

GRADUATE TEXTS IN COMPUTER SCIENCE

A RECURSIVE INTRODUCTION TO THE THEORY OF COMPUTATION

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SPRINGER-VERLAG

A Recursive Introduction To The Theory Of Computation Texts In Computer Science

Rolf Socher-Ambrosius, Patricia Johann



A Recursive Introduction To The Theory Of Computation Texts In Computer Science:

A Recursive Introduction to the Theory of Computation Carl Smith, 2012-11-22 The aim of this textbook is to present an account of the theory of computation After introducing the concept of a model of computation and presenting various examples the author explores the limitations of effective computation via basic recursion theory Self reference and other methods are introduced as fundamental and basic tools for constructing and manipulating algorithms From there the book considers the complexity of computations and the notion of a complexity measure is introduced Finally the book culminates in considering time and space measures and in classifying computable functions as being either feasible or not The author assumes only a basic familiarity with discrete mathematics and computing making this textbook ideal for a graduate level introductory course It is based on many such courses presented by the author and so numerous exercises are included In addition the solutions to most of these exercises are provided *A Recursive Introduction to the Theory of Computation* Carl H. Smith, 1994-01-01 *An Introduction to Kolmogorov Complexity and Its Applications* Ming Li, Paul M.B. Vitányi, 2009-03-18 The book is outstanding and admirable in many respects is necessary reading for all kinds of readers from undergraduate students to top authorities in the field Journal of Symbolic Logic Written by two experts in the field this is the only comprehensive and unified treatment of the central ideas and applications of Kolmogorov complexity The book presents a thorough treatment of the subject with a wide range of illustrative applications Such applications include the randomness of finite objects or infinite sequences Martin Loef tests for randomness information theory computational learning theory the complexity of algorithms and the thermodynamics of computing It will be ideal for advanced undergraduate students graduate students and researchers in computer science mathematics cognitive sciences philosophy artificial intelligence statistics and physics The book is self contained in that it contains the basic requirements from mathematics and computerscience Included are also numerous problem sets comments source references and hints to solutions of problems New topics in this edition include Omega numbers Kolmogorov Loveland randomness universal learning communication complexity Kolmogorov s random graphs time limited universal distribution Shannon information and others

Computability and Complexity Theory Steven Homer, Alan L. Selman, 2001 This volume introduces materials that are the core knowledge in the theory of computation The book is self contained with a preliminary chapter describing key mathematical concepts and notations and subsequent chapters moving from the qualitative aspects of classical computability theory to the quantitative aspects of complexity theory Dedicated chapters on undecidability NP completeness and relative computability round off the work which focuses on the limitations of computability and the distinctions between feasible and intractable Topics and features Concise focused materials cover the most fundamental concepts and results in the field of modern complexity theory including the theory of NP completeness NP hardness the polynomial hierarchy and complete problems for other complexity classes Contains information that otherwise exists only in research literature and presents it in

a unified simplified manner for example about complements of complexity classes search problems and intermediate problems in NP Provides key mathematical background information including sections on logic and number theory and algebra Supported by numerous exercises and supplementary problems for reinforcement and self study purposes With its accessibility and well devised organization this text reference is an excellent resource and guide for those looking to develop a solid grounding in the theory of computing Beginning graduates advanced undergraduates and professionals involved in theoretical computer science complexity theory and computability will find the book an essential and practical learning tool

Theory of Computation Dexter C. Kozen, 2006-09-19 This textbook is uniquely written with dual purpose It covers core material in the foundations of computing for graduate students in computer science and also provides an introduction to some more advanced topics for those intending further study in the area This innovative text focuses primarily on computational complexity theory the classification of computational problems in terms of their inherent complexity The book contains an invaluable collection of lectures for first year graduates on the theory of computation Topics and features include more than 40 lectures for first year graduate students and a dozen homework sets and exercises

Algorithms and Theory of Computation Handbook Mikhail J. Atallah, 1998-11-23 Algorithms and Theory of Computation Handbook is a comprehensive collection of algorithms and data structures that also covers many theoretical issues It offers a balanced perspective that reflects the needs of practitioners including emphasis on applications within discussions on theoretical issues Chapters include information on finite precision issues as well as discussion of specific algorithms where algorithmic techniques are of special importance including graph drawing robotics forming a VLSI chip vision and image processing data compression and cryptography The book also presents some advanced topics in combinatorial optimization and parallel distributed computing applications areas where algorithms and data structuring techniques are of special importance graph drawing robot algorithms VLSI layout vision and image processing algorithms scheduling electronic cash data compression dynamic graph algorithms on line algorithms multidimensional data structures cryptography advanced topics in combinatorial optimization and parallel distributed computing

Deduction Systems Rolf Socher-Ambrosius, Patricia Johann, 2012-12-06 The idea of mechanizing deductive reasoning can be traced all the way back to Leibniz who proposed the development of a rational calculus for this purpose But it was not until the appearance of Frege's 1879 Begriffsschrift not only the direct ancestor of contemporary systems of mathematical logic but also the ancestor of all formal languages including computer programming languages Dav83 that the fundamental concepts of modern mathematical logic were developed Whitehead and Russell showed in their Principia Mathematica that the entirety of classical mathematics can be developed within the framework of a formal calculus and in 1930 Skolem Herbrand and Godel demonstrated that the first order predicate calculus which is such a calculus is complete i.e. that every valid formula in the language of the predicate calculus is derivable from its axioms Skolem Herbrand and Godel further proved that in order to mechanize reasoning within

the predicate calculus it suffices to Herbrand consider only interpretations of formulae over their associated universes We will see that the upshot of this discovery is that the validity of a formula in the predicate calculus can be deduced from the structure of its constituents so that a machine might perform the logical inferences required to determine its validity With the advent of computers in the 1950s there developed an interest in automatic theorem proving

On Concurrent Programming Fred B. Schneider, 2012-12-06 Concurrent computing is gaining ground in interest as it becomes increasingly feasible to implement distributed computing across networks of workstations This book by one of the subject's leading figures provides a comprehensive survey of the subject beginning with propositional logic and concluding with concurrent programming It is based on graduate courses taught at Cornell University and is designed to be used as a graduate text There are exercises at the end of each chapter to extend and illustrate the main themes covered Professor Schneider emphasizes the use of formal methods and assertional reasoning using notation and paradigms drawn from programming to drive the exposition As a result all those interested in studying concurrent computing will find this to be an invaluable approach to the subject

Fundamentals of the New Artificial Intelligence Toshinori Munakata, 2001-11-14 A first course in AI covering new technologies and their applications With each topic the book covers the most essential and widely employed material particularly as it is used in real world applications The prerequisites are minimal a basic understanding of computer science and mathematics is sufficient making this suitable for undergraduates coming to the subject for the first time Professor Munakata is a leading figure in this field and has given courses on this topic extensively As a result students and researchers will enjoy this authoritative introduction to the subject with its emphasis on concise yet clear descriptions of the technical substance

Modal and Temporal Properties of Processes Colin Stirling, 2013-03-14 In recent years model checking has become an essential technique for the formal verification of systems With a clarity of presentation and its many illuminating examples this book makes this technical material easy to grasp It is perfectly suited for an advanced undergraduate or graduate class in formal verification and will serve as a valuable resource to practitioners of formal methods

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