Subject: Theory of computation Topic:Automata

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2020-21

Introduction to Automata Theory

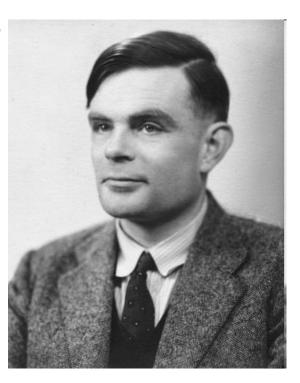
Reading: Chapter 1

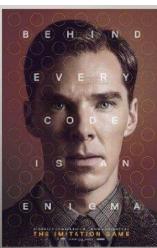
What is Automata Theory?

- Study of abstract computing devices, or "machines"
- Automaton = an abstract computing device
 - Note: A "device" need not even be a physical hardware!
- A fundamental question in computer science:
 - Find out what different models of machines can do and cannot do
 - The theory of computation
- Computability vs. Complexity

Alan Turing (1912-1954)

- Father of Modern Computer Science
- English mathematician
- Studied abstract machines called *Turing machines* even before computers existed
- Heard of the Turing test?

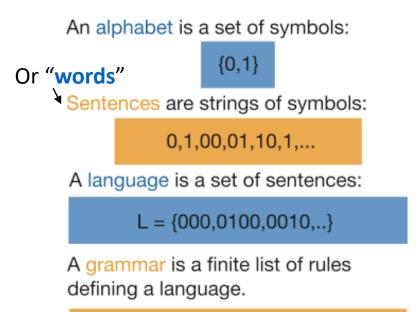


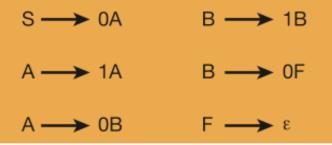


Theory of Computation: A Historical Perspective

1930s	 Alan Turing studies Turing machines Decidability Halting problem
1940-1950s	 "Finite automata" machines studied Noam Chomsky proposes the "Chomsky Hierarchy" for formal languages
1969	Cook introduces "intractable" problems or "NP-Hard" problems
1970-	Modern computer science: compilers, computational & complexity theory evolve

Languages & Grammars





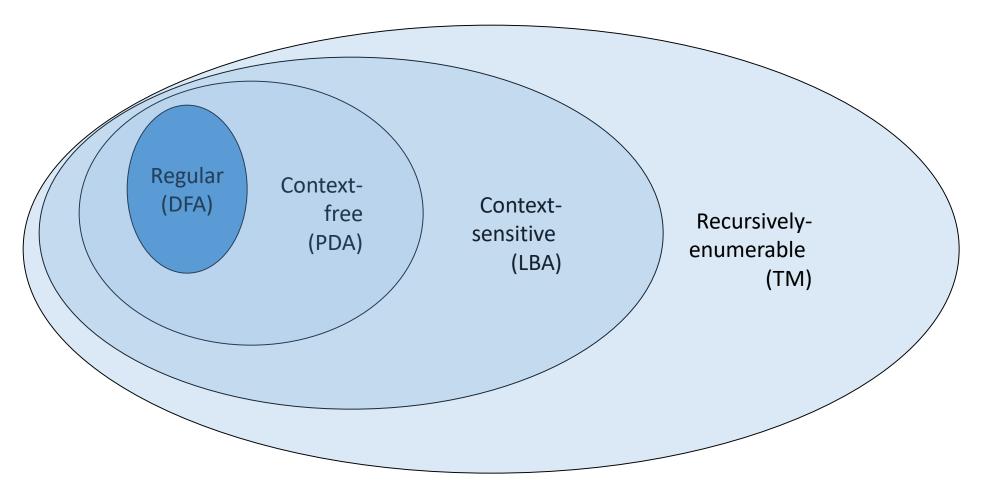
- <u>Languages</u>: "A language is a collection of sentences of finite length all constructed from a finite alphabet of symbols"
- <u>Grammars</u>: "A grammar can be regarded as a device that enumerates the sentences of a language" - nothing more, nothing less
- N. Chomsky, Information and Control, Vol 2, 1959

The Chomsky Hierachy



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• A containment hierarchy of classes of formal languages



The Central Concepts of Automata Theory

Alphabet

An alphabet is a finite, non-empty set of symbols

- We use the symbol Σ (sigma) to denote an alphabet
- Examples:
 - Binary: ∑ = {0,1}
 - All lower case letters: ∑ = {a,b,c,..z}
 - Alphanumeric: $\Sigma = \{a-z, A-Z, 0-9\}$
 - DNA molecule letters: ∑ = {a,c,g,t}
 - ...