Lecture 1: Introduction - What is Theory of Automata and why we study it?

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Automation -> Automatic machine / self controlled Example: Computer, ATM, any machine that has automatic mechanism

Is an area of computer science that deals with the study of abstract machines (mathematical models) as well as the computational problems that can be solved using them

Why we study it?

- It allows us to think systematically about what machine do without going into hardware details
- Learning of Languages and Computational techniques.
- Designing of theoretical models for machines

Abstract machines Course Requirement

Different names:

- Theory of Automata
- **Automata Theory**
- Theory of Computer Science

States

- Theory of Computation
- **Computer Theory**

Fundamental / Core subject of computer science

(Computer)



Lecture 2: Language, alphabet, string, word

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 $\Sigma = \{0,1\}$

Letters Characters/Symbols out of which we build languages for machine

Alphabet a set of letters , denoted by Greek letter sigma Σ

Concatenation of letters Or a Sequence of letters

a, b, c, d , .. 0, 1, 2, 3,...

aa, bb, ab

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

Language: a set of strings with rules

Example: Make a language for a machine in which strings start with 'a' and ends with 'a' from Alphabet {a,b}

L1= {aa,aba,..}

Word String that is permissible in language

Why ATM can't perform other tasks of general purpose computer?

String

bb ba

aba aab

Concatenation Sath Jorna

aba baa

why machine language is easier for Computer to understand?

Lecture 3

String

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Empty String, Length of String, reverse of String, Power of alphabet, Power of String

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

Empty String string that has no letter, also known as **Null string**, denoted by Λ , λ or ϵ

It's length is Zero (0)

Length of String is the number of letters in a string, denoted by |s|

Example: s = abab

Example: s = abab

power of alphabet

|s| = 4

length(s) = 4

length(abab) = 4

Is obtained by writing letters of string in reverse order, denoted by Rev(s) or \$ Or Reverse(s) Reverse of String

Determines that the strings made from alphabet will be of length equal to

Rev(s) = baba

Reverse(s) = baba

Length/power

 $\Sigma = \{a,b\}^2$ {aa, ab, ba, bb} Total number of letters in alphabet

(bab)² = babbab Power of string Determines the length of string

 $ba^2b = baab$

Lecture 4 **Practice Problem**

Power of Alphabet

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Consider the language S^* , where $S = \{a b\}$.

How many words does this language have of length 2? of length 3? of length n?

Solution:

$$2^2 = 4$$

$$2^3 = 8$$

Total number of letters = 2

length/power

Total number of letters in alphabet

Kleene Star/ Closure/Operator VS Kleener Closure/Plus/Positive, Lexicographic Order

Kleene Star Kleene Closure Kleene Operator It is undermined power, represent infinite number of terms can be made

including empty string

Denoted by *

exicographic order

Method of Sequencing a language in which strings are grouped by their length (i.e. strings of shortest length first)

Kleene Plus **Kleene Positive Positive Closure**

It is undermined power, represent infinite number of terms can be made except empty string

Denoted by +

Power of Alphabet Determines that the strings made from alphabet will be of length equal to power of alphabe

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

$$\Sigma^2 = \{a,b\}^2$$

$$\Sigma^2$$
 {aa, ab, ba, bb}

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

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

Power of string

Determines the length of string

bab = baab

bab = bb or bab or baab or baaaaaaab

Language of strings that starts

With a and end with a

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Lecture 6

Formal Language VS Informal Language

Language

Set of strings with rules

L1= {aa, aba, aaa, abba, ababa, ...}

English Language



Concerned with rules and meaning

Language1: Starts with w and ends with o

work wkro

> Concerned with just rules/syntax not with meaning

Informal Language

or

Semantic Languages

معنی سے متعلق

Formal Language

Syntactic language

قو انین سے متعلق ﴿

Automata focus on Formal Languages

Lecture 7: Descriptive Definition in Automata, define a Palindrome language

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There are different methods with which we can define language.

Descriptive Definition.

- ✓ It is one of the language defining methods
- In this method, we simply describe the condition imposed on its strings/words

How do automata accept or reject the input?

how can automata know given string is valid or not?

Example:

L1 = {any finite string of letters that does not start with letter 0}

Example:

languageName = {Definition}

L1 = {set of all strings of letters that starts with a and ends with a}

Important Question: Define a Palindrome language with Descriptive Definition

Lecture 8: Recursive Definition, Positive Even Numbers/Integers, Palindrome

X = 12321Reverse(x) = 12321reverse(x) = x

Palindrome = $\{\Lambda, \text{ and all strings } x \text{ such that reverse } (x) = x \}$

e.g. Palidrome = { a, b, aa, bb, aaa, aba ... }

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Recursive Definition

- It is one of the language defining methods
- ✓ In this method, we simply describe the language with three steps/rules
 - 1. First, we specify some basic objects in the set. The number of basic objects specified must be finite.
 - 2. Second, we give a finite number of rules for constructing more objects in the set from the ones we already know.
 - 3. Third, we declare that no objects except those constructed in this way are allowed in the set.

Example: Recursive Definition for Positive Even Numbers / Positive Even Integers

P-Even = $\{2,4,6,8,10,...\}$

Reverse(X) = X

Rule 1: 2 is in P-EVEN.

Rule 2: If x is in P-EVEN, then so is x + 2.

Rule 3: The only elements in the set P-EVEN are those that can be produced from the two rules above.

Example: Recursive definition for palindrome

Rule 1: Λ , a, and b are in PALINDROME.

Rule 2: If $w \in PALINDROME$, then so are awa and bwb.

12321

Rule 3: No other string is in PALINDROME unless it can be produced by rules 1 and 2.

