

CISC 1100/1400  
Structures of Comp. Sci./Discrete Structures  
Chapter 0  
Introduction

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Summer, 2017

# Welcome to CISC 1100/1400!

- A computer science course, seasoned with a soupçon of math.
- CISC 1100 and 1400: Count towards the mathematical and computational reasoning requirement of the Fordham Core Curriculum.
- CISC 1400: Required course in Computer Science and Information Science majors
- Also used occasionally as an elective.

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# Objective and desired outcomes

- Objective: To develop the necessary abstract reasoning abilities while learning to succeed in a mathematical and computer environment  
CISC 1400: Develop some of the math background needed in later CISC courses
- Desired outcomes:
  - Be able to analyze and understand common math notation
  - Be able to develop solutions to mathematical problems
  - Be able to use a well-defined methodology to reason about math
  - Be able to develop solution to multi-step reasoning problems

**Textbook** Lyons *et al.*, *Fundamentals of Discrete Structures*.  
Second Edition, 2012.

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**Website** <http://www.dsm.fordham.edu/~agw/structures>

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**Instructor** He would love to help you out. Take advantage of  
office hours and email!

# Things you really must know about

- Attendance** Really just short of mandatory. We are all busy people but I need to have you here for all 16 sessions. Unexcused absences or missing more than 4 classes will lower your course grade
- Homework** Expect to spend approximately 6 hours each week on work. We'll discuss each day's homework at the next class session. So either know it, or be ready to ask about it!
- Grading** As follows:

- Participation: 10%
- Homework: 30%

	CISC 1100	CISC 1400
Written homework	15%	20%
Computer projects	15%	10%

- Midterm exam: 30%
- Final exam: 30%

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**Computer projects** Are designed to be challenging but ultimately doable. Don't give up—I don't expect you to know how to do it from the gun but I expect you to work at them.

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**Academic integrity** In short: the work you do should be your own. You are only allowed help from authorized sources or when I explicitly permit it. You should read Fordham's **academic integrity policy** to know all your rights and all the rules

# What's discrete mathematics?

- **Continuous mathematics:** deals with objects that can take on a continuous (smooth) set of values (high school algebra, trigonometry, ...)
- **Discrete mathematics:** deals with objects that can only assume distinct, separated values
  - Sequences, sets
  - Logic
  - Relations, functions
  - Counting, probability
  - Graphs
- Useful for modeling many real-world objects (e.g., the Internet)
- Especially useful for computer problem solving
- Very practical!

# We start with sets

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  - The group of all students in our class is a set.
  - The group of all juniors in our class is a set.
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- Some sets are *disjoint*—they have no common elements. Example?
- Can do certain *operations* on sets (union, intersection, complement, ...)

- People like to see patterns.

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  - 1, 2, 6, 24, 120, ...

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Can't predict infinite sequence from finite information!  
Any number could be correct for the next term!

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- 2, 4, 6, 8, ... 15 !!!!
- Why? Let  $a_n = \frac{4}{3}n - \frac{1}{2}n^2 + \frac{1}{6}n^3$ . Then

$n$	1	2	3	4	5	6
$a_n$	1	2	4	8	15	26

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- More generally, can have relations involving *different* sets:

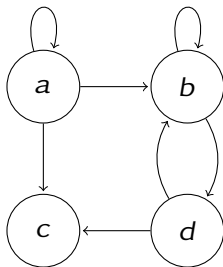
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- More generally, can have relations involving *different* sets:
  - Between students and classes: which classes are being taken by a given student?
  - Between people and email addresses: what are a given person's email addresses?

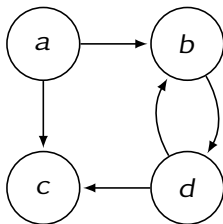
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- Relational data bases: needed for e-commerce

# Relations may be represented by graphs

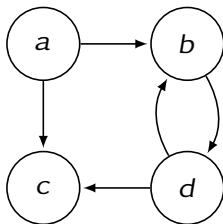


# Visualizing relations with directed graphs



This graph could represent:

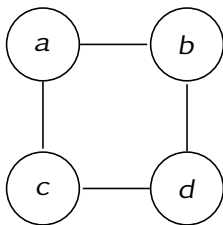
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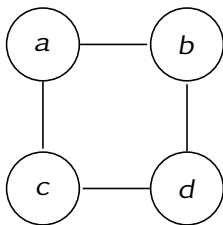
- Pairs of people, in which the first has sent an email to the second.
- Part of a street map.

# Visualizing relations with undirected graphs



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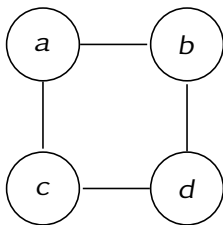
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This graph could represent:

- Friendship within Facebook.

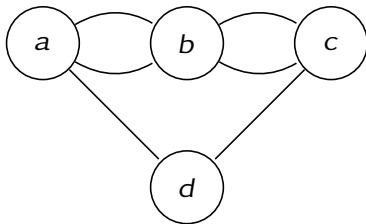
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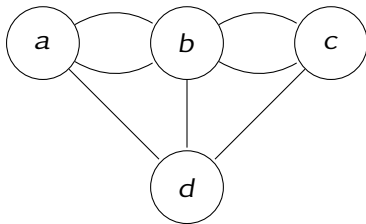
- Friendship within Facebook.
- Connections within LinkedIn.

Can you draw the picture



without lifting the pencil or retracing any part of the figure?

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# Real-world applications using graphs

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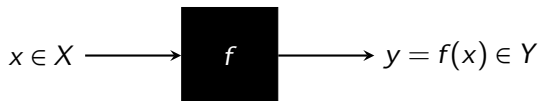
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- Facebook: how to suggest new friends?
- Engineering: how to connect five cities to via a highway with minimal cost?
- Scheduling: how to assign classes to classrooms so that minimal number of classrooms are used?

# Functions: a special kind of relation between two sets

- ... where each element in the first set is related (mapped) to *exactly one* element in the second set.

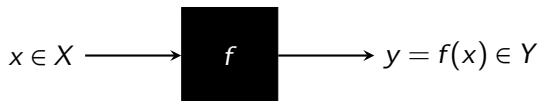
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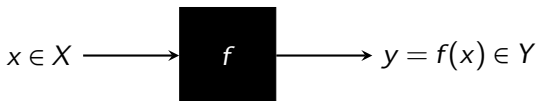
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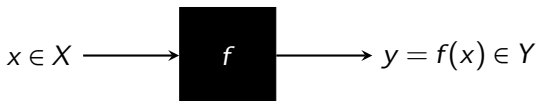
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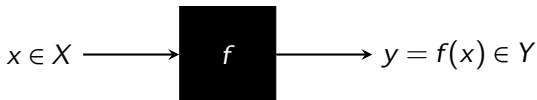
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- Examples of simple functions:
  - “Birth date of” is a function from people to calendar dates (but not vice versa!).
  - “Social security number” is a function from the set of people having SSNs to the set of assigned SSNs (and vice versa).

# Our class: birthday remark

- Someone says:

*There are at least two students in the class that were born in the same season.*

Do you agree?

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- Pigeonhole principle:** If you put  $m$  pigeons into  $n$  pigeonholes, where  $m > n$ , then there is a pigeonhole containing at least two pigeons.



## Another pigeonhole principle example: choosing a pair of socks

- Suppose that you have three different kinds of socks.
- Suppose further that you shut your eyes and reach into your sock drawer.
- How many socks must you choose to guarantee that you'll pick a pair?

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- Four.



# What is the size of a set?

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  - What is the *cardinality* (size) of the set?  
(How many students are in the class?)
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- Harder questions:
  - In how many ways can we elect a representative and an alternate?
  - In how many ways can we choose ...
    - a 2-person study group?
    - a 3-person study group?

# Probability: How likely is something to happen?

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  - What's the probability of winning New York State Lotto (pick 6 out of 59)?
  - What about MegaMillions or PowerBall?

- Your friend tells you:

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- Do you agree with her?
- Is her argument valid? sound? (what's the difference)?

# Let's analyze her argument

- Suppose the following are true:
  - If the birds are flying south and the leaves are turning, then it must be fall.
  - Fall brings cold weather.
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- Suppose the following are true:
  - If the birds are flying south and the leaves are turning, then it must be fall.
  - Fall brings cold weather.
  - The leaves are turning but the weather is not cold.
- Can one conclude “the birds are not flying south”?

## Let's analyze her argument (cont'd)

- We'll do a “proof by contradiction”.
  - Assume that the birds are flying south.

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  - But it's actually not cold!!

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  - Assume that the birds are flying south.
  - Since (in addition) the leaves are turning, it must be fall.
  - Fall brings cold weather. So it must be cold.
  - But it's actually not cold!!
- Contradiction! So our assumption that the birds are flying south must be wrong. □

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- $\alpha, \beta$  *pruning algorithm*: improves the performance of game playing (e.g., chess) programs by quickly eliminating moves that are provably sub-optimal.
- The *Sutherland-Hodgman polygon clipping algorithm*: speeds up the rendering of images for computer graphics and video game programs by removing objects that do not fall into the "camera's" field of view.

# Our list of topics:

- Sets
- Sequences
- Logic
- Relations
- Functions
- Counting
- Probability
- Algorithms (maybe, but definite for CISC 1400)
- Graph theory (maybe, but definite for CISC 1400)

# Goals for this course

- Master the basics of discrete mathematics
- Develop mathematical and computational reasoning abilities
- Become more comfortable and confident with both mathematics and computation

# Discrete mathematics is essential for computer problem solving

- Model real-world entity
  - Student records in a registration system  $\rightarrow$  elements of a set
  - Nodes in a network  $\rightarrow$  vertices in a graph

# Discrete mathematics is essential for computer problem solving

- Model real-world entity
  - Student records in a registration system → elements of a set
  - Nodes in a network → vertices in a graph
- Develop/identify an algorithm solving a particular problem
  - Search for a student record (using ID number)
  - Query for a course having a particular prefix (e.g., "CISC").
  - Find shortest path in a graph

# Discrete mathematics is essential for computer problem solving

- Model real-world entity
  - Student records in a registration system → elements of a set
  - Nodes in a network → vertices in a graph
- Develop/identify an algorithm solving a particular problem
  - Search for a student record (using ID number)
  - Query for a course having a particular prefix (e.g., "CISC").
  - Find shortest path in a graph
- Implement algorithm using a programming language that computers "understand"

- We will learn basic website and web page design
  - Build your own website
  - Learn a bit about HTML, JavaScript, ...

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- CISC 1100: Use the Alice system to build 3D animation clips (cartoons, simple games, ...)