# CS 6041 Theory of Computation

#### **Overview**

#### **Kun Suo**

Computer Science, Kennesaw State University

https://kevinsuo.github.io/

#### **Self Introduction**

- Kun Suo, Ph.D.
  - Homepage, <a href="https://kevinsuo.github.io/">https://kevinsuo.github.io/</a>



#### Research interests:

- Cloud computing and virtualization;
- Operating systems, containers and kubernetes;
- Software defined network (SDN) and network function virtualization (NFV)
- Big data systems and machine learning systems

#### Projects you may be interested in:

- Several projects in Cloud & Data & Edge
- https://kevinsuo.github.io/code-lab.html



## Now it's your turn

- Name, program/year, where from
- Your interests in Computer Science

https://www2.eecs.berkele
y.edu/Research/Areas/CS/

What do you expect in the Theory of Computation?

If you are in the online course, introduce yourself in D2L, Discussions → Self-Introduction

- A study of topics from theoretical computer science that includes
  - Automata and languages
  - Computability theory
  - Complexity theory

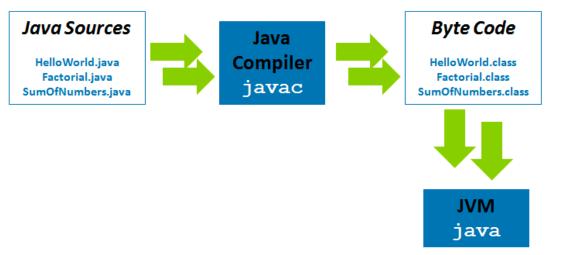
 How efficiently (how fast, how much space, etc.) problems can be solved on a model of computation, using an algorithm

- Example 1: L = {s | Binary strings end in 1s}.
  - Is it computable?
  - How can human beings solve it?
  - Can you build a machine to solve it?

01010100011 Accept
010100010 Reject

```
vim /Users/ksuo/Desktop
s='0101010101'
if s[-1] == '1':
         print 'Accept'
else:
         print 'Reject'
test.py" 6L, 71C
```

- Example 2: Accepts all valid Java code.
  - Is it computable?
  - Can you build a machine to solve it?
  - How can human beings solve it?



```
Output-compiler (run) X

run:
Success: true
java.lang.ClassNotFoundException: HelloWorld
at java.net.URLClassLoader$1.run(URLClassLoader.java:372)
at java.net.URLClassLoader$1.run(URLClassLoader.java:361)
at java.security.AccessController.doPrivileged(Native Method)
at java.lang.ClassLoader.findClass(URLClassLoader.java:360)
at java.lang.ClassLoader.loadClass(ClassLoader.java:424)
at sun.misc.Launcher$AppClassLoader.loadClass(Launcher.java:308)
at java.lang.Class.forName(ORative Method)
at java.lang.Class.forName(Class.java:260)
at CompileSourceInMemory.main(CompileSourceInMemory.java:50)
BUILD SUCCESSFUL (total time: 2 seconds)
```

- Example 3 (halting problem): for input w, determine whether w will end in finite time or infinite loop.
  - Is it computable?
  - Can you build a machine to solve it?
  - How can human beings solve it?

There is no program that solves the halting problem.

This proof was found by Alan Turing in 1936.

https://scholar.google.com/scholar?hl=en&as\_sdt=0%2C11&q= ON+COMPUTABLE+NUMBERS%2C+WITH+AN+APPLICATION+TO +THE+ENTSCHEIDUNGSPROBLEM&btnG=



- Example 1: Binary strings end in 0s.
- Example 2: Accepts all valid Java code.
- Example 3 (halting problem): for input w, determine whether w will end in finite time or infinite loop.

Easy vs Hard vs Not computable

Simple machine vs Complicated machine (with knowledge)

Fast vs Slow vs Not answer (proof)

1KB vs 500MB vs ...

#### **Course Information**

Instructor: Dr. Kun Suo

Office: J-318

Email: <u>ksuo@kennesaw.edu</u>,

- Only reply to e-mails that are sent from KSU student email accounts and title the course number [CS6041]
- Class Hours: online D2L
- Office Hours:
  - M/W, 4:00pm-5:00pm
  - By appointment
- Course Materials
  - Homework assignments, lecture slides, and other materials will be posted in the webpage (<a href="https://kevinsuo.github.io/teaching.html">https://kevinsuo.github.io/teaching.html</a>) and D2L.
  - All lectures will be recorded.

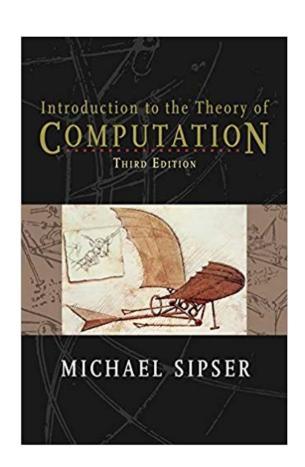
#### Reference Book

Professor Michael Sipser (MIT)

 Introduction to the Theory of Computation

 3rd edition, Cengage Learning ISBN 13-978-1-133-18779-0

Buy/Rent/eBook/Library



## **Grading Policy**

#### Grading percentage

- In-class discussion and attendance: 5%
- Homework (6x): 40% (please submit pdf file on D2L)
  - One course presentation:
    <a href="https://docs.google.com/spreadsheets/d/1kGszd\_RWYSKGaXkznMFz3mBWF">https://docs.google.com/spreadsheets/d/1kGszd\_RWYSKGaXkznMFz3mBWF</a>
    17bPJvnzU8haclL\_Co/edit?usp=sharing
- 1<sup>st</sup> Midterm: 20%
- 2<sup>rd</sup> Midterm: 20%
- 3<sup>rd</sup> Final exam: 20%

#### Late submission is **not accepted**.

# **Course Policy**

## Grading scale

Percentage	Grade
90 - 100	А
80 - 89	В
70 - 79	С
60 - 69	D
Below 60	F

## **Academic Integrity**

Academic dishonesty

https://scai.kennesaw.edu/KSU\_Codes of Conduct 2019-2020.pdf

- Cheating
- Plagiarism
- Collusion

- Receiving, attempting to receive, knowingly giving or attempting to give unauthorized assistance...
- The submission for credit of any work or materials that are attributable in whole or in part to another person
- Taking an examination for another person
- Any act designed to give unfair advantage to a student or the attempt to commit

#### How to succeed this class

- THINK hard, not WORK hard
- Scientific Thinking
- Passion to learn something NEW
- ASK ME (office hours) / Friends / Classmates questions
- Begin homework assignments EARLY

# Where to go for help?

Ask questions in class

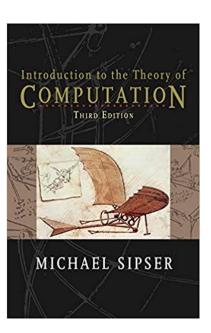
- Ask questions outside class
  - Classmates and friends

- Attend office hours
  - o Dr. Kun Suo: M/W 4:00PM 5:00PM, J-318 or make an appointment

- Search on the web
  - Stand on the shoulder of giants

- 0. Introduction
- 1. Regular language
- 2. Context-free language
- 3. Turing machine
- 4. Decidability
- 5. Reducibility

- 6. Advanced Topics in Computability Theory
- 7. Time complexity
- 8. Space complexity
- 9. Intractability
- 10. Advanced topics in complexity theory



- Chapter 0 Introduction
- Chapter 1 Regular Languages
- Chapter 2 Context-Free Languages
- Chapter 3 The Church-Turing Thesis
- Chapter 4 Decidability
- Chapter 5 Reducibility
- Chapter 7 Time Complexity

- Chapter 0 Introduction
- Chapter 1 Regular Languages
- Chapter 2 Context-Free Languages
- Chapter 3 The Church-Turing Thesis
- Chapter 4 Decidability
- Chapter 5 Reducibility
- Chapter 7 Time Complexity

Exam 1

Exam 2

Exam 3

Week/Date	Торіс	Chapters	Assignment
1	Introduction and overview	0	HW1
2	Deterministic finite automata	1.1	
2	Nondeterministic finite automata	1.2	HW2
3	Regular expression and Regular language	1.3	
3	Non-regular language	1.4	HW3
4	Exam 1		
4	Context free language	2.1	HW4
5	Pushdown Automata	2.2	
5	Non-Context free language	2.3	
6	Exam 2		
6	Turing machine	3	HW5
7	Decidability	4	
7	Reducibility	5	HW 6
8	Complexity and NP-completeness	7	
8	Conclusion		
9	Exam 3		

### Language is the foundation of computation

```
package rentalStore;
import java.util.Enumeration;
import java.util.Vector;
class Customer {
   private String name;
   private Vector<Rental> _rentals = new Vector<Rental>();
    public Customer(String name) {
        name = name;
    public String getMovie(Movie movie) {
       Rental rental = new Rental(new Movie("", Movie.NEW RELEASE), 10);
       Movie m = rental. movie;
       return movie.getTitle();
    public void addRental(Rental arg) {
        rentals.addElement(arg);
    public String getName() {
        return name;
```

Java source code

Read by people

Binary code

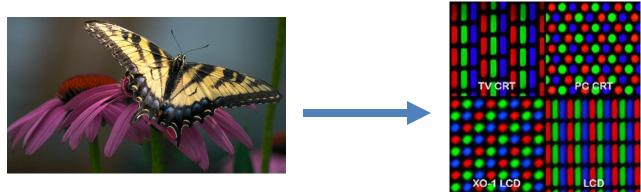
Read by machines

#### Language is the foundation of computation

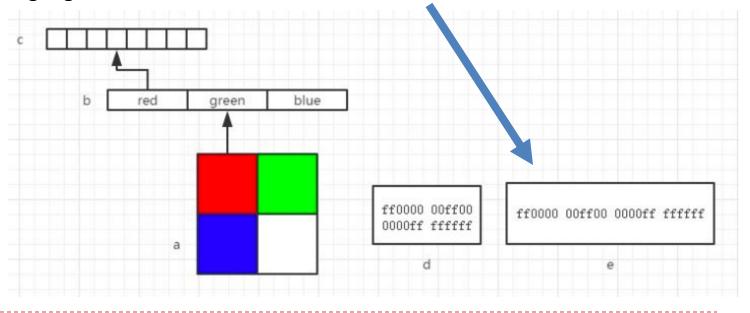


A word document is a language

## Language is the foundation of computation



A figure is a language



Are the languages all the same?





CS 6041

Are the languages all the same?



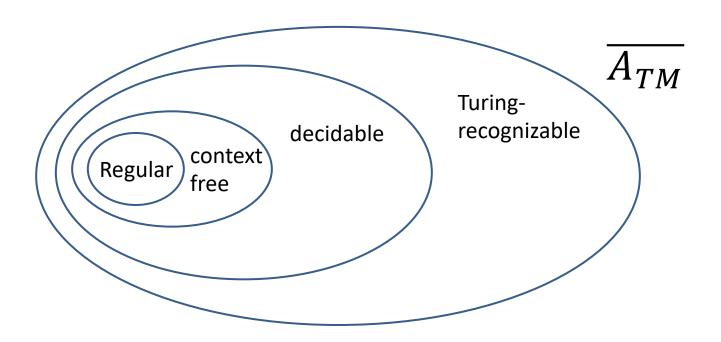
Satellite << Planet << Star << ...

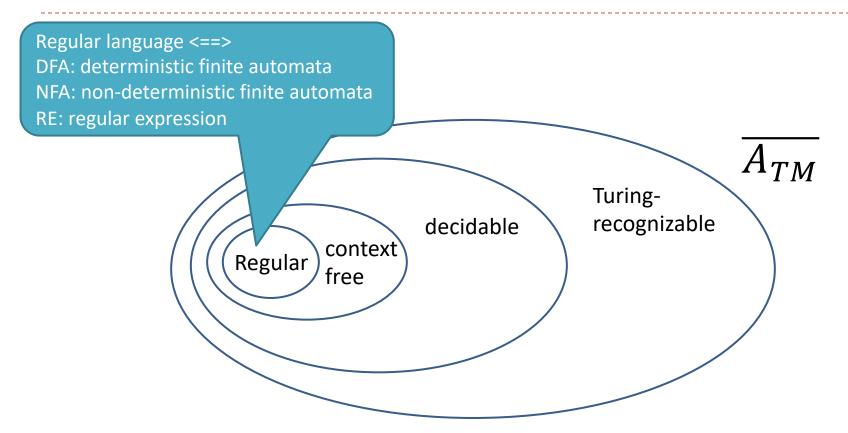


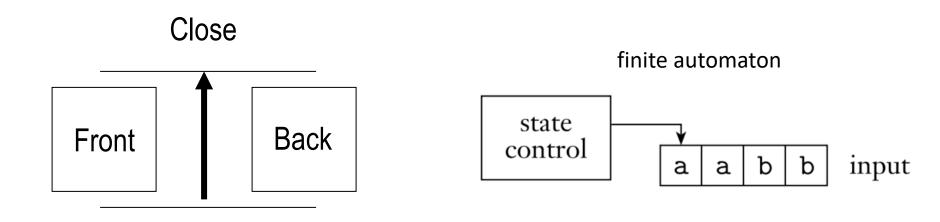




Earth Solar system Galaxy







DFA example: Automatic Door

Regular language <==> DFA: deterministic finite automata NFA: non-deterministic finite automata RE: regular expression  $A_{TM}$ Turingrecognizable decidable context Regular free CFL: context free language CFG: context free grammar PDA: push down automata

state control a a b b input

state control

a a b b input

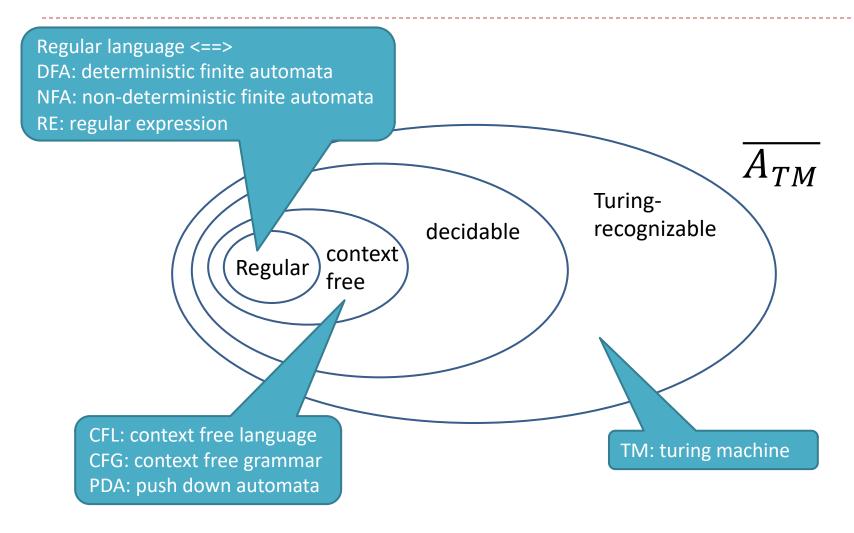
x

y stack

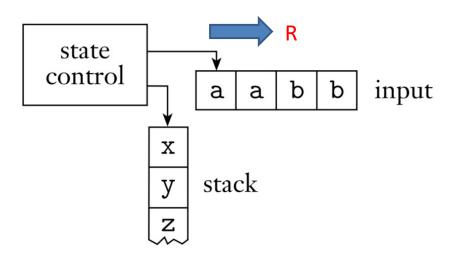
pushdown automaton

memory size = 1

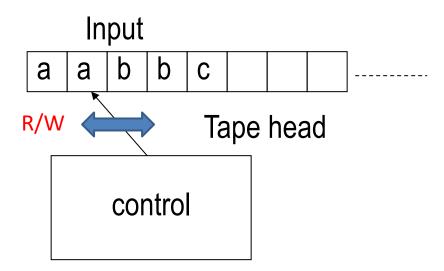
Not only current input But also previous inputs



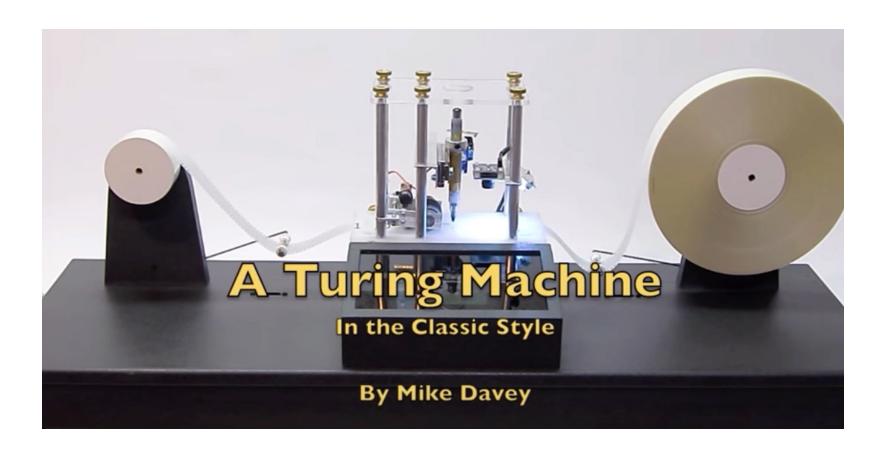
pushdown automaton



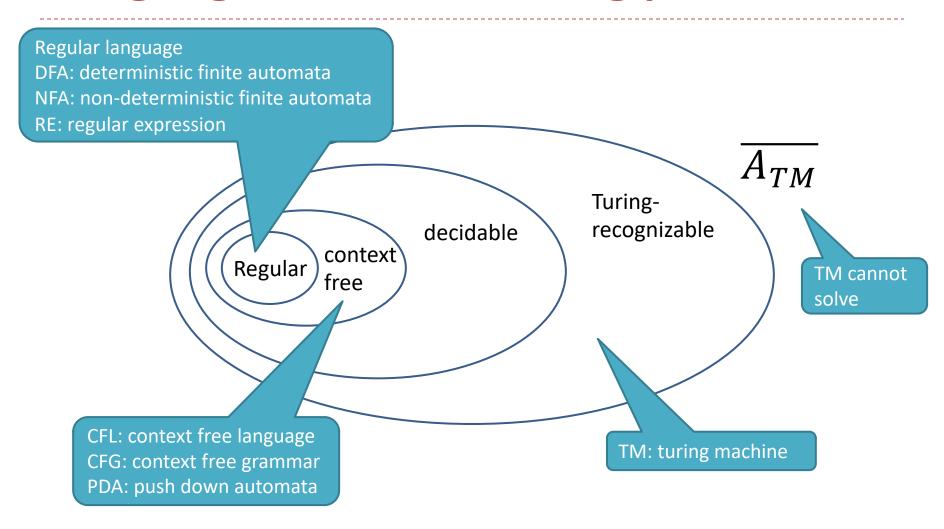
Turing machine



Turing machines are equivalent to modern electronic computers at a certain theoretical level, but differ in details.



https://www.youtube.com/watch?v=E3keLeMwfHY



#### P problem:

- The general class of questions for which some algorithm can provide an answer in polynomial time
- o Give the answer!

### NP problem:

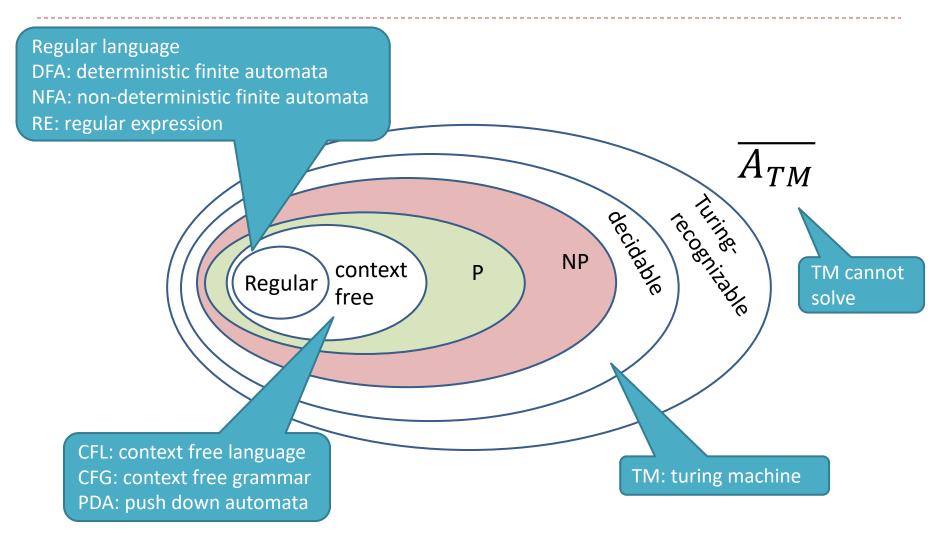
- The class of questions for which an answer can be verified in polynomial time
- Test the answer!

#### P problem:

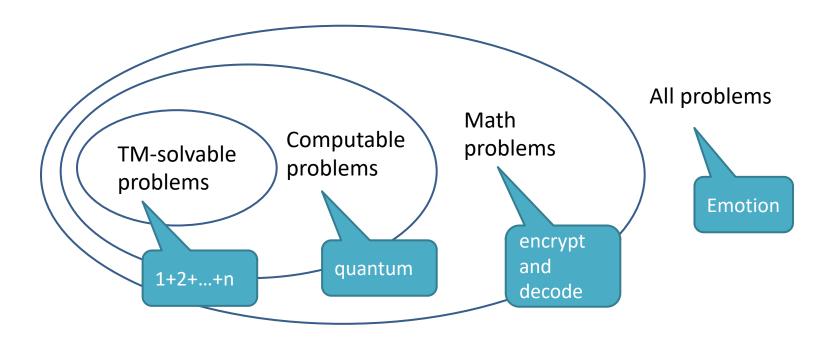
- o Give the answer!
- E.g., Sorting for n numbers, no longer than O(n<sup>2</sup>)

### NP problem:

- Test the answer!
- E.g., whether a given set has a subset that the sum of all its element is 0.
- $\circ$  s={-1,3,2,-5,6}. subset={3,2,-5}, test in O(n) time



### **Problems**



 Only a small proportion of problems can be solved by Turing machines in real life

#### **Conclusion**

- Introduction of course
  - Information, book, grading, ...
- Course content overview
  - Calendar, content, schedule, ...
- Language universe in a big picture
  - Regular language
  - CFL
  - Turing machine
  - o P vs. NP