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CISC 4090: Theory of Computation. Class times: 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 announcements and assignments will be posted over the course of the semester.

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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?".

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The Theory of Computation is a scientific discipline concerned with the study of general properties of computation be it natural, man-made, or imaginary. Most importantly, it aims to understand the nature of efficient computation.

Theory of computation - Carnegie Mellon University

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a part of the Department of Computer Science in the Columbia School of Engineering and Applied Sciences. We research the fundamental capabilities and limitations of efficient computation. In addition, we use computation as a lens to gain deeper insights into problems from the natural, social, and engineering sciences.

CS Theory at Columbia

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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 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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