

# National University of Engineering (UNI)

School of Computer Science Sillabus 2023-I

#### 1. COURSE

CS211. Theory of Computation (Mandatory)

2. GENERAL INFORMATION

**2.1 Course** : CS211. Theory of Computation

**2.2 Semester** :  $4^{to}$  Semestre.

**2.3** Credits : 4

**2.4 Horas** : 2 HT; 4 HP;

2.5 Duration of the period : 16 weeks
2.6 Type of course : Mandatory
2.7 Learning modality : Blended

**2.8 Prerrequisites** : CS1D2. Discrete Structures II. (2<sup>nd</sup> Sem)

CS1D2. Discrete Structures II.  $(2^{nd} \text{ Sem})$ 

## 3. PROFESSORS

Meetings after coordination with the professor

### 4. INTRODUCTION TO THE COURSE

This course emphasizes formal languages, computer models and computability, as well as the fundamentals of computational complexity and complete NP problems.

#### 5. GOALS

• That the student learn the fundamental concepts of the theory of formal languages.

#### 6. COMPETENCES

- 1) Analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions. (Assessment)
- 6) Apply computer science theory and software development fundamentals to produce computing-based solutions. (Assessment)

## 7. TOPICS

Unit 1: Basic Automata Computability and Complexity (20)		
Competences Expected:		
Topics	Learning Outcomes	
<ul> <li>Finite-state machines</li> <li>Regular expressions</li> <li>The halting problem</li> <li>Context-free grammars</li> <li>Introduction to the P and NP classes and the P vs. NP problem</li> <li>Introduction to the NP-complete class and exemplary NP-complete problems (e.g., SAT, Knapsack)</li> <li>Turing machines, or an equivalent formal model of universal computation</li> <li>Nondeterministic Turing machines</li> <li>Chomsky hierarchy</li> <li>The Church-Turing thesis</li> <li>Computability</li> <li>Rice's Theorem</li> <li>Examples of uncomputable functions</li> <li>Implications of uncomputability</li> </ul> Readings: [Jmartin10], [Linz11], [Sip12]	<ul> <li>Discuss the concept of finite state machines [Assessment]</li> <li>Design a deterministic finite state machine to accept a specified language [Assessment]</li> <li>Generate a regular expression to represent a specified language [Assessment]</li> <li>Explain why the halting problem has no algorithmic solution [Assessment]</li> <li>Design a context-free grammar to represent a specified language [Assessment]</li> <li>Define the classes P and NP [Assessment]</li> <li>Explain the significance of NP-completeness [Assessment]</li> <li>Explain the Church-Turing thesis and its significance [Familiarity]</li> <li>Explain Rice's Theorem and its significance [Familiarity]</li> <li>Provide examples of uncomputable functions [Familiarity]</li> <li>Prove that a problem is uncomputable by reducing a classic known uncomputable problem to it [Familiarity]</li> </ul>	
Unit 2. Advanged Computational Complexity (20)		

Unit 2: Advanced Computational Complexity (20)	
Competences Expected:	
Topics	Learning Outcomes
<ul> <li>Review of the classes P and NP; introduce P-space and EXP</li> <li>Polynomial hierarchy</li> <li>NP-completeness (Cook's theorem)</li> <li>Classic NP-complete problems</li> <li>Reduction Techniques</li> </ul> Readings: [Jmartin10], [Linz11], [Sip12], [Hopcroft93]	<ul> <li>Define the classes P and NP (Also appears in AL/Basic Automata, Computability, and Complexity) [Assessment]</li> <li>Define the P-space class and its relation to the EXP class [Assessment]</li> <li>Explain the significance of NP-completeness (Also appears in AL/Basic Automata, Computability, and Complexity) [Assessment]</li> <li>Provide examples of classic NP-complete problems [Assessment]</li> <li>Prove that a problem is NP-complete by reducing a classic known NP-complete problem to it [Assessment]</li> </ul>
readings · [amartinita], [amarti], [arpriz], [reperotess]	

Unit 3: Advanced Automata Theory and Computability (20) Competences Expected:		
<ul> <li>Sets and languages         <ul> <li>Regular languages</li> <li>Review of deterministic finite automata (DFAs)</li> <li>Nondeterministic finite automata (NFAs)</li> <li>Equivalence of DFAs and NFAs</li> <li>Review of regular expressions; their equivalence to finite automata</li> <li>Closure properties</li> <li>Proving languages non-regular, via the pumping lemma or alternative means</li> </ul> </li> <li>Context-free languages         <ul> <li>Push-down automata (PDAs)</li> <li>Relationship of PDAs and context-free grammars</li> <li>Properties of context-free languages</li> </ul> </li> </ul>	<ul> <li>Determine a language's place in the Chomsky hierarchy (regular, context-free, recursively enumerable) [Assessment]</li> <li>Convert among equivalently powerful notations for a language, including among DFAs, NFAs, and regular expressions, and between PDAs and CFGs [Assessment]</li> </ul>	
Readings: [Hopcroft93], [Bro93]		

### 8. WORKPLAN

## 8.1 Methodology

Individual and team participation is encouraged to present their ideas, motivating them with additional points in the different stages of the course evaluation.

# 8.2 Theory Sessions

The theory sessions are held in master classes with activities including active learning and roleplay to allow students to internalize the concepts.

### 8.3 Practical Sessions

The practical sessions are held in class where a series of exercises and/or practical concepts are developed through problem solving, problem solving, specific exercises and/or in application contexts.

## 9. EVALUATION SYSTEM

\*\*\*\*\*\* EVALUATION MISSING \*\*\*\*\*\*

### 10. BASIC BIBLIOGRAPHY

[Bro93] J. Glenn Brookshear. Teoría de la Computación. Addison Wesley Iberoamericana, 1993.

[Sip12] Michael Sipser. Introduction to the Theory of Computation (third edition). Publisher: Cengage Learning, 2012.