

John O'Donnell
Cordelia Hall
Rex Page

Discrete Mathematics Using a Computer

Second Edition

 Springer

Discrete Mathematics Using A Computer

**Clifford Stein, Robert L.
Drysdale, Kenneth P. Bogart**



Discrete Mathematics Using A Computer:

Discrete Mathematics Using a Computer John O'Donnell, Cordelia Hall, Rex Page, 2009-10-12 Computer science abounds with applications of discrete mathematics yet students of computer science often study discrete mathematics in the context of purely mathematical applications They have to figure out for themselves how to apply the ideas of discrete mathematics to computing problems It is not easy Most students fail to experience broad success in this enterprise which is not surprising since many of the most important advances in science and engineering have been precisely applications of mathematics to specific science and engineering problems To be sure most discrete math textbooks incorporate some aspects applying discrete math to computing but it usually takes the form of asking students to write programs to compute the number of three ball combinations there are in a set of ten balls or at best to implement a graph algorithm Few texts ask students to use mathematical logic to analyze properties of digital circuits or computer programs or to apply the set theoretic model of functions to understand higher order operations A major aim of this text is to integrate tightly the study of discrete mathematics with the study of central problems of computer science

Discrete Mathematics for Computer Science Jon Pierre Fortney, 2020-12-23 Discrete Mathematics for Computer Science An Example Based Introduction is intended for a first or second year discrete mathematics course for computer science majors It covers many important mathematical topics essential for future computer science majors such as algorithms number representations logic set theory Boolean algebra functions combinatorics algorithmic complexity graphs and trees Features Designed to be especially useful for courses at the community college level Ideal as a first or second year textbook for computer science majors or as a general introduction to discrete mathematics Written to be accessible to those with a limited mathematics background and to aid with the transition to abstract thinking Filled with over 200 worked examples boxed for easy reference and over 200 practice problems with answers Contains approximately 40 simple algorithms to aid students in becoming proficient with algorithm control structures and pseudocode Includes an appendix on basic circuit design which provides a real world motivational example for computer science majors by drawing on multiple topics covered in the book to design a circuit that adds two eight digit binary numbers Jon Pierre Fortney graduated from the University of Pennsylvania in 1996 with a BA in Mathematics and Actuarial Science and a BSE in Chemical Engineering Prior to returning to graduate school he worked as both an environmental engineer and as an actuarial analyst He graduated from Arizona State University in 2008 with a PhD in Mathematics specializing in Geometric Mechanics Since 2012 he has worked at Zayed University in Dubai This is his second mathematics textbook [Fundamentals of Discrete Math for Computer Science](#) Tom Jenkyns, Ben Stephenson, 2012-08-28 This textbook provides an engaging and motivational introduction to traditional topics in discrete mathematics in a manner specifically designed to appeal to computer science students The text empowers students to think critically to be effective problem solvers to integrate theory and practice and to recognize the

importance of abstraction Clearly structured and interactive in nature the book presents detailed walkthroughs of several algorithms stimulating a conversation with the reader through informal commentary and provocative questions Features no university level background in mathematics required ideally structured for classroom use and self study with modular chapters following ACM curriculum recommendations describes mathematical processes in an algorithmic manner contains examples and exercises throughout the text and highlights the most important concepts in each section selects examples that demonstrate a practical use for the concept in question

Discrete Mathematics for Computer Science David Liben-Nowell, 2017-09-05 Written exclusively with computer science students in mind Discrete Mathematics for Computer Science provides a comprehensive treatment of standard course topics for the introductory discrete mathematics course with a strong emphasis on the relationship between the concepts and their application to computer science The book has been crafted to enhance teaching and learning ease and includes a wide selection of exercises detailed exploration problems examples and problems inspired by wide ranging applications of computer science and handy quick reference guides for key technical topics throughout Discrete Mathematics for Computer Science provides a lucidly written introduction to discrete mathematics with abundant support for learning including over 450 examples thorough chapter summaries simple quizzes and approximately 1600 homework exercises of widely varying difficulty Each chapter begins with motivational content that relates the chapter topic to computer science practice and the book also includes over fifty Computer Science Connections which discuss applications to computer science such as Rotation Matrices Game Trees Logic and Winning Tic Tac Toe Moore's Law Secret Sharing The Enigma Machine and the First Computer Bayesian Modeling and Spam Filtering and Quantum Computing

Discrete Mathematics with Computer Science Applications Romualdas Skvarcius, William B. Robinson, 1986

Discrete Mathematics for Computer Scientists Clifford Stein, Robert L. Drysdale, Kenneth P. Bogart, 2011 Stein Drysdale Bogart's Discrete Mathematics for Computer Scientists is ideal for computer science students taking the discrete math course Written specifically for computer science students this unique textbook directly addresses their needs by providing a foundation in discrete math while using motivating relevant CS applications This text takes an active learning approach where activities are presented as exercises and the material is then fleshed out through explanations and extensions of the exercises

Discrete Mathematics with Applications Thomas Koshy, 2004-01-19 This approachable text studies discrete objects and the relationships that bind them It helps students understand and apply the power of discrete math to digital computer systems and other modern applications It provides excellent preparation for courses in linear algebra number theory and modern abstract algebra and for computer science courses in data structures algorithms programming languages compilers databases and computation Covers all recommended topics in a self contained comprehensive and understandable format for students and new professionals Emphasizes problem solving techniques pattern recognition conjecturing induction applications of varying nature proof techniques algorithm development and

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Exploring Discrete Mathematics with Maple Kenneth H. Rosen,1997 This is the first supplement in discrete mathematics to concentrate on the computational aspects of the computer algebra system Maple Detailed instructions for the use of Maple are included in an introductory chapter and in each subsequent chapter Each chapter includes discussion of selected Computational and Exploration exercises in the corresponding chapter of Ken Rosen s text *Discrete Math and It s Applications* Third Edition New exercises and projects are included in each chapter to encourage further exploration of discrete mathematics using Maple All of the Maple code in this supplement is available online via the Waterloo Maple Web site in addition to new Maple routines that have been created which extend the current capabilities of Maple

UNDERSTANDING DISCRETE MATHEMATICS WITH APPLICATIONS IN COMPUTER SCIENCE MUZZAFA RASOOL BHAT & ASHIQ HUSSAIN HELLA,2017-04-15 *Discrete Mathematical Structures with Applications to Computer Science* Jean-Paul Tremblay,R. Manohar,1987

Discrete Mathematics with Applications H. F. Mattson,1993-01-26 Applauded by reviewers for its inviting conversational style and outstanding coverage of logic and inductions it introduces students to the topics and language of discrete mathematics and prepares them for future work in mathematics and or computer science Mattson develops students mathematical thinking and overall maturity through careful presentation and development of proofs numerous detailed examples and corresponding exercises and applications that allow students to make concrete use of the theory presented Exercises are varied ranging from simple problems to challenging extensions of the topics introduced

Discrete Mathematics for Computing Rod Haggarty,2002 A concise introduction to key mathematical ideas for computing students which develops their understanding of discrete mathematics and its application in computing The topics are presented in a logical order that build upon each other and are constantly reinforced by worked examples Reliance on students previous mathematical experience is kept to a minimum though some basic algebraic manipulation is required

Discrete Mathematics with Proof Eric Gossett,2009-06-22 A Trusted Guide to Discrete Mathematics with Proof Now in a Newly Revised Edition Discrete mathematics has become increasingly popular in recent years due to its growing applications in the field of computer science *Discrete Mathematics with Proof* Second Edition continues to facilitate an up to date understanding of this important topic exposing readers to a wide range of modern and technological applications The book begins with an introductory chapter that provides an accessible explanation of discrete mathematics Subsequent chapters explore additional related topics including counting finite probability theory recursion

formal models in computer science graph theory trees the concepts of functions and relations Additional features of the Second Edition include An intense focus on the formal settings of proofs and their techniques such as constructive proofs proof by contradiction and combinatorial proofs New sections on applications of elementary number theory multidimensional induction counting tulips and the binomial distribution Important examples from the field of computer science presented as applications including the Halting problem Shannon s mathematical model of information regular expressions XML and Normal Forms in relational databases Numerous examples that are not often found in books on discrete mathematics including the deferred acceptance algorithm the Boyer Moore algorithm for pattern matching Sierpinski curves adaptive quadrature the Josephus problem and the five color theorem Extensive appendices that outline supplemental material on analyzing claims and writing mathematics along with solutions to selected chapter exercises Combinatorics receives a full chapter treatment that extends beyond the combinations and permutations material by delving into non standard topics such as Latin squares finite projective planes balanced incomplete block designs coding theory partitions occupancy problems Stirling numbers Ramsey numbers and systems of distinct representatives A related Web site features animations and visualizations of combinatorial proofs that assist readers with comprehension In addition approximately 500 examples and over 2 800 exercises are presented throughout the book to motivate ideas and illustrate the proofs and conclusions of theorems Assuming only a basic background in calculus Discrete Mathematics with Proof Second Edition is an excellent book for mathematics and computer science courses at the undergraduate level It is also a valuable resource for professionals in various technical fields who would like an introduction to discrete mathematics

Second International Handbook of Mathematics Education Alan Bishop, M.A. (Ken) Clements, Christine Keitel-Kreidt, Jeremy Kilpatrick, Frederick Koon-Shing Leung, 2012-02-02 ALAN 1 BISHOP The first International Handbook on Mathematics Education was published by Kluwer Academic Publishers in 1996 However most of the writing for that handbook was done in 1995 and generally reflected the main research and development foci prior to 1994 There were four sections 36 chapters and some 150 people contributed to the final volume either as author reviewer editor or critical friend The task was a monumental one attempting to cover the major research and practice developments in the international field of mathematics education as it appeared to the contributors in 1995 Inevitably there were certain omissions some developments were only starting to emerge and some literatures were only sketchy and speculative However that Handbook has had to be reprinted three times so it clearly fulfilled a need and I personally hope that it lived up to what I wrote in its Introduction The Handbook thus attempts not merely to present a description of the international state of the field but also to offer synthetic and reflective overviews on the different directions being taken by the field on the gaps existing in our present knowledge on the current problems being faced and on the future possibilities for development Bishop et al 1996 Since that time there has been even more activity in our field and now seems a good time to take stock again to reflect on what has happened since 1995 and to create a second

Handbook with the same overall goals

Discrete Mathematics for Computer Science Kenneth Bogart, Clifford Stein, Robert L. Drysdale, 2005-09-08 Discrete Mathematics for Computer Science is the perfect text to combine the fields of mathematics and computer science. Written by leading academics in the field of computer science, readers will gain the skills needed to write and understand the concept of proof. This text teaches all the math with the exception of linear algebra that is needed to succeed in computer science. The book explores the topics of basic combinatorics, number and graph theory, logic and proof techniques, and many more. Appropriate for large or small class sizes or self-study for the motivated professional reader. Assumes familiarity with data structures. Early treatment of number theory and combinatorics allow readers to explore RSA encryption early and also to encourage them to use their knowledge of hashing and trees from CS2 before those topics are covered in this course.

Discrete Mathematics For Computer Scientist Ali Selamat, Md Hafiz Selamat, 2012 This book serves as an introduction to computer sciences students in the undergraduate levels. It will be used as the foundation to understand the discrete mathematics in developing the logic of computer programs. Since there are also similar undergraduate computer science programmes in other local and overseas institutions, this book is expected to find wider local and international readership. Topics covered in this book include set theory and relations, functions, sequence and string, propositional logic, predicate logic, matrices, graph theory and trees. As the book serves as an introductory level to computer science students, it is expected that once the students are already familiar with the presented contents, it will enable them to understand the advanced topics in computer science, such as advanced theory of computer science and computational complexity theories. The chapters in this book have been organized for the students to learn and understand the main concepts of discrete mathematics for developing computer applications during the period of their studies. In information technology, IT, and computer science fields, most of the information is represented in digital electronics based on the basic knowledge of discrete mathematics. Therefore, discrete mathematics is one of the relevant courses to support students for better learning and understanding the nature of computer science and IT. It is expected that by using the materials presented in this book, students should be able to write statements using mathematical language, develop mathematical arguments using logic, apply the concept of integers and its role in modeling and solving problems in IT, and apply the concept of graph and tree for modeling and solving problems related to real situations.

Discrete Mathematics and Its Applications Kenneth H. Rosen, 2003 Discrete Mathematics and its Applications is a focused introduction to the primary themes in a discrete mathematics course as introduced through extensive applications, expansive discussion, and detailed exercise sets. These themes include mathematical reasoning, combinatorial analysis, discrete structures, algorithmic thinking, and enhanced problem-solving skills through modeling. Its intent is to demonstrate the relevance and practicality of discrete mathematics to all students. The Fifth Edition includes a more thorough and linear presentation of logic proof types and proof writing and mathematical reasoning. This enhanced coverage will provide students with a solid understanding of the material as it relates

to their immediate field of study and other relevant subjects The inclusion of applications and examples to key topics has been significantly addressed to add clarity to every subject True to the Fourth Edition the text specific web site supplements the subject matter in meaningful ways offering additional material for students and instructors Discrete math is an active subject with new discoveries made every year The continual growth and updates to the web site reflect the active nature of the topics being discussed The book is appropriate for a one or two term introductory discrete mathematics course to be taken by students in a wide variety of majors including computer science mathematics and engineering College Algebra is the only explicit prerequisite *Exploring Mathematics with CAS Assistance* Lydia S. Novozhilova, Robert D.

Dolan, 2022-11-08 *Exploring Mathematics with CAS Assistance* is designed as a textbook for an innovative mathematics major course in using a computer algebra system CAS to investigate explore and apply mathematical ideas and techniques in problem solving The book is designed modularly with student investigations and projects in number theory geometry algebra single variable calculus and probability The goal is to provoke an inquiry mindset in students and to arm them with the CAS tools to investigate low entry open ended questions in a variety of mathematical arenas Because of the modular design the individual chapters could also be used selectively to design student projects in a number of upper division mathematics courses These projects could in fact lead into undergraduate research projects The existence of powerful computer algebra systems has changed the way mathematicians perform research this book enables instructors to put some of those new methods and approaches into their undergraduate instruction Prerequisites include a basic working knowledge of discrete mathematics and single variable calculus Programming experience and some basic familiarity with elementary probability and statistics are beneficial but not required The book takes a software agnostic approach and emphasizes algorithmic structure of solution methods by systematically providing their step by step verbal descriptions or suitable pseudocode that can be implemented in any CAS Here is a possible addition to the book description about this new information The code templates for the labs from the book are now available on the github an AI powered developer platform for sharing codes A user can find the Jupyter Notebooks with the labs in the repository <https://github.com/LidaUrazhdina>

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LabTemplates_for_Math_with_CAS **Experimental Mathematics with Maple** Franco Vivaldi, 2018-10-03 As discrete mathematics rapidly becomes a required element of undergraduate mathematics programs algebraic software systems replace compiled languages and are now most often the computational tool of choice Newcomers to university level mathematics therefore must not only grasp the fundamentals of discrete mathematics they must also learn to use an algebraic manipulator and develop skills in abstract reasoning *Experimental Mathematics with MAPLE* uniquely responds to

these needs Following an emerging trend in research it places abstraction and axiomatization at the end of a learning process that begins with computer experimentation It introduces the foundations of discrete mathematics and assuming no previous knowledge of computing gradually develops basic computational skills using the latest version of the powerful MAPLE software The author s approach is to expose readers to a large number of concrete computational examples and encourage them to isolate the general from the particular to synthesize computational results formulate conjectures and attempt rigorous proofs Using this approach Experimental Mathematics with MAPLE enables readers to build a foundation in discrete mathematics gain valuable experience with algebraic computing and develop a familiarity with basic abstract concepts notation and jargon Its engaging style numerous exercises and examples and Internet posting of selected solutions and MAPLE worksheets make this text ideal for use both in the classroom and for self study

Information—Consciousness—Reality James B. Glattfelder, 2019-04-10 This open access book chronicles the rise of a new scientific paradigm offering novel insights into the age old enigmas of existence Over 300 years ago the human mind discovered the machine code of reality mathematics By utilizing abstract thought systems humans began to decode the workings of the cosmos From this understanding the current scientific paradigm emerged ultimately discovering the gift of technology Today however our island of knowledge is surrounded by ever longer shores of ignorance Science appears to have hit a dead end when confronted with the nature of reality and consciousness In this fascinating and accessible volume James Glattfelder explores a radical paradigm shift uncovering the ontology of reality It is found to be information theoretic and participatory yielding a computational and programmable universe

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