

Discrete Math for Computer Science

Peter Schaefer

Freshman Fall

Contents

1	Logic	5
1.1	Propositions and Logical Operations	5
1.2	Evaluating Compound Propositions	5
1.3	Conditional Statements	5
1.4	Logical Equivalence	5
1.5	Laws of Propositional Logic	6
1.6	Predicates and Quantifiers	6
1.7	Quantified Statements	6
1.8	DeMorgan's law for Quantified Statements	7
1.9	Nested Quantifiers	7
1.10	More Nested Quantifiers	7
1.10.1	Expressing Uniqueness in Quantified Statements	7
1.10.2	Moving Quantifiers in Logical Statements	8
1.11	Logical Reasoning	8
1.11.1	The Form of an Argument	8
1.12	Rules of Inference with Propositions	9
1.13	Rules of Inference with Quantifiers	9
1.13.1	Example of using the Laws of Inference for Quantified Statements	10
1.13.2	Showing an Argument with Quantified Statements is Invalid	10
2	Proofs	11
2.1	Mathematical Definitions	11
2.2	Introduction to Proofs	11
2.3	Writing Proofs: Best Practices	11
2.4	Writing Direct Proofs	11
2.5	Proof by Contrapositive	11
2.6	Proof by Contradiction	11
2.7	Proof by Cases	11
3	Sets	12
3.1	Sets and Subsets	12
3.2	Sets of sets	13
3.2.1	Cardinality of a Powerset	13
3.3	Union and Intersection	13
3.4	More set operations	14
3.5	Set identities	15
3.6	Cartesian products	15
3.6.1	Strings	16
3.7	Partitions	16

4	Functions	17
4.1	Definition of functions	17
4.2	Floor and Ceiling functions	17
4.3	Properties of functions	17
4.4	The inverse of a function	17
4.5	Composition of functions	17
4.6	Logarithms and exponents	17
5	Boolean Algebra	18
5.1	An introduction to Boolean Algebra	18
5.2	Boolean functions	18
5.3	Disjunctive and conjunctive normal form	18
5.4	Functional completeness	18
5.5	Boolean satisfiability	18
5.6	Gates and circuits	18
6	Relation and Digraphs	19
6.1	Introduction to binary relations	19
6.2	Properties of binary relations	19
6.3	Directed graphs, paths, and cycles	19
6.4	Composition of relations	19
6.5	Graph powers and the transitive closure	19
6.6	Matrix multiplication and graph powers	19
6.7	Partial orders	19
6.8	Strict orders and directed acyclic graphs	19
6.9	Equivalence relations	19
6.10	N-ary relations and relational databases	19
7	Computation	20
7.1	An introduction to algorithms	20
7.2	Asymptotic growth of functions	20
7.3	Analysis of algorithms	20
7.4	Finite state machines	20
7.5	Turing machines	20
7.6	Decision problems and languages	20
8	Induction and Recursion	21
8.1	Sequences	21
8.2	Recurrence relations	21
8.3	Summations	21
8.4	Mathematical induction	21
8.5	More inductive proofs	21
8.6	Strong induction and well-ordering	21
8.7	Loop invariants	21
8.8	Recursive definitions	21
8.9	Structural induction	21
8.10	Recursive algorithms	21
8.11	Induction and recursive algorithms	21
8.12	Analyzing the time complexity of recursive algorithms	21
8.13	Divide-and-conquer algorithms: Introduction and mergesort	21
8.14	Divide-and-conquer algorithms: Binary Search	21
8.15	Solving linear homogeneous recurrence relations	21
8.16	Solving linear non-homogeneous recurrence relations	21
8.17	Divide-and-conquer recurrence relations	21

9 Integer Properties	22
9.1 The Division Algorithm	22
9.2 Modular arithmetic	22
9.3 Prime factorizations	22
9.4 Factoring and primality testing	22
9.5 Greatest common factor divisor and Euclid's algorithm	22
9.6 Number representation	22
9.7 Fast exponentiation	22
9.8 Introduction to cryptography	22
9.9 The RSA cryptosystem	22
10 Introduction to Counting	23
10.1 Sum and Product Rules	23
10.2 The Bijection Rules	23
10.3 The generalized product rule	23
10.4 Counting permutations	23
10.5 Counting subsets	23
10.6 Subset and permutation examples	23
10.7 Counting by complement	23
10.8 Permutations with repetitions	23
10.9 Counting multisets	23
10.10 Assignment problems: Balls in bins	23
10.11 Inclusion-exclusion principle	23
11 Advanced Counting	24
11.1 Generating permutations	24
11.2 Binomial coefficients and combinatorial identities	24
11.3 The pigeonhole principle	24
11.4 Generating functions	24
12 Discrete Probability	25
12.1 Probability of an event	25
12.2 Unions and complements of events	25
12.3 Conditional probability and independence	25
12.4 Bayes' Theorem	25
12.5 Random variables	25
12.6 Expectation of random variables	25
12.7 Linearity of expectations	25
12.8 Bernoulli trials and the binomial distribution	25
13 Graphs	26
13.1 Introduction to Graphs	26
13.2 Graph representations	26
13.3 Graph isomorphism	26
13.4 Walks, trails, circuits, paths, and cycles	26
13.5 Graph connectivity	26
13.6 Euler circuits and trails	26
13.7 Hamiltonian cycles and paths	26
13.8 Planar coloring	26
13.9 Graph coloring	26

14 Trees	27
14.1 Introduction to trees	27
14.2 Tree application examples	27
14.3 Properties of trees	27
14.4 Tree traversals	27
14.5 Spanning trees and graph traversals	27
14.6 Minimum spanning trees	27

1 Logic

1.1 Propositions and Logical Operations

Proposition: a statement that is either true or false.

Some examples include "It is raining today" and " $3 \cdot 8 = 20$ ".

However, not all statements are propositions, such as "open the door"

Name	Symbol	alternate name	p	q	$\neg p$	$p \wedge q$	$p \vee q$	$p \oplus q$
NOT	\neg	negation	T	T	F	T	T	F
AND	\wedge	conjunction	T	F	F	F	T	T
OR	\vee	disjunction	F	T	T	F	T	T
XOR	\oplus	exclusive or	F	F	T	F	F	F

XOR is very useful for encryption and binary arithmetic.

1.2 Evaluating Compound Propositions

p : The weather is bad.

$p \wedge q$: The weather is bad *and* the trip is cancelled

q : The trip is cancelled.

$p \vee q$: The weather is bad *or* the trip is cancelled

r : The trip is delayed.

$p \wedge (q \oplus r)$: The weather is bad *and* either the trip is cancelled *or* delayed

Order of Evaluation \neg , then \wedge , then \vee , but parenthesis always help for clarity.

Example Truth Table:

p	q	$p \wedge q$	$\neg q$	$(p \wedge q) \oplus \neg q$
T	T	T	F	T
T	F	F	T	T
F	T	F	F	F
F	F	F	T	T

1.3 Conditional Statements

$p \implies q$ where p is the hypothesis and q is the conclusion

Format	Terminology	
$p \implies q$	given	given
$\neg q \implies \neg p$	contrapositive	$p \implies q \equiv \neg q \implies \neg p$ contrapositive
$q \implies p$	converse	inverse
$\neg p \implies \neg q$	inverse	$\neg p \implies \neg q \equiv q \implies p$ converse

p	q	$p \implies q$		Phrase	Logic
T	T	T	p is a <u>sufficient</u> condition for q	q if p	$p \implies q$
T	F	F	q is a <u>necessary</u> condition for p	q only if p	$q \implies p$
F	T	T		q if and only if p	$p \iff q$
F	F	T			

Order of Operations: $p \wedge q \implies r \equiv (p \wedge q) \implies r$

1.4 Logical Equivalence

Tautology: a proposition that is always true

Contradiction: a proposition that is always false

Logically equivalent: same truth value regardless of the truth values of their individual propositions

DeMorgan's Laws:

$$\neg(p \vee q) \equiv \neg p \wedge \neg q$$

$$\neg(p \wedge q) \equiv \neg p \vee \neg q$$

Verbally,

It is not true that the patient has migraines *or* high blood pressure \equiv
 \equiv The patient does not have migraines *and* does not have high blood pressure

It is not true that the patient has migraines *and* high blood pressure \equiv
 \equiv The patient does not have migraines *or* does not have high blood pressure

1.5 Laws of Propositional Logic

You can use **substitution** on logically equivalent propositions.

Law Name	\vee or	\wedge and
Idempotent	$p \vee p \equiv p$	$p \wedge p \equiv p$
Associative	$(p \vee q) \vee r \equiv p \vee (q \vee r)$	$(p \wedge q) \wedge r \equiv p \wedge (q \wedge r)$
Commutative	$p \vee q \equiv q \vee p$	$p \wedge q \equiv q \wedge p$
Distributive	$p \vee (q \wedge r) \equiv (p \vee q) \wedge (p \vee r)$	$p \wedge (q \vee r) \equiv (p \wedge q) \vee (p \wedge r)$
Identity	$p \vee F \equiv p$	$p \wedge T \equiv p$
Domination	$p \vee T \equiv T$	$p \wedge F \equiv F$
Double Negation	$\neg \neg p \equiv p$	
Complement	$p \vee \neg p \equiv T$	$p \wedge \neg p \equiv F$
DeMorgan	$\neg(p \vee q) \equiv \neg p \wedge \neg q$	$\neg(p \wedge q) \equiv \neg p \vee \neg q$
Absorption	$p \vee (p \wedge q) \equiv p$	$p \wedge (p \vee q) \equiv p$
Conditional	$p \implies q \equiv \neg p \vee q$	$p \iff q \equiv (p \implies q) \wedge (q \implies p)$

1.6 Predicates and Quantifiers

Predicate: a logical statement where truth value is a function of a variable.

$P(x)$: x is an even number. $P(5)$: false $P(2)$: true

Domain: the set of all possible values for a variable in a predicate.

Ex. \mathbb{Z}^+ is the set of all positive integers.

*If domain is not clear from context, it should be given as part of the definition of the predicate.

Quantifier	Symbol	Meaning
Universal	\forall	"for all"
Existential	\exists	"there exists"

Quantifier: converts a predicate to a proposition.

$\exists x(x + 1 < x)$ is false.

Counter Example: universally quantified statement where an element in the domain for which the predicate is false. Useful to prove a \forall statement false.

1.7 Quantified Statements

Consider the two following two predicates:

$P(x)$: x is prime, $x \in \mathbb{Z}^+$

$O(x)$: x is odd

Proposition made of predicates: $\exists x(P(x) \wedge \neg O(x))$

Verbally: there exists a positive integer that is prime but is not odd.

Free Variable: a variable that is free to be any value in the domain.

Bound Variable: a variable that is bound to a quantifier.

	$P(x)$	$S(x)$	$\neg S(x)$
$P(x)$: x came to the party	Joe: T	F	T
$S(x)$: x was sick	Theo: F	T	F
	Gert: T	F	T
	Sam: F	F	T

1.8 DeMorgan's law for Quantified Statements

Consider the predicate: $F(x) : "x \text{ can fly}"$, where x is a bird. According to the DeMorgan Identity for Quantified Statements,

$$\neg \forall x F(x) \equiv \exists x \neg F(x)$$

"not every bird can fly \equiv "there exists a bird that cannot fly"

Example using DeMorgan Identities:

$$\begin{aligned} \neg \exists x (P(x) \implies \neg Q(x)) &\equiv \forall x \neg (P(x) \implies \neg Q(x)) \\ &\equiv \forall x (\neg \neg P(x) \wedge \neg \neg Q(x)) \\ &\equiv \forall x (P(x) \wedge Q(x)) \end{aligned}$$

1.9 Nested Quantifiers

A logical expression with more than one quantifier that binds different variables in the same predicate is said to have **Nested Quantifiers**.

Logic	Variable Boundedness	Logic	Meaning
$\forall x \exists y P(x, y)$	x, y bound	$\forall x \forall y M(x, y)$	"everyone sent an email to everyone"
$\forall x P(x, y)$	x bound, y free	$\forall x \exists y M(x, y)$	"everyone sent an email to someone"
$\exists x \exists y T(x, y, z)$	x, y bound, z free	$\exists x \forall y M(x, y)$	"someone sent an email to everyone"
		$\exists x \exists y M(x, y)$	"someone sent an email to someone"

There is a two-player game analogy for how quantifiers work:

Player	Action	Goal
Existential Player \exists	selects value for existentially-bound variables	tries to make expression <u>true</u>
Universal Player \forall	selects value for universally-bound variables	tries to make expression <u>false</u>

Consider the predicate $L(x, y) : "x \text{ likes } y"$.

$\exists x \forall y L(x, y)$ means "there is a student who likes everyone in the school".

$\neg \exists x \forall y L(x, y)$ means "there is no student who likes everyone in the school".

After applying DeMorgan's Laws,

$\forall x \exists y \neg L(x, y)$ means "there is no student who likes everyone in the school".

1.10 More Nested Quantifiers

$M(x, y) : "x \text{ sent an email to } y"$. Consider $\forall x \forall y M(x, y)$. It means that "email sent an email to everyone including themselves". Using $(x \neq y \implies M(x, y))$ can fix this quirk.

$\forall x \forall y (x \neq y \implies M(x, y))$ means "everyone sent an email to everyone else"

1.10.1 Expressing Uniqueness in Quantified Statements

Consider $L(x)$: x was late to the meeting. If someone was late to the meeting, how could you express that that someone was the only person late to the meeting? You want to express that there is someone where everyone else was not late, which can be done with

$$\exists x (L(x) \wedge \forall y (x \neq y \implies \neg L(y)))$$

1.10.2 Moving Quantifiers in Logical Statements

Consider $M(x, y)$: " x is married to y " and $A(x)$: " x is an adult". One way of expressing "For every person x , if x is an adult, then there is a person y to whom x is married to" is by this statement:

$$\forall x(A(x) \implies \exists M(x, y))$$

Since y does not appear in $A(x)$, " $\exists y$ " can be moved so that it appears just after the " \forall ", resulting with

$$\forall x \exists y(A(x) \implies M(x, y))$$

When doing this, keep in mind that $\forall x \exists y \neq \exists y \forall x$:

$$\forall x \exists y(A(x) \implies M(x, y)) \text{ means}$$

for every x , if x is an adult, there exists y who is married to x .

$$\exists y \forall x(A(x) \implies M(x, y)) \text{ means}$$

There exists a y , such that every x who is an adult is also married to y

1.11 Logical Reasoning

Argument: a sequence of propositions, called hypothesis, followed by a final proposition, called the conclusion.

An argument is **valid** if the conclusion is true whenever the hypothesis are all true, otherwise the argument is **invalid**.

$$\begin{array}{c} p_1 \\ p_2 \\ \vdots \\ p_n \\ \hline \therefore c \end{array} \quad \text{where } \begin{array}{l} p_1, p_2, \dots, p_n \text{ are hypothesis} \\ c \text{ is the conclusion} \end{array}$$

The argument is valid whenever the proposition $(p_1 \wedge p_2 \wedge \dots \wedge p_n) \implies c$ is a tautology. Additionally, because of the commutative law, hypothesis can be reordered without changing the argument.

$$\frac{p}{p \implies q} \quad \equiv \quad \frac{p \implies q}{p} \quad \therefore q$$

1.11.1 The Form of an Argument

$$\begin{array}{l} \text{It is raining today.} \\ \text{If it is raining today, then I will not ride my bike to school.} \\ \hline \therefore \text{I will not ride my bike to school.} \end{array} \quad \frac{p}{p \implies q} \quad \therefore q$$

$$\text{The argument is valid because its form, } \frac{p}{p \implies q} \text{ is an valid argument.}$$

$$\begin{array}{l} 5 \text{ is not an even number.} \\ \text{If 5 is an even number, then 7 is an even number.} \\ \hline \therefore 7 \text{ is not an even number.} \end{array} \quad \frac{p}{p \implies q} \quad \therefore q$$

$$\text{The argument is invalid because its form, } \frac{\neg p}{p \implies q} \text{ is an invalid argument.}$$

1.12 Rules of Inference with Propositions

Using truth tables to establish the validity of an argument can become tedious, especially if an argument uses a large number of variables.

$\frac{p \quad p \implies q}{\therefore q}$	Modus Ponens	$\frac{p \quad q}{\therefore p \wedge q}$	Conjunction
$\frac{\neg q \quad p \implies q}{\therefore \neg p}$	Modus Tollens	$\frac{p \implies q \quad q \implies r}{\therefore p \implies r}$	Hypothetical Syllogism
$\frac{p}{\therefore p \vee q}$	Addition	$\frac{p \vee q \quad \neg p}{\therefore q}$	Disjunctive Syllogism
$\frac{p \wedge q}{\therefore p}$	Simplification	$\frac{p \implies q \quad q \implies r}{\therefore q \vee r}$	Resolution

Example expressed in English:

If it is raining or windy or both, the game will be cancelled.	$(r \vee w) \implies c$
The game will not be cancelled	$\neg c$
\therefore It is not windy.	$\therefore \neg w$

Steps to Solve:

$(r \vee w) \implies c$	Hypothesis	(1)
$\neg c$	Hypothesis	(2)
$\neg(r \vee w)$	Modus Tollens: 1, 2	(3)
$\neg r \wedge \neg w$	DeMorgan's Law: 3	(4)
$\neg w \wedge \neg r$	Commutative Law: 4	(5)
$\neg w$	Simplification: 5	(6)

1.13 Rules of Inference with Quantifiers

In order to apply the rules of quantified expressions, such as $\forall x \neg (P(x) \wedge Q(x))$, we need to remove the quantifier by plugging in a value from the domain to replace the variable x.

For example:

Every employee who received a large bonus works hard.	$\forall x (B(x) \implies H(x))$
Linda is an employee at the company.	$Linda \in x$
Linda received a large bonus.	$B(Linda)$
\therefore Some employee works hard.	$\therefore \exists x H(x)$

Arbitrary Element: has no special properties other than those shared by all elements of the domain.

Particular Element: may have special properties that are not shared by all the elements of the domain. For example, if the domain is the set of all integers, \mathbb{Z} , a particular element is 3, because it is odd, which is not true for all integers.

Rules of Inference for Quantified Statements

c is an element $\frac{\forall x P(x)}{\therefore P(c)}$	Universal Instantiation	$\frac{\exists x P(x)}{\therefore c \text{ is particular} \wedge P(c)}$	Existential Instantiation*
c is arbitrary $\frac{P(c)}{\therefore \forall P(x)}$	Universal Generalization	$\frac{c \text{ is an element} \quad P(c)}{\therefore \exists x P(x)}$	Existential Generalization

*Each use of Existential Instantiation must define a new element with its own symbol or name.

1.13.1 Example of using the Laws of Inference for Quantified Statements

Consider the following argument:

$$\frac{\begin{array}{l} \forall x(P(x) \vee Q(x)) \\ 3 \text{ is an integer} \\ \neg P(3) \end{array}}{\therefore Q(3)}$$

Steps to Solve:

$\forall x(P(x) \vee Q(x))$	Hypothesis	(1)
3 is an integer	Hypothesis	(2)
$(P(3) \vee Q(3))$	Universal Instantiation: 1, 2	(3)
$\neg P(3)$	Hypothesis	(4)
$Q(3)$	Disjunctive Syllogism: 3, 4	(5)

1.13.2 Showing an Argument with Quantified Statements is Invalid

Consider the following argument:

$$\frac{\begin{array}{l} \exists x P(x) \\ \exists x Q(x) \end{array}}{\therefore \exists x(P(x) \wedge Q(x))}$$

Using a supposed domain $\{c, d\}$, with truth values of

	P	Q
c	T	F
d	F	T

, the argument is invalid.

2 Proofs

2.1 Mathematical Definitions

2.2 Introduction to Proofs

2.3 Writing Proofs: Best Practices

2.4 Writing Direct Proofs

2.5 Proof by Contrapositive

2.6 Proof by Contradiction

2.7 Proof by Cases

3 Sets

3.1 Sets and Subsets

A **set** is a collection of objects. Objects in a set are called **elements**. Order does not matter, and there are no duplicates.

Roster notation:

$$A = \{2, 4, 6, 10\}$$

$$B = \{4, 6, 10, 2\}$$

$$A = B$$

To show membership, use the \in symbol. For example, $2 \in A$, while $7 \notin A$. The empty set, which contains nothing, typically uses the \emptyset symbol, or $\{\}$. Sets can be finite, or infinite. **Cardinality** of a set is the number of elements in a set. For example, the cardinality of A is 4.

$$|A| = 4$$

Cardinality can be infinite. Consider the set of all the integers, \mathbb{Z} . $|\mathbb{Z}| = \infty$

\mathbb{N} : set of natural numbers

$$= \{0, 1, 2, 3, \dots\}$$

\mathbb{Z} : set of integers

$$= \{\dots, -2, -1, 0, 1, 2, \dots\}$$

\mathbb{B} : set of rational numbers

$$= \{x | x = \frac{a}{b} \text{ where } a, b \in \mathbb{Z}, b \neq 0\}$$

\mathbb{R} : set of real numbers

$$= \{x | x \text{ has a decimal representation}\}$$

The subset operator is \subseteq

$$A \subseteq B \text{ if } \forall x(x \in A \implies x \in B)$$

$$A \subseteq A \text{ is true for any set}$$

$$\emptyset \subseteq A \text{ is true for any set}$$

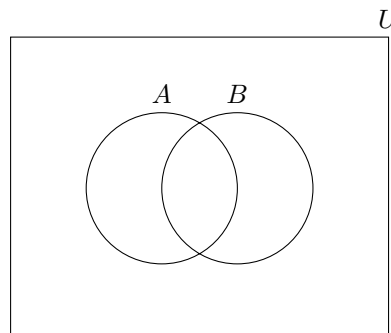
Sometimes it is easier to define a set by defining properties that all the elements have. That is easy to do in **set builder notation**.

$$A = \{x \in S : A(x)\}, \text{ where } S \text{ is another set}$$

$$C = \{x \in \mathbb{Z} : 0 < x < 100 \text{ and } x \text{ is prime}\}.$$

$$D = \{x \in \mathbb{R} : |x| < 1\}$$

The **Universal Set**, usually called 'U', is a set that contains all elements mentioned in a particular context. For example, a discussion about certain types of real numbers, it would be understood that any element in the discussion is a real number. Sets are often represented pictorially with **Venn Diagrams**.



If $A \subseteq B$ and there is an element of B that is not an element of A , meaning $A \neq B$, then A is a **proper subset** of B , denoted as $A \subset B$. An important fact is that $\mathbb{N} \subset \mathbb{Z} \subset \mathbb{B} \subset \mathbb{R}$

3.2 Sets of sets

Elements of sets can be sets themselves, consider $A = \{\{1, 2\}, \emptyset, \{1, 2, 3\}, \{1\}\}$. The cardinality of A is 4, $|A| = 4$. Additionally, $\{1, 2\} \in A$, but $1 \notin A$.

The **Powerset** of A , denoted as $A(A)$ is the set of all subsets of A . For example,

$$A = \{1, 2, 3\}$$

$$A(A) = \{\{1\}, \{2\}, \{3\}, \{1, 2\}, \{1, 3\}, \{2, 3\}, \{1, 2, 3\}\}$$

3.2.1 Cardinality of a Powerset

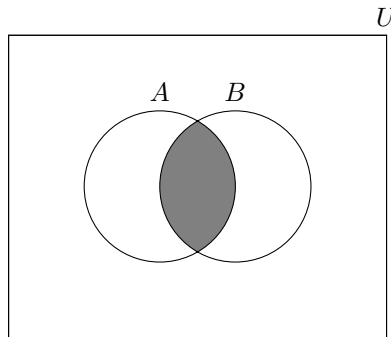
Let A be a finite set of cardinality n . Then the cardinality of the powerset of A is 2^n .

$$|A| = n$$

$$|A(A)| = 2^n$$

3.3 Union and Intersection

Intersection set operation: \cap . A intersected with B is defined to be the set containing elements which are in both A and B . That is, $A \cap B = \{x : x \in A \wedge x \in B\}$.



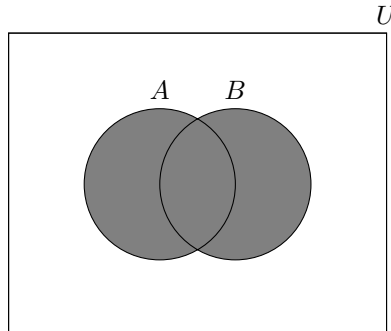
Intersection \cap can also apply to infinite sets:

$$A = \{x \in \mathbb{Z} : x \text{ is an integer multiple of } 2\}$$

$$B = \{x \in \mathbb{Z} : x \text{ is an integer multiple of } 3\}$$

$$A \cap B = \{x \in \mathbb{Z} : x \text{ is an integer multiple of } 6\}$$

Union set operation \cup . A union with B is defined to be the set containing elements which are in A or B . That is, $A \cup B = \{x : x \in A \vee x \in B\}$.



A special notation, similar to \sum or \prod notation, allows for compound representation of the intersections or unions of a long sequence of sets.

$$\bigcap_{i=1}^n A_i = A_1 \cap A_2 \cap A_3 \cap \cdots \cap A_n = \{x : x \in A, \text{ for } \underline{\text{all}} \ 1 \leq i \leq n\}$$

$$\bigcup_{i=1}^n A_i = A_1 \cup A_2 \cup A_3 \cup \cdots \cup A_n = \{x : x \in A, \text{ for } \underline{\text{some}} \ 1 \leq i \leq n\}$$

Consider A_j = a word with j letters, with U = is the Oxford English Dictionary.

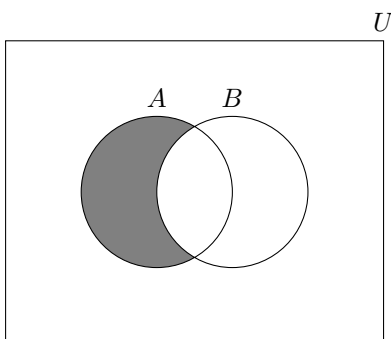
$$\bigcup_{j=1}^{10} A_j = \text{the set of all words with 10 letters or fewer in the OED}$$

$$\bigcap_{j=1}^{45} A_j = \emptyset$$

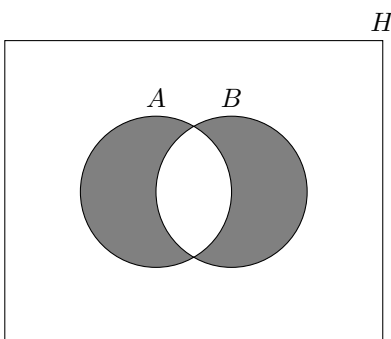
$$\bigcup_{j=1}^{45} A_j = \text{the set of all words in the OED.}$$

3.4 More set operations

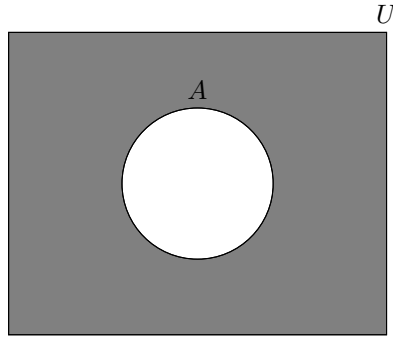
Difference set operation $-$. A difference with B is defined to be the set containing elements which are in A but not B . That is, $A - B = \{x : x \in A \wedge x \notin B\}$. A set difference is not strictly commutative, often $A - B \neq B - A$.



Symmetric Difference set operation Δ . A symmetric difference with B is defined to be the set containing elements which are in A or B , but not A and B . That is, $A \Delta B = \{x : x \in A \oplus x \in B\}$.



Complement set operation $\bar{}$. complement A is defined to be the set containing elements in U which are not in A . That is, $\bar{A} = \{x : x \in U \wedge x \notin A\}$.



Summary of Set Operations

Operation	Notation	Set Builder
Intersection	$A \cap B$	$\{x : x \in A \wedge x \in B\}$
Union	$A \cup B$	$\{x : x \in A \vee x \in B\}$
Difference	$A - B$	$\{x : x \in A \wedge x \notin B\}$
Symmetric Difference	$A \triangle B$	$\{x : x \in A \oplus x \in B\}$
Complement	\overline{A}	$\{x : x \in U \wedge x \notin A\}$

3.5 Set identities

The laws of propositional logic can be used to derive corresponding set identities. A **set identity** is an equation involving sets that is true, regardless of the contents of the sets used in the expression.

Law Name	\cup Union	\cap Intersection
Idempotent	$A \cup A = A$	$A \cap A = A$
Associative	$(A \cup B) \cup C = A \cup (B \cup C)$	$(A \cap B) \cap C = A \cap (B \cap C)$
Commutative	$A \cup B = B \cup A$	$A \cap B = B \cap A$
Distributive	$A \cup (B \cap C) = (A \cup B) \cap (A \cup C)$	$A \cap (B \cup C) = (A \cap B) \cup (A \cap C)$
Identity	$A \cup \emptyset = A$	$A \cap U = A$
Domination	$A \cup U = U$	$A \cap \emptyset = \emptyset$
Double Complement	$\overline{\overline{A}} = A$	
Complement	$A \cup \overline{A} = U$	$A \cap \overline{A} = \emptyset$
DeMorgan	$\overline{A \cup B} = \overline{A} \cap \overline{B}$	$\overline{A \cap B} = \overline{A} \cup \overline{B}$
Absorption	$A \cup (A \cap B) = A$	$A \cap (A \cup B) = A$

3.6 Cartesian products

An **ordered pair** of items is written (x, y) , where the first entry is x and the second entry is y . The use of $()$ instead of $\{\}$ indicates that order matters.

Cartesian Product of A and B , $A \times B = \{(a, b) : a \in A \wedge b \in B\}$

$$\begin{aligned}
 A &= \{1, 2\} & A \times B &= \{(1, a), (1, b), (1, c), (2, a), (2, b), (2, c)\} \\
 B &= \{a, b, c\} & B \times A &= \{(a, 1), (a, 2), (b, 1), (b, 2), (c, 1), (c, 2)\}
 \end{aligned}$$

An ordered list of 3 items is called an **ordered triple**, denoted as (x, y, z) . For a size of ≥ 4 , use the term **n-tuple**. For example, (u, w, x, y, z) .

$$A_1 \times A_2 \times \cdots \times A_n = \{(a_1, a_2, \dots, a_n) : a_i \in A \text{ for all } i \text{ such that } 1 \leq i \leq n\}$$

Another Example

$$\begin{aligned}
 A &= \{a, b\} & (a, 1, y, \beta) &\in A \times B \times C \times D \\
 B &= \{1, 2\} & (b, 1, x, \alpha) &\in A \times B \times C \times D \\
 C &= \{x, y\} & (1, b, x, \beta) &\notin A \times B \times C \times D \\
 D &= \{\alpha, \beta\} & &\text{order matters}
 \end{aligned}$$

$A \times A = A^2$, and in general,

$$A^k = \underbrace{A \times A \times \cdots \times A}_{k\text{-times}}$$

The **Cardinality of Cartesian Products**:

$$|A^n| = |A|^n$$

$$|A_1 \times A_2 \times \cdots| = |A_1| \cdot |A_2| \cdots$$

3.6.1 Strings

A sequence of characters is called a **string**. The set of characters used in a set of string is called the **alphabet** for the set of strings. The **length** of a string is the number of characters in the string. For example, the length of 'xyxyx' is 6. The **empty string** is a string whose length is 0, and is usually denoted by λ . It is useful for A^0 , for some alphabet A . $\{0, 1\}^0 = \{\lambda\}$. If s and t are two strings, then the **concatenation** of s and t is the string obtained by putting s and t together.

$$s = 010$$

$$t = 11$$

$$st = 01011$$

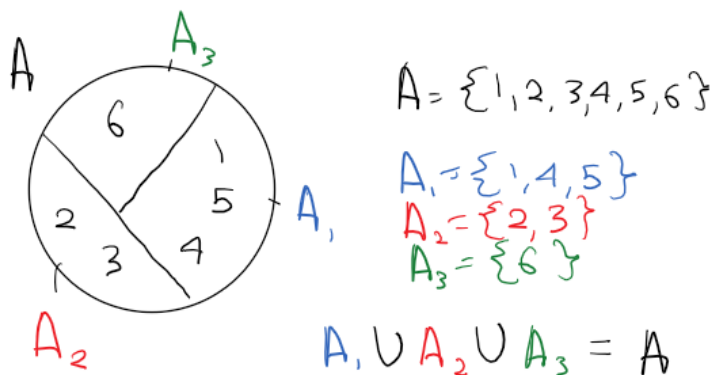
$$t0 = 110$$

Strings are used to specify passwords for computers or online accounts. Security systems vary with respect to the alphabet of characters allowed or required in a valid password. Strings also play an important rules in discrete mathematics as a mathematical tool to help count cardinality of sets.

3.7 Partitions

Two sets, A and B , are said to be **disjoint** if their intersection is empty ($A \cap B = \emptyset$). A sequence of sets, $A_1, A_2, A_3, \dots, A_n$, is **pairwise disjoint** if every pair of distinct sets in the sequence is disjoint. A **partition** of a non-empty set A is a collection of non-empty subsets such that each element of A is in exactly one of the subsets. $A_1, A_2, A_3, \dots, A_n$ is a partition for a nonempty set A if:

- For all i , $A_i \subseteq A$
- For all i , $A_i \neq \emptyset$
- A_1, A_2, \dots, A_n are pairwise disjoint
- $A = \bigcup_{i=1}^n A_i$, for some $n \in \mathbb{Z}^+$



4 Functions

4.1 Definition of functions

A **function** maps elements of one set X to elements of another set Y . A function from X to Y can be viewed as a subset of $X \times Y : (x, y) \in f$ if f maps x to y . The notation for a function is:

$$f : X \rightarrow Y, \text{ where } X \text{ is the } \mathbf{domain} \text{ and } Y \text{ is the } \mathbf{co-domain}.$$

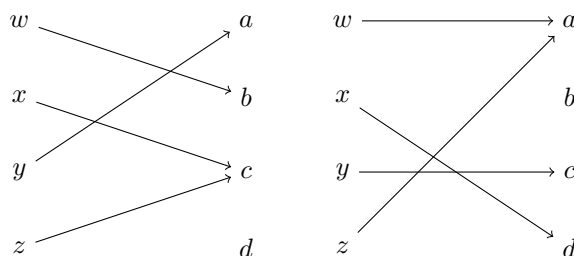
*if f maps an element of the domain to zero elements or more than one element of the target, then f is not well-defined

Arrow Diagram:

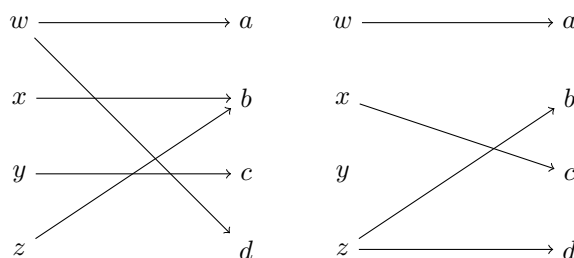
$$X = \{w, x, y, z\}$$

$$Y = \{a, b, c, d\}$$

Well-defined functions:



Not well-defined functions:



For function $f : X \rightarrow Y$, an element y is in the **range** of f iff there is an $x \in X$ such that $(x, y) \in f$.

$$\text{Range of } f = \{y : (x, y) \in f, \text{ for some } x \in X\}$$

Two functions, f and g , are **equal** if f and g have the same domain and target and $f(x) = g(x)$ for every x in the domain.

$$\forall x : f(x) = g(x) \implies f = g$$

4.2 Floor and Ceiling functions

4.3 Properties of functions

4.4 The inverse of a function

4.5 Composition of functions

4.6 Logarithms and exponents

5 Boolean Algebra

- 5.1 An introduction to Boolean Algebra
- 5.2 Boolean functions
- 5.3 Disjunctive and conjunctive normal form
- 5.4 Functional completeness
- 5.5 Boolean satisfiability
- 5.6 Gates and circuits

6 Relation and Digraphs

- 6.1 Introduction to binary relations
- 6.2 Properties of binary relations
- 6.3 Directed graphs, paths, and cycles
- 6.4 Composition of relations
- 6.5 Graph powers and the transitive closure
- 6.6 Matrix multiplication and graph powers
- 6.7 Partial orders
- 6.8 Strict orders and directed acyclic graphs
- 6.9 Equivalence relations
- 6.10 N-ary relations and relational databases

7 Computation

- 7.1 An introduction to algorithms
- 7.2 Asymptotic growth of functions
- 7.3 Analysis of algorithms
- 7.4 Finite state machines
- 7.5 Turing machines
- 7.6 Decision problems and languages

8 Induction and Recursion

8.1 Sequences

8.2 Recurrence relations

8.3 Summations

8.4 Mathematical induction

8.5 More inductive proofs

8.6 Strong induction and well-ordering

8.7 Loop invariants

8.8 Recursive definitions

8.9 Structural induction

8.10 Recursive algorithms

8.11 Induction and recursive algorithms

8.12 Analyzing the time complexity of recursive algorithms

8.13 Divide-and-conquer algorithms: Introduction and mergesort

8.14 Divide-and-conquer algorithms: Binary Search

8.15 Solving linear homogeneous recurrence relations

8.16 Solving linear non-homogeneous recurrence relations

8.17 Divide-and-conquer recurrence relations

9 Integer Properties

9.1 The Division Algorithm

9.2 Modular arithmetic

9.3 Prime factorizations

9.4 Factoring and primality testing

9.5 Greatest common factor divisor and Euclid's algorithm

9.6 Number representation

9.7 Fast exponentiation

9.8 Introduction to cryptography

9.9 The RSA cryptosystem

10 Introduction to Counting

- 10.1 Sum and Product Rules
- 10.2 The Bijection Rules
- 10.3 The generalized product rule
- 10.4 Counting permutations
- 10.5 Counting subsets
- 10.6 Subset and permutation examples
- 10.7 Counting by complement
- 10.8 Permutations with repetitions
- 10.9 Counting multisets
- 10.10 Assignment problems: Balls in bins
- 10.11 Inclusion-exclusion principle

11 Advanced Counting

11.1 Generating permutations

11.2 Binomial coefficients and combinatorial identities

11.3 The pigeonhole principle

11.4 Generating functions

12 Discrete Probability

- 12.1 Probability of an event
- 12.2 Unions and complements of events
- 12.3 Conditional probability and independence
- 12.4 Bayes' Theorem
- 12.5 Random variables
- 12.6 Expectation of random variables
- 12.7 Linearity of expectations
- 12.8 Bernoulli trials and the binomial distribution

13 Graphs

13.1 Introduction to Graphs

13.2 Graph representations

13.3 Graph isomorphism

13.4 Walks, trails, circuits, paths, and cycles

13.5 Graph connectivity

13.6 Euler circuits and trails

13.7 Hamiltonian cycles and paths

13.8 Planar coloring

13.9 Graph coloring

14 Trees

14.1 Introduction to trees

14.2 Tree application examples

14.3 Properties of trees

14.4 Tree traversals

14.5 Spanning trees and graph traversals

14.6 Minimum spanning trees