

CS 2240 - Discrete Structures for Computer Science

**Transcript/Banner Course Title:** Discrete Structures for CS

**College/School:** College of Aerospace, Computing, Engineering, and Design

**Department:** Department of Computer Sciences

**CIP Code:** 11.0701

**Check All that Apply:** Required for Major

**Credits:** 4

**Distribution of Credits:** 4 + 0

**Lecture:** 60

**Additional Student Work Hours:** 120

**Schedule Type(s):** Lecture

**Grade Mode(s):** Letter

**Is this course a variable topics umbrella course?** No

**Is this course a specified repeatable course?** No

**Is this course crosslisted with other prefix(es)?** No

**Are there course equivalencies?** No

**Registration Restrictions**

**Prerequisite(s):** CS 2050 and either (MTH 1400 or equivalent) or (MTH 1120 and (MTH 1110 or equivalent)) all with grades of "C-" or better; or permission of instructor

**Banner Enforced Prerequisite(s):** CS 2050 AND ( (College Level Math Accuplacer Score of 50 or higher) OR (Advanced Algebra and Functions [AAF] Accuplacer Score of 260 or higher) OR ( (MTH 1320 or MTH 1400 or MTH 1410) with grade of C- or higher ) OR ( ((MTH 1109 or MTH 1110 or MTH 1111 or MTH 1112 or MTH 1115) AND (MTH 1120)) with grades of C- or higher ) )

**Minimum Passing Grade for Banner Enforced Prerequisite(s):** C- or T

**Course Description:**

This course provides a solid theoretical foundation for the understanding of computer science, with emphasis on the application of formal structures and reasoning to problems in computer science. The course introduces and demonstrates application of discrete mathematics concepts commonly used in computer science and needed to solve many computational problems. Topics include formal logic systems, Boolean algebra, techniques for formal reasoning (including proof methods), set theory, graph theory, functions, relations, sequences, and recursive structures.

**Required reading and other materials will be equivalent to:**

For each major subject of this course there is a corresponding reading list including books and on-line material such as videos, documents, and software.

The following are examples of open educational resources generally appropriate to the course:

Doerr, A. and Levasseur, K. (2020). Applied Discrete Structures. N/A: Creative Commons, <http://faculty.uml.edu/klevasseur/ads2/>

Smid, M. (2019) Discrete Structures for Computer Science: Counting, Recursion, and Probability. N/A: Creative Commons, <http://cglab.ca/~michiel/DiscreteStructures/DiscreteStructures.pdf>

DeLaplante, K. (2014) Basic Concepts in Propositional Logic. N/A: YouTube, <https://www.youtube.com/playlist?list=PL619166130C21EADA>

**Specific, Measurable Student Behavioral Learning Objectives:**

Upon completion of this course students should be able to:

1. Apply formal representations and methods of reasoning to computational problem domains.
2. Explain and construct valid arguments and proofs.
3. Interpret and use basic discrete modeling structures in computational contexts.
4. Apply fundamental computational reasoning skills.

**Detailed Outline of Course Content (Major Topics and Subtopics) or Outline of Field Experience/Internship:**

The pedagogy of this course revolves around concrete demonstrations of the applications of the topics through the construction of executable software programs and models.

- I. Logic
  - A. Precise Formal Statements
    - 1. Representations with correspondence to real-world domains and computational problems
  - B. Truth and Falsehood
  - C. Truth Tables
  - D. Equivalence & Tautologies

E. Rules of Inference

F. Arguments

G. Propositional Logic

H. Predicate Logic

I. Boolean Logic

1. Boolean Values

2. Boolean Operations

a. Negation

b. Conjunction

c. Disjunction

d. Exclusive Or

e. Equality

f. Implication

3. Equivalences

4. Distributive Laws

## II. Formal Reasoning Applied to Computational Domains

A. Representation

1. Statements

2. Proofs

3. Theorems

4. Lemmas

5. Corollaries

B. Logical Arguments and Fallacies

C. Recognizing Valid and Invalid Proofs

D. Counterexamples

E. Proving Equivalences

F. Proof by Construction

G. Proof by Contradiction

H. Proof by Induction

## III. Number Theory & Sequences

A. Counting

B. Modular Arithmetic

C. Sequences & Strings

1. Alphabet / Symbols

2. Length

3. Empty String

4. Substring

5. Concatenation

6. Lexicographic Order

7. Prefix & Proper Prefix

8. Suffix & Proper Suffix

D. Ordered Pairs and Tuples

E. Integers

F. Natural Numbers

G. Real Numbers

## IV. Sets

A. Attributes of Sets

B. Multisets

C. Singleton Sets

D. Empty Set

E. Containment

1. Subset

2. Proper Subset

#### F. Set Operations

1. Union
2. Intersection
3. Complement
4. Difference
5. Cartesian Product
6. Power Set

#### G. Cardinality

#### H. Finite and Infinite Sets

#### I. Venn Diagrams

### V. Functions and Relations

#### A. Mapping

#### B. Domain & Range

#### C. 1:1 & onto

#### D. Function Arity

#### E. Function Notations

#### F. Predicate (Property)

#### G. Binary and k-ary Relations

#### H. Properties

1. Reflexive
2. Symmetric
3. Transitive

#### I. Equivalence Relations

#### J. Recursion & Recurrence Relations

### VI. Graph Theory

#### A. Graphs

#### B. Nodes (Vertices)

#### C. Edges

#### D. Undirected Graphs

#### E. Directed Graphs

#### F. Node Degree

1. In-degree
2. Out-degree

#### G. Labeled Graphs

#### H. Subgraphs

#### I. Traversals

#### J. Paths

1. Simple Path
2. Cycle
3. Simple Cycle
4. Directed Path

#### K. Connected & Strongly Connected Graphs

#### L. Trees

1. Root
2. Branch
3. Leaf
4. N-ary & Binary

---

#### Evaluation of Student Performance:

Student performance is evaluated through an instructor-determined subset of the following:

1. Participatory activities
2. Assignments/Projects (programming and non-programming)
3. Quizzes

**Note:** The creation date refers to the date the course was initially created. The course revision date refers to the date when the course was last revised or modified.

**Course Creation Date (if known):** 11/16/2020

**Special Designation Information (if applicable)**