

* Symbol $\{a, b, c, 1, 2, 3\}$

The basic building block of a language (smallest unit).

* Alphabet

A finite set of symbols $\Sigma(a, b)$

* String

Collection / Sequence of alphabets.

if $\Sigma(a, b)$

String = $\{a, b, aa, ab, ba, bb, \dots\}$

→ Length = 2

String = $\{aa, ab, ba, bb\}$

* Language

→ Collection of all the possible strings.

(i) $\Sigma(a, b)$

(i) L_1 = strings of length 2.

$L_1 = \{aa, ab, ba, bb\}$

NOTE

If length of string = zero

$$\Sigma^0 = \epsilon$$

epsilon

LANGUAGE

FINITE

{aa, ab, ba, bb}

Length of 2

INFINITE

{aa, aaa, aaaa...}

at least 1 a

* AUTOMATA

Automata is a mathematical model or a machine to check if the string given is a part of the language.

AUTOMATA

FA

FINITE

AUTOMATA

PDA

PUSH DOWN

AUTOMATA

LBA

LINEAR BOUND
AUTOMATA

TM

TURING
MACHINE

* POWER OF SIGMA

- Σ (sigma) represents the total alphabets.
 - Minimum power = 0
- $\Sigma^0 \rightarrow$ Set of all strings with length zero.
 $\Sigma^0 = \epsilon$
- Σ^0 ?

- $\Sigma' =$ set of all strings with length 1.

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

Σ' ?

- Σ^2 = set of all strings with length 2

$$\Sigma^2 = \Sigma \cdot \Sigma = \{a, b\} \cdot \{a, b\} = \{aa, ab, ba, bb\}$$

Σ^2 ?

* KLEENE CLOSURE

Σ^*

Set of

- All the strings possible on $\{a, b\}$ including the ϵ string.

Σ^* ?

Gets an infinite Automata

* POSITIVE & CLOSURE

→ Denoted by $\boxed{\Sigma^+}$

→ Σ^+ is the set of all strings possible on $\{a, b\}$
except the ϵ case.

Relation

$$\boxed{\Sigma^* = \Sigma^+ + \epsilon}$$

L-5

* GRAMMAR

→ A grammar 'G' is defined as quadruple.

$$\rightarrow \boxed{G = \{ V, T, P, S \}}$$

① Variable

② Terminal

③ Production Rule

④ Start Symbol.

Set of rules to
define a language
OR
Standard way to
represent a
language

* DFA

- A deterministic finite automata is a type of finite automata in which the transitions are deterministic.
- It is denoted by a quintuple:

$$A = (\Phi, \Sigma, \delta, q_0, F)$$

Where,

Φ → Set of all finite states;

Σ → Set of all alphabets.

δ → Transition function or next state function
 $(\Phi \times \Sigma \rightarrow \Phi)$

q_0 → Initial State / start state.

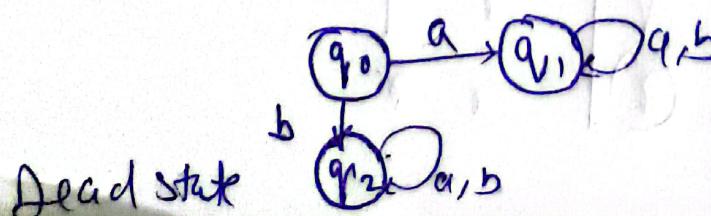
F → Set of final states.

Example

Design a DFA for a language $\Sigma = \{a, b\}$

L = Strings start with a .

$L = \{a, aa, aaa, ab\}$



Dead state q_2 a, b

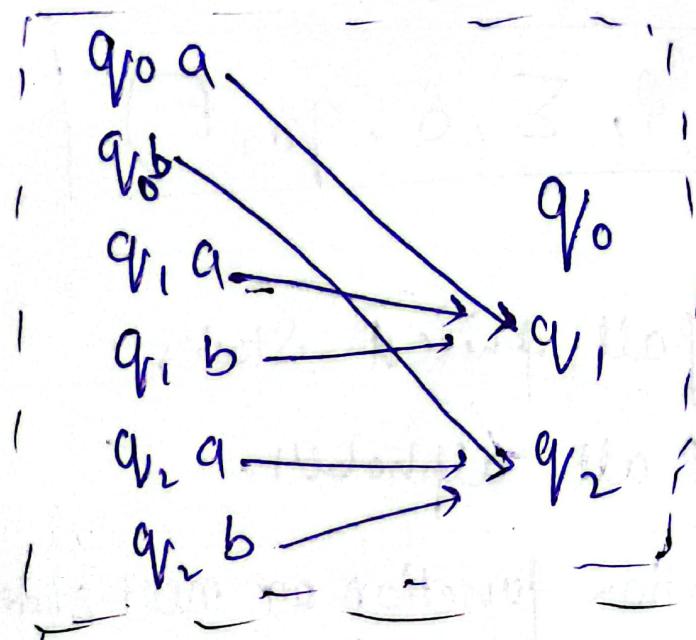
Transition:

$$T Q \times \Sigma \rightarrow \Phi$$

q_{v_0}

$$q_{v_1} \times (a, b) \rightarrow \emptyset$$

q_{v_2}



TRANSITION TABLE

- Transition table is the table of the transition function
- We use an arrow to point the initial state
- We encircle all the final state.

Example

→

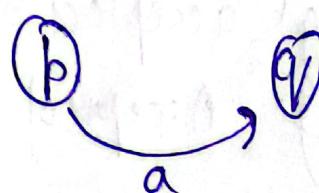
δ	a	b
p	q	p
q	r	p
r	r	r

*STATE TRANSITION GRAPH (Diagram)

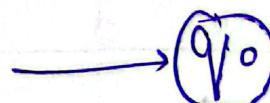
- A STG is diagrammatical representation of a DFA.

POINTS TO REMEMBER

- Every state in φ is represented by a node.
- If $S(p, a) = q$, then there is an arc from p to q labelled a .



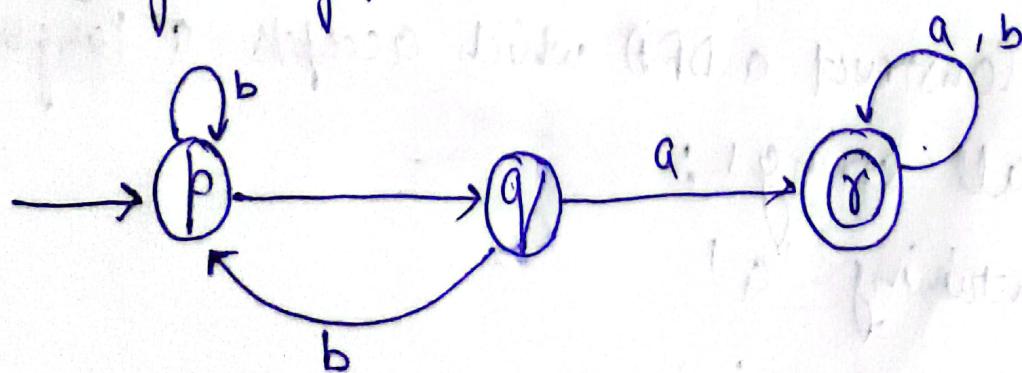
- There is an arrow with no source into initial state q_0 .



- Final states are indicated by double circle.



Ex → Diagram of previous table



* LANGUAGE OF DFA.

A string $x \in \Sigma^*$ is said to be accepted by a DFA, A when you apply the string x in the initial state and DFA reaches to a final state.

* The set of all strings accepted by DFA, A is said to be language Accepted by A and is denoted by $L(A)$.

That is,

$$L(A) = \{x \in \Sigma^* \mid \delta(q_0, x) \in F\}$$