

MATHEMATICS

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Mathematics In Computing

David Kirk



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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 decidability includes concise coverage of calculus probability and statistics matrices complex numbers and quaternions

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

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

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

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

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

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

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

Mathematical Computing in J: Introduction Howard A. Peelle,2004 This book introduces mathematical computing using J a powerful new programming language with applications in mathematics actuarial analysis scientific research business data processing and education Derived from APL J was designed as an executable mathematical notation by Dr Kenneth E Iverson and was

implemented by Roger K W Hui J unifies many areas of mathematics has a simple consistent syntax with very few rules yet includes a large number of functions and operators as tools for thinking and problem solving Mathematics for Computing G. P. McKeown, V. J. Rayward-Smith, 1982 *Foundation Discrete Mathematics for Computing* Dexter J. Booth, 1994-12-01

Transactions of the ... Army Conference on Applied Mathematics and Computing, 1983 **Mathematics for Computing** C. A. Whitehead, 1992-01-01 **Mathematics for Computer Students** Rex Wilton, 1992 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 *Numerical Mathematics and Computing* Elliott Ward Cheney, David Kincaid, David Ronald Kincaid, 1980 Routines given are in FORTRAN **Proof And Computation: Digitization In Mathematics, Computer Science And Philosophy** Klaus Mainzer, Peter Michael Schuster, Helmut Schwichtenberg, 2018-05-30 This book is for graduate students and researchers introducing modern foundational research in mathematics computer science and philosophy from an interdisciplinary point of view Its scope includes Predicative Foundations Constructive Mathematics and Type Theory Computation in Higher Types Extraction of Programs from Proofs and Algorithmic Aspects in Financial Mathematics By filling the gap between under graduate level textbooks and advanced research papers the book gives a scholarly account of recent developments and emerging branches of the aforementioned fields **Computing and Mathematics** James Taylor Fey, 1984 *Mathematics and Computation* Avi Wigderson, 2019-10-29 From the winner of the Turing Award and the Abel Prize an introduction to computational complexity theory its connections and interactions with mathematics and its central role in the natural and social sciences technology and philosophy Mathematics and Computation provides a broad conceptual overview of computational complexity theory the mathematical study of efficient computation With important practical applications to computer science and industry computational complexity theory has evolved into a highly interdisciplinary field with strong links to most mathematical areas and to a growing number of scientific endeavors Avi Wigderson takes a sweeping survey of complexity theory emphasizing the field s insights and challenges He explains the ideas and motivations leading to key models notions and results In particular he looks at algorithms and complexity

computations and proofs randomness and interaction quantum and arithmetic computation and cryptography and learning all as parts of a cohesive whole with numerous cross influences Wigderson illustrates the immense breadth of the field its beauty and richness and its diverse and growing interactions with other areas of mathematics He ends with a comprehensive look at the theory of computation its methodology and aspirations and the unique and fundamental ways in which it has shaped and will further shape science technology and society For further reading an extensive bibliography is provided for all topics covered Mathematics and Computation is useful for undergraduate and graduate students in mathematics computer science and related fields as well as researchers and teachers in these fields Many parts require little background and serve as an invitation to newcomers seeking an introduction to the theory of computation Comprehensive coverage of computational complexity theory and beyond High level intuitive exposition which brings conceptual clarity to this central and dynamic scientific discipline Historical accounts of the evolution and motivations of central concepts and models A broad view of the theory of computation s influence on science technology and society Extensive bibliography 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 *Number Theory for Computing* Song Y. Yan,2014-01-15

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