

1-1/

How do we know if a math formula  
is true?

How do we know if an algorithm  
(like Euclid's GCD) "works"?

↙ ↘

correct effective

Does an algorithm exist?  
What is an algorithm?

Does a program exist? ← problems  
What is a program? ← models

1-2 A set is "a bunch of stuff"

$\emptyset$  - nothing in it

$$\forall x, x \notin \emptyset$$

$\{ \text{pen}, \text{phone} \} \quad \{ \text{phone}, \text{pen} \}$

$\{ \checkmark, \square \}$

$$\nexists \text{ pen} \in \{ \text{pen}, \text{phone} \}$$

$$\forall x, x \in \{ y \} \text{ iff } x = y$$

union -  $\cup$                        $\cup$   $\cup$

$$\forall x, x \in A \cup B \text{ iff } x \in A \text{ or } x \in B$$

$$\{ \text{pen}, \text{phone} \} = \{ \text{pen} \} \cup \{ \text{phone} \}$$

[-3] "The set of all true math formulas"

A set IS its membership

" $1+1=2$ "  $\in$  TS  $\uparrow$  ?

"Is there a god?"

"Will Buffy be remade?"

All sets "constructed" via  $\emptyset$ ,  $\{x\}$ ,  $\cup$  are finite.

$$x \in \{\underbrace{A}_{\in B}\} \cup \{\underbrace{B}_{\in A}\}$$

The Universe ( $U$ )

$\nwarrow$  subset  
 $A \subseteq B$  iff  $\forall x, x \in A \rightarrow x \in B$

1-4/ Our universe is made of strings  
 and strings are sequences of characters  
 and chars are elements of an alphabet  
 an alphabet is a finite set

$$\Sigma = \{0, 1\} \quad \{0, 1, \cup, \$, +\}$$

$\uparrow$  chars       $\uparrow$  chars

$\downarrow^0 \downarrow^1 \downarrow^2$   
 "0100001" = a string = s  
 length = 7      s(0) = 0      s(1) = 1      s(2) = 0

$U = \Sigma^*$  ← special notation

$A^* = \{\epsilon\} \cup A \circ A^*$   
 epsilon = "" = the string w/ no characters

$x \in A \circ B$  iff  $x(0) \in A$  and  $x(1 \dots) \in B$

$\{0, 1\} \circ \{0, 1\} = \{00, 01, 10, 11\}$   
 $\{1\} \circ \{0\} = \{10\}$

LS/ #1. Decide a data type to represent alphabets and characters.

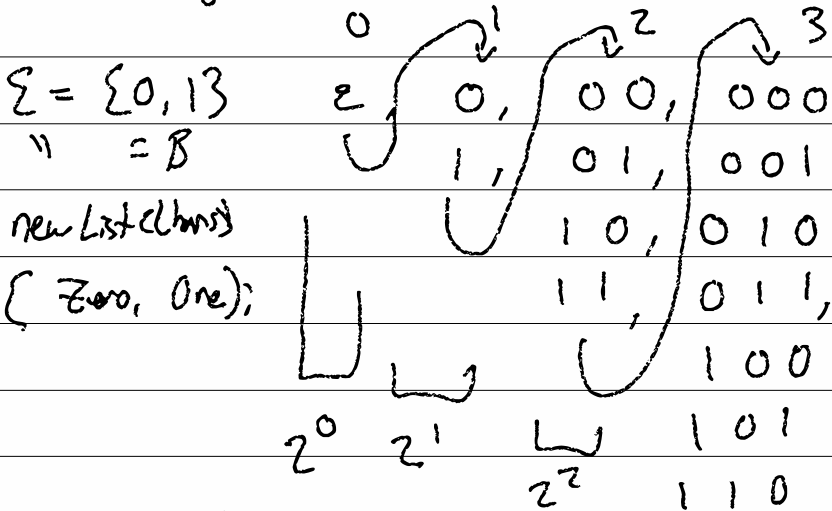
Alphabet = List < Character >  
Character = Object / void\*  
we need equality

#2. Decide a data type for strings

```
interface String { }  
class M4String implements String { ... }  
class OneString impl String {  
    OneString ( char c, String s ) { ... }  
Zero = new BasicChar('0'); One = new BC('1');  
010 = new OneS( Zero, new OneS(One, new  
    OneS(Zero, new M4S())));
```

$\{\Sigma\}$

1-6/ Every alphabet has a lexicographical ordering of the strings in  $\Sigma^*$



$|A|^i$  where  $i$  = layer in  
 looking at

$\underbrace{111}_{2^3}$

$$\text{lex}_i : \Sigma \times \mathbb{N} \rightarrow \Sigma^*$$

$$\text{lex}_i \quad \mathcal{B} \quad 0 = \epsilon$$

$$\text{lex}_i \quad \mathcal{B} \quad 1 = 0$$

$$\text{lex}_i \quad \mathcal{B} \quad 2 = 1$$

$$\text{lex}_i \quad \mathcal{B} \quad 6 = 141$$

2-1/ "1+1"  $\rightarrow$  "2"

"1+1 = 2"  $\in$  Truth

"1+1 = 3"  $\notin$  Truth

$\emptyset \quad \Sigma^* \quad A \cup B$

Alphabet  $\Sigma$

$\{0, 1\}$

Universe

$\Sigma^*$

$\{ \epsilon, 0110, 000001, \dots \}$



3

$P(A) \quad 2^A$

$x \in P(A)$  iff  $x \subseteq A$  (  $x \subseteq A$  iff  $\forall y \in x. y \in A$  )

$A = \{0, 1, 2, 3\}$

$\emptyset \in P(A) \quad \emptyset \subseteq A$

$\{0\} \in P(A)$

$\{2, 3\} \in P(A)$

$\{0, 2, 3\}$

0110  $\{1, 2\}$

$\downarrow$   
0123

$P(\Sigma^*)$

$\Sigma^* = \{ \epsilon, 0, 1, 00, 111111, \dots \}$

$\emptyset \in P(\Sigma^*)$

$\{ \epsilon \} \in P(\Sigma^*)$

all even length'd strings  $\in P(\Sigma^*) = \{ \epsilon, 00, 11, 01, \dots \}$

GIFs  $\in P(\Sigma^*)$

$\{ \text{GIFs of me} \} \in P(\Sigma^*)$

JPGs w/ a cat in them  $\in P(\Sigma^*)$

2-2/ ALL =  $P(\Sigma^*)$

FIN = the set of finite sets

ALL - True math

- GIFs

- Even strings

FIN

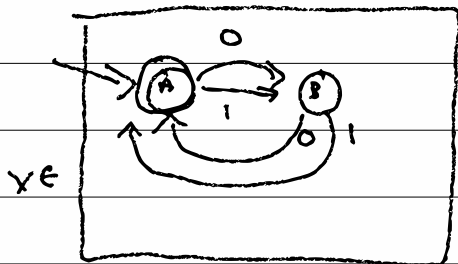
$\emptyset \in \text{FIN}$

$\forall x \in \Sigma^*, \{x\} \in \text{FIN}$

$A \in \text{FIN} \wedge B \in \text{FIN}$

$\Rightarrow A \cup B \in \text{FIN}$

All even strings =



DFA - a deterministize finite automata

○ - states  $\{A, B\}$

◻ - start state A

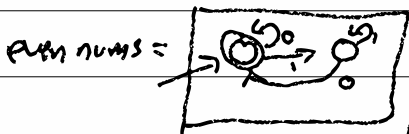
⊙ - accepting states  $\{A\}$

$0 \xrightarrow{x} 0$  - transition

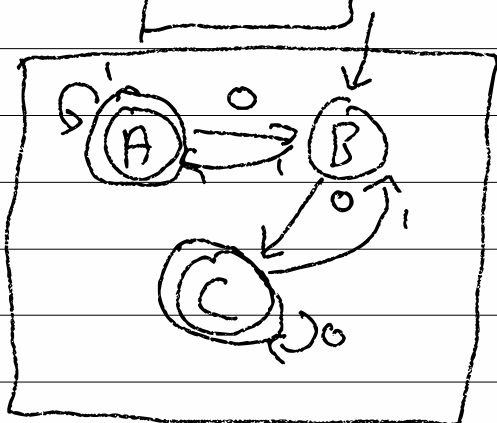
x - labels are  $\Sigma$

	0	1
A	B	B
B	A	A

$\Sigma$  0 1 HT



even nums =



$\{A, B, C\}$  B

$\{A, C\}$   $\Sigma = \{0, 1\}$

	0	1
A	B	A
B	C	A
C	C	B



2-3/  $x \in \text{DFA} (Q, \Sigma, q_0 \in Q, F \subseteq Q, \delta: Q \times \Sigma \rightarrow Q \text{ — transitions})$

states, alphabet, start, accepting

DFA configuration =  $Q \times \Sigma^*$   
 $[\hat{q}] w^*$

config update function : config  $\times$  DFA  $\rightarrow$  config

$[q]w \rightarrow [q']w'$

$[q_i] \times y \rightarrow [q_j] y$  iff  $\delta(q_i, x) = q_j$   
 $x \in \text{DFA}$  iff  $[q_0]x \Rightarrow \Rightarrow \Rightarrow \Rightarrow [q_f] \epsilon$   
 and  $q_f \in F$

$0110 \in \text{EvenLen}$  iff  $[A]0110 \rightarrow [B]110 \rightarrow [A]10$   
 $\rightarrow [B]0 \rightarrow [A] \in A \in \{A\}$   
 ✓

class DFA  $\Sigma$

...  $Q, \Sigma, F, q_0, \delta$  ...

public bool accepts (String x) {

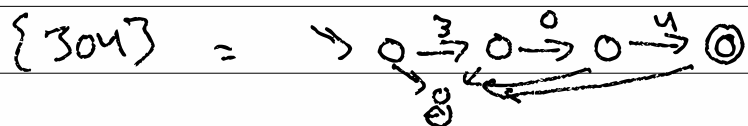
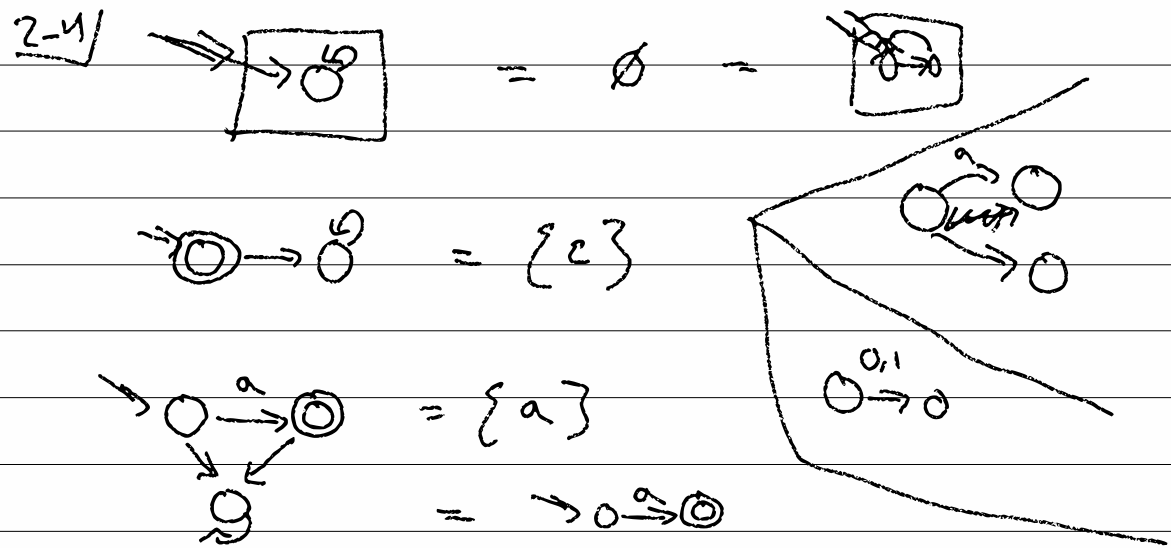
State  $q_i = q_0;$

while (!x.isEmpty()) {

$q_i = \delta(q_i, x.first());$

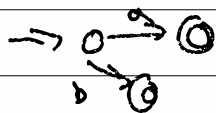
$x = x.rest();$  }

return  $f.in(q_i);$  } }

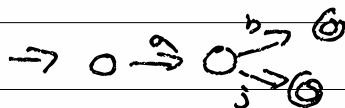


$A \cup B \in \text{DFA}$  (if  $A \in \text{DFA}$  and  $B \in \text{DFA}$ )

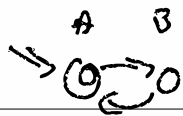
$\{a\} \cup \{b\}$



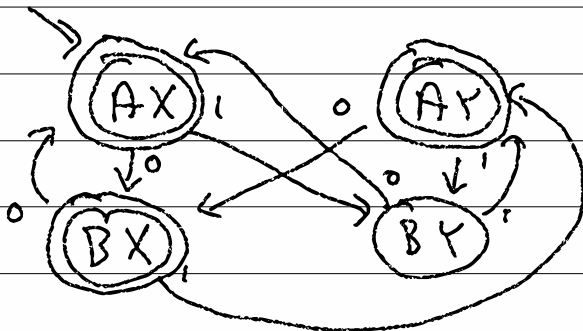
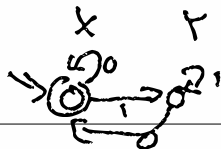
$\{a\} \cup \{ab\}$



2-5 Even Len



Is Even



$\epsilon$	✓
00	✓
11	✓
0	✓
110	✓

$\cap$

$(x, y) \in A \times B$

iff  $x \in A \wedge y \in B$

$A = (Q_A, \Sigma, q_{0A}, \delta_A, F_A)$

$B = (Q_B, \Sigma, q_{0B}, \delta_B, F_B)$

$X = A \cup B$

$Q_X = Q_A \times Q_B$

$\delta_X \equiv ((q_a, q_b), c) =$

$q_{0X} = (q_{0A}, q_{0B})$

$(\delta_A(q_a, c),$

$F_X = F_A \times F_B \cup \dots$

$\delta_B(q_b, c))$

$F_A \times Q_B \cup Q_A \times F_B \cup \dots$

$x \in A \cap B$  iff  $x \in A \wedge x \in B$

2-6/  $x \in A^c$  iff  $x \notin A$  ( $x \in U$ )

Even Len

odd len



$$F = \{A\}$$

$$F' = Q - F$$

complement

or  $F^c$  (wrt  $Q$ )

Algorithm for  $X \subseteq Y$  if  $X \cap Y$  are DFA