

Mathematics for Computing: Induction Day

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Important Question - Do you like Maths?

Mathematical Notation

- Long form and short form notation
- Variable names (examples : x and y)
- Symbols (Logic and Set Theory)
- Discrete Maths is quite graphical (Venn Diagrams)
- Gates (AND, OR, XOR)
- Different branches of mathematics has different conventions.

Overview of Module

- 1 Number Systems
- 2 Set Theory
- 3 Logic
- 4 Functions
- 5 Introduction to Graph Theory
- 6 Digraphs and Relations
- 7 Sequences, Series and Induction
- 8 Trees
- 9 Probability
- 10 Matrices

Session 1: Number Systems

- Decimal Number - What you are probably used to.
- Binary - Zeroes and Ones.
- Hexadecimal - examples: RGB and Colours.

Decimal to Binary Conversion(1.4.1)

- Continuously divide the decimal number by 2.
- Keep record of the remainder, either 0 or 1.
- The sequence of remainders is the binary number required.

Hexadecimal Numbers

Hex Characters: 0,1,2,3,4,5,6,7,8,9,A,B,C,D,E,F

Types of Numbers

- Natural Numbers (1,2,3)
- Integers (...-3,-2-1,0,1,2,3..)
- Rational Numbers (e.g $\frac{4}{7}$, $\frac{12}{3}$)
- Real Numbers (3.14151)