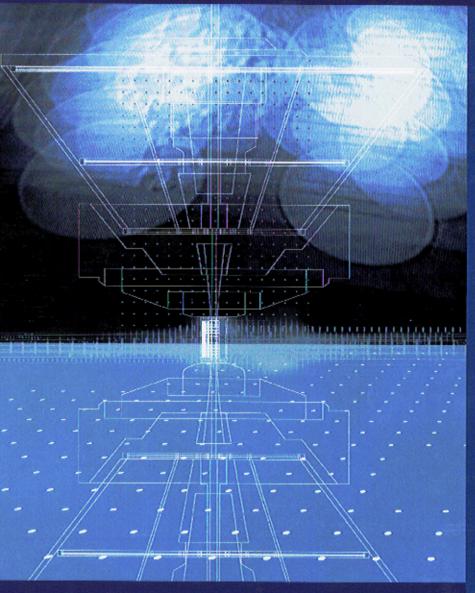
Discrete Mathematics for Computer Science

Gary Haggard John Schlipf Sue Whitesides



Contents

CHAPTER 1		
Sets, Proof Templates, and Induction		
1.1	Basic Definitions 1 1.1.1 Describing Sets Mathematically 2 1.1.2 Set Membership 4 1.1.3 Equality of Sets 4 1.1.4 Finite and Infinite Sets 5 1.1.5 Relations Between Sets 5 1.1.6 Venn Diagrams 7	
1.2	1.1.7 Templates 8 Exercises 13	
1.3	Operations on Sets 15 1.3.1 Union and Intersection 15 1.3.2 Set Difference, Complements, and DeMorgan's Laws 20 1.3.3 New Proof Templates 26 1.3.4 Power Sets and Products 28 1.3.5 Lattices and Boolean Algebras 28	
1.4	Exercises 31	
1.5	The Principle of Inclusion-Exclusion 34 1.5.1 Finite Cardinality 34 1.5.2 Principle of Inclusion-Exclusion for Two Sets 36 1.5.3 Principle of Inclusion-Exclusion for Three Sets 37 1.5.4 Principle of Inclusion-Exclusion for Finitely Many Sets 41	
1.6	Exercises 42	

vii

1.7	Mathematical Induction 45 1.7.1 A First Form of Induction 45 1.7.2 A Template for Constructing Proofs by Induction 49 1.7.3 Application: Fibonacci Numbers 51 1.7.4 Application: Size of a Power Set 53 1.7.5 Application: Geometric Series 54	
1.8	Program Correctness 56 1.8.1 Pseudocode Conventions 56 1.8.2 An Algorithm to Generate Perfect Squares 58 1.8.3 Two Algorithms for Computing Square Roots 58	
1.9	Exercises 62	
1.10	Strong Form of Mathematical Induction 1.10.1 Using the Strong Form of Mathematical Induction 1.10.2 Application: Algorithm to Compute Powers 72 1.10.3 Application: Finding Factorizations 75 1.10.4 Application: Binary Search 77	
1.11	Exercises 79	
1.12	Chapter Review 81 1.12.1 Summary 82 1.12.2 Starting to Review 84 1.12.3 Review Questions 85 1.12.4 Using Discrete Mathematics in Computer Science 87	
CHAPTER	2	
Formal Log	gic	89
2.1	Introduction to Propositional Logic 89 2.1.1 Formulas 92 2.1.2 Expression Trees for Formulas 94 2.1.3 Abbreviated Notation for Formulas 97 2.1.4 Using Gates to Represent Formulas 98	
2.2	Exercises 99	
2.3	Truth and Logical Truth 102 2.3.1 Tautologies 106	

	2.3.2	Substitutions into Tautologies 109
	2.3.3	Logically Valid Inferences 109
	2.3.4	Combinatorial Networks 112
	2.3.5	Substituting Equivalent Subformulas 114
	2.3.6	Simplifying Negations 115
2.4	Exe	rcises 116
2.5	Nor	mal Forms 121
	2.5.1	Disjunctive Normal Form 122
	2.5.2	Application: DNF and Combinatorial Networks 124
	2.5.3	Conjunctive Normal Form 125
	2.5.4	Application: CNF and Combinatorial Networks 127
	2.5.5	Testing Satisfiability and Validity 127
	2.5.6	The Famous $P \neq NP$ Conjecture 129
	2.5.7	Resolution Proofs: Automating Logic 129
2.6	Exe	rcises 131
2.7	Pred	licates and Quantification 134
	2.7.1	Predicates 135
	2.7.2	Quantification 135
	2.7.3	Restricted Quantification 136
	2.7.4	Nested Quantifiers 137
	2.7.5	Negation and Quantification 138
	2.7.6	Quantification with Conjunction and Disjunction 139
	2.7.7	Application: Loop Invariant Assertions 141
2.8	Exer	cises 143
2.9	Cha	oter Review 147
	2.9.1	Summary 148
	2.9.2	Starting to Review 149
	2.9.3	Review Questions 150
	2.9.4	Using Discrete Mathematics in Computer Science 15
ER	3	

Relations

Contents		
3.2	Operations on Binary Relations 163 3.2.1 Inverses 163 3.2.2 Composition 165	
3.3	Exercises 166	
3.4	Special Types of Relations 167 3.4.1 Reflexive and Irreflexive Relations 168 3.4.2 Symmetric and Antisymmetric Relations 169 3.4.3 Transitive Relations 172 3.4.4 Reflexive, Symmetric, and Transitive Closures 173 3.4.5 Application: Transitive Closures in Medicine and Engineering 176	
3.5	Exercises 178	
3.6	Equivalence Relations 181 3.6.1 Partitions 183 3.6.2 Comparing Equivalence Relations 186	
3.7	Exercises 188	
3.8	Ordering Relations 191 3.8.1 Partial Orderings 191 3.8.2 Linear Orderings 194 3.8.3 Comparable Elements 196 3.8.4 Optimal Elements in Orderings 196 3.8.5 Application: Finding a Minimal Element 198 3.8.6 Application: Embedding a Partial Order 200	
3.9	Exercises 201	
3.10	Relational Databases: An Introduction 202 3.10.1 Storing Information in Relations 203 3.10.2 Relational Algebra 204	
3.11	I Exercises 211	
3.12	2 Chapter Review 212 3.12.1 Summary 213 3.12.2 Starting to Review 215 3.12.3 Review Questions 216 3.12.4 Using Discrete Mathematics in Computer Science 217	

219

CHAPTER 4

	<u> </u>	
unctions		
4.1	 Basic Definitions 219 4.1.1 Functions as Rules 221 4.1.2 Functions as Sets 222 4.1.3 Recursively Defined Functions 224 4.1.4 Graphs of Functions 225 4.1.5 Equality of Functions 226 4.1.6 Restrictions of Functions 228 4.1.7 Partial Functions 229 4.1.8 1-1 and Onto Functions 231 4.1.9 Increasing and Decreasing Functions 237 	
4.2	Exercises 239	
4.3	Operations on Functions 243 4.3.1 Composition of Functions 243 4.3.2 Inverses of Functions 245 4.3.3 Other Operations on Functions 248	
4.4	Sequences and Subsequences 248	
4.5		
4.6	The Pigeon-Hole Principle 253 4.6.1 k to 1 Functions 254 4.6.2 Proofs of the Pigeon-Hole Principle 255 4.6.3 Application: Decimal Expansion of Rational Numbers 257 4.6.4 Application: Problems with Divisors and Schedules 259 4.6.5 Application: Two Combinatorial Results 260	
4.7	Exercises 262	
4.8	Countable and Uncountable Sets 264 4.8.1 Countably Infinite Sets 266 4.8.2 Cantor's First Diagonal Argument 268 4.8.3 Uncountable Sets and Cantor's Second Diagonal Argument 270 4.8.4 Cardinalities of Power Sets 273	

4.9 Exercises 273

4.10	Chapter	Review	275
------	---------	--------	-----

- 4.10.1 Summary 275
- 4.10.2 Starting to Review 277
- 4.10.3 Review Questions 279
- 4.10.4 Using Discrete Mathematics in Computer Science 280

Analysis of Algorithms

283

- 5.1 Comparing Growth Rates of Functions 284
 - 5.1.1 A Measure for Comparing Growth Rates 284
 - 5.1.2 Properties of Asymptotic Domination 289
 - 5.1.3 Polynomial Functions 291
 - 5.1.4 Exponential and Logarithmic Functions 293
- **5.2** Exercises 296
- 5.3 Complexity of Programs 298
 - 5.3.1 Counting Statements 300
 - 5.3.2 Two Algorithms Illustrating Selection 302
 - 5.3.3 An Algorithm Illustrating Repetition 304
 - 5.3.4 An Algorithm Illustrating Nested Repetition 307
 - 5.3.5 Time Complexity of an Algorithm 308
 - 5.3.6 Variants on the Definition of Complexity 311
- 5.4 Exercises 313
- 5.5 Uncomputability 316
 - 5.5.1 The Halting Problem 318
- 5.6 Chapter Review 321
 - 5.6.1 Summary 321
 - 5.6.2 Starting to Review 322
 - 5.6.3 Review Questions 322
 - 5.6.4 Using Discrete Mathematics in Computer Science 323

331

CHAPTER	R b
Graph The	ory
6.1	Introduction to Graph Theory 331 6.1.1 Definitions 334 6.1.2 Subgraphs 336
6.2	The Handshaking Problem 338
6.3	Paths and Cycles 340 6.3.1 Hamiltonian Cycles 341
6.4	Graph Isomorphism 345
6.5	Representation of Graphs ,346 6.5.1 Adjacency Matrix 346 6.5.2 Adjacency Lists 347
6.6	Exercises 348
6.7	Connected Graphs 352 6.7.1 The Relation CONN 352 6.7.2 Depth First Search 354 6.7.3 Complexity of Dfs 357 6.7.4 Breadth First Search 357 6.7.5 Finding Connected Components 359
6.8	The Königsberg Bridge Problem 361 6.8.1 Graph Tracing 365
6.9	Exercises 367
6.10	Trees 370 6.10.1 Definition of Trees 371 6.10.2 Characterization of Trees 372
6.11	Spanning Trees 374 6.11.1 Kruskal's Algorithm 374 6.11.2 Correctness of Kruskal's Algorithm 375 6.11.3 Kruskal's Algorithm for Weighted Graphs 376 6.11.4 Correctness of Kruskal's Weighted Graph Algorithm 378

6.12 Rooted Trees 378 6.12.1 Binary Trees 380 6.12.2 Binary Search Trees 382 6.12.3 Tree Traversals 385 6.12.4 Application: Decision Trees 387
6.13 Exercises 389
 6.14 Directed Graphs 392 6.14.1 Basic Definitions 393 6.14.2 Directed Trails, Paths, Circuits, and Cycles 394 6.14.3 Directed Graph Isomorphism 394
6.15 Application: Scheduling a Meeting Facility 394 6.15.1 WAITFOR Graphs 396
 6.16 Finding a Cycle in a Directed Graph 397 6.16.1 Directed Cycle Detection Algorithm 397 6.16.2 Correctness of Directed Cycle Detection 398
6.17 Priority in Scheduling 3996.17.1 Algorithm for Topological Sort 4006.17.2 Correctness of Topological Sort Algorithm 401
6.18 Connectivity in Directed Graphs 402 6.18.1 Strongly Connected Directed Graphs 402 6.18.2 Application: Designing One-Way Street Grids 404
6.19 Eulerian Circuits in Directed Graphs 405
6.20 Exercises 406
 6.21 Chapter Review 409 6.21.1 Summary 409 6.21.2 Starting to Review 411 6.21.3 Review Questions 413 6.21.4 Using Discrete Mathematics in Computer Science 416

Counting and Combinatorics

7.1 Traveling Salesperson's Problem 421

7.2	Cou	nting Principles 423
	7.2.1	The Multiplication Principle 424
	7.2.2	Addition Principle 426
7.3	Set	Decomposition Principle 428
	7.3.1	Counting the Complement 429
	7.3.2	Using the Pigeon-Hole Principle 430
	7.3.3	Application: UNIX Logon Passwords 432
7.4	Exe	rcises 433
7.5	Permutations and Combinations 436	
	7.5.1	Permutations 436
	7.5.2	Linear Arrangements 437
	7.5.3	Circular Permutations 439
	7.5.4	Combinations 440
	7.5.5	Poker Hands 441
	7.5.6	Counting the Complement 443
	7.5.7	Decomposition into Subproblems 444
7.6	Con	structing the kth Permutation 446
7.7	Exer	cises 448
7.8	Cou	nting with Repeated Objects 451
	7.8.1	Permutations with Repetitions 452

Combinations with Repetitions 455 7.9 Combinatorial Identities 457 7.9.1 Binomial Coefficients 459

7.9.2 Multinomials 462

7.10 Pascal's Triangle 463

7.11 Exercises 465

7.12 Chapter Review 469

7.12.1 Summary 470

7.12.2 Starting to Review

7.12.3 Review Questions 471

7.12.4 Using Discrete Mathematics in Computer Science 472

Discrete Pro	obability
--------------	-----------

475

- 8.1 Ideas of Chance in Computer Science 475
 - 8.1.1 Introductory Examples 476
 - 8.1.2 Basic Definitions 478
 - 8.1.3 Frequency Interpretation of Probability 480
 - 8.1.4 Introductory Example Reconsidered 480
 - 8.1.5 The Combinatorics of Uniform Probability Density 482
 - 8.1.6 Set Theory and the Probability of Events 484
- **8.2** Exercises 488
- 8.3 Cross Product Sample Spaces 491
 - 8.3.1 A Multiplication Principle 492
 - 8.3.2 The Cross Product of Sample Spaces 495
 - 8.3.3 Bernoulli Trial Processes 498
 - 8.3.4 Events of Cross Product Form 500
 - 8.3.5 Two Ways of Viewing Events 502
- 8.4 Exercises 505
- 8.5 Independent Events and Conditional Probability 507
 - 8.5.1 Independent Events 507
 - 8.5.2 Introduction to Conditional Probability 509
 - 8.5.3 Exploring Conditional Probability 512
 - 8.5.4 Using Bayes' Rule with the Theorem of Total Probability 514
- 8.6 Exercises 517
- 8.7 Discrete Random Variables 520
 - 8.7.1 Distributions of a Random Variable 520
 - 8.7.2 The Binomial Distribution 522
 - 8.7.3 The Hypergeometric Distribution 522
 - 8.7.4 Expectation of a Random Variable 524
 - 8.7.5 The Sum of Random Variables 526
- 8.8 Exercises 529
- 8.9 Variance, Standard Deviation, and the Law of Averages 530
 - 8.9.1 Variance and Standard Deviation 531
 - 8.9.2 Independent Random Variables 533

Contents	
Contents	XVII

549

8.11	1 Chapter Review 540 8.11.1 Summary 541 8.11.2 Starting to Review 542 8.11.3 Review Questions 543
СНАРТЕГ	8.11.4 Using Discrete Mathematics in Computer Science 545
Recurrence	Relations
9.1	The Tower of Hanoi Problem 549 9.1.1 Recurrence Relation for the Tower of Hanoi Problem 552 9.1.2 Solving the Tower of Hanoi Recurrence 552
9.2	Solving First-Order Recurrence Relations 554 9.2.1 Solving First-Order Recurrences Using Back Substitution 555
9.3	Exercises 558
9.4	Fibonacci Recurrence Relation 561 9.4.1 Second Order-Recurrence Relations 562 9.4.2 Solving the Fibonacci Recurrence 564 9.4.3 Rules for Solving Second-Order Recurrence Relations 566
9.5	Exercises 567
9.6	Divide and Conquer Paradigm 568
9.7	Binary Search 568 9.7.1 Correctness 569 9.7.2 Complexity 570
9.8	Merge Sort 571 9.8.1 Correctness 571 9.8.2 Example 572 9.8.3 Complexity 572
9.9	Multiplication of <i>n</i> -Bit Numbers 573
9.10	Divide-and-Conquer Recurrence Relations 576 9.10.1 Complexity of Divide-and-Conquer Recurrence Relations 579

8.10 Exercises 539

xviii Contents

- **9.11** Exercises 579
- 9.12 Chapter Review 580
 - 9.12.1 Summary 581
 - 9.12.2 Starting to Review 582
 - 9.12.3 Review Questions 582
 - 9.12.4 Using Discrete Mathematics in Computer Science 583

APPENDIX

Appendix A 587

Appendix B 591

Index 595