

Discrete Mathematics For Computer Scientists And Mathematicians Solutions Manual

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A Short Course in Discrete Mathematics - Edward A. Bender
2005-01-01

What sort of mathematics do I need for computer science? In response to this frequently asked question, a pair of professors at the University of California at San Diego created this text. Its sources are two of the university's most basic courses: Discrete Mathematics, and Mathematics for Algorithm and System Analysis. Intended for use by sophomores in the first of a two-quarter sequence, the text assumes some familiarity with calculus. Topics include Boolean functions and computer arithmetic; logic; number theory and cryptography; sets and functions; equivalence and order; and induction, sequences, and series. Multiple choice questions for review appear throughout the text. Original 2005 edition. Notation Index. Subject Index.

Discrete Mathematics - Martin Aigner

The advent of fast computers and the search for efficient algorithms revolutionized combinatorics and brought about the field of discrete mathematics. This book is an introduction to the main ideas and results of discrete mathematics, and with its emphasis on algorithms it should

be interesting to mathematicians and computer scientists alike. The book is organized into three parts: enumeration, graphs and algorithms, and algebraic systems. There are 600 exercises with hints and solutions to about half of them. The only prerequisites for understanding everything in the book are linear algebra and calculus at the undergraduate level. Praise for the German edition ... This book is a well-written introduction to discrete mathematics and is highly recommended to every student of mathematics and computer science as well as to teachers of these topics. --Konrad Engel for MathSciNet Martin Aigner is a professor of mathematics at the Free University of Berlin. He received his PhD at the University of Vienna and has held a number of positions in the USA and Germany before moving to Berlin. He is the author of several books on discrete mathematics, graph theory, and the theory of search. The Monthly article Turan's graph theorem earned him a 1995 Lester R. Ford Prize of the MAA for expository writing, and his book Proofs from the BOOK with Gunter M. Ziegler has been an international success with translations into 12 languages.

[Discrete Mathematical Structures with Applications to Computer Science](#)

- Jean-Paul Tremblay 1987

Advances in Switching Networks - Dingzhu Du 1998

Contains papers from a July 1997 workshop, covering a variety of issues related to network switching, including network environment, routing, network topology, switching components, nonblockingness, and optimization. Specific topics include modeling the blocking behavior of Clos networks, isomorphism of classical rearrangeable networks, characterizing bit permutation networks, and multispace search for quorumcast routing. Of interest to research mathematicians and graduate students studying discrete math and graph theory, as well as computer scientists and electronic engineers. No index. Annotation copyrighted by Book News, Inc., Portland, OR.

Discrete Mathematics - Martin Aigner 2007

The advent of fast computers and the search for efficient algorithms revolutionized combinatorics and brought about the field of discrete mathematics. This book is an introduction to the main ideas and results of discrete mathematics, and with its emphasis on algorithms it should be interesting to mathematicians and computer scientists alike. The book is organized into three parts: enumeration, graphs and algorithms, and algebraic systems. There are 600 exercises with hints and solutions to about half of them. The only prerequisites for understanding everything in the book are linear algebra and calculus at the undergraduate level. Praise for the German edition ... This book is a well-written introduction to discrete mathematics and is highly recommended to every student of mathematics and computer science as well as to teachers of these topics. --Konrad Engel for MathSciNet Martin Aigner is a professor of mathematics at the Free University of Berlin. He received his PhD at the University of Vienna and has held a number of positions in the USA and Germany before moving to Berlin. He is the author of several books on discrete mathematics, graph theory, and the theory of search. The Monthly article Turan's graph theorem earned him a 1995 Lester R. Ford Prize of the MAA for expository writing, and his book Proofs from the BOOK with Gunter M. Ziegler has been an international success with

translations into 12 languages.

Discrete Structures, Logic, and Computability - James L. Hein 2001

Discrete Structure, Logic, and Computability introduces the beginning computer science student to some of the fundamental ideas and techniques used by computer scientists today, focusing on discrete structures, logic, and computability. The emphasis is on the computational aspects, so that the reader can see how the concepts are actually used. Because of logic's fundamental importance to computer science, the topic is examined extensively in three phases that cover informal logic, the technique of inductive proof; and formal logic and its applications to computer science.

Discrete Mathematics for Computer Scientists and Mathematicians - Joe L. Mott 1986

Discrete Mathematics - Sherwood Washburn 2000

Discrete Mathematics, by Washburn, Marlowe, and Ryan, is now available for your students. This new textbook excels at integrating the topics that make up a discrete mathematics course, creating a cohesive presentation for your students. Discrete Mathematics combines classic, historical material and cutting-edge computer science applications in a clear, high-quality format. The exercise sets, including basic exercises, advanced exercises, and computer exercises, are designed to allow your students to master what they have learned before moving on to more difficult material. With its highly flexible organization, and unique grade of difficulty, Discrete Mathematics successfully fits either the freshman-sophomore course or a more advanced junior-senior course, and is accessible to both computer scientists and mathematicians.

Design and Analysis of Algorithms - Parag H. Dave 2007-09

"All aspects pertaining to algorithm design and algorithm analysis have been discussed over the chapters in this book-- Design and Analysis of Algorithms"--Resource description page.

Mathematics for Algorithm and Systems Analysis - Edward A. Bender 2005-01-01

Discrete mathematics is fundamental to computer science, and this up-

to-date text assists undergraduates in mastering the ideas and mathematical language to address problems that arise in the field's many applications. It consists of 4 units of study: counting and listing, functions, decision trees and recursion, and basic concepts of graph theory.

Comprehensive Mathematics for Computer Scientists 1 - Guerino Mazzola 2006-10-05

Contains all the mathematics that computer scientists need to know in one place.

A Textbook of Discrete Mathematics - S K Sarkar 2016

A Textbook of Discrete Mathematics provides an introduction to fundamental

Discrete Mathematics for Computer Science - Gary Haggard 2005

Master the fundamentals of discrete mathematics with DISCRETE MATHEMATICS FOR COMPUTER SCIENCE with Student Solutions Manual CD-ROM! An increasing number of computer scientists from diverse areas are using discrete mathematical structures to explain concepts and problems and this mathematics text shows you how to express precise ideas in clear mathematical language. Through a wealth of exercises and examples, you will learn how mastering discrete mathematics will help you develop important reasoning skills that will continue to be useful throughout your career.

Discrete Mathematics Using a Computer - Cordelia Hall 2013-04-17

Several areas of mathematics find application throughout computer science, and all students of computer science need a practical working understanding of them. These core subjects are centred on logic, sets, recursion, induction, relations and functions. The material is often called discrete mathematics, to distinguish it from the traditional topics of continuous mathematics such as integration and differential equations. The central theme of this book is the connection between computing and discrete mathematics. This connection is useful in both directions: • Mathematics is used in many branches of computer science, in applications including program specification, datastructures, design and analysis of algorithms, database systems, hardware design, reasoning about the

correctness of implementations, and much more; • Computers can help to make the mathematics easier to learn and use, by making mathematical terms executable, making abstract concepts more concrete, and through the use of software tools such as proof checkers. These connections are emphasised throughout the book. Software tools (see Appendix A) enable the computer to serve as a calculator, but instead of just doing arithmetic and trigonometric functions, it will be used to calculate with sets, relations, functions, predicates and inferences. There are also special software tools, for example a proof checker for logical proofs using natural deduction.

Understand Mathematics, Understand Computing - Arnold L. Rosenberg 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.

Discrete Mathematics - László Lovász 2006-05-11

Aimed at undergraduate mathematics and computer science students, this book is an excellent introduction to a lot of problems of discrete mathematics. It discusses a number of selected results and methods, mostly from areas of combinatorics and graph theory, and it uses proofs and problem solving to help students understand the solutions to

problems. Numerous examples, figures, and exercises are spread throughout the book.

Mathematics in Computing - Gerard O'Regan 2020-01-10

This illuminating textbook provides a concise review of the core concepts in mathematics essential to computer scientists. Emphasis is placed on the practical computing applications enabled by seemingly abstract mathematical ideas, presented within their historical context. The text spans a broad selection of key topics, ranging from the use of finite field theory to correct code and the role of number theory in cryptography, to the value of graph theory when modelling networks and the importance of formal methods for safety critical systems. This fully updated new edition has been expanded with a more comprehensive treatment of algorithms, logic, automata theory, model checking, software reliability and dependability, algebra, sequences and series, and mathematical induction. Topics and features: includes numerous pedagogical features, such as chapter-opening key topics, chapter introductions and summaries, review questions, and a glossary; describes the historical contributions of such prominent figures as Leibniz, Babbage, Boole, and von Neumann; introduces the fundamental mathematical concepts of sets, relations and functions, along with the basics of number theory, algebra, algorithms, and matrices; explores arithmetic and geometric sequences and series, mathematical induction and recursion, graph theory, computability and decidability, and automata theory; reviews the core issues of coding theory, language theory, software engineering, and software reliability, as well as formal methods and model checking; covers key topics on logic, from ancient Greek contributions to modern applications in AI, and discusses the nature of mathematical proof and theorem proving; presents a short introduction to probability and statistics, complex numbers and quaternions, and calculus. This engaging and easy-to-understand book will appeal to students of computer science wishing for an overview of the mathematics used in computing, and to mathematicians curious about how their subject is applied in the field of computer science. The book will also capture the interest of the motivated general reader.

Introduction to Coding Theory - J. H. van Lint 2013-03-09

Coding theory is still a young subject. One can safely say that it was born in 1948. It is not surprising that it has not yet become a fixed topic in the curriculum of most universities. On the other hand, it is obvious that discrete mathematics is rapidly growing in importance. The growing need for mathematicians and computer scientists in industry will lead to an increase in courses offered in the area of discrete mathematics. One of the most suitable and fascinating is, indeed, coding theory. So, it is not surprising that one more book on this subject now appears. However, a little more justification of the book are necessary. A few years ago it was and a little more history remarked at a meeting on coding theory that there was no book available an introductory course on coding theory (mainly which could be used for for mathematicians but also for students in engineering or computer science). The best known textbooks were either too old, too big, too technical, too much for specialists, etc. The final remark was that my Springer Lecture Notes (# 201) were slightly obsolete and out of print. Without realizing what I was getting into I announced that the statement was not true and proved this by showing several participants the book *Inleiding in de Coderingstheorie*, a little book based on the syllabus of a course given at the Mathematical Centre in Amsterdam in 1975 (M. C. Syllabus 31).

A = B - Marko Petkovsek 1996-01-01

This book is of interest to mathematicians and computer scientists working in finite mathematics and combinatorics. It presents a breakthrough method for analyzing complex summations. Beautifully written, the book contains practical applications as well as conceptual developments that will have applications in other areas of mathematics. From the table of contents: * Proof Machines * Tightening the Target * The Hypergeometric Database * The Five Basic Algorithms: Sister Celine's Method, Gosper's Algorithm, Zeilberger's Algorithm, The WZ Phenomenon, Algorithm Hyper * Epilogue: An Operator Algebra Viewpoint * The WWW Sites and the Software (Maple and Mathematica) Each chapter contains an introduction to the subject and ends with a set of exercises.

Discrete Mathematics - Oscar Levin 2018-12-31

Note: This is the 3rd edition. If you need the 2nd edition for a course you are taking, it can be found as a "other format" on amazon, or by searching its isbn: 1534970746 This gentle introduction to discrete mathematics is written for first and second year math majors, especially those who intend to teach. The text began as a set of lecture notes for the discrete mathematics course at the University of Northern Colorado. This course serves both as an introduction to topics in discrete math and as the "introduction to proof" course for math majors. The course is usually taught with a large amount of student inquiry, and this text is written to help facilitate this. Four main topics are covered: counting, sequences, logic, and graph theory. Along the way proofs are introduced, including proofs by contradiction, proofs by induction, and combinatorial proofs. The book contains over 470 exercises, including 275 with solutions and over 100 with hints. There are also Investigate! activities throughout the text to support active, inquiry based learning. While there are many fine discrete math textbooks available, this text has the following advantages: It is written to be used in an inquiry rich course. It is written to be used in a course for future math teachers. It is open source, with low cost print editions and free electronic editions. This third edition brings improved exposition, a new section on trees, and a bunch of new and improved exercises. For a complete list of changes, and to view the free electronic version of the text, visit the book's website at discrete.openmathbooks.org

Discrete Mathematics - Rowan Garnier 2020-10-28

In a comprehensive yet easy-to-follow manner, *Discrete Mathematics for New Technology* follows the progression from the basic mathematical concepts covered by the GCSE in the UK and by high-school algebra in the USA to the more sophisticated mathematical concepts examined in the latter stages of the book. The book punctuates the rigorous treatment of theory with frequent uses of pertinent examples and exercises, enabling readers to achieve a feel for the subject at hand. The exercise hints and solutions are provided at the end of the book. Topics covered include logic and the nature of mathematical proof, set theory, relations

and functions, matrices and systems of linear equations, algebraic structures, Boolean algebras, and a thorough treatise on graph theory. Although aimed primarily at computer science students, the structured development of the mathematics enables this text to be used by undergraduate mathematicians, scientists, and others who require an understanding of discrete mathematics.

Concrete Mathematics: A Foundation for Computer Science - Ronald L. Graham 1994

Discrete Mathematics with Applications - Thomas Koshy 2004-01-19

This approachable text studies discrete objects and the relationships that bind them. It helps students understand and apply the power of discrete math to digital computer systems and other modern applications. It provides excellent preparation for courses in linear algebra, number theory, and modern/abstract algebra and for computer science courses in data structures, algorithms, programming languages, compilers, databases, and computation. * Covers all recommended topics in a self-contained, comprehensive, and understandable format for students and new professionals * Emphasizes problem-solving techniques, pattern recognition, conjecturing, induction, applications of varying nature, proof techniques, algorithm development and correctness, and numeric computations * Weaves numerous applications into the text * Helps students learn by doing with a wealth of examples and exercises: - 560 examples worked out in detail - More than 3,700 exercises - More than 150 computer assignments - More than 600 writing projects * Includes chapter summaries of important vocabulary, formulas, and properties, plus the chapter review exercises * Features interesting anecdotes and biographies of 60 mathematicians and computer scientists * Instructor's Manual available for adopters * Student Solutions Manual available separately for purchase (ISBN: 0124211828)

How Mathematicians Think - William Byers 2010-05-02

To many outsiders, mathematicians appear to think like computers, grimly grinding away with a strict formal logic and moving methodically--even algorithmically--from one black-and-white deduction to another. Yet

mathematicians often describe their most important breakthroughs as creative, intuitive responses to ambiguity, contradiction, and paradox. A unique examination of this less-familiar aspect of mathematics, *How Mathematicians Think* reveals that mathematics is a profoundly creative activity and not just a body of formalized rules and results. Nonlogical qualities, William Byers shows, play an essential role in mathematics. Ambiguities, contradictions, and paradoxes can arise when ideas developed in different contexts come into contact. Uncertainties and conflicts do not impede but rather spur the development of mathematics. Creativity often means bringing apparently incompatible perspectives together as complementary aspects of a new, more subtle theory. The secret of mathematics is not to be found only in its logical structure. The creative dimensions of mathematical work have great implications for our notions of mathematical and scientific truth, and *How Mathematicians Think* provides a novel approach to many fundamental questions. Is mathematics objectively true? Is it discovered or invented? And is there such a thing as a "final" scientific theory? Ultimately, *How Mathematicians Think* shows that the nature of mathematical thinking can teach us a great deal about the human condition itself.

Discrete Mathematics For Computer Scientists And Mathematicians 2Nd Ed. - Mott Kandel & Baker

Basic Category Theory for Computer Scientists - Benjamin C. Pierce
1991-08-07

Basic Category Theory for Computer Scientists provides a straightforward presentation of the basic constructions and terminology of category theory, including limits, functors, natural transformations, adjoints, and cartesian closed categories. Category theory is a branch of pure mathematics that is becoming an increasingly important tool in theoretical computer science, especially in programming language semantics, domain theory, and concurrency, where it is already a standard language of discourse. Assuming a minimum of mathematical preparation, Basic Category Theory for Computer Scientists provides a straightforward presentation of the basic constructions and terminology

of category theory, including limits, functors, natural transformations, adjoints, and cartesian closed categories. Four case studies illustrate applications of category theory to programming language design, semantics, and the solution of recursive domain equations. A brief literature survey offers suggestions for further study in more advanced texts. Contents Tutorial • Applications • Further Reading

Discrete Mathematics - Rowan Garnier 2020-10-29

In a comprehensive yet easy-to-follow manner, *Discrete Mathematics for New Technology* follows the progression from the basic mathematical concepts covered by the GCSE in the UK and by high-school algebra in the USA to the more sophisticated mathematical concepts examined in the latter stages of the book. The book punctuates the rigorous treatment of theory with frequent uses of pertinent examples and exercises, enabling readers to achieve a feel for the subject at hand. The exercise hints and solutions are provided at the end of the book. Topics covered include logic and the nature of mathematical proof, set theory, relations and functions, matrices and systems of linear equations, algebraic structures, Boolean algebras, and a thorough treatise on graph theory. Although aimed primarily at computer science students, the structured development of the mathematics enables this text to be used by undergraduate mathematicians, scientists, and others who require an understanding of discrete mathematics.

Computational Discrete Mathematics - Helmut Alt 2003-06-30

This book is based on a graduate education program on computational discrete mathematics run for several years in Berlin, Germany, as a joint effort of theoretical computer scientists and mathematicians in order to support doctoral students and advanced ongoing education in the field of discrete mathematics and algorithmics. The 12 selected lectures by leading researchers presented in this book provide recent research results and advanced topics in a coherent and consolidated way. Among the areas covered are combinatorics, graph theory, coding theory, discrete and computational geometry, optimization, and algorithmic aspects of algebra.

[Handbook of Discrete and Combinatorial Mathematics](#) - Kenneth H.

Rosen 2017-10-19

Handbook of Discrete and Combinatorial Mathematics provides a comprehensive reference volume for mathematicians, computer scientists, engineers, as well as students and reference librarians. The material is presented so that key information can be located and used quickly and easily. Each chapter includes a glossary. Individual topics are covered in sections and subsections within chapters, each of which is organized into clearly identifiable parts: definitions, facts, and examples. Examples are provided to illustrate some of the key definitions, facts, and algorithms. Some curious and entertaining facts and puzzles are also included. Readers will also find an extensive collection of biographies. This second edition is a major revision. It includes extensive additions and updates. Since the first edition appeared in 1999, many new discoveries have been made and new areas have grown in importance, which are covered in this edition.

Discrete Mathematics for Computer Scientists - Clifford Stein 2011
Stein/Drysdale/Bogart's Discrete Mathematics for Computer Scientists is ideal for computer science students taking the discrete math course. Written specifically for computer science students, this unique textbook directly addresses their needs by providing a foundation in discrete math while using motivating, relevant CS applications. This text takes an active-learning approach where activities are presented as exercises and the material is then fleshed out through explanations and extensions of the exercises.

Discrete Mathematics - Douglas E. Ensley 2005-10-07

Did you know that games and puzzles have given birth to many of today's deepest mathematical subjects? Now, with Douglas Ensley and Winston Crawley's Introduction to Discrete Mathematics, you can explore mathematical writing, abstract structures, counting, discrete probability, and graph theory, through games, puzzles, patterns, magic tricks, and real-world problems. You will discover how new mathematical topics can be applied to everyday situations, learn how to work with proofs, and develop your problem-solving skills along the way. Online applications help improve your mathematical reasoning. Highly intriguing, interactive

Flash-based applications illustrate key mathematical concepts and help you develop your ability to reason mathematically, solve problems, and work with proofs. Explore More icons in the text direct you to online activities at www.wiley.com/college/ensley. Improve your grade with the Student Solutions Manual. A supplementary Student Solutions Manual contains more detailed solutions to selected exercises in the text.

Essential Discrete Mathematics for Computer Science - Harry Lewis 2019-03-19

Discrete mathematics is the basis of much of computer science, from algorithms and automata theory to combinatorics and graph theory. Essential Discrete Mathematics for Computer Science aims to teach mathematical reasoning as well as concepts and skills by stressing the art of proof. It is fully illustrated in color, and each chapter includes a concise summary as well as a set of exercises.

Mathematics for Computer Science - Eric Lehman 2017-03-08

This book covers elementary discrete mathematics for computer science and engineering. It emphasizes mathematical definitions and proofs as well as applicable methods. Topics include formal logic notation, proof methods; induction, well-ordering; sets, relations; elementary graph theory; integer congruences; asymptotic notation and growth of functions; permutations and combinations, counting principles; discrete probability. Further selected topics may also be covered, such as recursive definition and structural induction; state machines and invariants; recurrences; generating functions.

Discrete Mathematics for Computer Scientists - Joe L. Mott 1983

Provides computer science students with a foundation in discrete mathematics using relevant computer science applications.

Topology for Computing - Afra J. Zomorodian 2005-01-10

The emerging field of computational topology utilizes theory from topology and the power of computing to solve problems in diverse fields. Recent applications include computer graphics, computer-aided design (CAD), and structural biology, all of which involve understanding the intrinsic shape of some real or abstract space. A primary goal of this book is to present basic concepts from topology and Morse theory to

enable a non-specialist to grasp and participate in current research in computational topology. The author gives a self-contained presentation of the mathematical concepts from a computer scientist's point of view, combining point set topology, algebraic topology, group theory, differential manifolds, and Morse theory. He also presents some recent advances in the area, including topological persistence and hierarchical Morse complexes. Throughout, the focus is on computational challenges and on presenting algorithms and data structures when appropriate.

Mathematical Modelling Techniques - Rutherford Aris 2012-06-29

Highly useful volume discusses the types of models, how to formulate and manipulate them for best results. Numerous examples.

Sets, Groups, and Mappings: An Introduction to Abstract Mathematics - Andrew D. Hwang 2019-09-26

This book introduces students to the world of advanced mathematics using algebraic structures as a unifying theme. Having no prerequisites beyond precalculus and an interest in abstract reasoning, the book is suitable for students of math education, computer science or physics who are looking for an easy-going entry into discrete mathematics, induction and recursion, groups and symmetry, and plane geometry. In its presentation, the book takes special care to forge linguistic and conceptual links between formal precision and underlying intuition, tending toward the concrete, but continually aiming to extend students' comfort with abstraction, experimentation, and non-trivial computation. The main part of the book can be used as the basis for a transition-to-proofs course that balances theory with examples, logical care with intuitive plausibility, and has sufficient informality to be accessible to students with disparate backgrounds. For students and instructors who wish to go further, the book also explores the Sylow theorems, classification of finitely-generated Abelian groups, and discrete groups of Euclidean plane transformations.

Mathematics for Computer Scientists -

Combinatorics for Computer Science - Stanley Gill Williamson
2002-01-01

Useful guide covers two major subdivisions of combinatorics — enumeration and graph theory — with emphasis on conceptual needs of computer science. Each part is divided into a "basic concepts" chapter emphasizing intuitive needs of the subject, followed by four "topics" chapters that explore these ideas in depth. Invaluable practical resource for graduate students, advanced undergraduates, and professionals with an interest in algorithm design and other aspects of computer science and combinatorics. References for Linear Order & for Graphs, Trees, and Recursions. 219 figures.

DISCRETE MATHEMATICS, THIRD EDITION - CHANDRASEKARAN, N.
2022-04-04

Written with a strong pedagogical focus, the third edition of the book continues to provide an exhaustive presentation of the fundamental concepts of discrete mathematical structures and their applications in computer science and mathematics. It aims to develop the ability of the students to apply mathematical thought in order to solve computation-related problems. The book is intended not only for the undergraduate and postgraduate students of mathematics but also, most importantly, for the students of Computer Science & Engineering and Computer Applications. The book is replete with features which enable the building of a firm foundation of the underlying principles of the subject and also provides adequate scope for testing the comprehension acquired by the students. Each chapter contains numerous worked-out examples within the main discussion as well as several chapter-end Supplementary Examples for revision. The Self-Test and Exercises at the end of each chapter include a large number of objective type questions and problems respectively. Answers to objective type questions and hints to exercises are also provided. All these pedagogic features, together with thorough coverage of the subject matter, make this book a readable text for beginners as well as advanced learners of the subject. NEW TO THIS EDITION • Question Bank consisting of questions from various University Examinations • Updated chapters on Boolean Algebra, Graphs and Trees as per the recent syllabi followed in Indian Universities TARGET AUDIENCE • BE/B.Tech (Computer Science and Engineering) •

