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THEORY meaning

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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 opposite ...

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Important operators
on languages: Union

The union of two
languages L and M ,
denoted $L \cup M$, is the
set of strings that are
in either L , or M , or

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both. Example If $L = \{001, 10, 111\}$ and $M = \{, 001\}$ then $L \cap M = \{, 001, 10, 111\}$

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for $L = \{0^n 1^m 2^m 3^n \mid m, n \geq 0\}$

Construct Pushdown automata for $L = \{0^n 1^m 2^{(n+m)} \mid m, n \geq 0\}$

Construct Pushdown Automata for all length palindrome; NPDA for the language $L = \{w$

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$\{a,b\}^* \mid w$ contains
equal no. of a ' s and
b ' s} NPDA for
accepting the
language $L = \{a^n b^n$
 $\mid n \geq 1\}$

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the study of abstract
machines and

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μ ,

which means "self-making". An automaton is an abstract self-

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propelled computing device which follows a predetermined sequence of

operations

automatically. An automaton with a finite number of

states is called a

Finite Automaton or
Finite State Machine

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Automata Theory is a branch of computer science that deals

with designing abstract selfpropelled computing devices that follow a

predetermined sequence of operations

automatically. An automaton with a finite number of

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states is called a Finite Automaton. This is a brief and concise tutorial that introduces the fundamental concepts of Finite Automata, Regular Languages, and Pushdown Automata before moving onto Turing machines and Decidability.

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A language over a
finite alphabet A is a
set of strings of
letters from A . So, a
language over A is a

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mathematics, the
theory of
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branch that deals
with what problems
can be solved on a
model of
computation, using an

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algorithm, how efficiently they can be solved or to what degree. The field is divided into three major branches: automata theory and formal languages, computability theory, and computational complexity theory, which are linked by the question: "What are the fundamental

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capabilities and limitations of computers?". In order to perform

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and the computation problems that can be solved using these machines. The

abstract machine is called the automata.

An automaton with a finite number of states is called a Finite automaton.

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possible to find such
a grammar for a
language as simple as
 $\{00\}$ The start state
of the automaton for

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the shuffle consists of
the start states of the
two automata, and its
accepting states ...

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