

Dexter C. Kozen

Theory of Computation

 Springer

Theory Of Computation Texts In Computer Science

Dexter C. Kozen



Theory Of Computation Texts In Computer Science:

Theory of Computation Dexter C. Kozen, 2006-09-19 This textbook is uniquely written with dual purpose It cover cores material in the foundations of computing for graduate students in computer science and also provides an introduction to some more advanced topics for those intending further study in the area This innovative text focuses primarily on computational complexity theory the classification of computational problems in terms of their inherent complexity The book contains an invaluable collection of lectures for first year graduates on the theory of computation Topics and features include more than 40 lectures for first year graduate students and a dozen homework sets and exercises Introduction to the Theory of Computation Michael Sipser, 1996 Discusses such topics as regular languages context free languages Church Turing thesis decidability reducibility the recursion theorem time complexity space complexity and provable intractability

Theory of Computation Dexter C. Kozen, 2009-10-12 This textbook is uniquely written with dual purpose It cover cores material in the foundations of computing for graduate students in computer science and also provides an introduction to some more advanced topics for those intending further study in the area This innovative text focuses primarily on computational complexity theory the classification of computational problems in terms of their inherent complexity The book contains an invaluable collection of lectures for first year graduates on the theory of computation Topics and features include more than 40 lectures for first year graduate students and a dozen homework sets and exercises **Elements of Computation Theory** Arindama Singh, 2009-04-30 The foundation of computer science is built upon the following questions What is an algorithm What can be computed and what cannot be computed What does it mean for a function to be computable How does computational power depend upon programming constructs Which algorithms can be considered feasible For more than 70 years computer scientists are searching for answers to such questions Their ingenious techniques used in answering these questions form the theory of computation Theory of computation deals with the most fundamental ideas of computer science in an abstract but easily understood form The notions and techniques employed are widely spread across various topics and are found in almost every branch of computer science It has thus become more than a necessity to revisit the foundation learn the techniques and apply them with confidence Overview and Goals This book is about this solid beautiful and pervasive foundation of computer science It introduces the fundamental notions models techniques and results that form the basic paradigms of computing It gives an introduction to the concepts and mathematics that computer scientists of our day use to model to argue about and to predict the behavior of algorithms and computation The topics chosen here have shown remarkable persistence over the years and are very much in current use *Computability and Complexity Theory* Steven Homer, Alan L. Selman, 2011-12-10 This revised and extensively expanded edition of *Computability and Complexity Theory* comprises essential materials that are core knowledge in the theory of computation The book is self contained with a preliminary chapter describing key mathematical concepts and notations Subsequent chapters move from

the qualitative aspects of classical computability theory to the quantitative aspects of complexity theory. Dedicated chapters on undecidability, NP completeness and relative computability focus on the limitations of computability and the distinctions between feasible and intractable. Substantial new content in this edition includes a chapter on nonuniformity, studying Boolean circuits, advice classes and the important result of Karp-Lipton; a chapter studying properties of the fundamental probabilistic complexity classes; a study of the alternating Turing machine and uniform circuit classes; an introduction of counting classes; proving the famous results of Valiant and Vazirani and of Toda; a thorough treatment of the proof that IP is identical to PSPACE. With its accessibility and well-devised organization, this text/reference is an excellent resource and guide for those looking to develop a solid grounding in the theory of computing. Beginning graduates, advanced undergraduates and professionals involved in theoretical computer science, complexity theory and computability will find the book an essential and practical learning tool.

Topics and features: Concise, focused materials cover the most fundamental concepts and results in the field of modern complexity theory, including the theory of NP completeness, NP hardness, the polynomial hierarchy and complete problems for other complexity classes. Contains information that otherwise exists only in research literature and presents it in a unified, simplified manner. Provides key mathematical background information, including sections on logic and number theory and algebra. Supported by numerous exercises and supplementary problems for reinforcement and self-study purposes.

Introduction to the Theory of Computation Michael Sipser, 2005-02-15. This highly anticipated revision builds upon the strengths of the previous edition. Sipser's candid, crystal-clear style allows students at every level to understand and enjoy this field. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

A Recursive Introduction to the Theory of Computation Carl Smith, 2012-12-06. The aim of this textbook is to present an account of the theory of computation. After introducing the concept of a model of computation and presenting various examples, the author explores the limitations of effective computation via basic recursion theory. Self-reference and other methods are introduced as fundamental and basic tools for constructing and manipulating algorithms. From there, the book considers the complexity of computations and the notion of a complexity measure is introduced. Finally, the book culminates in considering time and space measures and in classifying computable functions as being either feasible or not. The author assumes only a basic familiarity with discrete mathematics and computing, making this textbook ideal for a graduate-level introductory course. It is based on many such courses presented by the author and so numerous exercises are included. In addition, the solutions to most of these exercises are provided.

Theory of Computation Agrawal Sachin, Theory of Computation offers comprehensive coverage of one of the most important subjects in the study of engineering and MCA. This book gives a detailed analysis of the working of different sets of models developed by computer scientists regarding computers and programs. It uses simple language and a systematic approach to explain the concepts which are often considered rather difficult by students. A number of solved programs will further help the students in assimilating

understanding of this important subject A thorough perusal of this book will ensure success for students in the semester examinations Key Features In depth analysis of different computational methods Large number of solved programs for hands on practice Thorough coverage of additional and latest computational methods *Elements of the Theory of Computation* Harry R. Lewis, Christos H. Papadimitriou, 1981 A general yet comprehensive introduction to the classical and contemporary theory of computation Algorithms and Theory of Computation Handbook, Volume 1 Mikhail J. Atallah, Marina Blanton, 2009-11-20 Algorithms and Theory of Computation Handbook Second Edition General Concepts and Techniques provides an up to date compendium of fundamental computer science topics and techniques It also illustrates how the topics and techniques come together to deliver efficient solutions to important practical problems Along with updating and revising many **Theory of Computation** Dr. O. G. Kakde, 2007 **THEORY OF COMPUTER SCIENCE** MISHRA, K.L.P., N. CHANDRASEKARAN, 2006-01-01 This Third Edition in response to the enthusiastic reception given by academia and students to the previous edition offers a cohesive presentation of all aspects of theoretical computer science namely automata formal languages computability and complexity Besides it includes coverage of mathematical preliminaries NEW TO THIS EDITION Expanded sections on pigeonhole principle and the principle of induction both in Chapter 2 A rigorous proof of Kleene's theorem Chapter 5 Major changes in the chapter on Turing machines TMs A new section on high level description of TMs Techniques for the construction of TMs Multitape TM and nondeterministic TM A new chapter Chapter 10 on decidability and recursively enumerable languages A new chapter Chapter 12 on complexity theory and NP complete problems A section on quantum computation in Chapter 12 KEY FEATURES Objective type questions in each chapter with answers provided at the end of the book Eighty three additional solved examples added as Supplementary Examples in each chapter Detailed solutions at the end of the book to chapter end exercises The book is designed to meet the needs of the undergraduate and postgraduate students of computer science and engineering as well as those of the students offering courses in computer applications **Introduction to Languages and the Theory of Computation** John C. Martin, 2003 Introduction to Languages and the Theory of Computation is an introduction to the theory of computation that emphasizes formal languages automata and abstract models of computation and computability it also includes an introduction to computational complexity and NP completeness Through the study of these topics students encounter profound computational questions and are introduced to topics that will have an ongoing impact in computer science Once students have seen some of the many diverse technologies contributing to computer science they can also begin to appreciate the field as a coherent discipline A distinctive feature of this text is its gentle and gradual introduction of the necessary mathematical tools in the context in which they are used Martin takes advantage of the clarity and precision of mathematical language but also provides discussion and examples that make the language intelligible to those just learning to read and speak it The material is designed to be accessible to students who do not have a strong background in discrete mathematics but it is also appropriate

for students who have had some exposure to discrete math but whose skills in this area need to be consolidated and sharpened

Fundamentals of the Theory of Computation: Principles and Practice Raymond Greenlaw, H. James Hoover, 1998-07-14 This innovative textbook presents the key foundational concepts for a one semester undergraduate course in the theory of computation It offers the most accessible and motivational course material available for undergraduate computer theory classes Directed at undergraduates who may have difficulty understanding the relevance of the course to their future careers the text helps make them more comfortable with the techniques required for the deeper study of computer science The text motivates students by clarifying complex theory with many examples exercises and detailed proofs This book is shorter and more accessible than the books now being used in core computer theory courses Theory of computing is a standard required course in all computer science departments

Concise Guide to Computation Theory Akira Maruoka, 2011-05-06 This textbook presents a thorough foundation to the theory of computation Combining intuitive descriptions and illustrations with rigorous arguments and detailed proofs for key topics the logically structured discussion guides the reader through the core concepts of automata and languages computability and complexity of computation Topics and features presents a detailed introduction to the theory of computation complete with concise explanations of the mathematical prerequisites provides end of chapter problems with solutions in addition to chapter opening summaries and numerous examples and definitions throughout the text draws upon the author's extensive teaching experience and broad research interests discusses finite automata context free languages and pushdown automata examines the concept universality and limitations of the Turing machine investigates computational complexity based on Turing machines and Boolean circuits as well as the notion of NP completeness

Fundamentals of the Theory of Computation Raymond Greenlaw, H. James Hoover, 1998-05 This innovative textbook presents the key foundational concepts for a one semester undergraduate course in the theory of computation It offers the most accessible and motivational course material available for undergraduate computer theory classes Directed at undergraduates who may have difficulty understanding the relevance of the course to their future careers the text helps make them more comfortable with the techniques required for the deeper study of computer science The text motivates students by clarifying complex theory with many examples exercises and detailed proofs

Theory of Computational Complexity Ding-Zhu Du, Ker-I Ko, 2014-06-30 Praise for the First Edition complete up to date coverage of computational complexity theory the book promises to become the standard reference on computational complexity Zentralblatt MATH A thorough revision based on advances in the field of computational complexity and readers feedback the Second Edition of Theory of Computational Complexity presents updates to the principles and applications essential to understanding modern computational complexity theory The new edition continues to serve as a comprehensive resource on the use of software and computational approaches for solving algorithmic problems and the related difficulties that can be encountered Maintaining extensive and detailed coverage Theory of Computational Complexity

Second Edition examines the theory and methods behind complexity theory such as computational models decision tree complexity circuit complexity and probabilistic complexity The Second Edition also features recent developments on areas such as NP completeness theory as well as A new combinatorial proof of the PCP theorem based on the notion of expander graphs a research area in the field of computer science Additional exercises at varying levels of difficulty to further test comprehension of the presented material End of chapter literature reviews that summarize each topic and offer additional sources for further study Theory of Computational Complexity Second Edition is an excellent textbook for courses on computational theory and complexity at the graduate level The book is also a useful reference for practitioners in the fields of computer science engineering and mathematics who utilize state of the art software and computational methods to conduct research

A Recursive Introduction to the Theory of Computation Carl H. Smith, 1994-01-01

Theory of Computation J. Glenn Brookshear, 1989 Preliminaries Finite automata and regular languages Pushdown automata and context free languages Turing machines and phrase structure languages Computability Complexity Appendices

The Theory of Computation Derrick Wood, 1986-08-15 Presents easily accessible coverage of language theory concentrating on the major properties of the fundamental and automata models for languages Focuses on practical applications such as finite automata and pattern matching regular expressions and text editing extended context free grammars and syntax diagrams Simple and elegant proofs are given for theorems usually considered difficult e g Parikh's theorem or the proof that every finite automata has an equivalent regular expression Provides algorithms in a Pascal like notation which complement discussions of constructions and programming Each chapter includes a springboard section introducing topics for further investigation Also provides short exercises and programming projects plus extensive examples

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