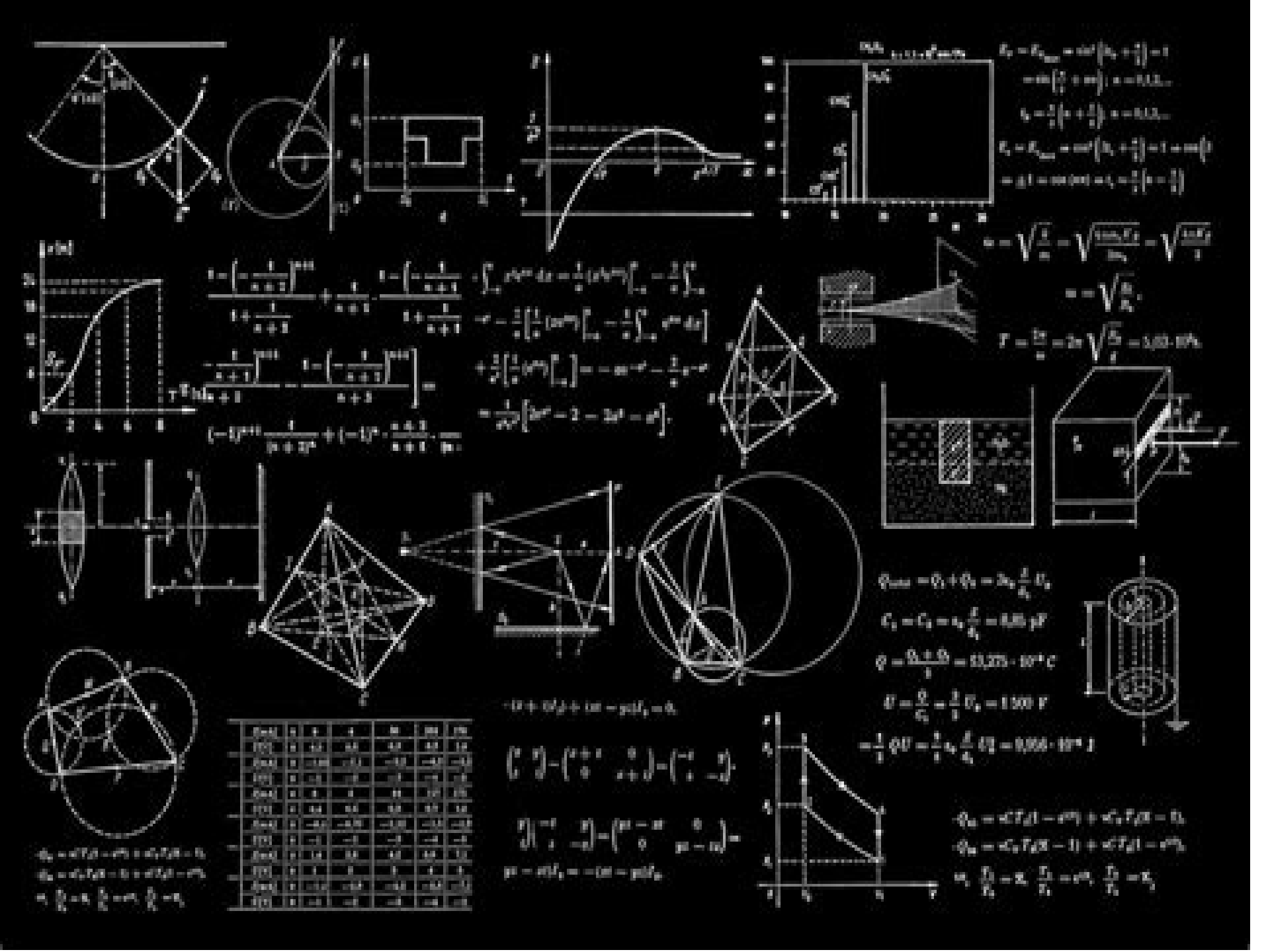

Mathematics For Computing

John Vince

Mathematics For Computing:

Discrete Mathematics for Computing Andrew Vince,Claire Morris,1990 This text is suitable for an introductory course in the mathematics related to computing generally referred to as discrete mathematics Topics covered include set theory logic and methods of proof graphs digraphs and trees number systems and matrix algebra and an introduction to binary codes Throughout the book the interrelations between the mathematical structures and their representations is stressed and use is made of action diagrams as a language independent means of presenting algorithmic processes Readers who work through this text will acquire the mathematical knowledge and approach to problem solving required by introductory computing courses and a sound bases from which to pursue the subject further *Sets, Logic and Maths for Computing* David Makinson,2012-02-29 This easy to follow textbook introduces the mathematical language knowledge and problem solving skills that undergraduates need to study computing The language is in part qualitative with concepts such as set relation function and recursion induction but it is also partly quantitative with principles of counting and finite probability Entwined with both are the fundamental notions of logic and their use for representation and proof Features teaches finite math as a language for thinking as much as knowledge and skills to be acquired uses an intuitive approach with a focus on examples for all general concepts brings out the interplay between the qualitative and the quantitative in all areas covered particularly in the treatment of recursion and induction balances carefully the abstract and concrete principles and proofs specific facts and general perspectives includes highlight boxes that raise common queries and clear confusions provides numerous exercises with selected solutions Mathematics in Computing Gerard O'Regan,2012-11-15 This clearly written and enlightening textbook provides a concise introductory guide to the key mathematical concepts and techniques used by computer scientists Topics and features ideal for self study offering many pedagogical features such as chapter opening key topics chapter introductions and summaries review questions and a glossary places our current state of knowledge within the context of the contributions made by early civilizations such as the ancient Babylonians Egyptians and Greeks examines the building blocks of mathematics including sets relations and functions presents an introduction to logic formal methods and software engineering explains the fundamentals of number theory and its application in cryptography describes the basics of coding theory language theory and graph theory discusses the concept of computability and decideability includes concise coverage of calculus probability and statistics matrices complex numbers and quaternions **Foundation Discrete Mathematics for Computing** Dexter J. Booth,1994-12-01 **Foundation Mathematics for Computer Science** John Vince,2020-03-17 In this second edition of Foundation Mathematics for Computer Science John Vince has reviewed and edited the original book and written new chapters on combinatorics probability modular arithmetic and complex numbers These subjects complement the existing chapters on number systems algebra logic trigonometry coordinate systems determinants vectors matrices geometric matrix transforms differential and integral calculus During this journey the author touches upon more esoteric

topics such as quaternions octonions Grassmann algebra Barrycentric coordinates transfinite sets and prime numbers John Vince describes a range of mathematical topics to provide a solid foundation for an undergraduate course in computer science starting with a review of number systems and their relevance to digital computers and finishing with differential and integral calculus Readers will find that the author s visual approach will greatly improve their understanding as to why certain mathematical structures exist together with how they are used in real world applications This second edition includes new full colour illustrations to clarify the mathematical descriptions and in some cases equations are also coloured to reveal vital algebraic patterns The numerous worked examples will help consolidate the understanding of abstract mathematical concepts Whether you intend to pursue a career in programming scientific visualisation artificial intelligence systems design or real time computing you should find the author s literary style refreshingly lucid and engaging and prepare you for more advanced texts Mathematics for Computing C. A. Whitehead,1992-01-01 Mathematics of Discrete Structures for Computer Science Gordon J. Pace,2012-09-13 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 Understand Mathematics, Understand Computing Arnold L. Rosenberg,Denis Trystram,2020-12-05 In this book the authors aim to endow the reader with an operational conceptual and methodological understanding of the discrete mathematics that can be used to study understand and perform computing They want the reader to understand the elements of computing rather than just know them The basic topics are presented in a way that encourages readers to develop their personal way of thinking about mathematics Many topics are developed at several levels in a single voice with sample applications from within the world of computing Extensive historical and cultural asides emphasize the human side of mathematics and mathematicians By means of lessons and exercises on doing mathematics the book prepares interested readers to develop new concepts and invent new

techniques and technologies that will enhance all aspects of computing The book will be of value to students scientists and engineers engaged in the design and use of computing systems and to scholars and practitioners beyond these technical fields who want to learn and apply novel computational ideas **An Introduction to Mathematics for Computing and IT Practitioners** Andy Abraham,2015-09-04 There are a number of topics within mathematics which have a direct relevance to computing and IT Some of these topics form the basis of how a computer processes data some are used at a higher level to enable a program to perform a required function and others are algorithmic and can be easily implemented within a computer program This books attempts to bring together many of these mathematical concepts and present them in a way that is relevant to those studying ICT and computing qualifications and to those who would like to start to explore this subject for themselves This book not only demonstrates how to perform the relevant calculations but puts the topics into the context of computing Explanations include simple diagrams tables of data worked examples and questions with worked answers to allow the reader to check their understanding of a topic Some of the explanations include the use of algorithms and flowcharts as well as coded examples using JavaScript Additionally throughout this book there are examples to illustrate how the mathematical concepts are used within computing and IT Please note that this book is purely an introduction to this subject and many of the concepts are described in their simplest form The reader may then wish to go and explore a specific topic in more depth The following is a list of the topics which are covered by the book Algorithms Steps and Flowcharts Matrices Operations Transformations Simultaneous Equations Maps and Graphs Sequences and Series Arithmetic Geometric Recursive Algorithms Fibonacci Sequence Golden Ratio Searching and Sorting Algorithms Bubble Sort Quicksort and Binary Search Probability Tree Diagrams Space Diagrams Venn Diagrams and Simulation Number Systems Binary Octal Hexadecimal Conversions between number systems Operations on Binary Gray Codes Boolean Algebra Logical Operators Venn Diagrams Boolean Expressions and Logic Gates Character Codes ASCII Unicode UTF 8 Hamming Codes MIME Base 64 IP Addresses IPv4 Network and Host IDs CIDR Notation and Subnetting *Discrete Mathematics for Computing* Peter Grossman,2008-12-16 For first year undergraduate computing students with very little mathematical background this is a low level introductory text which takes the topics at a gentle pace covering all the essential material that forms the background for studies in computing and information systems Mathematics for Computing Robert Callan,1998 This book provides an approachable introduction to mathematical concepts explaining their importance and how they fit into the study of computing It is written for students who are taking a first unit in Computing Mathematics as part of a Computing Degree or HND Relating theory to practice helps demonstrate difficult concepts to students The author therefore concludes most topics with a short discussion of some areas of application to aid comprehension Self test questions are included in each chapter to allow the reader to review a topic and check their understanding before progressing This book provides an approachable introduction to mathematical concepts explaining their importance and how they fit into the study of

computing It is written for students who are taking a first unit in Computing Mathematics as part of a Computing Degree or HND Relating theory to practice helps demonstrate difficult concepts to students The author therefore concludes most topics with a short discussion of some areas of application to aid comprehension Self test questions are included in each chapter to allow the reader to review a topic and check their understanding before progressing **Mathematics for Computing** G. P. McKeown,V. J. Rayward-Smith,1982 **Mathematics for Computer Students** Rex Wilton,1995-10 Mathematics for Computer Students is a new text which takes a fresh approach to mathematics as it relates to good computing practice The book is a new addition to the popular Threshold series which have been widely adopted on business and computing courses throughout colleges of further education worldwide The book approaches the subject by encouraging students to understand the relationship between mathematics and computing so that they can select appropriate mathematical processes rather than seeing the former only as an assortment of disconnected practices To help the student to see familiar ground between the two subjects the author considers the practical applications of mathematics for computing before approaching the formal mathematics He considers step by step the following The skills of creating mathematical models numerical and logical The existing processes for manipulating those models The special demands imposed by the computer And throughout he considers how accuracy can be safeguarded and the control of the processing The text contains exercises both within the text and at the end of each chapter *Modelling Computing Systems* Faron Moller,Georg Struth,2013-07-24 This engaging text presents the fundamental mathematics and modelling techniques for computing systems in a novel and light hearted way which can be easily followed by students at the very beginning of their university education Key concepts are taught through a large collection of challenging yet fun mathematical games and logical puzzles that require no prior knowledge about computers The text begins with intuition and examples as a basis from which precise concepts are then developed demonstrating how by working within the confines of a precise structured method the occurrence of errors in the system can be drastically reduced Features demonstrates how game theory provides a paradigm for an intuitive understanding of the nature of computation contains more than 400 exercises throughout the text with detailed solutions to half of these presented at the end of the book together with numerous theorems definitions and examples describes a modelling approach based on state transition systems *Personal Mathematics and Computing* Frank Wattenberg,1991-01-01 Computers can be effective tools for participating in the affairs of the world They can also be used by the experts to erect barriers to participation This book is a self contained tutorial that can assist any reader with a background in high school mathematics in learning how to apply personal computing to enhance his or her understanding of modern quantitative methods in such areas as politics and economics in environment and ecology or in probability and statistics The first part briefly introduces programming in True BASIC and includes eight programming projects that teach by example These illustrate a variety of interesting applications and methods of computer based quantitative reasoning in lotteries and property taxes in the law of supply and demand and

the laws of chance ESP dice rolling coin flipping test taking and in the use of peremptory challenges in jury selection The remainder of the book applies mathematics and computing to real problems Here the emphasis is on the art of expressing problems in ways that are amenable to computer analysis with assignments for writing a number of computer programs for a wide variety of applications in probability and statistics a statistical comparison of two popular beers with the aid of a random number generator a comparison of two roulette strategies a statistical analysis of polling results the Bell Shaped Curve and an analysis of a program aimed at reducing recidivism in economic modeling changing prices inflation mathematical tools for decision making game theory in optics Fermat s principle reflection and refraction light caustics funhouse mirrors and an optical paradox in Massachusetts local aid distribution and in population models and ecology Frank Wattenberg is Professor of Mathematics at the University of Massachusetts Amherst *Computer Mathematics for Programmers* Darrell H. Abney,Laurence Rubin,Donald W. Sibrel,2014-05-09 Computer Mathematics for Programmers presents the Mathematics that is essential to the computer programmer The book is comprised of 10 chapters The first chapter introduces several computer number systems Chapter 2 shows how to perform arithmetic operations using the number systems introduced in Chapter 1 The third chapter covers the way numbers are stored in computers how the computer performs arithmetic on real numbers and integers and how round off errors are generated in computer programs Chapter 4 details the use of algorithms and flowcharting as problem solving tools for computer programming Subsequent chapters focuses on specific mathematical topics such as algebra sets logic Boolean algebra matrices graphing and linear programming and statistics Students of computer programming will find the text very useful **Geometric Computing Science** Robert Hermann,1991 **Number Theory for Computing** Song Y. Yan,2014-01-15 **Maths for Computing and Information Technology** Frank Giannasi,Robert Low,1995-01 The Essential Maths for Students series provides the fundamental mathematical and statistical techniques required by students entering Higher Education in a wide range of courses Reflecting the needs of both student and lecturer each text assumes little previous knowledge and is designed to raise the reader s proficiency to the level required by today s courses Maths for Computing and Information Technology provides a solid introductory grounding in the maths required for modules or courses in computer science and information technology Through worked examples highlighted key points and self assessment questions the book explains essential mathematical ideas and applies them to the I T field Topics covered include propositional and predicate calculus matrices sets mathematical proofs probability co ordinate geometry and finite state automata *Introductory Computer Mathematics* Nigel P. Cook,2003 Best selling author Nigel Cook s new second edition of Introductory Computers Mathematics provides a complete math course for those learning computer technology Employing an integrated math applications approach this book reinforces all math topics with extensive applications to show readers the value of math as a tool Specific chapters in the section on Basic Math discuss fractions decimal numbers positive and negative numbers exponents and the metric system

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