Module-1

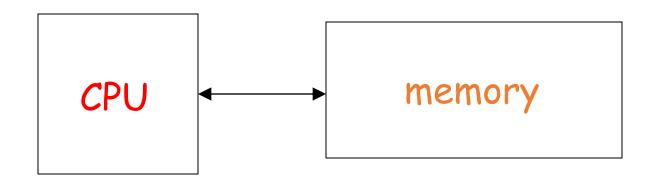
Introduction to Automata Theory



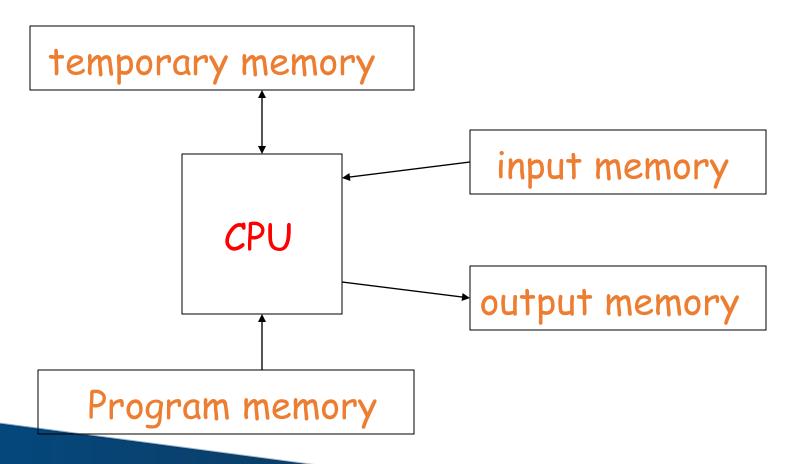
Models of Computation



Computation

















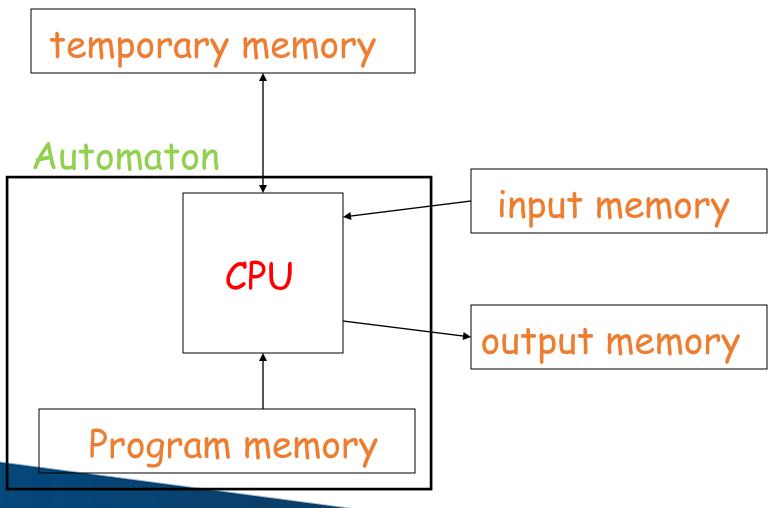
Automata theory is the study of abstract machines and automata.

The computational problems can be solved using them.

It is a theory in theoretical computer science and discrete mathematics



Automaton





Different Kinds of Automata

Automata are distinguished by the temporary memory

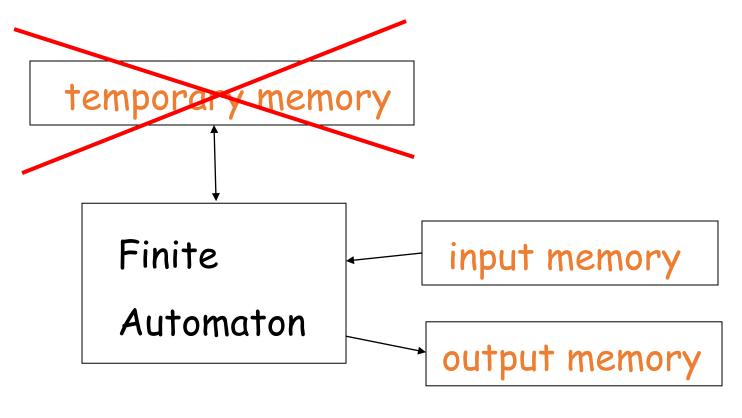
• Finite Automata: no temporary memory

· Pushdown Automata: stack

· Turing Machines: random access memory



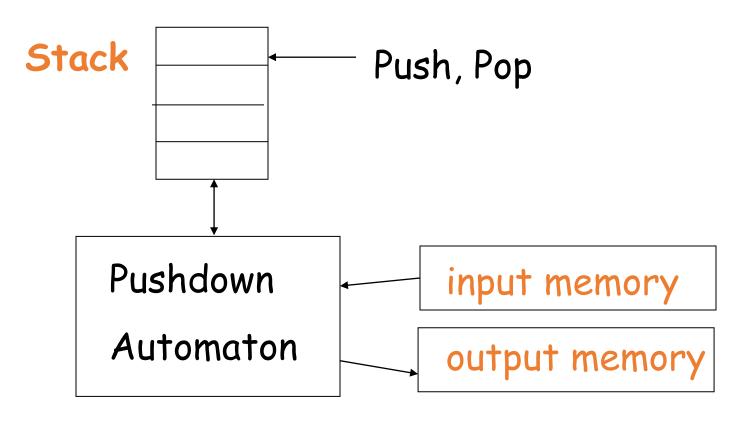
Finite Automaton



Example: Vending Machines (small computing power)



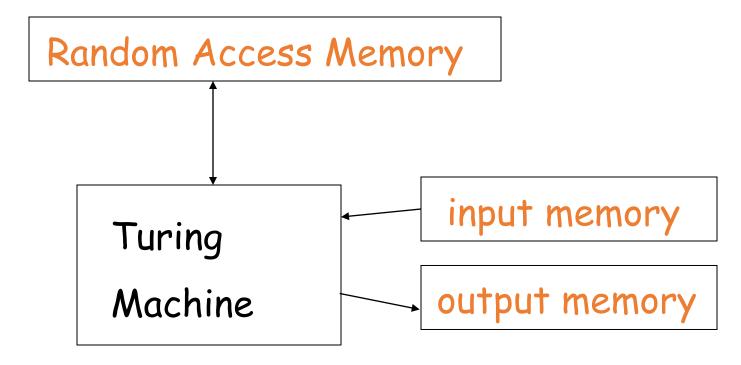
Pushdown Automaton



Example: Compilers for Programming Languages (medium computing power)



Turing Machine



Examples: Any Algorithm (highest computing power)



Power of Automata

Finite
Pushdown
Automata
Automata
Automata

Machine

Solve more
computational problems



Applications of finite automata

- For the designing of lexical analysis of a compiler which breaks the input text into logical units like identifiers, keywords etc.
- > For recognizing the pattern using regular expressions.
- > For the designing of the combination and sequential circuits.
- > Software for designing and checking the behavior of digital circuits.
- Used in text editors.
- > For the implementation of spell checkers.
- Software for scanning large bodies of text like web pages to find occurrence of words, phrases and other patterns.
- > Software to verify all types that have finite number of distinct states such as communications protocols for secure exchange of information.



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Applications of Push Down Automata

- For designing the parsing phase of a compiler (Syntax Analysis).
- > For implementation of stack applications.
- > For evaluating the arithmetic expressions.
- > For solving the Tower of Hanoi Problem.



Applications of Turing machine

- > For solving any recursively enumerable problem.
- > For understanding complexity theory.
- > For implementation of neural networks.
- > For implementation of Robotics Applications.
- > For implementation of artificial intelligence.



Basic Definitions

Three fundamental concepts used in Automata theory are:

- Languages
- Grammars
- Automata



Languages

- A Finite, non empty set Σ of symbols, is called the alphabet.
- From the individual symbols, strings can be constructed which are finite sequences of symbols from the alphabet.
- Thus, a language L is defined as a subset of Σ^* .
- A string in a language L is called as a sentence of L.



Example:

• Language for the string in the set $\{a, aa, aab\}$ L = $\{a^nb^n : n\ge 0\}$

 The reverse of a language is the set of all string reversals is:

$$L^R = \{ w^R : \mathbf{w} \in \mathsf{L} \}$$



Grammars

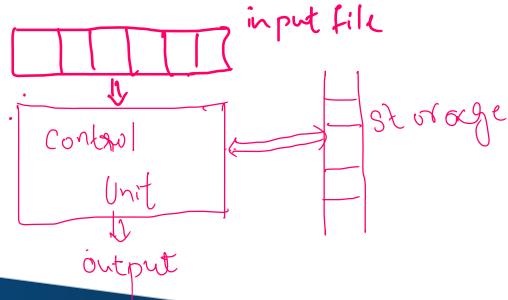
 A grammar G is defined as a quadruple that consists of finite set of variables, terminal symbols, start variable and finite set of productions.

• Example: $S \rightarrow aAb \mid A$



Automata

 An automata is an abstract model of a digital computer and has the mechanism for reading input. It also has input as a string over a given alphabet written in an input file.





General Concepts of Automata Theory

- Symbol
- Alphabet
- Strings
- Empty Strings
- Length of the string
- Power of an Alphabet
- Concatenation of two strings
- Languages





















