

MARMARA UNIVERSITY - FACULTY OF ENGINEERING

2021-2022 Spring

CSE3064 – Formal Languages and Automata Theory

COURSE DESCRIPTION FORM

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Offering Departn	nent									ster)	
Course Code		CSE3064									
Course Name		Formal Languages and Automata Theory									
Language of Instruction		English									
ECTS		6									
Contact Hours		Theoret	ical (T): 3	Practice (U): 0			Labora	tory (L): 0		
Pre-requisites		CSE202	23 – Discret	e Computational Structures							
Instructor		Name Assoc. Prof. Ali Haydar Özer									
		E-mail		haydar.ozer@marmara.edu.tr							
Course Materials		Mandatory Recommended		Introduction to the Theory of Computation, 3 rd Edition, Michael Sipser, Cengage Learning. Introduction to Automata Theory, Languages, and Computation, 3rd Edition, John E. Hopcroft,							
Course Objectiv	Rajeev Motwani, Jeffrey D. Ullman, Pearson. The aim of the course is to provide students an overview of the theoretical foundations of computer science, and to teach them the basic concepts and models of formal languages and automata theory. The students are expected to gain the ability of abstract thinking and mathematical proving.										
Course Content		languag	es. Propert	state automata. Non-determinis ies of regular languages. Conte ring machines. Undecidability.							sh-
		LO1	To be able to identify regular languages, to understand their properties, and to design deterministic finite state automata.								
		LO2	To be a	ble to design nondeterministic t	inite state	automata	a and defir	ne regular	expression	ıs.	
Learning Outcomes		LO3	To be able to identify context-independent languages and define grammar or push-down automata for these languages.								
		LO4	To be able to understand how Turing machines work, to design Turing machines, and to identify undecidable languages.								
		LO5	To be a	ble to make formal proofs withi	n the scop	e of autor	mata theo	ry.			
Program Outcon	nes				LO1	LO2	LO3	LO4	LO5		
PO1	Adequate knowledge in mathematics, science (a) and computer engineering subjects (b) pertaining to the relevant discipline (1); ability to use theoretical and applied information in these areas to model and solve engineering problems (2).			1b	1b	1b	1b	1b			
PO14		Knowledge of data structures and algorithm analysis (a), database management systems (b),				f	f	£	_		
		operating systems (c), software engineering (d), computer architecture (e) and automata theory (f) in computer engineering.			f	T	T	f	f		
	No	Week	Subjects		LO1	LO2	LO3	LO4	LO5		
	S1	1	Introduction	on to Automata Theory and of Languages.	MF,H	d					
Subjects	S2	2-3	Determini	stic Finite State Automata and anguages.	MF,H				İ		
Knowledge,	S3	1	[anguages. ministic Finite State Automata.		MF,H					
Skills and		4			MF,H	IVIF',FT			MF,H		
oehaviors),	S4	5	:·····	s of Regular Languages.	ıvı⊢,⊓	MEII		-	IVIF,F		
Sametalli (C	S5	6	i	xpressions Lemma for Regular		MF,H			ļļ		
Contributions of Subjects to	S6	7	Expression						MF,H		
Learning	S7 8 Context-Free Grammars.				MF,H						
Outcomes,	S8	9	Grammar	Normal Forms.			MF,H				
Assessment	S 9	10-11	Language Context-F	vn Automata, Context-Free es and Pumping Lemma for ree Languages.			MF,H		MF,H		
Methods			Turing Ma			!					
Metnoas	S10	12-13	Turing Ma	achines and Variations of achines.				MF,H			

Determining Letter Grades	 The letter grades will be determined based on the midterm and final exams, and assignments. In order to determine the letter grade, a curve or catalog-based method will be followed based on the total average scores of the students. The final exam score and the total average score of the student must be at least 35 to pass the course. According to Marmara University Undergraduate regulations, the weight of the final exam must be at least 40 out of 100. 										
	As	sessment	Midterm	Quizzes	In Class - Attendance	Final	TOTAL				
	We	eight	28	25	7	40	100				
	Time Applied by the Instructor										
	No Method		Explanat		Hours						
	1	Lectures	Lectures a	14x3=42							
	2	Problem Session/ Practice	Problems								
	3	Laboratory	Experime during the								
	4	Interactive Courses	Questions guess the								
Teaching	5	Field Work	Students								
Method,	6	Midterm	Midterm e	2							
Student Work	7	Final	Final exa	2							
Load	Estimated Time to be Allocated by a Student										
	8	Projects		The students carry out research about the problem given in the project, design and implement their solution and prepare a report.							
	9	Homework	The stude	The students solve the problems given as homework.							
	10	Pre-class learning of Course Material	The stude	The students study and learn the new subjects from course materials.							
	11	Review of Course Material		Students review the course subjects from course materials to prepare for the exams and homework.							
	12	Office Hour	Students	Students ask questions to the instructor or the assistant during office hours.							
	Total						150				
Academic Honesty	Violations of scholastic honesty include, but are not limited to cheating, plagiarizing, fabricating information or citations, facilitating acts of dishonesty by others, having unauthorized possession of examinations, submitting work of another person or work previously used without informing the instructor, or tampering with the academic work of other students.										
	In case academic dishonesty is observed, the first authority is the instructor of the course. The instructor may decide to give the student zero for the homework(s)/lab(s)/exam(s), give the letter grade FF, or may take disciplinary action.										