

THEORY OF COMPUTATION

ENCT 203

Lecture : 3
Tutorial : 1
Practical : 0

Year : II
Part : I

Course Objectives:

The objective of this course is to introduce students to the foundational concepts of theory of automata, formal languages, computational models and computational complexity.

1 Introduction to Formal Language, Logic and Proof (7 hours)

- 1.1 Brief review of set theory, function and relation
- 1.2 Propositional logic, expressing statements in propositional logic, rules of inference and proofs in propositional logic, introduction to predicate logic
- 1.3 Proofs, principle of mathematical induction, diagonalization principle, pigeonhole principle
- 1.4 Alphabet and language
- 1.5 Operations on languages: Union, concatenation, Kleene star

2 Finite Automata and Regular Language (10 hours)

- 2.1 Introduction to finite automata, finite state machine
- 2.2 Deterministic finite automata (DFA), representation of DFA, language of DFA, design of DFA
- 2.3 Non deterministic finite automata (NFA), equivalence of DFA and NFA
- 2.4 Finite automata with epsilon transition (ϵ - NFA), equivalence of NFA and ϵ - NFA, equivalence of DFA and ϵ - NFA
- 2.5 Regular expressions and regular languages
- 2.6 Equivalence of regular expression and finite automata
- 2.7 Closure properties of regular languages
- 2.8 Pumping lemma for regular languages
- 2.9 Decision algorithm for regular language

3 Context Free Grammar and Pushdown Automata (10 hours)

- 3.1 Introduction to context free grammar (CFG), component of CFG, context free language (CFL)
- 3.2 Types of derivations, parse tree and its construction, ambiguity
- 3.3 Simplification of CFG, normal forms, Chomsky normal form (CNF), Greibach normal form (GNF), Backus-Naur form (BNF)
- 3.4 Closure properties of context free languages

- 3.5 Pumping Lemma for context free languages
- 3.6 Decision algorithm for context free language
- 3.7 Introduction to push down automata (PDA), representation of PDA, operations of PDA, move of a PDA, instantaneous description for PDA
- 3.8 Language of PDA, equivalence of CFL and PDA, conversion of CFG to PDA
- 3.9 Context sensitive grammar

4 Turing Machine (10 hours)

- 4.1 Introduction to turing machine (TM), representation of TM, move of a TM, instantaneous description for TM
- 4.2 Computing with turing machine
- 4.3 Variants of turing machine
- 4.4 Unrestricted grammar, Chomsky hierarchy of grammar
- 4.5 Recursive function theory

5 Decidability and Computational Complexity (5 hours)

- 5.1 Church turing thesis
- 5.2 Universal turing machine, encoding of turing machine
- 5.3 Undecidable problem about turing machines, halting problems and its implications
- 5.4 Computational complexity, time and space complexity of a turing machine
- 5.5 Complexity classes class P, class NP, NP-complete problems

6 Automata Theory and Compiler (3 hours)

- 6.1 Basic concept of compiler, role of lexical analyzer, lexical analysis with deterministic finite automata
- 6.2 Parser and context free grammar, top down parsing, bottom up parsing, LR parsing

Tutorial (15 hours)

- 1. Set operations and proof using mathematical induction
- 2. Proof using rules of inference in propositional logic
- 3. Design of DFA, conversion of NFA to DFA, proof using pumping lemma for regular language
- 4. Writing grammar for context free language, design of PDA, proof using pumping Lemma for context free language
- 5. Design of turing machine for a language
- 6. Problem related to compiler design

Final Exam

The questions will cover all the chapters in the syllabus. The evaluation scheme will be as indicated in the table below:

Chapter	Hours	Marks Distribution*
1	7	9
2	10	13
3	10	13
4	10	14
5	5	6
6	3	5
Total	45	60

* There may be minor deviation in marks distribution.

References

1. Lewis, H. R., Papadimitriou, C. H. (1981). Elements of the Theory of Computation. United Kingdom: Prentice-Hall.
2. Sipser, M. (2006). Introduction to the Theory of Computation. United Kingdom: Thomson Course Technology.
3. Rosen, K. (2006). Discrete Mathematics and Its Applications. United Kingdom: McGraw-Hill Education.
4. Aho, A. V. (2003). Compilers: Principles, Techniques and Tools (for VTU). India: Pearson.