Course Background

(Why you're here and what you learned to get here)



What is Discrete Math?

Definition: <u>*Discrete Mathematics*</u>

Discrete Mathematics is the study of collections of distinct objects

Contrast this with "the calculus", which was developed by Newton and Leibniz to study objects in motion. As a result:

- Calculus tends to focus on real values
- Discrete Mathematics tends to focus on integer values

Sample Discrete Math Topics

Topics that fall under the umbrella of discrete math:

- Integral Functions and Relations
- Matrix Operations and Representations
- Sets
- Sequences and Summations
- Discrete Probability
- Counting (Permutations/Combinations, Recurrence Relations)

To understand those, you also need:

- First-Order logic
- Logical Arguments
- Proof Techniques
- ... and a fair amount of pre-calculus mathematics

How Discrete Math Relates to CS

Discrete Structures is an ACM/IEEE core curriculum topic

 See <u>https://www.acm.org/binaries/content/assets/education/</u> <u>cs2013_web_final.pdf</u>

DM topics underlie much of Computer Science, including:

- Logic -> Knowledge Representation, Reasoning, Natural Language Processing, Computer Architecture
- **Proof Techniques** -> Algorithm Design, Code Verification
- **Relations** -> Database Systems
- Functions -> Hashing, Programming Languages
- **Recurrence Relations** -> Recursive Algorithm Analysis
- Probability -> Algorithm Design, Simulation

Mathematical concepts, including, but not limited to:

Fractions

Common Fractional Equivalencies:

(a)
$$\frac{x}{z} + \frac{y}{z} = \frac{x+y}{z}$$
 (b) $\frac{x}{z} - \frac{y}{z} = \frac{x-y}{z}$ (c) $\frac{x}{z}\frac{y}{z} = \frac{xy}{z^2}$ (d) $\frac{\frac{x}{z}}{\frac{y}{z}} = \frac{x}{y}$
(e) $\frac{x}{w} + \frac{y}{z} = \frac{xz+yw}{wz}$ (f) $\frac{x}{w} - \frac{y}{z} = \frac{xz-yw}{wz}$ (g) $\frac{x}{w}\frac{y}{z} = \frac{xy}{wz}$ (h) $\frac{\frac{x}{w}}{\frac{y}{z}} = \frac{xz}{wy}$

Mathematical concepts, including, but not limited to:

- Fractions
- Rational Numbers

Definition: <u>Rational Number</u>

A value that can be expressed as the ratio of two integers

Mathematical concepts, including, but not limited to:

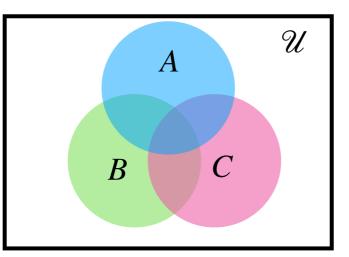
- Fractions
- Rational Numbers
- Basics of Sets

Definition: <u>Set</u>

An unordered collection of unique objets. $S = \{x_1, x_2, ...\}$ Notation: $s \in S$, \emptyset , \mathcal{U} , $\{x \mid f(x) \text{ is true}\}$

Other Definitions: Union, Intersection, Difference, Complement, Cardinality

Venn Diagrams:



Notations for Sets of Values

 \mathbb{Z} $\mathbb{Z}^+, \mathbb{N}^+$ $\mathbb{Z}^*, \mathbb{N}_0$ \mathbb{Z}^{even} \mathbb{Z}^{odd} $\frac{\mathbb{Q}}{\mathbb{Q}}$ \mathbb{R}

All integers All positive integers All non-negative integers $\{0, 1, 2, 3, \dots\}$ Even integers Odd integers Rational numbers Irrational Numbers The real values

 $\{\ldots, -2, -1, 0, 1, 2, \ldots\}$ $\{1, 2, 3, \dots\}$ $\{\ldots, -4, -2, 0, 2, 4, \ldots\}$ $\{\ldots, -3, -1, 1, 3, \ldots\}$ $\frac{a}{b}, a, b \in \mathbb{Z}, b \neq 0$ $\{i | i \notin \mathbb{Q}\}$ $\{\mathbb{Q}\cup\overline{\mathbb{Q}}\}\$

Note: Avoid the term "natural numbers" and the symbol \mathbb{N}

Mathematical concepts, including, but not limited to:

- Fractions
- Rational Numbers
- Basics of Sets
- Associative, Commutative, Distributive, and Transitive Laws

Definitions: Associative, Commutative, Distributive, and Transitive

Mathematical concepts, including, but not limited to:

- Fractions
- Rational Numbers
- Basics of Sets
- Associative, Commutative, Distributive, and Transitive Laws
- Properties of Inequalities

Rules for adding/subtracting, multiplying/dividing

Mathematical concepts, including, but not limited to:

- Fractions
- Rational Numbers
- Basics of Sets
- Associative, Commutative, Distributive, and Transitive Laws
- Properties of Inequalities
- Summation and Product Notation

$$\sum_{i=0}^{k} s(i) \qquad \qquad \prod_{i=0}^{k} s(i)$$

Mathematical concepts, including, but not limited to:

- Fractions
- Rational Numbers
- Basics of Sets
- Associative, Commutative, Distributive, and Transitive Laws
- Properties of Inequalities
- Summation and Product Notation
- Integer Division (Modulo, Divides, Congruences)

Definition: <u>*Division*</u>

(Our standard definition of division, denoted a/b)

Definition: <u>Integer Division</u>

Integer division, denoted $a \ b$, returns the integer m such that $a = m \cdot b + r$ where r is the remainder

Examples:

- $10\4 = 2, 10 = 2 * 4 + 2$
- $1 \le 1 \le 0$, 1 = 0 * 5 + 1
- $13\backslash 5$ $13\backslash 5 = 2$, 13 = 2*5+3

Definition: <u>Modulo</u>

Denoted by % or **mod**, the modulus operator gives the remainder of an integer division. This is expressed as a % b = r, where *r* is the remainder when *a* is divided by *b*. In other words, $a = m \cdot b + r$, $(a, b, r, m) \in \mathbb{Z}$

Examples:

- 10%4 10%4 = 2, 10 = 2*4+2
- $1 \mod 5$ $1 \mod 5 = 1$, 1 = 0 * 5 + 1
- 13%5 13%5 = 3, 13 = 2*5+3

Definition: <u>Congruency</u>

a is congruent to *b* modulo *m*, denoted $a \equiv b \mod m$, if a % m = b % m, or (a - b) % m = 0.

In other words:

If
$$a \% m = r_1$$
 and $b \% m = r_2$, then $r_1 = r_2$

From here, we get the second form((a - b) % m = 0):

Let
$$a = c \cdot m + r$$
 and $b = d \cdot m + r$ where $r = r_1 = r_2$
So $a - b = c \cdot m + r - (d \cdot m + r) = (c - d) \cdot m$ which is

clearly divisible by *m*

Definition: <u>Congruency</u>

a is congruent to *b* modulo *m*, denoted $a \equiv b \mod m$, if a % m = b % m, or (a - b) % m = 0.

Examples:

- Is $10 \equiv 4 \mod 3$? **True!** 10%3 = 1 (10 = 3*3 + 1) 4%3 = 1 (4 = 3*1 + 1)(10-4)%3 = 0
- Is $-3 \equiv 3 \mod 5$ False.

 $-3\%5 = 2 \quad (-3 = -1*5+2)$ $3\%5 = 3 \quad (3 = 5*0+3)$ $(-3-3)\%5 \neq 0$

Definition: <u>*Divides*</u>

The "divides" operator, denoted $a \mid b$, returns **True** if b % a = 0 and **False** otherwise.

Examples:

• 6 | 12 12% 6 = 0, so it is **True**

• 12 | 6 6 % 12 = 6, so it is **False**

• 4 | 10 10% 4 = 2, so it is **False**

Playposit Question:

Which of the following are **True**:

- A. 5|10
- B. 10|5
- C. 5%3 = 1
- D. $5 \setminus 3 = 1$
- E. $13 \equiv 7 \mod 3$

Mathematical concepts, including, but not limited to:

• Even and Odd Integers

Definition: *Even*

An integer *n* is even if there exists an integer *k* such that n = 2k

Definition: <u>Odd</u>

An integer *n* is odd if there exists an integer *k* such that n = 2k + 1

Mathematical concepts, including, but not limited to:

- Even and Odd Integers
- Logarithms and Exponents

Laws of Logarithms and Exponents

(a)
$$w^{x+y} = w^x w^y$$

(b) $(w^x)^y = w^{xy}$
(c) $v^x w^x = (vw)^x$
(d) $\frac{w^x}{w^y} = w^{x-y}$
(e) $\frac{v^x}{w^x} = (\frac{v}{w})^x$
(f) $\log_b(x^y) = y \log_b x$
(g) $\log_b(xy) = \log_b x + \log_b y$
(h) $\log_b(\frac{x}{y}) = \log_b x - \log_b y$
(j) $\log_a x = \frac{\log_b x}{\log_b a}$
(k) If $b^y = x$, then $\log_b x = y$

Mathematical concepts, including, but not limited to:

- Even and Odd Integers
- Logarithms and Exponents
- Working with Quadratic Equations

Definitions: Quadratic equations, Factoring Quadratic Equations, Quadratic Formula

Mathematical concepts, including, but not limited to:

- Even and Odd Integers
- Logarithms and Exponents
- Working with Quadratic Equations
- Positional Number Systems

Decimal: Base 10, Digits 0-9

Binary: Base 2, Digits 0,1

Octal: Base 8, Digits 0-7

Hexadecimal: Base 16, Digits 0-9, A-F

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- Integer Division (Modulo, Divides, Congruences)
- Even and Odd Integers
- Logarithms and Exponents
- Working with Quadratic Equations
- Positional Number Systems

Read the Math Review handout on the course website

Homework 1

- Due **THIS** Friday (6/11) at 11:59pm MST
 - Intended to be refresher on these math topics
 - If you are not comfortable with these topics, read the math review excerpt from Dr. McCann's book, found on the webpage.