离散数学1——第1课 李雅樵

上课时间:周二8:30-9:55,双周三:10:15-11:40

上课地点: 天权2-203

授课老师: 李雅樵

联系方式: liyaqiao@suat-sz.edu.cn

办公室: 19A-420

答疑时间:周三下午,1:00-2:00

助教:吴世隆,朱玉

考核方式:

出勤: 10% (以随机课堂小测验的方式考勤)

作业: 25% (约每2周一次作业)

期中考试: 25% (随堂考试,闭卷)

期末考试: 40% (闭卷)

先修知识: 微积分, 线性代数

课程简介: 离散数学是计算机科学与技术的数学基础和基本工具,将为计算机科学与技术后续多门专业课打下必要的数学基础,因此是一门专业基础课程。

本课程注重:

- 理论 + 应用: 离散数学在信息时代的应用
- 数学的内在联系 + 数学之美:微积分,线性代数,概率论等在离散数学中的应用。

什么是离散数学?

离散 vs 连续

数学:

$$\frac{1}{1^2} + \frac{1}{2^2} + \frac{1}{3^2} + \frac{1}{4^2} + \dots = \frac{\pi^2}{6}.$$

$$e^{i\pi} + 1 = 0.$$

化学: 水 = H2O

物理: 光的波粒二象性

质量与能量:

$$E = mc^2$$

生命: DNA 双螺旋结构

19世纪以前:连续数学主导,

微积分

及在研究自然现象中的应用

存在性

20世纪以来: 离散数学飞速发展

量子物理: 物理学对自然界的新理解(离散)

生命科学:基因(离散)工程应用:离散优化问题

经济、社会科学:拍卖理论,公平分配,.....

计算机科学, 及其应用

存在性 ---> 算法

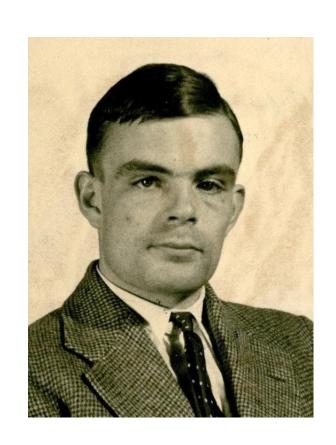
7大数学问题(Millennium Problems):黎曼猜想,P与NP问题,

21世纪: 离散数学+连续数学: 共同发展

20世纪以来: 离散数学飞速发展,代表性人物:

Alan Turing: 计算模型图灵机,算法定义,可计算vs不可计算问

题,



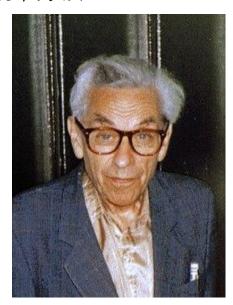
20世纪以来: 离散数学飞速发展,代表性人物:

沃尔夫奖(Wolf Prize)

Paul Erdös

贡献了许多离散数学的新问题和新方法(如:概率方法)



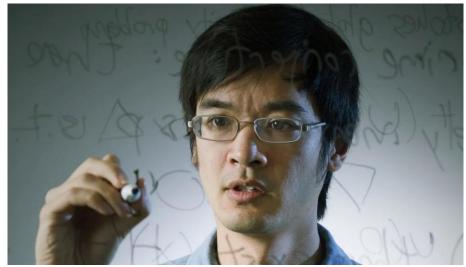


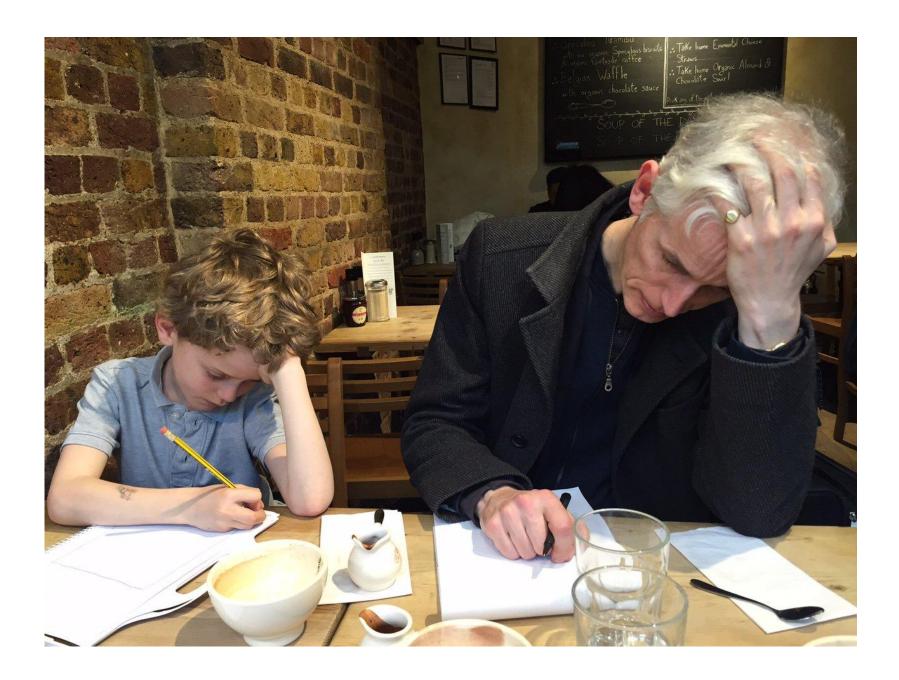
20世纪以来: 离散数学飞速发展,代表性人物:

菲尔兹奖(Fields Medal)

Tim Gowers,陶哲轩(Terry Tao): 随机 vs 结构,素数结构,加性组合,傅里叶分析方法,遍历论方法,……



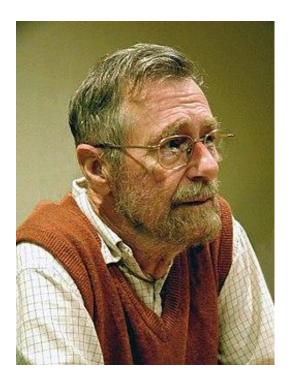




20世纪以来: 离散数学飞速发展,代表性人物:

图灵奖(Turing Award)

Edsger W. Dijkstra: 算法名家 Stephen Cook: P与NP问题





20世纪以来: 离散数学飞速发展,代表性人物:

阿贝尔奖(Abel Prize):

László Lovász: 离散数学的连续方法: 拓扑方法,半正定方法,分析方

法,概率方法,

Avi Wigderson: 理论计算机科学 = 计算机科学 ∪ 数学



















20世纪以来: 离散数学飞速发展,代表性人物:

中国(华人)学者:

姚期智(图灵奖),王小云(世界杰出女科学家奖)



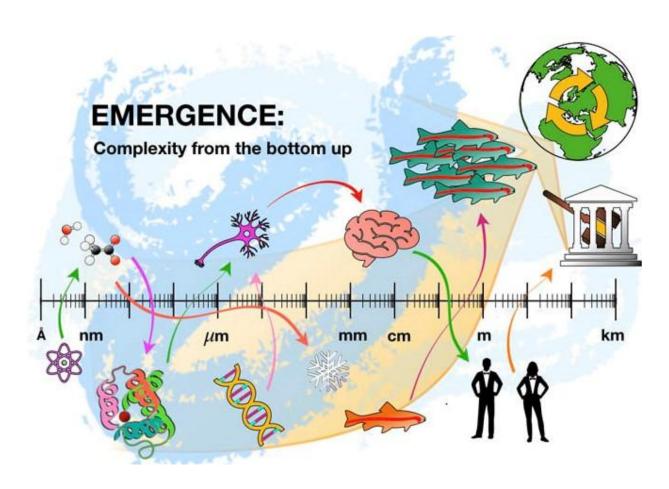


本课程主要理论内容:

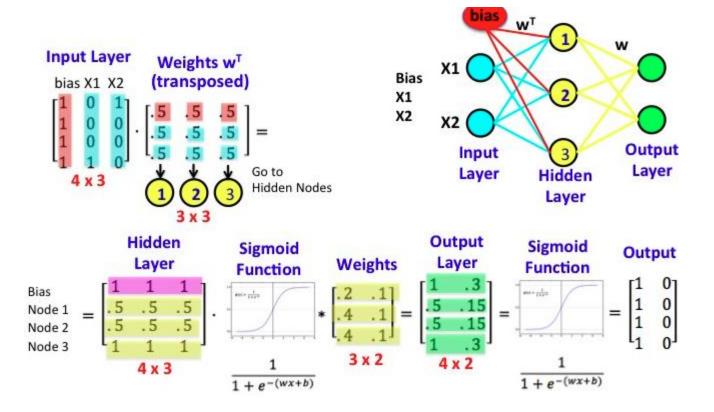
- 子集计数
- 证明方法,
- 计数方法,
- 鸽笼原理,
- 递归与主定理,
- 离散几何,
- 图论及应用,
- 逻辑基础

本课程主要应用举例:

- 涌现现象(拉姆齐理论);
- 快速矩阵乘法;
- 信息编码与纠错码:
- 公钥加密;
- 基因组组装;
- 网络最优互联;
- 资源分配;
- 肾源匹配;
- 计算问题的复杂性分类,等等。

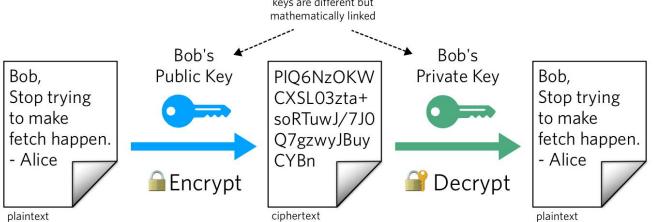


离散数学中的"涌现": 拉姆齐现象

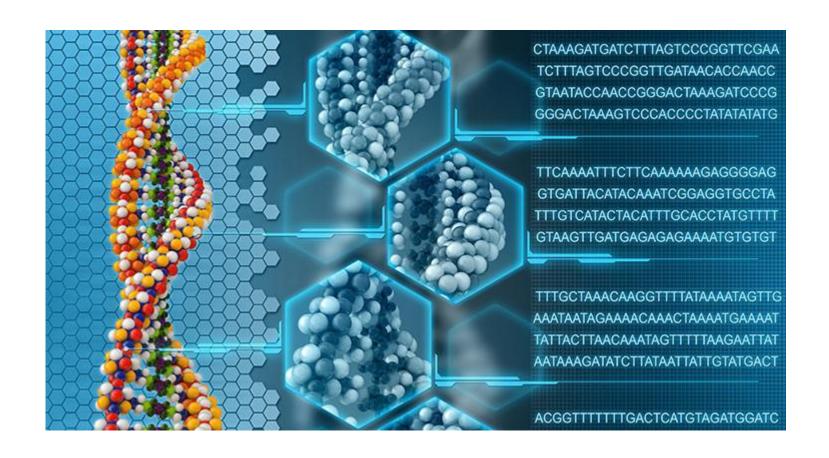


快速矩阵乘法

Public Key Cryptography keys are different but



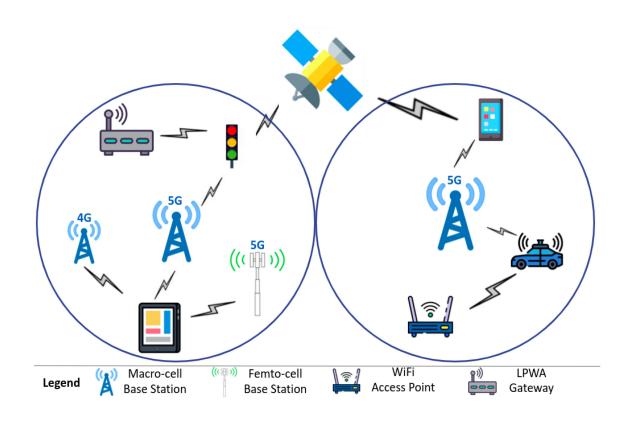
公钥加密



基因组组装



旅行商最优路线



无线网络

Matching Process for Organ Transplant

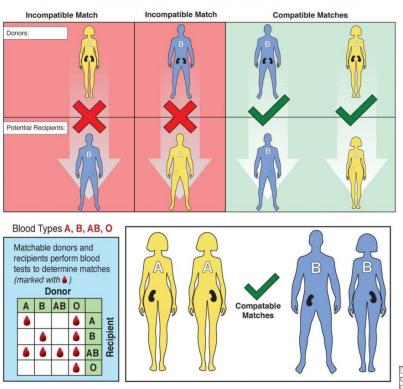


Illustration: Chrystie Tyler

肾源匹配

参考书: 本课程内容由授课教师从不同的教材中挑选而成,因此,并无一本书可以完全涵盖本课程内容。

以下提供主要使用的参考书:

- (LPV) L. Lovász, J. Pelikán, and K. Vesztergombi, Discrete Mathematics: Elementary and Beyond (离散数学:基础与提高) 清华大学,姚期智实验班教材
- (LZ) H. Lewis and R. Zax, Essential Discrete Mathematics for Computer Science 哈佛大学,计算机科学教材
- (BDS) Ken Bogart, Scot Drysdale, Cliff Stein, Discrete Math for Computer Science Students(离散数学 面向计算机科学专业)
- (JS) T. Jenkyns, B. Stephenson, Fundamentals of Discrete Math for Computer Science (计算机离散数学基础)

(LZ) This introductory text treats the discrete mathematics that computer scientists should know but generally do not learn in calculus and linear algebra courses. It aims to achieve breadth rather than depth and to teach reasoning as well as concepts and skills. We stress the art of proof in the hope that computer scientists will learn to think formally and precisely.

(LPV) The aim of this book is not to cover "discrete mathematics" in depth. Rather, we discuss a number of selected results and methods

如何学习(离散)数学?

(LPV)It is important to realize that **there is no mathematics without proofs**. Merely stating the facts, without saying something about why these facts are valid, would be terribly far from the spirit of mathematics and would make it impossible to give any idea about how it works. Thus, wherever possible, we will give the proofs of the theorems we state.

Another important ingredient of mathematics is problem solving. You won't be able to learn any mathematics without dirtying your hands and trying out the ideas you learn about in the solution of problems. ... The reader is **strongly advised to answer the questions**.

数学是什么(3A)?

Mathematics is *A building*, where results are built on earlier results, often going back to the great Greek mathematicians;

Mathematics is **Alive**, with more new ideas and more pressing unsolved problems than ever;

Mathematics is an *Art*, where the beauty of ideas and methods is as important as their difficulty or applicability

大家有什么问题?