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2 What is Automata Theory? n Study of abstract computing devices, or "machines" n Automaton = an abstract computing device n Note:A "device" need not even be a physical hardware! n A fundamental question in computer science: n Find out what different models of machines can do and cannot do n The theory of computation n Computability vs. Complexity

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Introduction to Automata Theory, Languages, and Computation Solutions for Chapter 4 Solutions for Section 4.1. Exercise 4.1.1(c) Let n be the pumping-lemma constant (note this n is unrelated to the n that is a local variable in the definition of the language L). Pick $w = 0^n10^n$.

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There is a small matter, however, that this automaton accepts strings with leading 0's. Since the problem calls for accepting only those strings that begin with 1, we need an additional state s, the

start state, and an additional ``dead state" d.lf, in state s, we see a 1 first, we act like q0; i.e., we go to state q1. However, if the first input is 0, we should never accept, so we go to state ...

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• Introduction to Languages and the Theory of Computation (third edi-tion), by John Martin, McGraw-Hill, 2003. • Introduction to Automata Theory, Languages, and Computation (third edition), by John Hopcroft, Rajeev Motwani, Jeffrey Ullman, Addison Wesley, 2007. Please let us know if you find errors, typos, simpler proofs, comments,

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Introduction to Theory of Computation

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Introduction to Automata Theory, Languages, and ...

Automata theory is the study of abstract machines and automata, as well as the computational problems that can be solved using them. It is a theory in theoretical computer science and discrete mathematics (a subject of study in both mathematics and computer science). The word automata (the plural of automaton) comes from the Greek word $\alpha \dot{0} \tau \dot{0} \mu \alpha \tau \alpha$, which means "self-acting".

Automata theory - Wikipedia

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