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Purpose of the Theory of Computation: Develop  
formal mathematical models of computation  
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of research was started by mathematicians and  
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## Introduction to Theory of Computation

In theoretical computer science and mathematics, the theory of computation is the branch that deals with what problems can be solved on a model of computation, using an algorithm, how efficiently they can be solved or to what degree. The field is divided into three major branches: automata theory and formal languages, computability theory, and

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computational complexity theory, which are linked by the question: "What are the fundamental capabilities and limitations of computers?". In order to perf

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This text strikes a good balance between rigor and an intuitive approach to computer theory. Covers all the topics needed by computer scientists with a sometimes humorous approach that reviewers found "refreshing". It is easy to read and the coverage of mathematics is fairly simple so readers do not have to worry about proving theorems.

An easy-to-comprehend text for required undergraduate courses in computer theory,

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This work thoroughly covers the three fundamental areas of computer theory--formal languages, automata theory, and Turing machines. It is an imaginative and pedagogically strong attempt to remove the unnecessary mathematical complications associated with the study of these subjects. The author substitutes graphic representation for symbolic proofs, allowing students with poor mathematical background to easily follow each step. Includes a large selection of well thought out problems at the end of each chapter.

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technologies contributing to computer science, they can also begin to appreciate the field as a coherent discipline. A distinctive feature of this text is its gentle and gradual introduction of the necessary mathematical tools in the context in which they are used. Martin takes advantage of the clarity and precision of mathematical language but also provides discussion and examples that make the language intelligible to those just learning to read and speak it. The material is designed to be accessible to students who do not have a strong background in discrete

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mathematics, but it is also appropriate for students who have had some exposure to discrete math but whose skills in this area need to be consolidated and sharpened.

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The Theory of Computation covers the usual topics for this type of text plus it features a solid section on complexity theory--including an entire chapter on space complexity. The final chapter introduces more advanced topics, such as the discussion of complexity classes associated with probabilistic algorithms.

A decision procedure is an algorithm that, given a decision problem, terminates with a correct yes/no answer. Here, the authors focus on theories that are expressive enough to model real problems, but are still

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decidable. Specifically, the book concentrates on decision procedures for first-order theories that are commonly used in automated verification and reasoning, theorem-proving, compiler optimization and operations research. The techniques described in the book draw from fields such as graph theory and logic, and are routinely used in industry. The authors introduce the basic terminology of satisfiability modulo theories and then, in separate chapters, study decision procedures for each of the following theories: propositional logic; equalities and uninterpreted functions; linear arithmetic;

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bit vectors; arrays; pointer logic; and quantified formulas.

Focusing on methods for quantum error correction, this book is invaluable for graduate students and experts in quantum information science.

The Marktoberdorf Summer School 1995 'Logic of Computation' was the 16th in a series of Advanced Study Institutes under the sponsorship of the NATO Scientific Affairs Division held in Marktoberdorf. Its scientific goal was to survey recent progress

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on the impact of logical methods in software development. The courses dealt with many different aspects of this interplay, where major progress has been made. Of particular importance were the following. • The proofs-as-programs paradigm, which makes it possible to extract verified programs directly from proofs. Here a higher order logic or type theoretic setup of the underlying language has developed into a standard. • Extensions of logic programming, e.g. by allowing more general formulas and/or higher order languages. • Proof theoretic methods, which provide tools to deal with questions of

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feasibility of computations and also to develop a general mathematical understanding of complexity questions. • Rewrite systems and unification, again in a higher order context. Closely related is the now well-established Grabner basis theory, which recently has found interesting applications. • Category theoretic and more generally algebraic methods and techniques to analyze the semantics of programming languages. All these issues were covered by a team of leading researchers. Their courses were grouped under the following headings.

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**Edition** This book constitutes the refereed proceedings of the 7th International Joint Conference CAAP/FASE on Theory and Practice of Software Development (TAPSOFT'97), held in Lille, France, in April 1997. The volume is organized in three parts: The first presents invited contributions, the second is devoted to trees in algebra in programming (CAAP) and the third to formal approaches in software engineering (FASE). The 30 revised full papers presented in the CAAP section were selected from 77 submissions; the 23 revised full papers presented in the FASE section were selected from 79 submissions.

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This classic book on formal languages, automata theory, and computational complexity has been updated to present theoretical concepts in a concise and straightforward manner with the increase of hands-on, practical applications. This new edition comes with Gradiance, an online assessment tool developed for computer science. Please note, Gradiance is no longer available with this book, as we no longer support this product.

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