

Theory of Computation

Symbols :- Smallest entities, that can't be broken down further, they are the characters, which are used to create strings/words of a language. e.g. '0', '1', '2', '3', ... are symbols of English language.

Alphabets :- An alphabet is a finite, non-empty set of symbols. The alphabet of a language is usually represented by Σ .

$$\text{e.g. } \Sigma = \{0, 1\}, \Sigma = \{a, b, c, d\}, \Sigma = \{x, +, -, /\}$$

Strings :- A string or word is a finite sequence of symbols from an alphabet set.

e.g. 10 is a string from $\Sigma = \{0, 1\}$

Similarly 1, 0, 11, 00, 100 all are strings over $\Sigma = \{0, 1\}$

- * A string could be of zero length as well, they are known as empty strings, and they are represented as ϵ .

- * length of a string is the number of symbols in the string, it is represented by $|w|$, where w is the notation for word or string.

$$|101| = 3, |01| = 2, |\epsilon| = 1, |00001| = 4$$

Language :- A language over an alphabet is a set of strings over the alphabet. Over $\Sigma = \{a, b, c\}$, Any no. of languages could be defined. e.g.

$$L_1 = \{aa, a, bb, cc, ab\}$$

$$L_2 = \{a, b\}$$

$$L_3 = \{abc, cba\}$$

$$L_4 = \{a, a, a, a, ab, ac, abc, aba\}$$

$$L_5 = \{aa, bb, cc, ab, ac, aa, ba, \dots\}$$

It can be finite as well as infinite. A language can be empty as well, if it doesn't contain any string, it is represented using empty bracket or \emptyset . A language containing empty string is not an empty language. One has zero cardinality and other has one.

Operations on Strings :-

1) Concatenation :- Two strings can be concatenated is where one string is appended after another. e.g. if 'ab' and 'ac' are two strings, then their concatenation operation is represented using . operator, i.e. $ab.ac = abac$, i.e. it produces a new string 'abac' if we concatenate ab after ac then it generates $ac.ab = acab$. So concatenation is not commutative.

2. Reversal :- For any string $w = a_1 a_2 a_3 \dots a_n$, the reversal of the string will be $w^R = a_n a_{n-1} \dots a_1$. e.g. if $w = abc$ then $w^R = cba$. if $w = aa$ then $w^R = aa$.

3. Prefix :- Collection of all the strings that act as prefix of the given string. Every string is its own prefix, also null string is prefix of every other string. e.g. for $w = 0110$ the prefixes are : $\epsilon, 0, 01, 011, 0110$.

4. Suffix :- Collection of all strings that act as suffix of the given string. Every string acts as its own suffix. Null string is also suffix of every

String : e.g. for $w = abcb$,

Suffixes are : $\epsilon, abc, b, cb, bcb$.

Substrings :- Collection of all parts / subparts of the string is known as substrings. e.g. for Every string is its own substring, null string is also substring of every string. e.g. for $w = 'abac'$, Substrings are $a, b, c, ab, ba, ac, aba, bac, abac, \epsilon$.

Power of a String :- power of string means concatenating a string with itself the same number of times as the power. e.g. $(ab)^2 = ab \cdot ab = abab$.
 $(aca)^3 = aca \cdot aca \cdot aca = acaaacaaca$.

Power of Alphabet :- Σ^n means collection of all strings of length 'n' with symbols of Σ .

e.g. if $\Sigma = \{a, b, c\}$

then, $\Sigma^1 = \{a, b, c\}$

$\Sigma^2 = \{aa, ab, ac, ba, bb, bc, ca, cb, cc\}$

$\Sigma^3 = \{aaa, aab, aac, aba, abb, abc, \dots\}$

$\Sigma^0 = \{\epsilon\}$

The set of all strings over Σ is denoted by Σ^* , known as Kleene closure. $\Sigma^* = \Sigma^0 \cup \Sigma^1 \cup \dots \cup \Sigma^n$

Positive closure : The set of all strings over Σ , which contains atleast one symbol is represented as Σ^+ . $\Sigma^+ = \Sigma^1 \cup \Sigma^2 \cup \dots \cup \Sigma^n$.

$$\Sigma^* = \Sigma^0 \cup \Sigma^+$$

Σ^* & Σ^+ are always infinite. Any language L is always a subset of Σ^* .

Finite Automata

An automaton is defined as a system that performs certain functions without human intervention. It can be designed to perform a variety of tasks related to various domains of human life, but over here we are focusing on the language recognition process.

The simplest kind of language recognition machine is the finite state machine (FSM) or also known as finite automata (FA). Finite automata can recognize Regular language.

A FSM consists of a number of states and some basic rules for transition from one to another. FSM have an input tape, which contains string of characters, each placed in a cell of input tape.

A string is recognized by the FSM if on the complete consumption of the string (input tape), it halts in an acceptor or final state. If machine is not in final state after processing of the string, then we say string is rejected implying it doesn't belong to the language.

A finite automata could be of two types based upon its nature :

- 1.) Deterministic Finite Automata (DFA)
- 2.) Non-deterministic Finite Automata (NFA)

Both the DFA & NFA has the same power, meaning every machine that exists in DFA form, can be constructed in NFA form, and vice-versa.

DFA or deterministic finite automata, is a machine in which we are always certain how the machine is going to behave, whereas in case of NFA, we are aware how the machine will work for the strings that belongs to the language, for the rest we do not care, how the machine will work.

Conditions of Determinism:

- 1.) On any state we cannot have multiple outgoing transitions with the same symbol.
- 2.) On every state we must have a transition for every input alphabet.

Formal definition of Finite Automata :

A finite automata is a five-tuple structure $M(Q, \Sigma, q_0, \delta, F)$, where

- 1) Q is a finite set of states in which the finite automata can exist.
- 2) Σ is set of input symbols.
- 3) q_0 is the starting state of the finite automata.
- 4) δ is the transition function that determine the next state, given the current state of the finite automata & the current input symbol.
- 5) $F \subseteq Q$ is the set of final states.

A DFA is represented with the help of these 5 tuples:

$$M = (Q, \Sigma, q_0, \delta, F)$$

where M is the name of DFA.

δ , Transition function of DFA is a tedious work to write, & is hard to understand, so the preferred ways for representing δ are:

- 1) Transition diagram/graph
- 2) Transition table.

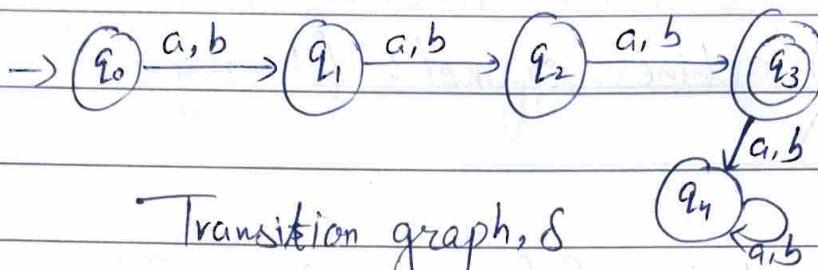
Transition Graph: A transition graph for $M = (Q, \Sigma, \delta, q_0, F)$ is a graph defined as follows:

- 1) For each state in Q , there is a node.
- 2) For each state q in Q and each input symbol a in Σ , then if $\delta(q, a) = q_1$. Then the graph will have an edge ^{blue from} q ~~and to~~ q_1 , labelled as ' a '.
- 3) Start state q_0 will be represented by an arrow. This arrow does not originate at any node.
- 4) The final states in F , are represented by double circles, for rest we use only single circle.

Transition Table: It is a conventional tabular representation of function δ . The rows of the table corresponds to the states, and the columns corresponds to the inputs. The entry for row corresponding to state q and the column corresponding to input a , is the state $\delta(q, a)$.

Q. Design a DFA, that will accept all the strings of length 3, defined over $\Sigma = \{a, b\}$.

Sol.



Transition graph, δ

Transition table :

	a	b
q_0	q_1	q_1
q_1	q_2	q_2
q_2	q_3	q_3
q_3	q_4	q_4
q_4	q_4	q_4

$$DFA = (Q, \Sigma, \delta, q_0, F)$$

$$\text{where } Q = \{q_0, q_1, q_2, q_3, q_4\}$$

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

$$\delta : \delta(q_0, a) = q_1, \quad \delta(q_1, a) = q_2$$

$$\delta(q_0, b) = q_1, \quad \delta(q_1, b) = q_2$$

And so on, or otherwise, we can show it with help of above transition table or the ~~fun~~ graph.

$$q_0 = q_0, \text{initial state}$$

$$F = \{q_3\}, \text{final state}$$

String Processing by DFA:

Let's say we have input aabc, & we have to check whether it belongs to previous machine or not: (having exactly length 3).

$$\delta(q_0, aabc) = \delta(q_1, abc) = \delta(q_2, bc)$$

$= \delta(q_3, c) = q_4$, since q_4 is a non-final state,

so this string does not belong to the language.

Specific States:

1.) Dead State: A state is a dead state if we cannot reach final state from dead state, by taking any number of transitions, e.g. q_4 in previous automata.

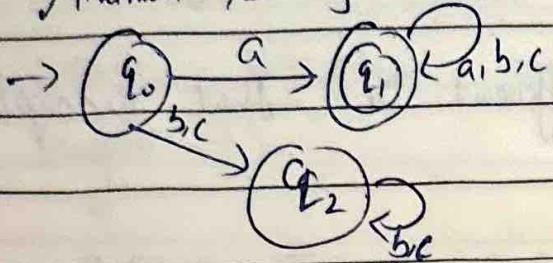
2.) Unreachable State: A state is said to be unreachable if we cannot reach the state starting from initial state by taking any no. of transitions.

- * Dead state is the only unproductive state which cannot be removed from the system, otherwise it will make system incomplete.
- * We can have two different DFA that accepts the same language.
- * Minimal DFA's are always unique & we cannot have two different minimal DFAs, that accepts the same language.

Design a DFA, for the following languages:

1) $L = \{w \mid w \in \Sigma^*, \Sigma = \{a, b, c\}, w \text{ starts with } a\}$

Minimum string acceptable is a.



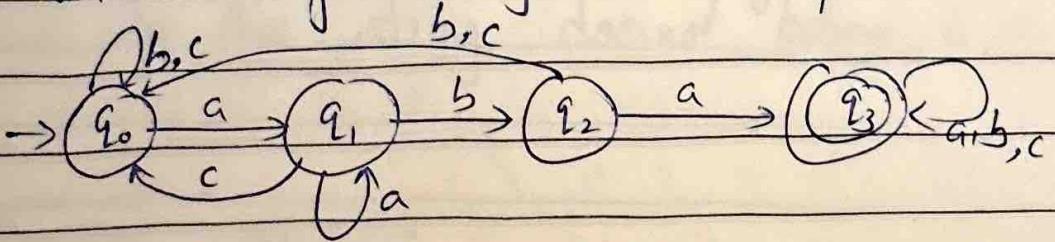
q_0 is the initial state

q_1 is the final state

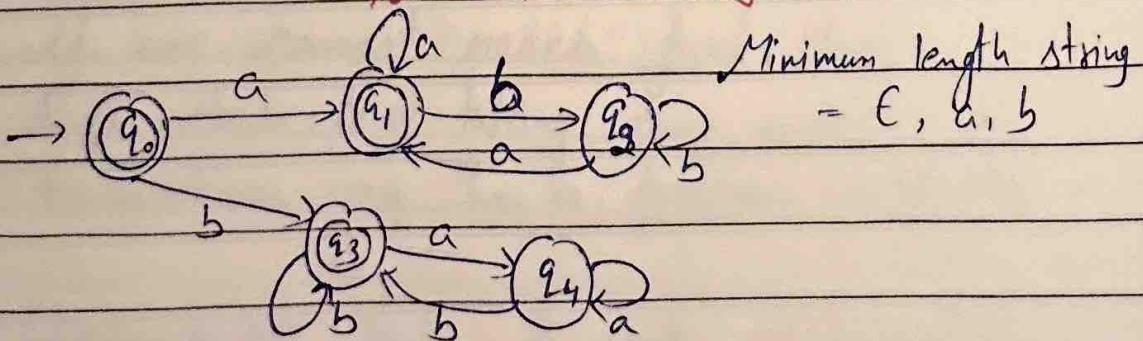
q_2 is the dead state

2) $L = \{w \mid w \in \Sigma^*, \Sigma = \{a, b, c\}, \text{ aba is a substring of } w\}$

Minimum length string to be accepted is aba.

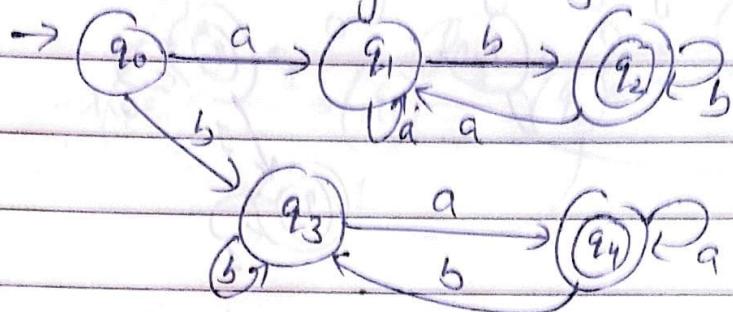


3) $L = \{w \mid w \in \Sigma^*, \Sigma = \{a, b\}, w \text{ starts & ends with same character}\}$



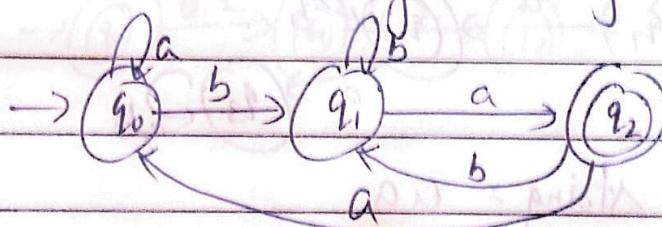
4) $L = \{w \mid w \in \Sigma^*, \Sigma = \{a, b\}, w \text{ starts & ends with different characters}\}$

Minimum length string = ab, ba



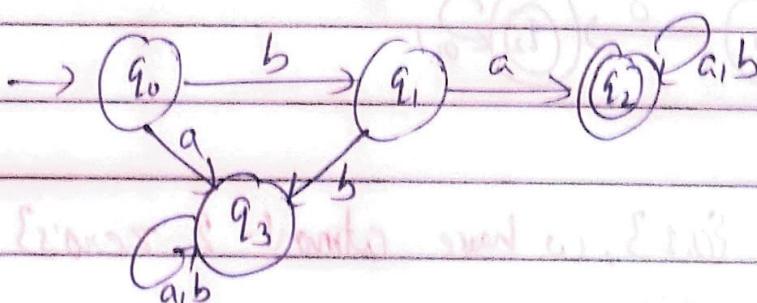
5) $L = \{w \mid w \in \Sigma^*, \Sigma = \{a, b\}, w \text{ ends with } ba\}$

Minimum length string = ba

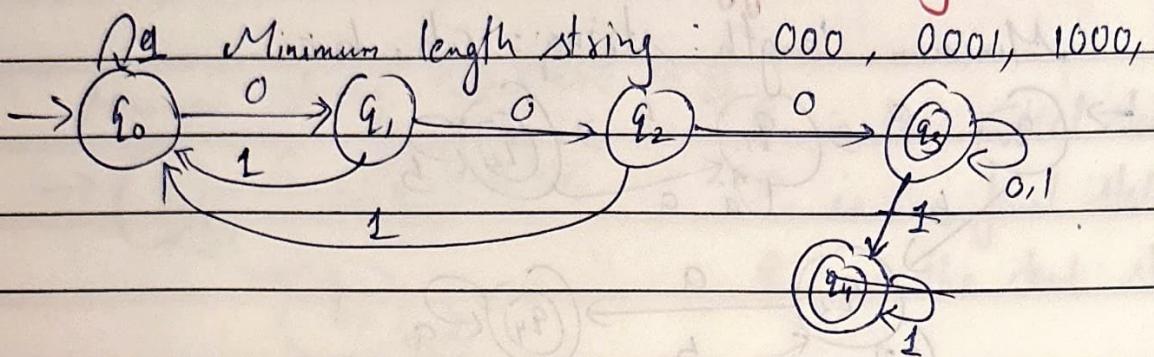


6) $L = \{w \mid w \in \Sigma^*, \Sigma = \{a, b\}, w \text{ starts with } ba\}$

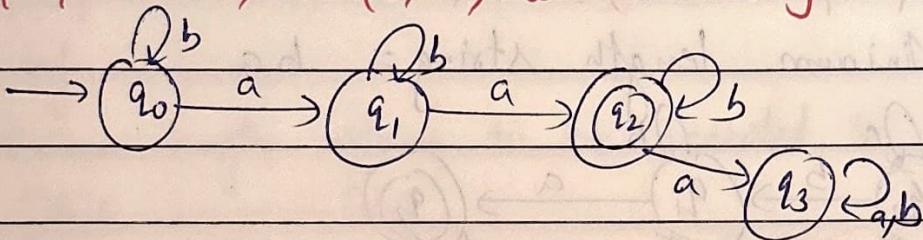
Minimum length string = ba



7) $L = \{w \mid w \in \Sigma^*, \Sigma = \{0,1\}, w \text{ have exactly three consecutive } 0's\}$



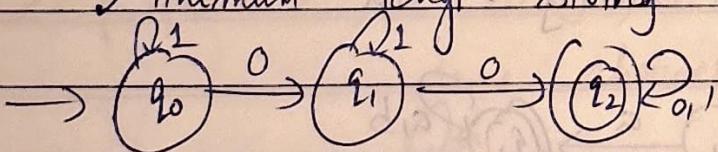
8) $L = \{w \mid w \in \Sigma^*, \Sigma = \{0,1\}, w \text{ has exactly two zero's}\}$



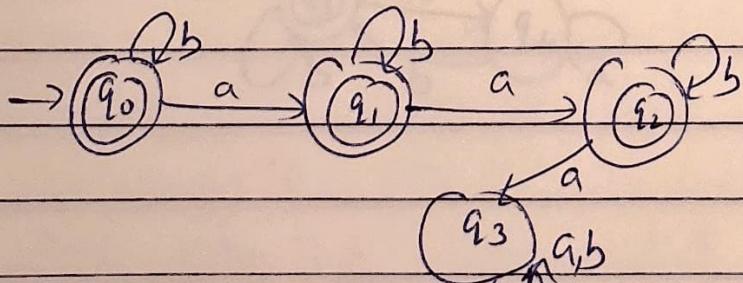
Minimum length string = aa

9) $L = \{w \mid w \in \Sigma^*, \Sigma = \{0,1\}, w \text{ have at least two zero's}\}$

Minimum length string = aa



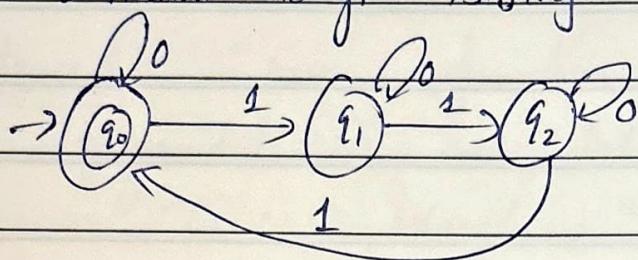
10) $L = \{w \mid w \in \Sigma^*, \Sigma = \{0,1\}, w \text{ have atmost 2 zero's}\}$



Minimum length String = E, a, b, bb

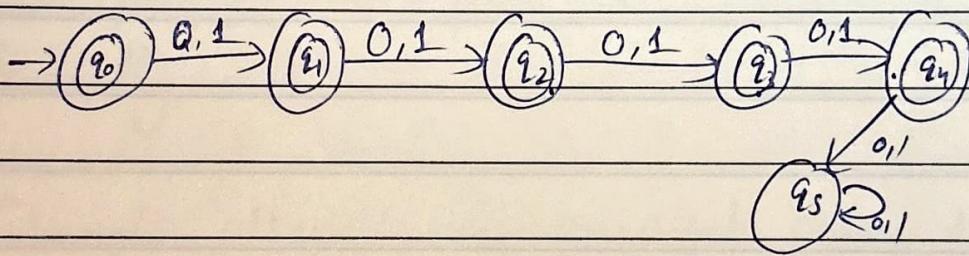
11.) $\mathcal{L} = \{w \mid w \in \Sigma^*, \Sigma = \{0,1\}, \text{No. of 1's in } w \text{ is divisible by 3}\}$

Minimum length string = ϵ



12.) $\mathcal{L} = \{w \mid w \in \Sigma^*, \Sigma = \{0,1\}, |w| \leq 4\}$

Minimum length string = ϵ



13.)

$$\frac{1 \times 2 \times 2 \times 2}{16}$$

$L = \{w \mid w \in \Sigma^*, \Sigma = \{0, 1\}, \text{ and third last digit is } 1\}$

$$L = \{\underline{100}, \underline{101}, \underline{110}, \underline{111}\}$$

000 1000 100

000

1001

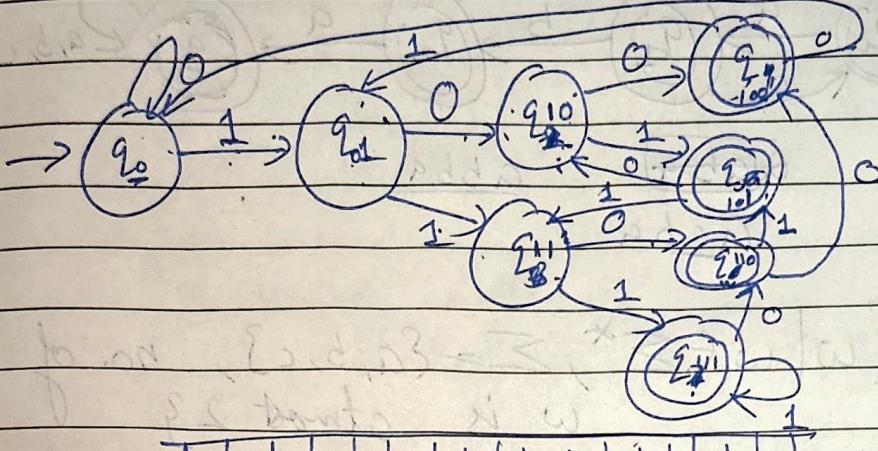
1010

1011

1101

1100

1110



1001010001101100100
q_0 q_0 q_0 q_1 q_2 q_3 q_2 q_1 q_2 q_3 q_2 q_1 q_2 q_3

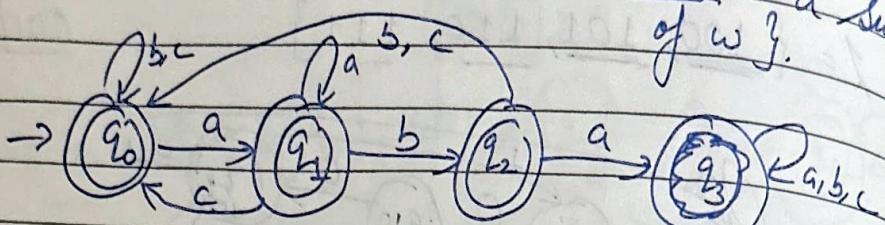
$L = \{w \mid w \in \Sigma^*, \Sigma = \{0, 1, 2\}, 4^{\text{th}} \text{ last symbol in } w \text{ is } 1\}$

$$L = \{1000, 1001, 1010, 1011, 1100, 1101, 1110, 1111\}$$

$$\Sigma = \{0, 1, 2\}$$

	0	1
$\rightarrow q_0$	q_0	q_{01}
q_{01}	q_{10}	q_{11}
q_{11}	q_{110}	q_{111}
q_{10}	q_{100}	q_{101}
q_{110}	q_{1100}	q_{1101}
q_{111}	q_{1110}	q_{1111}
q_{100}	q_{1000}	q_{1001}
q_{101}	q_{1010}	q_{1011}
$* q_{1100}$	q_{11000}	q_{11001}
$* q_{1101}$	q_{11010}	q_{11011}
$* q_{1110}$	q_{11100}	q_{11101}
$* q_{1111}$	q_{11110}	q_{11111}
$* q_{1000}$	q_0	q_{01}
$* q_{1001}$	q_{10}	q_{11}
$* q_{1010}$	q_{100}	q_{101}
$* q_{1011}$	q_{1000}	q_{1011}

$L = \{w \mid w \in \Sigma^*, \Sigma = \{a, b, c\}, \text{ 'aba' should not be a substring of } w\}$

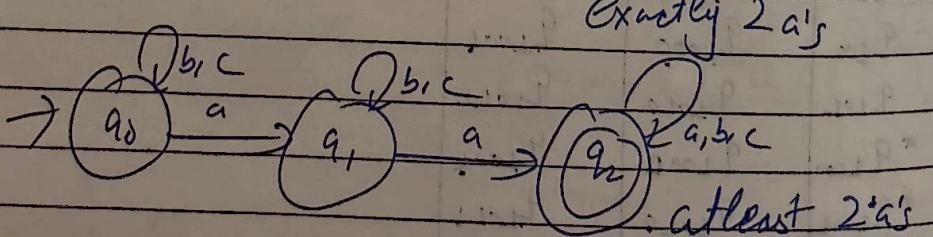
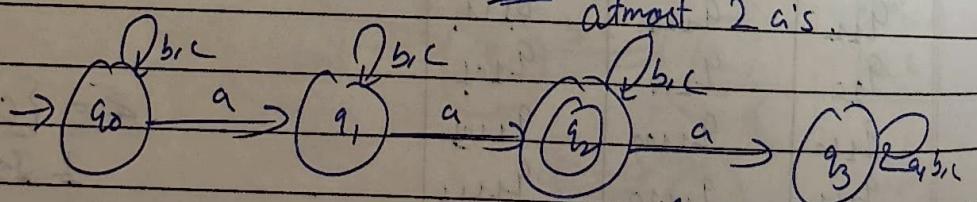
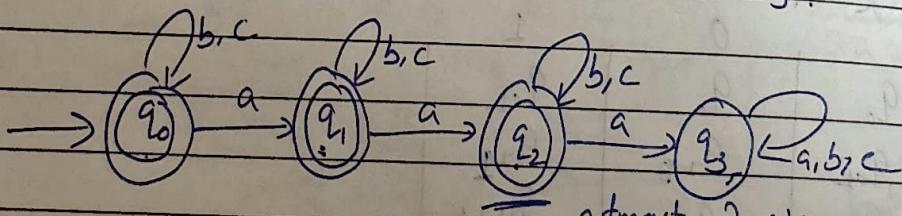


a lab a abba
 c b a

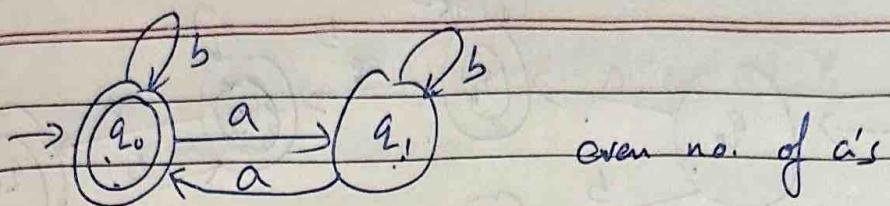
$L = \{w \mid w \in \Sigma^*, \Sigma = \{a, b, c\}, \text{ no. of } a's \text{ in } w \text{ is atmost 2}\}$

$L = \{w \mid w \in \Sigma^*, \Sigma = \{a, b, c\}, \text{ no. of } c's \text{ in } w \text{ is exactly 2}\}$

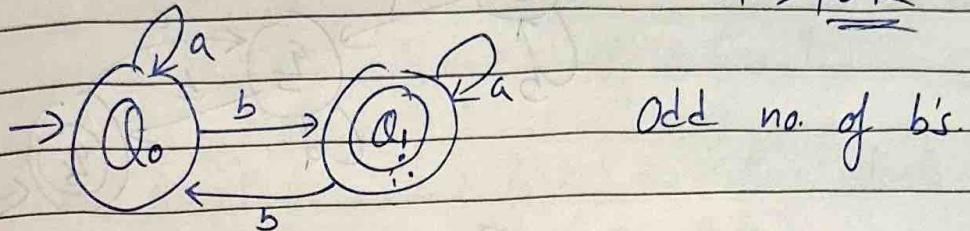
$L = \{w \mid w \in \Sigma^*, \Sigma = \{a, b, c\}, \text{ no. of } a's \text{ in } w \text{ is atleast 2}\}$



$L = \{w \mid w \in \Sigma^*, \Sigma = \{a, b\}, \text{ no. of } a's \text{ in } w \text{ is even} \} \& \{w \mid w \in \Sigma^*, \Sigma = \{a, b\}, \text{ no. of } b's \text{ in } w \text{ is odd}\}$



AND OR

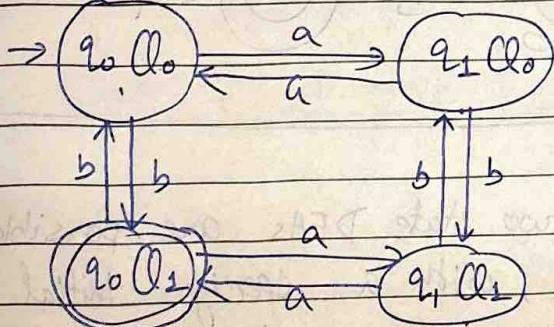


Compound Automata

$$\{q_0, q_1\} \times \{q_0, q_1\}$$

$$\{(q_0, q_0), (q_0, q_1), (q_1, q_0), (q_1, q_1)\}$$

q_1 q_0



$$L = \{ w \mid w \in \Sigma^*, \Sigma = \{a, b, c\}, \text{ no. of } a's \equiv \\ \text{no. of } b's \pmod{3} = 1, \\ |w| \pmod{3} = 2, \\ |w| \pmod{3} = 0 \}$$

$$L = \{ w \mid w \in \Sigma^*, \Sigma = \{a, b\}, w \text{ starts & ends} \\ \text{with same letter} \}$$

$$L = \{ w \mid w \in \Sigma^*, \Sigma = \{a, b\}, w \text{ starts & ends} \\ \text{with different letter} \}$$