Areas of Theory of computation

"What are the fundamental capabilities and limitations of computers?"

- 1. AUTOMATA,
- 2. COMPUTABILITY, AND
- 3. COMPLEXITY

Areas of Theory of computation (Complexity)

What makes some problems computationally hard and others easy?

- → *Sorting elements*
- → Scheduling program (class schedule)
- → Objective is to classify problems as easy ones and hard ones.

Areas of Theory of computation (Computability)

Can a computer determine whether a mathematical statement is true or false?

→ The classification of problems is whether they are solvable or not.

Areas of Theory of computation (Automata)

- → Deals with the definitions and properties of mathematical models of computation
 - → Finite automaton,
 - → Context-free grammar

\rightarrow SETS

A set is a group of objects represented as a unit. Sets may contain any type of object, including numbers, symbols, and even other sets. The objects in a set are called its elements or members

$$S = \{7, 21, 57\}$$

→ SEQUENCES AND TUPLES

A **sequence** of objects is a list of these objects in some order. Written as list within parentheses.

For example, the sequence 7, 21, 57 would be written as, (7, 21, 57)

The order doesn't matter in a **set**, but in a **sequence** it does.

→ SEQUENCES AND TUPLES (Continued...)

Sequences may be finite or infinite. Finite sequences often are called **tuples**. A sequence with k elements is a **k-tuple**.

Example: (7, 21, 57) is a **3-tuple.**

→ FUNCTIONS AND RELATIONS

A function is an object that sets up an input-output relationship. A function takes an input and produces an output. A function also is called a mapping.

$$f(a) = b$$
, read as f maps a to b

→ The set of possible inputs to the function is called its **domain**. The outputs of a function come from a set called its **range**.

$$f: D \rightarrow R$$
; D for domain, R for range

$$f: \{0, 1, 2, 3, 4\} \rightarrow \{0, 1, 2, 3, 4\}$$

→ FUNCTIONS AND RELATIONS (Continued...)

A predicate or property is a function whose range is {TRUE, FALSE}. A property whose domain is a set of k-tuples is called a relation. For example: beats is a relation.

beats	SCISSORS	PAPER	STONE
SCISSORS	FALSE	TRUE	FALSE
PAPER	FALSE	FALSE	TRUE
STONE	TRUE	FALSE	FALSE

→ GRAPHS

An **undirected graph**, or simply a **graph**, is a set of points with lines connecting some of the points. The points are called nodes or vertices, and the lines are called edges.

A directed graph has arrows instead of lines.

- → outdegree
- → indegree.

→ STRINGS AND LANGUAGES

Alphabet is any nonempty finite set. To designate alphabets Σ and Γ are used.

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\Sigma_1 = \{0,1\} // binary alphabet

\Sigma_2 = \{a,b,c,d,e,\ldots,z\} // English alphabet

\Sigma_3 = \{0,1,2,3,\ldots,9\} // Decimal number alphabet
```

→ STRINGS AND LANGUAGES (Continued)

A **string** over an alphabet is a finite sequence of symbols from that **alphabet**, usually written next to one another and not separated by commas.

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Example of a string of alphabet \Sigma_1 is 0, 1, 11, 10, 01001, \ldots.

Example of a string of alphabet \Sigma_2 is abcd, tree, red, green, xyz, \ldots.

Example of a string of alphabet \Sigma_3 is 0, 1, 12, 13, 1234, 789 \ldots.
```

→ STRINGS AND LANGUAGES (Continued)

Empty string: string with zero occurrence of symbols. That means length of the string is zero.

The empty string is denoted by the $oldsymbol{\mathcal{E}}$ (epsilon)

Length of string '10001' is = |10001| = 5

→ STRINGS AND LANGUAGES (Continued)

A **set of strings** all of which are chosen from some Σ^* , where Σ is a particular alphabet, called **language**.

→ DEFINITIONS, THEOREMS, AND PROOFS

Definitions describe the objects and notions that we use.

A **proof** is a convincing logical argument that a statement is true.

A **theorem** is a mathematical statement proved true.

→ TYPES OF PROOF

- ✓ proof by construction
- ✓ proof by contradiction (assume statement as false)
- **✓ proof by induction** (basis and induction step)