



FM2:

Foundations of Computer Science

Welcome

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Reading Course

- You follow two **video courses**.
- You get a list of **book chapters** for supporting your studies.
- You get a series of **assignments**.
 - Try and apply the knowledge you gained.
 - Prepare for the exam.
- **Meetings** (*here*) for discussion of solutions to the assignments and about your questions.
 - in certain intervals, to check the progress you make
 - and when needed

Contents of FM2

1. Fundamentals of Computing

- Algorithms and their Complexity; Growth of Functions
- Algorithmic Paradigms
(Recursion, Divide and Conquer, Dynamic Programming)
- Fast Algorithms (Sorting, Searching, ...)

2. Theory of Computation

- Finite State Automata
- Determinism *versus* Nondeterminism
- Regular Expressions
- Context-Free Grammars
- Pushdown Automata
- Turing Machines and Undecidability
- NP-Completeness

Video Lectures

1. Fundamentals of Computing

<https://www.coursera.org/learn/algorithmic-thinking-1>

2. Theory of Computation

<https://online.stanford.edu/courses/soe-ycsautomata-automata-theory>

You need an account at coursera.org in order to get free access.

Additional Reading

1. For **Fundamentals of Computing**, e.g.,
R. Sedgewick, K. Wayne: *Algorithms*. Addison-Wesley, 2011,
ISBN 032157351X.
2. For **Theory of Computation**:
J.E. Hopcroft, R. Motwani, J.D. Ullman: *Introduction to
Automata Theory, Languages, and Computation*. Pearson,
2013, ISBN 1292039051.
(or earlier editions)

Theory of Computation (1)

1. 1.5 The Central Concepts of Automata Theory (*approx. 5 pages*)
2. Chapter 2: Finite Automata (*approx. 40 pages*)
3. 3.1 Regular Expressions,
3.2 Finite Automata and Regular Expressions (*approx. 23 pages*)
4. 4.1 Proving Languages not to be Regular (*approx. 4 pages*)
5. 5.1 Context-Free Grammars (*approx. 12 pages*)
6. Chapter 6: Pushdown Automata (*approx. 30 pages*)

Theory of Computation (2)

- 7. 8.1 Problems that Computers Cannot Solve
 - 8.2 The Turing Machine (*approx. 22 pages*)
 - 8.4 Extensions to the Basic Turing Machine (*approx. 7 pages*)
- 8. 9.1 A Language That is Not Recursively Enumerable,
 - 9.2 An Undecidable Problem That is RE (*approx. 14 pages*)
- 9. Preface of Chapter 10 and 10.1 The Classes **P** and **NP** (*approx. 11*)
 - 10.4 Additional **NP**-complete problems (*approx. 15 pages*)

Hint: Whenever the text refers to problems you don't know (such as SAT or 3-SAT), please find the descriptions of those problems in 10.2 or 10.3.

Assignments and Meetings

<http://www.cs.uni-potsdam.de/bordihn>

→ Teaching → Foundations of Computer Science

24.10. Meeting on Assignment 1a (Fast Algorithms and Recursion I)

07.11. Meeting on Assignment 1b (Fast Algorithms and Recursion II)

21.11. Meeting on Assignment 2 (Finite Automata)

05.12. Meeting on Assignment 3 (Regular Expressions)

19.12. Meeting on Assignment 4 (Non-Regular and Context-Free Languages)

09.01. Meeting on Assignment 5 (Properties of CFLs and Pushdown Automata)

23.01. Meeting on Assignment 6 (Turing Machines, Decidability)

06.02. Meeting on Assignment 7 (Complexity, NP-Completeness, Reductions)

(Have the solutions ready and be prepared to present them.

But your questions are „first citizens.“)