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Monday and Thursday, 11:30am
– 12:45pm, JMH 330
Instructor: Prof. Daniel D.
Leeds (my homepage) Office:
JMH 332 E-mail: Office
hours: Monday 3-4pm,
Thursday 1-2pm Full syllabus
is available here. Course
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CISC 4090: Theory of
Computation - Fordham
University

Purpose of the Theory of
Computation: Develop formal
math-ematical models of
computation that reflect real-
world computers. This field
of research was started by
mathematicians and logicians
in the 1930's, when they
were trying to understand
the meaning of a "computation".
A central question asked was
whether all mathematical
problems can be

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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 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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I... Automata Theory is a
branch of computer science
that deals with designing
abstract selfpropelled
computing devices that
follow a predetermined
sequence of operations
automatically. An automaton
with a finite number of
states is called a Finite.
Page 12/26.

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The Theory of Computation is
a scientific discipline
concerned with the study of
general properties of

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Computation be it natural,
man-made, or imaginary. Most
importantly, it aims to
understand the nature of
efficient computation.

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provide precise mathematical
models of computers.
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Columbia. The Theory of
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of the Department of
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fundamental capabilities and
limitations of efficient
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use computation as a lens to
gain deeper insights into
problems from the natural,
social, and engineering
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CS Theory at Columbia

The theory of computing helps us address fundamental questions about the nature of computation while at the same time helping us better understand the ways in which we interact with the computer.

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Algorithmic Game Theory; CS
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Theory; The 'algorithms'
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In philosophy of mind, the
computational theory of mind
(CTM), also known as
computationalism, is a
family of views that hold
that the human mind is an
information processing
system and that cognition
and consciousness together

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are a form of computation.
Warren McCulloch and Walter
Pitts (1943) were the first
to suggest that neural
activity is computational.

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