

Discrete Mathematics For Computer Science

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Mathematics for Computer Science - Eric Lehman 2017-03-08

This book covers elementary discrete mathematics for computer science and engineering. It emphasizes mathematical definitions and proofs as well as applicable methods. Topics include formal logic notation, proof methods; induction, well-ordering; sets, relations; elementary graph theory; integer congruences; asymptotic notation and growth of functions; permutations and combinations, counting principles; discrete probability. Further selected topics may also be covered, such as recursive definition and structural induction; state machines and invariants; recurrences; generating functions.

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.

Fundamentals of Discrete Math for Computer Science - Tom Jenkyns 2018-05-03

This clearly written textbook presents an accessible introduction to discrete mathematics for computer science students, offering the reader an enjoyable and stimulating path to improve their programming competence. The text empowers students to think critically, to be effective problem solvers, to integrate theory and practice, and to recognize the importance of abstraction. Its motivational and interactive style provokes a conversation with the reader through a questioning commentary, and supplies detailed walkthroughs of several algorithms. This updated and enhanced new edition also includes new material on directed graphs, and on drawing and

coloring graphs, in addition to more than 100 new exercises (with solutions to selected exercises). Topics and features: assumes no prior mathematical knowledge, and discusses concepts in programming as and when they are needed; designed for both classroom use and self-study, presenting modular and self-contained chapters that follow ACM curriculum recommendations; describes mathematical processes in an algorithmic manner, often supported by a walkthrough demonstrating how the algorithm performs the desired task; includes an extensive set of exercises throughout the text, together with numerous examples, and shaded boxes highlighting key concepts; selects examples that demonstrate a practical use for the concept in question. Students embarking on the start of their studies of computer science will find this book to be an easy-to-understand and fun-to-read primer, ideal for use in a mathematics course taken concurrently with their first programming course.

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.

Guide to Discrete Mathematics - Gerard O'Regan 2016-09-16

This stimulating textbook presents a broad and accessible guide to the fundamentals of discrete mathematics, highlighting how the techniques may be applied to various exciting areas in computing. The text is designed to motivate and inspire the reader, encouraging further study in this important skill. Features: provides an introduction to the building blocks of discrete mathematics, including sets, relations and functions; describes the basics of number theory, the techniques of

induction and recursion, and the applications of mathematical sequences, series, permutations, and combinations; presents the essentials of algebra; explains the fundamentals of automata theory, matrices, graph theory, cryptography, coding theory, language theory, and the concepts of computability and decidability; reviews the history of logic, discussing propositional and predicate logic, as well as advanced topics; examines the field of software engineering, describing formal methods; investigates probability and statistics.

Introductory Discrete Mathematics - V. K. Balakrishnan 1996-01-01

This concise, undergraduate-level text focuses on combinatorics, graph theory with applications to some standard network optimization problems, and algorithms. Geared toward mathematics and computer science majors, it emphasizes applications, offering more than 200 exercises to help students test their grasp of the material and providing answers to selected exercises. 1991 edition.

Relations and Graphs - Gunther Schmidt 2012-12-06

Relational methods can be found at various places in computer science, notably in data base theory, relational semantics of concurrency, relationaltype theory, analysis of rewriting systems, and modern programming language design. In addition, they appear in algorithms analysis and in the bulk of discrete mathematics taught to computer scientists. This book is devoted to the background of these methods. It explains how to use relational and graph-theoretic methods systematically in computer science. A powerful formal framework of relational algebra is developed with respect to applications to a diverse range of problem areas. Results are first motivated by practical examples, often visualized by both Boolean 0-1-matrices and graphs, and then derived algebraically.

Applied Discrete Structures - Ken Levasseur 2012-02-25

Applied Discrete Structures, is a two semester undergraduate text in

discrete mathematics, focusing on the structural properties of mathematical objects. These include matrices, functions, graphs, trees, lattices and algebraic structures. The algebraic structures that are discussed are monoids, groups, rings, fields and vector spaces. Website: <http://discretemath.org> Applied Discrete Structures has been approved by the American Institute of Mathematics as part of their Open Textbook Initiative. For more information on open textbooks, visit <http://www.aimath.org/textbooks/>. This version was created using Mathbook XML (<https://mathbook.pugetsound.edu/>) Al Doerr is Emeritus Professor of Mathematical Sciences at UMass Lowell. His interests include abstract algebra and discrete mathematics. Ken Levasseur is a Professor of Mathematical Sciences at UMass Lowell. His interests include discrete mathematics and abstract algebra, and their implementation using computer algebra systems.

Essential Discrete Mathematics for Computer Science - Todd Feil 2003

This book introduces readers to the mathematics of computer science and prepares them for the math they will encounter in other college courses. It includes applications that are specific to computer science, helps learners to develop reasoning skills, and provides the fundamental mathematics necessary for computer scientists. Chapter topics include sets, functions and relations, Boolean algebra, natural numbers and induction, number theory, recursion, solving recurrences, counting, matrices, and graphs. For computer scientists and the enhancement of programming skills.

Discrete Mathematics with Computer Science Applications - Romualdas Skvarcius 1986

Discrete Mathematics For Computer Scientists - Stein Clifford 2010-09

Discrete Mathematics and Computing - Malik Magdon-Ismail 2019-12-14

This text is a semester course in the basic mathematical and theoretical foundations of computer science.

Students who make heavy use of computing should learn these foundations well, setting a base for a follow-on course in algorithms. A solid theoretical and algorithmic foundation in computer science sets the stage for developing good programs, programs that work, always and efficiently. Each chapter is a lecture that has been taught as such. Part I starts with basic logic, proofs and discrete mathematics, including: induction, recursion, summation, asymptotics and number theory. We then continue with graphs, counting and combinatorics, and wrap up the coverage of discrete mathematics with discrete probability. Part II presents the blockbuster application of discrete mathematics: the digital computer and a theory of computing. The goal is to understand what a computer can and cannot do. We start small, with automata, and end big with Turing Machines. Our approach is Socratic. The reader is encouraged to participate actively in the learning process by doing the quizzes and exercises that are liberally sprinkled through the text. The pace and level is appropriate for readers with one year of training in programming and calculus (college sophomores).

Discrete Mathematics - Oscar Levin 2018-12-31

Note: This is the 3rd edition. If you need the 2nd edition for a course you are taking, it can be found as a "other format" on amazon, or by searching its isbn: 1534970746 This gentle introduction to discrete mathematics is written for first and second year math majors, especially those who intend to teach. The text began as a set of lecture notes for the discrete mathematics course at the University of Northern Colorado. This course serves both as an introduction to topics in discrete math and as the "introduction to proof" course for math majors. The course is usually taught with a large amount of student inquiry, and this text is written to help facilitate this. Four main topics are covered: counting, sequences, logic, and graph theory. Along the way proofs are

introduced, including proofs by contradiction, proofs by induction, and combinatorial proofs. The book contains over 470 exercises, including 275 with solutions and over 100 with hints. There are also Investigate! activities throughout the text to support active, inquiry based learning. While there are many fine discrete math textbooks available, this text has the following advantages: It is written to be used in an inquiry rich course. It is written to be used in a course for future math teachers. It is open source, with low cost print editions and free electronic editions. This third edition brings improved exposition, a new section on trees, and a bunch of new and improved exercises. For a complete list of changes, and to view the free electronic version of the text, visit the book's website at discrete.openmathbooks.org
Mathematical Structures for Computer Science - Judith L. Gersting
2014-01-01

Judith Gersting's *Mathematical Structures for Computer Science* has long been acclaimed for its clear presentation of essential concepts and its exceptional range of applications relevant to computer science majors. Now with this new edition, it is the first discrete mathematics textbook revised to meet the proposed new ACM/IEEE standards for the course.

Introductory Discrete Mathematics - V. K . Balakrishnan 2012-04-30
This concise, undergraduate-level text focuses on combinatorics, graph theory with applications to some standard network optimization problems, and algorithms. More than 200 exercises, many with complete solutions. 1991 edition.

Mathematics of Discrete Structures for Computer Science - Gordon J. Pace
2012-09-13

Mathematics plays a key role in computer science, some researchers would consider computers as nothing but the physical embodiment of mathematical systems. And whether you are designing a digital circuit, a computer program or a new programming language, you need mathematics to be

able to reason about the design -- its correctness, robustness and dependability. This book covers the foundational mathematics necessary for courses in computer science. The common approach to presenting mathematical concepts and operators is to define them in terms of properties they satisfy, and then based on these definitions develop ways of computing the result of applying the operators and prove them correct. This book is mainly written for computer science students, so here the author takes a different approach: he starts by defining ways of calculating the results of applying the operators and then proves that they satisfy various properties. After justifying his underlying approach the author offers detailed chapters covering propositional logic, predicate calculus, sets, relations, discrete structures, structured types, numbers, and reasoning about programs. The book contains chapter and section summaries, detailed proofs and many end-of-section exercises -- key to the learning process. The book is suitable for undergraduate and graduate students, and although the treatment focuses on areas with frequent applications in computer science, the book is also suitable for students of mathematics and engineering.

Discrete Mathematics for Computer Science - Angela B. Shiflet 1987

Lectures On Discrete Mathematics For Computer Science - Khoussainov Bakhadyr M 2012-03-21

This textbook presents fundamental topics in discrete mathematics introduced from the perspectives of a pure mathematician and an applied computer scientist. The synergy between the two complementary perspectives is seen throughout the book; key concepts are motivated and explained through real-world examples, and yet are still formalized with mathematical rigor. The book is an excellent introduction to discrete mathematics for computer science, software engineering, and mathematics students. The first author is a leading mathematician in the

area of logic, computability, and theoretical computer science, with more than 25 years of teaching and research experience. The second author is a computer science PhD student at the University of Washington specializing in database systems. The father-and-daughter team merges two different views to create a unified book for students interested in learning discrete mathematics, the connections between discrete mathematics and computer science, and the mathematical foundations of computer science. Readers will learn how to formally define abstract concepts, reason about objects (such as programs, graphs and numbers), investigate properties of algorithms, and prove their correctness. The textbook studies several well-known algorithmic problems including the path problem for graphs and finding the greatest common divisor, inductive definitions, proofs of correctness of algorithms via loop invariants and induction, the basics of formal methods such as propositional logic, finite state machines, counting, probability, as well as the foundations of databases such as relational calculus.

Discrete Mathematics for Computer Science - Gary Haggard 2005

Master the fundamentals of discrete mathematics with DISCRETE MATHEMATICS FOR COMPUTER SCIENCE with Student Solutions Manual CD-ROM! An increasing number of computer scientists from diverse areas are using discrete mathematical structures to explain concepts and problems and this mathematics text shows you how to express precise ideas in clear mathematical language. Through a wealth of exercises and examples, you will learn how mastering discrete mathematics will help you develop important reasoning skills that will continue to be useful throughout your career.

Fundamentals of Discrete Math for Computer Science - Tom Jenkyns
2012-10-16

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 - Jean Gallier
2011-02-01

This book gives an introduction to discrete mathematics for beginning undergraduates. One of original features of this book is that it begins with a presentation of the rules of logic as used in mathematics. Many examples of formal and informal proofs are given. With this logical framework firmly in place, the book describes the major axioms of set theory and introduces the natural numbers. The rest of the book is more standard. It deals with functions and relations, directed and undirected graphs, and an introduction to combinatorics. There is a section on public key cryptography and RSA, with complete proofs of Fermat's little theorem and the correctness of the RSA scheme, as well as explicit algorithms to perform modular arithmetic. The last chapter provides more graph theory. Eulerian and Hamiltonian cycles are discussed. Then, we study flows and tensions and state and prove the max flow min-cut theorem. We also discuss matchings, covering, bipartite graphs.

Discrete Mathematics for Computer Scientists - Joe L. Mott 1983

Provides computer science students

with a foundation in discrete mathematics using relevant computer science applications.

A User-friendly Introduction to Discrete Mathematics for Computer Science - Willem Labuschagne 1993

What mathematical skills do you need to understand computers and the problems they can solve? This book introduces the basic ideas of set theory, logic and combinatorics. Intended for those who work alone and whose experiences of mathematics have in the past perhaps been somewhat intimidating, the book adopts an informal tone and chats to the reader as a well-informed friend might. In addition to its treatment of mathematical topics, it draws the attention of the reader to general patterns of thought, some of which constitute useful problem-solving skills that may be used in other domains.

Essential Discrete Mathematics for Computer Science - Harry Lewis 2019-03-19

Discrete mathematics is the basis of much of computer science, from algorithms and automata theory to combinatorics and graph theory. *Essential Discrete Mathematics for Computer Science* aims to teach mathematical reasoning as well as concepts and skills by stressing the art of proof. It is fully illustrated in color, and each chapter includes a concise summary as well as a set of exercises.

Foundations of Discrete Mathematics with Algorithms and Programming - R. Balakrishnan 2018-10-26

Discrete Mathematics has permeated the whole of mathematics so much so it has now come to be taught even at the high school level. This book presents the basics of Discrete Mathematics and its applications to day-to-day problems in several areas. This book is intended for undergraduate students of Computer Science, Mathematics and Engineering. A number of examples have been given to enhance the understanding of concepts. The programming languages used are Pascal and C.

Discrete Mathematics in Computer Science - Donald F. Stanat 1977

Discrete Mathematics for Computer Science - Kenneth Bogart 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 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.

A Beginner's Guide to Discrete Mathematics - W.D. Wallis 2011-10-08
 Wallis's book on discrete mathematics is a resource for an introductory course in a subject fundamental to both mathematics and computer science, a course that is expected not only to cover certain specific topics but also to introduce students to important modes of thought specific to each discipline . . . Lower-division undergraduates through graduate students. -Choice reviews (Review of the First Edition) Very appropriately entitled as a 'beginner's guide', this textbook presents itself as the first exposure to discrete mathematics and rigorous proof for the mathematics or computer science student. -Zentralblatt Math (Review of the First Edition) This second edition of *A Beginner's Guide to Discrete Mathematics* presents a detailed guide to discrete mathematics and its relationship to other mathematical subjects including set theory, probability, cryptography, graph theory, and number theory. This textbook has a distinctly applied orientation and explores a variety of applications. Key Features of the second edition: * Includes a new chapter on the theory of voting as well as numerous new examples and exercises throughout the book * Introduces functions, vectors, matrices, number systems, scientific notations, and the representation of

numbers in computers * Provides examples which then lead into easy practice problems throughout the text and full exercise at the end of each chapter * Full solutions for practice problems are provided at the end of the book This text is intended for undergraduates in mathematics and computer science, however, featured special topics and applications may also interest graduate students.

Discrete Mathematics For Computer Scientist - Ali 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 mathematic 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 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 Using a Computer - Cordelia Hall 2013-04-17

Several areas of mathematics find application throughout computer science, and all students of computer science need a practical working understanding of them. These core subjects are centred on logic, sets, recursion, induction, relations and functions. The material is often called discrete mathematics, to distinguish it from the traditional topics of continuous mathematics such as integration and differential equations. The central theme of this book is the connection between computing and discrete mathematics. This connection is useful in both directions:

- Mathematics is used in many branches of computer science, in applications including program specification, data structures, design and analysis of algorithms, database systems, hardware design, reasoning about the correctness of implementations, and much more;
- Computers can help to make the mathematics easier to learn and use, by making mathematical terms executable, making abstract concepts more concrete, and through the use of software tools such as proof checkers. These connections are emphasised throughout the book. Software tools (see Appendix A) enable the computer to serve as a calculator, but instead of just doing arithmetic and trigonometric functions, it will be used to calculate with sets, relations, functions, predicates and inferences. There are also special software tools, for example a proof checker for logical proofs using natural deduction.

Mathematics for Machine Learning -

Marc Peter Deisenroth 2020-04-23

The fundamental mathematical tools needed to understand machine learning include linear algebra, analytic geometry, matrix decompositions, vector calculus, optimization, probability and statistics. These topics are traditionally taught in

disparate courses, making it hard for data science or computer science students, or professionals, to efficiently learn the mathematics. This self-contained textbook bridges the gap between mathematical and machine learning texts, introducing the mathematical concepts with a minimum of prerequisites. It uses these concepts to derive four central machine learning methods: linear regression, principal component analysis, Gaussian mixture models and support vector machines. For students and others with a mathematical background, these derivations provide a starting point to machine learning texts. For those learning the mathematics for the first time, the methods help build intuition and practical experience with applying mathematical concepts. Every chapter includes worked examples and exercises to test understanding. Programming tutorials are offered on the book's web site.

Discrete Mathematics in the Schools -

Joseph G. Rosenstein 1997

A collection of articles written by experienced primary, secondary, and collegiate educators. It explains why discrete mathematics should be taught in K-12 classrooms and offers guidance on how to do so. It offers school and district curriculum leaders material that addresses how discrete mathematics can be introduced into their curricula.

Discrete Mathematics for Computing -

Peter Grossman 2008-12-16

For first-year undergraduate computing students with very little mathematical background, this is a low-level introductory text which takes the topics at a gentle pace, covering all the essential material that forms the background for studies in computing and information systems.

Discrete Math for Computer Science

Students - Stahl Zsolt 2016-08-28

Discrete Mathematics for Computer Science Students emphasizes mathematical definitions and proofs as well as applicable methods. Topics include formal logic notation, proof methods; induction, well-ordering; sets, relations; elementary graph theory; integer congruences; asymptotic notation and growth of

functions; permutations and combinations, counting principles; discrete probability. Further selected topics may also be covered, such as recursive definition and structural induction; state machines and invariants; recurrences; generating functions.

Practical Discrete Mathematics - Ryan T. White 2021-02-22

A practical guide simplifying discrete math for curious minds and demonstrating its application in solving problems related to software development, computer algorithms, and data science

Key Features Apply the math of countable objects to practical problems in computer science Explore modern Python libraries such as scikit-learn, NumPy, and SciPy for performing mathematics Learn complex statistical and mathematical concepts with the help of hands-on examples and expert guidance

Book Description Discrete mathematics deals with studying countable, distinct elements, and its principles are widely used in building algorithms for computer science and data science. The knowledge of discrete math concepts will help you understand the algorithms, binary, and general mathematics that sit at the core of data-driven tasks. *Practical Discrete Mathematics* is a comprehensive introduction for those who are new to the mathematics of countable objects. This book will help you get up to speed with using discrete math principles to take your computer science skills to a more advanced level. As you learn the language of discrete mathematics, you'll also cover methods crucial to studying and describing computer science and machine learning objects and algorithms. The chapters that follow will guide you through how memory and CPUs work. In addition to this, you'll understand how to analyze data for useful patterns, before finally exploring how to apply math concepts in network routing, web searching, and data science. By the end of this book, you'll have a deeper understanding of discrete math and its applications in computer science, and be ready to work on real-world

algorithm development and machine learning. What you will learn

Understand the terminology and methods in discrete math and their usage in algorithms and data problems

Use Boolean algebra in formal logic and elementary control structures

Implement combinatorics to measure computational complexity and manage memory allocation

Use random variables, calculate descriptive statistics, and find average-case computational complexity

Solve graph problems involved in routing, pathfinding, and graph searches, such as depth-first search

Perform ML tasks such as data visualization, regression, and dimensionality reduction

Who this book is for This book is for computer scientists looking to expand their knowledge of discrete math, the core topic of their field. University students looking to get hands-on with computer science, mathematics, statistics, engineering, or related disciplines will also find this book useful. Basic Python programming skills and knowledge of elementary real-number algebra are required to get started with this book.

Discrete Mathematics for Computer Science - Jon Pierre Fortney 2020-12-24

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.

Discrete Math / Computer Science - John Schlipf 2006

Connecting Discrete Mathematics and Computer Science - David Liben-Nowell 2022-08-04

An approachable textbook connecting the mathematical foundations of computer science to broad-ranging and compelling applications throughout the field.

Logic And Discrete Mathematics: A Computer Science Perspective - Grassmann 2007-09