### Al-Hamdaniya University

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Computer Science

Stage: 2<sup>nd</sup>



- **Theory of Computation** is divided into three major branches:
- **1- Automata theory:** Automata Theory deals with definitions 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.
  - Context-Free Grammars: These are used to define programming languages and in Artificial Intelligence.
  - Turing Machines: These form a simple abstract model of a "real" computer, such as your PC at home.
- **2- Computability theory:** Computability theory deals primarily with the question of the extent to which a problem is solvable on a computer. In otherwords, classify problems as being solvable or unsolvable.
- **3- Complexity theory:** Complexity theory considers not only whether a problem can be solved at all on a computer, but also how efficiently the problem can be solved. Two major aspects are considered:
  - Time complexity: and how many steps does it take to perform a computation.
  - Space complexity: how much memory is required to perform that computation.

# **Some Applications of Computation Theory:**

- 1. Design and Analysis of Algorithms.
- 2. Computational Complexity.
- 3. Logic in Computer Science.
- 4. Compiler.
- 5. Cryptography.
- 6. Randomness in Computation.
- 7. Quantum Computation

#### **Sets**

A set is a collection of "objects" called the elements or members of the set.

### Common forms of describing sets are:

- List all elements, e.g. {a, b, c, d}.
- Form new sets by combining sets through operators.

### **Examples in Sets Representation:**

- $C = \{a, b, c, d, e, f\}$  finite set
- $S = \{ 2, 4, 6, 8, ... \}$  infinite set
- $S = \{ j : j > 0, \text{ and } j = 2k \text{ for } k > 0 \}$
- $S = \{ j : j \text{ is nonnegative and even } \}$

# **Terminology and Notation:**

- To indicate that x is a member of set S, we write  $x \in S$ .
- To denote the empty set (the set with no members) as  $\{\}$  or  $\emptyset$ .

- If every element of set **A** is also an element in set **B**, we say that **A** is a subset of **B**, and write  $A \subseteq B$  or  $B \supseteq A$ .
- If A is not a part of B, if at least one of the elements of A does not belong to B then we say that A is not a subset of B, and write A⊈ B or B⊉A.

#### **Basic Operations on Sets:**

- Complement:  $\acute{A}$  or  $\overrightarrow{A}$  or  $A^c$ 

$$\overline{A} = \{x: x \notin A, x \in U\}$$

Contain all elements in universal set which are not in A.

- Union: consist of all elements in either A or B

$$\mathbf{A}\ \mathbf{U}\ \mathbf{B} = \{\ \mathbf{x} : \mathbf{x} \in \mathbf{A} \ \text{or} \ \mathbf{x} \in \mathbf{B}\}$$

- **Intersection:** consist of all elements in both A or B  $\mathbf{A} \cap \mathbf{B} = \{ x : x \in A \text{ and } x \in B \}$
- **Difference** (/): consist of all elements in A but not in B  $\mathbf{A}$  /  $\mathbf{B}$  = { x:x  $\in$  A but x  $\notin$  B}

# **Properties of Sets:**

Let A, B, and C be subsets of the universal set U.

- Distributive properties

$$A \cap (B \cup C) = (A \cap B) \cup (A \cap C) A \cup (B \cap C) =$$
  
 $(A \cup B) \cap (A \cup C)$ 

- Idempotent properties

$$A \cap A = A$$
.  $A \cup A = A$ .

- Double Complement property

$$(A^{\sim})^{\sim} = A.$$

- De Morgan's laws

$$(A \cup B)^{\sim} = A^{\sim} \cap B^{\sim}$$
  
 $(A \cap B)^{\sim} = A^{\sim} \cup B^{\sim}$ 

- Commutative properties

$$A \cap B = B \cap A$$
.  
 $A \cup B = B \cup A$ .

- Associative laws

$$A \cap (B \cap C) = (A \cap B) \cap C$$
  
 $A \cup (B \cup C) = (A \cup B) \cup C$ 

- Identity properties

$$A \cup \emptyset = A$$
.  
 $A \cap U = A$ .

- Complement properties

A U 
$$A^{\sim} = U$$
. A  $\bigcap A^{\sim} = \emptyset$ .

# Language

*Language* is the set of strings of terminal symbols derivable from alphabet.

Symbol: are an entity or individual objects, which can be any letter alphabet, or any picture.

Ex: 1, a, b, #

*Alphabets* are a finite set of symbols. It denoted by  $(\sum)$ .

Ex:

$$\sum = \{a, b\}$$

$$\sum = \{A, B, C, D\}$$

$$\sum = \{0, 1, 2\}$$

$$\sum = \{\#, \beta, \triangle\}$$

**String:** It is a finite collection of symbol from the alphabet. The string denoted by w.

Ex: If  $\sum = \{a, b\}$  various string that can be generated from  $\sum$  are  $\{ab, aa, aaa, bb, bbb, ba, aba, .....\}$ 

- A string with no symbol is known as an empty string. It is represented by epsilon  $(\epsilon)$  or Lambda $(\lambda)$  or null $( \wedge)$ .
- ❖ The number of symbols in a string w is called the length of string. It is denoted by |w|.

Ex:

w = 010

 $|\mathbf{w}| = 3$ 

|00100| = 5

|ab|=2

 $\parallel = 0$ 

#### **Types of Languages:**

- 1- *Natural Languages:* They are languages that spoken by humans e.g.: English, Arabic and France. It has alphabet:  $\Sigma = \{a, b, c, ..., z\}$ . From these alphabetic we make sentences that belong to the language.
- **2-** *Programming Language:* (e.g.: Python, Java, C++) it has alphabetic:  $\Sigma = \{a, b, c, z, A, B, C, ..., Z, ?, /, -, \}$ . From these alphabetic we make sentences that belong to programming language.

Ex:

Alphabetic:  $\Sigma = \{0, 1\}$ .

Sentences: 0000001, 1010101.

Alphabetic:  $\Sigma = \{a, b\}$ . Sentences: ababaabb, bababbabb

### Example:

Let  $\sum = \{x\}$  be set of alphabet of one letter x. we can write this in form:  $L_1 = \{x, xx, xxx, ...\}$ 

or write this in an alternate form:

$$L_1 = \{x^n \text{ for } n = 1, 2, 3, ...\}$$

Let a = xxx and b = xxxxx Then  $ab = xxxxxxxx = x^8$ 

$$ba = xxxxxxxx = x^8$$

#### Example:

$$\begin{split} &L_2 = \{ \ x, \, xxx, \, xxxxx, \, ... \ \} \\ &= \{ \ x^{\text{odd}} \} \\ &= \{ \ x^{2n+1} \ for \ n = 0, \, 1, \, 2, \, 3, \, ... \ \} \end{split}$$

#### **Palindrome**

Let us define a new language called **Palindrome** over the alphabet

$$\Sigma = \{a, b\}$$

PALINDROME =  $\{ \Lambda, \text{ and all strings } x \text{ such that } reverse(x) = x \}$  If we begin listing the elements in PALINDROME we find:

PALINDROME = { \( \Lambda \), aa, b, aa, bb, aaa, aba, bab, bbb, aaaa, abba, ... \)

# **Kleene Closuer**

They are two repetition marks, also called Closuer or Kleene Star.

\* : Repeat (0 - n) times.

+: Repeat (1 - n) times.

# Example:

If 
$$\Sigma = \{x\}$$
, then 
$$\Sigma^* = L_3 = \{\Lambda, x, xx, xxx, \dots\}$$
 
$$\Sigma^+ = L_3 = \{x, xx, xxx, \dots\}$$

#### Example:

If 
$$\Sigma = \{0, 1\}$$
, then 
$$\Sigma^* = L_4 = \{\Lambda, 0, 11, 001, 11010, \ldots\}$$
 
$$\Sigma^+ = L_4 = \{0, 01, 110, 101, \ldots\}$$

# Example:

If 
$$\sum = \{aa, b\}$$
, then 
$$\sum^* = L_5 = \{ \land, aab, baa, baab, aabb, ... \}$$
 
$$\sum^+ = L_5 = \{ aaaa, b, baaaa, bb, ... \}$$

**Note:** The word (ab) is not acceptable in this language because (aa) is a single letter that cannot be divided into parts.

# Example:

If 
$$\Sigma = \{ \}$$
, then 
$$\Sigma^* = L_4 = \{ \Lambda \}$$
 
$$\Sigma^+ = L_4 = \emptyset \text{ or } \{ \}$$