



Theory of Computation (Texts in Computer Science)

Dexter C. Kozen

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This textbook has been written with the dual purpose to cover core material in the foundations of computing for graduate students in computer science, as well as to provide an introduction to some more advanced topics for those intending further study in the area. This book contains an invaluable collection of lectures for first-year graduates on the theory of computation, focusing primarily on computational complexity theory. Topics and features include: Organization into self-contained lectures of 3-7 pages; 41 primary lectures and a handful of supplementary lectures covering more specialized or advanced topics; 12 homework sets and several miscellaneous homework exercises of varying levels of difficulty, many with hints and complete solutions. Aimed at advanced undergraduates and first-year graduates in Computer Science or Mathematics with an interest in the theory of computation and computational complexity, this book provides a thorough grounding the foundations of computational complexity theory.

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