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will examine methods for defining syntax of languages and recognizing patterns: the syntax of languages can be defined using grammars and patterns accepted by finite state machines Along with presenting the fundamentals of these two topics, the course will develop and investigate the relationships between language definition and pattern recognition

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Introduction to Automata Theory, Languages and Computation, Second Edition, Addison Wesley, 2001 • TA Sudkamp, An Introduction to the Theory of Computer Science Languages and Machines, Third Edition, Addison Wesley, 2006

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Languages and Machines: An Introduction to the Theory of Computer Science, by Thomas Sudkamp The prerequisites for this course are (i) Math 257 (discrete mathematics) and CS 400, or (ii) Math 257 and a 400 level mathematics or statistics course In particular, it is assumed that you have seen and mastered the material in Chapter 1

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• Introduction to Languages and the Theory of Computation (third edition), by John Martin, McGraw-Hill, 2003 • Introduction to Automata Theory, Languages, and Computation (third edition), by John Hopcroft, Rajeev Motwani, Jeffrey Ullman, Addison Wesley, 2007 Please let us know if you find errors, typos, simpler proofs, comments,

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Automata & languages, complexity theory and an introduction to quantum computing In the first part, on automata and languages, the concepts of formal language, grammar, and automaton are introduced Two types of languages, with the corresponding grammars and automata are covered: regular and context-free languages

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