3. Write a Program that generates all the permutations of a given set of digits, with or without repetition.
4. For any number n, write a program to list all the solutions of the equation $x_1 + x_2 + x_3 + ...+ x_n = C$, where C is a constant ($C<=10$) and $x_1, x_2, x_3, ..., x_n$ are nonnegative integers, using brute force strategy.
5. Write a Program to evaluate a polynomial function. (For example store $f(x) = 4n^2 + 2n + 9$ in an array and for a given value of n, say n = 5, compute the value of f(n)).
6. Write a Program to check if a given graph is a complete graph. Represent the graph using the Adjacency Matrix representation.
7. Write a Program to check if a given graph is a complete graph. Represent the graph using the Adjacency List representation.
8. Write a Program to accept a directed graph G and compute the in-degree and out-degree of each vertex.

Essential/recommended readings

1. Liu, C. L., Mohapatra, D. P. *Elements of Discrete Mathematics: A Computer Oriented Approach*, 4th edition, Tata McGraw Hill, 2017.
2. Rosen, K. H.. *Discrete Mathematics and Its Applications*, 8th edition, McGraw Hill, 2018.

Suggestive readings

(i) Cormen, T. H., Leiserson, C. E., Rivest, R. L., Stein C. *Introduction to Algorithms*, 4th edition, Prentice Hall of India. 2022.
(ii) Trembley, J. P., Manohar, R. *Discrete Mathematical Structures with Application to Computer Science*, Tata McGraw Hill, 1997.
(iii) Albertson, M. O. and Hutchinson, J. P. *Discrete Mathematics with Algorithms*, John Wiley and Sons, 1988.

DISCIPLINE SPECIFIC CORE COURSE – 6: Probability for Computing

Credit distribution, Eligibility and Pre-requisites of the Course

Course title & Code	Credits	Credit distribution of the course			Eligibility criteria	Pre-requisite of the course (if any)
		Lecture	Tutorial	Practical/ Practice		
DSC06 Probability for computing	**4**	**3**	**0**	**1**	Class XII pass with Mathematics	**Nil**

Learning Objectives

This course introduces the students to the fundamental concepts and topics of probability and statistics, whose knowledge is important in other computer science courses. The course aims to build the foundation for some of the core courses in later semesters.

Learning outcomes

After successful completion of this course, the student will be able to:

- Use probability theory to evaluate the probability of real-world events.
- Describe discrete and continuous probability distribution functions and generate random numbers from the given distributions.
- Find the distance between two probability distributions
- Define and quantify the information contained in the data.
- Perform data analysis in a probabilistic framework.
- Visualize and model the given problem using mathematical concepts covered in the course.

SYLLABUS OF DSC-6 UNIT-I (09 Hours)

Basic Probability: Introduction to the notion of probability, Random experiment, Sample space and Events, Probability defined on events, Algebra of events. Conditional probabilities, independent events, Bayes' theorem.

UNIT-II (12 Hours)

Random Variables: Introduction to Random Variables, Probability mass/density functions, Cumulative distribution functions. Discrete Random Variables (Bernoulli, Binomial, Poisson, Multinomial and Geometric). Continuous Random Variables (Uniform, Exponential and Normal). Expectation of a Random Variable, Expectation of Function of a Random Variable and Variance. Markov inequality, Chebyshev's inequality, Central Limit Theorem, Weak and Strong Laws of Large Numbers.

UNIT-III (09 Hours)

Joint Distributions: Jointly distributed Random Variables, Joint distribution functions, Independent Random Variables, Covariance of Random Variables, Correlation Coefficients, Conditional Expectation.

UNIT-IV (15 Hours)

Markov Chain and Information Theory: Introduction to Stochastic Processes, Chapman–Kolmogorov equations, Classification of states, Limiting and Stationary Probabilities. Random Number Generation, Pseudo Random Numbers, Inverse Transformation Method, Rejection Method, Uncertainty, Information and Entropy, Mutual Information, KL Divergence.

Practical component (if any) – 30 Hours

The goal of this lab is to develop data interpretation skills. Following exercises are designed to enable students to understand data characteristics either by visualization or by interpreting computed measures. All the exercises are to be completed using MS Excel functions and graphs. At the end of each exercise, the student should be able to draw a conclusion and state in a concise manner. Teachers are expected to guide students to obtain real data available through the internet for the following exercises.

1. Plotting and fitting of Binomial distribution and graphical representation of probabilities.
2. Plotting and fitting of Multinomial distribution and graphical representation of probabilities.
3. Plotting and fitting of Poisson distribution and graphical representation of probabilities.
4. Plotting and fitting of Geometric distribution and graphical representation of probabilities.
5. Plotting and fitting of Uniform distribution and graphical representation of probabilities.
6. Plotting and fitting of Exponential distribution and graphical representation of probabilities.
7. Plotting and fitting of Normal distribution and graphical representation of probabilities.
8. Calculation of cumulative distribution functions for Exponential and Normal distribution.
9. Given data from two distributions, find the distance between the distributions.
10. Application problems based on the Binomial distribution.
11. Application problems based on the Poisson distribution.
12. Application problems based on the Normal distribution.
13. Presentation of bivariate data through scatter-plot diagrams and calculations of covariance.
14. Calculation of Karl Pearson's correlation coefficients.
15. To find the correlation coefficient for a bivariate frequency distribution.
16. Generating Random numbers from discrete (Bernoulli, Binomial, Poisson) distributions.

17. Generating Random numbers from continuous (Uniform, Normal) distributions.
18. Find the entropy from the given data set.

Essential/recommended readings

1. Ross Sheldon M. *Introduction to Probability Models*, 12th Edition, Elsevier, 2019.
2. Trivedi, K. S. *Probability and Statistics with Reliability, Queuing and Computer Science Applications*, 2nd edition, Wiley, 2015.
3. Deisenroth, Marc Peter, Faisal A. Aldo and Ong Cheng Soon, *Mathematics for Machine Learning*, 1st edition, Cambridge University Press, 2020.
4. Ian F. Blake, *An Introduction to Applied Probability*, John Wiley.

Suggestive readings

(i) Johnson James L., *Probability and Statistics for Computer Science*, 6th edition, Wiley, 2004.

(ii) Forsyth David, *Probability and Statistics for Computer Science*, 1st edition, Springer, 2019.

(iii) Freund J.E., *Mathematical Statistics with Applications*, 8th edition, Pearson Education, 2013.

(iv) Devore Jay L., *Probability and Statistics for Engineering and the Sciences*, 9th edition, Cengage Learning, 2020.