



**Philadelphia University  
Faculty of Information Technology  
Department of Computer Science**

**(2015-2016)**

<b><u>Course Syllabus</u></b>	
<b>Course Title: Theory of Computation</b>	<b>Course code: 750223</b>
<b>Course Level: 3</b>	<b>Course prerequisite(s) and/or corequisite(s): 250104</b>
<b>Lecture Time:</b>	<b>Credit hours: 3</b>

**Academic Staff Specifics**

<b>Name</b>	<b>Rank</b>	<b>Office Number and Location</b>	<b>Office Hours</b>	<b>E-mail Address</b>

**Course Description:**

This module introduces the theory of computation through a set of abstract machines that serve as models for computation - finite automata, pushdown automata, and Turing machines - and examines the relationship between these automata and formal languages. Additional topics beyond the automata classes themselves include deterministic and nondeterministic machines, regular expressions, context free grammars, undecidability, and the P = NP question.

**Course Objectives:**

Finite automata are useful models for many important kinds of hardware and software. Here are the most important kinds: Software for designing and checking the behavior of digital circuits; The “lexical analyzer” of a typical compiler, that is, the compiler component that breaks the input text into logical units, such as identifiers, keywords, and punctuation; Software for scanning large bodies of text, such as collections of Web pages, to find occurrences of words, phrases, or other patterns; Software for verifying systems of all types that have a finite number of distinct states, such as communication protocols or protocols for secure exchange of information.

**Course Components**

- Basic concepts and definitions; Set operations; partition of a set
- Equivalence relations; Properties on relation on set.
- Proving Equivalences about Sets.
- Central concepts of Automata Theory.
- Regular Expressions; Operations on Regular expressions

- Finite Automata and Regular Expressions.
  - Conversion from FA and regular expressions.
  - Deterministic Finite Automata (DFA); Minimization of DFA.
  - Non-Deterministic Finite Automata (NFA).
  - Equivalence of Deterministic and Non-Deterministic Finite Automata.
  - Equivalence between DFA, NFA, NFA- $\Lambda$
  - Context-Free Grammars.
  - Parse Trees; Ambiguity in Grammars and Languages.
  - Standard Forms; Chomsky Normal Forms;
  - Minimization of CFG's.
  - Pushdown Automata (PDA).
  - Deterministic and Non-Deterministic (PDA); Formal definition of NPDA.
  - Transition functions of NPDA; NPDA Execution.
  - Accepting Strings with NPDA; Equivalence of PDAs and CFG.
  - The Turing Machine.
  - Programming Techniques for Turing Machines; Formal definition of TM's.
- TM's as acceptors; TM's as transducers; Recognizing Languages with TM's.; Sorting with

### **Text book**

Introduction to Languages and the Theory of Computation, Fourth Edition

John C. Martin

McGraw-Hill © 2011

In addition to the above, the students will be provided with handouts by the lecturer.

### **Teaching Methods:**

*Duration:* 16 weeks, 64 hours in total

*Lectures:* 38 hours (2-3 per week),

*Tutorials:* 10 hours (on average, 1 per week)

*Home work:* 3 Assignments

### **Learning Outcomes:**

#### **A. Knowledge and understanding**

**A1-** Acquire a full understanding and mentality of Automata Theory such as RE's, DFA's, NFA's, Stack's, Turing machines, and Grammars as the basis of all computer science languages design

#### **B. Intellectual skills (thinking and analysis)**

**B1-** Be able to analysis and design FAs, NFAs, Grammars, languages modelling, small compilers basics

**B2-** Be able to design and implement software for sample automata.

**B3-** Identify a range of automata solutions and critically evaluate and justify proposed design solutions.

**B4-** Practice self-learning by using the e-library and e-course.

#### **C. Practical skills**

**C5-** Working on assignment and show a personal responsibility to complete the work.

**C6-** Employ discrete and continuous mathematical skills on the practical projects.

#### **D. Transferable skills.**

**D2-** Prepare coherent desing using minimization of FA's and Grammars of Context Free Languages and written technical reports.

**D3-** Give technical presentations for automata design.

### **Learning outcomes achievement:**

- **Assessment:** A1, B2 are assessed by quizzes and examinations; B3, D2, D3, D5 and C6 are assessed by assignments and lab work.
- **Development:** A1, B1, B3, and D2, are developed through the lectures.  
B1, B2, and D2, are developed through Tutorials and Lab sessions,  
B4, D3, and C5 are developed through Homework and assignments.

### Assessment Instruments

<u>Allocation of Marks</u>	
Assessment Instruments	Mark
First examination	<b>20%</b>
Second examination	<b>20%</b>
Final Exam (written unseen exam)	<b>40%</b>
Reports, research projects, Quizzes, Home works, Projects	<b>20%</b>
Total	<b>100%</b>

*\* Make-up exams will be offered for valid reasons only with consent of the Dean. Make-up exams may be different from regular exams in content and format.*

### **Practical Submissions**

*The assignments that have work to be assessed will be given to the students in separate documents including the due date and appropriate reading material.*

### Documentation and academic honesty

Submit your home work covered with a sheet containing your name, number, course title and number, and type and number of the home work (e.g. tutorial, assignment, and project).

Any completed homework must be handed in to my office (room ---) by 15:00 on the due date. After the deadline “zero” will be awarded. You must keep a duplicate copy of your work because it may be needed while the original is being marked.

You should hand in with your assignments:

- 1- A printed listing of your test programs (if any).
- 2- A brief report to explain your findings.
- 3- Your solution of questions.

### • **Protection by Copyright**

1. Coursework, laboratory exercises, reports, and essays submitted for assessment must be your own work, unless in the case of group projects a joint effort is expected and is indicated as such.
2. Use of quotations or data from the work of others is entirely acceptable, and is often very valuable provided that the source of the quotation or data is given. Failure to provide a source or put quotation marks around material that is taken from elsewhere gives the appearance that the comments are ostensibly your own. When quoting word-for-word from the work of another person quotation marks or indenting (setting the quotation in from the margin) must be used and the source of the quoted material must be acknowledged.
3. Sources of quotations used should be listed in full in a bibliography at the end of your piece of work.

### • **Avoiding plagiarism.**

1. Unacknowledged direct copying from the work of another person, or the close paraphrasing of somebody else's work, is called plagiarism and is a serious offence, equated with cheating in

examinations. This applies to copying both from other students' work and from published sources such as books, reports or journal articles.

2. Paraphrasing, when the original statement is still identifiable and has no acknowledgement, is plagiarism. A close paraphrase of another person's work must have an acknowledgement to the source. It is not acceptable for you to put together unacknowledged passages from the same or from different sources linking these together with a few words or sentences of your own and changing a few words from the original text: this is regarded as over-dependence on other sources, which is a form of plagiarism.
3. Direct quotations from an earlier piece of your own work, if not attributed, suggest that your work is original, when in fact it is not. The direct copying of one's own writings qualifies as plagiarism if the fact that the work has been or is to be presented elsewhere is not acknowledged.
4. Plagiarism is a serious offence and will always result in imposition of a penalty. In deciding upon the penalty the Department will take into account factors such as the year of study, the extent and proportion of the work that has been plagiarized, and the apparent intent of the student. The penalties that can be imposed range from a minimum of a zero mark for the work (without allowing resubmission) through caution to disciplinary measures (such as suspension or expulsion).

### **Course/Module Academic Calendar**

<b>Week</b>	<b>Basic and support material to be covered</b>	<b>Homework/ reports and their due dates</b>
<b>1</b>	Basic concepts and definitions Set operations; partition of a set Equivalence relations; Properties on relation on set; Proving Equivalences about Sets. Central concepts of Automata Theory. Regular Expressions; Operations on Regular expressions Finite Automata and Regular Expressions. Recursive definitions; Conversion from FA and regular expressions; Kleen's Theory; Mealy Moore Machines. Conversion from Mealy to Moore and vice versa. HW1	Tutorial 1
<b>2</b>	Formal definition of Grammars and languages HW2	Tutorial 2
<b>3</b>	Types of grammars- Chomsky hierarchy Type 0 Unrestricted grammar, Type 1 Sensitive grammar , HW3	Tutorial 3
<b>4</b>	Type 2 Free grammar, Ambiguous grammar, HW4	Tutorial 4
<b>5</b>	Type 3 regular grammar. Regular Expressions HW5	Tutorial 5
<b>6</b>	Machines Deterministic Finite Automata (DFA).	Tutorial 6

	<b>First examination</b>	
7	Minimization of DFA Non-Deterministic Finite Automata (N DFA). HW6	Tutorial 7
8	Equivalence of Deterministic and Non-Deterministic Finite Automata Finite Automata with Epsilon-Transition HW7	Tutorial 8 Assignment 1
9	Finite state automata as language translator HW8	Tutorial 9
10	Pushdown Automata (PDA). PDA acceptor HW9	Tutorial 10
11	PDA Translator Parse Trees. <b>Second examination</b>	Tutorial 11
12	Turing Machine (TM) Multi-tapes TM TM-Acceptor HW11	Tutorial 12 Assignment 2
13	TM-Translator HW12	Tutorial 13
14	TM-Function evaluator HW13	Tutorial 14
15	Programming Techniques for Turing Machines; Formal definition of TM's. <b>Revision</b>	Final project
16	<b>Final Examination</b>	

### **Expected workload:**

On average students need to spend 2 hours of study and preparation for each 50-minute lecture/tutorial.

### **Attendance policy:**

Absence from lectures and/or tutorials shall not exceed 15%. Students who exceed the 15% limit without a medical or emergency excuse acceptable to and approved by the Dean of the relevant college/faculty shall not be allowed to take the final examination and shall receive a mark of zero for the course. If the excuse is approved by the Dean, the student shall be considered to have withdrawn from the course.

### **Module References**

*Students will be expected to give the same attention to these references as given to the Module*

Introduction to the Theory of Computation, 3rd edition, Author: Michael Sipser, Published by Cengage Learning, 2012.

### **Simulators:**

In order to improve the pedagogy of this course, interactive animations of the various automata using available simulators are recommended.

**Web**

<http://www.gobookee.org/theory-of-computation/>