جامـــعـة الـمـــســتـقـبـل
AL MUSTAQBAL UNIVERSITY

قســـم الامـــــن الـــــــــسيبرانـــــــي
DEPARTMENT OF CYBER SECURITY

SUBJECT: COMPUTATION THEORY
CLASS: 3rd

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LECTURE: (1)
INTRODUCTION TO COMPUTATION THEORY

Lecture One Introduction

Computation: is simply a sequence of steps that performed by computer.

Computation Theory: is the branch that deals with how efficiently problems can be solved on a model of computation, using an algorithm. This field 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 other words, 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.

<u>Some Applications of Computation Theory:</u>

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, and j = 2k for k > 0 }
- S = { j : j 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 ∅.
- 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 $A \nsubseteq B$ or $B \nsupseteq A$.

Basic Operations on Sets:

- **Complement:** Á or $\bar{A}$ or A^c
  $\bar{A} = \{ x:x \notin A, x \in U\}$
  Contain all elements in universal set which are not in A.
- **Union:** consist of all elements in either A or B
  $A \cup B = \{ x:x \in A \text{ or } x \in B\}$
- **Intersection:** consist of all elements in both A or B $A \cap B = \{ x:x \in A \text{ and } x \in B\}$

- **Difference (/):** consist of all elements in A but not in B A / B = { x:x ∈ A but x ∉ 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**

$A \cup A^{\sim} = U$
$A \cap A^{\sim} = \emptyset$

Language

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

Example:
1, a, b, #

Alphabets: Alphabets are a finite set of symbols. It is denoted by ∑.

Examples:
∑ = {a, b}
∑ = {A, B, C, D}
∑ = {0, 1, 2}
∑ = {#, β, Δ}

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

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

✍ A string with no symbols is known as an ***empty string***. It is represented by epsilon (ϵ) or lambda (λ) or null (Λ).

✍ The number of symbols in a string w is called the ***length of a string***. It is denoted by |w|.

Example: w
= 010
|w| = 3
|00100| = 5
|ab| = 2

| ʌ | = 0

Language: A language is a set of strings of terminal symbols derivable from alphabet. A language which is formed over Σ can be Finite or Infinite.

Example:

a) L1 = {Set of string of length 2}
= {aa, bb, ba, bb} **Finite Language**

b) L2 = {Set of all strings starts with 'a'}
= {a, aa, aaa, abb, abbb, ababb, …} **Infinite Language**

Types of Languages:

1- ***Natural Languages:*** They are languages that spoken by humans e.g.: English, Arabic and France. It has alphabet: ∑={a, b, c, …. z}. from these alphabetic we make sentences that belong to the language.

2- ***Programming Language:*** (e.g.: c++, Pascal) it has alphabetic: ∑={a, b, c, z, A, B, C, .. , Z , ?, /, -, \}. From these alphabetic we make sentences that belong to programming language.

Example:

Alphabetic: ∑= {0, 1}.
Sentences: 0000001, 1010101

Example:

Alphabetic: ∑= {a, b}.
Sentences: ababaabb, bababbabb

Example:

Let ∑ = {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 for n = 1, 2, 3, ...}

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

Example:

L_2 = { x, xxx, xxxxx, ... }
= { x^{odd}}
= { x^{2n+1} for n = 0, 1, 2, 3, ... }

PALINDROME

Let us define a new language called **PALINDROME** over the alphabet
∑= {a, b}
PALINDROME = { ᴧ, and all strings x such that reverse(x) = x } If we begin listing the elements in PALINDROME we find:
PALINDROME = { ᴧ, a, 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 ∑ = {x}, then

$\sum^*$ = L_3 = { ᴧ, x, xx, xxx, …}
$\sum^+$ = L_3 = { x, xx, xxx, …}

Example:

If $\sum = \{0, 1\}$, then

$\sum^* = L_4 = \{ \wedge, 0, 11, 001, 11010, \ldots\}$

$\sum^+ = L_4 = \{ 0, 01, 110, 101, \ldots\}$

Example:

If $\sum = \{aa, b\}$, then

$\sum^* = L_5 = \{ \wedge, aab, baa, baab, aabb, \ldots\}$

$\sum^+ = L_5 = \{ aaaa, b, baaaa, bb, \ldots\}$

✍ في هذه اللغة الكلمة (ab) غير مقبولة لأن (aa) هو حرف واحد ولايجوز تجزئته.

Example:

If $\sum = \{ \}$, then

$\sum^* = L_4 = \{\wedge\}$

$\sum^+ = L_4 = \emptyset$ or $\{ \}$