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Introduction To Complexity Theory Computational Logic

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From a Programming Perspective
A Theory Revolutionizing Technology and Science
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An Introduction to Algorithmic Game Theory, Computational Social Choice, and Fair Division
Economics and Computation
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Complexity Theory and Cryptology
What Can Be Computed?
Computational Complexity
Theory of Computation

Introduction To Complexity Theory Computational Logic *OMB No. 0349051683276 edited by*

POPE HOGAN

From a Programming Perspective

Springer
This textbook provides a comprehensive and reader-friendly introduction to the field of computational social science (CSS). Presenting a unified treatment, the text examines in detail the four key methodological approaches of automated social information extraction, social network

analysis, social complexity theory, and social simulation modeling. This updated new edition has been enhanced with numerous review questions and exercises to test what has been learned, deepen understanding through problem-solving, and to practice writing code to implement ideas. Topics and features: contains more than a thousand questions and exercises, together with a list of acronyms and a glossary; examines the similarities and differences between computers and social systems; presents a focus on automated information extraction; discusses the measurement, scientific laws, and generative theories of social complexity in CSS; reviews the methodology of social simulations, covering both variable- and object-oriented models.
A Theory Revolutionizing Technology and Science John Wiley & Sons
Parallel complexity theory is one of the fastest-growing fields in theoretical computer science. This rapid growth has led to a proliferation of parallel machine models and theoretical frameworks. This book presents a unified theory of parallel computation based on a network model. It is the first such synthesis in book form. The network paradigm is fundamental to the understanding of parallel computation, and this assertion is backed up by new and refined theoretical results. Chapters cover the basic model, comparison of the network model to others, programming techniques for a practical network model, efficient simulations of the general network model (including a universal, feasible network), extension of the network model and definition of arity, universal networks, including discussion of their lower bounds and the conditions under which they hold.
Turing, Gödel, Church, and Beyond Cambridge University Press
An introduction to computational complexity theory, its connections and interactions with mathematics, and its central role in the natural and social sciences, technology, and philosophy Mathematics and Computation provides a broad, conceptual overview of computational complexity theory—the mathematical study of efficient computation. With important practical applications to computer science and industry, computational complexity theory has evolved into a highly interdisciplinary field, with strong links to most mathematical areas and to a growing number of scientific endeavors. Avi Wigderson takes a sweeping survey of complexity theory, emphasizing the field’s insights and challenges. He explains the ideas and motivations leading to key models, notions, and results. In particular, he looks at algorithms and complexity, computations and proofs, randomness and interaction, quantum and arithmetic computation, and cryptography and learning, all as parts of a cohesive whole with numerous cross-influences. Wigderson illustrates the immense breadth of the field, its beauty and richness, and its diverse and growing interactions with other areas of mathematics. He ends with a comprehensive look at the theory of computation, its methodology and aspirations, and the unique and fundamental ways in which it has shaped and will further shape science, technology, and society. For further reading, an extensive bibliography is provided for all topics covered. Mathematics and Computation is useful for undergraduate and graduate students in mathematics, computer science, and related fields, as well as researchers and teachers in these fields. Many parts require little background, and serve as an invitation to newcomers seeking an introduction to the theory of computation. Comprehensive coverage of computational complexity theory, and beyond High-level, intuitive exposition, which brings conceptual clarity to this central and dynamic scientific discipline Historical accounts of the evolution and motivations of central concepts and models A broad view of the theory of computation's influence on science, technology, and society Extensive bibliography
An Introduction to Algorithmic Game Theory, Computational Social Choice, and Fair Division Springer Science & Business Media
Preliminaries; Finite automata and regular languages; Pushdown automata and context-free languages; Turing machines and phrase-structure languages; Computability; Complexity; Appendices.
Economics and Computation Cambridge University Press
Computational ComplexityA Modern ApproachCambridge University Press

Introduction to the Theory of Computation

Springer Science & Business Media
Here is an accessible, algorithmically oriented guide to some of the most interesting techniques of complexity theory. The book shows that simple algorithms are at the heart of complexity theory. The book is organized by technique rather than by topic. Each chapter focuses on one technique: what it is, and what results and applications it yields.
Computational Complexity Springer
The classical theory of computation has its origins in the work of Goedel, Turing, Church, and Kleene and has been an extraordinarily successful framework for theoretical computer science. The thesis of this book, however, is that it provides an inadequate foundation for modern scientific computation where most of the algorithms are real number algorithms. The goal of this book is to develop a formal theory of computation which integrates major themes of the classical theory and which is more directly applicable to problems in mathematics, numerical analysis, and scientific computing. Along the way, the authors consider such fundamental problems as: * Is the Mandelbrot set decidable? * For simple quadratic maps, is the Julia set a halting set? * What is the real complexity of Newton's method? * Is there an algorithm for deciding the knapsack problem in a ploynomial number of steps? * Is the Hilbert Nullstellensatz intractable? * Is the problem of locating a real zero of a degree four polynomial intractable? * Is linear programming tractable over the reals? The book is divided into three parts: The first part provides an extensive introduction and then proves the fundamental NP-completeness theorems of Cook-Karp and their extensions to more general number fields as the real and complex numbers. The later parts of the book develop a formal theory of computation which integrates major themes of the classical theory and which is more directly applicable to problems in mathematics, numerical analysis, and scientific computing.
Complexity and Real Computation Pearson
This introductory text covers the key areas of computer science, including recursive function theory, formal languages, and automata. Additions to the second edition include: extended exercise sets, which vary in difficulty; expanded section on recursion theory; new chapters on program verification and logic programming; updated references and examples throughout.

Introduction to the Theory of Computation

Prentice Hall PTR
Introductory textbook on Cryptography.

A Practical Guide to the Theory of Computation

Academic Press
This textbook connects three vibrant areas at the interface between economics and computer science: algorithmic game theory, computational social choice, and fair division. It thus offers an interdisciplinary treatment of collective decision making from an economic and computational perspective. Part I introduces to algorithmic game theory, focusing on both noncooperative and cooperative game theory. Part II introduces to computational social choice, focusing on both preference aggregation (voting) and judgment aggregation. Part III introduces to fair division, focusing on the division of both a single divisible resource ("cake-cutting") and multiple indivisible and unshareable resources ("multiagent resource allocation"). In all these parts, much weight is given to the algorithmic and complexity-theoretic aspects of problems arising in these areas, and the interconnections between the three parts are of central interest.

Computational Complexity

Computational ComplexityA Modern Approach
An advanced textbook giving a broad, modern view of the computational complexity theory of boolean circuits, with extensive references, for theoretical computer scientists and mathematicians.
Theory, Techniques, and Applications MIT Press
An accessible and rigorous textbook for introducing undergraduates to computer science theory What Can Be Computed? is a uniquely accessible yet rigorous introduction to the most profound ideas at the heart of computer science. Crafted specifically for undergraduates who are studying the subject for the first time, and requiring minimal prerequisites, the book focuses on the essential fundamentals of computer science theory and features a practical approach that uses real computer programs (Python and Java) and encourages active experimentation. It is also ideal for self-study and reference. The book covers the standard topics in the theory of computation, including Turing machines and finite automata, universal computation, nondeterminism, Turing and Karp reductions, undecidability, time-complexity classes such as P and NP, and NP-completeness, including the Cook-Levin Theorem. But the book also provides a broader view of computer science and its historical development, with discussions of Turing's original 1936 computing machines, the connections between undecidability and Gödel's incompleteness theorem, and Karp's famous set of twenty-one NP-complete problems. Throughout, the book recasts traditional computer science concepts by considering how computer programs are used to solve real problems. Standard theorems are stated and proven with full mathematical rigor, but motivation and understanding are enhanced by considering concrete implementations. The book's examples and other content allow readers to view demonstrations of—and to experiment with—a wide selection of the topics it covers. The result is an ideal text for an introduction to the theory of computation. An accessible and rigorous introduction to the essential fundamentals of computer science theory, written specifically for undergraduates taking introduction to the theory of computation Features a practical, interactive approach using real computer programs (Python in the text, with forthcoming Java alternatives online) to enhance motivation and understanding Gives equal emphasis to computability and complexity Includes special topics that demonstrate the profound nature of key ideas in the theory of computation Lecture slides and Python programs are available at whatcanbecomputed.com

Quantum Computation and Quantum Information

Foundations and Trends(r) in T
This textbook is uniquely written with dual purpose. It cover cores 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.

Computability and Complexity

Princeton University Press
This revised and extensively expanded edition of Computability and Complexity Theory comprises essential materials that are core knowledge in the theory of computation. The book is self-contained, with a preliminary chapter describing key mathematical concepts and notations. Subsequent chapters move from the qualitative aspects of classical computability theory to the quantitative aspects of complexity theory. Dedicated chapters on undecidability, NP-completeness, and relative computability focus on the limitations of computability and the distinctions between feasible and intractable. Substantial new content in this edition includes: a chapter on nonuniformity studying Boolean circuits, advice classes and the important result of Karp–Lipton. a chapter studying properties of the fundamental probabilistic complexity classes a study of the alternating Turing machine and uniform circuit classes. an introduction of counting classes, proving the famous results of Valiant and Vazirani and of Toda a thorough treatment of the proof that IP is identical to PSPACE 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. 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 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
Theory of Computational Complexity Cambridge University Press
Limits of Computation: An Introduction to the Undecidable and the Intractable offers a gentle introduction to the theory of computational complexity. It explains the difficulties of computation, addressing problems that have no algorithm at all and problems that cannot be solved efficiently.

The book enables readers to understand: What does it mean for a problem to be unsolvable or to be NP-complete? What is meant by a computation and what is a general model of a computer? What does it mean for an algorithm to exist and what kinds of problems have no algorithm? What problems have algorithms but the algorithm may take centuries to finish? Developed from the authors' course on computational complexity theory, the text is suitable for advanced undergraduate and beginning graduate students without a strong background in theoretical computer science. Each chapter presents the fundamentals, examples, complete proofs of theorems, and a wide range of exercises.

Fundamentals of Theoretical Computer Science Cambridge University Press

By virtue of the close relationship between logic and relational databases, it turns out that complexity has important applications to databases such as analyzing the parallel time needed to compute a query, and the analysis of nondeterministic classes. This book is a relatively self-contained introduction to the subject, which includes the necessary background material, as well as numerous examples and exercises.

Complexity and Cryptography Springer Science & Business Media

Using a balanced approach that is partly algorithmic and partly structuralist, this book systematically reviews the most significant results obtained in the study of computational complexity theory. KEY TOPICS: Considers properties of complexity classes, inclusions between classes, implications between several hypotheses about complexity classes, and identification of structural properties of sets that affect their computational complexity. Features over 120 worked examples, over 200 problems, and 400 figures. For those interested in complexity and computability, algorithm design, operations research, and combinational mathematic.

Introduction to the Theory of Complexity

CRC Press

Praise for the First Edition "...complete, up-to-date coverage of computational complexitytheory...the book promises to become the standard reference oncomputational complexity." -Zentralblatt MATH A thorough revision based on advances in the field ofcomputational complexity and readers' feedback, the SecondEdition of Theory of Computational Complexity presentsupdates to the principles and applications essential tounderstanding modern computational complexity theory. The newedition continues to serve as a comprehensive resource on the useof software and computational approaches for solving algorithmicproblems and the related difficulties that can be encountered. Maintaining extensive and detailed coverage, Theory ofComputational Complexity, Second Edition, examines the theoryand methods behind complexity theory, such as computational models,decision tree complexity, circuit complexity, and probabilisticcomplexity. The Second Edition also features recentdevelopments on areas such as NP-completeness theory, as wellas: A new combinatorial proof of the PCP theorem based on thenotion of expander graphs, a research area in the field of computerscience Additional exercises at varying levels of difficulty to furthertest comprehension of the presented material End-of-chapter literature reviews that summarize each topic andoffer additional sources for further study Theory of Computational Complexity, Second Edition, is anexcellent textbook for courses on computational theory andcomplexity at the graduate level. The book is also a usefulreference for practitioners in the fields of computer science,engineering, and mathematics who utilize state-of-the-art softwareand computational methods to conduct research. Athorough revision based on advances in the field of computationalcomplexity and readers'feedback,the Second Edition of Theory of Computational Complexity presentsupdates to theprinciplesand applications essential to understanding modern computationalcomplexitytheory.The new edition continues to serve as a comprehensive resource onthe use of softwareandcomputational approaches for solving algorithmic problems and therelated difficulties thatcanbe encountered.Maintainingextensive and detailed coverage, Theory of ComputationalComplexity, SecondEdition,examines the theory and methods behind complexity theory, such ascomputationalmodels,decision tree complexity, circuit complexity, and probabilisticcomplexity. The SecondEditionalso features recent developments on areas such as NP-completenesstheory, as well as:•A new combinatorial proof of the PCP theorem based on the notion ofexpandergraphs,a research area in the field of computer science•Additional exercises at varying levels of difficulty to furthertest comprehension ofthepresented material•End-of-chapter literature reviews that summarize each topic andoffer additionalsourcesfor further studyTheoryof Computational Complexity, Second Edition, is an excellenttextbook for courses oncomputationaltheory and complexity at the graduate level. The book is also auseful referenceforpractitioners in the fields of computer science, engineering, andmathematics who utilizestate-of-the-artsoftware and computational methods to conduct research.

A Theory Revolutionizing Technology and Science American Mathematical Soc.

New and classical results in computational complexity, including interactive proofs, PCP, derandomization, and quantum computation. Ideal for graduate students.

Complexity Theory and Cryptology Springer Science & Business Media

Computer scientists, mathematicians, and philosophers discuss the conceptual foundations of the notion of computability as well as recent theoretical developments.

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