# Foundations of Computing <br> Lecture 1 

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## Modeling Computation

Input file


Output


## Outline

(1) Strings, Languages, and Automata

## (2) Deterministic Finite Automata (DFA)

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- Length of a string: $|v|=3$ and $|\lambda|=0$
- Operations on Strings
- Concatenation: vw = abaabaaa
- Reverse: $w^{R}=a a a b a$
- Repeat: $v^{2}=a b a a b a$ and $v^{0}=\lambda$


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We will often be interested in languages recognized by a particular "computer".

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> Viewing this as a language
> $L_{\text {light }}=\{$ set of all flip sequences resulting in the light being on $\}$ $L_{\text {light }}=\{1$ flip, 3 flips, 5 flips, ... $\}$

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## A note of input size

An automaton must be able to accept input of arbitrary length. The length of the input may be much larger than the number of states.

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- Pushdown automata
- Add the simplest form of memory to a Finite State Machine
- Turing Machines
- Add unrestricted memory to a Finite State Machine
- Believed to be as powerful as any other model of computation
- This will be the main model of computation used in computability and complexity theory


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## Finite Automata by Picture



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## Computation on string $x=1101$

(1) Start in state $q 1$
(2) read 1 , follow transition to $q 2$
(3) read 1 , follow transition to $q 2$
(3) read 0 , follow transition to $q 3$
(5) read 1 , follow transition to $q 3$
(6 "reject" (output 0 ) because $q 3$ is not an accept state

## Finite Automaton - Formal Definition

## Finite Automaton

A finite automaton is a 5 -tuple $\left(Q, \Sigma, \delta, q_{0}, F\right)$, where:

- $Q$ is a finite set of states
- $\Sigma$ is a finite input alphabet
- $\delta: Q \times \Sigma \rightarrow Q$ is the transition function
- $q_{0} \in Q$ is the start state
- $F \subseteq Q$ is the set of accept states


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| q3 | q2 | q3 |
- $q 1$ is the start state
- $F=\{q 2\}$

