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theory

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~~| MODULE 1 |~~

~~Automata Theory
and~~

~~Computability |~~

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~~Finite State~~

~~Machine (Finite~~

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computer theory
(Cohen) Chapter
5 Solution~~

Theory of Automata - Solution Of Chapter #05 (Finite Automata)

*Deterministic
Finite Automata
(DFA) with*

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(Type 1: Strings
ending
with) Examples
Lecture 1:

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Computation 61
— Examples of
Regular~~

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alternative (2

Methods) Chapter

5 Automata

solution part-1

| Automata What

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THEORY? What

does AUTOMATA

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AUTOMATA THEORY

meaning \u0026

explanation

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(Cohen) Chapter

3 Solution ~~TOC~~ +

Lecture ~~1~~ +

What is

Automata? +

Computer Logics

Instructor

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~~Daniel I A Cohen~~

~~Chapter 4~~

~~Exercise~~

~~Questions~~

~~Solution Part 1~~

~~Chapter 9 onward~~

~~Answers~~

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~~Lecture 1 DFAs
Conversion of
Regular
Expression to
Finite Automata
Examples (Part
1)~~

Pushdown

Automata

(Introduction)

Deterministic

Finite Automata

(Example 1) *DFA*

Problems with

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clear automata

explanation

Lecture 2 |

Theory of

Automata | TOC |

*TOA **Lecture 1 |***

Theory of

Automata |

Theory of

Computation

Automata Theory

- 1.1 - Course

outline and

motivation

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Material for

theory of

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theory of

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If w has an odd

number of 1's,

then so does z .

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By the inductive hypothesis, $\delta\text{-hat}(A, z) = B$, and the

transitions of the DFA tell us $\delta\text{-hat}(A, w) = B$. Thus, in this case, $\delta\text{-hat}(A, w) = A$ if and only if w has an even number of 1's.

Case 2: $a = 1$.

If w has an even

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number of 1's,
then z has an
odd number of
1's.

Solution:

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Chapter 3
Solutions for
Section 3.1

Exercise 3.1.1

(a) The simplest approach is to consider those strings in which the first a precedes the first b separately from those where the

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opposite occurs.

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If w has an odd number of 1's, then so does z . By the inductive hypothesis, $\hat{\delta}(A, z) = B$, and the transitions of

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the DFA tell us
 $\delta\text{-hat}(A, w) = B$.
Thus, in this
case, $\delta\text{-hat}(A, w)$
= A if and only
if w has an even
number of 1's.
Case 2: $a = 1$. If
 w has an even
number of 1's,
then z has an odd
number of 1's.

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Automata 2.2

Exercise

2.2.1(a) States correspond to the eight combinations of switch positions, and also must indicate whether the previous roll came out at D, i.e., whether the

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Chapter 4
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Section 4.1
Exercise 4.1.1
(c) Let it be

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pumping the
lemma standing
(note that this
is not relevant
to what is a
local variable
in the
definition of L
language).

Choose $w = 10^n$.
Then when we
write w and xyz ,
we know that 0 ,
so we have to

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choose untidy w.

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Solutions for
Section 3.2

Exercise 3.2.1

Part (a): The
following are
all R^0

expressions; we
list only the

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subscripts. $R_{11} = \varepsilon + 1$; $R_{12} = 0$;
 $R_{13} = \text{phi}$; $R_{21} = 1$;
 $R_{22} = \varepsilon$; $R_{23} = 0$;
 $R_{31} = \text{phi}$;
 $R_{32} = 1$; $R_{33} = \varepsilon + 0$. Part (b):

Here all expression names are $R(1)$; we again list only the subscripts.

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Section 7.2

Exercise

7.2.1 (a) Let n be the pumping-lemma constant and consider string $z = a^n b^{n+1} c^{n+2}$. We may write $z = uvwxy$, where v

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and x , may be pumped, and $|vwx| \leq n$. If vwx does not have c 's, then uv^3wx^3y has at least $n+2$ a 's or b 's, and thus could not be in the language.

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Using Exercise
2.2.2, $\delta\text{-hat}(q$
 $0, x k) = \delta\text{-hat}(\delta\text{-}$
 $\text{hat}(q 0, x$
 $k-1), x) = \delta\text{-}$
 $\text{hat}(q f, x)$ [by
the inductive
hypothesis] = q
 f [by (a)].

Exercise 2.2.10.

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The automaton tells whether the number of 1's seen is even (state A) or odd (state B), accepting in the latter case.

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Theory Of ...**

2 What is

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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

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fundamental
question in
computer
science: Find
out what
different models
of machines can
do and cannot do
The theory of
computation
Computability
vs. Complexity

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Introduction to Automata Theory, Languages, and Computation is an influential computer science textbook by John Hopcroft and Jeffrey Ullman on formal languages and the theory of

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computation.
Rajeev Motwani
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contributed to
the 2000, and
later, edition.

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1.1.3 Automata
theory Automata
Theory deals
with definitions

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and properties
of different
types of
“computation
models”.

Examples of such
models are: •

Finite Automata.

These are used
in text
processing,
compilers, and
hardware design.

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Grammars. These are used to define programming languages and in Artificial Intelligence.

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Section 2.2

Exercise

2.2.1(a) States

correspond to

the eight

combinations of

switch

positions, and

also must

indicate whether

the previous

roll came out at

D, i.e., whether

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the previous
input was
accepted. Let 0
represent a
position to the
left (as in the
diagram) and 1 a
position ...

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