

CS 302 Automata Theory Fall 2017

Text :

Introduction to Automata Theory, Languages and Computation

Third edition, Pearson 2006

Instructor :

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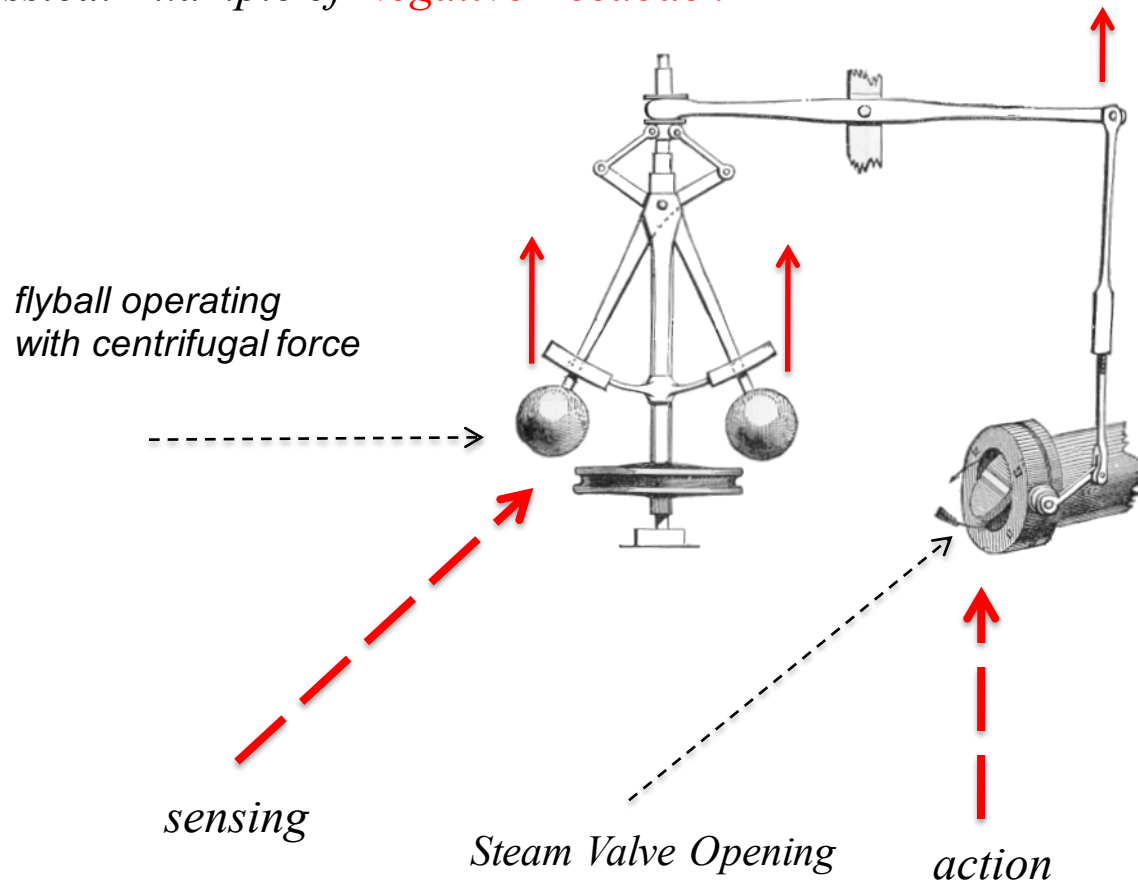
PREMODERN AUTOMATION

James Watt's Governor (Speed regulator) 1788

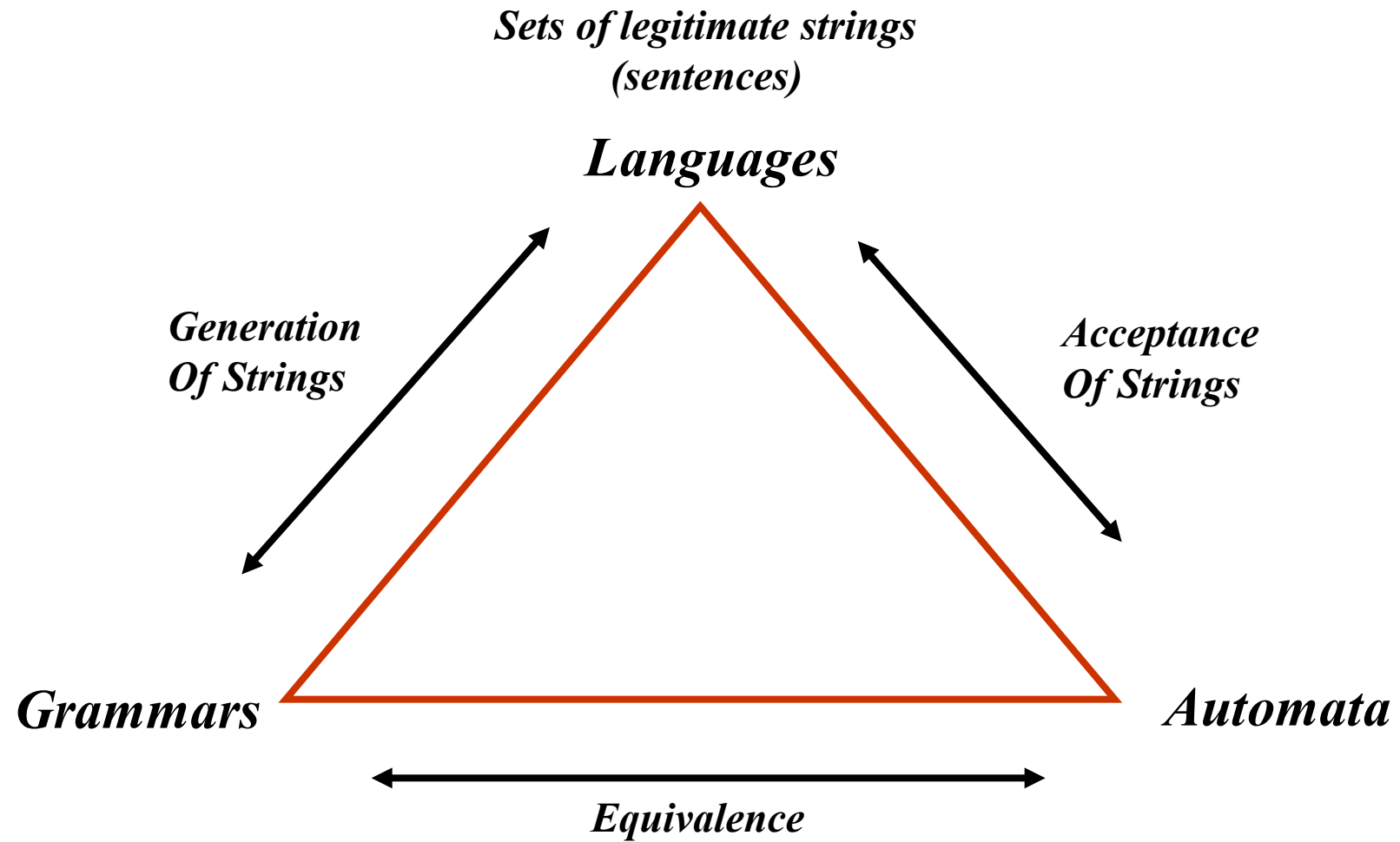
James Clerk Maxwell's famous paper (1868) : On Governors

First mathematical treatment of stability

*Classical Example of **Negative Feedback***



Topic of the Course → MODERN : LINGUISTIC BASED AUTOMATION




Definition of a Language

(1) A finite set Σ , called the *alphabet set*.

(2) A *set* of strings with elements in Σ is called a *language* over Σ

Formal Definition of a Language $L \subseteq \Sigma^$ where :*

empty string


$$\Sigma^* := e \cup \Sigma^+$$

$$\Sigma^+ := \Sigma \cup \Sigma^2 \cup \dots \cup \Sigma^n \cup \dots = \bigcup_{k=1, +\infty} \Sigma^k$$

$\Sigma^n :=$ *Set of all strings with elements in Σ of length n*

String Operations and Terminology

String Concatenation : $u \in \Sigma^*$, $v \in \Sigma^*$: $u.v \in \Sigma^*$

$u \in \Sigma^+$, $v \in \Sigma^+$ and $w \in \Sigma^+$; $s = \textcolor{brown}{u} . \textcolor{teal}{v} . \textcolor{blue}{w}$;

each $\textcolor{brown}{u}, \textcolor{teal}{v}$ or $\textcolor{blue}{w}$ is called a *substring* of s ;

$\textcolor{brown}{u}$ is called a *prefix* of s

$\textcolor{blue}{w}$ is called a *postfix* of s

$s \in \Sigma^*$

s^n denotes s concatenated n times

$\text{length}(s) = \# \text{ characters in } s = |s|$

How can we define a language L ?

$$L := \{ s \in \Sigma^* \mid F(s) \}$$



A logical condition on s ; F is a truth valued function

There is a problem in this definition :

Is F computable ?

*What does **computable** mean ?*

Two computable tools are introduced :

*(1) **Grammars** ; (2) **Automata***

Examples of languages :

*(1) Natural Languages ; strings of characters from a keyboard that are syntactically correct in **English** e.g. **The chair ate the elephant** is a syntactically correct string (sentence) in the English language ; **The ate elephant chair the** is not correct !*

(2) Formal (Computer) Languages : e.g. strings of symbols that are syntactically correct. such as a C++ program for which the compiler does not give a syntax error

Simpler examples of languages

(3) Well-defined expressions. Eg. Arithmetic expressions

using the operators $+$ and \times and nonnegative integers

$(32 + 560) \times (3 + 54 \times 7)$ is correct whereas $32(+056 \times 7(3))$ is not correct

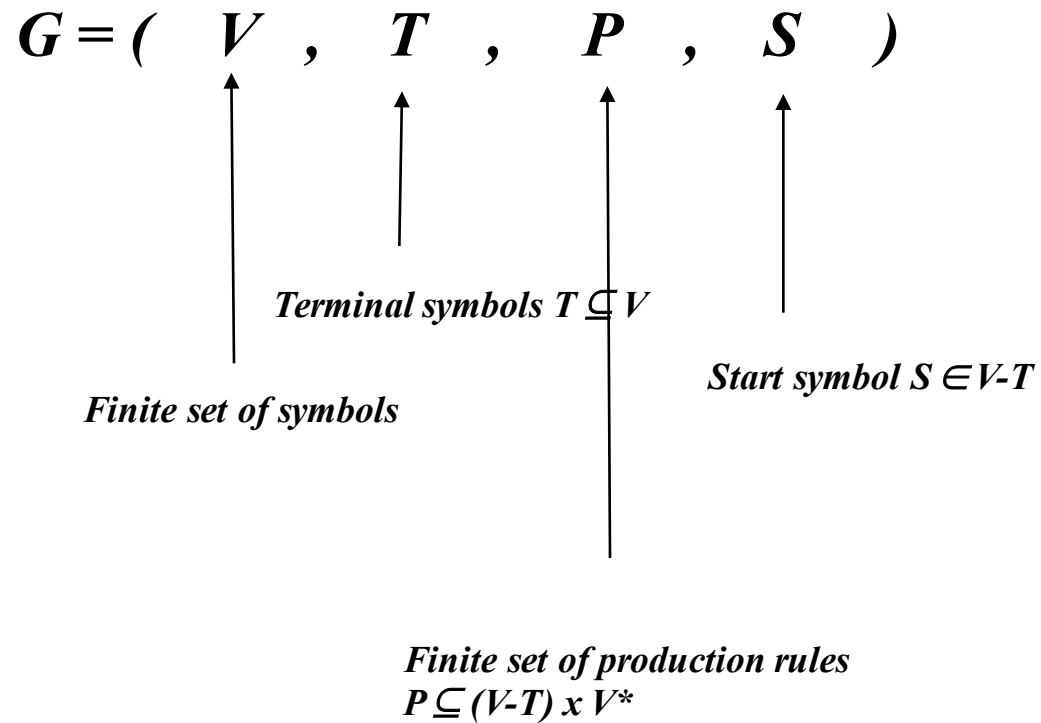
*(4) Problems : **encoding ?** of **decision ?** problems*

Examples :

(i) Decision problem : $E = \{ (n, m, k) \in \mathbb{Z} \times \mathbb{Z} \times \mathbb{Z} \mid n+m = k ? \} ; E \subseteq \mathbb{Z}^3$

(ii) Encoding of a graph G that solves the decision problem of connectedness !

Context Free Grammars



Example : generation of integers in decimal notation

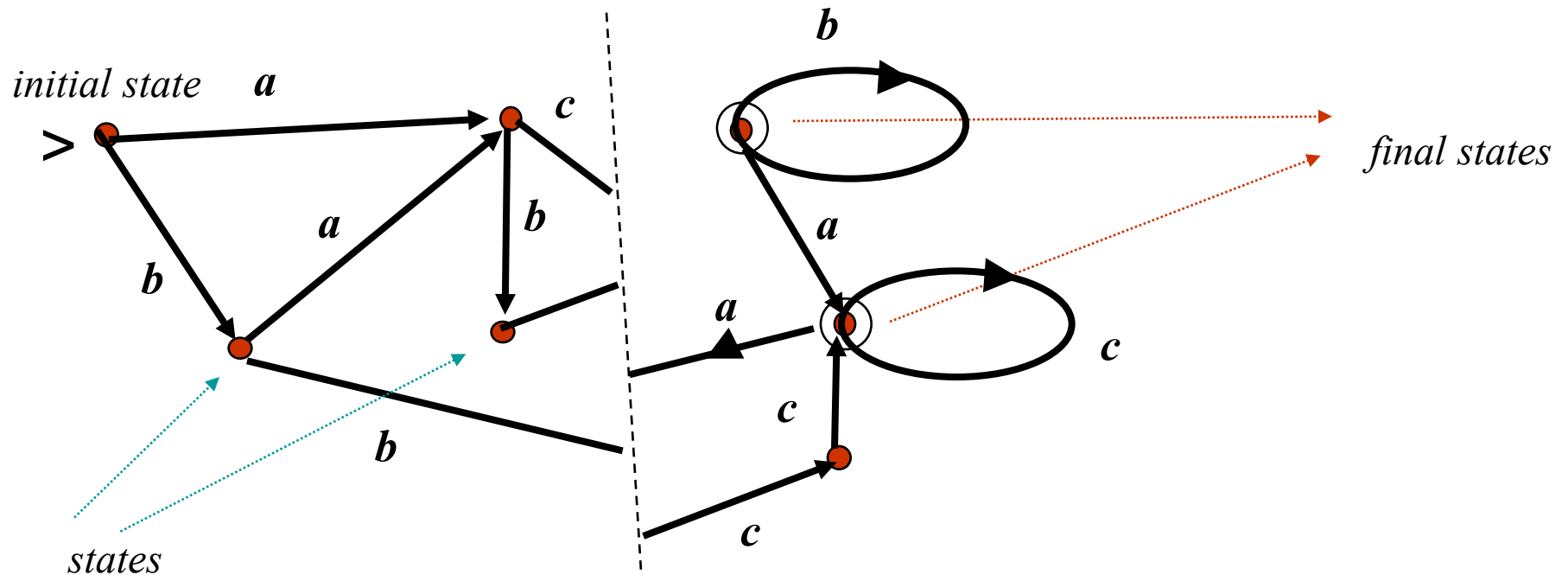
-108970 and +67 and 564 are legitimate strings but 034

and 1-3 and 90+1 are not!

Find a grammar that generates integers in decimal notation !

(Deterministic Finite) Automata over a set $\Sigma = \{a, b, c, \dots\}$

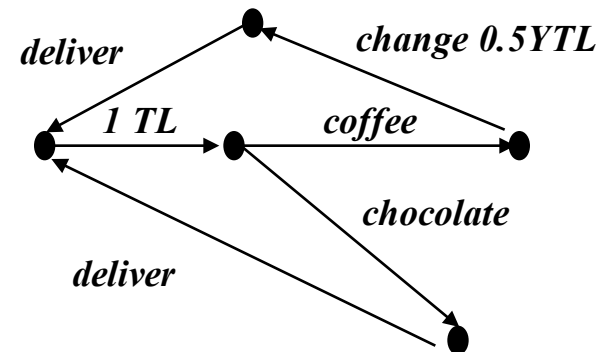
Simple way to define is by directed graphs where edges are labeled by symbols in Σ



In **CS 302** we use **Automata** as a language acceptor (or generator)

But there are other uses in modeling real systems :

(1) Coffee & Chocolate Machine



(2) Digital Integrated Circuits with input and output

