Table of Contents

Preface ix
Chapter 1. Computer Science: The Mechanization of Abstraction 1.1. What This Book Is About 3 1.2. What This Chapter Is About 6 1.3. Data Models 6 1.4. The C Data Model 13 1.5. Algorithms and the Design of Programs 20 1.6. Some C Conventions Used Throughout the Book 22 1.7. Summary of Chapter 1 23 1.8. Bibliographic Notes for Chapter 1 24
Chapter 2. Iteration, Induction, and Recursion 25 2.1. What This Chapter Is About 27 2.2. Iteration 27 2.3. Inductive Proofs 34 2.4. Complete Induction 44 2.5. Proving Properties of Programs 52 2.6. Recursive Definitions 59 2.7. Recursive Functions 69 2.8. Merge Sort: A Recursive Sorting Algorithm 75 2.9. Proving Properties of Recursive Programs 84 2.10. Summary of Chapter 2 87 2.11. Bibliographic Notes for Chapter 2 88
Chapter 3. The Running Time of Programs 89 3.1. What This Chapter Is About 89 3.2. Choosing an Algorithm 90 3.3. Measuring Running Time 91 3.4. Big-Oh and Approximate Running Time 96 3.5. Simplifying Big-Oh Expressions 101 3.6. Analyzing the Running Time of a Program 109 3.7. A Recursive Rule for Bounding Running Time 116 3.8. Analyzing Programs with Function Calls 127 3.9. Analyzing Recursive Functions 132 3.10. Analysis of Merge Sort 136 3.11. Solving Recurrence Relations 144 3.12. Summary of Chapter 3 154 3.13. Bibliographic Notes for Chapter 3 155
Chapter 4. Combinatorics and Probability 156 4.1. What This Chapter Is About 156 4.2. Counting Assignments 157 4.3. Counting Permutations 160 4.4. Ordered Selections 167

 4.5. Unordered Selections 170 4.6. Orderings With Identical Items 178 4.7. Distribution of Objects to Bins 181 4.8. Combining Counting Rules 184 4.9. Introduction to Probability Theory 187 4.10. Conditional Probability 193 4.11. Probabilistic Reasoning 203 4.12. Expected Value Calculations 212 4.13. Some Programming Applications of Probability 215 4.14. Summary of Chapter 4 220 4.15. Bibliographic Notes for Chapter 4 221
Chapter 5. The Tree Data Model 223 5.1. What This Chapter Is About 223 5.2. Basic Terminology 224 5.3. Data Structures for Trees 231 5.4. Recursions on Trees 239 5.5. Structural Induction 248 5.6. Binary Trees 253 5.7. Binary Search Trees 258 5.8. Efficiency of Binary Search Tree Operations 268 5.9. Priority Queues and Partially Ordered Trees 271 5.10. Heapsort: Sorting with Balanced POTs 280 5.11. Summary of Chapter 5 284 5.12. Bibliographic Notes for Chapter 5 285
Chapter 6. The List Data Model 286
 6.1. What This Chapter Is About 286 6.2. Basic Terminology 287 6.3. Operations on Lists 291 6.4. The Linked-List Data Structure 293 6.5. Array-Based Implementation of Lists 301 6.6. Stacks 306
6.7. Implementing Function Calls Using a Stack 312 6.8. Queues 318
 6.9. Longest Common Subsequences 321 6.10. Representing Character Strings 327 6.11. Summary of Chapter 6 334 6.12. Bibliographic Notes for Chapter 6 335
Chapter 7. The Set Data Model 337
7.1. What This Chapter Is About 337 7.2. Basic Definitions 338
7.2. Dasic Definitions 558 7.3. Operations on Sets 342
7.4. List Implementation of Sets 351
7.5. Characteristic-Vector Implementation of Sets 357
7.6. Hashing 360 7.7. Relations and Functions 366
7.8. Implementing Functions as Data 373
7.9. Implementing Binary Relations 380

 7.10. Some Special Properties of Binary Relations 386 7.11. Infinite Sets 396 7.12. Summary of Chapter 7 401 7.13. Bibliographic Notes for Chapter 7 402 	
Chapter 8. The Relational Data Model 403 8.1. What This Chapter Is About 403 8.2. Relations 404 8.3. Keys 411 8.4. Primary Storage Structures for Relations 414 8.5. Secondary Index Structures 419 8.6. Navigation among Relations 423 8.7. An Algebra of Relations 428 8.8. Implementing Relational Algebra Operations 436 8.9. Algebraic Laws for Relations 440 8.10. Summary of Chapter 8 449 8.11. Bibliographic Notes for Chapter 8 450	
Chapter 9. The Graph Data Model 451 9.1. What This Chapter Is About 451 9.2. Basic Concepts 452 9.3. Implementation of Graphs 459 9.4. Connected Components of an Undirected Graph 466 9.5. Minimal Spanning Trees 478 9.6. Depth-First Search 484 9.7. Some Uses of Depth-First Search 495 9.8. Dijkstra's Algorithm for Finding Shortest Paths 502 9.9. Floyd's Algorithm for Shortest Paths 513 9.10. An Introduction to Graph Theory 521 9.11. Summary of Chapter 9 526 9.12. Bibliographic Notes for Chapter 9 527	
Chapter 10. Patterns, Automata, and Regular Expressions 529 10.1. What This Chapter Is About 530 10.2. State Machines and Automata 530 10.3. Deterministic and Nondeterministic Automata 536 10.4. From Nondeterminism to Determinism 547 10.5. Regular Expressions 556 10.6. The UNIX Extensions to Regular Expressions 564 10.7. Algebraic Laws for Regular Expressions 568 10.8. From Regular Expressions to Automata 571 10.9. From Automata to Regular Expressions 582 10.10. Summary of Chapter 10 588 10.11. Bibliographic Notes for Chapter 10 589	
Chapter 11. Recursive Description of Patterns 591 11.1. What This Chapter Is About 591 11.2. Context-Free Grammars 592 11.3. Languages from Grammars 599 11.4. Parse Trees 602	

Chapter 12. Propositional Logic 642 12.1. What This Chapter Is About 642 12.2. What Is Propositional Logic? 643 12.3. Logical Expressions 645 12.4. Truth Tables 649 12.5. From Boolean Functions to Logical Expressions 655 12.6. Designing Logical Expressions by Karnaugh Maps 660 12.7. Tautologies 669 12.8. Some Algebraic Laws for Logical Expressions 674 12.9. Tautologies and Methods of Proof 682 12.10. Deduction 686 12.11. Proofs by Resolution 692 12.12. Summary of Chapter 12 697 12.13. Bibliographic Notes for Chapter 12 698 Chapter 13. Using Logic to Design Computer Components 699 13.1. What This Chapter is About 699 13.2. Gates 700 13.3. Circuits 701 13.4. Logical Expressions and Circuits 705 13.5. Some Physical Constraints on Circuits 711 13.6. A Divide-and-Conquer Addition Circuit 716 13.7. Design of a Multiplexer 723 13.8. Memory Elements 730 13.9. Summary of Chapter 13 731 13.10. Bibliographic Notes for Chapter 13 732 Chapter 14. Predicate Logic 733 14.1. What This Chapter Is About 733 14.2. Predicates 734 14.3. Logical Expressions 736 14.4. Quantifiers 739 14.5. Interpretations 745 14.6. Tautologies Involving Quantifiers 753 14.8. Proofs in Predicate Logic 759 14.9. Proofs from Rules and Facts 762 14.10. Truth and Provability 768 14.11. Summary of Chapter 14 774 14.12. Bibliographic Notes for Chapter 14 775	 11.5. Ambiguity and the Design of Grammars 610 11.6. Constructing Parse Trees 617 11.7. A Table-Driven Parsing Algorithm 625 11.8. Grammars Versus Regular Expressions 634 11.9. Summary of Chapter 11 640 11.10. Bibliographic Notes for Chapter 11 641
13.1. What This Chapter is About 699 13.2. Gates 700 13.3. Circuits 701 13.4. Logical Expressions and Circuits 705 13.5. Some Physical Constraints on Circuits 711 13.6. A Divide-and-Conquer Addition Circuit 716 13.7. Design of a Multiplexer 723 13.8. Memory Elements 730 13.9. Summary of Chapter 13 731 13.10. Bibliographic Notes for Chapter 13 732 Chapter 14. Predicate Logic 733 14.1. What This Chapter Is About 733 14.2. Predicates 734 14.3. Logical Expressions 736 14.4. Quantifiers 739 14.5. Interpretations 745 14.6. Tautologies 751 14.7. Tautologies Involving Quantifiers 753 14.8. Proofs in Predicate Logic 759 14.9. Proofs from Rules and Facts 762 14.10. Truth and Provability 768 14.11. Summary of Chapter 14 774	12.1. What This Chapter Is About 642 12.2. What Is Propositional Logic? 643 12.3. Logical Expressions 645 12.4. Truth Tables 649 12.5. From Boolean Functions to Logical Expressions 655 12.6. Designing Logical Expressions by Karnaugh Maps 660 12.7. Tautologies 669 12.8. Some Algebraic Laws for Logical Expressions 674 12.9. Tautologies and Methods of Proof 682 12.10. Deduction 686 12.11. Proofs by Resolution 692 12.12. Summary of Chapter 12 697
14.1. What This Chapter Is About 733 14.2. Predicates 734 14.3. Logical Expressions 736 14.4. Quantifiers 739 14.5. Interpretations 745 14.6. Tautologies 751 14.7. Tautologies Involving Quantifiers 753 14.8. Proofs in Predicate Logic 759 14.9. Proofs from Rules and Facts 762 14.10. Truth and Provability 768 14.11. Summary of Chapter 14 774	 13.1. What This Chapter is About 699 13.2. Gates 700 13.3. Circuits 701 13.4. Logical Expressions and Circuits 705 13.5. Some Physical Constraints on Circuits 711 13.6. A Divide-and-Conquer Addition Circuit 716 13.7. Design of a Multiplexer 723 13.8. Memory Elements 730 13.9. Summary of Chapter 13 731
	Chapter 14. Predicate Logic 733 14.1. What This Chapter Is About 733 14.2. Predicates 734 14.3. Logical Expressions 736 14.4. Quantifiers 739 14.5. Interpretations 745 14.6. Tautologies 751 14.7. Tautologies Involving Quantifiers 753 14.8. Proofs in Predicate Logic 759 14.9. Proofs from Rules and Facts 762 14.10. Truth and Provability 768 14.11. Summary of Chapter 14 774
Index 776	Index 776

I