



COURSE DESCRIPTION

1. Program Information

1.1 University	Alexandru Ioan Cuza University of Iași
1.2 Faculty	Faculty of Computer Science
1.3 Department	Computer Science
1.4 Study Domain	Computer Science
1.5 Study Cycle	Bachelor
1.6 Study Program / Qualification	Computer Science / Bachelor degree

2. Course Information

2.1 Course Name	Computability, Decidability, and Complexity						
2.2 Course Teacher	Prof.Dr. Tiplea Ferucio Laurentiu						
2.3 Seminary Teacher	Prof.Dr. Tiplea Ferucio Laurentiu						
2.4 Study Year	III	2.5 Semester	1	2.6 Evaluation	M	2.7 Course Status*	OP

* OB – Compulsory / OP – Optional

3. Total estimated hours (hours per semester and didactic activities)

3.1 Hours per week		in which: 3.2 course		3.3 seminary/laboratory	2
3.4 Hours in curriculum		in which: 3.5 course		3.6 seminary/laboratory	28
Time Distribution					hours
Manual study, Course support, Bibliography, and others					14
Supplementary Documentation in library, in electronic forums, and on the field					14
Seminaries/laboratories preparation, homeworks, reports, portfolios and essays					28
Tutoring					-
Evaluation					4
Other activities (consultations per student)					-

3.7 Total hours individual study	56
3.8 Total hours per semester	114
3.9 Credits	5

4. Preconditions (if necessary)

4.1 Of Curriculum	-
4.2 Of Skills	-

**5. Conditions** (if necessary)

5.1 For Course Operation	Attending the course is recommended
5.2 For Seminary/Laboratory Operation	Attending the seminary / laboratory is mandatory

6. Specific Skills Acquired

Professional Skills	<p>C1. Exposition of fundamental concepts on computability and complexity</p> <p>C2. Capability to use the scientific information in order to analyze problem complexity</p>
Transversional Skills	<p>CT1. Streamlining the activities carried out in an organized environment, under the academic rules of rigorous and creative work</p> <p>CT2. Optimal utilization of informational sources and communication resources in the field</p> <p>CT3. Expression of a responsible attitude towards understanding the role of complexity theory in computer science</p> <p>CT4. Efficient exploitation of the acquired scientific potential in the field of complexity theory</p>

7. Course Objectives (from the grid of specific skills acquired)

7.1 General Objectives	This course introduces to students a very important field in computer science, namely computability and complexity. It also emphasizes the role of theory to practice and of practice to theory. Complexity theory is a crucial tool to computer science, being necessary in almost all theoretical and practical fields of it. This is what the course also points out.
7.2 Specific Objectives	<p>When the student passes this course, they should be capable to :</p> <ul style="list-style-type: none"> ▪ Make use of the corresponding complexity tools in computer science; ▪ Understand at a high level how complexity is used and necessary in computer science.

8. General Description

8.1	Course	Teaching Methods	Observations
1.	Introduction to computability	Slide- and blackboard-based presentation	2



2.	Computability (I)	Slide- and blackboard-based presentation	2
3.	Computability (II)	Slide- and blackboard-based presentation	2
4.	Decidability (I)	Slide- and blackboard-based presentation	2
5.	Decidability (II)	Slide- and blackboard-based presentation	2
6.	Complexity of computation (I)	Slide- and blackboard-based presentation	2
7.	Complexity of computation (II)	Slide- and blackboard-based presentation	2
8.	Complexity of computation (III)	Slide- and blackboard-based presentation	2
9.	Probabilistic complexity classes (I)	Slide- and blackboard-based presentation	2
10.	Probabilistic complexity classes (II)	Slide- and blackboard-based presentation	2
11.	Probabilistic complexity classes (II)	Slide- and blackboard-based presentation	2
12.	Oracle algorithms (I)	Slide- and blackboard-based presentation	2
13.	Oracle algorithms (II)	Slide- and blackboard-based presentation	2
14.	Future directions (quantum, mocecular, etc.)	Slide- and blackboard-based presentation	2

Bibliography

Main References:

- M. Bishop: Introduction to Computer Security, Addison-Wesley, 2005
- W. Stallings: Cryptography and Network Security: Principles and Practices, Pearson Education, 3rd Edition, 2003
- Specific technical documentation such as RFCs
- A.J. Menezes, P.C. van Oorschot, S.A. Vanstone. Handbook of Applied Cryptography, CRC Press, third printing, 1997

Supplementary References:

- F.L. Tiplea. Algebraic Foundations of Computer Science (in Romanian), Ed. Polirom, 2006

8.2	Seminary / Laboratory	Teaching methods	Observations (hours and bibliographic references)
1.	Introduction to computability	Exercises in class and implementations	2



2.	Computability (I)	Computability (I)	Computability (I)
3.	Computability (II)	Computability (II)	Computability (II)
4.	Decidability (I)	Decidability (I)	Decidability (I)
5.	Decidability (II)	Decidability (II)	Decidability (II)
6.	Complexity of computation (I)	Complexity of computation (I)	Complexity of computation (I)
7.	Complexity of computation (II)	Complexity of computation (II)	Complexity of computation (II)
8.	Complexity of computation (III)	Complexity of computation (III)	Complexity of computation (III)
9.	Probabilistic complexity classes (I)	Probabilistic complexity classes (I)	Probabilistic complexity classes (I)
10.	Probabilistic complexity classes (II)	Probabilistic complexity classes (II)	Probabilistic complexity classes (II)
11.	Probabilistic complexity classes (II)	Probabilistic complexity classes (II)	Probabilistic complexity classes (II)
12.	Oracle algorithms (I)	Oracle algorithms (I)	Oracle algorithms (I)
13.	Oracle algorithms (II)	Oracle algorithms (II)	Oracle algorithms (II)
14.	Future directions (quantum, moecular, etc.)	Future directions (quantum, moecular, etc.)	Future directions (quantum, moecular, etc.)

Bibliography

- M. Bishop: Introduction to Computer Security, Addison-Wesley, 2005
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9. Course content synchronization with the expectations of the community representatives, professional associations and employers from the program domain

The course is corellated with the modern trends in computer science (complexity of problems in cryptography, formal verification of security protocols, distributed systems etc.)



10. Evaluation

Activity Type	Activity Type	Activity Type	Activity Type
10.4 Course	Knowledge of basic concepts in information security	Written test	50%
10.5 Seminary/ Laboratory	Ability to use the knowledge acquired during the course	On going evaluation based on the skills proved in class	50%
10.6 Minimal performance standards			
The minimum grade five is required both at the written test and at the seminary/laboratory evaluation.			

Date
March 1, 2018

Course Teacher
Prof.Dr. Tiplea Ferucio Laurentiu

Seminary/Laboratory Teacher
Prof.Dr. Tiplea Ferucio laurentiu

Department Date of Approval

Director of the Department