Discrete Mathematics

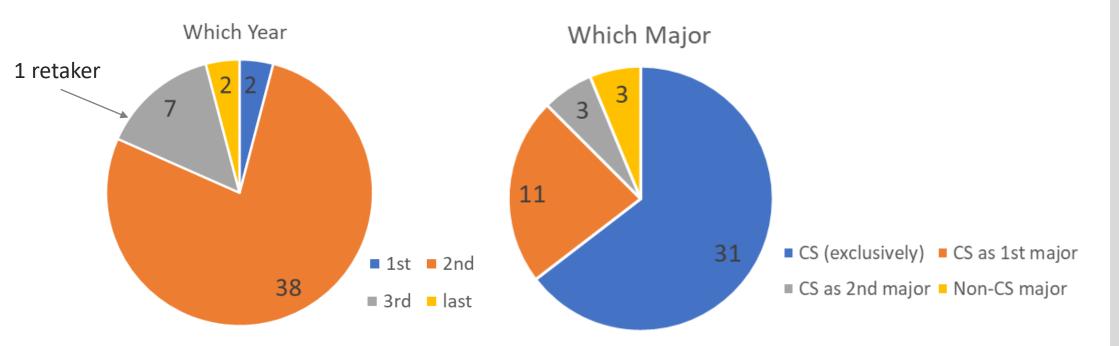
Course Overview

Shin Hong

26 Aug, 2019

Class

- 81 students (50 in ITP 20002-01 + 31 in ITP 20002-02)
- Shin Hong as instructor
 - hongshin@handong.edu / https://hongshin.github.io / OH 313
- 3 teaching assistants
 - Jeewoong Kim / Juyoung Jeon / Hyerin Leem

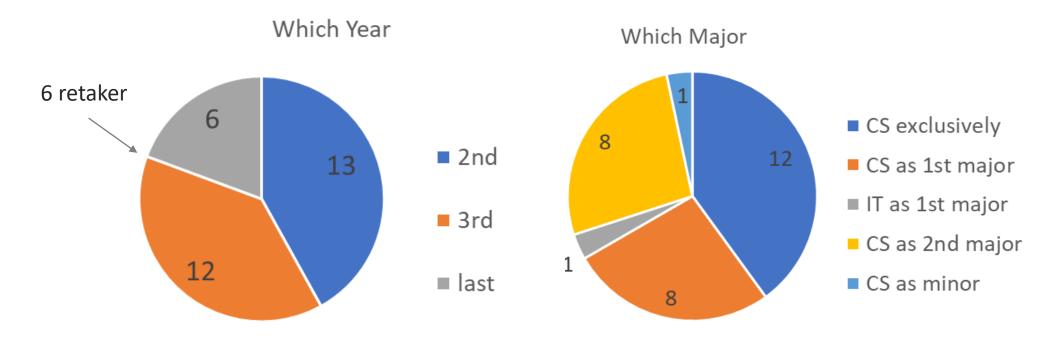


Course overview

Discrete Math.

Class

- 80 students (49 in ITP 20002-01 + 31 in ITP 20002-02)
- Shin Hong as instructor
 - hongshin@handong.edu / https://hongshin.github.io / OH 313
- 3 teaching assistants
 - Jeewoong Kim / Juyoung Jeon / Hyerin Leem



Course

Discrete Math.

Course Objectives

- Equip beginner-level Computer Science major students with mathematics foundations for studying in Computer Science
 - read, write, and discuss scientific facts
 - represent, count, and enumerate computational objects
 - reason scientific facts with discrete structures (e.g., sets, relations, permutations, graphs, trees)
- Understand fundamental approaches to solving real-world problems with computation

Course

Syllabus & Course Material

https://github.com/hongshin/DiscreteMath

- Class Attributes
- Class Policies
- Learning resources
 - lecture notes

Course overview

Discrete Math.

Topics

Coverage of textbook chapters

Ch. I. The Foundations: Logic and Proofs

Ch. 2. Basic Structures: Sets, Functions, Seq ...

Ch. 3. Algorithms only first few sections

Ch. 4. Number Theory and Cryptography

Ch. 5. Induction and recursion

Ch. 6. Counting

Ch. 7. Discrete Probability as last

Ch. 8. Advanced Counting Techniques

Ch. 9. Relations

Ch. 10. Graphs

Ch. II.Trees

Ch. 12. Boolean algebra

Ch. 13. Modeling Computation

Course

Discrete Math.

Topic and lecture schedule (tentative)

Aug 26 (M)	Course overview	Oct 21 (M)	Ch 6. Counting basics
Aug 29 (Th)	No class – Shin's attending ESEC/FSE '19	Oct 24 (Th)	Ch 6. Permutation and Combination
Sep 02 (M)	Ch I. Logic	Oct 28 (Th)	Ch 6. Permutation and Combination
Sep 05 (Th)	Ch I. Logic	Oct 31 (Th)	Ch. 9. Relations
Sep 09 (M)	Ch I. Logic	Nov 4 (M)	Ch. 9. Equivalence, Partial order
Sep I2 (Th)	No class – Chooseok	Nov 7 (Th)	Ch. 10. Graphs
Sep 16 (M)	Ch I. Proof	Nov II (M)	Ch. 10. Graphs
Sep 19 (Th)	Ch I. Proof	Nov 14 (Th)	Ch. 10. Graphs
Sep 23 (M)	Ch 2. Set	Nov 17 (M)	Ch. 13. Language and grammar
Sep 26 (Th)	Ch 2. Functions, Sequence	Nov 20 (Th)	Ch. 13. Finte-state machine
Sep 30 (M)	Ch 2. Set cardinaridty	Nov 24 (M)	Ch. 13. Language recognition
Oct 3 (Th)	No class – National Foundation Day	Nov 27 (Th)	Ch. 13. Turning machine
Oct 7 (M)	Ch. 4. Mathematical Induction	Dec 2 (M)	Ch. 7. Discrete Probability
Oct 10 (Th)	Ch. 4. Strong induction	Dec 5 (Th)	Ch. 7. Bayes Theorem
Oct 14 (M)	Ch. 4. Structural induction	Dec 9 (M)	wrap-up
Oct 17 (Th)	Midterm exam: 7 PM -9 PM	Dec 12 (Th)	Final exam: TBD

Course overview

Discrete Math.

Study Guidelines

- Read, read, read textbook
 - read regularly
 - never move on once you face a unknown word or sentence
 - use your hands to repeat examples
 - memorize definitions
 - peruse stories in boxes
 - never expect that all materials will be covered at the meeting
- Solve exercise problems by yourself
 - read the problem sentence carefully
 - write down an answer completely, and never stop at a middle
 - do have a group study
- Try best to think together (i.e., discuss) at a meeting time
 - participate or loss the time

Course overview

Discrete Math.

Team

- You will have 3 teams along this semester
 - 4-5 students in a team
 - turnover at 1/3 and 2/3 points
 - first team will be announced at the Sep 2 meeting

Activities

- Seat together at the meetings
- Programming projects
- Homework: solve text exercises together with the team
- Collaborative quiz (total 3 to 5 times)
 - each student takes a quiz individually
 - every member of a team can achieve extra points (≤20%) if their average/minimum score exceeds given a challenge bar

Course overview

Class Policies

https://github.com/hongshin/DiscreteMath/blob/master/POLICY.md

Course overview

Discrete Math.

Ground Rules

- Primary, students study course subjects by reading textbooks and doing assignments and homework
 - the primary purpose of a meeting is for having discussions
- Students are expected to spend at least 6 hours in a week by oneself for following up 3 hours meeting in the week
 - beside the time for homework and meetings
- Given an assignment, finding and understanding its obligations is a crucial task to accomplish by oneself
- Given a programming assignment, each student must thoroughly understand all parts of programming assignments
 - each member may take a part, and must study all aspects

Course overview

Discrete Math.

Grading

- Evaluation points
 - Meeting attendance: 4%
 - Discussion contribution: 5%
 - Midterm exam: 25%
 - Final exam: 28%
 - Programming assignments: 18%
 - Homework & quizzes: 20%
- Grade proportion
 - $A:B:C+D+F \equiv 25-30\%:40-60\%:10-30\%$
- Professor to the rescue:
 - 14th week
 - for those who are suspected to get D or fails by 8+ absences
 - by open make-up classes or give extra homework

Course overview

Assignments & Quizzes

- Assignments: 3 to 5 times
 - 3 programming assignments in teams
 - you may have personal programming assignments
- Quizzes: up to 5 times
 - problem set will be given before the quiz (it's called homework)
 - some of these will be conducted as collaborative quizzes

Course

Optional Assignment

- Deadline: 11:59 PM, Dec 20
- Book critiques
 - Read one of the recommended books (that you have not read before) and then write a book critique
 - The write up should be at least 5 pages
 - You should give your genuine ideas that associate the book with the discrete math and your studies in computer science.
- Credit: upto 3 points are added to the grading score
 - Grading policy: A:B:C = 20-30:30-50:30-50

Course overview

Recommended Books

- Godel, Escher, Bach: An Eternal Golden Braid, Douglas Hofstadter (괴델, 에셔, 바흐: 영원한 황금 노끈)
 - acceptable even if you cover only Part I (GEB)
- Code: The Hidden Language of Computer Hardware and Software by Charles Petzold (Code: 하드웨어와 소프트웨어에 숨어 있는 언어)
- Programming Pearls, 2/e, John Bentley (생각하는 프로그래밍)
- Once Upon an Algorithm by Martin Erwig
 - only for the English version
- Linked: How Everything Is Connected to Everything Else and What It Means for Business, Science and Everyday Life (링크: 21세기를 지배하는 네트워크 과학)
- Godel's Proof, Ernest Nagel et al., (괴델의 증명)
- The Emperor's New Mind, Roger Penrose (황제의 새마음, 상/하)
- 컴퓨터 과학이 여는 세상, 이광근 (Korean only)
- 튜링&괴델: 추상적 사유의 위대한 힘 (Korean only)
- 역사 속의 소프트웨어 오류, 김종하 (Korean only)

Course overview

Discrete Math.

Quiz #1 @ Sep 2

- 5 multiple-choice problems on the class policies and the syllabus
 - in 5 minutes
 - Example

Question

Not failing this class, what is the maximum number of absences you can have in this semester?

Answer: 7 times

Course

Discrete Math.