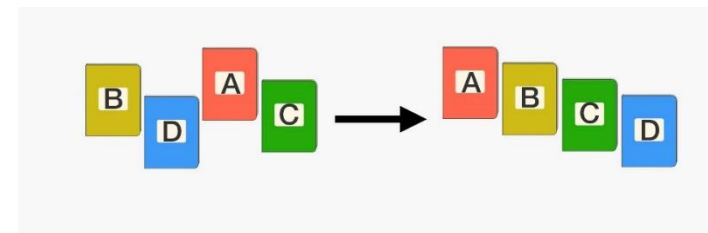
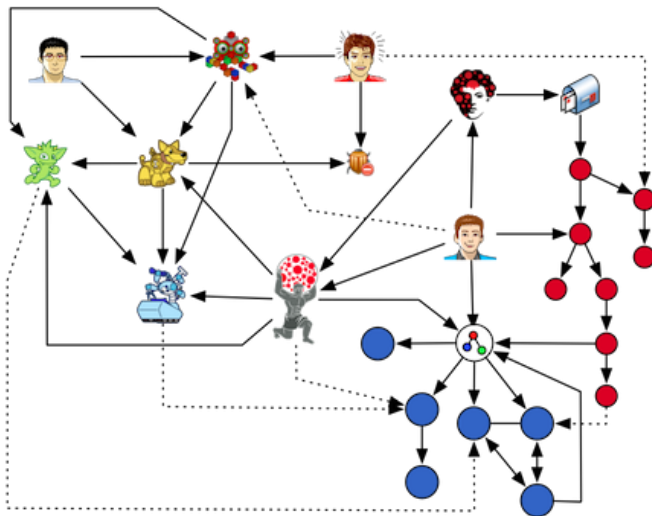
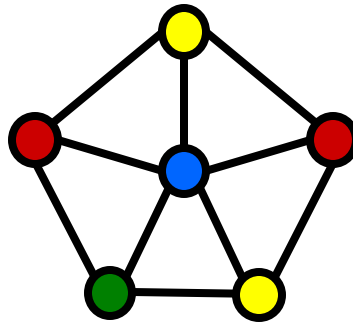




# Introduction to Discrete Mathematics



Ms. Togzhan Nurtayeva  
Course Code: IT 235/A  
Semester 3  
Week 1  
Date: 04.10.2023



## Basic Information



- **Instructor:** Ms. Togzhan
- **Lectures:** 3 hours a week
- **Homework:**
  - Will be posted on the SIS system
- **Lecture Notes:**
  - Will be posted on the Lecture Notes web page
- **Office Hours:** will be announced soon
- **Contact:** via email [togzhan.nurtayeva@tiu.edu.iq](mailto:togzhan.nurtayeva@tiu.edu.iq)



## Course Materials



- **Discrete Mathematics and its Applications, 8<sup>th</sup> edition by Kenneth H. Rosen**
- **Discrete Mathematics and its Applications, 8<sup>th</sup> edition by Richard Johnsonbaugh**
- **Discrete Mathematics with Applications, 5<sup>th</sup> edition by Susanna S. Epp**
- **Study links and references for specific topics will be given within Lecture Notes.**





# Class Regulations



Students have an obligation to arrive on time and remain in the classroom for the duration of scheduled classes and activities.

If students miss more than 10 minutes of any class period or leave before the instructor dismisses the class, they will be marked absent for the whole hour.

Students have an obligation to write, homework, quizzes and final examinations at the times scheduled by the teacher and university.

Students have an obligation to show respectful behavior and appropriate classroom deportment. Should a student be disruptive and/or disrespectful, the teacher has the right to exclude the disruptive student from learning activities (classes) and may refer the case to the Director of Student Services under the Student Code of Conduct.

Mobile Phones are not allowed in the classroom.

Should a student have an emergency case during lecture hours, he/she must raise his hand, and only after lecturer's permission can leave the class.



## A Grading Scheme

- Participation/Discussion: **5%** (not attendance)
- Homework: **10%**
- Quizzes: **20%** (**25%** - for exempted students)
- Midterm: **25%**
- Final Exam **40%**





# Course Content



01.10.2023-19.10.2023	Intro to Algorithms and Pseudo Code <ul style="list-style-type: none"><li>- Searching</li><li>- Sorting</li><li>- Optimization</li><li>- Recursive</li><li>- Big-O Notation</li></ul>
22.10.2023-26.10.2023	Time and Space Complexity of Algorithms
29.10.2023 – 02.11.2023	- Cartesian Products and Ordered Pairs - Relations
05.11.2023 – 09.11.2023	Revision Week (if topics above are covered fully)
11.11.2023 – 18.11.2023	MIDTERM
19.11.2023 – 23.11.2023	Proofs (direct, by case, induction, contradiction)
26.11.2023 – 30.11.2023	Proofs (direct, by case, induction, contradiction)
03.12.2023 – 07.12.2023	Intro to Graph Theory <ul style="list-style-type: none"><li>- Types</li><li>- Applications</li></ul>
10.12.2023 – 21.12.2023	Trees / Dijkstra's, Kruskal's and Prim's Algorithms
24.12.2023 – 28.12.2023	Cryptography or Logic Laws (if topics above are covered fully)
31.01.2024 – 04.01.2024	Revision Week
06.01.2024 – 18.01.2024	FINALS

# What is discrete math?

- Discrete math is the study of countable, distinct elements rather than continuous ones.

So instead of smooth-running real numbers, you'll study:

integers

graphs

statements

- Discrete math principles are commonly used in building algorithms for computer science and data science.

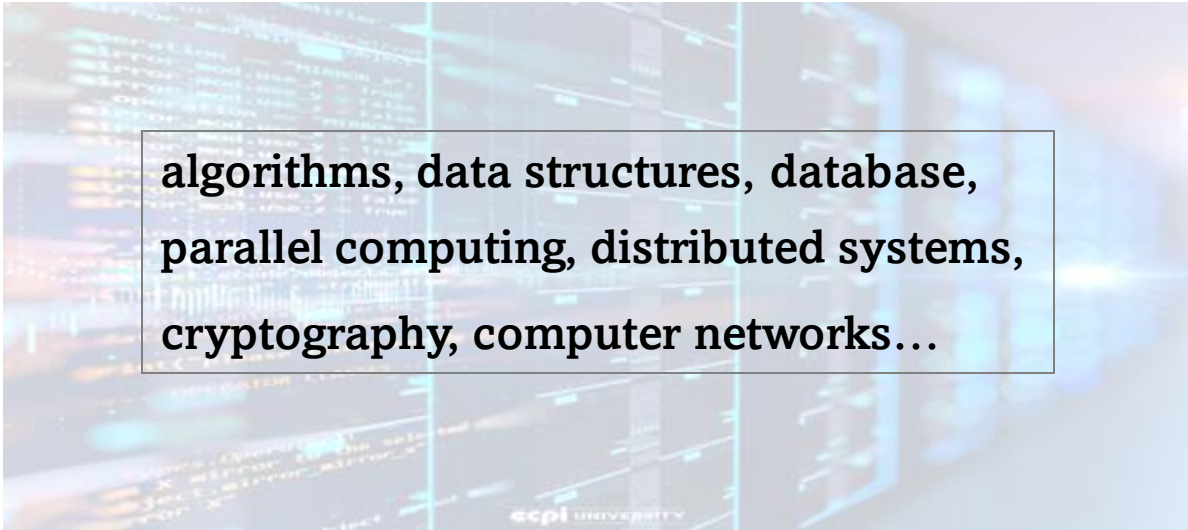




# Why Discrete Mathematics?

Design efficient computer systems.

- How did Google manage to build a fast search engine?
- What is the foundation of internet security?

A background image showing a server room with rows of server racks. The racks are illuminated with blue and white lights, creating a digital atmosphere. The text 'ecpi university' is visible at the bottom of the image.

algorithms, data structures, database,  
parallel computing, distributed systems,  
cryptography, computer networks...

Logic, number theory, counting, graph theory...





gle M



# Applications

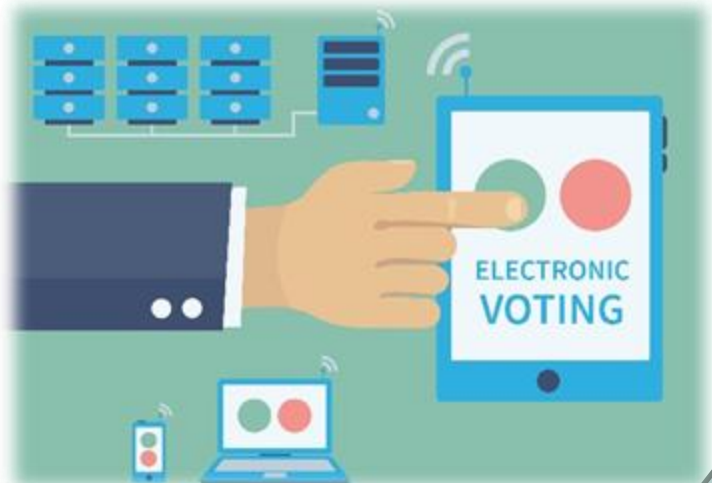
www.google.com

Google

cipes

Google Search

I'm Feeling Luc



- Computer Graphics (e.g., video games)
- Cryptography (security)
- Networks (“following” on Twitter, “friending” on Facebook, etc.)
- Voting systems
- Logistics
- A programmer uses DM to design efficient algorithms.
- Web Search
- Database
- Scheduling
- Cell phone Communications
- Web Designing

01

### Digital image processing

uses discrete mathematics to merge images or apply filters.

02

### Hidden Markov models

which are part of **linear algebra**, are used for large vocabulary continuous speech recognition.

03

### cybersecurity

**Graph theory** is used in cybersecurity to identify hacked or criminal servers and generally for network security.

04

### speeding up Facebook performance.

**Graph theory and linear algebra** can be used in speeding up Facebook performance.

05

### Robot arms

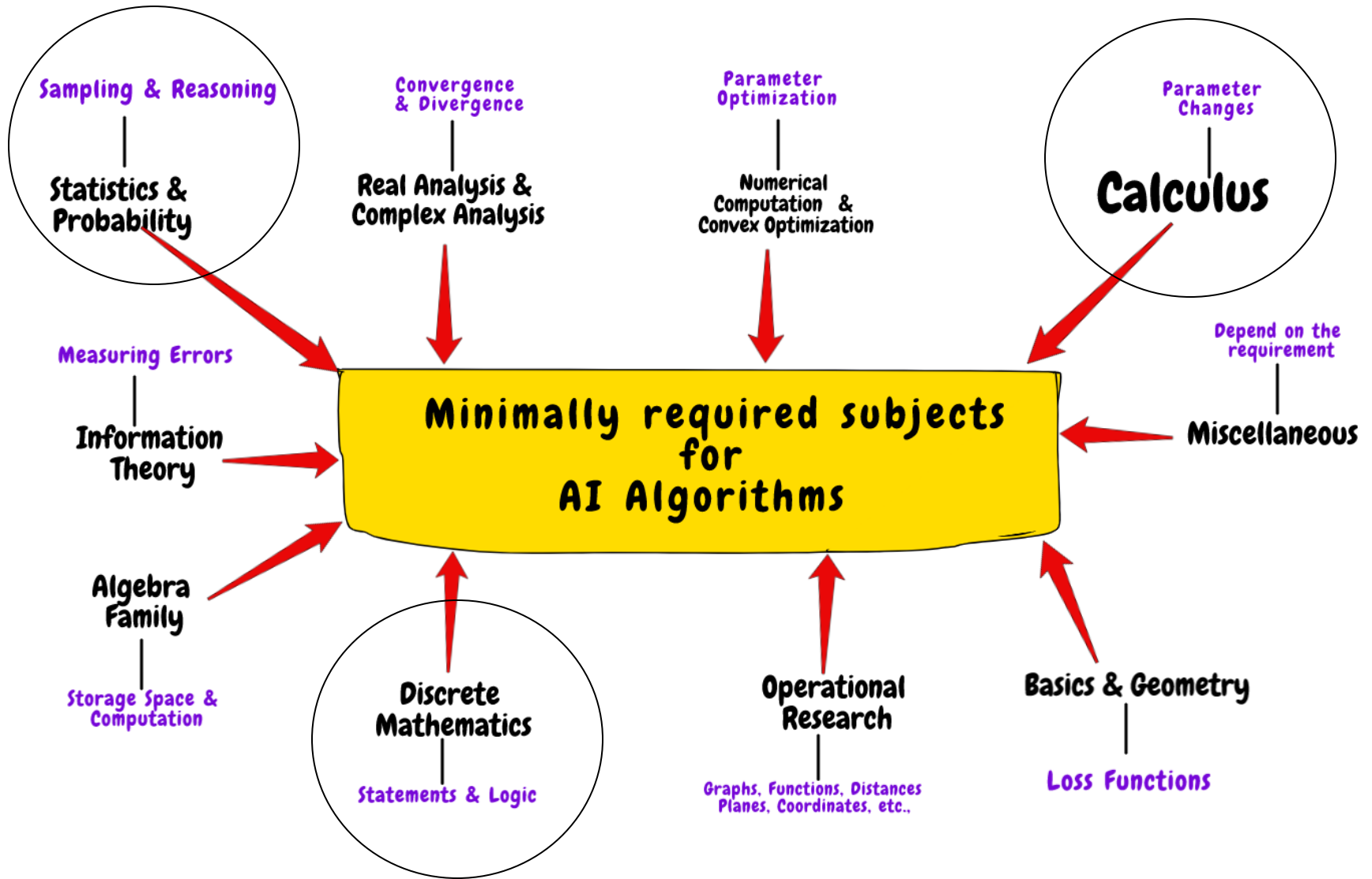
are a type of linkage, the study of which is part of **discrete geometry**.

# AI

# V33 - PROCEED - USE THIS STAR FOR MARKS  
# COAS CALIBRATION CODE - NO GOOD HERE  
# SEE IF AOTMARK BUSY  
# BIT2 RESET IN ENDMARK  
# STORE VAC ADR IN LOW 9 OF MARKSTAT  
# ZERO BITS 10 TO 15 RETAINING MKVAC ADR  
# SEE IF LAST MK PAIR COMPLETE  
# SET MKDEX ZERO FOR LOS VEC CNTS  
# LAST PAIR COMPLETE - TO COMPUTE LOS  
# UNPAIRED - DECREMENT COUNTER  
# INITIALIZE MKDEX FOR STAR LOS COUNTER  
# ADD - MARK VAC ADR SET IN MARKCHXNOVAC  
# LOAD Y-PLANE VECTOR IN NG  
# CONVERT IT TO STABLE MEMBER  
# SET BIT12 TO DISCOURAGE MARKRUIT  
# V33+ PROCEED - USE THIS STAR FOR MARKS  
# COAS CALIBRATION CODE - NO GOOD HERE  
# SEE IF AOTMARK BUSY  
# BIT2 RESET IN ENDMARK  
# STORE VAC ADR IN LOW 9 OF MARKSTAT  
# ZERO BITS 10 TO 15 RETAINING MKVAC ADR  
# SET MKDEX ZERO FOR LOS VEC CNTS  
# LAST PAIR COMPLETE - TO COMPUTE LOS  
# UNPAIRED - DECREMENT COUNTER  
# INITIALIZE MKDEX FOR STAR LOS COUNTER  
# ADD - MARK VAC ADR SET IN MARKCHXNOVAC

AND SEE IF CODE 1 TO 6  
# MARK SYSTEM BUSY - DO ALARM  
# YES - ABORT  
# NO - AVAILABLE  
# PICK UP VAC AREA ADR  
# MARK VAC ADR IN XYMARK FOR AVESTAR  
# LAST PAIR COMPLETE - TO COMPUTE LOS  
# NO PAIR SHOWING - SEE IF PAIR IN HOL  
# NO PAIR ALARM  
# MKDEX WAS INITIALIZED ZERO IN MARKCHX  
# SET YMARK COUNTER IN CDUSPOT FOR TRG\*NSM  
# TERMINATE AOTMARK - ALLOW EXT VEB  
# DISPLAY DETENT AND STAR CODE  
# AND SET IF CODE 1 TO 6  
# MARK SYSTEM BUSY - DO ALARM  
# YES - ABORT  
# NO - AVAILABLE  
# PICK UP VAC AREA ADR  
# MARK VAC ADR IN XYMARK FOR AVESTAR  
# LAST PAIR COMPLETE - TO COMPUTE LOS  
# NO PAIR SHOWING - SEE IF PAIR IN HOL  
# NO PAIR ALARM  
# MKDEX WAS INITIALIZED ZERO IN MARKCHX  
# SET YMARK COUNTER IN CDUSPOT FOR TRG\*NSM

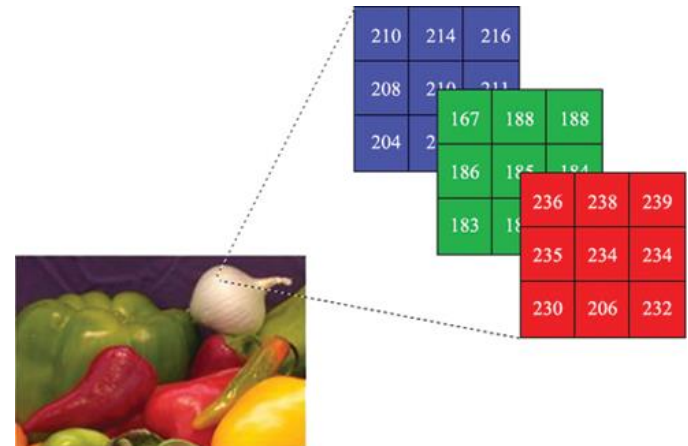
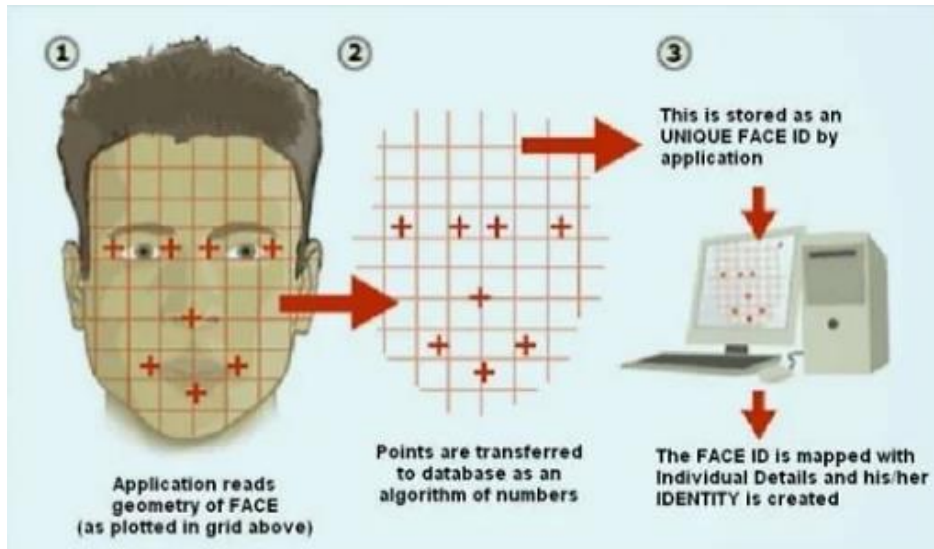




# Digital Image Processing

In computer science, digital image processing is the use of computer algorithms to perform image processing on digital images to get an enhanced image or to extract some useful information from it.

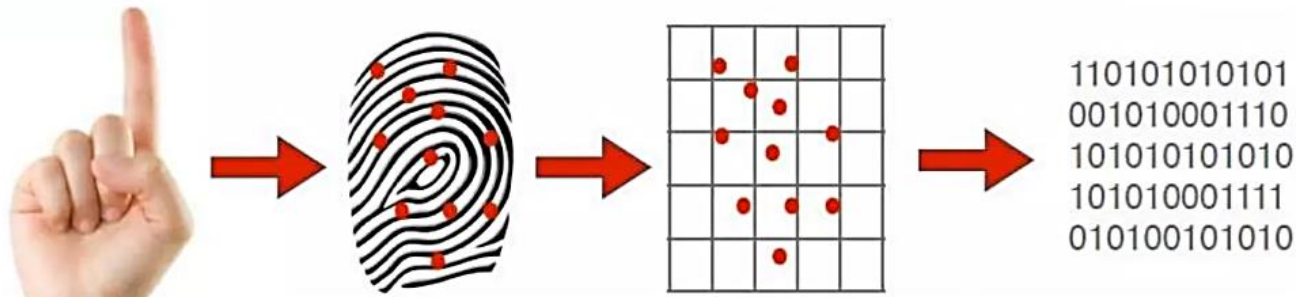
It allows a much wider range of algorithms to be applied to the input data and can avoid problems such as the build-up of noise and signal distortion during processing.



# Fingerprint Optical Scanner

Fingerprint Optical Scanner measures your finger electrically.

Only specific characteristics, which are unique to every fingerprint, are filtered and saved as an encrypted biometric key or mathematical representation. No image of a fingerprint is ever saved, only a series of numbers (a binary code), which is used for verification. The algorithm cannot be reconverted to an image, so no one can duplicate your fingerprints.

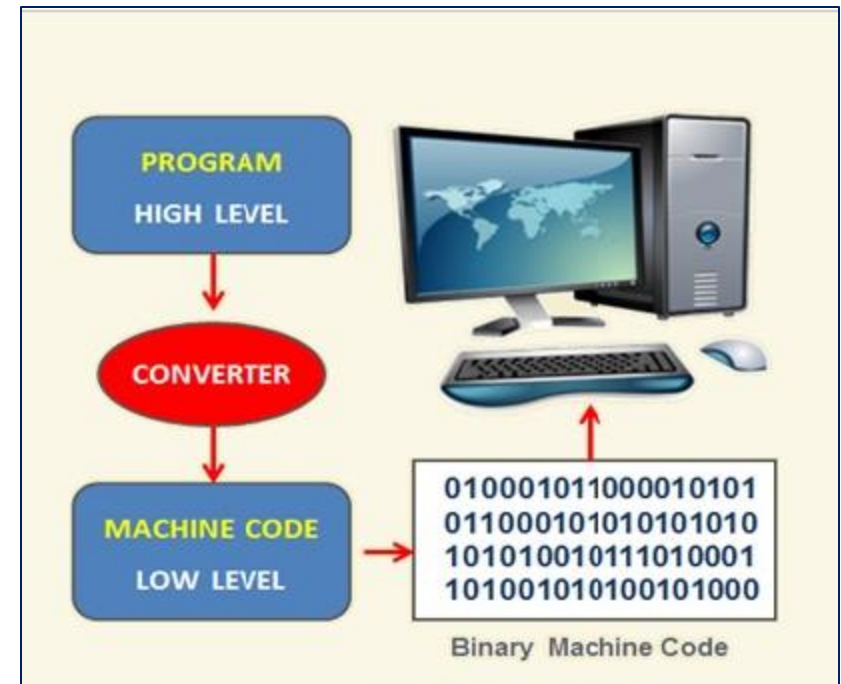


## Serial Communication



# Computers

Run software and store files. The software and files are both stored as huge strings of 1s and 0s. Binary math is discrete mathematics.







# Google Maps



- Uses discrete mathematics to determine fastest driving routes and times.
- Google Maps knows your position via the Global Positioning System.
- Edsger W. Dijkstra's Algorithm is used to calculate shortest route.
- Co-ordinate geometry is used.

# Linear Algebra

Behind

## Web Searches

The Google logo is displayed in its characteristic multi-colored font (blue, red, yellow, green, red) on a white background.

Google Search

I'm Feeling Lucky

Google offered in: [کۆچی یئنگۆ اردو](#)

The Google logo is displayed in its characteristic multi-colored font (blue, red, yellow, green, red) on a white background.

## Search

[Google](#)

# Magic Behind Google Success



When Google went online in 1990's, one thing that set it apart from other search engines was its search result listings which always delivered "good stuff".

**Search Engines like Google have to do three basic things :**

01

Look the web and locate all web pages with public access.

02

Indexing of searched data for more efficient search.

03

Rate the importance of each page in the database, so when the user does a search, the more important pages are presented first.

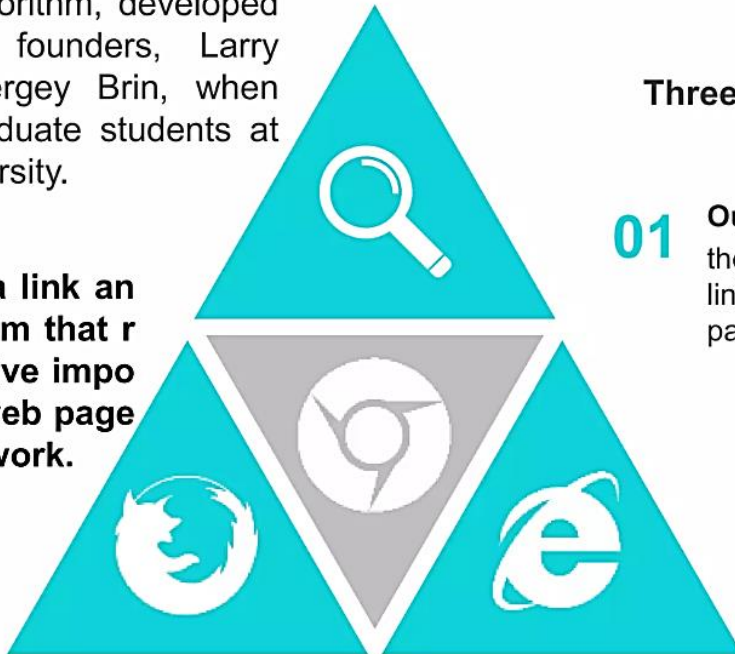
**Big part of the MAGIC behind Google success is its PageRank Algorithm.**

# PageRank Algorithm



PageRank Algorithm, developed by Google's founders, Larry Page and Sergey Brin, when they were graduate students at Stanford University.

**PageRank is a link analysis algorithm that ranks the relative importance of all web pages within a network.**



## Three features for determining PageRank :

- 01 Outgoing Links**  
the number of links found in a page
- 02 Incoming Links -**  
the number of times other pages have cited this page
- 03 Rank**  
A value representing the page's relative importance in the network.

# PageRank – How it Works ?



Mathematical Model  
of Internet:

Represent  
Internet as  
Graph

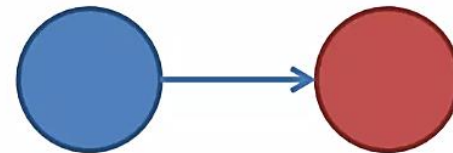
Represent  
Graph as  
Stochastic  
Matrix

Make  
stochastic  
matrix more  
convenient  $\Rightarrow$   
Google Matrix

Find Dominant  
eigenvector of  
Google Matrix  
 $\Rightarrow$  PageRank

Internet as a Graph

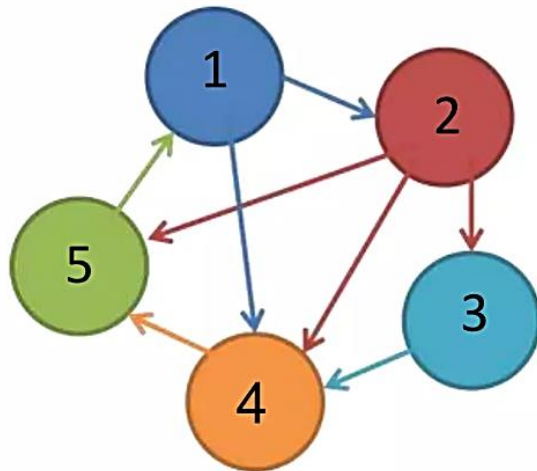
Link from one web page to another web page.



Web graph : Web pages = nodes, Links = edges

# Continued...

## Web graph as a Matrix



$$S = \begin{pmatrix} 0 & 1/2 & 0 & 1/2 & 0 \\ 0 & 0 & 1/3 & 1/3 & 1/3 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \end{pmatrix}$$

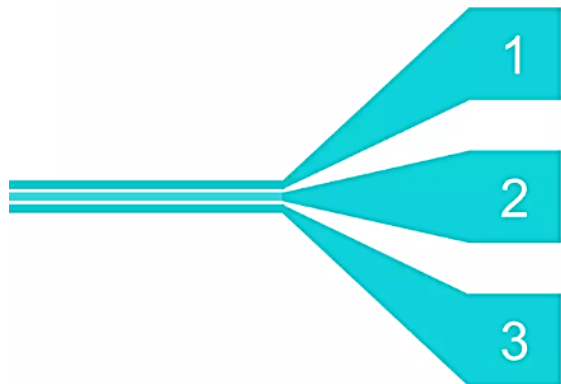
Links = nonzero elements in matrix

Every page 'i' has  $l_i \geq 1$  outlinks.  $S_{ij} = \begin{cases} 1/l_i & \text{if page } i \text{ has link to page } j \\ 0 & \text{otherwise} \end{cases}$

S is a Sparse Matrix, as most of the entries are zero.

Probability that surfer moves from page i to page j.

# Importance of Linear Algebra

- 
- 1 Using techniques of Linear Algebra, one can compute a unique solution for PageRank Problem.
  - 2 It gives importance of all webpages in terms of PageRank Eigenvector corresponding to each webpage.
  - 3 No other successful technique other than Linear Algebra is available to solve this problem.

# Topic 1: Algorithms

- Introduction to Algorithms and Pseudo Code
- Searching Algorithms
- Sorting Algorithms
- Optimization Algorithms
- Recursive Algorithms
- Big-O Notation



Algorithms, coding theory, data structures

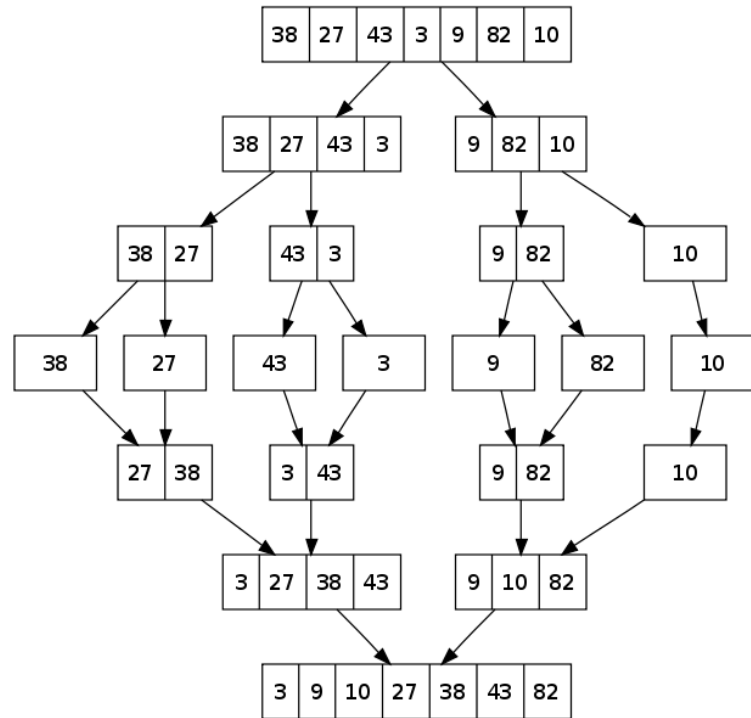


How many steps are needed to sort n numbers?

**Algorithm 1 (Bubble Sort):**

Every iteration moves the i-th smallest number to the i-th position

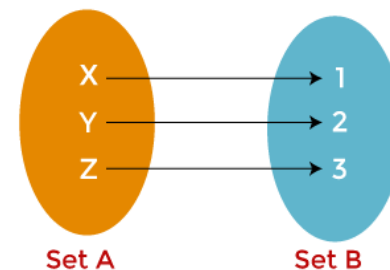
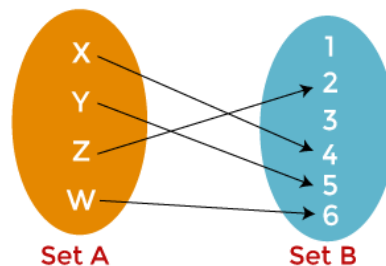
**Algorithm 2 (Merge Sort):**



Which algorithm runs faster?

# Topic 2: Number Theory

- Cartesian Products and Ordered Pairs
- Relations



Database, algorithms, data structures

# Topic 3: Logic and Proofs

How do computers think?

**Logic:** propositional logic

Truth Tables

Conditionals and Negation

**Proofs:** direct, by case, induction, contradiction

$$\frac{x_1 + x_2 + \dots + x_n}{n} \geq \sqrt[n]{x_1 \cdot x_2 \cdot \dots \cdot x_n}$$

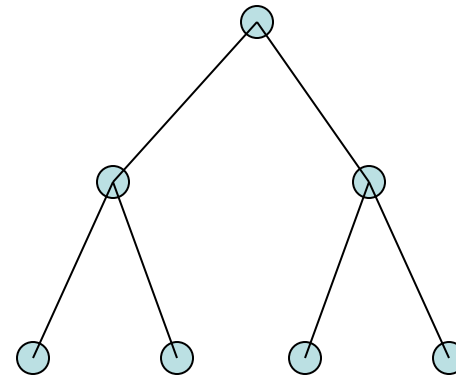
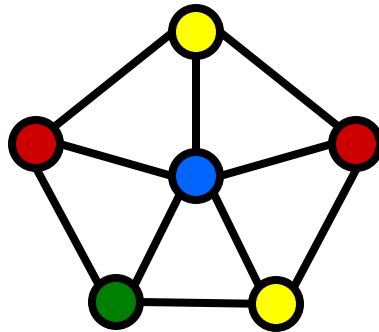
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	

1	2	3	4
5	6	7	8
9	10	11	12
13	15	14	

Artificial intelligence, database, circuit, algorithms

# Topic 4: Graph Theory

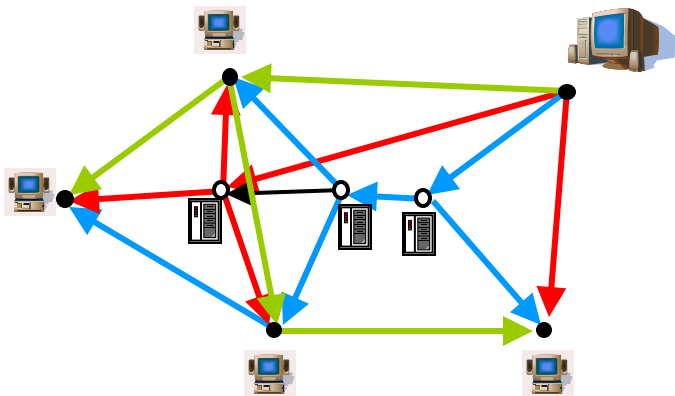
- Graphs
- Applications of Graphs
- Trees
- Dijkstra's Algorithm



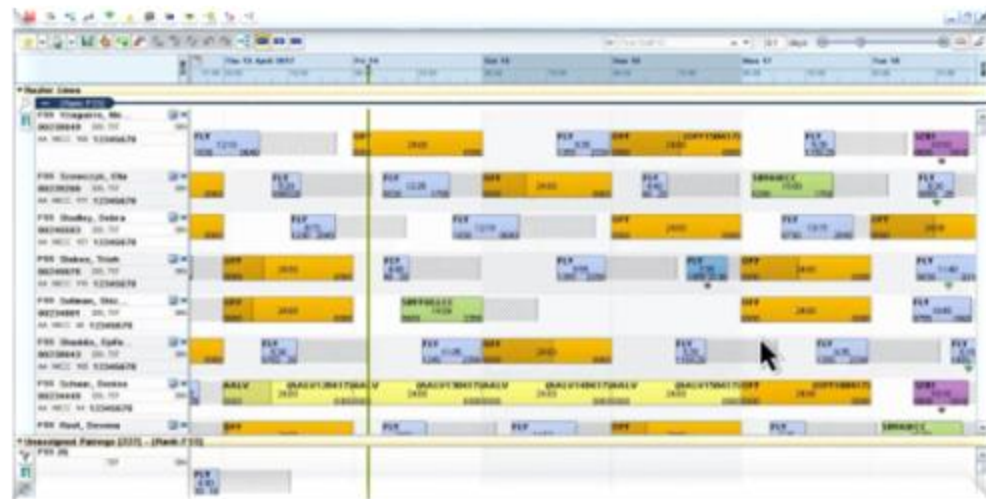
Computer networks, circuit design, data structures

# Topic 4: Graph Theory

How to color a map?



How to send data efficiently?



Crew Scheduling

## Objectives of This Course

- ✓ To learn mathematical concepts that are related to Computer Science
- ✓ To be familiar with formal mathematical reasoning, e.g. logic, proofs
- ✓ To improve problem solving skills
- ✓ To see the connections between discrete mathematics and computer science





**Thank you for your attention.**

# Course Books' Links

- chrome-extension://efaidnbmnnnibpcajpcglclefindmkaj/http://www.toomey.org/tutor/text\_books/Digital\_Logic/Discrete%20Mathematics%20with%20Applications%20-%20Susanna%20S.%20Epp%20(2019).pdf
- chrome-extension://efaidnbmnnnibpcajpcglclefindmkaj/https://readyforai.com/download/discrete-mathematics-and-its-applications-8th-edition-pdf/?wpdmdl=1676&\_wpdmkey=651a85506a31c
- chrome-extension://efaidnbmnnnibpcajpcglclefindmkaj/https://faculty.ksu.edu.sa/sites/default/files/rosen\_discrete\_mathematics\_and\_its\_applications\_7th\_edition.pdf