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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

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This classic book on formal languages, automata theory, and computational complexity has been updated to present

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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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Introduction to Automata Theory, Languages, and Computation 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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