Notes 8 30 12

1. 2 types of assignments
   1. Programming projects- 3 per month
   2. Assignments
2. Four sections of class
   1. Flat
      1. Formal language automata theory
   2. Logic
      1. Programming
      2. probability calculus
      3. Prolog
   3. Functional programming
      1. Scheme (like lisp)
      2. Dracket
   4. Matlab
      1. Matricies, matrix algebra
3. Course outline
   1. Lots of grammer,logic
   2. Less rhetoric (programming efficiency, rubustness)
   3. Purpose- bunch of basic fundamentals that are big to computer science
4. Lectures disappear after a while COME TO CLASS
5. Course goals
   1. Study influential formal systems
   2. Applications in cs
   3. Flat- scanners and parsers
6. Prolog
   1. No for, if, loops
   2. No control structure
7. What’s computable?
   1. Defining computation by formalisms since 1924
   2. Church touring thesis- all models of computation are equivalent
8. C
   1. Languages in von Neumann computer
   2. Statements are hard to formalize (if, while, switch)
   3. Very similar to machine language tasks
   4. C very close to machine language
   5. Fast