CS5371 Theory of Computation

General Info, Scope, Textbook Assessment, ...

General Information

- Web page (temp):
 - http://www.cs.nthu.edu.tw/~wkhon/toc.html
- · Lecturer:
 - Wing-Kai Hon (韓永楷), wkhon@cs
- TA:
 - Yu-Han Lyu (呂昱翰), g944352@oz
- Meeting times:
 - Tue 1410 1500, Fri 1520 —1710
- · Consultation hours: To be announced

What will you learn from this course?

- · How to define a computer? Automata theory
- Are there problems that a computer cannot solve? If so, can we find one such problem? Computability theory
- For problems that a computer can solve, some problems are easy (e.g., sorting) and some are difficult (e.g., time-table scheduling). Any systematic way to classify problems?

Part I: Automata Theory

- Study very simple "computer" called automaton (plural: automata)
- Though very simple, they can solve some decision problems. E.g., is an input sequence of 0s and 1s, such as 101110101, representing a binary number divisible by 5?
- Study what kind of decision problems can be solved by automaton? What kind of decision problems cannot be solved?

Part II: Computability Theory

- Introduce a slightly more complicated computer called "Turing Machine"
 - We will show that (in some sense) Turing Machine has the same power as an ordinary computer
- Show that some problems (although sounds like easy) cannot be solved by computers

Part III: Complexity Theory

- Focus on problems solvable by computers
- Time Complexity: How difficult w.r.t. time requirement?
 P, NP, NP-Complete
- Space Complexity: How difficult w.r.t.
 space requirement? PSPACE, NL
- Problems that are outside the above classes (so that they need much more time or space to solve)

Part IV: Advanced Topics (if we have time)

- · Approximation Algorithm
- Probabilistic Algorithm
- Interactive Proof Systems
- Parallel Computation
- Cryptography

Textbook & References

Textbook

- Introduction to the Theory of Computation (2nd Edition), by Michael Sipser
- We will follow very closely to this book

· References

- Computational Complexity, by C. Papadimitiou
- Introduction to Automata Theory, Languages, and Computation, by J. Hopcroft, R. Motwani, and J. Ullman.

Assessment

5 Assignments: Best four * 37%
Remaining one * 3%
Midterm Quiz: 10%
Final Exam: 50%

Total 100%

Study Tips

- Have a fresh mind in lectures & tutorials (don't eat too much at lunch time:-))
- Don't be shy, ask questions in class
- Try your best to do every assignment (Can exchange high-level ideas with your classmate, but must do it yourself)
- Study textbook, and try the exercises
- Most importantly: Have fun!