# Discrete Mathematics for Computer Science Toán Rời Rạc Cho Khoa Học Máy Tính

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#### What is Discrete Mathematics?

#### Definition (Discrete mathematics)

*Discrete mathematics*: study of countable, distinct, or separate mathematical structures.

Cf. Finite Mathematics vs. Discrete Mathematics vs. "Continuous Mathematics", including e.g., Calculus, Mathematical Analysis.

### Example (Pixel)

Phones, computer monitors, televisions, modern screens, & Disney cartoons, animated films for kids & for adults, e.g., *Rick & Morty* (2013–).



# Some Critical Thinking Questions

**Targets.** Typical super-lazy unmotivated undergraduate/graduate students majored in Natural Science.

#### Some purpose-driven questions

- Why do undergraduate or graduate students need to learn mathematics?
- Which type of mathematics do undergraduate or graduate students need to learn?
- Why do CS-major students need to study Discrete Mathematics?



#### Motivations

• Learn Discrete Mathematics just for fun, to entertain yourself.

### Example (Good Will Hunting (1997))

WILL HUNTING learned History, Sociology, Psychology  $\Psi$ , Advanced Mathematics, Combinatorial Discrete Mathematics to flirt hot girls in bars, & even Advanced Organic Chemistry for fun & to help her girlfriend.

- Learn "just enough" Discrete Mathematics to understand different branches of Computer Science. Main Goal: Focus strongly on writing programs, developing software, & building useful applications.
- If looking for research-oriented jobs, especially Theoretical Computer Science, then need to learn Discrete Mathematics much harder. Main Goal: Build some new useful theories, then find their theoreticalor practical real-world applications.

### References on Mathematics & Computer Science

### On choosing Refs

How to choose "right/suitable" references, e.g., online courses, books, lecture notes, expository notes, other learning materials, etc.?

[NQBH]'s Lecture Note on Discrete Mathematics & beyond.

[GKP89]\* RONALD L. GRAHAM, DONALD ERWIN KNUTH, OREN PATASHMIK. Concrete Mathematics: A Foundation for Computer Science.

[Lib23] DAVID LIBEN-NOWELL. Connecting Discrete Mathematics & Computer Science.

[Ros19] Kenneth H. Rosen. Discrete Mathematics & Its Applications.

[WR21] RYAN T. WHITE, ARCHANA TIKAYAT RAY. Practical Discrete Mathematics: Discover math principles that fuel algorithms for computer science & machine learning with Python.

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# References on Pedagogy & Psychology

[GA08] ADAM M. GRANT, SUSAN J. ASHFORD. *The dynamics of proactivity at work.* Research in Organizational Behaviors 28 (2008) 3–34.

**Targets.** precision, robustness, creativity, usefulness, applicability, proactivity, valuable insight, deep comprehension, passion, novelty.

### Some goal-driven rules in learning, teaching, & research

(will be adjusted according to UMT IT Depart.'s objectives & visions)

- Bonus points for proposing creative problems &/or solutions.
- Special points for projects combining Math + CS (+ Physics, Chemistry, &/or Biology) much harder or more useful than lectures.



# Combinatorics using SciPy

Obviously, SciPy is not spicy at all like chicken wings in *Hot Ones* show.

### Problem (Permutation, arrangement, combination)

Given  $n, k \in \mathbb{N}^*$ , k < n. Write Pascal/Python/C/C++ programs to compute the numbers of permutations  $P_n$ , of arrangements  $A_n^k$ , of combinations  $C_n^k$ .

#### Solution.

$$P_n = n!, A_n^k = \frac{n!}{(n-k)!}, C_n^k = \frac{n!}{k!(n-k)!}$$
. Run combinatorics.py.

## Problem (Pascal triangle & Newton binomial expansion)

Given  $m, n \in \mathbb{N}^*$ . Write Pascal/Python/C/C++ programs to print the 1st n+1 lines of the Pascal triangle & Newton binomial expansion of  $(a+b)^{n}, (a+b+c)^{n}, (\sum_{i=1}^{m} a_{i})^{n}, \forall a, b, c, a_{i} \in \mathbb{R}, \forall i = 1, ..., m.$ 

# Elementary Mathematics/Grade 6/Basic Plane Geometry

#### Problem (Count number of lines formed by some points)

Write Pascal/Python/C/C++ programs to count the number of lines formed by  $n \in \mathbb{N}^*$  distinguished points in (2D) plane.

Hint.  $C_n^2 - \sum_{i=1}^m C_{a_i}^2 + m = \frac{n(n-1)}{2} - \sum_{i=1}^m \frac{a_i(a_i-1)}{2} + m$  lines, where n given points is partitioned into exactly  $m \in \mathbb{N}$  disjoint subsets  $A_i$  of collinear points, where  $a_i := |A_i| = \operatorname{card} A_i$ ,  $\forall i = 1, \dots, m$ .

### Problem (Count number of intersections formed by some lines)

Write Pascal/Python/C/C++ programs to count the number of intersections of  $n \in \mathbb{N}^*$  distinguished lines in (2D) plane.

Hint. Nếu trong n đường thẳng đã cho có đúng  $m \in \mathbb{N}$  bộ lần lượt gồm  $a_1, \ldots, a_m$  đường thẳng song song đôi một &  $k \in \mathbb{N}$  bộ lần lượt gồm  $b_1, \ldots, b_k$  đường thẳng đồng quy thì số giao điểm:  $C_n^2 - \sum_{i=1}^m C_{a_i}^2 - \sum_{i=1}^m C_{b_i}^2 + k$   $= \frac{n(n-1)}{2} - \sum_{i=1}^m \frac{a_i(a_i-1)}{2} - \sum_{i=1}^k \frac{b_i(b_i-1)}{2} + k.$ 

## Further & Beyond

#### Discrete Mathematics vs. DL $\subset$ ML $\subset$ Al

How can Discrete Mathematics be useful in Artificial Intelligence (AI), Machine Learning (ML), & Deep Learning (DL)?

