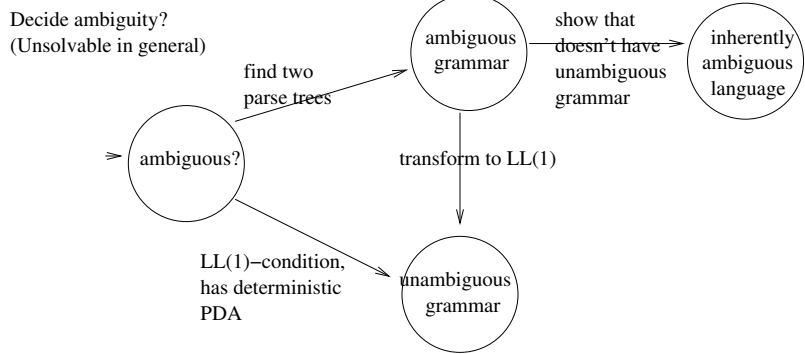
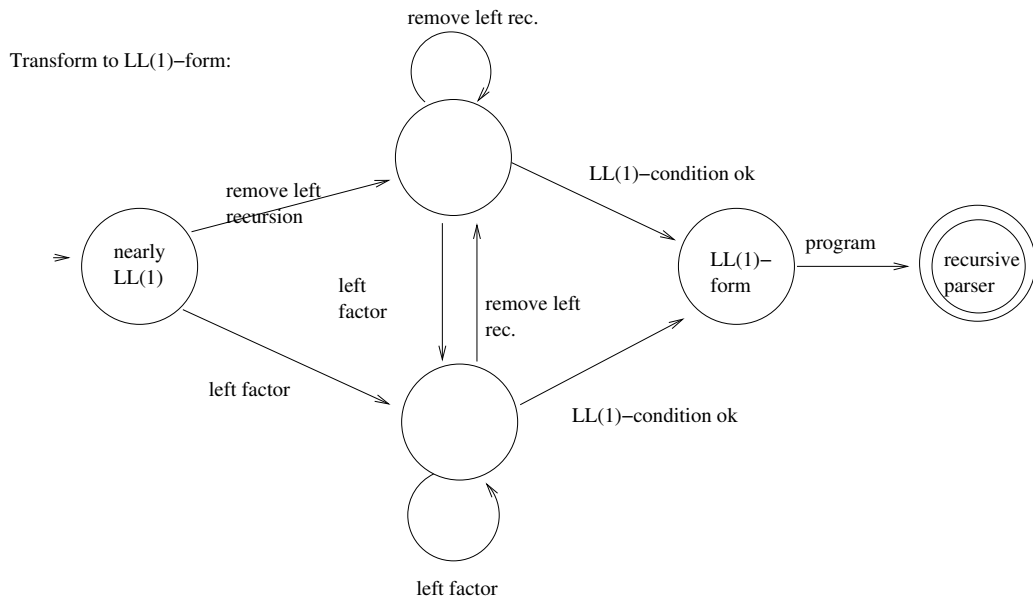


Concept automata

Instead of concept maps you can try to construct finite automata, which describe learning process in TFCS course. It is hard to create one automaton for the whole process, but at least you can model part of topics as transition diagrams.

Here are a few examples. At least Chomsky normal form story and CYK create one process. Could those small automata be combined into one comprehensive automaton? It could be used as a game, in which everybody should reach the accepting final state :) You can begin by adding transition names to the third automaton.



Reg. expression vs. finite automaton vs. right-linear grammar:

