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concrete tutorial that introduces the fundamental concepts of Finite Automata, Regular Languages, and Pushdown Automata before moving onto Turing machines and Decidability.

Automata Theory Tutorial - Tutorialspoint

1. Introduction to Computer Theory, Daniel I.A. Cohen, John Wiley. 2.

Introduction to languages and the Theory of Computation ,John C Martin, TMH 3.

□Elements of Theory of Computation□, Lewis H.P. & Papadimition C.H. Pearson /PHI. 4 Theory of Computer Science □

Automata languages and computation -Mishra and Chandrashekar, 2nd edition, PHI

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computational problems that can be solved using them. It is a theory in theoretical computer science. The word automata comes from the Greek word $\alpha\upsilon\tau\omicron\mu\alpha\tau\alpha$, 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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