

# 计算机数学概述

魏恒峰

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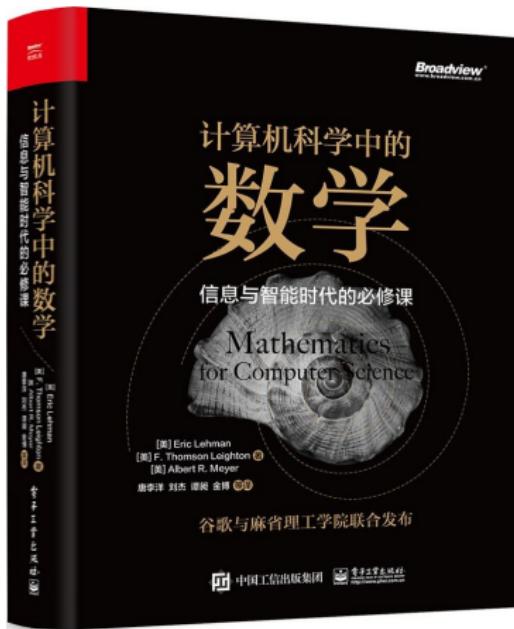
2026 年 03 月 03 日



# 什么是“计算机数学”？

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“Mathematics for Computer Science”  
(math4cs)



# What does “Computer Science” study?

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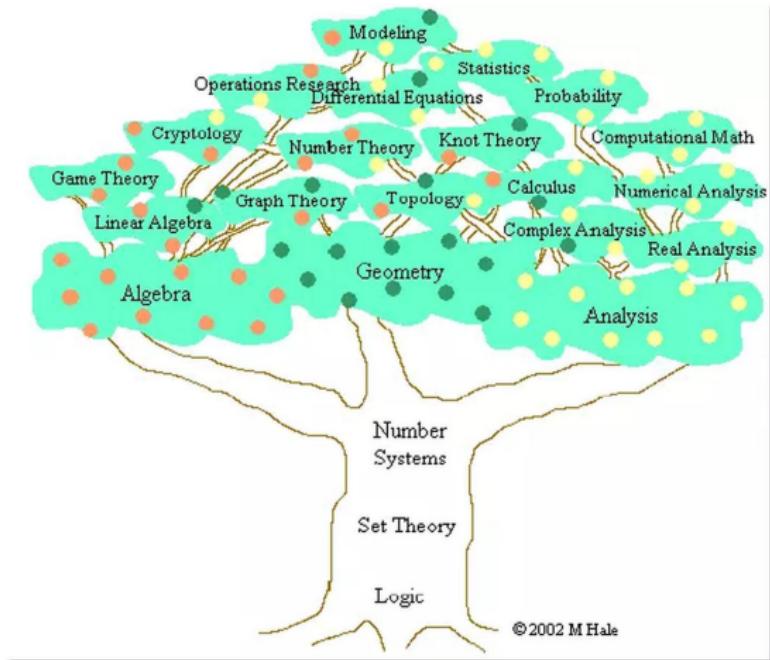
*Computer science focuses on methods involved in design, specification, programming, verification, implementation and testing of human-made computing systems.*

## What does “Computer Science” study?

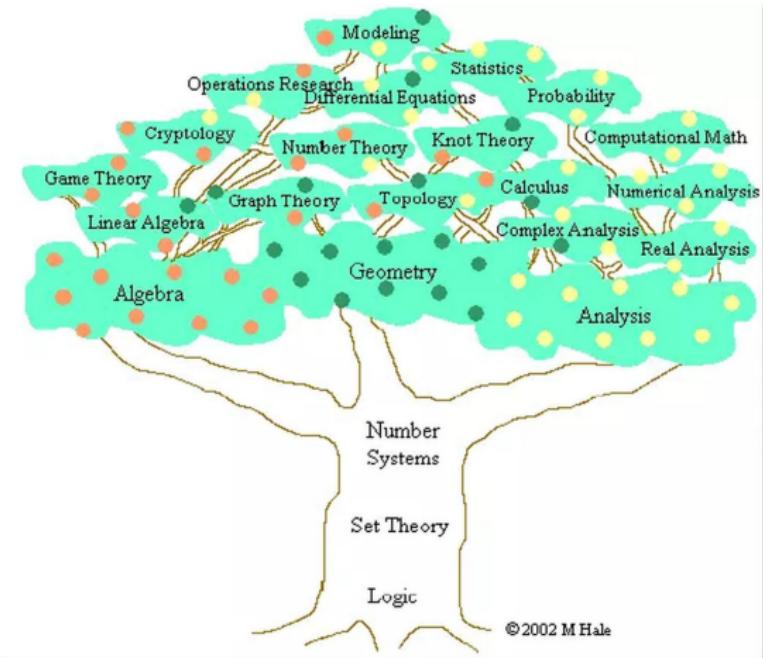
*Computer science focuses on methods involved in design, specification, programming, verification, implementation and testing of human-made computing systems.*

math4cs is **model-and-proof** oriented.

# “计算机数学”在哪里?



# “计算机数学”在哪里?



计算机数学是个大杂烩，啥都学点儿，啥都没学好

## 分班教学 (共 9 个班级)

授课内容与作业可能有出入, 不影响考试与成绩分配

平时作业 *vs.* 期中测试 *vs.* 期末测试

4 : 2 : 4

弹性制

每周二、周四下午 14:00 发布作业      下周四晚 22:00 前提交作业

每次作业按 **10** 分计算

**请按时提交, 过时不补, 按 0 分计**

(助教: )

“教学立方”课程邀请码: PLD8QKTZ



# “教学立方”课程邀请码: PLD8QKTZ



TEX

math4cs-problem-sets Public

main 1 Branch 0 Tags Go to file + ⌂ Code

hengwei · 2026/math4cs-hw0-overview/ 40b517 · 20 minutes ago 2 Commits

2026/math4cs-hw0-overview · +2026/math4cs-hw0-overview/ 20 minutes ago

.gitignore · +2026/math4cs-hw0-overview/ 20 minutes ago

LICENSE · Initial commit 32 minutes ago

README.md · Initial commit 32 minutes ago

README MIT license

**math4cs-problem-sets**

Problem Set for math4cs (Mathematics for Computer Science; <https://github.com/courses-at-hnu-by-hfwei/math4cs>) at Hunan University by Hengfeng Wei

<https://github.com/courses-at-hnu-by-hfwei/math4cs-problem-sets>

# 约法三章

非必要，不点名

非必要，不迟到

非必要，不迟到

尽量吃早餐，但不可以在教室吃早餐

~~非必要~~, 不抄袭; 一经发现, 后果严重

**非必要, 不抄袭; 一经发现, 后果严重**

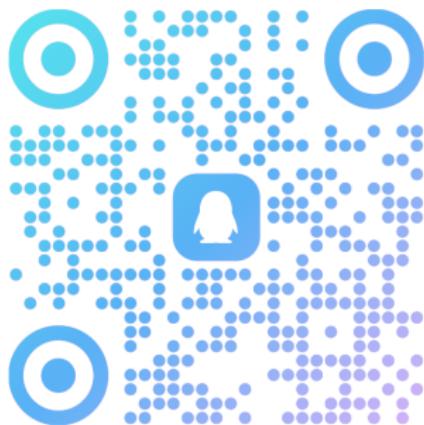
**当次作业计 0 分; 总评扣 10 分**

QQ 群号: 108 745 6358



2026-计算机数学-拔...

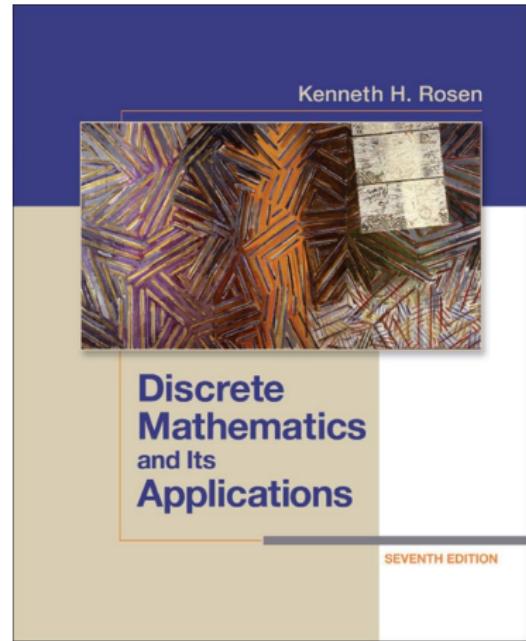
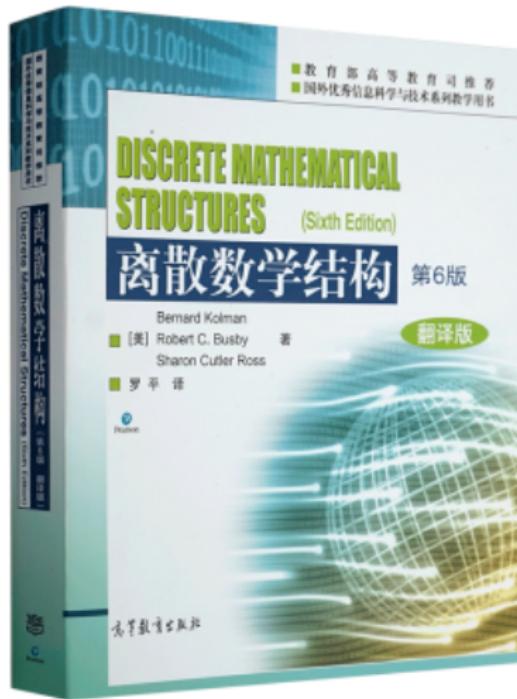
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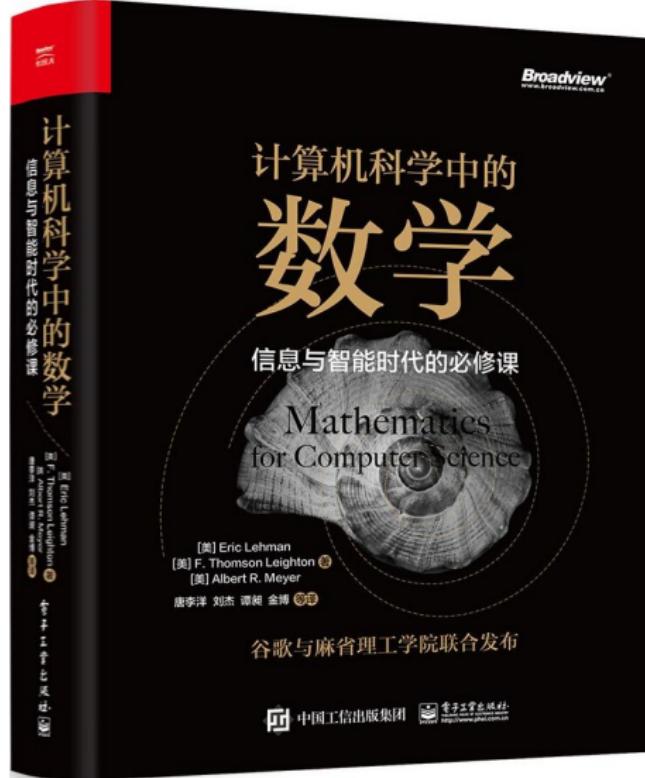
扫一扫二维码, 加入群聊



授课内容不局限于教材，认真听讲很重要



内容与习题偏简单, 略显琐碎



推荐阅读; 其它参考书随课程进度安排

A screenshot of a GitHub repository page. The repository name is 'math4cs-lectures' and it is public. The commit history shows the following details:

File	Commit Message	Time
0-overview	+course info	20 hours ago
1-prop-logic	+0-overview, +1-prop-logic: old version	yesterday
.gitignore	+0-overview, +1-prop-logic: old version	yesterday
LICENSE	Initial commit	2 days ago
README.md	+0-overview, +1-prop-logic: old version	yesterday
preamble.tex	+course info	20 hours ago

<https://github.com/courses-at-hnu-by-hfwei/math4cs-lectures>

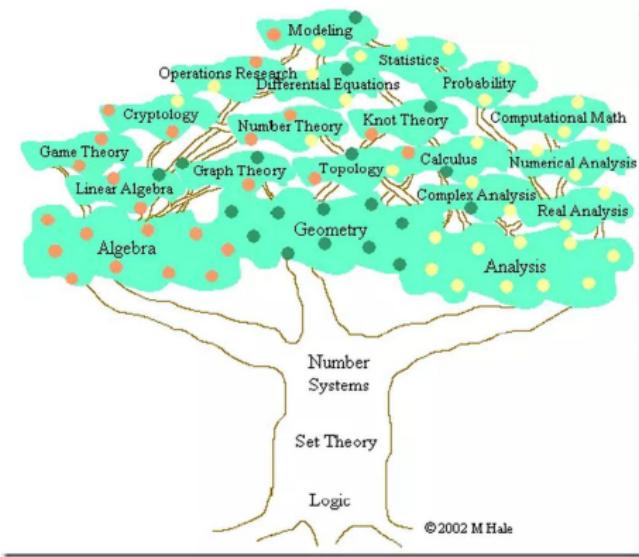


# 离散数学

# 离散数学

研究**离散对象的结构、性质、操作等**的数学分支 (**大杂烩**)

# 四大主题：逻辑、集合论、图论、抽象代数（群论）



支流遍布：组合与计数、数论、（离散）概率

关于离散数学，学长纷纷表示：

我太难了

啥用没有

真得有那么难吗？

真得有那么难吗？

确实蛮难的：知识点多而分散、概念抽象

真得没啥用吗？

真得没啥用吗?

太基础, 用了但不自觉 ([逻辑](#))

浅尝辄止, 想用但用不上 ([群论](#))

将离散数学看作一门语言，一套工具

培养形式化描述问题的能力

培养做严格证明的能力



Theorem (Dov Jarden (1953))

$$\exists a, b \in \mathbb{R} \setminus \mathbb{Q} : a^b \in \mathbb{Q}.$$

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*Q* : 这是构造性证明吗?

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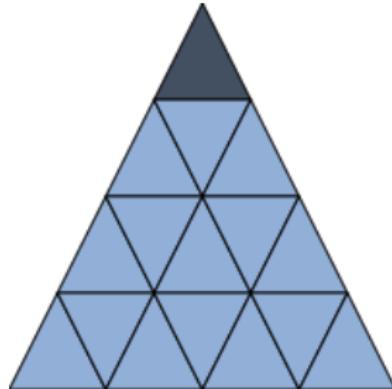
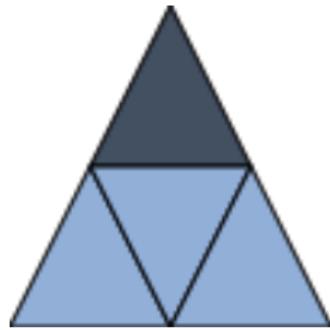
$$(\sqrt{2}^{\sqrt{2}})^{\sqrt{2}}$$

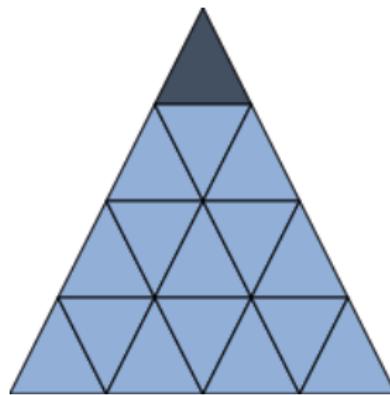
Q：这是构造性证明吗？这是反证法吗？

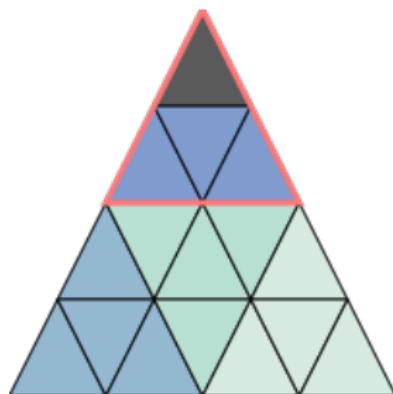
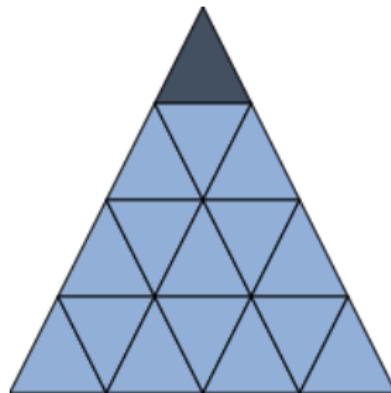
## Tiling Puzzle

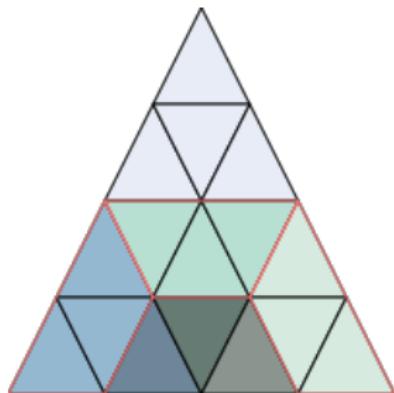
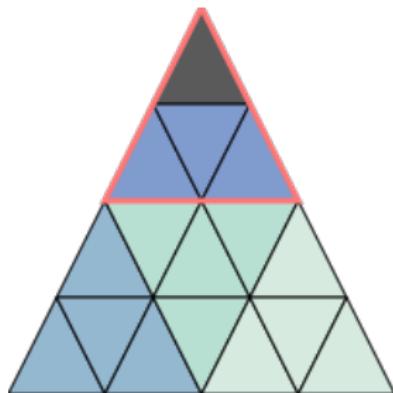
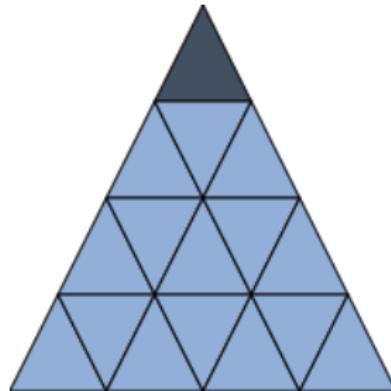
Suppose  $n$  is a positive integer. An equilateral triangle is cut into  $4^n$  congruent equilateral triangles, and one corner is removed.

Show that the remaining area can be **covered** by tiles below









Base Case:

Induction Hypothesis:

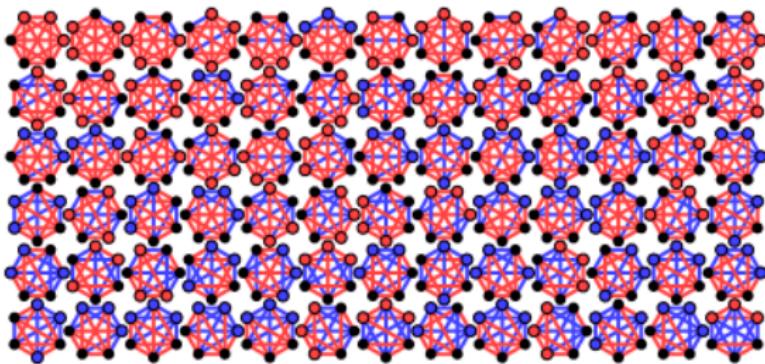
Induction Step: ... by induction hypothesis ...

## Theorem on Friends and Strangers

At any party with at least **6** people, there are **3** people who are all either **mutual acquaintances** or **mutual strangers**.

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In Terms of **Graph Theory**.

(Is there a **monochromatic** triangle in any 2-coloring of  $K_6$ ?)

## Theorem on Friends and Strangers

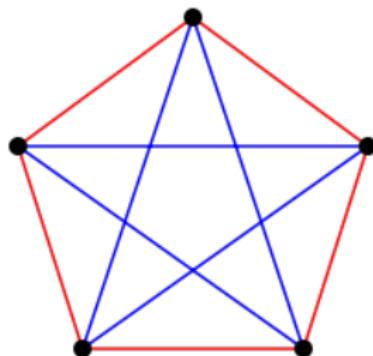
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## Ramsey theory

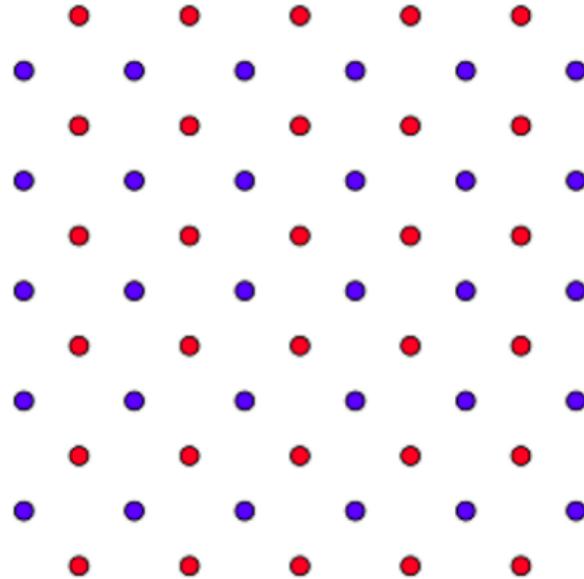
How **big** must the **structure** be  
to ensure that it has a given interesting **property**?

## Ramsey theory

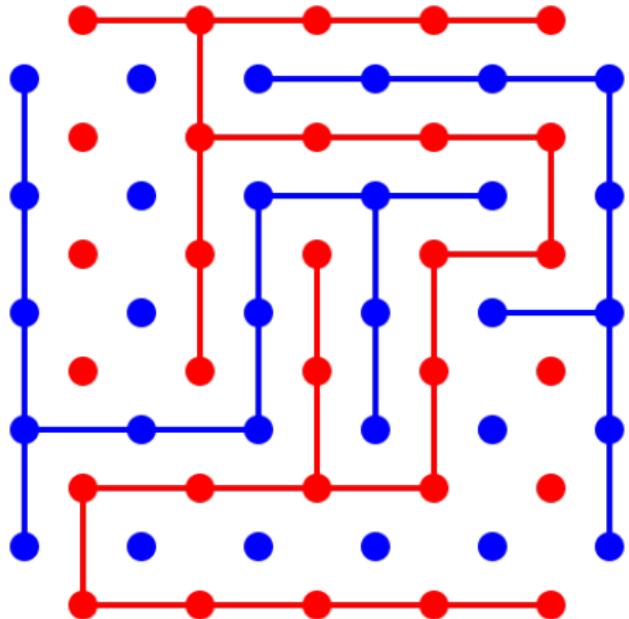
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## Bridg-It Game (David Gale, 1958)



$5 \times 6$  vs.  $6 \times 5$



$5 \times 6$  vs.  $6 \times 5$

Let's Play with it!

Let's Analyze it!

Will Bridg-It **end in a tie?**

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No! By **contradiction.**

Does **Player 2** have a **winning strategy**?

Does **Player 2** have a **winning strategy**?

No! By the **strategy stealing argument**.

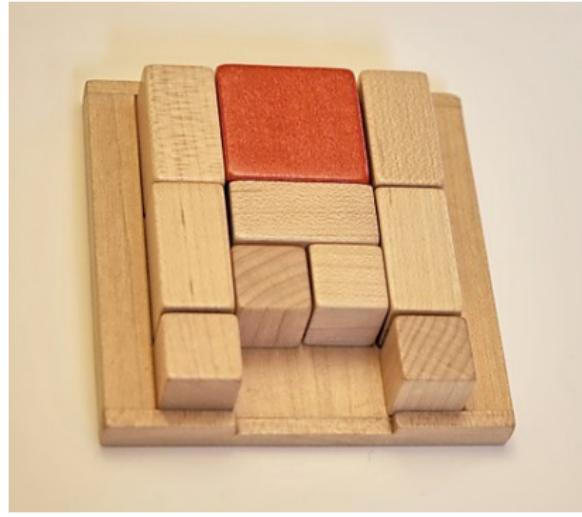
Does **Player 1** have a **winning strategy**?

Does **Player 1** have a **winning strategy**?

Yes! It uses **spanning trees** in **graph theory**.

**STAY TUNED**

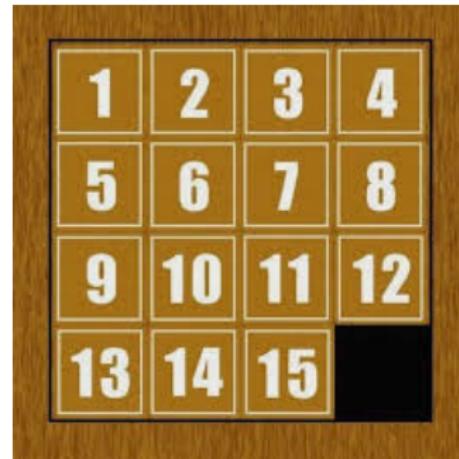
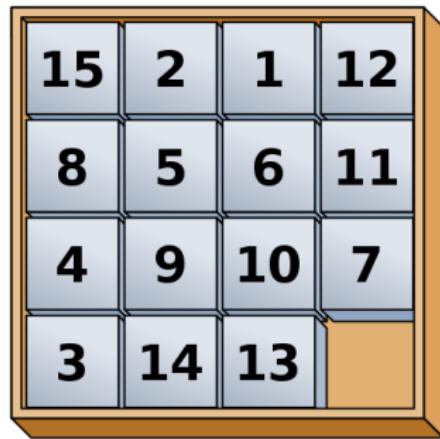
## Klotski Puzzle (华容道)



## Klotski Puzzle (华容道; 中国版本)



## 15 Puzzle (数字华容道)





Is it solvable?

How to solve it?

How to solve it?

It uses **permutation groups** in **group theory**.



STAY TUNED

## The Stable Marriage Problem (SMP)

Given  $n$  men and  $n$  women, where each person has a preference list, to establish a **stable** marriage.

Men $\{x, y, z, w\}$	Women $\{a, b, c, d\}$
$x : a > b > c > d$	$a : z > x > y > w$
$y : a > c > b > d$	$b : y > w > x > z$
$z : c > d > a > b$	$c : w > x > y > z$
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$\{xb, yc, zd, wa\}$

$(x, a)$  is an unstable pair

$$\{xa, yb, zd, wc\}$$

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Theorem (The Gale-Shapley Algorithm (1962))

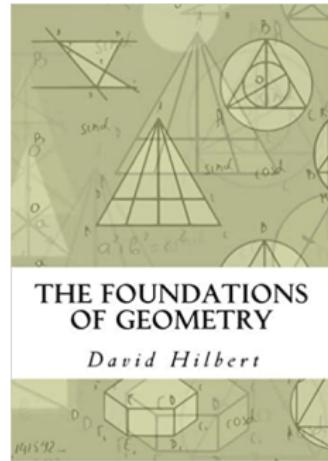
*It is always possible to solve SMP.*

Self-contained (自包含; 自给自足)

# Axiomatic Systems

Syntax *vs.* Semantics (语法与语义对立统一)

# 三个公理系统：逻辑、集合论、图论、抽象代数（群论）



- (1) To draw a straight **line** from any **point** to any point.
- (2) To extend a finite straight line continuously in a straight line.
- (3) To describe a circle with any center and radius.
- (4) That all right angles are equal to one another.
- (5) **The parallel postulate.**

## Axiomatic System for a Four-point Geometry

***Undefined terms:*** point, line, is on

### ***Axioms:***

- (1) There are exactly four points.
- (2) It is impossible for three points to be on the same line.
- (3) For every pair of distinct points  $x$  and  $y$ , there is a unique line  $l$  such that  $x$  is on  $l$  and  $y$  is on  $l$ .
- (4) Given a line  $l$  and a point  $x$  that is not on  $l$ , there is a unique line  $m$  such that  $x$  is on  $m$  and no point on  $l$  is also on  $m$ .

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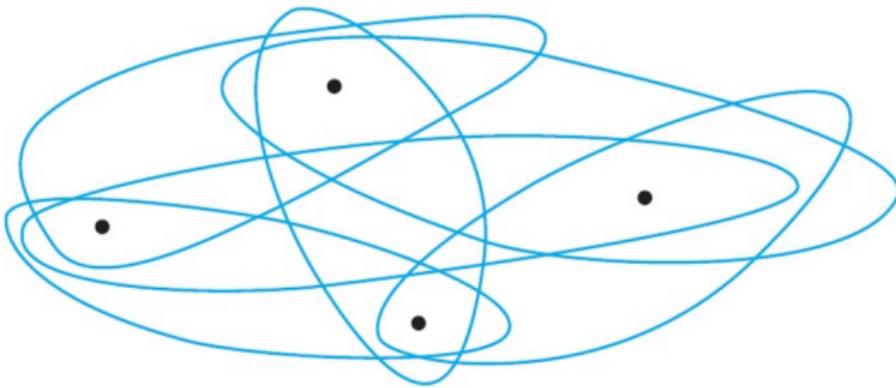
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### ***Theorem***

*There are at least two distinct lines.*

## Syntax *vs.* Semantics

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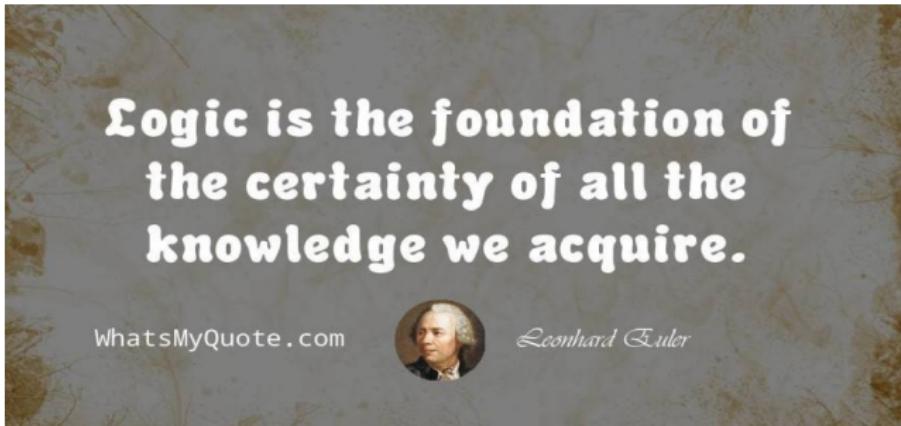


point : •

line : ○

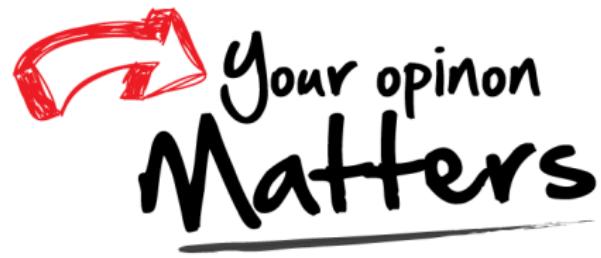
is on : ○•

# 什么样的推理是正确的？





# Thank You!



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