

| THEORY OF COMPUTATION | | Semester | V |
|---|-----------|-------------|-----|
| Course Code | BCS503 | CIE Marks | 50 |
| Teaching Hours/Week (L: T:P: S) | (3:2:0:0) | SEE Marks | 50 |
| Total Hours of Pedagogy | 50 | Total Marks | 100 |
| Credits | 04 | Exam Hours | 3 |
| Examination type (SEE) | Theory | | |
| Course objectives: <ul style="list-style-type: none">• Introduce core concepts in Automata and Theory of Computation.• Identify different Formal Language Classes and their Relationships.• Learn concepts of Grammars and Recognizers for different formal languages.• Prove or disprove theorems in automata theory using their properties.• Determine the decidability and intractability of Computational problems. | | | |
| Teaching-Learning Process (General Instructions) <p>These are sample Strategies which teachers can use to accelerate the attainment of the various course outcomes.</p> <ol style="list-style-type: none">1. Lecturer method (L) needs not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.2. Use of Video/Animation to explain functioning of various concepts.3. Encourage collaborative (Group Learning) Learning in the class.4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyse information rather than simply recall it.6. Introduce Topics in manifold representations.7. Show the different ways to solve the same problem with different approaches and encourage the students to come up with their own creative ways to solve them.8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding. | | | |
| Module-1 | | 10 Hours | |
| Introduction to Finite Automata, Structural Representations, Automata and Complexity. The Central Concepts of Automata Theory. Deterministic Finite Automata, Nondeterministic Finite Automata, An Application: Text Search, Finite Automata with Epsilon-Transitions. TEXT BOOK: Sections 1.1, 1.5, 2.2,2.3,2.4,2.5 | | | |
| Module-2 | | 10 Hours | |
| Regular Expressions, Finite Automata and Regular Expressions, Proving Languages not to be Regular. Closure Properties of Regular Languages, Equivalence and Minimization of Automata, Applications of Regular Expressions TEXT BOOK: Sections 3.1, 3.2 (Except 3.2.1), 3.3, 4.1, 4.2, 4.4 | | | |
| Module-3 | | 10 Hours | |

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| | Context-Free Grammars, Parse Trees, Ambiguity in Grammars and Languages, Ambiguity in Grammars and Languages, Definition of the Pushdown Automaton, The Languages of a PDA, Equivalence of PDA's and CFG's, Deterministic Pushdown Automata. TEXT BOOK: Sections 5.1, 5.2, 5.4, 6.1,6.2,6.3.1,6.4 |
| | Module-4 10 Hours |
| | Normal Forms for Context-Free Grammars, The Pumping Lemma for Context-Free Languages, Closure Properties of Context-Free Languages. TEXT BOOK: Sections 7.1, 7.2, 7.3 |
| | Module-5 10 Hours |
| | Introduction to Turing Machines: Problems That Computers Cannot Solve, The Turing Machine, Programming Techniques for Turing Machines, Extensions to the Basic Turing Machine, Undecidability: A Language That Is Not Recursively Enumerable. TEXT BOOK: Sections 8.1,8.2, 8.3,8.4, 9.1, 9.2 |
| Course outcome (Course Skill Set) At the end of the course, the student will be able to: <ol style="list-style-type: none"> 1. Apply the fundamentals of automata theory to write DFA, NFA, Epsilon-NFA and conversion between them. 2. Prove the properties of regular languages using regular expressions. 3. Design context-free grammars (CFGs) and pushdown automata (PDAs) for formal languages. 4. Design Turing machines to solve the computational problems. 5. Explain the concepts of decidability and undecidability. | |

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks out of 50) and for the SEE minimum passing mark is 35% of the maximum marks (18 out of 50 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together.

Continuous Internal Evaluation:

- For the Assignment component of the CIE, there are 25 marks and for the Internal Assessment Test component, there are 25 marks.
- The first test will be administered after 40-50% of the syllabus has been covered, and the second test will be administered after 85-90% of the syllabus has been covered
- Any two assignment methods mentioned in the 220B2.4, if an assignment is project-based then only one assignment for the course shall be planned. The teacher should not conduct two assignments at the end of the semester if two assignments are planned.
- For the course, CIE marks will be based on a scaled-down sum of two tests and other methods of assessment.

The Internal Assessment Test question paper is designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester-End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the course (**duration 03 hours**).

1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.
3. The students have to answer 5 full questions, selecting one full question from each module.
4. Marks scored shall be proportionally reduced to 50 marks.

Suggested Learning Resources:**Books**

1. John E Hopcroft, Rajeev Motwani, Jeffrey D. Ullman, "Introduction to Automata Theory, Languages and Computation", Second Edition, Pearson.

Reference:

1. Elain Rich, "Automata, Computability and complexity", 1st Edition, Pearson Education, 2018.
2. K.L.P Mishra, N Chandrashekar, 3rd Edition, "Theory of Computer Science", PHI, 2012.
3. Peter Linz, "An introduction to Formal Languages and Automata", 3rd Edition, Narosa Publishers, 1998.
4. Michael Sipser : Introduction to the Theory of Computation, 3rd edition, Cengage learning, 2013.
5. John C Martin, Introduction to Languages and The Theory of Computation, 3rd Edition, Tata McGraw –Hill Publishing Company Limited, 2013.

Web links and Video Lectures (e-Resources):

- <https://archive.nptel.ac.in/courses/106/105/106105196/>
- <https://archive.nptel.ac.in/courses/106/106/106106049/>
- <https://nptelvideos.com/course.php?id=717>

Activity Based Learning (Suggested Activities in Class)/ Practical Based Learning

- Open source tools (like JFLAP) to make teaching and learning more interactive
[<https://www.jflap.org/>] (10 Marks)
- Assignments at RBTL-4 (15 marks)