

Computational Discrete Mathematics Combinatorics And Graph Theory With Mathematica I 1 2

A practical guide simplifying discrete math for curious minds and demonstrating its application in solving problems related to software development, computer algorithms, and data science. Key Features: Apply the math of countable objects to practical problems in computer science. Explore modern Python libraries such as scikit-learn, NumPy, and SciPy for performing mathematics. Learn complex statistical and mathematical concepts with the help of hands-on examples and expert guidance. Book Description: Discrete mathematics deals with studying countable, distinct elements, and its principles are widely used in building algorithms for computer science and data science. The knowledge of discrete math concepts will help you understand the algorithms, binary, and general mathematics that sit at the core of data-driven tasks. Practical Discrete Mathematics is a comprehensive introduction for those who are new to the mathematics of countable objects. This book will help you get up to speed with using discrete math principles to take your computer science skills to a more advanced level. As you learn the language of discrete mathematics, you'll also cover methods crucial to studying and describing computer science and machine learning objects and algorithms. The chapters that follow will guide you through how memory and CPUs work. In addition to this, you'll understand how to analyze data for useful patterns, before finally exploring how to apply math concepts in network routing, web searching, and data science. By the end of this book, you'll have a deeper understanding of discrete math and its applications in computer science, and be ready to work on real-world algorithm development and machine learning. What you will learn: Understand the terminology and methods in discrete math and their usage in algorithms and data problems. Use Boolean algebra in formal logic and elementary control structures. Implement combinatorics to measure computational complexity and manage memory allocation. Use random variables, calculate descriptive statistics, and find average-case computational complexity. Solve graph problems involved in routing, pathfinding, and graph searches, such as depth-first search. Perform ML tasks such as data visualization, regression, and dimensionality reduction. Who this book is for: This book is for computer scientists looking to expand their knowledge of discrete math, the core topic of their field. University students looking to get hands-on with computer science, mathematics, statistics, engineering, or related disciplines will also find this book useful. Basic Python programming skills and knowledge of elementary real-number algebra are required to get started with this book.

This textbook provides an engaging and motivational introduction to traditional topics in discrete mathematics, in a manner specifically designed to appeal to computer science students. The text empowers students to think critically, to be effective problem solvers, to integrate theory and practice, and to recognize the importance of abstraction. Clearly structured and interactive in nature, the book presents detailed walkthroughs of several algorithms, stimulating a conversation with the reader through informal commentary and provocative questions. Features: no university-level background in mathematics required; ideally structured for classroom-use and self-study, with modular chapters following ACM curriculum recommendations; describes mathematical processes in an algorithmic manner; contains examples and exercises throughout the text, and highlights the most important concepts in each section; selects examples that demonstrate a practical use for the concept in question.

With examples of all 450 functions in action plus tutorial text on the mathematics, this book is the definitive guide to Experimenting with Combinatorica, a widely used software package for teaching and research in discrete mathematics. Three interesting classes of exercises are provided--theorem/proof, programming exercises, and experimental explorations--ensuring great flexibility in teaching and learning the material. The Combinatorica user community ranges from students to engineers, researchers in mathematics, computer science, physics, economics, and the humanities. Recipient of the EDUCOM Higher Education Software Award, Combinatorica is included with every copy of the popular computer algebra system Mathematica.

Developed from the author's popular graduate-level course, Computational Number Theory presents a complete treatment of number-theoretic algorithms. Avoiding advanced algebra, this self-contained text is designed for advanced undergraduate and beginning graduate students in engineering. It is also suitable for researchers new to the field and pract

Discrete Mathematics for Computer Science: An Example-Based Introduction is intended for a first- or second-year discrete mathematics course for computer science majors. It covers many important mathematical topics essential for future computer science majors, such as algorithms, number representations, logic, set theory, Boolean algebra, functions, combinatorics, algorithmic complexity, graphs, and trees. Features: Designed to be especially useful for courses at the community-college level. Ideal as a first- or second-year textbook for computer science majors, or as a general introduction to discrete mathematics. Written to be accessible to those with a limited mathematics background, and to aid with the transition to abstract thinking. Filled with over 200 worked examples, boxed for easy reference, and over 200 practice problems with answers. Contains approximately 40 simple algorithms to aid students in becoming proficient with algorithm control structures and pseudocode. Includes an appendix on basic circuit design which provides a real-world motivational example for computer science majors by drawing on multiple topics covered in the book to design a circuit that adds two eight-digit binary numbers. Jon Pierre Fortney graduated from the University of Pennsylvania in 1996 with a BA in Mathematics and Actuarial Science and a BSE in Chemical Engineering. Prior to returning to graduate school, he worked as both an environmental engineer and as an actuarial analyst. He graduated from Arizona State University in 2008 with a PhD in Mathematics, specializing in Geometric Mechanics. Since 2012, he has worked at Zayed University in Dubai. This is his second mathematics textbook.

This definitive reference on Combinatorica contains examples of all 450 functions plus tutorial text.

This practically-focused study guide introduces the fundamentals of discrete mathematics through an extensive set of classroom-tested problems. Each chapter presents a concise introduction to the relevant theory, followed by a detailed account of common challenges and methods for overcoming these. The reader is then encouraged to practice solving such problems for themselves, by tackling a varied selection of questions and assignments of different levels of complexity. This updated second edition now covers the design and analysis of algorithms using Python, and features more than 50 new problems, complete with solutions. Topics and features: provides a substantial collection of problems and examples of varying levels of difficulty, suitable for both laboratory practical training and self-study; offers detailed solutions to each problem, applying commonly-used methods and computational schemes; introduces the fundamentals of mathematical logic, the theory of algorithms, Boolean algebra, graph theory, sets, relations, functions, and combinatorics; presents more advanced material on the design and analysis of algorithms, including Turing machines, asymptotic analysis, and parallel algorithms; includes reference lists of trigonometric and finite summation formulae in an appendix, together with basic rules for differential and integral calculus. This hands-on workbook is an invaluable resource for undergraduate students of computer science, informatics, and electronic engineering. Suitable for use in a one- or two-semester course on discrete mathematics, the text emphasizes the skills required to develop and implement an algorithm in a specific programming language.

This concise, readable book provides a sampling of the very large, active, and expanding field of artificial neural network theory. It considers select areas of discrete mathematics linking combinatorics and the theory of the simplest types of artificial neural networks. Neural networks have emerged as a key technology in many fields of application, and an understanding of the theories concerning what such systems can and cannot do is essential. Some classical results are presented with accessible proofs, together with some more recent perspectives, such as those obtained by considering decision lists. In addition, probabilistic models of neural network learning are discussed. Graph theory, some partially ordered set theory, computational complexity, and discrete probability are among the mathematical topics involved. Pointers to further reading and an extensive bibliography make this book a good starting point for research in discrete mathematics and neural networks.

While high-quality books and journals in this field continue to proliferate, none has yet come close to matching the Handbook of Discrete and Computational Geometry, which in its first edition, quickly became the definitive reference work in its field. But with the rapid growth of the discipline and the many advances made over the past seven years, it's time to bring this standard-setting reference up to date. Editors Jacob E. Goodman and Joseph O'Rourke reassembled their stellar panel of contributors, added many more, and together thoroughly revised their work to make the most important results and methods, both classic and cutting-edge, accessible in one convenient volume. Now over more than 1500 pages, the Handbook of Discrete and Computational Geometry, Second Edition once again provides unparalleled, authoritative coverage of theory, methods, and applications. Highlights of the Second Edition: Thirteen new chapters: Five on applications and others on collision detection, nearest neighbors in high-dimensional spaces, curve and surface reconstruction, embeddings of finite metric spaces, polygonal linkages, the discrepancy method, and geometric graph theory Thorough revisions of all remaining chapters Extended coverage of computational geometry software, now comprising two chapters: one on the LEDA and CGAL libraries, the other on additional software Two indices: An Index of Defined Terms and an Index of Cited Authors Greatly expanded bibliographies

This volume is the first comprehensive treatment of combinatorial algebraic topology in book form. The first part of the book constitutes a swift walk through the main tools of algebraic topology. Readers - graduate students and working mathematicians alike - will probably find particularly useful the second part, which contains an in-depth discussion of the major research techniques of combinatorial algebraic topology. Although applications are sprinkled throughout the second part, they are principal focus of the third part, which is entirely devoted to developing the topological structure theory for graph homomorphisms.

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.

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 for Computing presents the essential mathematics needed for the study of computing and information systems. The subject is covered in a gentle and informal style, but without compromising the need for correct methodology. It is perfect for students with a limited background in mathematics. This new edition includes: • An expanded section on encryption • Additional examples of the ways in which theory can be applied to problems in computing • Many more exercises covering a range of levels, from the basic to the more advanced This book is ideal for students taking a one-semester introductory course in discrete mathematics - particularly for first year undergraduates

studying Computing and Information Systems. PETER GROSSMAN has worked in both MA26 and industrial roles as a mathematician and computing professional. As a lecturer in mathematics, he was responsible for coordinating and developing mathematics courses for Computing students. He has also applied his skills in areas as diverse as calculator design, irrigation systems and underground mine layouts. He lives and works in Melbourne, Australia.

This 2005 book deals with interest topics in Discrete and Algorithmic aspects of Geometry.

This tutorial contains written versions of seven lectures on Computational Combinatorial Optimization given by leading members of the optimization community. The lectures introduce modern combinatorial optimization techniques, with an emphasis on branch and cut algorithms and Lagrangian relaxation approaches. Polyhedral combinatorics as the mathematical backbone of successful algorithms are covered from many perspectives, in particular, polyhedral projection and lifting techniques and the importance of modeling are extensively discussed. Applications to prominent combinatorial optimization problems, e.g., in production and transport planning, are treated in many places; in particular, the book contains a state-of-the-art account of the most successful techniques for solving the traveling salesman problem to optimality.

This concise, undergraduate-level text focuses on combinatorics, graph theory with applications to some standard network optimization problems, and algorithms. More than 200 exercises, many with complete solutions. 1991 edition.

This book describes and summarizes past work in important areas of combinatorics and computation, as well as gives directions for researchers working in these areas in the 21st century. It contains primarily survey papers and presents original research by Peter Fishburn, Jim Ho Kwak, Jaeun Lee, K H Kim, F W Roush and Susan Williams. The papers deal with some of the most exciting and promising developments in the areas of coding theory in relation to number theory, lattice theory and its applications, graph theory and its applications, topological techniques in combinatorics, symbolic dynamics and mathematical social science. Contents: Monte-Carlo and Quasi-Monte-Carlo Methods for Numerical Integration (H Faure) Theoretical Approaches to Judgement and Choice (P Fishburn) Combinatorial Aspects of Mathematical Social Science (K H Kim & F W Roush) Twelve Views of Matroid Theory (J P S Kung) Enumeration of Graph Coverings, Surface Branched Coverings and Related Group Theory (J H Kwak & J Lee) An Overview of the Poset of Irreducibles (G Markowsky) Number Theory and Public-Key Cryptography (D Pointcheval) Some Applications of Graph Theory (F Roberts) Duality and Its Consequences for Ordered Cohomology of Finite Type Subshifts (K H Kim et al.) Simple Maximum Likelihood Methods for the Optical Mapping Problem (V Dancik & M S Waterman) Readership: Researchers, graduate students and advanced undergraduates in combinatorics and computational mathematics. Keywords: Combinatorics; Computation; Coding Theory; Number Theory; Lattice Theory; Graph Theory; Topological Techniques; Symbolic Dynamics; Mathematical Social Science

Combinatorica, an extension to the popular computer algebra system Mathematica®, is the most comprehensive software available for teaching and research applications of discrete mathematics, particularly combinatorics and graph theory. This book is the definitive reference/user's guide to Combinatorica, with examples of all 450 Combinatorica functions in action, along with the associated mathematical and algorithmic theory. The authors cover classical and advanced topics on the most important combinatorial objects: permutations, subsets, partitions, and Young tableaux, as well as all important areas of graph theory: graph construction operations, invariants, embeddings, and algorithmic graph theory. In addition to being a research tool, Combinatorica makes discrete mathematics accessible in new and exciting ways, by encouraging computational experimentation and visualization. The book is suitable for self-study and as a primary or supplementary textbook for discrete mathematics courses.

Combinatorial Methods with Computer Applications provides in-depth coverage of recurrences, generating functions, partitions, and permutations, along with some of the most interesting graph and network topics, design constructions, and finite geometries. Requiring only a foundation in discrete mathematics, it can serve as the textbook in a combinat

This fifth edition continues to improve on the features that have made it the market leader. The text offers a flexible organization, enabling instructors to adapt the book to their particular courses. The book is both complete and careful, and it continues to maintain its emphasis on algorithms and applications. Excellent exercise sets allow students to perfect skills as they practice. This new edition continues to feature numerous computer science applications-making this the ideal text for preparing students for advanced study.

Computational geometry as an area of research in its own right emerged in the early seventies of this century. Right from the beginning, it was obvious that strong connections of various kinds exist to questions studied in the considerably older field of combinatorial geometry. For example, the combinatorial structure of a geometric problem usually decides which algorithmic method solves the problem most efficiently. Furthermore, the analysis of an algorithm often requires a great deal of combinatorial knowledge. As it turns out, however, the connection between the two research areas commonly referred to as computational geometry and combinatorial geometry is not as lop-sided as it appears. Indeed, the interest in computational issues in geometry gives a new and constructive direction to the combinatorial study of geometry. It is the intention of this book to demonstrate that computational and combinatorial investigations in geometry are doomed to profit from each other. To reach this goal, I designed this book to consist of three parts, a combinatorial part, a computational part, and one that presents applications of the results of the first two parts. The choice of the topics covered in this book was guided by my attempt to describe the most fundamental algorithms in computational geometry that have an interesting combinatorial structure. In this early stage geometric transforms played an important role as they reveal connections between seemingly unrelated problems and thus help to structure the field.

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Computational Discrete Mathematics Combinatorics and Graph Theory with Mathematica ©Cambridge University Press

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This long-awaited textbook is the most comprehensive introduction to a broad swath of combinatorial and discrete mathematics. The text covers enumeration, graphs, sets, and methods, and it includes both classical results and more recent developments. Assuming no prior exposure to combinatorics, it explains the basic material for graduate-level students in mathematics and computer science. Optional more advanced material also makes it valuable as a research reference. Suitable for a one-year course or a one-semester introduction, this textbook prepares students to move on to more advanced material. It is organized to emphasize connections among the topics, and facilitate instruction, self-study, and research, with more than 2200 exercises (many accompanied by hints) at various levels of difficulty. Consistent notation and terminology are used throughout, allowing for a discussion of diverse topics in a unified language. The thorough bibliography, containing thousands of citations, makes this a valuable source for students and researchers alike.

The Handbook of Discrete and Computational Geometry is intended as a reference book fully accessible to nonspecialists as well as specialists, covering all major aspects of both fields. The book offers the most important results and methods in discrete and computational geometry to those who use them in their work, both in the academic world—as researchers in mathematics and computer science—and in the professional world—as practitioners in fields as diverse as operations research, molecular biology, and robotics. Discrete geometry has contributed significantly to the growth of discrete mathematics in recent years. This has been fueled partly by the advent of powerful computers and by the recent explosion of activity in the relatively young field of computational geometry. This synthesis between discrete and computational geometry lies at the heart of this Handbook. A growing list of application fields includes combinatorial optimization, computer-aided design, computer graphics, crystallography, data analysis, error-correcting codes, geographic information systems, motion planning, operations research, pattern recognition, robotics, solid modeling, and tomography.

For one-/two- semester, freshman courses in Discrete Mathematics. This carefully organized, very readable text covers every essential topic in discrete mathematics in a logical fashion. Placing each topic in context, it covers concepts associated with discrete mathematical systems that have applications in computer science, engineering, and mathematics. The author introduces more basic concepts at the freshman level than are found in other texts, in a simple, accessible form. Introductory material is balanced with extensive coverage of graphs, trees, recursion, algebra, theory of computing, and combinatorics. Extensive examples throughout the text reinforce concepts.

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

These notes were first used in an introductory course team taught by the authors at Appalachian State University to advanced undergraduates and beginning graduates. The text was written with four pedagogical goals in mind: offer a variety of topics in one course, get to the main themes and tools as efficiently as possible, show the relationships between the different topics, and include recent results to convince students that mathematics is a living discipline.

Discrete Computational Structures describes discrete mathematical concepts that are important to computing, covering necessary mathematical fundamentals, computer representation of sets, graph theory, storage minimization, and bandwidth. The book also explains conceptual framework (Gorn trees, searching, subroutines) and directed graphs (flowcharts, critical paths, information network). The text discusses algebra particularly as it applies to concentrates on semigroups, groups, lattices, propositional calculus, including a new tabular method of Boolean function minimization. The text emphasizes combinatorics and probability. Examples show different techniques of the general process of enumerating objects. Combinatorics cover permutations, enumerators for combinations, Stirling numbers, cycle classes of permutations, partitions, and compositions. The book cites as example the interplay between discrete mathematics and computing using a system of distinct representatives (SDR) problem. The problem,

originating from group theory, graph theory, and set theory can be worked out by the student with a network model involving computers to generate and analyze different scenarios. The book is intended for sophomore or junior level, corresponding to the course B3, "Introduction to Discrete Structures," in the ACM Curriculum 68, as well as for mathematicians or professors of computer engineering and advanced mathematics.

The importance of discrete and combinatorial mathematics continues to increase as the range of applications to computer science, electrical engineering, and the biological sciences grows dramatically. Providing a ready reference for practitioners in the field, the Handbook of Discrete and Combinatorial Mathematics, Second Edition presents additional material on Google's matrix, random graphs, geometric graphs, computational topology, and other key topics. New chapters highlight essential background information on bioinformatics and computational geometry. Each chapter includes a glossary, definitions, facts, examples, algorithms, major applications, and references.

Certain constrained combinatorial optimization problems have a natural analogue in the continuous setting of the classical isoperimetric problem. The study of so called combinatorial isoperimetric problems exploits similarities between these two, seemingly disparate, settings. This text focuses on global methods. This means that morphisms, typically arising from symmetry or direct product decomposition, are employed to transform new problems into more restricted and easily solvable settings whilst preserving essential structure. This book is based on Professor Harper's many years' experience in teaching this subject and is ideal for graduate students entering the field. The author has increased the utility of the text for teaching by including worked examples, exercises and material about applications to computer science. Applied systematically, the global point of view can lead to surprising insights and results, and established researchers will find this to be a valuable reference work on an innovative method for problem solving.

Judith Gersting's Mathematical Structures for Computer Science has long been acclaimed for its clear presentation of essential concepts and its exceptional range of applications relevant to computer science majors. Now with this new edition, it is the first discrete mathematics textbook revised to meet the proposed new ACM/IEEE standards for the course.

Algebraic and Combinatorial Computational Biology introduces students and researchers to a panorama of powerful and current methods for mathematical problem-solving in modern computational biology. Presented in a modular format, each topic introduces the biological foundations of the field, covers specialized mathematical theory, and concludes by highlighting connections with ongoing research, particularly open questions. The work addresses problems from gene regulation, neuroscience, phylogenetics, molecular networks, assembly and folding of biomolecular structures, and the use of clustering methods in biology. A number of these chapters are surveys of new topics that have not been previously compiled into one unified source. These topics were selected because they highlight the use of technique from algebra and combinatorics that are becoming mainstream in the life sciences. Integrates a comprehensive selection of tools from computational biology into educational or research programs Emphasizes practical problem-solving through multiple exercises, projects and spinoff computational simulations Contains scalable material for use in undergraduate and graduate-level classes and research projects Introduces the reader to freely-available professional software Supported by illustrative datasets and adaptable computer code

This book describes algorithms of mathematical methods and illustrates their application with examples. The mathematical background needed is elementary algebra and calculus.

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.

50 Years of Combinatorics, Graph Theory, and Computing advances research in discrete mathematics by providing current research surveys, each written by experts in their subjects. The book also celebrates outstanding mathematics from 50 years at the Southeastern International Conference on Combinatorics, Graph Theory & Computing (SEICCGTC). The conference is noted for the dissemination and stimulation of research, while fostering collaborations among mathematical scientists at all stages of their careers. The authors of the chapters highlight open questions. The sections of the book include: Combinatorics; Graph Theory; Combinatorial Matrix Theory; Designs, Geometry, Packing and Covering. Readers will discover the breadth and depth of the presentations at the SEICCGTC, as well as current research in combinatorics, graph theory and computer science. Features: Commemorates 50 years of the Southeastern International Conference on Combinatorics, Graph Theory & Computing with research surveys Surveys highlight open questions to inspire further research Chapters are written by experts in their fields Extensive bibliographies are provided at the end of each chapter

Combinatorics and finite fields are of great importance in modern applications such as in the analysis of algorithms, in information and communication theory, and in signal processing and coding theory. This book contains survey articles on topics such as difference sets, polynomials, and pseudorandomness.

Paul Erdős published more papers during his lifetime than any other mathematician, especially in discrete mathematics. He had a nose for beautiful, simply-stated problems with solutions that have far-reaching consequences across mathematics. This captivating book, written for students, provides an easy-to-understand introduction to discrete mathematics by presenting questions that intrigued Erdős, along with his brilliant ways of working toward their answers. It includes young Erdős's proof of Bertrand's postulate, the Erdős-Szekeres Happy End Theorem, De Bruijn-Erdős theorem, Erdős-Rado delta-systems, Erdős-Ko-Rado theorem, Erdős-Stone theorem, the Erdős-Rényi-Sós Friendship Theorem, Erdős-Rényi random graphs, the Chvátal-Erdős theorem on Hamilton cycles, and other results of Erdős, as well as results related to his work, such as Ramsey's theorem or Deza's theorem on weak delta-systems. Its appendix covers topics normally missing from introductory courses. Filled with personal anecdotes about Erdős, this book offers a behind-the-scenes look at interactions with the legendary collaborator.

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