

Alphabets & Languages

An alphabet is any finite set of symbols,

like $\{a, b, c, \dots, z\}$ or $\{0, 1\}$,

ASCII basic computer alphabet

Unicode, etc.

usually we use Σ for our alphabet.

A string is any finite sequence of alphabet characters.

so for $\Sigma = \{0, 1\}$,

strings look like 0011010 ,
 11111 ,
 00 , etc.

a string has a length $|001101| = 6$

$|x|$ means length of x .

The empty string is written ϵ ,

so $|\epsilon| = 0$

(ϵ is not a character in the alphabet)

generally, we use a, b, c as letters,
 x, y, z are strings.

There is a concatenation operation

if $x = abaa5$
 $y = baab,$

in python: $x+y$

then $xy = \underline{abaa5} \underline{baab}$

$yx = baababaa5$

We also can do exponents:

if $x = ababb$

$x^2 = xx = ababbababb$

$x^3 = xxx$, etc.

$x^0 = \varepsilon$

(obeys $x^m x^n = x^{m+n}$)

no such thing as x^{-1}

A language is any set of strings from
a particular alphabet

for $\Sigma = \{0, 1\}$, then

$\{0, 1, 00, 11\}$ is a language on $\{0, 1\}$

$\{0^n \mid n \in \mathbb{N}\}$ ($\mathbb{N} = \{0, 1, 2, \dots\}$)

is a language

$\hookrightarrow \{\epsilon, 0, 00, 000, 0000, \dots\}$

or $\{ab(a)^nba \mid n \in \mathbb{N}\}$ is a language

$= \{abba, ababa, abaaba, \dots\}$

$\emptyset$ is a language. The empty language.

Σ has a largest possible language.

we write it like Σ^*

$\Sigma^* =$ set of all possible strings on Σ .

Σ^* is the Kleene closure of Σ .

A language is a specific set of strings.

the english language would be the set of
all "legal" sentences in english

$\Sigma = \{a, \dots, z, \underset{\text{space}}{\text{ }}, \cdot\}$ if $E = \text{the english language,}$

"i have a dog." $\in E$

"i have no dog." $\in E$

"i." $\notin E$

"i am am baby" $\notin E$

Python consists of all legal (syntactically valid) strings which make a python program.

Any string accepted by the interpreter counts as a string in the language.

First Type of Machine: DFA

A DFA takes a string as input,
either "accepts" or "rejects".

Deterministic Finite Automaton

↑
no randomness
the same input always produces the same computation

↑
has a finite number of "states"

↑
computing machine

The DFA takes an input string,
reads it one letter at a time L to R
With each letter, it can change its state,
when it gets to the end, it accepts or rejects
based on the final state.

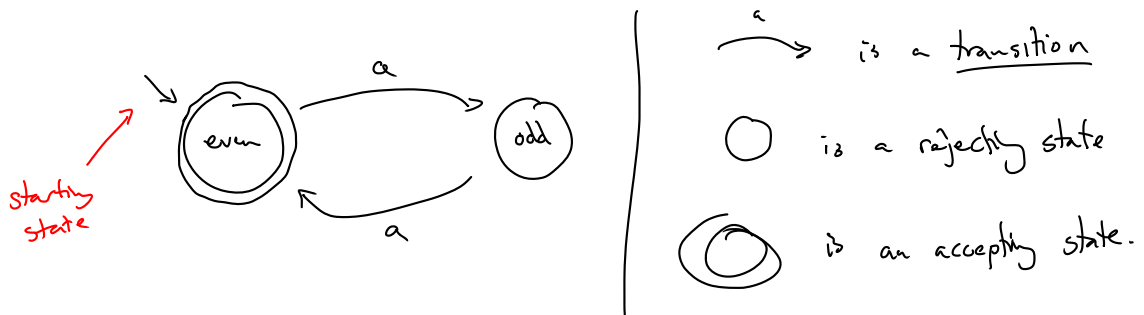
Example For $\Sigma = \{a\}$, let's make a DFA
to accept any even-length string,
reject any odd-length.

Idea: We have 2 states: even & odd,
each time I read a , we
switch from one to the other.

Start in even state.

at the end, we accept in the even state
reject in the odd state.

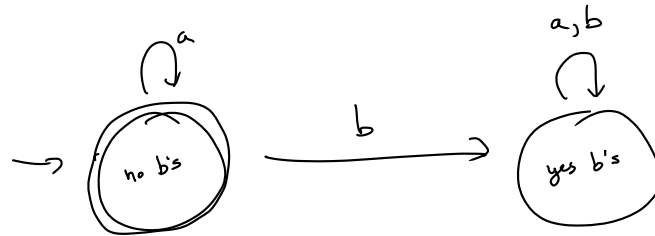
This is expressed like so:



is aaaa accepted? is accepted!

aaa is rejected

Ex1 For $\Sigma = \{a, b\}$, make a DFA which accepts any string with no b.



all states
must have
outgoing arrows
for each
letter