

② Introduction to Automata Theory.

• FSM - Finite State Machine → which have finite number of states in States or Truth Table.

Symbols, Alphabets, Words - Characters, Language, Grammar, Machine.

← "Keywords"

* Pattern-Recognition

* Speech Recognition

②

- Grammars:
- | Name | Type | Accepted by |
|--------------------------------------|-----------|-----------------------------|
| ① Type 0 (Recursive Grammar) | Countable | Turing Machine accepts |
| ② Type 1 (Context Sensitive Grammar) | Countable | ↳ Theoretical Machine (G.N) |
| ③ Type 2 (Context free Grammar) | Countable | ↳ T.M. |
| ④ Type 3 (Regular Grammar) | Countable | ↳ Push Down Automata (PDA) |

DFA → T.M.)

↳ (Deterministic Finite Automata and NFA)

↳ (Non-Deterministic FA)

• Features and Similarities with Real Life

a) Languages

b) Machines = Real Life Persons

c) Base = Symbols, Alphabets, Word) ~~Grammar~~

d) Sentence (Required Grammar)

* Formal Language → Word becomes
(sing. Automaton)

□ Automata: Automata is a theoretical machine which accepts a formal language. [eg. Finite Automata → Accepts Regular language]

□ PDA → [DPDA (Deterministic) > (Context Free language) aka CFL
NPDA (Non- ")]
↳ (Context Free Grammar) aka CFG

(Typed)
* RAL: Which are accepted by Turing Machine.

Father of FLAT - "Alan Turing"

FSM examples: ~~Melby~~ Melly, Moore Machine, Sequential Detector.

① Church's Hypothesis

If a real life problem is solvable by Automata Machines, then it can be solved in ^{computer} ~~real life~~ too.

• Computability Theory, Kleens Star and Closure

• Noam Chomsky → Universal Grammar Theory

• Stephen Cook → Computational Complexity Theory

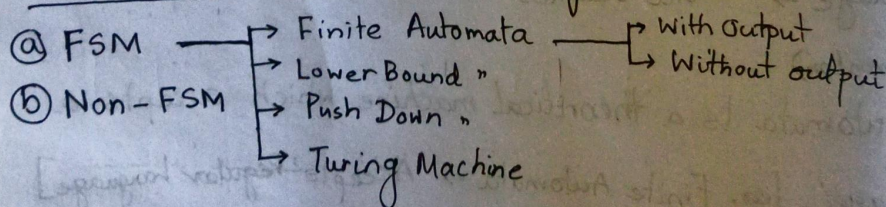
► TCS: Theoretical Computer Science

↳ subset of general computer science and focuses on more mathematical topics of computing and includes the theory of computation (TOC).

• Objective of TOC:

- The solvability of a given problem
- Limitation of a given problem

• Classification of Automata: (Chomsky Classification)



(Detailed After this) →

Automata

FSM

NFSM (Non-FSM)

FSM = finite state machine

Finite Automata

Lower Bound

Push Down

Turing Machine

With O/P
→ Melly M/c
→ Moore M/c

Without O/P

→ ENFA (NulD)
→ NFA (Non-deterministic)
→ DFA (deterministic)
→ Minimal DFA

↳ (minimal state) required

DPDA (uses stack)

NBPA

→ Single Tape
→ Multi Tape
→ Deterministic
→ Non-Deterministic
→ Universal
→ Single Stack
→ Multistack

Module-1: FLAT

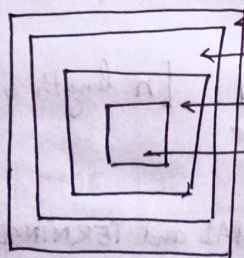
a) Formal Language: According to Chomsky Hierarchy, A formal lang. is a theoretical language which is accepted by Automata.

↳ Inventor: Chomsky.

b) How many Formal languages are there?

→

Chomsky Hierarchy



Type 0 → Turing Machine

Type 1 → Lower Bound

Type 2 → Push Down

Type 3 → Regular language

① Automata: An Automaton is a theoretical/logical/virtual machine which is responsible for accepting a formal language.

a) Explain Type 0, Type 1, Type 2, Type 3. → Written Previously

↓ ↓ ↓ ↓
Turing Machine Lower Bound Push Down Finite Automata
(TAL) (CSL) (CFL) (RL)

] Accepted by

eg. Type 2:

$A \rightarrow \alpha$ where A is a ^{single} ~~collection of~~ non-terminal ^{lang.} and α denotes combination of ~~single~~ and non-terminal and terminal languages.

① Symbols, Alphabets, Characters or Letters:

It is a unique unit of a string or word which is helping us to identify the instruction and to generate a sentence or language.

ex: ③ - Epsilon: Null string

Φ - Phi: Empty set of a string $\Rightarrow \{ \}$

Σ - Summation: Alphabet $\Rightarrow \{a, b, c\}$

$\Rightarrow \{0, 1, 2, 3\}$

ω - Omega: String $\Rightarrow a, b, aa, bb, ab, ba$

② How many strings are possible from $\{a, b\}$ of length two?

$\rightarrow 4 \rightarrow aa, ab, ba, bb$

③ How many strings are possible over the alphabet set $\{a, b\}$ of length n ?

$\rightarrow |\Sigma|^n \rightarrow [\text{Cardinality} = 1] [n \text{ length of string}]$

$G \rightarrow$ Collection of NON-TERMINAL and TERMINAL and

[Upper Case: Nonterminal] $\checkmark S \rightarrow \overset{1}{A} \overset{2}{A} / \overset{2}{B} \overset{2}{B}$
[Lower Case: Terminal] $\begin{matrix} \overset{3}{A} \rightarrow a \\ \overset{4}{B} \rightarrow b \end{matrix}$

4 production rules.

$G = \{ \overset{\text{Start Symbol}}{S}, \underset{\text{Variable Terminal}}{T}, P, S \}$

$V = \{A, B, s\}$
 $T = \{a, b\}$

$P = \{ S \rightarrow AA, A \rightarrow a, S \rightarrow BB, B \rightarrow b \}$

$S = \{s\}$