

# GB13604 - Maths for Computer Science

## Lecture 0 – About this Course

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# What is this course about?

In this course, you will study (or review?) topics in fundamental mathematics that are **useful for computer scientists**.

- Central topic: Discrete Mathematics
  - Proofs
  - Sets
  - Integers
  - Combinations
  - Probability

A **secondary objective** of this lecture is to help you **practice your technical English**.

# Course Materials

This course is based on [Mathematics for Computer Science, Spring 2015](#), by Albert Meyer and Adam Chlipala, Massachusetts Institute of Technology (MIT), OpenCourseWare (OCW)

The original MIT materials, as well as the materials prepared for this version of the course are licensed as Creative Commons BY-NC-SA.



In [manaba](#) you can find links to the original course, as well as the textbook.

**Make sure to read the textbook along with this course!**

# Structure of a Lesson

## Hybrid Online Version

This year, our lecture will be **On-demand Online**. Each week includes the following activities:

- ① Watch the video about the week's topic on MS stream;
  - You can watch the video at any time. Some of the videos are the same as last year.
- ② Join the "Office Hours" during the class period, on MS Teams;
  - During the regular lecture time, the professors will be available on MS teams to answer questions about the materials and the exercise.
- ③ Solve the weekly exercise;
  - Every week there is one exercise related to that week's subject. Try to start the exercise during office hours.

# Course Topics

- Part I: Proofs
  - Class 1: Introduction to Proofs
  - Class 2: Sets and Induction
- Part II: Structures
  - Class 1: Number Theory
  - Class 2: Directed Graphs and Partial Orders
  - Class 3: Simple and Planar Graphs
- Part III: Counting
  - Class 1: Sums and Asymptotics
  - Class 2: Cardinality Rules and Generating Functions
- Part IV: Probability
  - Class 1: Events, Probability Spaces, Conditionals
  - Class 2: Random Variables, Deviation from Mean, Random Walk
  - Class 3: Advanced Topics and Review

# Course Evaluation

## Online Version

The grade of this course will be the weighted average between the Weekly Exercises and the Final Exam.

- 70% Weekly Exercises
  - One to three questions will be posed in class;
  - You must answer your exercises individually;
  - Submission must be a PDF on MANABA;
- 30% Final Exam
  - The final exam will cover topics from all lectures;
  - The final exam will probably be **Face to Face**; Let me know if you have problems.

## About the Course Language

One of the goals of this lecture is to raise your level of technical English. However, this is not an English Class.

I expect the students to submit their exercises and exam answers in English. It does not need to be perfect, but I expect you to make a good effort.

If you are having difficulties

Please contact me by MANABA message, MS Teams, or by e-mail at any time!

# Self-introduction



- **Name:** Claus Aranha;
- **Country:** Brazil;
- **Research:** Evolutionary Computation and Artificial Life;
- **Hobby:** game programming
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