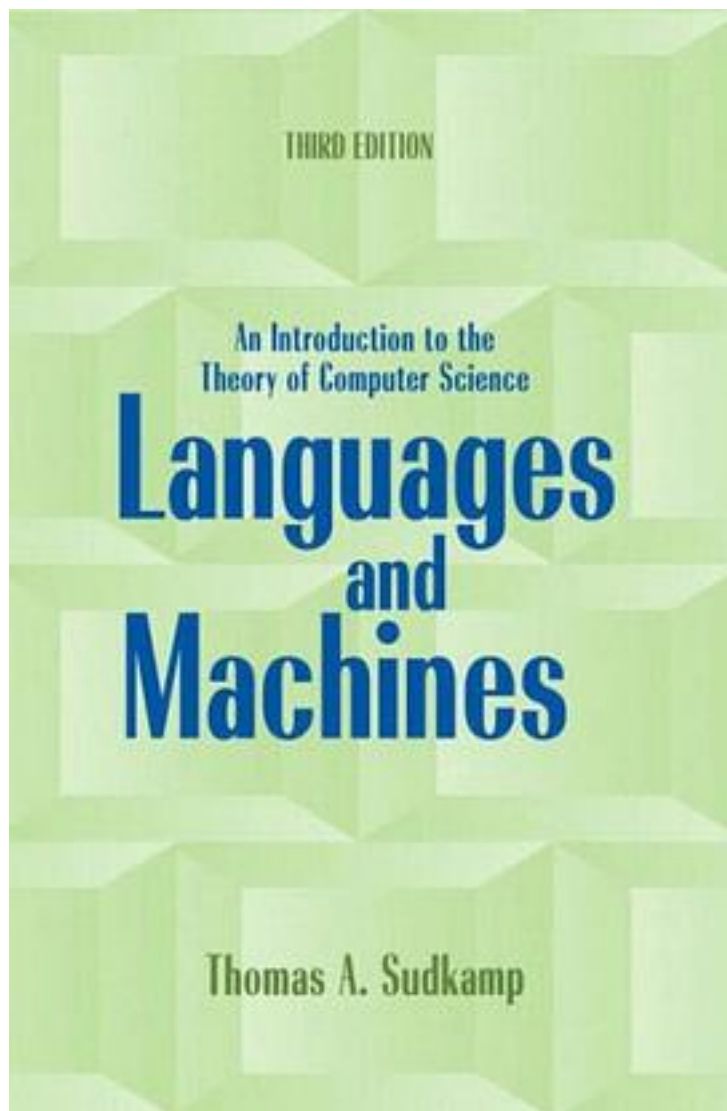# Languages and Machines

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The third edition of Languages and Machines: An Introduction to the Theory of Computer Science provides readers with a mathematically sound presentation of the theory of computer science at a level suitable for junior and senior level computer science majors. The theoretical concepts and associated mathematics are made accessible by a "learn as you go" approach that develops an intuitive understanding of the concepts through numerous examples and illustrations. In this edition the presentation has been enhanced by increasing the number of examples, expanding the selection of topics particularly in the area of computational complexity, and providing a flexible format giving instructors the ability to design their courses that concentrate on specific areas such as automata theory, computability theory, or computational complexity.

作者介绍:

Thomas A．Sudkamp是美国莱特州立大学计算机科学及工程系的教授，他的研究领域

广泛，包括近似推理、人工智能、数理逻辑、建模软计算的应用、复杂问题领域的决策制定以及不确定、不精确信息和知识发掘的机器学习。Sudkamp教授目前还担任IEEE Transactions on System，Man，and Cybemetics和IEEE Transactions on Fuzzy Systems的副编辑，International Journal of Approximate Reasonin9和Fuzzy Sets and Systems的领域编辑。他也曾经担任过北美模糊信息处理协会NAFIPS)的主席以及国际模糊系统联盟(IFSA)的副主席。

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标签

计算机科学

语言

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IT

评论

书评

翻译的还行，但书本身缺少实例，缺少图片，显得有点干巴巴的。其中罗列定理证明等形式颇有些中国教科书的味道，不像一般的国外书籍。
不过其在形式语言，自动机，图灵机，可计算理论等方面都有相当理论的介绍。还是值得看看的。总之希望有更好的书出现吧。 或者谁个...