

Adding a word to a word, to make it compatible with a language

$L(w) = \{w'|ww' \in L\}$ including: $L(\varepsilon)$!

w	$L(w)$	Q
ε	$L(\varepsilon) = L$	q_0
0	$L(0) = \{w \in \Sigma^* \mid w _0 \text{ uneven} \}$	q_1
1	$L(1) = \{w \in \Sigma^* \mid w _0 \text{ even} \} = L$	q_0
\vdots	\vdots	\vdots

even and uneven amounts of 0s
mod 2 zero's, 1's don't matter



Detecting Nonregular Languages with Myhill

The examples before always had a specific amount of words/characters that one had to add, in order to accept the word.

However, there are languages that would need infinite states

in order to find the entire language of a DFA

A good example for this is the language 1^n0^n

w	$L(w)$	Q
ε	$\{0^n1^n \mid n \geq 0\}$	q_0
0	$\{0^n1^{n+1} \mid n \geq 0\}$	q_1
00	$\{0^n1^{n+2} \mid n \geq 0\}$	q_2
000	$\{0^n1^{n+3} \mid n \geq 0\}$	q_3
0^k	$\{0^n1^{n+k} \mid n \geq 0\}$	q_k
\vdots	\vdots	\vdots
01	$\{\varepsilon\}$	
001	$\{1\}$	
0001	$\{11\}$	
\vdots	\vdots	
1	\emptyset	e
10	\emptyset	e
\vdots	\vdots	\vdots

for every 0 that we add, we need a 1
this means that for n+k 0's we need k 1's
as $\lim_{k \rightarrow \infty}$ we need ∞ states!
not possible with a **Deterministic** automaton!

also note: we have clear error states
anything starting with 1 is an error.

--	--

--	--