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Theory of Computation is one of the most fundamental as well as abstract courses of Computer Science. It is a branch in theoretical Computer Science that deals with whether problems can be solved and how efficiently problems can be solved on a model of computation, using an algorithm.

A theory of timed automata*
THEORY OF COMPUTER SCIENCE Automata, Languages and Computation THIRD EDITION K.L.P. MISHRA Formerly Professor Department of Electrical and Electronics Engineering and Principal, Regional Engineering College Tiruchirapalli N. CHANDRASEKARAN Professor Department of Mathematics St. Joseph's College Tiruchirapalli Delhi-110092 2016 `

Theory Of Computer Science Automata
Automata Theory is an exciting, theoretical branch of computer science. It established its roots during the 20th Century, as mathematicians began developing - both theoretically and literally - machines which imitated certain features of man, completing calculations more quickly and reliably.

Theory of computation - Wikipedia
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Basics of Automata Theory - Stanford Computer Science
Automata Theory is a branch of computer science that deals with designing abstract selfpropelled computing devices that follow a predetermined sequence of operations automatically. An automaton with a finite number of states is called a Finite Automaton .

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It contains well written, well thought and well explained computer science and programming articles, quizzes and practice/competitive programming/company interview Questions. Theory Of Computation and Automata Tutorials - GeeksforGeeks

Automata Theory Tutorial - Tutorialspoint
Automata theory. Automata theory is the study of abstract machines and automata, as well as the computational problems that can be solved using them. It is a theory in theoretical computer science and discrete mathematics (a subject of study in both mathematics and computer science).

Automata theory - Wikipedia
Alur, R. and D.L. Dill, A theory of timed automata, Theoretical Computer Science 126 (1994) 183-235. We propose timed (j&e) automata to model the behavior of real-time systems over time.

Theory Of Computation and Automata Tutorials - GeeksforGeeks
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