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1 01.19.21

- Tuples are sequences which are always finite in length
- The deterministic finite automaton shown is a 5-tuple:
  1. Q: finite nonempty set of states
     - state: configuration of logic of a machine
  2. Σ (Sigma) - input alphabet
     - alphabet: a finite, nonempty set of symbols where symbols are an object of length 1
  3. δ (Delta) - transition function
  4. $Q_0 \in Q$ - starting state
  5. $F \subset Q$ - set of final states
- For this deterministic finite automaton,
  - δ: $Q \times \Sigma \rightarrow Q_2$

  Represented as a table,

Step	State	Input	Transition
1	Q_1	1	$Q_1 \rightarrow Q_2$
2	Q_2	0	$Q_2 \rightarrow Q_1$
3	Q_1	1	$Q_1 \rightarrow Q_2$
4	Q_2	1	$Q_2 \rightarrow Q_2$

1.1 Domains & Codomains

- Domain: set of all possible function inputs
- Codomain: set of all possible outputs

1.2 Strings

- In computer science, strings are character arrays
- In mathematics, strings are sequences of symbols
- Specifically a string over an alphabet, Σ, is a sequence of symbols belonging to Σ
- ϵ is the empty string

2 01.14.21

2.1 Automaton (automata)

- Self running machine requiring a continuous power source
  - Historically used power sources include water, steam, and electricity
- Course revolves around defining the mathematics powering machines

2.2 The Mathematics of Automata

2.2.1 Mathematicians & History

- Cantor defines sets as collections of objects
- Cantor also argues that infinites can be of different magnitudes - there are infinitely more real numbers than natural numbers
- Goedel eventually derives his incompleteness theorem
  - No logical system that contains the natural numbers can prove its own soundness
  - Every sound logical system containing the natural numbers contains valid statements that cannot be proved or disproved

- In 1936, Turing proves The Halting Problem is not decidable, it is impossible
  - The Halting Problem is an algorithm that can analyze any other algorithm and determine whether or not it goes into an infinite loop
- Turing creates the turing machine as an object consisting of sets and processes wherein the object can use any finite process to complete an action.
- Turing machine sets the basis for a computer, which leads to a series of important questions:
  - What can & can't a machine do?
  - What does it mean for a problem ot be harder than another?
  - What does it mean for a machine to be more powerfule than another?

2.2.2 Sequential Logic

- Sentential Logic- based on boolean results
  - Predicated on AND, OR, NOT
  - XOR, XAND, etc. can be derived using the above

2.3 Necessary Review

- Textbook Ch. 0
- Logic Statements
- Set Theory
- Functions

2.4 Functions

- Functions - something that maps objects from one set to another
- Given f: a $\rightarrow$ b;
  - Everything in a is mapped to something in b

    - For every x, such that x is an element of a, there exists a y, such that y is an element of b
  - No one point in the domain can be mapped to two different points in the codomain
    - Logically, you can't have a function that takes in one input and returns two different outputs
    - If f maps x $\rightarrow$ y1 and $\rightarrow$ y2, y1 = y2

  -$\forall$ x $\in$ A y_1,y_2 $\in$ B [f(x)=y_1 $\wedge$ f(x)=y_2 $\rightarrow$ y_1 = y_2]

2.5 TODO Types of Functions - Definition & Logical Statement

- Injective Functions
- Surjective Functions
- Proof by Induction ($\forall$)
- Proof by Contradiction ($\neg\exists$)

2.6 Finite Automaton (Finite State Machine)

- States are logical confirgurations
- States are generally based upon input
- Purpose of a state machine is to make a yes/no decision