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Discrete Maths

Sem - IV

## Modeling Computation

→ Set - unordered collection of objects (distinct)

→ Representations of sets

ex  $\{9, 16, 25, 49\}$

$\{x \mid x \text{ is a perfect square}, 5 < x < 50\}$

→  $\mathbb{N}$  - countable definite infinite

→  $\mathbb{R}$  - uncountable definite infinite

→  $R = \{x \mid \{a, b\} \subseteq x\}$

$R$  is a set of sets

$$R = \{\{2, 3\}, \{1, 2, 3\}, \{1, 2, 3, 9\}, \{18, 2, 3\}\}$$

$$= \{x \mid \{2, 3\} \subseteq x\}$$

→  $R = \{x \mid x \neq x\}$   $\rightarrow$   $x \in R \rightarrow x \notin R$

$\{1, 2\} \notin \{1, 2\}$   $\rightarrow$   $x \in R \rightarrow x \notin R$

$\{1, 2\} \in \{1, 2, \{1, 2\}\}$

→  $\Delta = \{\text{highest weight, highest height}\}$

$\{a, b\} \neq \{b, a\}$   $\rightarrow$  ordered set

$\{a, a\}$

$\{\{a, b\}, c, d\} \neq \{a, b, c, d\}$

→ Languages:

$A = \{a, b, c, \dots, z\}$

strings/sentences of language are defined over  $A$

over  $A^2 = \{aa, ab, ba, \dots\}$  - known as 2-tuple

over  $A^5 = \{aaaaa, aabaa, \dots\}$

$A^*$  = all possible  $A^1, A^2, \dots$  (1 or more)

$A^*$  = 0 or more occurrences of alphabet

ex:  $A = \{a, b, c\}$ , 1 over  $A^*$

$L_1 = \{a, aa, aaa, baa\}$  - finite lang

$L_2 = \{cab, ccb, bcc, \dots\}$  - infinite lang.

$L_3 = \{a^i c b^i c^i | i \geq 1\}$

$L_4 = \{\}$  (Assume empty lang.)

ex:  $B = \{a, b\}$ , M over  $B^*$

$M_1$  (a is more than b)

$M_2$  (b is more than a)

$M_3$  (either a is higher or b is higher but they have not same)

To represent a language - we use grammar and that grammar is known as Phrase structure grammar.

eg:  $L = \{aaaa, bbbb, aabb, bbaa\}$

List of alphabets  $\Sigma = \{a, b\}$

P  $\Rightarrow S = AA$  (Beginning)

Production

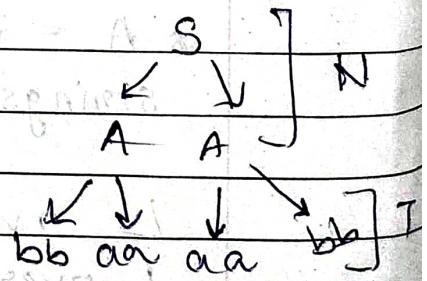
$A \rightarrow aa \mid bb$

or

Terminals T  $\{a, b\}$

Non-terminal N  $\{S, A\}$

S is a starting symbol



$\rightarrow T$  - terminals - makes up sentences

$N$  - Non terminals - specifies the structure of a lang.  
(provide template)

$P$  - Productions Rules  $\alpha \rightarrow \beta$

$S$  - Special symbol (starting symbol)

eg. 2 Construct a grammar for the language  
having any no. of aa's over the alphabet  $\Sigma = \{a\}$

$L = \{\epsilon, a, aa, aaa, \dots\}$   $\epsilon = \text{empty set}$

$T = \{a\}$   $N = \{S\}$

$P \Rightarrow S \rightarrow a | aSa | \epsilon$

$S \rightarrow a | aSa | \epsilon$

$S$  is a starting symbol

eg. 3  $L = \{a^i b^{2i} / i \geq 1\}$

$L = \{abb, aabb, aaabb, \dots\}$

$T = \{a, b\}$

$P \Rightarrow S \rightarrow aSa | \epsilon$ ,  $A \rightarrow bb$

$N = \{S, A\}$

$S$  is a starting symbol

eg. Grammar for the language

having any no. of a's and  
any no. of b's.

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

$E, A, S = N$

$L = \{\epsilon, a, b, aa, bb, ab, ba, \dots\}$

$S \rightarrow aSbS \mid \epsilon$  or (i)  $S \rightarrow aS$

(ii)  $S \rightarrow bS$

(iii)  $S \rightarrow \epsilon$

\* eg. Language having at least two 'a's, preceded and followed by any no. of 'a's and 'b's

$L = \{aaa, aaa, aba, baaba, \dots\}$

$\Rightarrow (a+b)^* aa (a+b)^* \leftarrow a \text{ or } b$

$\Rightarrow (a+b)^* a (a+b)^* a (a+b)^*$

$S \rightarrow AaAaA \quad T = \{a, b\}$

$A \rightarrow aA \mid bA \mid \epsilon \quad N = \{S, A\}$

eg  $L = \{ wuw^T \mid w \in \{a, b\}^*\}$

$L = \{c, aabcbba, baacacaab, \dots\}$

$S \rightarrow ScSt \mid \epsilon$

$S \rightarrow \epsilon$

$S \rightarrow aScsa \mid bScsb$

$S \rightarrow \epsilon$

$S \rightarrow asa \quad T = \{a, b, c\}$

$S \rightarrow bsb$

eg

$S \rightarrow aB$

$N = \{S, A, B\}$

$S \rightarrow bA$

$T = \{a, b\}$

$A \rightarrow aAs \mid bAA$

S is a starting symbol.

$B \rightarrow bBs \mid aBB$

$L = \{ab, ba, baab, abba, bbaa, aabb, \dots\}$

$$L = \{a^i b^j, i=j\}$$

eg.

$$L = \{a^n b^m c^n \mid n, m \geq 1\}$$

$$L = \{abc, aabcc, aabbbccc, \dots\}$$

$$S \rightarrow aSc$$

$$T = \{a, b, c\}$$

$$S \rightarrow aAC$$

$$N = \{S, A\}$$

$$A \rightarrow bAlb$$

eg.

$L = \{x \mid x \in \{a, b\}^*, \text{ the number of } a's \text{ in } x \text{ is a multiple of 3}\}$

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$$L = \{aaab, abaa, ababa, aaa, \dots\}$$

$$1. S \rightarrow b \mid bs$$

$$5. B \rightarrow aas$$

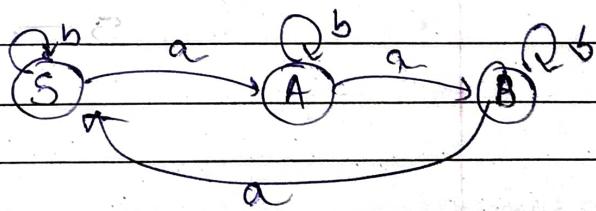
$$2. S \rightarrow aA$$

$$6. A \rightarrow bB \quad \text{since}$$

$$3. A \rightarrow aAB$$

$$4. \underset{A}{\cancel{A}} \rightarrow bA$$

$$4. \underset{A}{\cancel{A}} \rightarrow bA$$



$$\text{eg. } L = \{a^{m+n} b^m c^n \mid n, m \geq 1\}$$

$$L = \{aabc\}$$

$$L = \{a^m a^n b^m c^n \mid n, m \geq 1\}$$

$$\geq \{a^n a^m b^m c^n \mid n, m \geq 1\}$$

$S \rightarrow aSc$ ,  $N = \{A, S\}$   
 $S \rightarrow aAc$ ,  $T = \{a, b, c\}$   
 $A \rightarrow ab$   
 $A \rightarrow aAb$

eg.  $L = \{a^i b^j \mid i, j \geq 1, i \neq j\}$

$L_1 = \{a^i b^j \mid i > j, i, j \geq 1\}$

$L_2 = \{a^i b^j \mid i < j, i, j \geq 1\}$

$L = L_1 \cup L_2$

$DAD \leftarrow A$   
 $DIA \leftarrow A$

For  $L_1$ ,

$A \rightarrow aA$   
 $A \rightarrow aB$   
 $B \rightarrow ab$   
 $B \rightarrow aBb$

For  $L_2$ ,

$AB \rightarrow Bb$   
 $AB \rightarrow BBb$   
 $BA \rightarrow ab$   
 $BA \rightarrow aBb$

Now,  $S \rightarrow A$

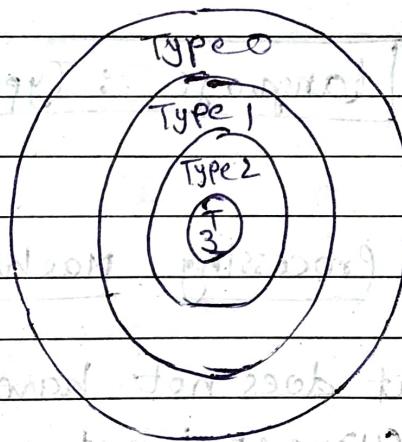
$S \rightarrow B$   
 $A \rightarrow aA$   
 $A \rightarrow aB$   
 $B \rightarrow ab$   
 $B \rightarrow ABb$   
 $C \rightarrow cb$   
 $C \rightarrow Bb$

$T = \{a, b\}$

$N = \{S, A, B, C\}$

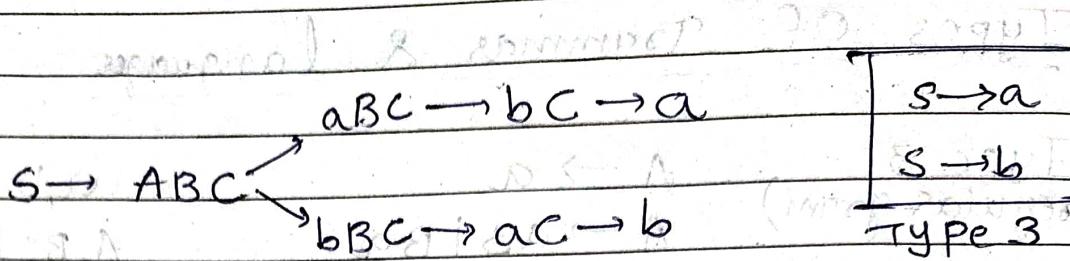
## → Types of Grammar & Languages

- Type 3  
(regular gram.)  $A \rightarrow a$   $a, b: \text{Terminals}$   
 $A \rightarrow AB \mid BA$   $A, B: \text{Non-Terminals}$
- Type 2  
(context free gram.)  $A \rightarrow \alpha$   $\alpha, \beta: \text{string of terminals}$   
 $C \in T$   $AB \leftarrow BA$  non-terminals
- Type 1  
(context sensitive)  $\alpha \rightarrow \beta$   $\alpha \in A$   
CSR  $\text{length of } \beta \geq \text{length of } \alpha$   
ex.  $AA \rightarrow a$   $] \rightarrow \text{Not Valid}$   
 $AAB \rightarrow aB$   $] \rightarrow \text{Valid}$
- Type 0 Universal (Recursively enumerable gram.)



→ If a language is specified by type 0 grammar but not by type (i+1) grammar, it is type i language.

$S \rightarrow ABC$	Initial state	Final state	Language is
$A \rightarrow a$	-	-	Type 0
$A \rightarrow b$	-	-	Type 1
$AB \rightarrow b$	-	-	Type 2
$bB \rightarrow a$	-	-	Type 3
$BC \rightarrow a, AC \rightarrow b$	-	-	



eg       $S \rightarrow AB$

$AB \rightarrow BA$

$A \rightarrow a$

$B \rightarrow b$

[Grammar is of type 1.]

$S \rightarrow ab \mid ba$

: Type 3

$A \rightarrow b$

: Type 2

$S \rightarrow A \bar{B}$

: Type 1

$AB \rightarrow ba$

[language : Type 3].

## Information Processing Machine

Machine that does not have memory, output depends on current input.

A finite state machine is composed of following

1. A finite set of states  $S = \{s_0, s_1, s_2, \dots\}$
2. A special state  $s_0$ , initial state
3. A set of input letters  $I = \{i_1, i_2, i_3, \dots\}$
4. A set of output letters  $O = \{o_1, o_2, o_3, \dots\}$

5. A function  $f$  from  $S \times I$  to  $S$ , a transition function.
6. A function  $g$  from  $S$  to  $O$ , an output function

e.g. Make Modulo 3 sum of input letters  
 $\{0, 1, 2\}$

→ Sum of input =  $3k+0 \Rightarrow 0$   
 if sum =  $3k+1$ , mod 3  $\Rightarrow 1$   
 $= 3k+2$ , mod 3  $\Rightarrow 2$

Tabular way:

state	Inputs	Outputs
0	0 1 2	0
A	A B C	0 1 2
B	B C A	0 1 2
C	C A B	0 1 2
(2+2) % 3 = 1 (B)		

transition  $f^2$ :

$$f(B, 2) = A$$

$$f(C, 0) = C$$

$$f(A, 1) = B$$

$$f(B, 1) = C$$

$$f(C, 1) = A$$

$$f(A, 0) = B$$

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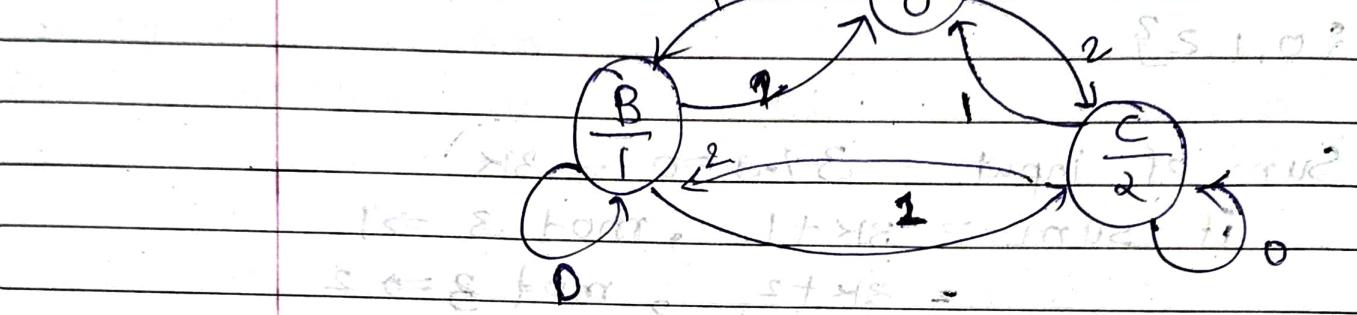
$$f(C, 1) = A$$

$$f(A, 0) = C$$

QUESTION: Graphical way: draw a transition A to B

transition diagram of a machine A

graphical way to represent solution: 3x3



ATM, vending machine, calculator are example of finite state machine.

Two machines are equivalent, if we provide them same set of input signal they produce same outputs then both machine are said to be equivalent.

(8)  $T = \text{O}(T \times S)$

que	Input	Output	Input
state	1 2	o/p A =	state
A B C	0 0	$\Rightarrow$ 0 A	1 2 o/p
B F D	0	$\Rightarrow$ 0 A	B C 0
C K E	0	B	C D 0
D H B	0	C	D 0
E B F	1	D	E B 0
F D H	0	E	F C 1
G E B	0	B	G C 1
H B C	1	C	H D 1

(A)

Ans

Analysing E & H are equivalent to multiple of 4.  
 C & F are equivalent to multiple of 4+2.  
 Machine A & B are equivalent to multiple of 4+1  
 D & G are equivalent to multiple of 4+3

→ Machine A : 10011010001

Exhaustive Approach.

state	Input		Output
	1	2	
A	B	C	0
B	C	D	0
C	D	E	0
D	E	B	0
E	B	C	1

Therefore, machine A & B are equivalents.