

DEGREE CURRICULUM LANGUAGES, AUTOMATA AND GRAMMARS

Coordination: MIRET BIOSCA, JOSE MARIA

Academic year 2022-23

Subject's general information

Subject name	LANGUAGES, AUTOMATA AND GRAMMARS						
Code	102062						
Semester	2nd Q(SEMESTER) CONTINUED EVALUATION						
Typology	Degree		Course	Character		Modality	
	Bachelor's Degree in Computer Engineering		2	COMPULSORY		Attendance- based	
		mputer and Degree in ninistration and	2	COMPULSORY		Attendance- based	
Course number of credits (ECTS)	4.5						
Type of activity, credits, and groups	Activity type	PRAUI	RAULA		TEORIA		
	Number of credits	1.5		3			
	Number of groups	2			1	1	
Coordination	MIRET BIOSCA, JOSE MARIA						
Department	MATHEMATICS						
Teaching load distribution between lectures and independent student work	4,5 ECTS correspond to a workload of 45 h of lectures and assesment and 67 h of autonomous study work for each student.						
Important information on data processing	Consult this link for more information.						
Language	Preferably in Catalan. Lectures can be given in Spanish or English, if required.						
Distribution of credits	Theoretical lectures are combined with problem solving sessions. On-line lectures will take 2 hours per week. There will be 2 face-to-face groups, with 2 hours every 2 weeks of classroom activities each.						

Teaching staff	E-mail addresses	Credits taught by teacher	Office and hour of attention
MIRET BIOSCA, JOSE MARIA	josepmaria.miret@udl.cat	6	

Subject's extra information

Previous knowledge on the subjects Algebra, Computational Logics and Discrete Mathematics is recommended.

This subject is scheduled in the second semester of the 2nd year

The knowledge and competencies adquired in this subject will be useful to follow other subjects in the specialisation on *Computing*, and in particular for the subjects *Computational Models and Complexity* and *Language Processing Algorithms*.

Competences

GII-FB3. Capacity to understand and master the basic concepts of discreet mathematics, logical, algorithmic and computational complexity, and its application to solve engineering problems.

EPS5. Capacity of abstraction and of critical, logical and mathematical thinking.

Subject contents

- 1. Alphabets and languages
 - Alphabets, words and languages.
 - · Concatenation of words.
 - Universal language.
 - · Operations with languages.
 - Kleene star of a language.

2. Finite Automata

- · Deterministic finite automata.
- Accepted language by a deterministic finte atomaton.
- Indeterministic finite automata.
- · Determinization of finite automata.
- · Minimizacion of finite automata.
- · Operations with regular languages.
- Regular Expressions.

3. Context free grammars

- Generated language by a context free grammar.
- Operations with context free languages.
- Ambiguous grammars.
- Elimination of null productions, unit productions and useless symbols.
- Chomsky normal form.
- Regular grammars.

4. Pushdown automata

- Deterministic pushdown automata.
- Indeterministic pushdown automata.
- Accepted language by a pushdown automata.

Methodology

Theoretical and practical contents are mixed for the sake of combining basical aspects with illustrative examples and problem solving. Problem solving combines joint resolution on the blackboard or individual resolution. Some sessions will be devoted to group problem solving.

Development plan

Week	Lesson	Activities	student workload		
1	Introduction. Lesson 1	Lectures	2 hours. Study and problem solving.		
2	Lesson 1	Lectures and problem sessions	3 hours. Study and problem solving.		
3	Lesson 2	Lectures and problem sessions	3 hours. Study and problem solving.		
4	Lesson 2	Lectures and problem sessions	3 hours. Study and problem solving.		
5	Lesson 2	Lectures and problem sessions	3 hours. Study and problem solving.		
6	Lesson 2	Lectures and problem sessions	3 hours. Study and problem solving.		
7	Lesson 2	Lectures and problem sessions	3 hours. Study and problem solving.		
8	Lesson 3	Lectures and problem sessions	6 hours. Study for exams.		
9		Partial 1 assessment	8 hours. Study for exams.		
10	Lesson 3	Lectures and problem sessions	3 hours. Study and problem solving.		
11	Lesson 3	Lectures and problem sessions	3 hours. Study and problem solving.		
12	Lesson 3	Lectures and problem sessions	3 hours. Study and problem solving.		
13	Lesson 3	Lectures and problem sessions	3 hours. Study and problem solving.		
14	Lesson 4	Lectures and problem sessions	3 hours. Study and problem solving.		
15	Lesson 4	Lectures and problem sessions	6 hours. Study for exams.		
16		Tutorization	6 hours. Study for exams.		
17		Partial 2 assessment	8 hours. Study for exams.		
18		Tutorization			
19		Final assessment			

Evaluation

P1	Partial 1. Lessons 1, 2	4.5 points	1 point	Yes
P2	Partial 2. Lessons 3, 4	4.5 points	1 point	Yes
AC	Complementary activitities: Implementation of an algorithm studied in class	1 point	No	No
PCL	Active participation or attending conferences or exhibitions on related topics	0.5 points	No	No

Final Mark = P1 + P2 + AC+ PCL

A student with final mark below 5 or who has not reached the minimum marks required, can resit either P1, P2 or both. Up to 0.5 additional points can be assigned, according to participation in the classroom and delivered problems.

Bibliography

Basic bibliography:

RAFEL CASAS, LLUÍS MÁRQUEZ, Llenguatges, gramàtiques i autòmats, Curs bàsic. Aula Teòrica 58, Edicions UPC, 1997.

JOSEP M. MIRET, MAGDA VALLS, Recull de problemes de Llenguatges, Autòmats i Gramàtiques. Universitat de Lleida, 2002.

Complementary bibliography:

QUITI BORGES, JOAN SERRA, JOSEP M. ARQUES, Teoria d'autòmats. Materials 28, Servei de Publicacions UAB.

JOHN E. HOPCROFT, JEFFREY D. ULLMAN, Introduction to Automata Theory, Languages and Computation. Addison- Wesley, 1979.

DEAN KELLEY, Teoría de Autómatas y Lenguajes Formales. Prentice-Hall, 1995.

JAIRO ROCHA, FRANCESC ROSSELLÓ, Autòmats i Llenguatges: verificació, implementació i concurrència. Materials didàctics 107, Universitat de les Illes Balears, 2003.