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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. The word automata comes from the Greek word ????????, which means "self-making". The figure at right illustrates a finite-state machine, which belongs to a well-known type of automaton. This automaton consists of states and transitions. As the automaton sees a symbol of input, it makes a transition to ...

Automata theory - Wikipedia

Theory Of Automata 2. 2 Text and Reference Material 1. Introduction to Computer Theory, by Daniel I. Cohen, John Wiley and Sons, Inc., 1991, Second Edition 2. Introduction to Languages and Theory of Computation, by J. C. Martin, McGraw Hill Book Co., 1997, Second Edition

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