CSC3113
Theory Of Computation

Pre-Requisite

- **Basic Mathematical Concepts**
  - Sets, Graphs, Relations, and Languages
  - Definitions, Theorems, and Proofs

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Assumed Background

- Sets / Sequences
- Functions / Relations
- Equivalence relations / Partitions
- Graphs
- Types of proof
  - Proof by construction
  - Proof by contradiction
  - Proof by induction
- Next we will go through the basic knowledge on the above topics.

Sets

- The symbols $\in$ and $\notin$ denote set membership and non membership, respectively. example: $7 \in \{7, 21, 57\}$ and $8 \notin \{7, 21, 57\}$
- *Subset*: $A \subseteq B$, Every element of A is an element of B.
  - *Proper Subset*: If A is a subset of B and not equal to B.
- *Multiset*: $\{7\}$ and $\{7, 7\}$ are different as mltisets but identical as sets.
- *Infinite set*: natural numbers $\mathrm{N} = \{1,2,3, \ldots\}$ and integers $\mathrm{Z} = \{\ldots, -2, -1, 0, 1, 2, \ldots\}$, contains infinitely many elements.
- *Empty set*: Set with 0 members, written as Ø.
- $\{n \mid \text{rule about } n\}$: A set containing elements according to some rule.
  - $\{n \mid n = m^2 \text{ for some } m \in \mathrm{N}\}$ means the set of perfect squares.
- *Cardinality* of a set: the number of elements in it.
- Set Operations:
  - *Compliment*: $\overline{A}$, is the set of all elements under consideration that are not in A.
  - *Union*: $A \cup B = \{x : x \in A \text{ or } x \in B\}$, the set we get by combining all the elements of in A and B. example: $\{7, 21\} \cup \{9, 5, 7\} = \{7, 21, 9, 5\}$.
    $\bigcup S = \{x : x \in P \text{ for some set } P \in S\}$ is the set whose elements are the elements of all the sets in S. example, $\bigcup S = \{a,b,c,d\}$ if $S = \{\{a, b\},\{b,c\},\{c,d\}\}$.

Sets

- *Intersection*: $A \cup B = \{x : x \in A$ and $x \in B\}$, the set of elements that are in both A and B. example: $\{7, 21\} \cap \{9, 5, 7\} = \{7\}$.
  $\bigcap S = \{x : x \in P$ for each set $P \in S\}$ is the set whose elements are the elements of all the sets in S. example, $\bigcap S = \{c,d\}$ if $S = \{\{a,c,d\},\{c,d\},\{b,c,d\}\}$.
- Two sets A and B are equal, written as $A = B$, if $A \subseteq B$ and $B \subseteq A$.
- *Difference* of two sets A and B, written $A-B$, is the set of all elements of A that are not elements of B. That is, $A - B = \{x : x \in A$ and $x \notin B\}$.
- Two sets are *disjoint* if they have no element in common. That is, $A \cap B = \phi$.

- *Power Set*: Power set of a set A is the set of all subsets of A.
  if $A = \{0, 1\}$, then the power set of $A = \{\phi, \{0\}, \{1\}, \{0,1\}\}$.
- A partition of a nonempty set A is a subset Π of 2^A such that,
  - Each element of Π is empty.
  - Distinct numbers of Π are disjoint.
  - $\bigcup \Pi = A$.
  - Example, $\{\{a, b\}\{c\}\{d\}\}$ is a partition of $\{a, b, c, d\}$.

Sequences

- *Sequence*: a list of object in some order.
  - $(7, 21, 57)$ is a sequence of 7, 21, and 57.
- Order matters, so $(7, 21, 57)$ is not the same as $(21, 7, 57)$.
- Repetition is allowed, so $(7, 21, 57)$ is not the same as $(7, 21, 7, 57)$.
- *Tuple*: Finite sequence.
- K-*Tuple*: A sequence with k elements.
- *Pair*: A 2-tuple is called a *pair*.
- *Cartesian product/cross product* of A and B, written $A \times B$, is the set of all pairs wherein the first element is a member of A and the second element is a member of B.
  If $A = \{1,2\}$ and $B = \{x, y, z\}$,
  $A \times B = \{(1, x), (1, y), (1, z), (2, x), (2, y), (2, z)\}$
  $A \times A = A^2 = \{(1,1), (1,2), (2,1), (2,2)\}$

Functions

- A *function* maps an input to an output.
- Also called *mapping*, written as $f(a) = b$, meaning, if f is a function whose output value is b when the input value is a.
- *Domain*: the set of possible inputs.
- *Range*: the set of outputs.
- The notation for saying that f is a function with domain D and range R is $f : D \rightarrow R$.
- k-*ary function*: a function with k arguments (*arity* of a function).
  - Input: $(a_1, a_2, \ldots a_k)$, a k-tuple (*argument*).
  - unary function if $k = 1$
  - binary function if $k = 2$

Relations

- *Predicate* (*property*) : a function whose range is $\{\mathrm{TRUE},\ \mathrm{FALSE}\}$.
- *Relation*: a property whose domain is a set of k tuples, A^k for a set A.
- Relation, k-ary relation or k-ary relation on A is written as $R(a_1, a_2, \ldots, a_k)$.
- *Binary relation*: 2-ary relation. Customary infix notation aRb, where R is the relation between the elements a and b.
- *Inverse* of a binary relation $R \subseteq A \times B$, denoted $R^{-1} \subseteq B \times A$ is simply the relation $\{(b, a) : (a, b) \in R\}$.
- *Equivalence relation*: two objects being equal
  - reflexive: $\forall x,\ xRx$.
  - symmetric: $\forall xy,\ xRy$ iff yRx
  - transitive: $\forall xyz,\ xRy$ and $yRz \Rightarrow xRz$

Graphs

- A graph consists of a finite set of vertices (nodes) with lines connecting some of them (edges). $G = (V, E)$.
- *Undirected graph*:
  - *degree* of a node: the number of edges at a particular node.
  - *path*: a sequence of nodes connected by edges.
    - *simple path*: a path that doesn't repeat any nodes.
  - *cycle*: a path starts and ends in the same node
  - *tree*: no cycle
    - *leaves*: nodes of degree 1 in a tree.
    - *root*: special designated node.
- *Directed graph*:
  - *in-degree* and *out-degree*
  - *directed path*
  - *directed acyclic graph* (DAG)
- *Sub Graph*: Graph G is a subgraph of graph H, if the nodes of G are a subset of the nodes of H (i.e. $G.V \subseteq H.V$).
- *connected*: every two nodes of a graph have a path between them.
  - *strongly connected*: every 2 nodes of a di-graph have a path between them.

Strings

- Strings of characters.
- *Alphabet*: any finite set, Σ and Γ designate alphabets and a typewriter font for *symbols* from an alphabet. Example: $\Sigma_1 = \{0,1\}$, $\Sigma_2 = \{a, x, y, z\}$, $\Gamma = \{0,1, x, z\}$.
- A *string over an alphabet*: a finite sequence of symbols from the alphabet. If $\Sigma_1 = \{0,1\}$, then `01001` is a string over Σ_1.
- *Length* of a string w: $|w|$.
- *Empty* string: ε.
- String z is a *substring* of string w if z appears consecutively within w. Example: `z=cad, w=abracadabra`.
- If $w=xv$ for some x, then v is a *suffix* of w; If $w=vy$ for some y, then v is a *prefix* of w.
- If w has length n, we can write $w = w_1w_2 \ldots w_n$ where each $w \in \Sigma$. *Reverse* of w, written w^R, is the string obtained by writing w in the opposite order (i.e. $w_nw_{n-1} \ldots w_1$).
- *Concatenation* of two strings x and y, written xy, is the string obtained by appending y to the end of x, as in $x_1 \ldots x_ny_1 \ldots y_n$. To concatenate a string with itself many times we use the superscript notation $\overbrace{xx \cdots x}^{k} = x^k$.

Languages

- A *language* is a set of strings.
- The set of all strings of all lengths, including the empty string, over an alphabet Σ is denoted by Σ^*.
- *Lexicographic ordering* of strings is the same as the familiar dictionary ordering, expect that shorter strings precede longer strings. Example: Lexicographic ordering of all strings over the alphabet $\Sigma = \{0,1\}$ is $(\varepsilon, 0, 1, 00, 01, 10, 11, 000, \ldots)$.
- A language L over the alphabet A is a subset of A^*. $L \subseteq A^*$.

Proofs

- Proof: a convincing logical argument that a statement is true.
  - convincing in an absolute sense
- Methods of proof
  - *The pigeonhole principle*: there are n pigeonholes, $n + 1$ or more pigeons, and every pigeon occupies a hole, then some hole must have at least two pigeons.
  - *Proof by construction*: Prove a particular type of objects exists by constructing the object.
  - *Proof by contradiction*: Assume a theorem is false and then show that this assumption leads to a false consequence.
  - *Proof by induction*: A proof by induction has –
    - A predicate: P,
    - A basis: $\exists k$, $P(k)$is true,
    - An induction hypothesis: for some $n \geq k$, $P(k)$, $P(k+1)$, $\cdots$, $P(n)$are true.
    - An inductive step: $P(n+1)$is true given the induction hypothesis.