



# Three Basic Concepts

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COT 4210 Discrete Structures II  
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# Important Note

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The following presentation is not referenced in Sipser, but I believe it is important to first discuss some notations and definitions before diving into the material.

## **What are the three fundamental ideas?**

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- There are three fundamental ideas that you will be utilizing throughout the semester.
  - Languages
  - Grammars
  - Automata

# Languages

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The First Concept

# Languages

- Dictionaries defines the **language** as a system suitable for the expression of certain ideas, facts, or concepts, including a set of symbols and rules for their manipulation.
- An **alphabet**, which will be denoted as  $(\Sigma)$ , is a finite, non-empty set of symbols.
  - $\Sigma = \{a, b, c\}$ ,  $\Sigma = \{0,1\}$ , etc...
- A **string** is a finite sequence of symbols from the alphabet.
  - *aabb, bacc, cab*, etc...

## Languages cont.

- **Concatenation** of two strings  $u$  and  $v$ , denoted  $uv$  is the string obtained by adding the symbols in  $v$  to the of  $u$ .
  - $u = a_1a_2 \dots a_n$  and  $v = b_1b_2 \dots b_m$      $uv = a_1a_2 \dots a_nb_1b_2 \dots b_m$
- **Reverse** of a string  $w$  usually denoted  $w^R$ , means all symbols in  $w$  are in reverse order.
  - $w = aabbac$   
 $w^R = cabbac$
- **Length** of a string  $w$ , usually denoted as  $|w|$  represents the number of symbols in  $w$ 
  - $w = aabbac$   
 $|w| = 6$
- **Empty string**, denoted in Sipser textbook as  $\epsilon$ , however other textbooks may use  $\lambda$ .
  - IMPORTANT NOTE: I plan to use  $\lambda$  to represent the empty if needed.

## Languages cont.

- A **substring** of  $w$  is a sequence of consecutive symbols in string  $w$ 
  - $w = cabac$ 
    - $cab$  is substring
    - $bac$  is substring
    - $aac$  is NOT substring
- $w^n$  string obtained by concatenating  $w$  for  $n$  times
  - $w = abc$ 
    - $w^0 = \lambda$
    - $w^1 = abc$
    - $w^2 = abcabc$
    - ...

## Languages cont.

- **Star-Closure** of  $\Sigma$  which is denoted as  $\Sigma^*$  contains all strings obtained by concatenating 0 or more symbols in the alphabet all strings formed with symbols from  $\Sigma$ , including  $\lambda$ .
- **Positive-Closure** of  $\Sigma$  which is denoted as  $\Sigma^+$  contains all strings with symbols from the alphabet, however  $\lambda$  is excluded.
  - $\Sigma = \{a, b\}$   
 $\Sigma^* = \{\lambda, a, b, aa, ab, ba, bb, aaa, \dots\}$   
 $\Sigma^+ = \{a, b, aa, ab, ba, bb, aaa, \dots\}$



# Formal Languages

- A language  $L$  for an alphabet  $\Sigma$ , is a subset of  $\Sigma^*$ 
  - Strings usually have to satisfy certain rules.
- A string in a language is called a **sentence**.
  - $\Sigma = \{a, b\}$ 
    - $L_1 = \{\lambda, a, b, aa, ab, ba, bb\}$  (contains strings with length at most 2)
    - $L_2 = \{a^n b^n : n \geq 0, n \in \mathbb{Z}\}$
    - $L_3 = \{a^n b^n : n \geq 1, n \in \mathbb{Z}\}$
    - $L_4 = \{a^n b^m : m \geq 0, n \geq 0, m, n \in \mathbb{Z}\}$
    - $L_5 = \{\lambda, ab, aabb, \dots\}$  (contains strings that have a number of a's followed by the same number of b's)

## Formal Languages

- **Reverse** of a language which is denoted  $L^R$  reverses all strings in  $L$   
 $L^R = \{w^R : w \in L\}$   
 $L = \{aab, baba, baa\}$   
 $L^R = \{baa, abab, aab\}$
- **Complement** of a language  $L$  which is denoted  $\bar{L}$ 
  - $\bar{L} = \Sigma^* - L$  (set difference) or  $\bar{L} = \{w : w \in \Sigma^* \text{ and } w \notin L\}$
- Union, intersection, and difference operations for languages are similar as for the sets.

## Formal Languages

- **Concatenation** of two languages  $L_1$  and  $L_2$ , denoted  $L_1L_2$  contains any string in  $L_1$  followed by any string in  $L_2$

$$L_1 = \{aa, bb, ab, ba\}$$

$$L_2 = \{aba, ca\}$$

$$L_1L_2 = \{aaaba, aaca, bbaba, bbca, ababa, abca, baaba, baca\}$$

- $L^n$  language obtained by concatenating  $L$  for  $n$  times.

$$L^0 = \{\lambda\}$$

$$L^1 = L$$

$$L^2 = LL$$

$$L^3 = LLL$$

...

# Grammars

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The Second Concept

# Grammars

- We need a mechanism to describe a language. In other words, generating the sentences of the respective language.
- A grammar tells us whether a sentence is well formed or not.
- Example: Find a language containing all identifiers, where an identifier
  - Contains only lower-case letters or digits
  - Must start with a letter
  - Examples: *a594*, *zb29*
  - $\langle id \rangle \rightarrow \langle letter \rangle \langle rest \rangle$
  - $\langle letter \rangle \rightarrow a | b | c | \dots | z$
  - $\langle rest \rangle \rightarrow \langle letter \rangle \langle rest \rangle | \langle digit \rangle \langle rest \rangle | \lambda$
  - $\langle digit \rangle \rightarrow 0 | 1 | 2 | \dots | 9$

## Generating a Sentence

$\langle id \rangle \rightarrow \langle letter \rangle \langle rest \rangle$

$\langle letter \rangle \rightarrow a|b|c| \dots |z$

$\langle rest \rangle \rightarrow \langle letter \rangle \langle rest \rangle | \langle digit \rangle \langle rest \rangle | \lambda$

$\langle digit \rangle \rightarrow 0|1|2| \dots |9$

Generate  $b7$

$\langle id \rangle \Rightarrow \langle letter \rangle \langle rest \rangle \Rightarrow b \langle rest \rangle \Rightarrow b \langle digit \rangle \langle rest \rangle \Rightarrow b7 \langle rest \rangle \Rightarrow b7\lambda \Rightarrow b7$

# Grammars

- $\langle id \rangle \rightarrow \langle letter \rangle \langle rest \rangle$   
 $\langle letter \rangle \rightarrow a|b|c| \dots |z$   
 $\langle rest \rangle \rightarrow \langle letter \rangle \langle rest \rangle | \langle digit \rangle \langle rest \rangle | \lambda$   
 $\langle digit \rangle \rightarrow 0 | 1 | 2 | \dots | 9$
- Variables:  $\langle id \rangle$  ,  $\langle letter \rangle$  ,  $\langle rest \rangle$  ,  $\langle digit \rangle$
- Starting Variable:  $\langle id \rangle$
- Terminals:  $a, b, c, \dots, z, 0, 1, 2, \dots, 9$
- Production Rules (as seen from above which follows the  $\rightarrow$ )

## Definition of Grammar for Formal Languages

- A grammar  $G$  is quadruple  $G = (V, \Sigma, R, S)$ , where
  - $V$  is the finite set called **variables**.
  - $\Sigma$  is the finite set, disjoint from  $V$ , called the **terminals**. This is our **alphabet!**
  - $R$  is the finite set of **rules**, with each rule being a variable and string of variables and terminals
  - $S \in V$  is the **start variable**.
- Given  $G = (V, \Sigma, R, S)$ , the language generated by  $G$  is  $L(G) = \{w \in \Sigma^* : s \Rightarrow^* w\}$



## Grammar Example 1

$$G = (V, \Sigma, R, S)$$

$$V = \{S\}$$

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

$$R: \begin{cases} S \rightarrow aSb \\ S \rightarrow \lambda \end{cases}$$

**What language does this grammar describe?**

## Grammar Example 1

$$G = (V, \Sigma, R, S)$$

$$V = \{S\}$$

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

$$R: \begin{cases} S \rightarrow aSb \\ S \rightarrow \lambda \end{cases}$$

$$S \Rightarrow \lambda$$

**One string we can get is an empty string, but that doesn't tell us much about the language.**

## Grammar Example 1

$$G = (V, \Sigma, R, S)$$

$$V = \{S\}$$

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

$$R: \begin{cases} S \rightarrow aSb \\ S \rightarrow \lambda \end{cases}$$

$$S \Rightarrow \lambda$$

$$S \Rightarrow aSb \Rightarrow a\lambda b \Rightarrow ab$$

**The second string we can get is an 'a' followed by a 'b'. We still don't know much about the language.**

## Grammar Example 1

$$G = (V, \Sigma, R, S)$$

$$V = \{S\}$$

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

$$R: \begin{cases} S \rightarrow aSb \\ S \rightarrow \lambda \end{cases}$$

$$S \Rightarrow \lambda$$

$$S \Rightarrow aSb \Rightarrow a\lambda b \Rightarrow ab$$

$$S \Rightarrow aSb \Rightarrow aaSbb \Rightarrow aa\lambda bb \Rightarrow aabb$$

**The third string we get are two a's followed by two b's. Based on the rules and strings we can generate, a language can be described.**

$$L(G) = \{a^n b^n : n \geq 0, n \in \mathbb{Z}\}$$

## Grammar Example 2

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Find a grammar  $G$  that generates the following language.

$$L(G) = \{a^n b^{n+1} : n \geq 0, n \in \mathbb{Z}\}$$

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Find a grammar  $G$  that generates the following language.

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**Let's use our formal definition of grammars.**

$$G = (V, \Sigma, R, S)$$

## Grammar Example 2

Find a grammar  $G$  that generates the following language.

$$L(G) = \{a^n b^{n+1} : n \geq 0, n \in \mathbb{Z}\}$$

$$G = (V, \Sigma, R, S)$$

**Based on the language description, we can denote that there are two symbols 'a' and 'b'. This allows us to denote the set  $\Sigma = \{a, b\}$**

## Grammar Example 2

Find a grammar  $G$  that generates the following language.

$$L(G) = \{a^n b^{n+1} : n \geq 0, n \in \mathbb{Z}\}$$

$$G = (V, \Sigma, R, S)$$

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

**Now, we need to figure how we can generate the language. Based on observation, we have a sequence of a's followed by the same number plus one of b's.**



## Grammar Example 2

Find a grammar  $G$  that generates the following language.

$$L(G) = \{a^n b^{n+1} : n \geq 0, n \in \mathbb{Z}\}$$

$$G = (V, \Sigma, R, S)$$

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

**We can at least create a rule where we have at least the same number of a's followed by the same number of b's.**

$$S \rightarrow aSb$$

**IMPORTANT!**  
**'|' means OR**

## **Grammar Example 2**

Find a grammar  $G$  that generates the following language.

$$L(G) = \{a^n b^{n+1} : n \geq 0, n \in \mathbb{Z}\}$$

$$G = (V, \Sigma, R, S)$$

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

$$S \rightarrow aSb$$

**We should also consider the scenario where  $n = 0$ . If  $n$  is assigned to 0, then we should get the string 'b'. That is our basic case. We can update our rule  $S$  to include this!**

$$S \rightarrow aSb \mid b$$

## Grammar Example 2

Find a grammar  $G$  that generates the following language.

$$L(G) = \{a^n b^{n+1} : n \geq 0, n \in \mathbb{Z}\}$$

$$G = (V, \Sigma, R, S)$$

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

$$S \rightarrow aSb \mid b$$

**That's it! We were able to provide a grammar that describes the language.**

## Grammar Example 2

Find a grammar  $G$  that generates the following language.

$$L(G) = \{a^n b^{n+1} : n \geq 0, n \in \mathbb{Z}\}$$

$$G = (V, \Sigma, R, S)$$

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

$$S \rightarrow aSb \mid b$$

Alternative Grammar

$$S \rightarrow Ab$$

$$A \rightarrow aAb \mid \lambda$$

**There is also a second solution that exists!**

## Grammar Example 3

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Find a grammar  $G$  that generates the following language.

$$L(G) = \{a^{2^n}b^n : n \geq 0, n \in \mathbb{Z}\}$$

## Grammar Example 3

Find a grammar  $G$  that generates the following language.

$$L(G) = \{a^{2n}b^n : n \geq 0, n \in \mathbb{Z}\}$$

$$G = (V, \Sigma, R, S)$$

**Let's use our formal definition of grammars.**

$$**$G = (V, \Sigma, R, S)$**$$

## Grammar Example 3

Find a grammar  $G$  that generates the following language.

$$L(G) = \{a^{2n}b^n : n \geq 0, n \in \mathbb{Z}\}$$

$$G = (V, \Sigma, R, S)$$

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

**Based on the language description, we can denote that there are two symbols 'a' and 'b'. This allows us to denote the set  $\Sigma = \{a, b\}$**

## Grammar Example 3

Find a grammar  $G$  that generates the following language.

$$L(G) = \{a^{2n}b^n : n \geq 0, n \in \mathbb{Z}\}$$

$$G = (V, \Sigma, R, S)$$

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

$$S \rightarrow aaSb$$

**Based on the language description, we notice there are twice as many a's followed by b's.**

**Here is a base string when  $n = 1$ , aab**

**We could create the following rule.**

$$S \rightarrow aaSb$$



## Grammar Example 3

Find a grammar  $G$  that generates the following language.

$$L(G) = \{a^{2n}b^n : n \geq 0, n \in \mathbb{Z}\}$$

$$G = (V, \Sigma, R, S)$$

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

$$S \rightarrow aaSb \mid \lambda$$

**We also must consider the case when  $n = 0$ . If  $n$  is zero, then we have the empty string  $\lambda$ . We would need to update the rule to**

$$S \rightarrow aaSb \mid \lambda$$

## Grammar Example 3

Find a grammar  $G$  that generates the following language.

$$L(G) = \{a^{2n}b^n : n \geq 0, n \in \mathbb{Z}\}$$

$$G = (V, \Sigma, R, S)$$

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

$$S \rightarrow aaSb \mid \lambda$$

**That's it! We were able to provide a grammar that describes the language.**

# More Grammar Examples!

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Let's go to the board!

# Automata

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The Third Concept

# **Automata is an abstract model for a digital computer**

- **Input File**

- Contains the input string
- Cannot alter the input
- Processed from left to right until the end of the string is reached

- **Storage**

- Infinite # of cell where each cell represents a symbol from the alphabet which can be the same or different than the input alphabet
- Information can be altered in the storage

- **Control Unit**

- # of internal states
- Transition function that decide next internal state.
- Uses a discrete timeframe

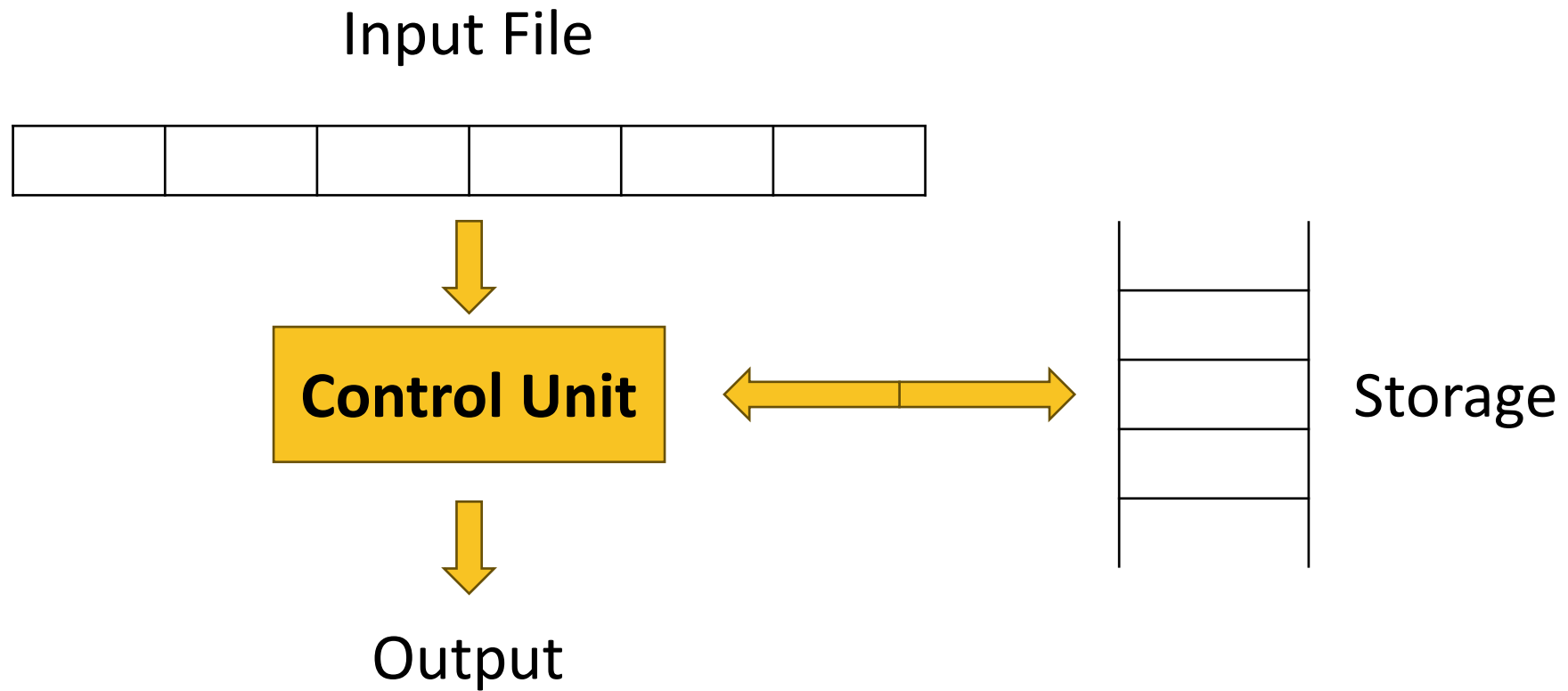
- **Configuration**

- Current internal state, input file, and storage

- **Move**

- Transition from on configuration to another

# Automata Visual





# Acknowledgement

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Some Notes and content come from Dr. Gerber, Dr. Hughes, and Mr. Guha's COT4210 class and the Sipser Textbook, *Introduction to the Theory of Computation*, 3<sup>rd</sup> ed., 2013