

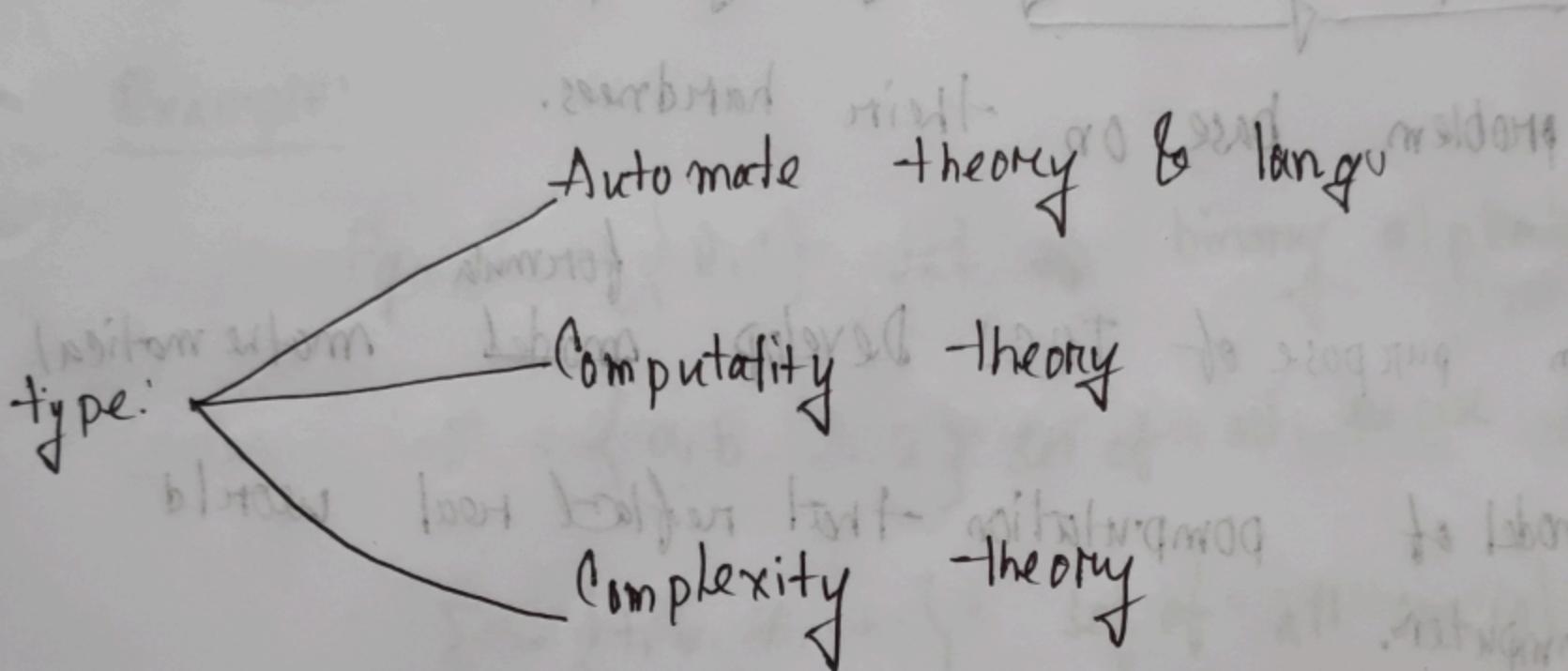


Theory of Computation

Introduction: is a branch of comp sci that deals with

→ how efficiently prob can be solved on

a model of computation, using an algorith.



① Automata theory & language: deals with the definition

& properties of various mathematical model of computation

Models: finite Automate

Context free grammar

Turing m/e

② Computability theory: It deals with what can &

cannot be computed by the model.

③ Complexity theory: It groups the computable problems base on their hardness.

Main purpose of TOC: Develop ~~model~~ formula mathematical

model of computation that reflect real world computer.

Basic Definition

① Symbol -

Symbol is a character.

Eg: a, b, c, ..., z, 0, 1, 2

0, 1, 2 - digits

+, -, ., special characters

② Alphabet:

An alphabet is a finite non empty set of symbols. It is denoted by Σ

Example:

If $\Sigma = \{0, 1\}$ set of binary alphabets

$\Sigma = \{a, b, \dots, z\}$ set of all low case letters

$\Sigma = \{+, \%, \&, \dots\}$ set of all special characters

③ String or word:

A string is a finite sequence of

Symbol chosen from some alphabet.

e.g.: a) 0111 00110 is a string from binary

alphabet. $\Sigma = \{0, 1\}$

b) Rabbaacab is a string from alphabet

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

Symbol \rightarrow Alphabet \Rightarrow

3rd:

Empty String: The empty string is a string with zero occurrence of symbol (No symbols)

It is denoted by "E" \rightarrow No symbols

{ }] know to print

length of string:

It is the no: of symbols in the string

It is denoted by $|w|$

$w = 010110101$ from binary alphabet

$$\Sigma = \{0, 1\}$$

Length of String $|w| = 9$

Concatenation of String: Join 2 or more strings

Let $x = a_1, a_2, a_3, \dots, a_m$

$y = b_1, b_2, b_3, \dots, b_n$

$\exists \leftarrow$ string x to y

Concatenation of String $xy = a_1, a_2, a_3, \dots, a_m b_1, b_2, b_3$

tail - most general defined to prints the tail

if H visit from visiting x previous student to

student to prints the tail if \exists not visit

Indirectly (or without using) follow table - w

$A_1 = \{w : w \text{ is a binary string containing } \{1, 0\} \subseteq \text{an odd number of } 1s\}$

$A_2 = \{w : w \text{ is binary string containing } \{1, 0\} \subseteq \text{an even number of } 0's\}$

4th:

Power of an alphabate $\rightarrow \Sigma^*$

\Rightarrow If Σ is an alphabate. we can express

Set of all string of certain length from that alphabate by using exponential notation it is denoted by Σ^k is the set of strings of length k.

Eg 1 If $\Sigma = \{0, 1\}$ has 2 symbols

(i) $\Sigma^1 = \{0, 1\}$ ($\because 2^1 = 2$) $k = 1$

(ii) $\Sigma^2 = \{00, 01, 10, 11\}$ ($\because 2^2 = 4$) $k = 2$

(iii) $\Sigma^3 = \{000, 001, 010, 011, 100, 101, 110, 111\}$ ($2^3 = 8$) $k = 3$

Σ^* is called Kleen closer

$$\Sigma^* = \{0, 1\}^*$$

$$= \{\epsilon, 0, 1, 00, 01, 10, 11, \dots\}$$

$$(\therefore \Sigma^* = \Sigma^0 \cup \Sigma^1 \cup \Sigma^2 \cup \Sigma^3 \dots)$$

with ϵ symbol.

\Rightarrow The set of strings over an alphabet Σ excluding ϵ is usually denoted by $\Sigma^+ =$ Kleen plus

$$\therefore (\Sigma^+ = \Sigma^* - \{\epsilon\})$$

$$\Sigma^+ = \Sigma^1 \cup \Sigma^2 \cup \Sigma^3$$

with out ϵ symbol

Power of alphabet $\xrightarrow{\text{Kleen Closer}} (\Sigma^+)$
 $\xrightarrow{\text{Kleen plus}} (\Sigma^*)$

Bth:

language (finite set of non empty string)

Σ is an alphabet

6th. Finite Automate:

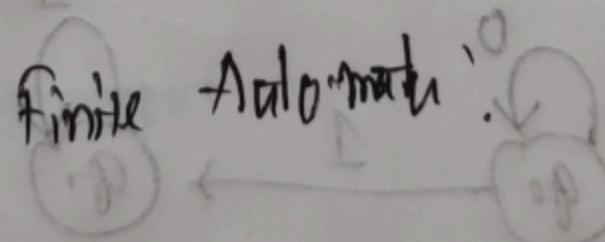
Finite automate is an abstract computing devie. It is a mathematical model of a system with discrete inputs, outputs, states and set of transition from state to state that occurs on input symbols from alphabet.

E.

Representation:

1. Graphical (Tran. Diagram → Transitions)
2. Tabular (tran-table)
3. Mathematical (Transition or function or Mapping function)

Formal Definition of



finite Automata.

A finite automata is a 5-tuples; they are

$$M = (Q, \Sigma, \delta, q_0, F)$$

Q : is a finite set called the states

Σ : is a finite set called the alphabets.

δ : $Q \times \Sigma \rightarrow Q$ is the transition function.

$q_0 \in Q$ is the start state called initial state

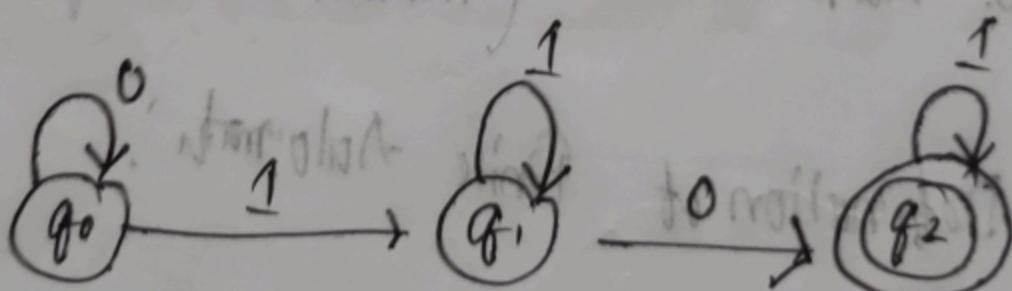
$F \subseteq Q$ is the set of all final states called final state.

Ex:

Graphical (transition Diagram):

If is a directed graph associated with vertices of the graph corresponds to the state of finite automata.

Eg.



$\{0, 1\}$ are input.

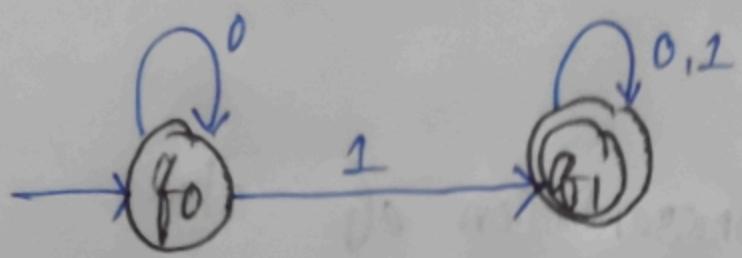
Transition table:

It is a basically tabular representation of the transition function that takes two arguments (a state and a symbol) and returns a value (the next state)

- Row corresponds to states
- Column corresponds to input symbols
- Entries corresponds to next states
- The start state is marked with an arrow
- The accept state are marked with star (*)

Row represents \rightarrow State

Column represents \rightarrow input.



	0	1
q0	q0	q1
q1	q1	q1

$$q_0 \times 0 \rightarrow q_0$$

$$q_0 \times 1 \rightarrow q_1$$

$$q_1 \times 0 \rightarrow q_1$$

$$q_1 \times 1 \rightarrow q_2$$

- Transition function

- The mapping function of -transition function denoted by δ
- Two parameters are passed to this -transition function.

transition function returning a state
which can be called as next state

$\delta(\text{current-state}, \text{current-input symbol}) = \text{next state}$

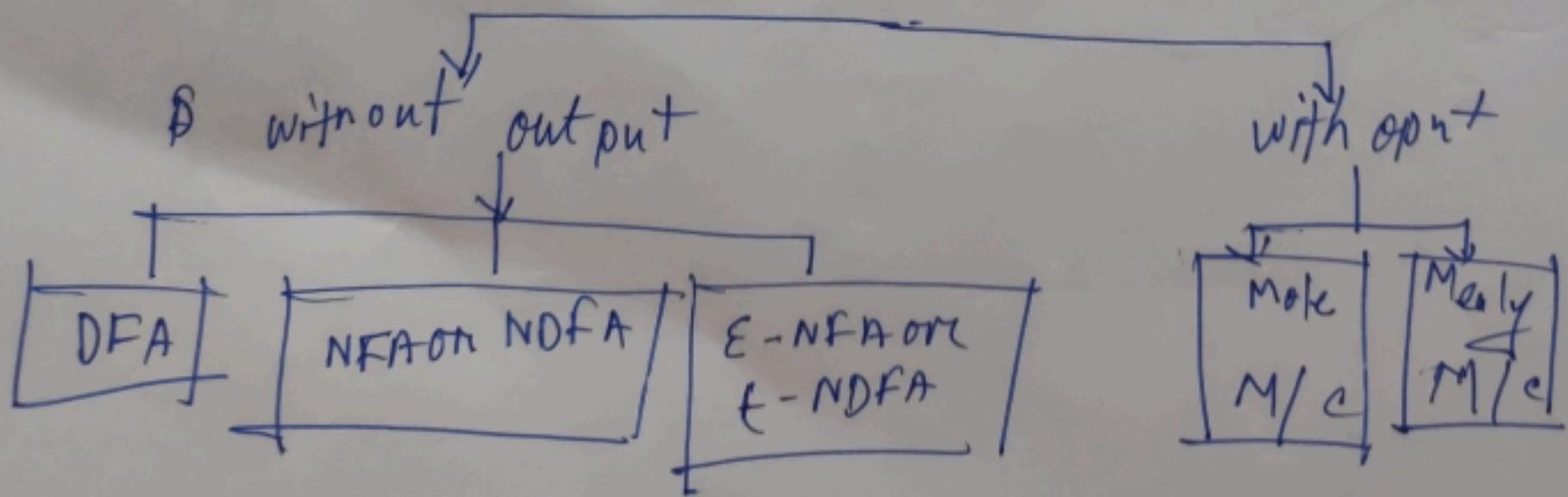
Example $\delta(q_0, a) = q_1$

$\delta(q_0, i) = q_1$

8th:

- Compiler design
- In switching theory design and analysis digital circuits automata theory is applied
- Design and analysis of complex S/w & B/w design.
- To prove correctness of the program automata theory is used.
- To design finite state machines such as Mealy & Moore
- base for formal language that base of programming language.

Finite Automate



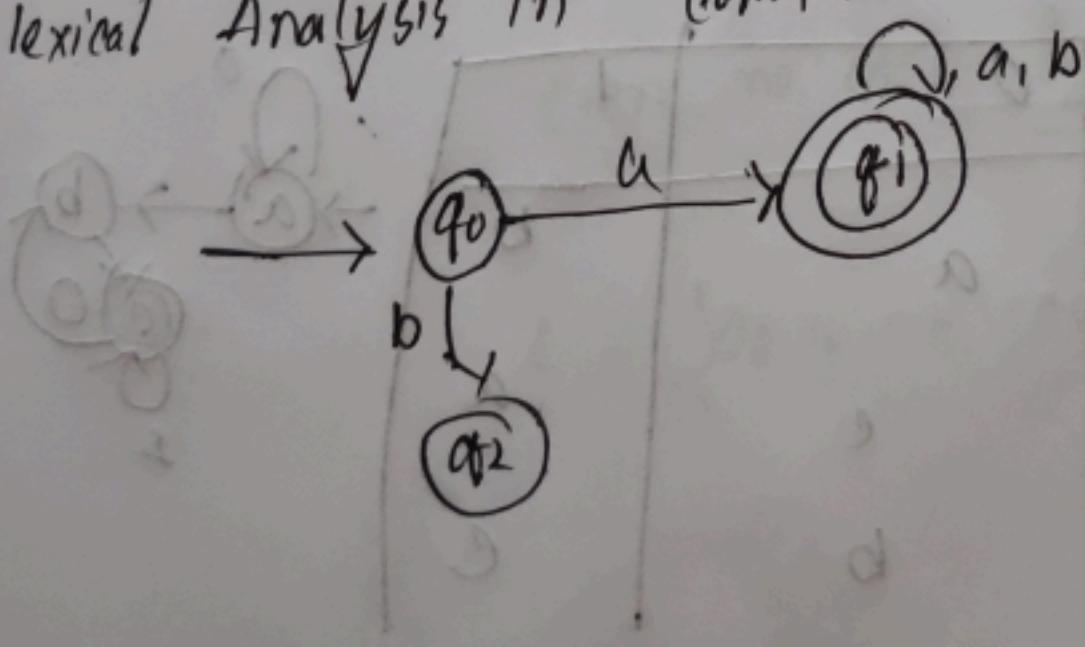
Qth:

DFA

- read an i/p string one symbol at a time.
- relates to the uniqueness of the computation.
- Only one path for specific i/p from the current state to the next state.
- dose not accept. if can't change state without null move,
- any i/p character

can contain multiple final states. It is used

lexical Analysis in compiler.



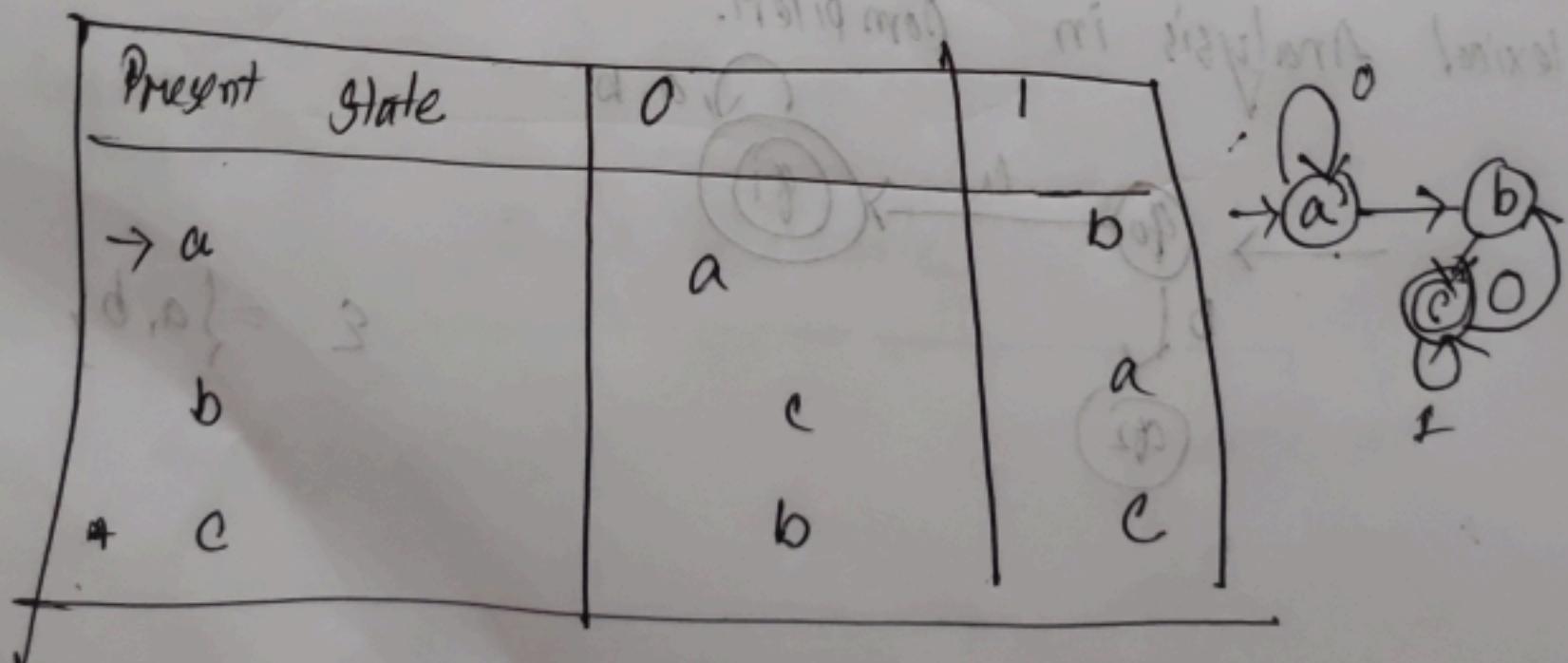
$$\Sigma = \{a, b\}$$

Collection of 5-tuples (Same as FA)

10th!

(1) Let DFA be $A = \{a, b, c\}$ $q_0 = \{a\}$

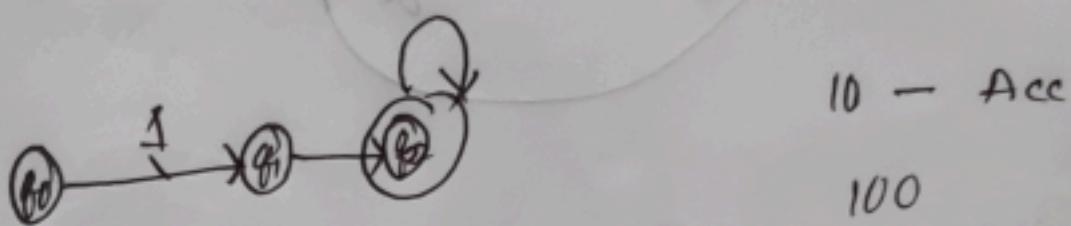
$\Sigma = \{0, 1\}$ $F = \{c\}$



Example 2: Designing DFA with $\Sigma = \{0, 1\}$ accepts those strings which start with 1 & ends with 0.

$$L = \{10, 1000, 100, 1010, \dots\}$$

$$\text{min length} = 2 \quad \text{number states} = \text{min length} + 1 \\ = 2 + 1 = 3$$



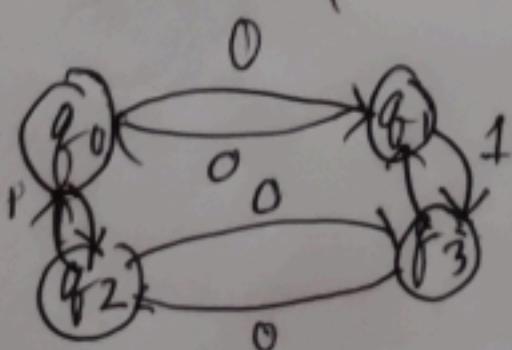
10 - Acc

100

Exam - 3: DFA $\Sigma = \{0, 1\}$ accepts

Even no. of 0 $\xrightarrow{\text{or}}$ even no. of 1's

$$L = \{00^*, 110^*, 100^*, 110^* \dots\}$$



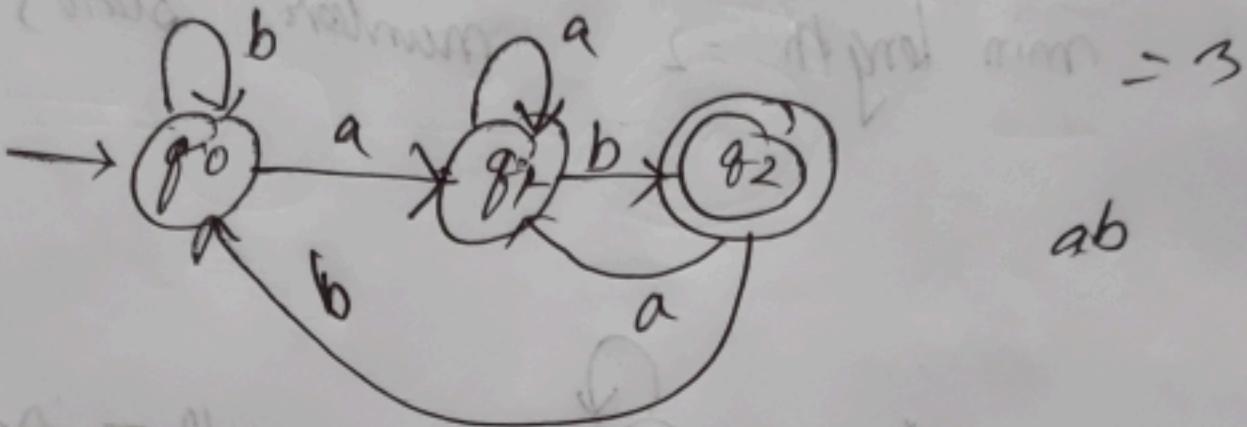
Ex. 4 DFA accepting all strings over $\{a, b\}$

18

Ending with "ab"?

$L = \{ab, aab, bab, \dots\}$

min length = 2 no of state = 2+1



ab

DFA - 01

DFA 001

2100000

{1, 0} - 3

470

: 8 - max



11th:

DFA:

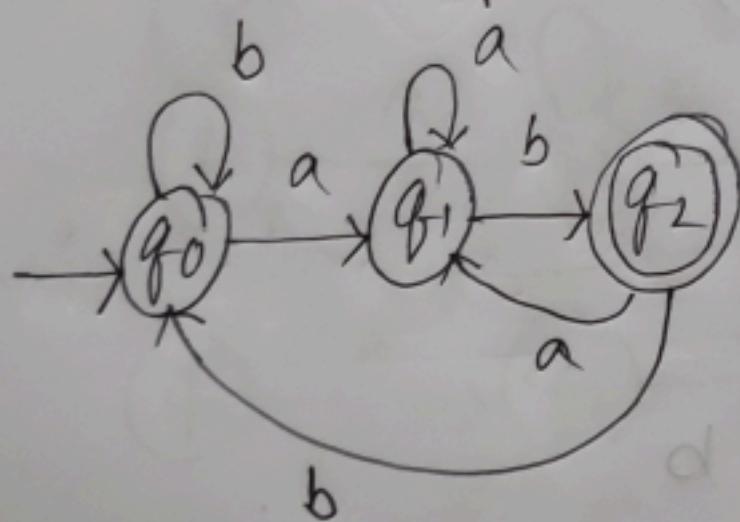
Q

12: Construct DFA accepting all strings over $\{a, b\}$ ending with "ab"?

Solution: $L = \{ab, aab, bab, \dots\}$?

min length = 2

$$\text{no state} = 2 + 1 \\ = 3$$



13th:

13-th:

NFA (Non Deterministic Finite Automata) NDFA

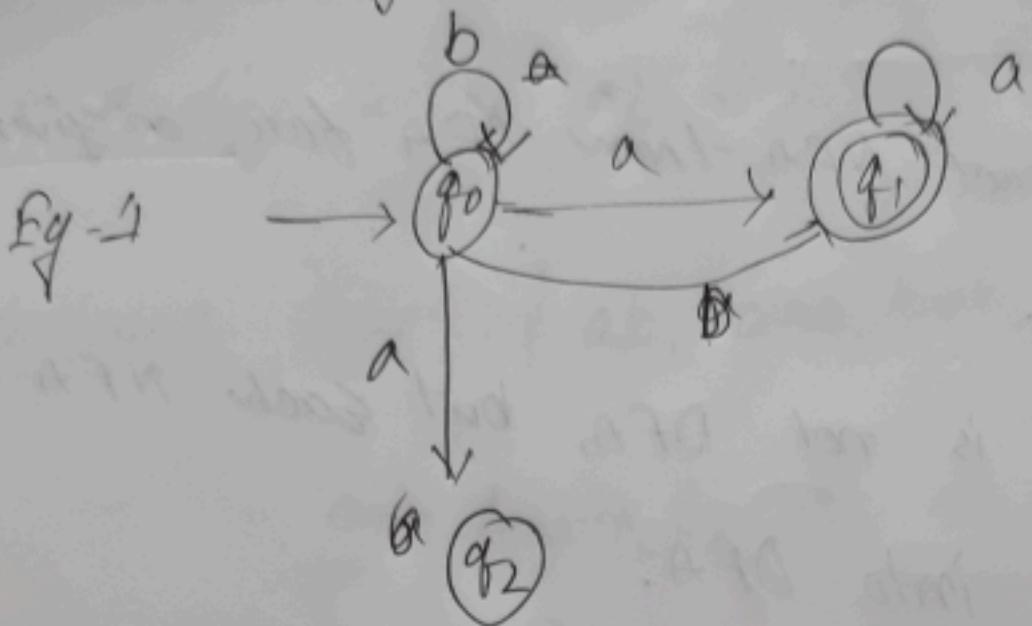
- where there exists many path for specific i/p from the current state to the next state.
- easy to construct NFA from DFA for a given regular language.
- Every NFA is not DFA, but each NFA can be translated into DFA.

DFA - only one path

NFA - Many paths.

NFA is defined in the same way as DFA
but two exceptions.

- g_f contains multiple next state δ
- g_f contains ϵ transitions



Formal Definition of NFA 0

Same as DFA
but different transition function

$$\delta: Q \times \Sigma \rightarrow 2^\emptyset$$

Q : finite set of states

Σ : finite set of the input symbols.

q_0 : initial state

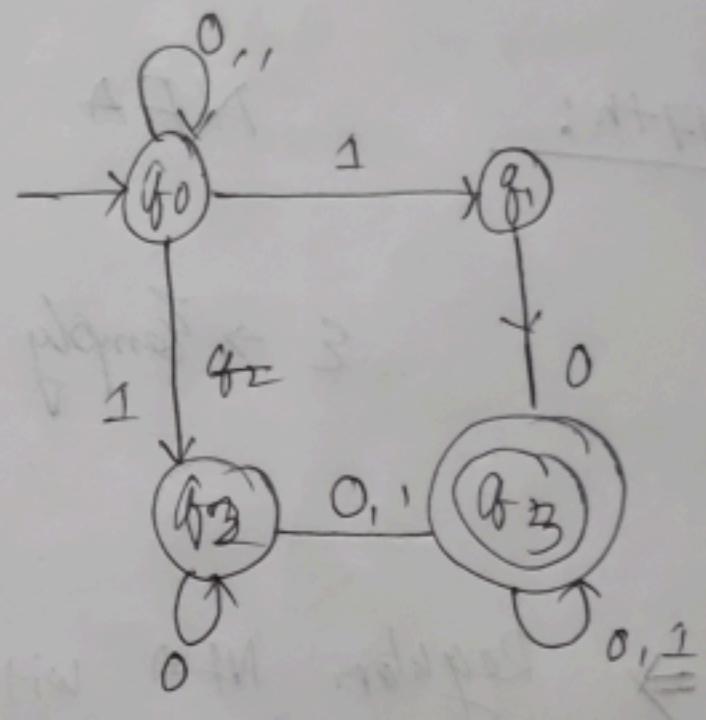
F : final State

δ = Transition function.

22

Example 3 Designing NFA to transition table:

State	0	1
q_0	q_0, q_1	q_0, q_2
q_1	q_3	ϵ
q_2	q_1, q_3	q_3
* q_3	q_3	q_3



Example: NFA

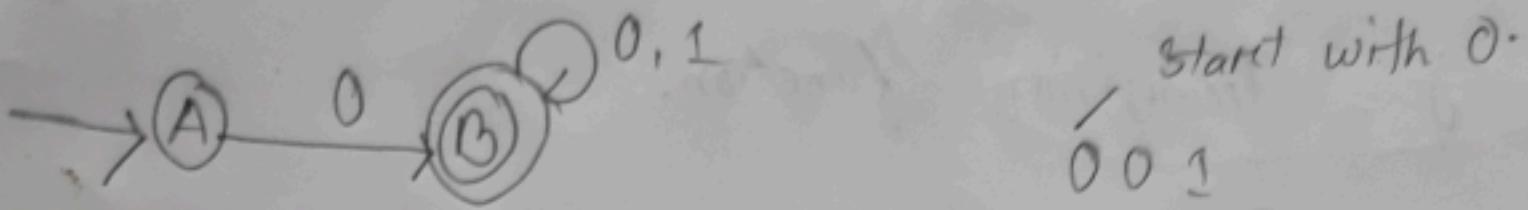
$L = \{ \text{Set of All strings that start with } 0 \}$

$$\Sigma = \{0, 1\}$$

Sol

$$L = \{0, 00, 01, 001, 010, 000, \dots\}$$

$$\text{min length} = 1$$



$A \xrightarrow{1} \emptyset$ dead

Configuration.

17th:

NFA with ϵ

$\epsilon \rightarrow$ Empty Symbol.

\Rightarrow Regular NFA with 5 tuples.

$\{Q, \epsilon, \delta_0, F, \delta\}$

$\delta : Q \times \epsilon \rightarrow 2^Q$

$\rightarrow \epsilon$ NFA with 5 tuples

$\delta : Q \times \Sigma \cup \epsilon \rightarrow 2^Q$

Note: Every state on ϵ goes to itself.

DFA

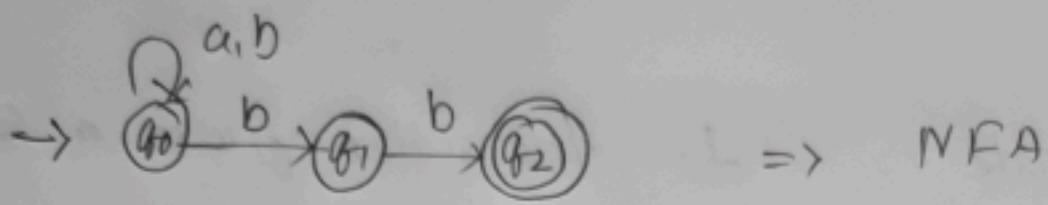
vs

NFA

- | | |
|---|---|
| <p>1. Transition from a state
to a single particular state</p> <p>2. ^m Empty string transition are not seen in DFA</p> <p>3. DFA is sub set of NFA</p> | <p>1. Transition from a state to multiple next state in each i/p symbol. Hence it.</p> <p>2. It permit empty string.</p> <p>3. It need to cover</p> |
| <p>4. $\delta: Q \times \Sigma = \emptyset$
Eg: $\delta(q_0, a) = \{q_1\}$</p> | <p>4. $\delta: Q \times \Sigma = 2^Q$
$\delta(q_0, a) = \{q_1, q_2\}$</p> |
| <p>5. Requires more space</p> | <p>5. Less space</p> |
| <p>6. String acceptance</p> | <p>6. A string is accepted by NDFA if at least one all possible transitions ends in final.</p> |

1st step:

Conversion of NFA to DFA

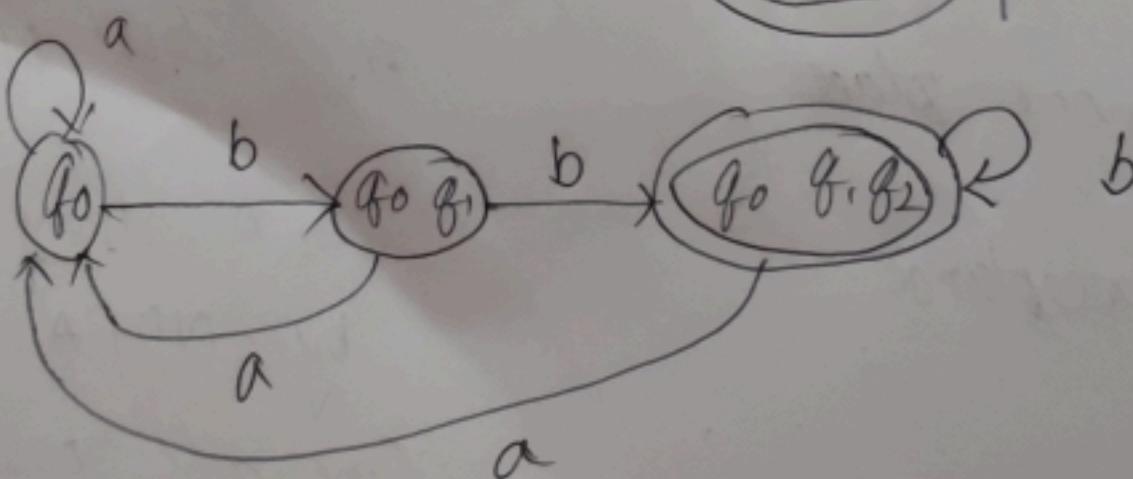


1st Step: Construct NFA transition table

	a	b
$\rightarrow q_0$	q_0	$\{q_0, q_1\}$
q_1	-	q_2
q_2	-	-

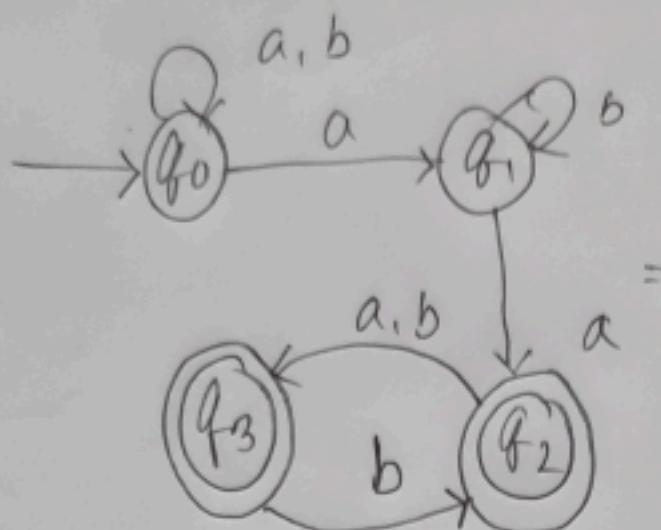
NFA:

	a	b
$\rightarrow q_0$	q_0	$\{q_0, q_1\} =$
$\{q_0, q_1\}$	$[q_0]$	$[q_0, q_1, q_2]$
$\{q_0, q_1, q_2\}$	$[q_0]$	$[q_0, q_1, q_2]$

DFA Diagram:

20th o

26



	a	b
q_0	q_1, q_0	q_0, q_3
q_1	q_2	q_1
q_2	q_3	q_3
q_3		q_2

DFA:

δ	a	b
q_0	$[q_0, q]$	q_0
$[q_0, q_1]$	$[q_0, q_1]$	$[q_0, q_1]$
$[q_0, q_1, q_2]$	$[q_0, q_1, q_2, q_3]$	$[q_0, q_1, q_3]$
$[q_0, q_1, q_2, q_3]$	$[q_0, q_1, q_2, q_3]$	$[q_0, q_1, q_3, q_2]$
$[q_0, q_1, q_3]$	$[q_0, q_1, q_2]$	$[q_0, q_1, q_2]$

