MATHEMATICAL STRUCTURES FOR COMPUTER SCIENCE

DISCRETE MATHEMATICS AND ITS APPLICATIONS

SEVENTH EDITION

JUDITH L. GERSTING

Mathematical Structures For Computer Science

Albert A Gayle

Mathematical Structures For Computer Science:

Mathematical Structures for Computer Science Judith L. Gersting,2007 This edition offers a pedagogically rich and intuitive introduction to discrete mathematics structures It meets the needs of computer science majors by being both comprehensive and accessible **Discrete Mathematical Structures for Computer Science** Bernard Kolman,Robert C. Busby,1987 This text has been designed as a complete introduction to discrete mathematics primarily for computer science majors in either a one or two semester course The topics addressed are of genuine use in computer science and are presented in a logically coherent fashion The material has been organized and interrelated to minimize the mass of definitions and the abstraction of some of the theory For example relations and directed graphs are treated as two aspects of the same mathematical idea Whenever possible each new idea uses previously encountered material and then developed in such a way that it simplifies the more complex ideas that follow **Discrete mathematical structures for computer science** Ronald E. Prather,1976-01-01 **Discrete Mathematical Structures with Applications to Computer Science** Jean-Paul Tremblay,R. Manohar,1987 Mathematical Structures in Computer Science M Barr,1999 **Mathematical Structures For Computer Science** J.L. Gersting, **Solutions Manual for Mathematical Structures for Computer Science** Judith L. Gersting,1982 **Elements of discrete mathematical structures in computer science** ,2007 **Discrete Mathematical Structures for Computer Science** Bernard Kolman,Robert C. Busby,1987 *Mathematical Structures for Computer Graphics* Steven J. Janke,2014-11-03 A comprehensive exploration of the mathematics behind the modeling and rendering of computer graphics scenes Mathematical Structures for Computer Graphics presents an accessible and intuitive approach to the mathematical ideas and techniques necessary for two and three dimensional computer graphics Focusing on the significant mathematical results the book establishes key algorithms used to build complex graphics scenes Written for readers with various levels of mathematical background the book develops a solid foundation for graphics techniques and fills in relevant graphics details often overlooked in the literature Rather than use a rigid theorem proof approach the book provides a flexible discussion that moves from vector geometry through transformations curve modeling visibility and lighting models Mathematical Structures for Computer Graphics also includes Numerous examples of two and three dimensional techniques along with numerical calculations Plenty of mathematical and programming exercises in each chapter which are designed particularly for graphics tasks Additional details at the end of each chapter covering historical notes further calculations and connected concepts for readers who wish to delve deeper Unique coverage of topics such as calculations with homogeneous coordinates computational geometry for polygons use of barycentric coordinates various descriptions for curves and L system techniques for recursive images Mathematical Structures for Computer Graphics is an excellent textbook for undergraduate courses in computer science mathematics and engineering as well as an ideal reference for practicing engineers researchers and professionals in computer graphics fields The book is also useful for those readers

who wish to understand algorithms for producing their own interesting computer images **Solutions Manual for Mathematical Structures for Computer Science, Second Edition** Judith L. Gersting,1987 *Mathematical Structures in Computer Science* M Barr,2000 **Discrete mathematical structures in computer science** Margarita Carmen S. Paterno,2003 **Mathematics of Discrete Structures for Computer Science** Gordon J. Pace,2012-07-09 Mathematics plays a key role in computer science some researchers would consider computers as nothing but the physical embodiment of mathematical systems And whether you are designing a digital circuit a computer program or a new programming language you need mathematics to be able to reason about the design its correctness robustness and dependability This book covers the foundational mathematics necessary for courses in computer science The common approach to presenting mathematical concepts and operators is to define them in terms of properties they satisfy and then based on these definitions develop ways of computing the result of applying the operators and prove them correct This book is mainly written for computer science students so here the author takes a different approach he starts by defining ways of calculating the results of applying the operators and then proves that they satisfy various properties After justifying his underlying approach the author offers detailed chapters covering propositional logic predicate calculus sets relations discrete structures structured types numbers and reasoning about programs The book contains chapter and section summaries detailed proofs and many end of section exercises key to the learning process The book is suitable for undergraduate and graduate students and although the treatment focuses on areas with frequent applications in computer science the book is also suitable for students of mathematics and engineering **Categories for the Working Philosopher** Elaine Landry,2017-11-17 Often people have wondered why there is no introductory text on category theory aimed at philosophers working in related areas The answer is simple what makes categories interesting and significant is their specific use for specific purposes These uses and purposes however vary over many areas both pure e g mathematical foundational and logical and applied e g applied to physics biology and the nature and structure of mathematical models Borrowing from the title of Saunders Mac Lane s seminal work Categories for the Working Mathematician this book aims to bring the concepts of category theory to philosophers working in areas ranging from mathematics to proof theory to computer science to ontology from to physics to biology to cognition from mathematical modeling to the structure of scientific theories to the structure of the world Moreover it aims to do this in a way that is accessible to non specialists Each chapter is written by either a category theorist or a philosopher working in one of the represented areas and in a way that builds on the concepts that are already familiar to philosophers working in these areas **The Nitty-Gritty in the Life of a University** William J. Adams,2007 An esteemed professor and one time chairman of the mathematics department at New York s Pace University Adams interested in all facets of university administration has produced an almost Jeffersonian volume of correspondence from his tenure His views on textbook selection collective bargaining and the proper role of the university have all flowed from his notebook and no problem was

too minute to evade his scope The frivolity of some of these papers is balanced by Adams s opinions on weightier issues including sexual harassment and compensation in higher education His approach and forward manner on these situations despite how genuine sometimes engendered resentment from his fellow faculty But for those interested in the particulars of an academic career this book offers a glimpse of what life may really be like inside the ivory tower Kirkus Discoveries

Discrete Mathematical Structures for Computer Scientists and Engineers M. K. Das,2007 Discrete Mathematical Structures provides an introductory mathematical foundation for further advanced study in data structures algorithms compilers and theory of computation *Algebra, Meaning, and Computation* Kokichi Futatsugi,Jean-Pierre Jouannaud,José Meseguer,2006-06-21 This volume honoring the computer science pioneer Joseph Goguen on his 65th Birthday includes 32 refereed papers by leading researchers in areas spanned by Goguen s work The papers address a variety of topics from meaning meta logic specification and composition behavior and formal languages as well as models deduction and computation by key members of the research community in computer science and other fields connected with Joseph Goguen s work Discrete Mathematical Structures G. Shanker Rao,2007-12-31 About the Book This text can be used by the students of mathematics and computer science as an introduction to the fundamentals of discrete mathematics The book is designed in accordance with the syllabi of B E B Tech MCA and M Sc Computer Science prescribed in most of the universities of India Each chapter is supplemented with a number of worked example as well as a number of problems to be solved by the students This would help in a better understanding of the subject Contents Mathematical Logic Set Theory Relations Functions and Recurrence Relations Boolean Algebra Logic Gates Elementary Combinatorics Graph Theory Algebraic Structures Finite State Machines Discrete Mathematical Structures B. V. Senthil Kumar,Hemen Dutta,2019-07-08 This book contains fundamental concepts on discrete mathematical structures in an easy to understand style so that the reader can grasp the contents and explanation easily The concepts of discrete mathematical structures have application to computer science engineering and information technology including in coding techniques switching circuits pointers and linked allocation error corrections as well as in data networking Chemistry Biology and many other scientific areas The book is for undergraduate and graduate levels learners and educators associated with various courses and progammes in Mathematics Computer Science Engineering and Information Technology The book should serve as a text and reference guide to many undergraduate and graduate programmes offered by many institutions including colleges and universities Readers will find solved examples and end of chapter exercises to enhance reader comprehension Features Offers comprehensive coverage of basic ideas of Logic Mathematical Induction Graph Theory Algebraic Structures and Lattices and Boolean Algebra Provides end of chapter solved examples and practice problems Delivers materials on valid arguments and rules of inference with illustrations Focuses on algebraic structures to enable the reader to work with discrete structures

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