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INTRODUCTION TO Automata Theory, Languages, and Computation

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Automata Theory, Languages and Computation - M'orian Halfeld-Ferrari - p. 11/19. 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 both. Example If $L = \{001,10,111\}$ and $M = \{?,001\}$ then $L \cup M = \{?,001,10,111\}$

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Introduction to Automata Theory Reading: Chapter 1. 2 What is Automata Theory? ... Let L be the language of all strings consisting of n 0's followed by n 1's: $L = \{e, 01, 0011, 000111, \dots\}$ 2. Let L be the language of all strings of with equal number of 0's and 1's:

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If w has an odd number of 1's, then so does z. By the inductive hypothesis, $\hat{A}(A, z) = B$, and the transitions of the DFA tell us $\hat{A}(A, w) = B$. Thus, in this case, $\hat{A}(A, w) = A$ 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 - What is it? The term "Automata" is derived from the Greek word "?????????" which means "self-acting". An automaton (Automata in plural) is an abstract self-propelled computing device which follows a predetermined sequence of operations automatically. An automaton with a finite number of states is called a Finite Automaton (FA) or Finite State Machine (FSM).

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