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### Introduction to Automata Theory, Languages, and ...

If  $w$  has an odd number of 1's, then so does  $z$ . By the inductive hypothesis,  $\delta\text{-hat}(A,z) = B$ , and the transitions of the DFA tell us  $\delta\text{-hat}(A,w) = B$ . Thus, in this case,  $\delta\text{-hat}(A,w) = A$  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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Using Exercise 2.2.2,  $\delta\text{-hat}(q, 0, x^k) = \delta\text{-hat}(\delta\text{-hat}(q, 0, x^{k-1}), x) = \delta\text{-hat}(q, f, x)$  [by the inductive hypothesis] =  $q$  f[by (a)]. Exercise 2.2.10. The automaton tells whether the number of 1's seen is even (state A) or odd (state B), accepting in the latter case.

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1.1.3 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.

## **Introduction to Theory of Computation**

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3.0 out of 5 stars Not very intuitive for an "Introduction" to Automata Theory March 1, 2017 My biggest gripe has to be that it's very proof saturated and in my Intro to Automata course at least, we are not expected to prove something like the rules provided for converting a CFG to a PDA so much of the textbook is glazed over.

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