Course Code	Course Name	Theory	Practical	Tutorial	Theory	Oral & Practical	Tutorial	Total
ITC405	Automata Theory	03	--	01	03	--	01	04

Course Code	Course Name	Examination Scheme							
		Theory Marks				Term Work	Oral & Practical	Oral	Total
		Internal assessment			End Sem. Exam				
		Test1	Test 2	Avg. of two Tests					
ITC405	Automata Theory	20	20	20	80	--	--	--	100

$ 3 hours shown as theory to be taken class wise and 1 hour to be taken tutorial as batch wise

Course Objectives: Students will try:

1. To learn fundamentals of Regular and Context Free Grammars and Languages
2. To understand the relation between Regular Language and Finite Automata and machines.
3. To learn how to design Automata's and machines as Acceptors, Verifiers and Translators.
4. To understand the relation between Contexts free Languages, PDA and TM.
5. To learn how to design PDA as acceptor and TM as Calculators.
6. To learn how to co-relate Automata's with Programs and Functions.

Course Outcomes: The students will be able to:

1. Understand, design, construct, analyze and interpret Regular languages, Expression and Grammars.
2. Design different types of Finite Automata and Machines as Acceptor, Verifier and Translator.
3. Understand, design, analyze and interpret Context Free languages, Expression and Grammars.
4. Design different types of Push down Automata as Simple Parser.
5. Design different types of Turing Machines as Acceptor, Verifier, Translator and Basic computing machine.
6. Compare, understand and analyze different languages, grammars, Automata and Machines and appreciate their power and convert Automata to Programs and Functions

Prerequisite: Basic Mathematical Fundamentals: Sets, Logic, Relations, Functions.

Detailed syllabus:

Sr. No.	Module	Detailed Content	Hours	CO Mapping
I	Introduction and Regular	Languages: Alphabets and Strings. Regular Languages: Regular Expressions, Regular Languages, Regular Grammars, RL and LL	06	CO1

	Languages	grammars, Closure properties		
II	Finite Automata and machines	Finite Automata: FA as language acceptor or verifier, NFA (with and without ε) , DFA, RE to NFA, NFA to DFA, Reduced DFA , NFA-DFA equivalence, FA to RE. Finite State Machines: m/c with output Moore and Mealy machines. M/c as translators. Melay and Moore m/c conversion	09	CO2
III	Context Free Grammars	Context Free Languages: CFG, Leftmost and Rightmost derivations, Ambiguity, Simplification and Normalization (CNF) and Chomskey Hierarchy (Types 0 to 3)	08	CO3
IV	Push Down Automata	Push Down Automata: Deterministic (single stack)PDA, Equivalence between PDA and CFG.	05	CO4
V	Turing Machine	Turing Machine: Deterministic TM , Multi-track and Multi-tape TMs, concept of UTM and idea of system program. Issue and concept of Halting Problem	07	CO5
VI	Applications of Automata	1.Power and Limitations of Regular and Context Free Grammars and Machines 2.Designing Functions: FA: Acceptor and Verifier. FSM: Translator PDA: Simple Parser for WF parenthesis, palindromes etc. TM: Basic bit wise calculator(+ /- /AND/OR) and Translator **(Note Added)**	04	CO2 CO4 CO5 CO6

Text books

1. J.C.Martin, “Introduction to languages and the Theory of Computation”, TMH.
2. Kavi Mahesh, “Theory of Computation A Problem Solving Approach”, Wiley India

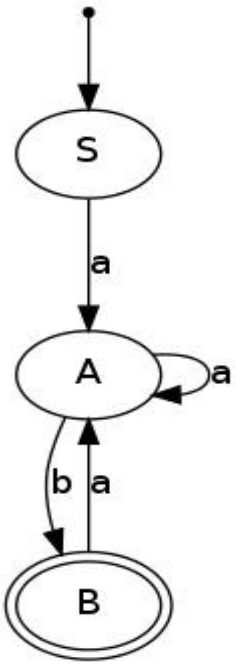
References

1. John E. Hopcroft, Rajeev Motwani, Jeffrey D. Ullman, “Introduction to Automata Theory, Languages and Computation”, Pearson Education.
2. Daniel I.A. Cohen, “Introduction to Computer Theory”, John Wiley & Sons.
3. Theory of Computation - By Vivek Kulkarni from Oxford University.
4. N.Chandrashekhar& K.L.P. Mishra, “Theory of Computer Science, Automata Languages & Computations”, PHI publications.

Sample Example for Tutorial: Applications of Automata

An automata can be easily converted to functions by converting *States* to *functions* and *Transitions* to *function calls* or *gotos* begining with Starting state and *Accepting* in a terminating state.

A simple example of DFA is:

<table>
<tr><td rowspan="4"> 
</td><td>Functions</td></tr>
<tr><td>S(x)
{ if(x == 'a') goto A(next);
else print("Error"); }</td></tr>
<tr><td>A(x) { if(x == 'a') goto A(next);
else if(x == 'b') goto B(next);
else print("Error"); \}</td></tr>
<tr><td>B(x)
{ if(x == 'a') goto A(next);
else if(x == 'b') goto B(next);
else if(end) print("Accept");
else print("Error"); \}</td></tr>
</table>

Suggested Tutorials:

Sr. No.	Module	Detailed Content
I	Introduction and Regular Languages	1 Tutorial on design of RE, RG, RLG and LLG for given Regular Language.
II	Finite Automata and machines	3 Tutorials for converting RE to NFA, NFA to DFA to Reduced DFA, FA to RE. 1 Tutorial on design of Moore and Mealy machines.
III	Context Free Grammars	1 Tutorial on design of CFG and Leftmost and Rightmost derivations. 1 Tutorial for converting CFG to CNF.
IV	Push Down Automata	1 Tutorial on design of Push Down Automata.
V	Turing Machine	1 Tutorial on design of single tape Turing Machine. 1 Tutorial on design of Multi-track and Multi-tape TMs.
VI	Applications of Automata	2 Tutorials for converting Automata to Functions: a. FA to Acceptor / Verifier. b. FSM to Translator. c. PDA to Simple Parser for WF parenthesis, palindromes etc. d. TM to Basic bit wise calculator(+ /- /AND/OR) / Translator

Assessment:

Internal Assessment for 20 marks:
Consisting of **Two Compulsory Class Tests**
Approximately 40% to 50% of syllabus content must be covered in First test and remaining 40% to 50% of syllabus contents must be covered in second test.

End Semester Examination: Some guidelines for setting the question papers are as:

- Weightage of each module in end semester examination is expected to be/will be proportional to number of respective lecture hours mentioned in the syllabus.
- Question paper will comprise of total **six questions**, **each carrying 20 marks.**
- **Q.1** will be **compulsory** and should **cover maximum contents of the syllabus**.
- **Remaining question will be mixed in nature** (for example if Q.2 has part (a) from module 3 then part (b) will be from any other module. (Randomly selected from all the modules.)
- Total **four questions** need to be solved.