

# Theoretical Computer Science (Bridging Course)

## Introduction

---

Gian Diego Tipaldi



# Time and Place

- Lecture
  - Today 08:00 – 10:00
- Exercises
  - Monday 10:00 – 12:00 (appointment)
- Building 52 – SR 02 017

# People

- Dr. Gian Diego Tipaldi (lecturer)
  - Office: Building 79
  - Office hours: by arrangement (via email)
  - Email: [tipaldi@cs.uni-freiburg.de](mailto:tipaldi@cs.uni-freiburg.de)
  
- Mr. Federico Boniardi (assistant)
  - Office: Building 79
  - Office hours: by arrangement (via email)
  - Email: [boniardi@cs.uni-freiburg.de](mailto:boniardi@cs.uni-freiburg.de)

# Website

<http://ais.informatik.uni-freiburg.de/>

- Go to Teaching (Lehre) SS 2015
- Choose Theoretical computer science
  
- Syllabus
- Slides
- Exercise
- Additional material

# Course Facts

- Course language
  - Lectures are given in **English**
  - Exercises are given in **English**
  - Exam will be in **English**
- Literature
  - Michael Sipser. *"Introduction to the theory of computation"*. PWS Publishing Co., Boston, MA, 1996

# Course Content

- Theoretical computer science
  - Automata theory
  - Formal languages, grammars
  - Turing machines, decidability
  - Computational complexity
  
- Introduction to logic
  - Propositional logic
  - First order logic

# Purpose of the Course

What are the fundamental capabilities and limitations of computers?

# Purpose of the Course

What are the fundamental capabilities and limitations of computers?

- What does it mean “to compute”?
- What can be computed?
- What can be computed efficiently?



# Purpose of the Course

What are the fundamental capabilities and limitations of computers?

- What does it mean “to compute”?
  - Automata theory
- What can be computed?
  - Computability/Decidability theory
- What can be computed efficiently?
  - Computational complexity

# The Meaning of “Compute”

- Various mathematical models
  - Turing machines 1930s
  - Finite state automata 1940s
  - Formal grammars 1950s
- Practical aspects
  - Computer architectures 1970s
  - Programming languages 1970s
  - Compilers 1970s

# Is my Function Computable?

- Write an algorithm to compute it
  - Can it compute every instance?
  - Will it always give you an answer?
  - Then you are done.
- If not, there are two choices
  - There is an algorithm but you don't know
  - There exists no algorithm -> Unsolvable
- Formally prove computability is hard

# Is my Function Computable?

- Many “known” problems are solvable
  - Sorting
  - Knapsack
- Other problems are not solvable
  - Halting problem
  - Gödel incompleteness theorem
- Don't try to solve unsolvable problems

# Can I Compute it Efficiently?

- Some problems are “easy”
- Can we formally define it?
- Complexity theory comes to help
  - Complexity classes
  - Tools for checking class membership
- Important to know how hard it is

# Can I Compute it Efficiently?

- Feasible problems
  - Sorting, linear programming, LZW
  - Time is polynomial in input
- Considered-unfeasible problems
  - Scheduling, Knapsack, TSP
  - Big open question:  $P=NP$ ?
- Unfeasible problems
  - Quantified boolean formula
  - Time is exponential in input

# Homework Assignment

- Available on Monday
  - On the website
- Due on Sunday **one week** after
- Solutions discussed on Monday
- Questions
  - Email to Federico or to me
  - Google Group

# Homework Rules

- Group of **max** 2 people
  - both names, one submission
- Exam is on the same topics:  
**Do the exercises!**



# Exam

- Written exam at the end
- Total points at the exam: 100
- Total points to pass: 50

Rule of thumb:

If you pass 50% of the exercises, you will pass the exam

**Questions?**