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Automata theory (also known as Theory Of Computation) is a theoretical branch of Computer Science and Mathematics, which mainly deals with the logic of computation with respect to simple machines, referred to as automata. Automata* enables the scientists to understand how machines compute the functions and solve problems.

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Introduction to Theory of Computation

You are about to embark on the study of a fascinating and important subject: the theory of computation. It comprises the fundamental mathematical properties of computer hardware, software, and certain applications thereof.

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A function takes an input and produces an output. In every function, the same input always produces the same output. If f is a function whose output value is b when the input value is a , we write $f(a) = b$. A function also is called a mapping, and, if $f(a) = b$, we say that f maps a to b .

Introduction to the Theory of Computation | Michael Sipser ...

Purpose of the Theory of Computation: Develop formal mathematical models of computation that reflect real-world computers. This field of research was started by mathematicians and logicians in the 1930's, when they were trying to understand the meaning of a "computation". A central question asked was whether all mathematical problems can be

Introduction to Theory of Computation

This book is an introduction to the theory of computation. After a chapter presenting the mathematical tools that will be used, the book examines models of computation and the associated languages, from the most elementary to the most general: finite automata and regular languages; context-free languages and push-

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In theoretical computer science and mathematics, the theory of computation is the branch that deals with what problems can be solved on a model of computation, using an 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 capabilities and limitations of computers?". In order to perf

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