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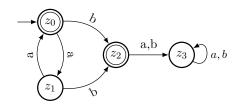
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| ThreadS | ates | | | | | | | |
| UML/U | ILCompositePat | $tern \dots$ | | | | | | |
| UML/U | ###################################### | ern | | | | | | |
| UML/U | ILExample | | | | | | | |
| | ////////////////////////////////////// | | | | | | | |
| UML/U | /ILObserverPatte | rn | | | | | | |
| UML/U | //ILSEQObserverF | Pattern | | | | | | |
| | //ILSEQObserverF | | | | | | | |
| | //ILStateDiagraml | | | | | | | |
| | ILThread | | | | | | | |
| XML/X | ILUebersicht | | | | | | | |
| Sprachen | | | | | | | | |
| • | orithmus | | | | | | | |
| | Hierarchie | | | | | | | |
| | ik | | | | | | | |

| Pfad | ${f Ergebnis}$ |
|-----------------|----------------|
| Allerlei/Teufel | |

Automat/AutomatDFA

Deterministic Finite Automaton

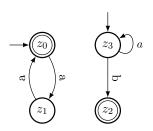


$$D = \begin{pmatrix} \text{Zustände} & \text{Eingabe} & \text{Übergangsfkt. Start(s)} & \text{Endzust.} \\ Z & \sum_{Menge} & \sum_{Alphabet}, & Z \times \Sigma \rightarrow Z, & S & \sum_{\subseteq Z} \end{pmatrix}$$

$$T(D) = \left\{ x \in \Sigma^* \mid \hat{\delta}(S, x) \cap E \neq \varnothing \right\}$$

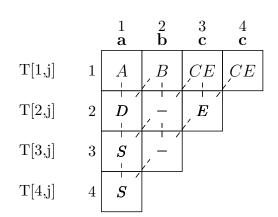
Automat/AutomatNFA

$N_{\rm ondeterministic} \ F_{\rm inite} \ A_{\rm utomaton}$

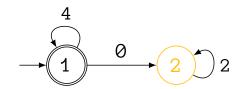


$$\begin{split} N = \begin{pmatrix} \text{Zustånde} & \text{Eingabe} \\ Z \\ Menge \end{pmatrix}, & \sum_{Alphabet}^{\Sigma}, \sum_{Z \times \Sigma \to Z^*}^{\delta}, \sum_{\subseteq Z}^{S}, \sum_{\subseteq Z}^{E} \end{pmatrix} \\ T(N) = \left\{ x \in \Sigma^* \mid \hat{\delta}(S, x) \cap E \neq \varnothing \right\} \end{split}$$

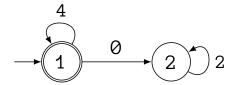
Automat/CYKAlgorithmus



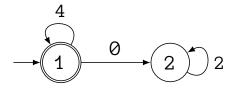
Automat/Demo-1



Automat/Demo-2

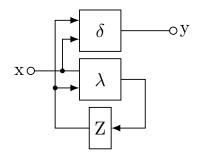


Automat/Demo



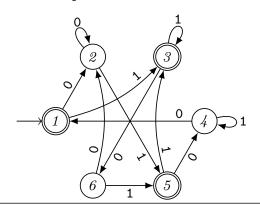
Isch bin a Hädder!

${\tt Automat/MealyAutomat}$

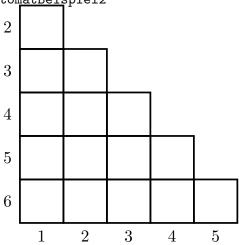


Ausgabe von Zustand & Eingabe abhängig

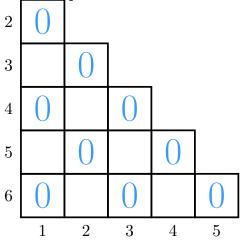
Automat/MinimalautomatBeispiel/MinimalautomatBeispiel1



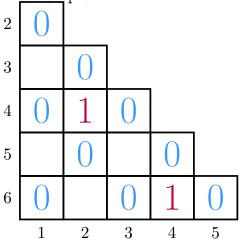
 ${\tt Automat/Minimal automatBeispiel/Minimal autom} \underline{{\tt atBeispiel2}}$



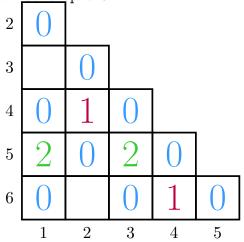
Automat/MinimalautomatBeispiel/MinimalautomatBeispiel3



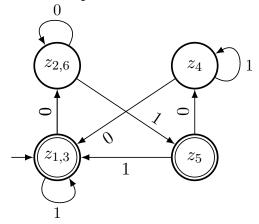
 ${\tt Automat/Minimal automatBeispiel/Minimal autom} \underline{{\tt atBeispiel4}}$



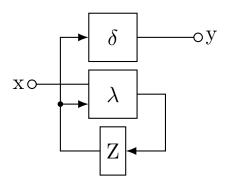
 ${\tt Automat/Minimal automatBeispiel/Minimal autom} \underline{{\tt atBeispiel5}}$



 ${\tt Automat/Minimal automatBeispiel/Minimal automatBeispiel 6}$

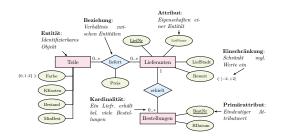


Automat/MooreAutomat



Ausgabe nur vom Zustand abhängig

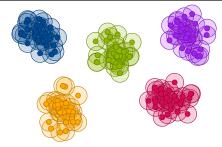
Datenbanken/ERMExample





Eigene/Proseminar/Cluster/en-circles

 pdf



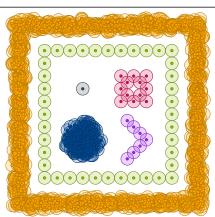
Eigene/Proseminar/Cluster/en-clusters

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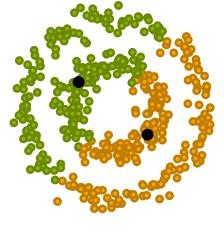


Eigene/Proseminar/Cluster/en-moons

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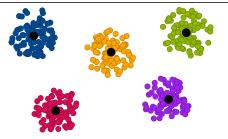


Eigene/Proseminar/Cluster/en-special



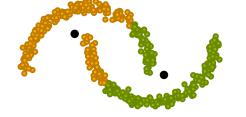
Eigene/Proseminar/Cluster/km-circles

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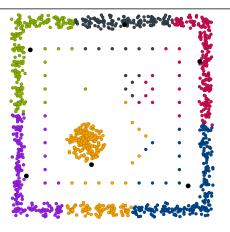
Eigene/Proseminar/Cluster/km-clusters

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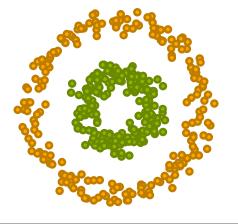


Eigene/Proseminar/Cluster/km-moons

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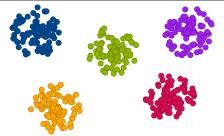


Eigene/Proseminar/Cluster/km-special



Eigene/Proseminar/Cluster/kn-circles

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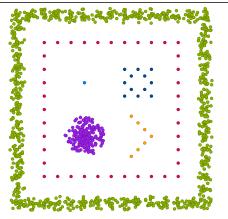
Eigene/Proseminar/Cluster/kn-clusters

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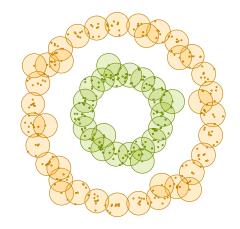


Eigene/Proseminar/Cluster/kn-moons

pdi

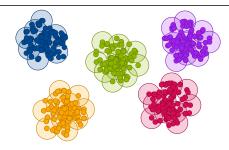


Eigene/Proseminar/Cluster/kn-special



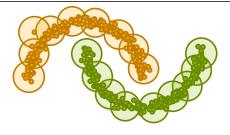
Eigene/Proseminar/Cluster/rolf-circles

pdi



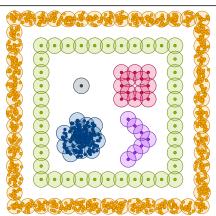
Eigene/Proseminar/Cluster/rolf-clusters

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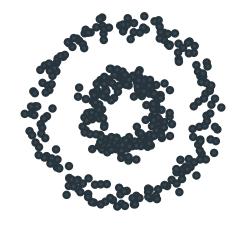


Eigene/Proseminar/Cluster/rolf-moons

pdi

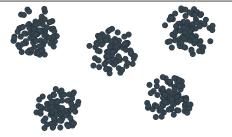


Eigene/Proseminar/Cluster/rolf-special



Eigene/Proseminar/Cluster/thumb-circles

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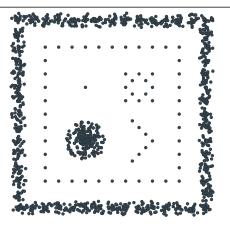
Eigene/Proseminar/Cluster/thumb-clusters

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Eigene/Proseminar/Cluster/thumb-moons

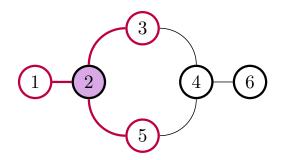
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Eigene/Proseminar/Cluster/thumb-special

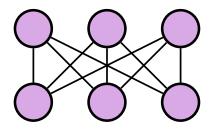
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 ${\tt Graphen/GraphNachbarschaftGrad}$

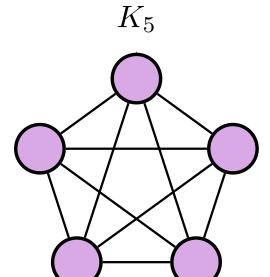


Graphen/GraphNichtPlanarK33

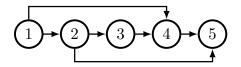
 $K_{3,3}$



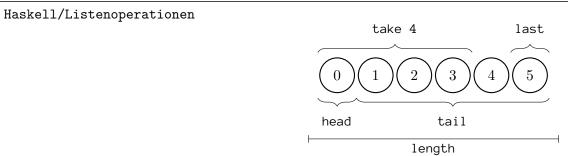
Graphen/GraphNichtPlanarK5



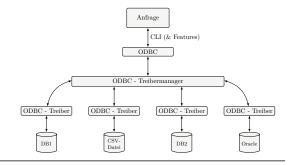
Graphen/GraphTopologie



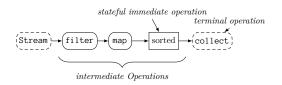
Graphen/GraphWegPfad 5 Graphen/GraphZyklus Haskell/HaskellTypen Haskell/Listenoperationen



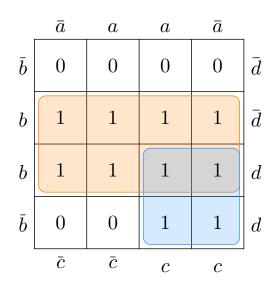
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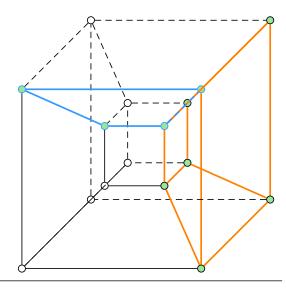
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Logik/KVDiagramm



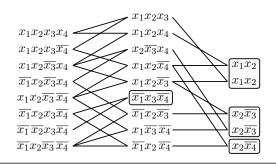
Logik/KVWuerfel



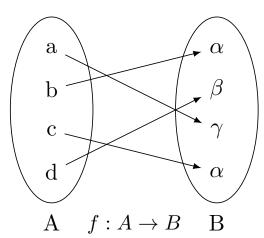
Logik/QuineMCCluskeyTabelle

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|-----------------------------------|---|---|---|---|---|---|---|---|
| x_1x_2 | + | + | + | | + | | | |
| $x_2\overline{x_3}$ | | | + | + | + | | | + |
| $x_2\overline{x_4}$ | | + | | | + | + | | + |
| $\overline{x_1}x_3\overline{x_4}$ | | | | | | + | + | |

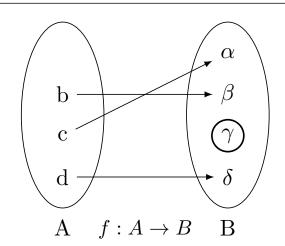
Logik/QuineMCCluskeyZusammenfassen



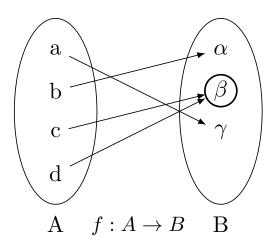
Mengen/FunktionBijektiv



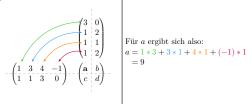
Mengen/FunktionInjektiv



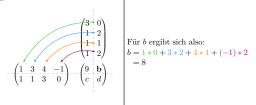
Mengen/FunktionSurjektiv



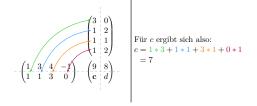
Mengen/Mengenmultiplikation/Mengenmultiplikation1



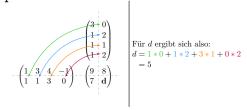
Mengen/Mengenmultiplikation/Mengenmultiplikation2

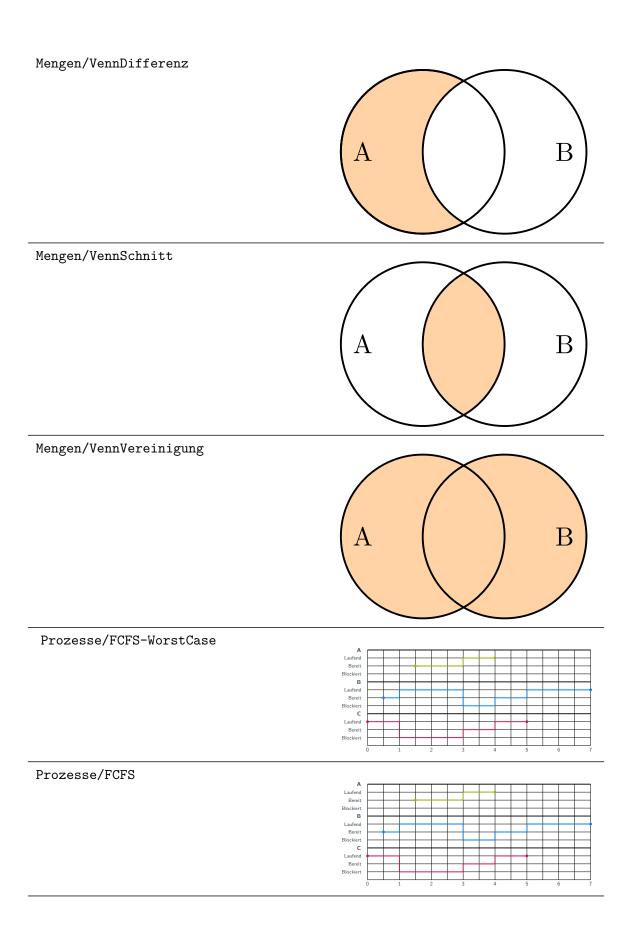


Mengen/Mengenmultiplikation/Mengenmultiplikation3

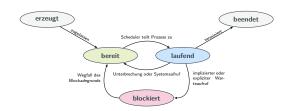


Mengen/Mengenmultiplikation/Mengenmultiplikation4

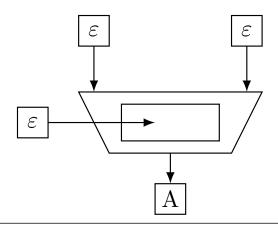




Prozesse/Prozesszustaende



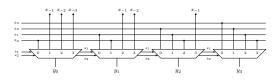
Rechner/ALU



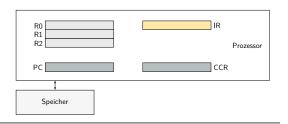
Rechner/AmpelPLA

| | Z | ıstar | ıd | Fol | gez. | | NS | | WO | | | |
|---------------|-------|-------|-------|--------|--------|---|----|---|----|---|---|--------------------------|
| δ | h_0 | z_0 | z_1 | z'_0 | z'_1 | • | 0 | • | • | 0 | • | T |
| δ_0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | $7 \Rightarrow h'_0 = 1$ |
| δ_1 | 1 | 0 | 1 | 0 | 1 | • | 0 | 0 | 0 | 0 | 0 | T - 1 |
| δ_3 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | $2 \Rightarrow h'_0 = 1$ |
| δ_4 | 1 | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | T - 1 |
| δ_6 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | $7 \Rightarrow h'_0 = 1$ |
| δ_7 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | • | 0 | 0 | T - 1 |
| δ_9 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | $2 \Rightarrow h'_0 = 1$ |
| δ_{10} | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | T - 1 |

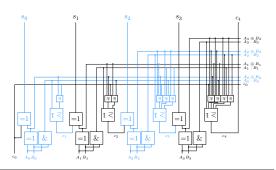
Rechner/BarrelShifter



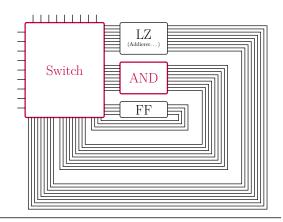
Rechner/Beispielprozessor



Rechner/CLA

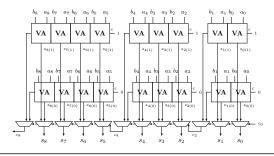


Rechner/CPLD

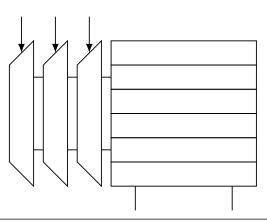


Rechner/CSA

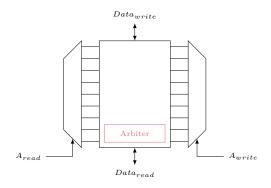
CSA - 9-bit Carray-Select-Addierer



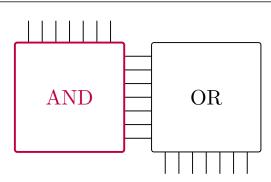
Rechner/DreiTorRegister



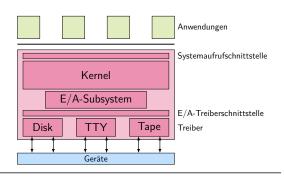
Rechner/Eintorspeicher



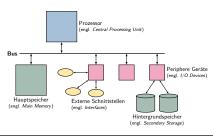
Rechner/GALPAL



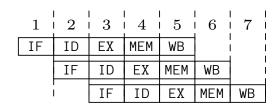
Rechner/Geraeteverwaltung



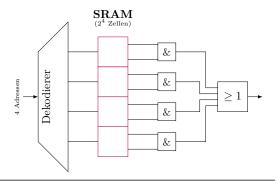
Rechner/HardwareSkizze



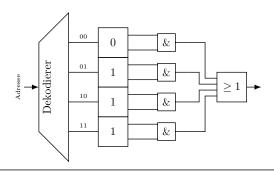
Rechner/ISA



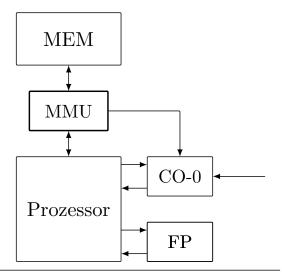
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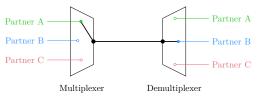
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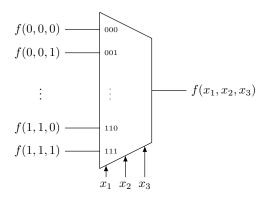
Rechner/MIPS



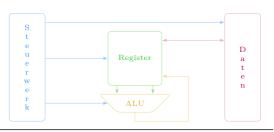
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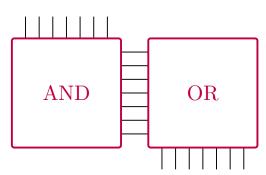
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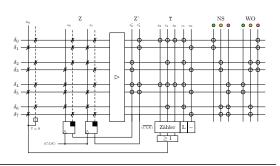
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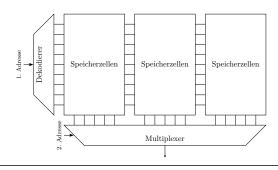
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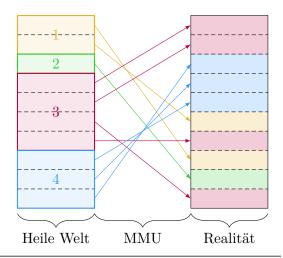
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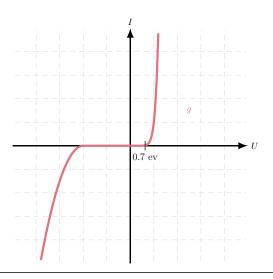
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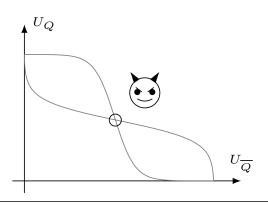
Rechner/Pages



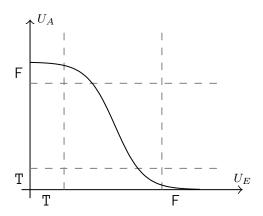
Rechner/Physik/DiodenStromstaerke



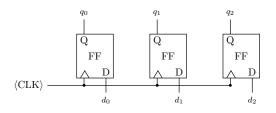
Rechner/Physik/Metastabil



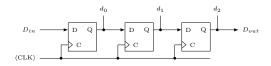
Rechner/Physik/TransistorStoertoleranz



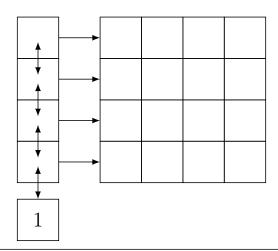
Rechner/RegisterParallel



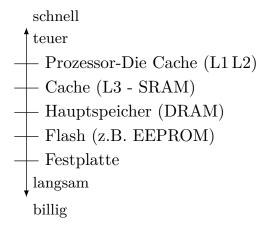
Rechner/RegisterSeriell



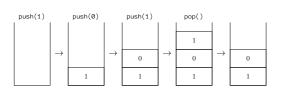
Rechner/Shiftregister



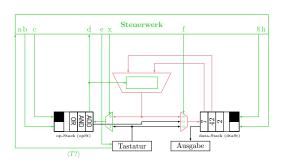
Rechner/Speicherhierarchie



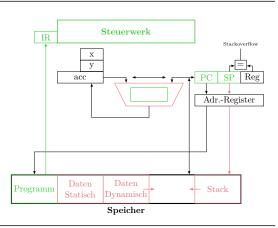
Rechner/StackExample



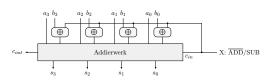
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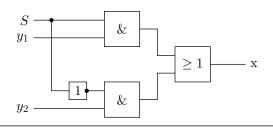
Rechner/StackmaschieneSimpler



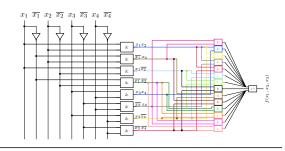
Schaltkreis/Addier-Subtrahierer



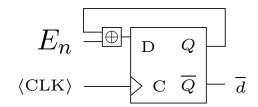
Schaltkreis/Demultiplexer



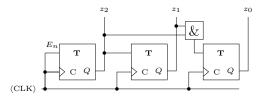
Schaltkreis/KomplexerSchaltkreis



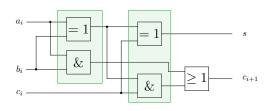
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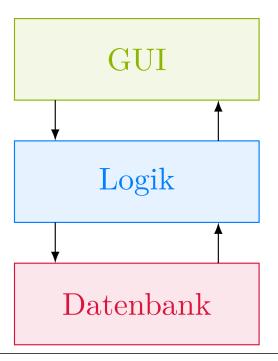
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Schaltkreis/Volladdierer



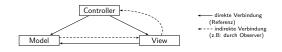
Software/DreiSchichtenArchitektur



${\tt Software/Meta/ProgrammierparadigmenUeberblick}$



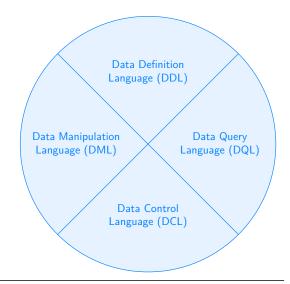
Software/ModelViewController



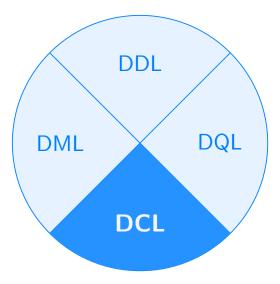
Software/RegexExample



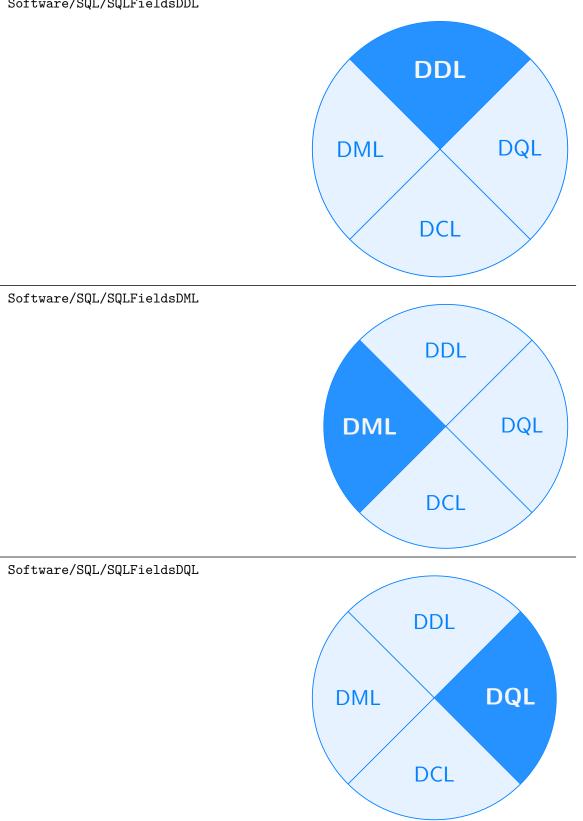
Software/SQL/SQLFields



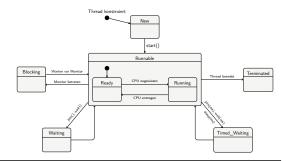
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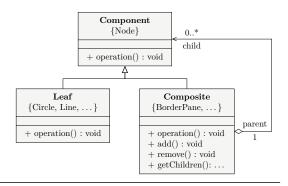
Software/SQL/SQLFieldsDDL



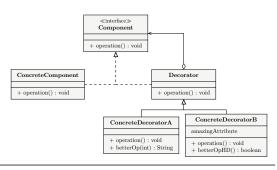
Software/ThreadStates



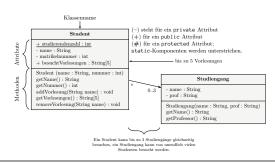
Software/UML/UMLCompositePattern



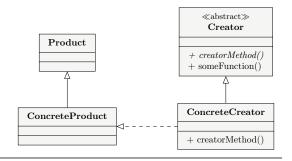
Software/UML/UMLDecoratorPattern



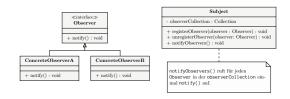
Software/UML/UMLExample



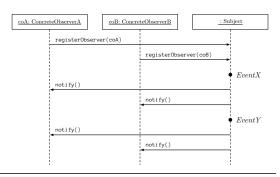
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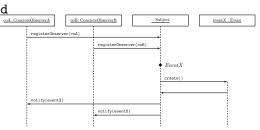
Software/UML/UMLObserverPattern



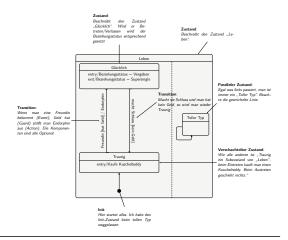
Software/UML/UMLSEQObserverPattern



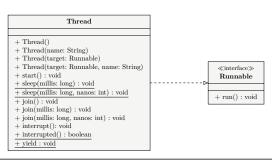
Software/UML/UMLSEQObserverPatternAdapted



Software/UML/UMLStateDiagramExample



Software/UML/UMLThread



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Sprachen/ChomskyHierarchie
                                                                                                     Jede Grammatik - Aber nicht jede Sprache (Beispiel: \pi,alle irrationalen Zahlen)
                                                                                         Typ 0
                                                                                                    {\bf Kontext sensitiv:}
                                                                                         \mathrm{Typ}\ 1
                                                                                                    |w_1| \leq |w_2| \quad \forall w_1 \to w_2 \in P
                                                                                Entscheidbar
                                                                                                    Kontextfrei: w_1 \in V \quad \forall w_1 \to w_2 \in P
                                                                                         Typ 2
                                                                                                    \mathbf{Regul\ddot{a}r}:
                                                                                         Typ 3
                                                                                                    w_2 \in \Sigma \cup \Sigma V
                                                                                                    Kann von NFA und DFA realisiert werden.
Sprachen/Grammatik
                                                                                                 \begin{split} &G(\{S,B,C\},\{a,b,c\},P,S)\\ &\text{P: } S \rightarrow aA,\ A \rightarrow Cb,\ C \rightarrow c\\ &\text{Ableitung; } acb \end{split}
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₩ Komme