

Course Code	PCS21C08J	Course Name	THEORY OF COMPUTATION	Course Category	C	Professional Core	L	T	P	C
							4	0	2	5

Pre-requisite Courses	Nil	Co-requisite Courses	Nil	Progressive Courses	Nil
Course Offering Department	Computer Science	Data Book / Codes/Standards	Nil		

Course Learning Rationale (CLR):		The purpose of learning this course is to:			Learning			Program Learning Outcomes (PLO)														
					1	2	3	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
					Level of Thinking (Bloom)	Expected Proficiency (%)	Expected Attainment (%)	Fundamental Knowledge	Application of Concepts	Link with Related Disciplines	Procedural Knowledge	Skills in Specialization	Ability to Utilize Knowledge	Skills in Modeling	Analyze, Interpret Data	Investigative Skills	Problem Solving Skills	Communication Skills	Analytical Skills	PSO 1	PSO 2	PSO 3
Course Learning Outcomes (CLO):		At the end of this course, learners will be able to:																				
CLR-1 :	Understand the importance of theory of computation.																					
CLR-2 :	Understand the applications of TOC in various fields.																					
CLR-3 :	Learn the basics of pushdown automata.																					
CLR-4 :	Get Familiarity with the Turing machines.																					
CLR-5 :	Learn about the computable languages and functions.																					
CLO-1 :	Understand the role of a TOC in the industry.				3	80	70	L	H	-	H	L	-	-								
CLO-2 :	Understand the applications of TOC in various fields.				3	85	75	M	H	L	M	L	-	-						-	-	-
CLO-3 :	To understand and discuss selected advanced topics.				3	75	70	M	H	M	H	L	-	-						-	-	-
CLO-4 :	To describe about the topics in TOC.				3	85	80	M	H	M	H	L	-	-						-	-	-
CLO-5 :	Understand the concept of a construction of programming languages.				3	85	75	H	H	M	H	L	-	-						-	-	-

Duration (Hour)	18	18	18	18	18
S-1	SLO-1 An introduction to finite automata	Grammar introduction	Pushdown automata	Turing machines	Decidability and Recursively Enumerable
	SLO-2 Basic mathematical notation and techniques	Types of grammar	Instantaneous descriptions	Definitions of Turing machines	The Definition of an Algorithm
S-2	SLO-1 Finite State systems	Context free grammar and languages	Deterministic pushdown automata	Representations of turing machine	Decidability
	SLO-2 Basic Definitions	Moves	Examples	Representation of transition table	Decidable Languages
S3	SLO-1 Finite automation	Derivations and languages	Definitions	Representation of Transition diagram	Undecidable Languages
	SLO-2 Transistion systems	Simplification of CFG	PDA	Language acceptability by Turing Machines	Problems
S4	SLO-1 Equivalence of NFA and DFA	Operations on Languages	Acceptance by pda	Design of turing machines	Halting Problems of Turing Machine
	SLO-2 Example problems Has to be solved.	Examples	CFL-Introduction	Description of turing machines	Example
S 5- 6	SLO-1 Laboratory 1: Draw a deterministic and non-deterministic finite automate which accept 00 and 11 at the end of a string containing 0, 1 in it, e.g., 01010100 but not 000111010.	Laboratory 4: Construct a PDA for language $L = \{0^n 1^m \mid n \geq 1, m \geq 1, m > n+2\}$	Laboratory 7: Construct a PDA for language $L = \{ww' \mid w \in \{0, 1\}^*\}$ where w' is the reverse of w .	Laboratory 10: Program to illustrate Chomsky Hierarchy in Theory of Computation	Laboratory 13: Design a deterministic finite automata (DFA) for accepting any language.
	SLO-2				
S 7	SLO-1 Regular languages	Elimination of useless symbols	Pushdown automata	Techniques for TM Constructions	The p9ost Correspondence Problemn
	SLO-2 Identities for regular expressions	Context-free Languages and Derivation Trees	context-free languages	Turing Machine with stationary Head	Problems to solve
S 8	SLO-1 Finite automation with €	Ambiguity	Parsing and pushdown Automata	Storage in the State	Computability
	SLO-2 Transition system containing A- moves	Normal forms for context-free Grammars	Problems	Examples	Introduction and Basic Concepts

Duration (Hour)		18	18	18	18	18
S 9	SLO-1	Equivalence of NDFA'S with and without ϵ moves	Relationship between derivation and derivation trees	Top- down parsing	Multiple Track Turing Machine	Primitive Recursive Functions
	SLO-2	Construction of finite automata equivalent	Explanation of derivative trees	Examples	Problems	Initial Functions
S 10	SLO-1	basic definitions of PDA	null productions	Top-down parsing using deterministic pda's	Multitape Turing machine	Primitive Recursive Functions over N
	SLO-2	Acceptance of PDA	Elimination for null productions	Problems	Problems	Primitive Recursive Functions Over $\{a,b\}$
S 11-12	SLO-1	Laboratory 2: Draw a deterministic and non-deterministic finite automata which accept a string containing "the" anywhere in a string of $\{a-z\}$, e.g., "there" but not "those".	Laboratory 5: Construct a PDA for language $L = \{0^n 1^m 2^m 3^n \mid n \geq 1, m \geq 1\}$	Laboratory 8: Draw a deterministic finite automata which recognize a string containing binary representation 0, 1 in the form of multiple 3, e.g., 1001 but not 1000.	Laboratory 11 Write a program to define The halting problem.	Laboratory 14: Design a deterministic finite automata(DFA) for accepting the language $L = \{a^n b^m \mid n+m = \text{even}\}$
	SLO-2					
S 13	SLO-1	DFA & NDFA	Unit productions,	Bottom-up parsing	Non – Deterministic Turing Machine	Recursive Functions
	SLO-2	Equivalence of finite automation and regular expressions	Elimination for unit productions	Problems	Problems	Partial Recursive Functions and Turing Machines
S 14	SLO-1	Minimization of DFA	Greiback normal form	LR(K) Grammars	The Model of Linear Bounded Automation	Computability
	SLO-2	Minimization of DFA problems	Examples	Examples	Relation Between LBA and Context Sensitive Languages	A Turing Model for Computation
S 15	SLO-1	Pumping Lemma for regular sets	Chomsky normal form	Properties of LR(K) Grammars	TM and Type 0 Grammers	Turing – computable Functions
	SLO-2	Problems based on pumping Lemma.	Problems	Explanation of each and every property	Construction of Grammer Corresponding to TM	Construction of the Turing Machine that can compute the Zero Function Z
S 16	SLO-1	regular expression	Problems related to CNF	Closure properties of languages	Linear bounded Automata and languages	Construction of the Turing Machine for Computing - The Successor function
	SLO-2	Identities for Regular Expressions	Problems related to GNF	Examples	Problems	Construction of Turing Machine that can perform Recursion
S 17-18	SLO-1	Laboratory 3: Draw a deterministic and non-deterministic finite automata which accept a string containing "ing" at the end of a string in a string of $\{a-z\}$, e.g., "anything" but not "anywhere".	Laboratory 6: Construct a PDA for language $L = \{w c w' \mid w = \{0, 1\}^* \text{ where } w' \text{ is the reverse of } w.\}$	Laboratory 9: Take an example to convert CFG to CNF. Consider the given grammar G1: $S \rightarrow ASB$ $A \rightarrow aAS a \epsilon$ $B \rightarrow SbS A bb$	Laboratory 12 : Program to illustrate Chomsky Hierarchy in Theory of Computation	Laboratory 15: Draw a deterministic finite automata which recognize a string containing binary representation 0, 1 in the form of multiple 2, e.g., 1010 but not 01101.
	SLO-2					

Learning Resources	<ol style="list-style-type: none"> 1. Jeffery D Ullman, Motwani R John E Hopcroft Introduction to Automata theory language and computation second edition Pearson education 2008. 2. John C Martin " Introduction to language and the theory of Computation" third edition Tata Mc Graw Hill 2007.
---------------------------	--

Learning Assessment											
Bloom's Level of Thinking		Continuous Learning Assessment (50% weightage)								Final Examination (50% weightage)	
		CLA – 1 (10%)		CLA – 2 (10%)		CLA – 3 (20%)		CLA – 4 (10%)#			
		Theory	Practice	Theory	Practice	Theory	Practice	Theory	Practice	Theory	Practice
Level 1	Remember	20%	20%	15%	15%	15%	15%	15%	15%	15%	15%
	Understand										
Level 2	Apply	20%	20%	20%	20%	20%	20%	20%	20%	20%	20%
	Analyze										
Level 3	Evaluate	10%	10%	15%	15%	15%	15%	15%	15%	15%	15%
	Create										
	Total	100 %		100 %		100 %		100 %		100%	

CLA – 4 can be from any combination of these: Assignments, Seminars, Short Talks, Mini-Projects, Case-Studies, Self-Study, MOOCs, Certifications, Conf. Paper etc.,

Course Designers		
Experts from Industry	Experts from Higher Technical Institutions	Internal Experts
Mr. S. Karthik, Assistant Consultant, Tata Consultancy Services	Dr.S.Sasikala, Associate Professor and Head, Dept. of Computer Science, University of Madras	1. Mrs. E.Aarthi
		2. Dr. P. Muthulakshmi