

## Fall Semester L-2, T-II

COURSE INFORMATION						
Course Code	: CSE 217	Lecture Contact Hours	: 3.00			
Course Title	: Theory of Computation	Credit Hours	: 3.00			
PREREQUISITE						
N/A						
CURRICULUM STRUCTURE						
Outcome Based Education (OBE)						
SYNOPSIS/RATIONALE						
To learn how problems can be efficiently solved on a model of computation using algorithms and the elementary ways in which a computer works.						
OBJECTIVE						
<ol style="list-style-type: none"> <li>1. Understand the mathematical foundations of computation including automata theory.</li> <li>2. Have a solid foundation of the theory of formal languages and grammars.</li> <li>3. Analyse and design finite automata, pushdown automata, Turing machines, formal languages and languages, and grammars.</li> </ol>						
LEARNING OUTCOMES & GENERIC SKILLS						
No.	Course Learning Outcome	Bloom's Taxonomy	CP	CA	KP	Assessment Methods
CO1	Applying and evaluating the mathematical foundations of computation including mathematical proofs for computation.	C3, C5	1		1, 3	T, F
CO2	Analysing and creating finite automata and regular expressions for regular languages.	C4, C6	1, 2		1, 3, 5	T, F
CO3	Analysing and creating context free grammar and pushdown automata for context free languages.	C4, C6	1, 2		1, 5	T, F
CO4	Understanding and analysing Turing machines and investigating the limits of algorithmic solvability.	C2, C4	1		1, 3	T, F
(CP- Complex Problems, CA-Complex Activities, KP-Knowledge Profile, T – Test ; F – Final Exam)						
COURSE CONTENT						
Finite automata: deterministic finite automata, nondeterministic finite automata, equivalence and conversion of deterministic and nondeterministic finite automata, Regular languages: regular expressions, nonregular languages, the pumping lemma; Context free languages; Context free grammars, Chomsky normal form, Greibach Normal Form; Pushdown automata; Turing Machines: basic machines, configuration, computing with Turing machines, combining Turing machines; Decidability.						

## SKILL MAPPING

No.	Course Learning Outcome	PROGRAM OUTCOMES (PO)											
		1	2	3	4	5	6	7	8	9	10	11	12
CO1	Identify the mathematical foundations of computation including mathematical proofs for computation.		H										
CO2	Design and/or analyse finite automata and regular expressions for regular languages.			H									
CO3	Design and/or analyse context free grammar and pushdown automata for context free languages.				H								
CO4	Illustrate Turing machines and investigate the limits of algorithmic solvability.				H								

(H – High, M- Medium, L-low)

## TEACHING LEARNING STRATEGY

Teaching and Learning Activities	Engagement (hours)
Face-to-Face Learning	
Lecture	42
Practical / Tutorial / Studio	-
Student-Centred Learning	-
Self-Directed Learning	
Non-face-to-face learning	84
Revision	21
Assessment Preparations	-
Formal Assessment	
Continuous Assessment	2
Mid Term Exam	1
Final Examination	3
<b>Total</b>	<b>153</b>

## TEACHING METHODOLOGY

Lectures, class performances, class tests, mid-term exam, final exam.

## COURSE SCHEDULE

Week	Lecture	Topics	LECTURER	
1	Lec 1	Automata, Computability, and Complexity, Mathematical Notation and Terminology, Sets, Sequences and Tuples, Functions and Relations, Strings and Languages, Definitions, Theorems and Proofs.	Class Test 1	
	Lec 2			
	Lec 3			
2	Lec 4	Finite Automata		Class Test 1
	Lec 5	Formal Definition of a Finite Automaton		
	Lec 6	Examples of Finite Automata		
3	Lec 7	Formal Definition of Computation		Class Test 1
	Lec 8-9	Designing Deterministic Finite Automata		
4	Lec 10	The Regular Operations	Class Test 2	
	Lec 11	Union operation, Concatenation operation, Star operation, Closure under the Regular Operations		
	Lec 12			
5	Lec 13	Nondeterminism		Class Test 2
	Lec 14	Equivalence of NFAs and DFAs		
	Lec 15	Closure under the Regular Operations		
6	Lec 16	Regular expressions		Class Test 2
	Lec 17	Formal definition of a regular expression		
	Lec 18			
7	Lec 19	Nonregular Languages,		

	Lec 20 Lec 21	The Pumping Lemma for Regular Languages.	
<b>8</b>	Lec 22 Lec 23 Lec 24	Context-Free Languages Context-Free Grammars Formal Definition of CFG	<b>Mid Term</b>
<b>9</b>	Lec 25 Lec 26 Lec 27	Examples of CFG, Designing CFG Ambiguity	
<b>10</b>	Lec 31 Lec 32-33	Chomsky Normal Form I Chomsky Normal Form II	
<b>11</b>	Lec 28 Lec 29 Lec 30	Pushdown Automata Formal Definition of a Pushdown Automaton Examples of Pushdown Automata.	<b>Class Test 3</b>
<b>12</b>	Lec 34 Lec 35 Lec 36	Non-context-free languages The pumping lemma for context-free languages and proofs	
<b>13</b>	Lec 37 Lec 38 Lec 39	Turning Machines, Formal Definition of a Turing Machine, Examples of Turing Machines.	
<b>14</b>	Lec 40-42	Decidability, decidable languages, Decidable problems concerning Regular languages	

#### ASSESSMENT STRATEGY

Components		Grading	CO	Blooms Taxonomy
Continuous Assessment (40%)	Test 1-3	20%	CO1	C3, C5
			CO2	C4, C6
			CO3	C4, C6
	Class Performance	5%	CO3	C4, C6
			CO2	C4, C6
			CO3	C4, C6
Final Exam	60%	CO1	C3, C5	
		CO2	C4, C6	
		CO3	C4, C6	
		CO4	C2, C4	
Total Marks		100%		

(CO = Course Outcome, C = Cognitive Domain, P = Psychomotor Domain, A = Affective Domain)

#### REFERENCE BOOKS

1. Introduction to the Theory of Computation, 3rd edition, 2012- Michael Sipser.
2. Introduction to Automata Theory, Languages, and Computation. Addison-Wesley Longman Publishing Co., Inc., 3rd ed., 2006 - J. E. Hopcroft, R. Motwani, and J. D. Ullman.
3. Elements of the Theory of Computation. Upper Saddle River, NJ, USA: Prentice Hall PTR, 2nd edition, 1997- H. R. Lewis and C. H. Papadimitriou.