

Study programme(s): Computer Science				
Level: bachelor				
Course title: Theoretical Computer Science				
Lecturer: Miloš Stojaković				
Status: obligatory				
ECTS: 6				
Requirements: Discrete Structures 1				
Learning objectives Students should learn and understand the basic concepts and methods of computer science, all the way from its historical context, laying a solid foundation for an algorithmic approach to problem solving.				
Learning outcomes <i>Minimum:</i> At the end of the course, it is expected that a student understands basic notions of complexity theory, using it to distinguish between different classes of problems. <i>Desirable:</i> At the end of the course, it is expected that a successful student masters the concept of hardness, being able to classify and tackle some standard algorithmic problems based on their complexity.				
Syllabus Alphabets, words, languages, measuring the information content of words, representation of algorithmic tasks, decidability. Finite automata, regular and context-free grammars. Turing machines and computability. Complexity theory, space and time complexity. NP-hardness, polynomial reductions, NP-completeness. Design of polynomial algorithms, examples. Algorithms for hard problems, examples.				
Literature <ul style="list-style-type: none"> • M. Sipser, <i>Introduction to the Theory of Computation</i>. Thomson Learning, 2012. • J. Hromkovič, <i>Theoretical Computer Science: Introduction to Automata, Computability, Complexity, Algorithmics, Randomization, Communication, and Cryptography</i>, Springer, 2011. • J.E. Hopcroft, R. Motwani, J.D. Ullman, <i>Introduction to Automata Theory, Languages, and Computations</i>, Prentice Hall, 2006. 				
Weekly teaching load				
Lectures: 3	Exercises: 2	Practical Exercises: 0	Student research: 0	Other: 0
Teaching methodology Blackboard lectures, blackboard exercises.				
Grading method (maximal number of points 100)				
Pre-exam obligations	points	Final exam	points	
<i>Colloquia</i>	50	<i>Oral exam</i>	50	