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Introduction to automata theory, languages, and computation / by John E. Hopcroft, Rajeev Motwani, Jeffrey D. Ullman. -- 3rd ed. p. cm. Includes bibliographical references and index. ISBN 0-321-45536-3 1. Machine theory. 2. Formal languages. 3. Computational complexity. I. Motwani, Rajeev. II. Ullman, Jeffrey D., 1942- III. Title. QA267.H56 2006 511.3'5--dc22

INTRODUCTION TO Automata Theory, Languages, and Computation

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An automaton (Automata in plural) is an abstract self-propelled computing device which follows a predetermined sequence of operations automatically. An automaton with a finite number of states is called a Finite Automaton (FA) or Finite State Machine (FSM). Formal definition of a Finite Automaton

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Cambridge University Press. Introduction to the Theory of
Computation, Michael Sipser, 3rd edition, Cengage Learning.
Introduction to Formal languages Automata Theory and
Computation Kamala Krithivasan, Rama R, Pearson.

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Solutions for Chapter 2 Revised 9/6/01. Solutions for Section 2.2
Exercise 2.2.1 (a) States correspond to the eight combinations of
switch positions, and also must indicate whether the previous
roll came out at D, i.e., whether the previous input was
accepted.

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Introduction to Automata Theory, Languages, and Computation
is an influential computer science textbook by John Hopcroft and
Jeffrey Ullman on formal languages and the theory of
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Introduction to automata theory, languages, and computation. by. Hopcroft, John E., 1939-. Publication date. 2007. Topics. Machine theory, Formal languages, Computational complexity. Publisher. Boston : Pearson/Addison Wesley.

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Cpt S 317 Lecture notes - Washington State University

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