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**Título:** Pillars Of Computation Theory, The.

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**Precio:** \$768.00

**Editorial:**

**Año:** 2010

**Tema:**

**Edición:** 1ª

**Sinopsis**

**ISBN:** 9780387096384

Computation theory is a discipline that strives to use mathematical tools and concepts in order to expose the nature of the activity that we call "computation" and to explain a broad range of observed computational phenomena. Why is it harder to perform some computations than others? Are the differences in difficulty that we observe inherent, or are they artifacts of the way we try to perform the computations? Even more basically: how does one reason about such questions?

This book strives to endow upper-level undergraduate students and lower-level graduate students with the conceptual and manipulative tools necessary to make Computation theory part of their professional lives. The author tries to achieve this goal via three stratagems that set this book apart from most other texts on the subject.