



DISCRETE MATHEMATICS FOR COMPUTER SCIENCE

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Tree Traversal

- The procedures for *systematically* visiting every vertex of an ordered tree are called *traversals*.



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- The procedures for *systematically* visiting every vertex of an ordered tree are called *traversals*.

The three most commonly used traversals are *preorder traversal*, *inorder traversal*, *postorder traversal*.



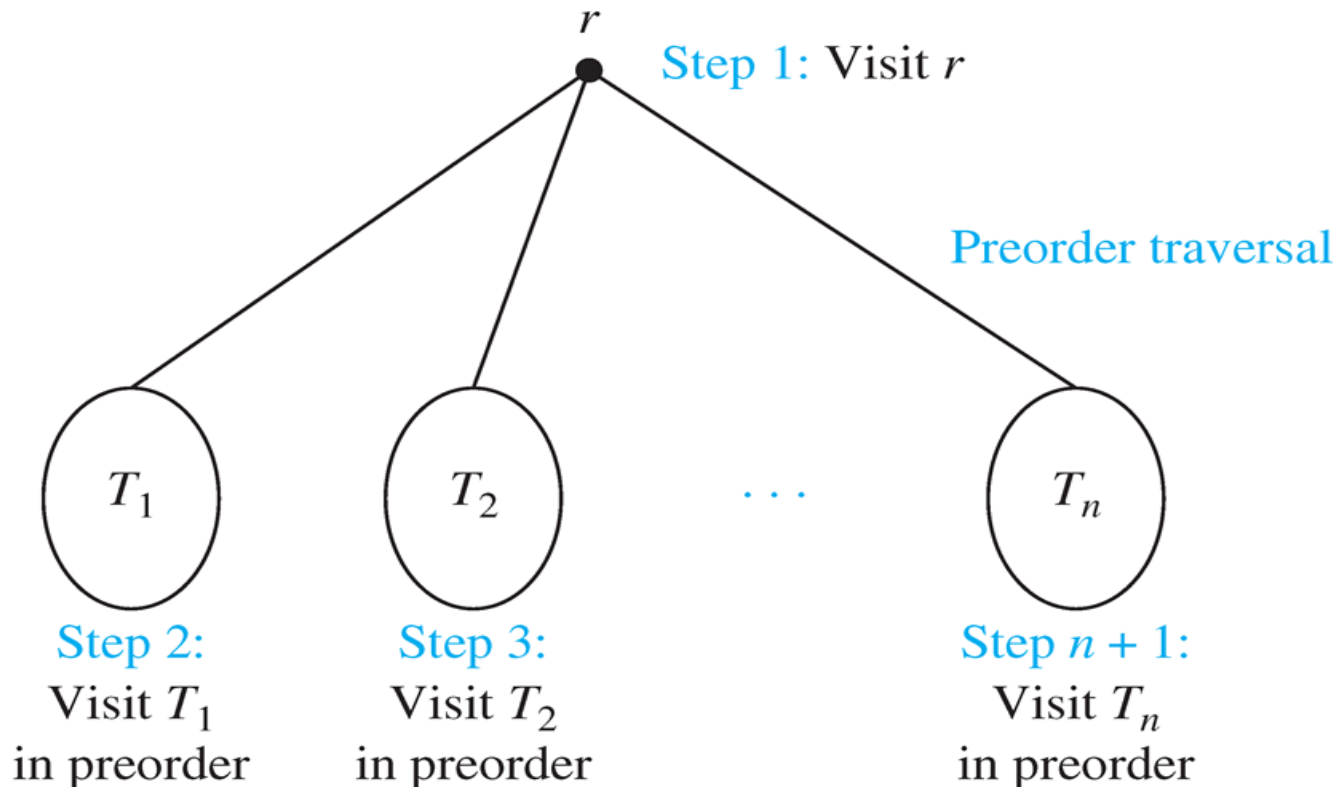
Preorder Traversal

- **Definition** Let T be an ordered rooted tree with root r . If T consists only of r , then r is the *preorder traversal* of T . Otherwise, suppose that T_1, T_2, \dots, T_n are the subtrees of r from left to right in T . The *preorder traversal begins by visiting r* , and continues by traversing T_1 in preorder, then T_2 in preorder, and so on, until T_n is traversed in preorder.



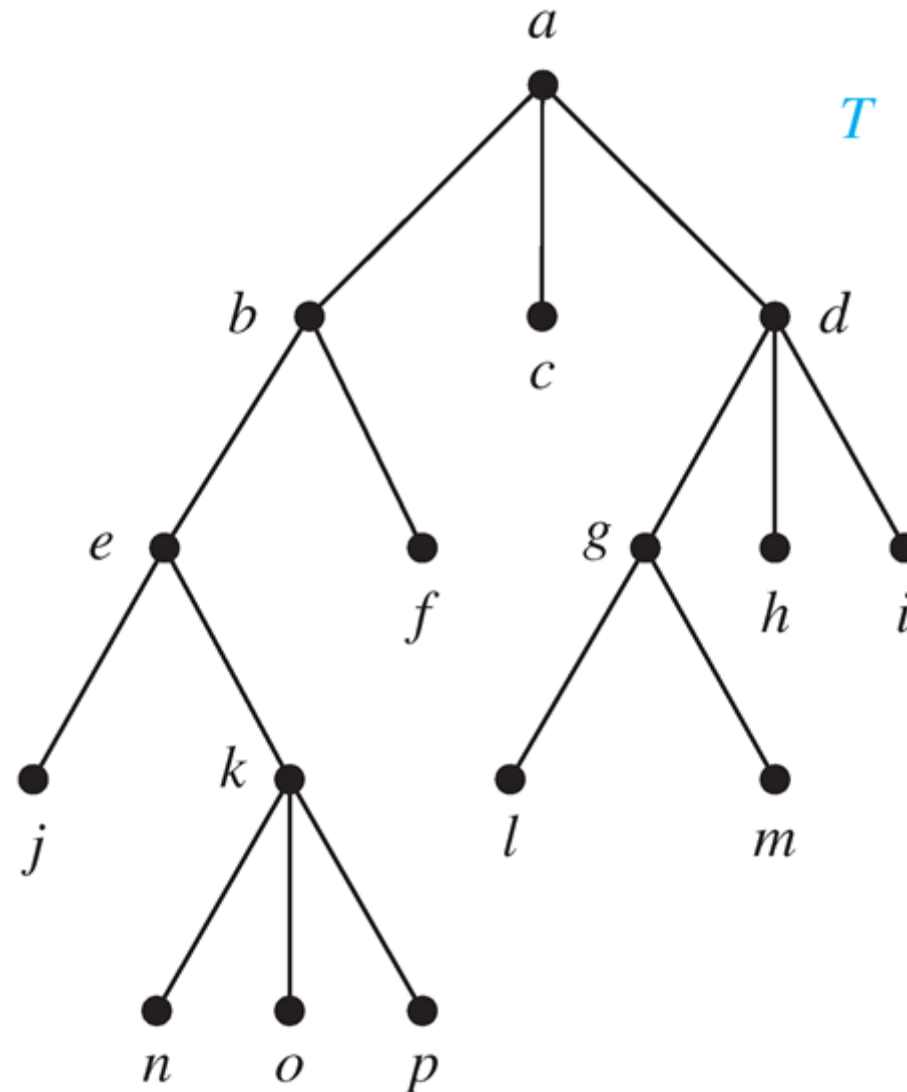
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Preorder Traversal

■ Example



Preorder Traversal

```
procedure preorder (T: ordered rooted tree)
  r := root of T
  list r
  for each child c of r from left to right
    T(c) := subtree with c as root
    preorder(T(c))
```



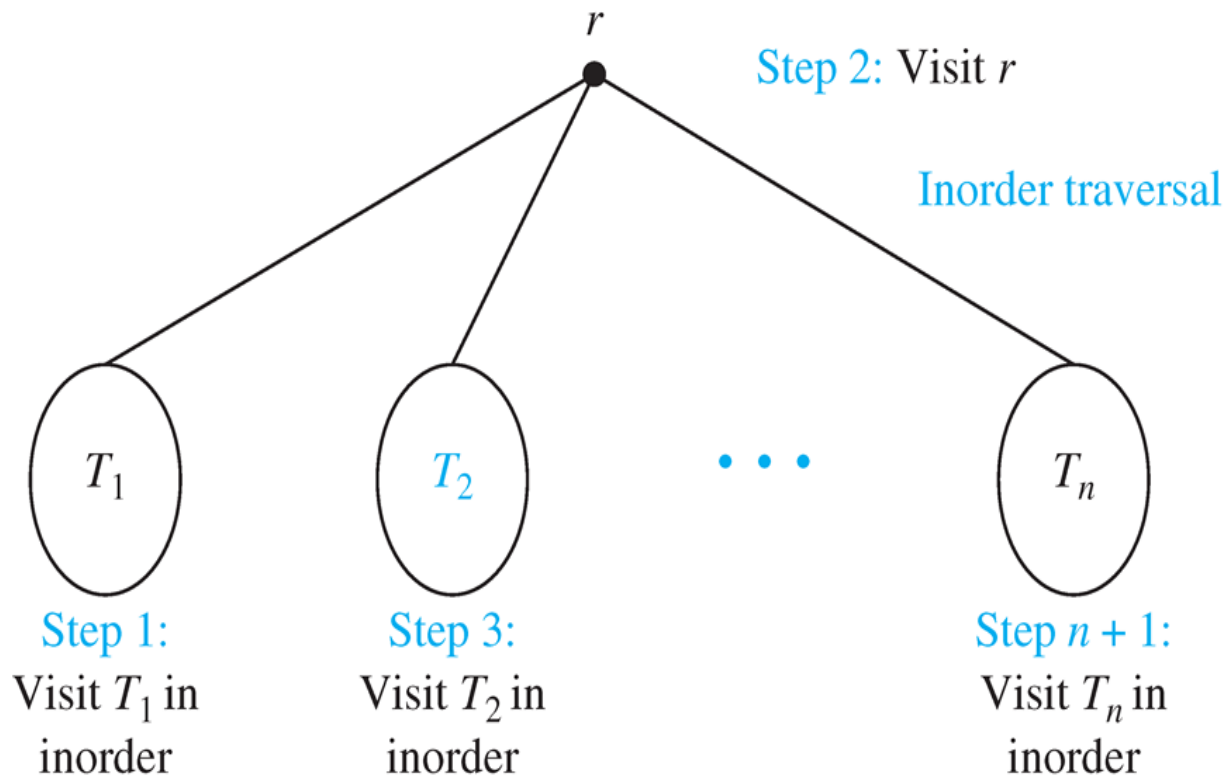
Inorder Traversal

- **Definition** Let T be an ordered rooted tree with root r . If T consists only of r , then r is the *inorder traversal* of T . Otherwise, suppose that T_1, T_2, \dots, T_n are the subtrees of r from left to right in T . The *inorder traversal* begins by traversing T_1 **in inorder**, then visiting r , and continues by traversing T_2 in inorder, and so on, until T_n is traversed in inorder.



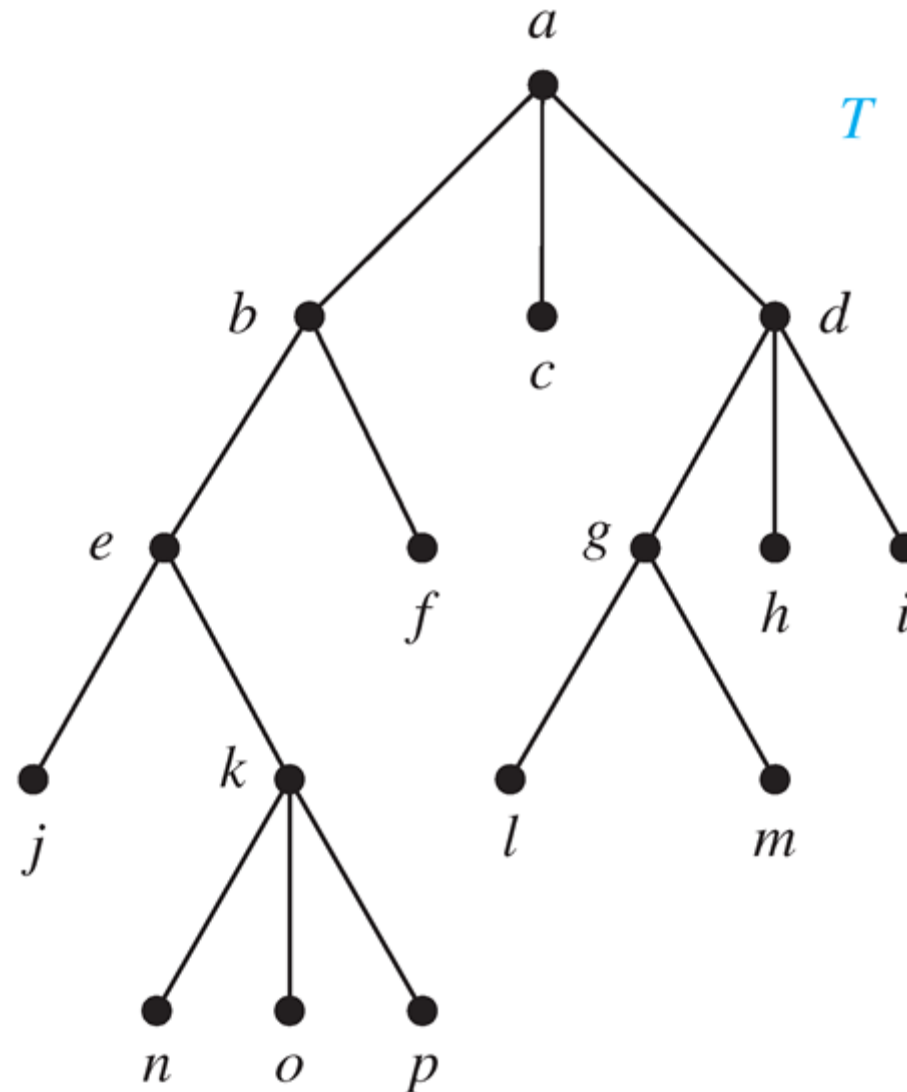
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Inorder Traversal

■ Example



Inorder Traversal

```
procedure inorder (T: ordered rooted tree)
  r := root of T
  if r is a leaf then list r
  else
    l := first child of r from left to right
    T(l) := subtree with l as its root
    inorder(T(l))
    list(r)
  for each child c of r from left to right
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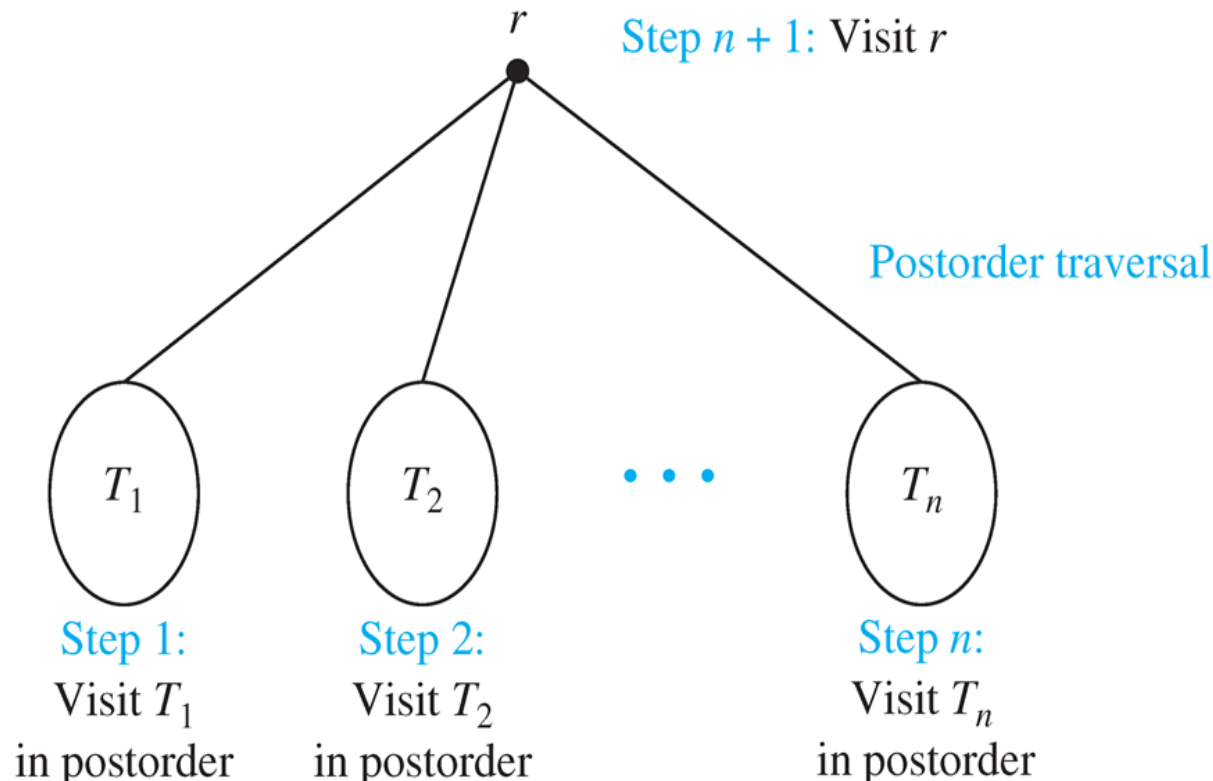
Postorder Traversal

- **Definition** Let T be an ordered rooted tree with root r . If T consists only of r , then r is the *postorder traversal* of T . Otherwise, suppose that T_1, T_2, \dots, T_n are the subtrees of r from left to right in T . The *postorder traversal* begins by traversing T_1 in postorder, then T_2 in postorder, and so on, after T_n is traversed in postorder, r is visited.



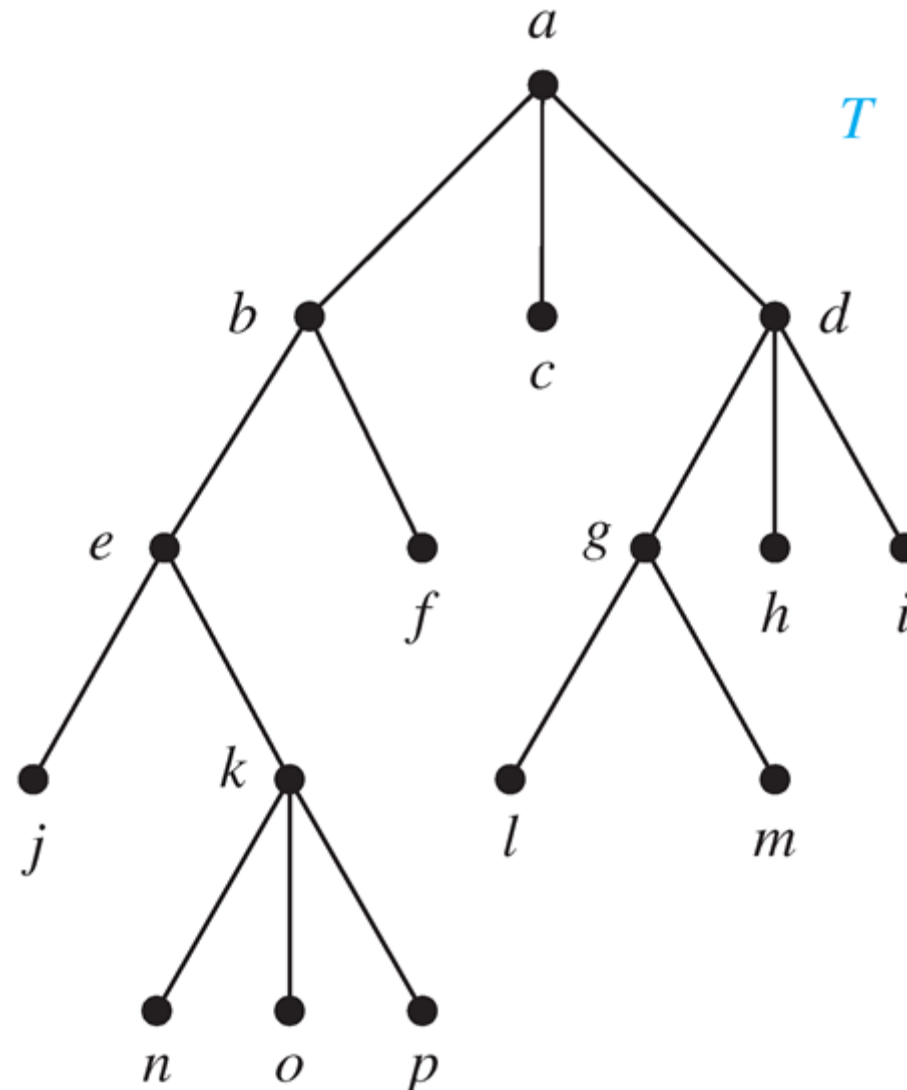
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Postorder Traversal

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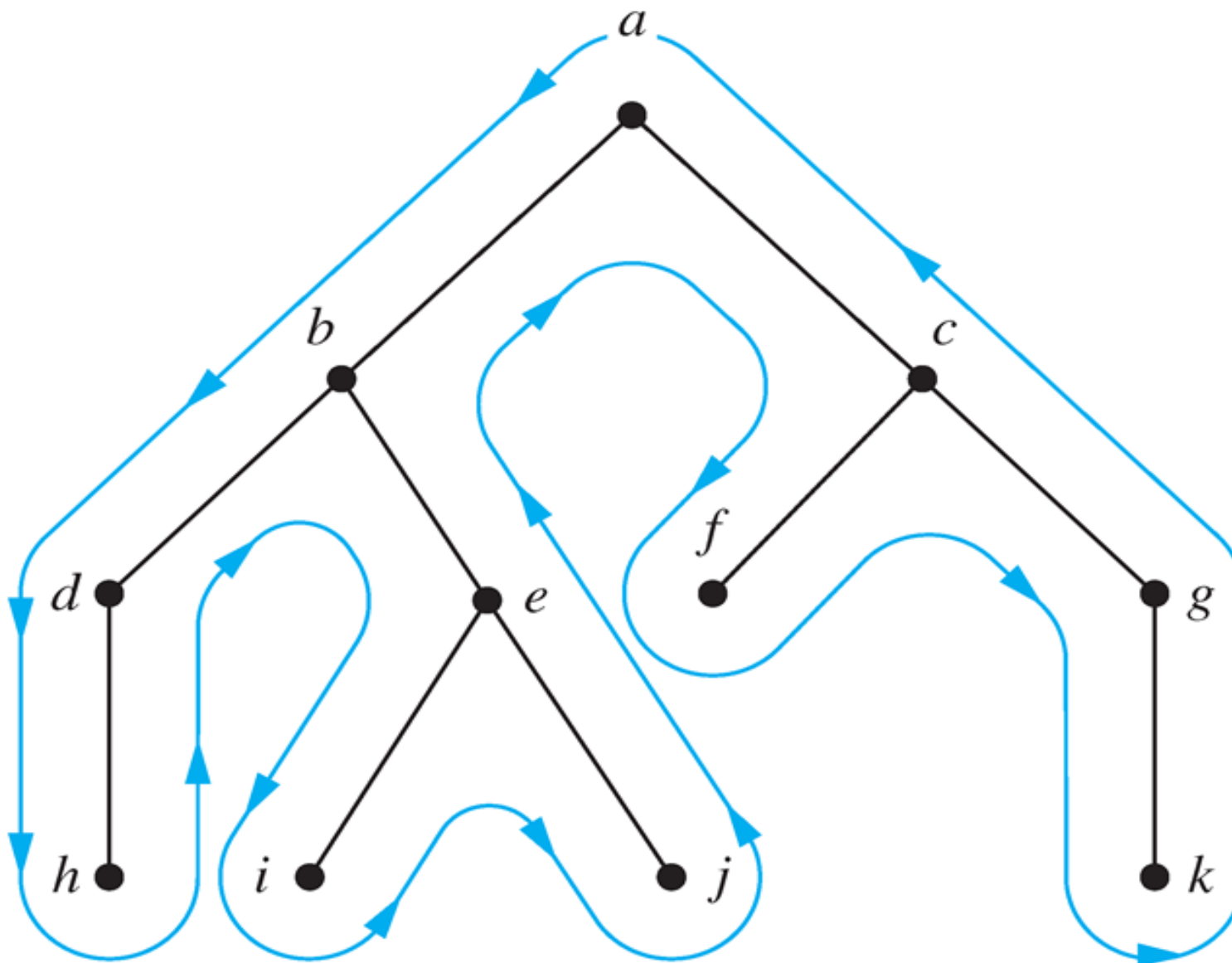


Postorder Traversal

```
procedure postordered ( $T$ : ordered rooted tree)
 $r := \text{root of } T$ 
for each child  $c$  of  $r$  from left to right
     $T(c) := \text{subtree with } c \text{ as root}$ 
    postorder( $T(c)$ )
list  $r$ 
```



Preorder, Inorder, Postorder Traversal



Expression Trees

- Complex expressions can be represented using **ordered rooted trees**



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Example

consider the expression $((x + y) \uparrow 2) + ((x - 4)/3)$

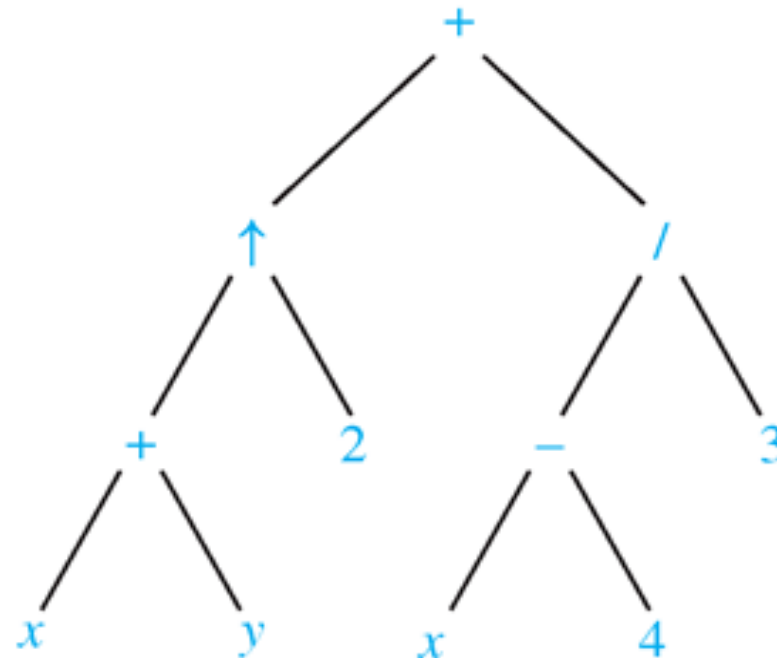


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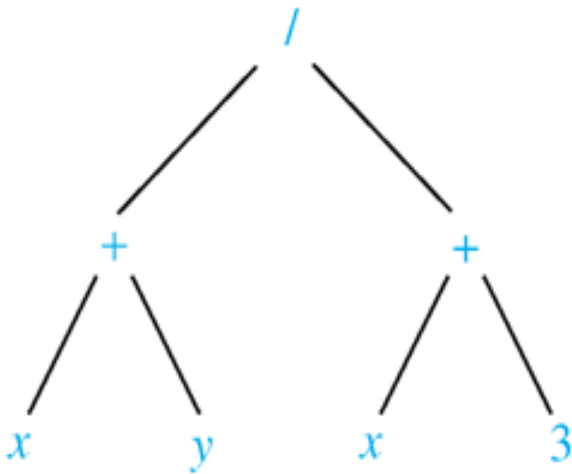
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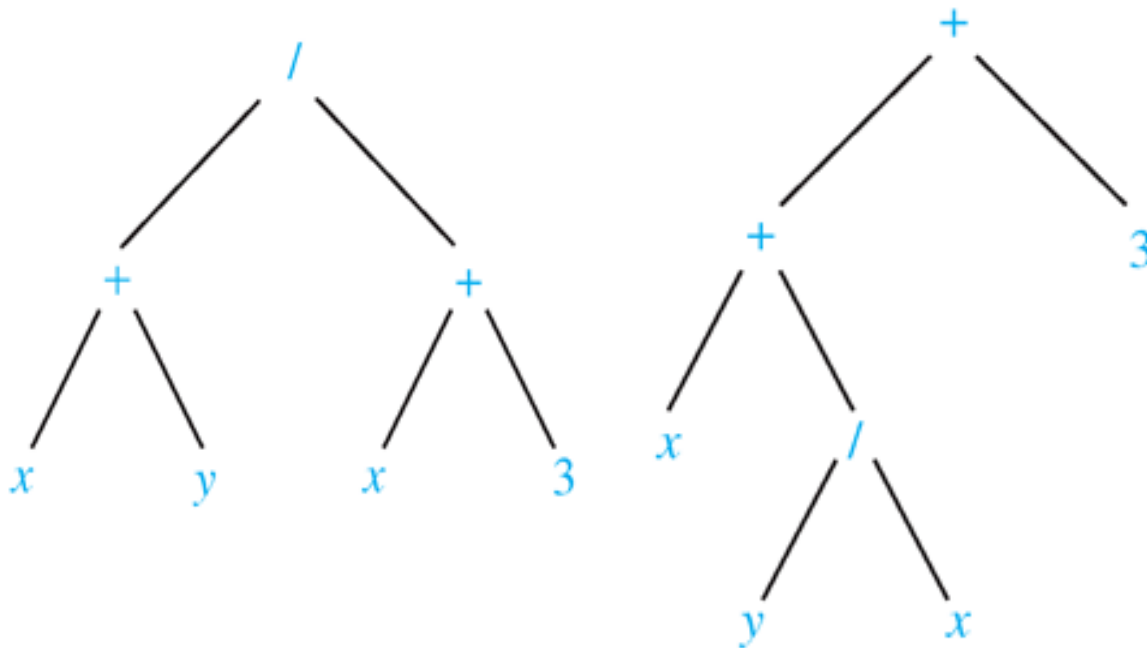
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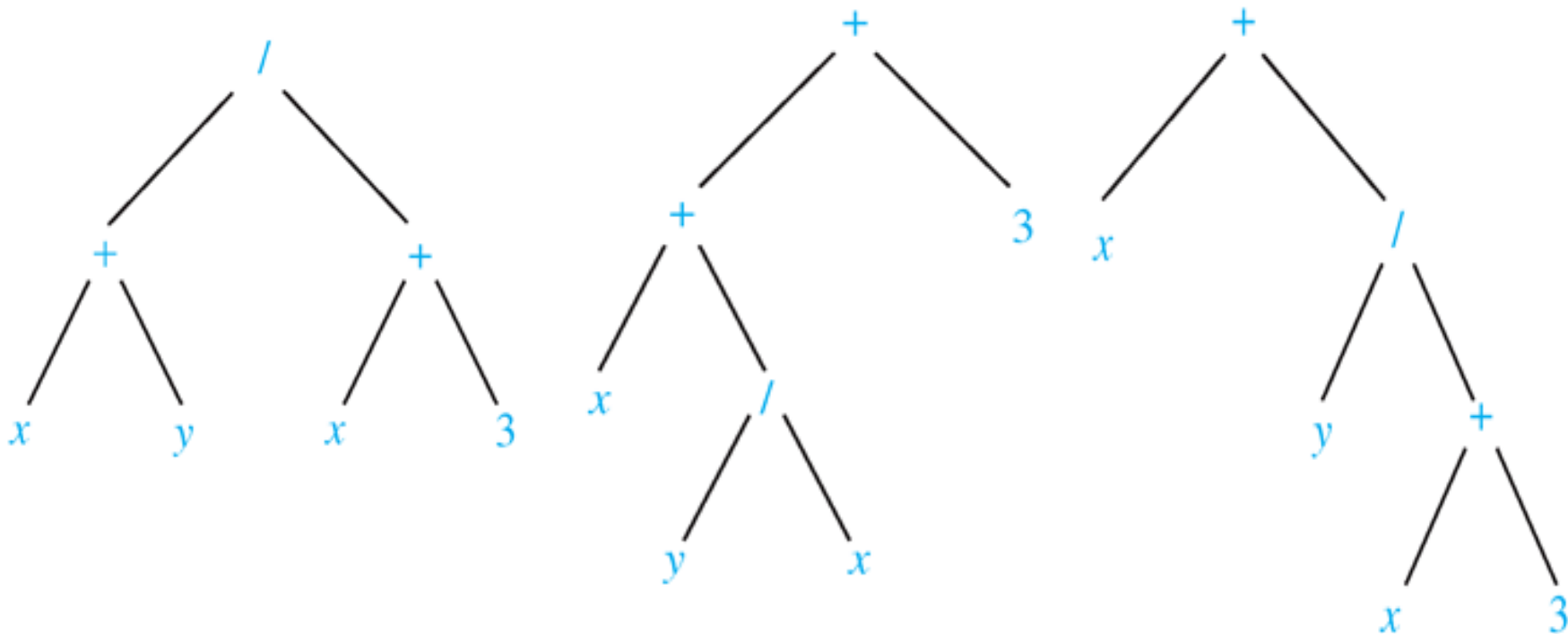
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Prefix expressions are evaluated by working *from right to left*. When we encounter an operator, we perform the operation with *the two operands to the right*.



Prefix Notation

■ Example

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+ - * 2 3 5 / $\underbrace{\uparrow 2 3}_{2 \uparrow 3 = 8}$ 4

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+ - $\underbrace{* 2 3}_{2 * 3 = 6}$ 5 2

+ $\underbrace{- 6 5}_{6 - 5 = 1}$ 2

$\underbrace{+ 1 2}_{1 + 2 = 3}$



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Postfix expressions are evaluated by working **from left to right**. When we encounter an operator, we perform the operation with *the two operands to the left*.



Postfix Notation

■ Example

7 2 3 * - 4 ↑ 9 3 / +



Postfix Notation

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$$7\ 2\ 3\ * -\ 4\ \uparrow\ 9\ 3\ /\ +$$

7 2 3 * - 4 ↑ 9 3 / +

$2 * 3 = 6$

7 6 - 4 ↑ 9 3 / +

7 - 6 = 1

1 4 ↑ 9 3 / +

1⁴ = 1

1 9 3 / +
 └────────┘
 9 / 3 = 3

$$\begin{array}{r} 1 \quad 3 \quad + \\ \hline 1 + 3 = 4 \end{array}$$

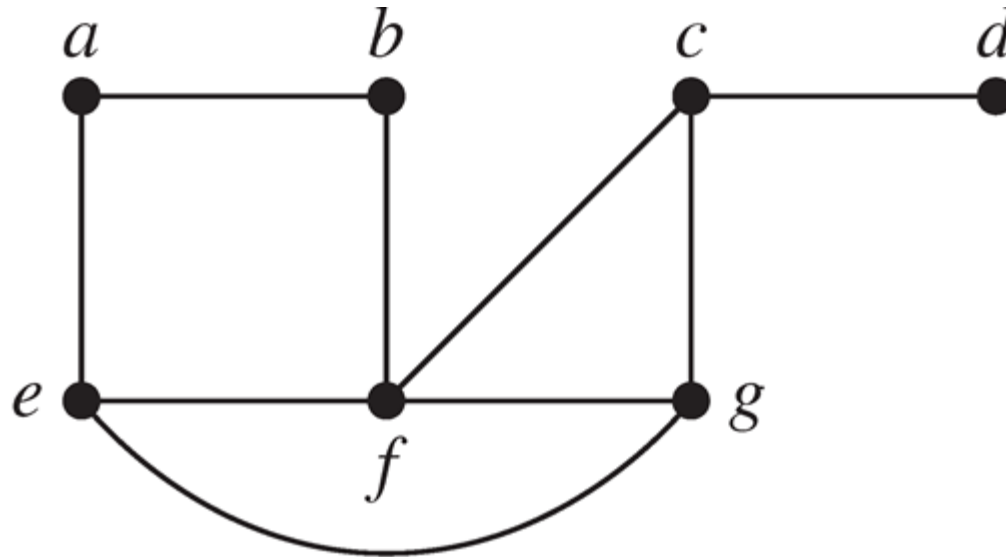

Spanning Trees

- **Definition** Let G be a simple graph. A *spanning tree* of G is a subgraph of G that is a tree containing every vertex of G .



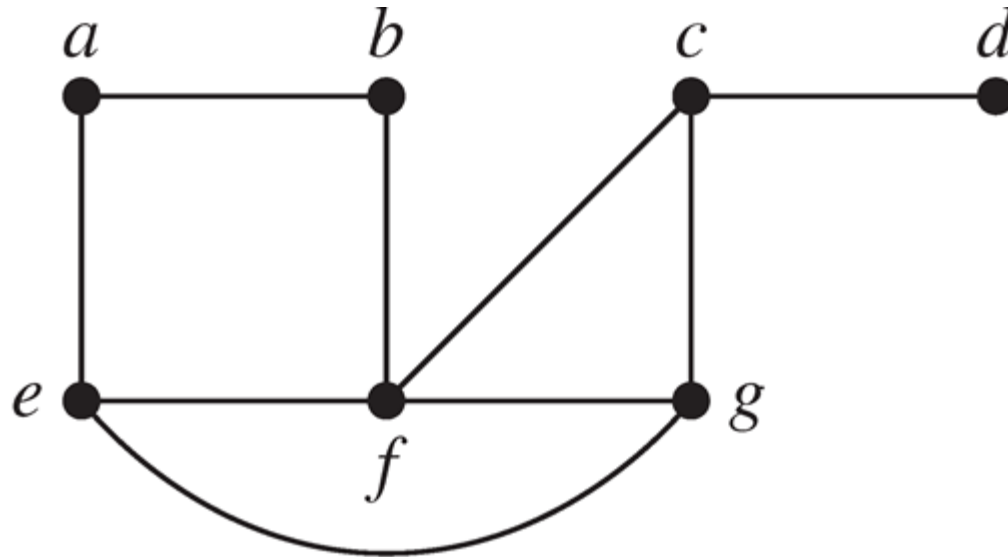
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remove edges to avoid circuits

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Depth-First Search

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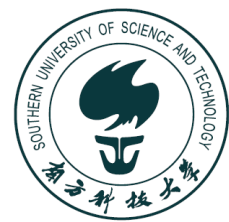
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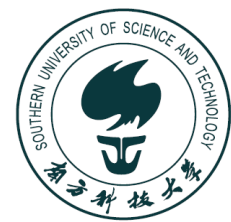
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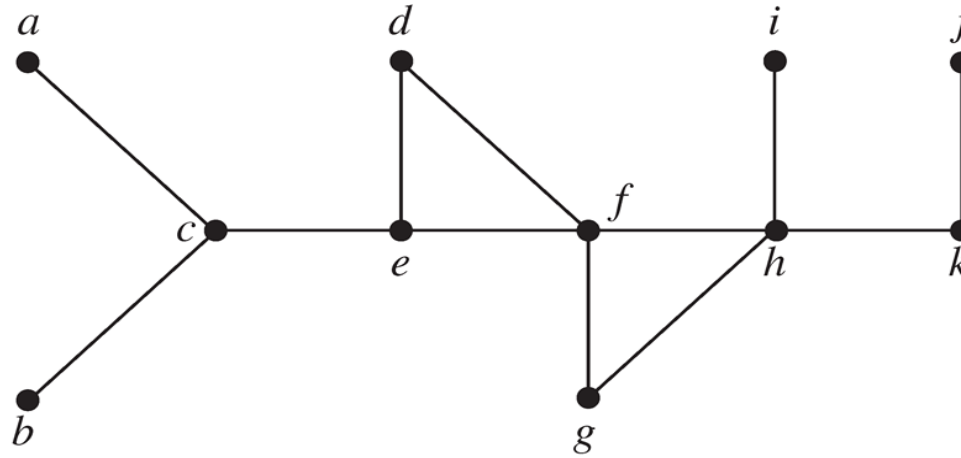
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- ◇ Otherwise, **move back to some vertex** to repeat this procedure (*backtracking*)



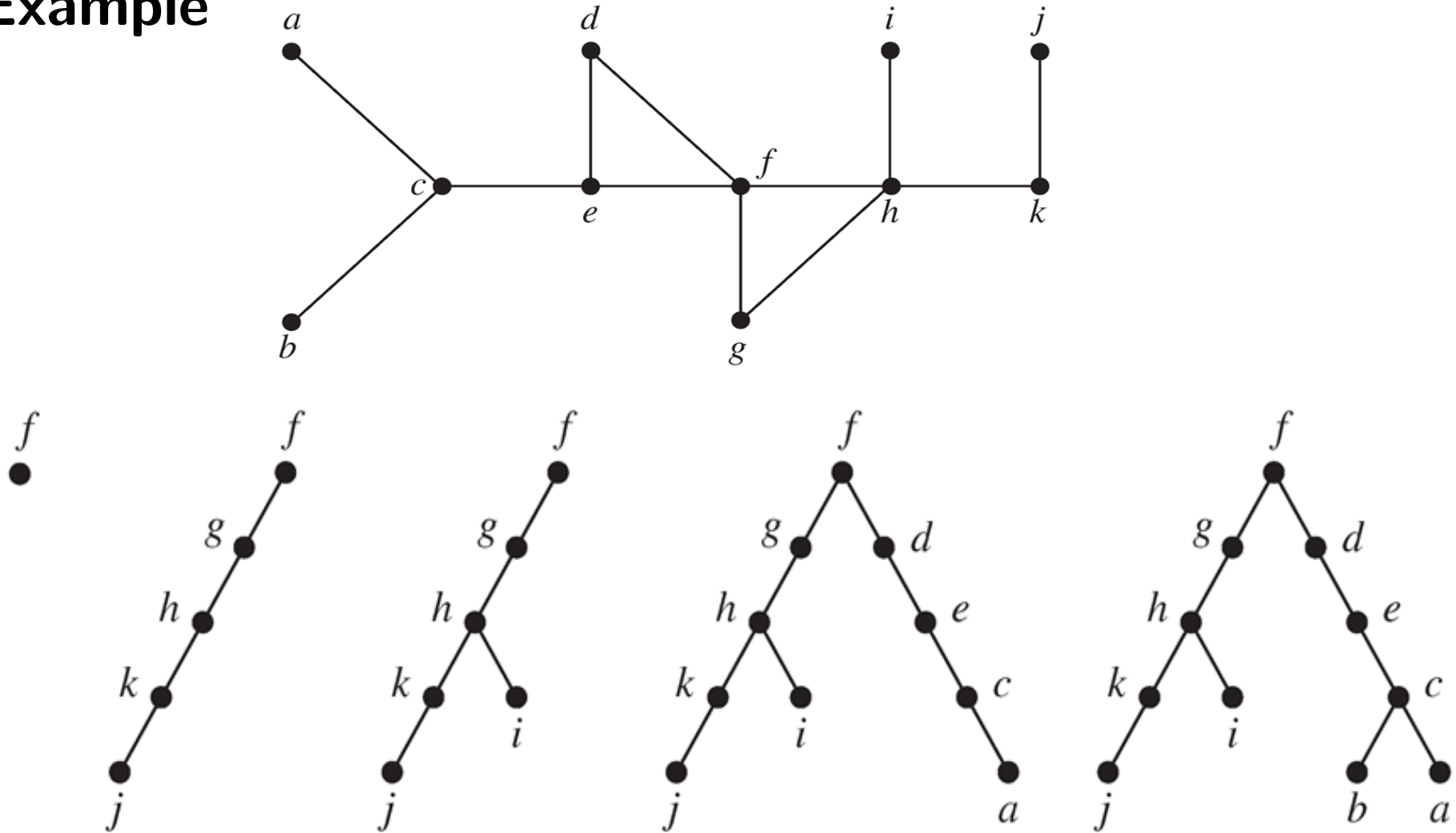
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Depth-First Search Algorithm

```
procedure DFS(G: connected graph with vertices  $v_1, v_2, \dots, v_n$ )  
   $T :=$  tree consisting only of the vertex  $v_1$   
  visit( $v_1$ )
```

```
procedure visit( $v$ : vertex of  $G$ )  
for each vertex  $w$  adjacent to  $v$  and not yet in  $T$   
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time complexity: $O(e)$



Breadth-First Search

- This is the **second** algorithm that we build up **spanning trees** by **successively adding edges**.



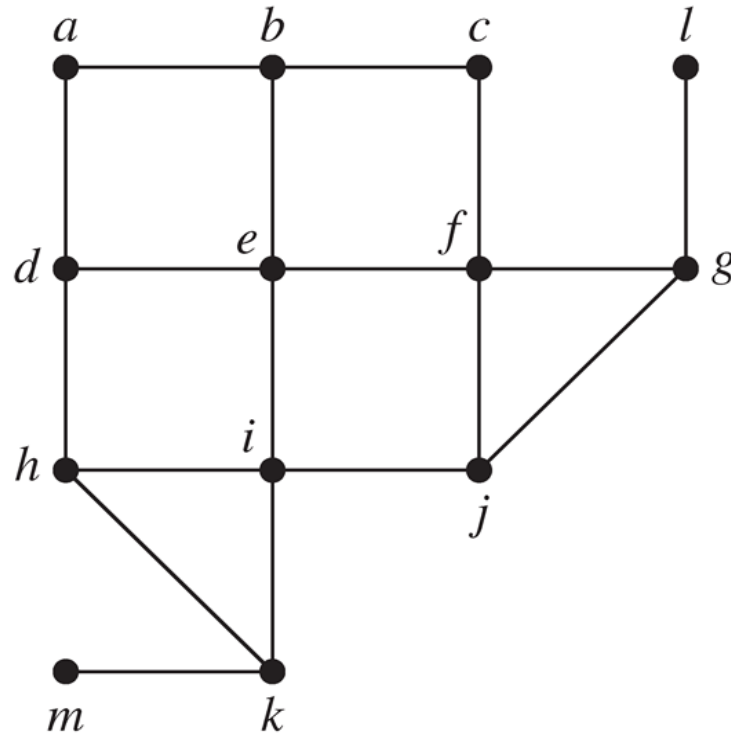
Breadth-First Search

- This is the **second** algorithm that we build up **spanning trees** by **successively adding edges**.
 - ◇ First arbitrarily choose a vertex of the graph as the root.
 - ◇ Form a path by **adding all edges incident to this vertex and the other endpoint of each of these edges**
 - ◇ For each vertex added at the **previous level**, **add edge incident to this vertex**, as long as it does **not** produce a simple circuit.
 - ◇ Continue in this manner until **all vertices have been added**.



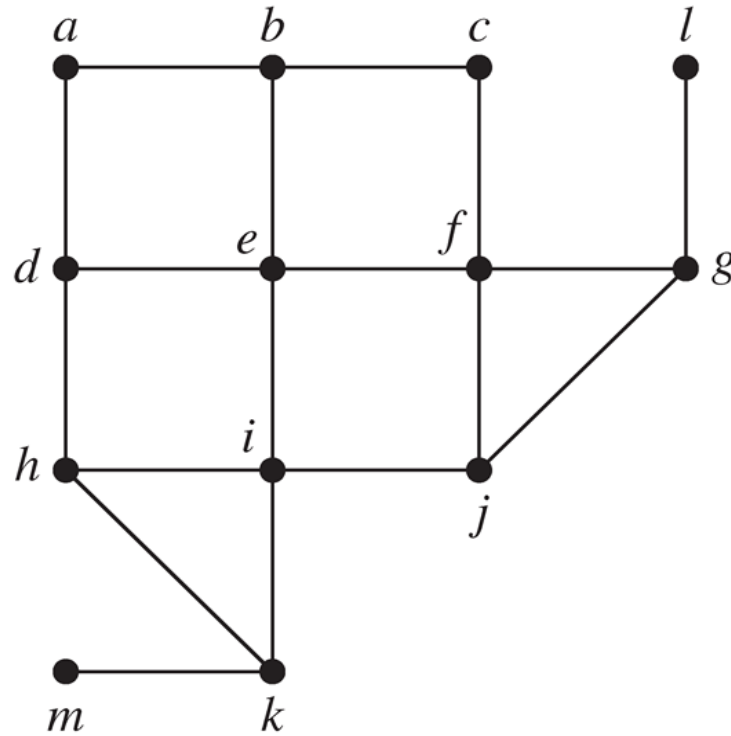
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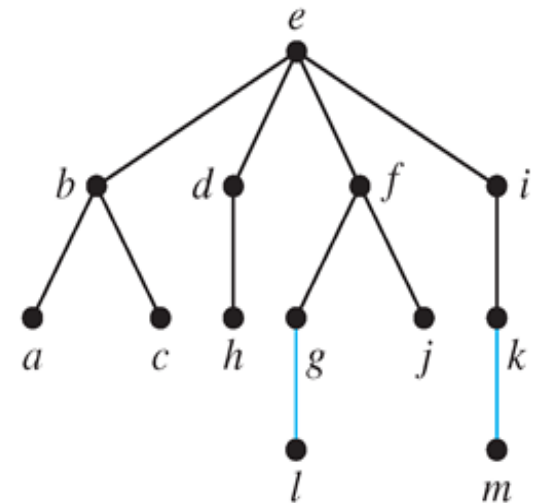
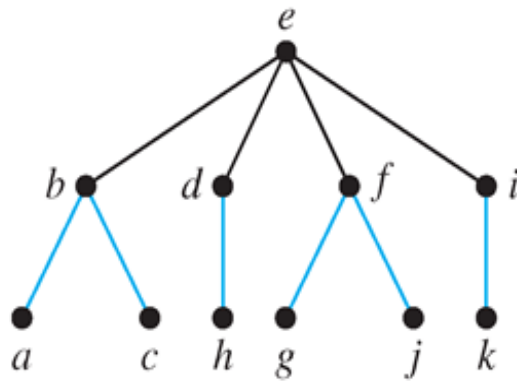
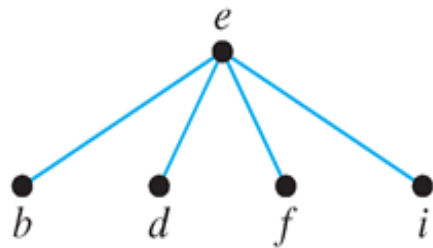


Breadth-First Search

■ Example



e



Breadth-First Search

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procedure BFS(G: connected graph with vertices  $v_1, v_2, \dots, v_n$ )  
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   $L :=$  empty list visit( $v_1$ )  
  put  $v_1$  in the list  $L$  of unprocessed vertices  
  while  $L$  is not empty  
    remove the first vertex,  $v$ , from  $L$   
    for each neighbor  $w$  of  $v$   
      if  $w$  is not in  $L$  and not in  $T$  then  
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Applications of DFS, BFS

- find paths, circuits, connected components, cut vertices, ...



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- find shortest paths, determine whether bipartite, ...

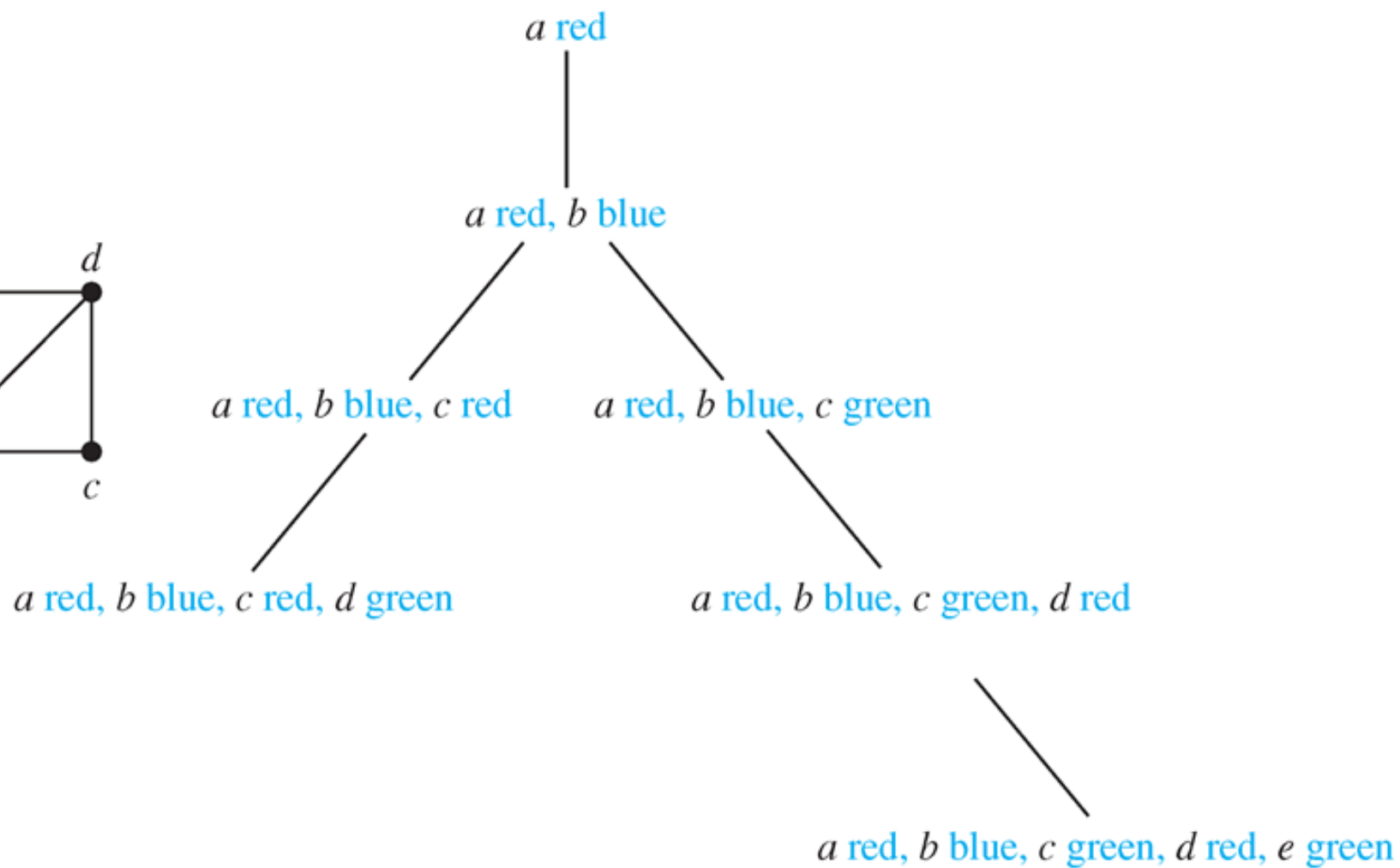
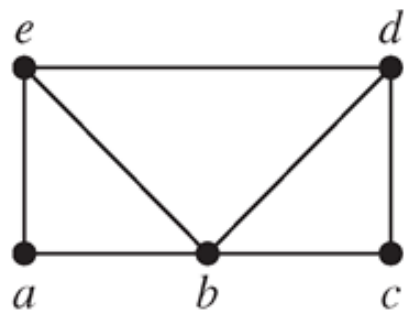


Applications of DFS, BFS

- find paths, circuits, connected components, cut vertices, ...
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- graph coloring, sums of subsets, ...



Applications of DFS, BFS

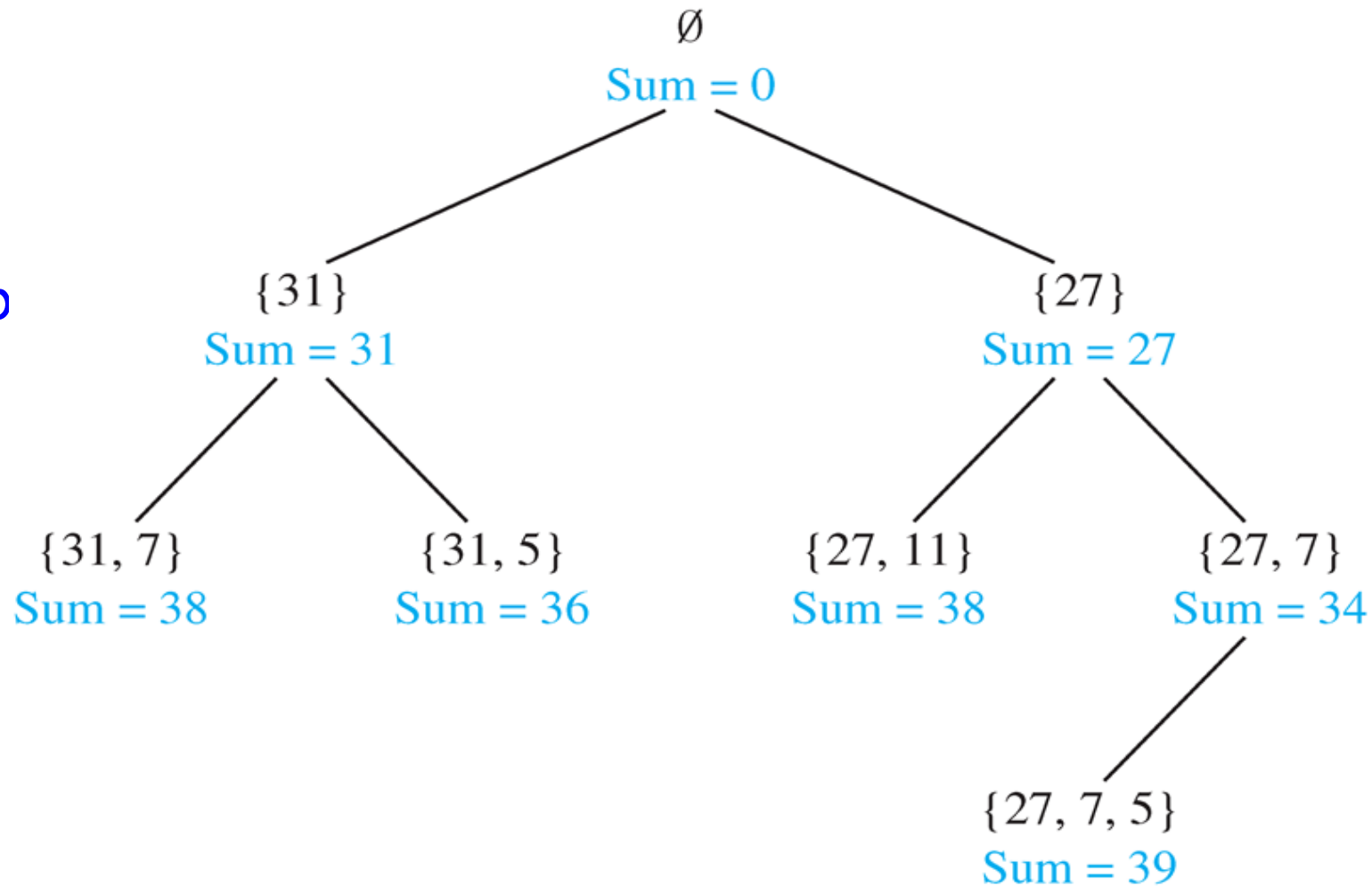


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find

graph



find a subset of $\{31, 27, 15, 11, 7, 5\}$ with the sum 39



Minimum Spanning Trees

- **Definition** A *minimum spanning tree* in a connected weighted graph is a spanning tree that has the **smallest possible sum of weights** of its edges.



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two **greedy algorithms**: Prim's Algorithm, Kruscal's Algorithm



Prim's Algorithm

ALGORITHM 1 Prim's Algorithm.

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procedure Prim( $G$ : weighted connected undirected graph with  $n$  vertices)  
   $T :=$  a minimum-weight edge  
  for  $i := 1$  to  $n - 2$   
     $e :=$  an edge of minimum weight incident to a vertex in  $T$  and not forming a  
      simple circuit in  $T$  if added to  $T$   
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  return  $T$  { $T$  is a minimum spanning tree of  $G$ }
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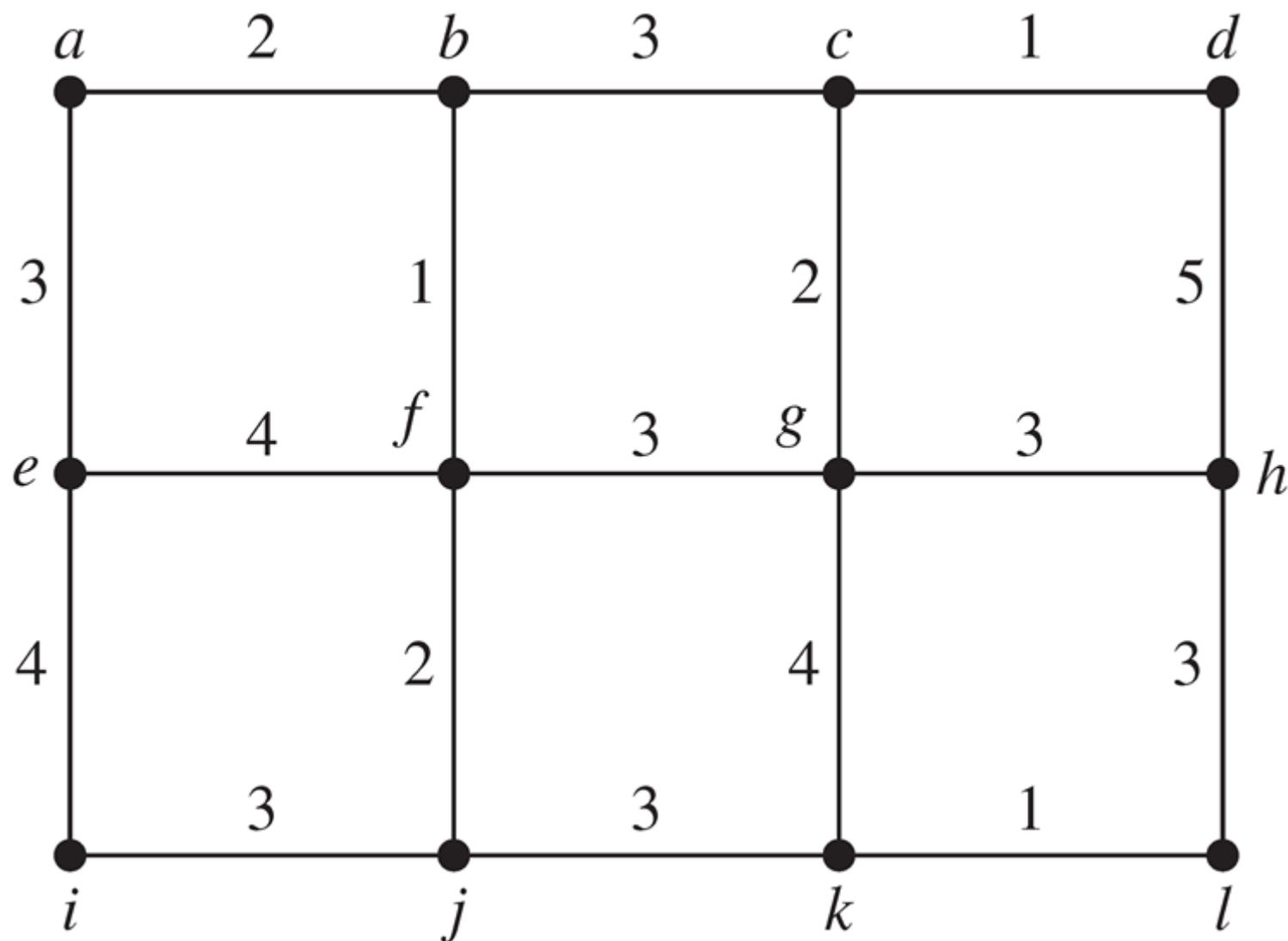
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time complexity: $e \log v$



Prim's Algorithm

■ Example



Kruskal's Algorithm

ALGORITHM 2 Kruskal's Algorithm.

```
procedure Kruskal( $G$ : weighted connected undirected graph with  $n$  vertices)  
 $T :=$  empty graph  
for  $i := 1$  to  $n - 1$   
     $e :=$  any edge in  $G$  with smallest weight that does not form a simple circuit  
        when added to  $T$   
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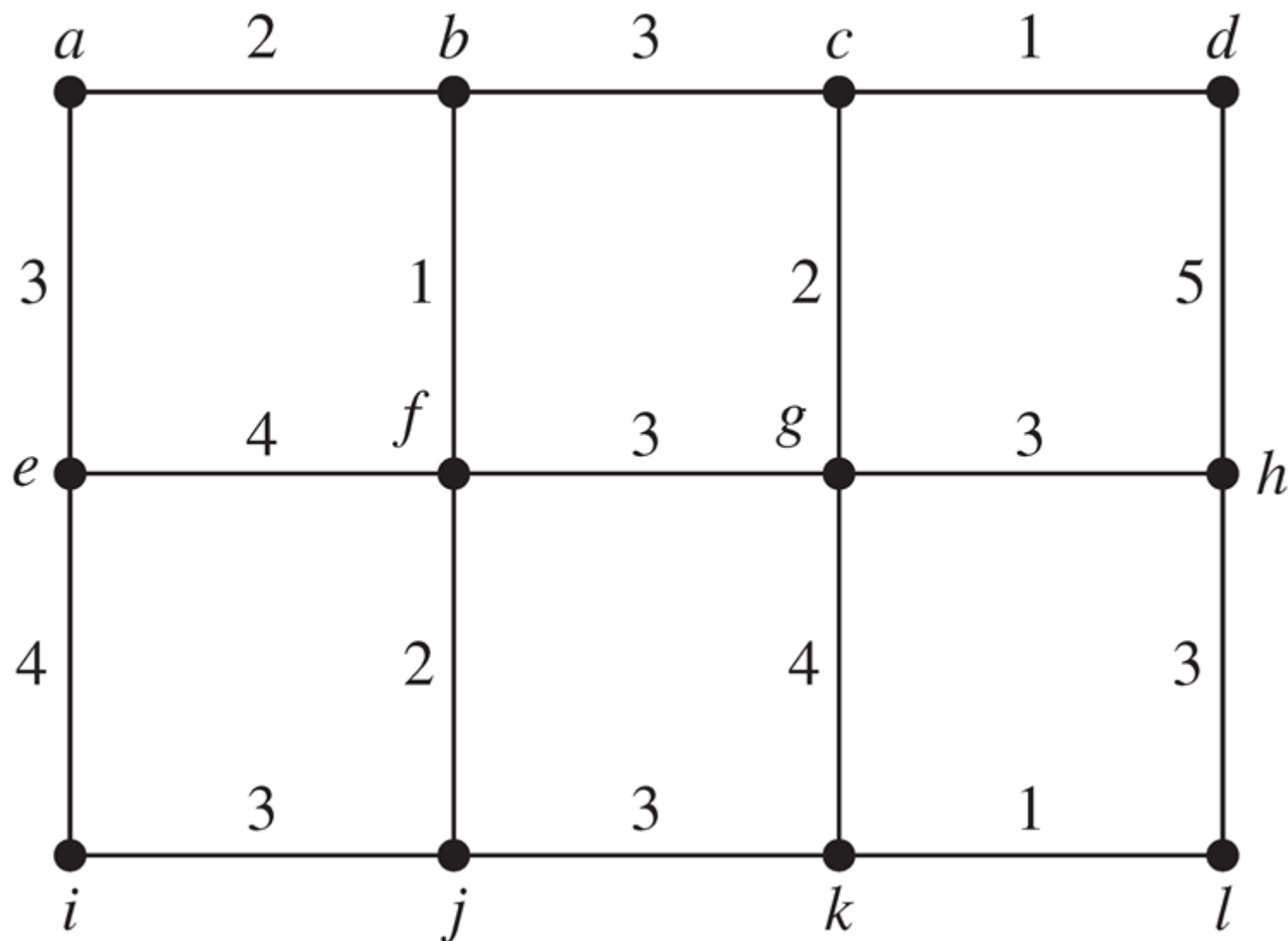
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see *CLRS / Algorithm Design*, J. Kleinberg, E. Tardos



Kruskal's Algorithm

■ Example



Review

- | | |
|------------------------------|----------------------------|
| 01. Propositional Logic | 08. Cryptography |
| 02. Predicate Logic | 09. Mathematical Induction |
| 03. Mathematical Proofs | 10. Recursion |
| 04. Sets | 11. Counting |
| 05. Functions | 12. Relation |
| 06. Complexity of Algorithms | 13. Graphs |
| 07. Number Theory | 14. Tree |



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Discrete Probability

Groups, Rings and Fields



Logic

- Logical connectives



- Logical connectives

$$\neg p, p \vee q, p \wedge q, p \oplus q, p \rightarrow q, p \leftrightarrow q$$

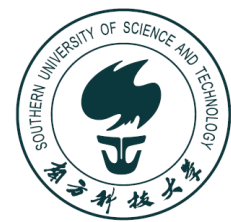


Logic

- Logical connectives

$$\neg p, p \vee q, p \wedge q, p \oplus q, p \rightarrow q, p \leftrightarrow q$$

- Logical equivalence



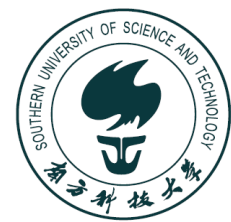
Logic

- Logical connectives

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De Morgan's laws, commutative laws, distributive laws, ...

- Predicate logic

contains variables

- Quantified statements

universal, existential, equivalence



Methods of Proving Theorems

■ Basic methods to prove theorems:

◇ *direct proof*

- $p \rightarrow q$ is proved by showing that if p is true then q follows

◇ *proof by contrapositive*

- show the contrapositive $\neg q \rightarrow \neg p$

◇ *proof by contradiction*

- show that $(p \wedge \neg q)$ contradicts the assumptions

◇ *proof by cases*

- give proofs for all possible cases

◇ *proof of equivalence*

- $p \leftrightarrow q$ is replaced with $(p \rightarrow q) \wedge (q \rightarrow p)$



Function

■ function?



Function

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one-to-one (injective) function?



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onto (surjective) function?



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Function

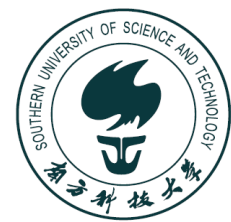
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onto (surjective) function?

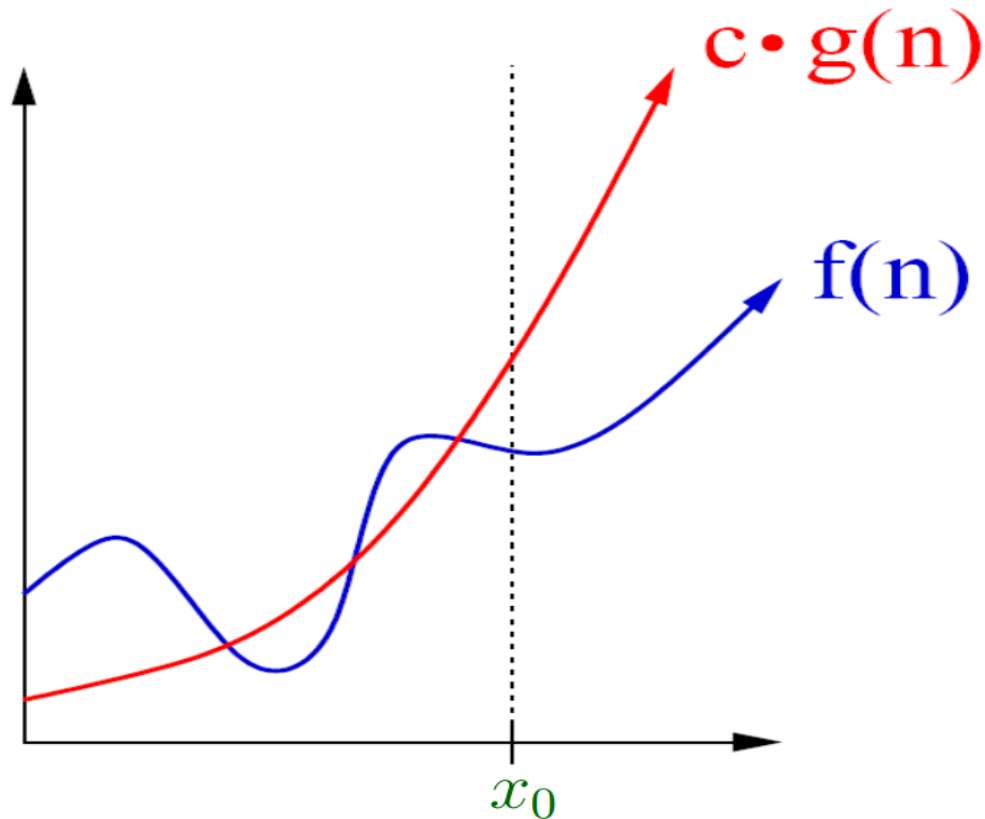
bijection function (one-to-one correspondence)?

- counting the number of such functions?



Big- O Notation

- Let f and g be functions from the set of integers or the set of real numbers to the set of real numbers. We say that $f(n) = O(g(n))$ (reads: $f(n)$ is O of $g(n)$), if there exist some positive constants C and k such that $|f(n)| \leq C|g(n)|$, whenever $n > k$.



Number Theory

■ Divisibility



Number Theory

- Divisibility

Congruence relation



Number Theory

- Divisibility

Congruence relation

Primes



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GCD and Euclidean Algorithm



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When does an inverse of a modulo m exist?

How to find inverses?



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Back substitution

$$\begin{aligned}x &\equiv 2 \pmod{3} \\x &\equiv 3 \pmod{5} \\x &\equiv 2 \pmod{7}\end{aligned}$$


Cryptography

- Fermat's Little Theorem



Cryptography

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- Euler's Theorem



Cryptography

- Fermat's Little Theorem

Euler's Theorem

Primitive roots, multiplicative order



Cryptography

- Fermat's Little Theorem

Euler's Theorem

Primitive roots, multiplicative order

RSA cryptosystem

DLP, Diffie-Hellman protocol



Mathematical Induction

- A *typical* proof by mathematical induction, showing that a statement $P(n)$ is true for all integers $n \geq b$ consists of three steps:



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3. We conclude on the basis of the principle of **mathematical induction** that $P(n)$ is true for all $n \geq b$.



Recurrence

- Iterating a recurrence



Recurrence

- Iterating a recurrence
bottom up or top down



Recurrence

- Iterating a recurrence

bottom up or top down

prove by induction, complexity, ...



Counting

- The sum rule and product rule



Counting

- The sum rule and product rule
The Inclusion-Exclusion Principle



Counting

- The sum rule and product rule
- The Inclusion-Exclusion Principle
- The Pigeonhole Principle



Counting

- The sum rule and product rule

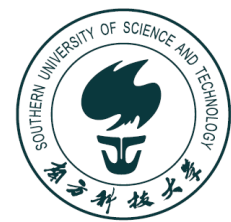
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Theorem If N is a positive integer and k is an integer with $1 \leq k \leq n$, then there are

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k -element permutations with n distinct elements.



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The Binomial Theorem, Trinomial



Binary Relations

- Properties of relations



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Definition A relation R on a set A is called a *partial ordering* if it is reflexive, antisymmetric, and transitive.



Graphs & Trees

- Basic concepts



Graphs & Trees

■ Basic concepts

connected graph, simple graph, isomorphism, chromatic number, Euler circuit, Hamilton circuit, shortest path, bipartite graph, complete graph, special graphs (K_n , $K_{m,n}$, C_n , W_n), m-ary tree, tree traversal, spanning tree ...



Next Lecture

- the last lecture ...

