Automata Theory Lecture 2

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August 25, 2021

1 Deterministic Finite Automata

- Finite automata, single-directional
- Q = set of states (set)
- $\Sigma = alphabet(allowed\_input)$
- $\delta = transitions(Q * \Sigma -> Q)$
- F(0) = start state
- F = set of accepted states
- Arrow going to a state from nothing is defined as the start state

$L(M) = A$ — Language of machine M regonizes A