



Discrete Mathematics Using a Computer (Paperback)

By John T. O'Donnell, Cordelia Hall, Rex L. Page

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Condition: New. 2nd ed. 2006. 234 x 155 mm. Language: English Brand New Book ***** Print on Demand *****. Computer science abounds with applications of discrete mathematics, yet students of computer science often study discrete mathematics in the context of purely mathematical applications. They have to figure out for themselves how to apply the ideas of discrete mathematics to computing problems. It is not easy. Most students fail to experience broad success in this enterprise, which is not surprising, since many of the most important advances in science and engineering have been, precisely, applications of mathematics to specific science and engineering problems.

To be sure, most discrete math textbooks incorporate some aspects applying discrete math to computing, but it usually takes the form of asking students to write programs to compute the number of three-ball combinations there are in a set of ten balls or, at best, to implement a graph algorithm. Few texts ask students to use mathematical logic to analyze properties of digital circuits or computer programs or to apply the set theoretic model of functions to understand higher-order operations. A major aim of this text is to integrate, tightly, the study of discrete mathematics with the study of central problems of computer science.

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