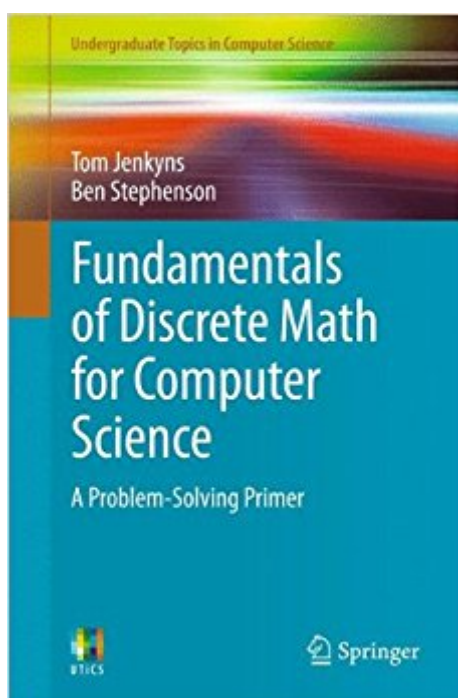The book was found

Fundamentals Of Discrete Math For Computer Science: A Problem-Solving Primer (Undergraduate Topics In Computer Science)

Synopsis

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. Â 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.

Book Information

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Customer Reviews

From the reviews:Ã¢â ¬Å"This book is dedicated to presenting the basic notions of discrete mathematics for undergraduate students in computer science. With a good balance between theory and practice Ã¢â ¬â œ including the algorithmic point of view Ã¢â ¬â œ this book will prove very helpful. Ã¢â ¬Â¦ Many examples and exercises make the book both enjoyable and useful.Ã¢â ¬Â• (Jean-Paul Allouche, zbMATH, Vol. 1278, 2014)Ã¢â ¬Å"Jenkyns (Brock Univ., Canada) and

Stephenson (Univ. of Calgary, Canada) have written an introductory textbook on discrete mathematics for computer science majors. The volumeÃ¢â ¬â„¢s ten chapters cover the standard topics taught in such courses at the freshman or sophomore level Ã¢â ¬Â¦ . In comparison with other introductory discrete mathematics textbooks, this work has a very strong emphasis on algorithms, proofs of algorithmic correctness, and the analysis of worst-case and average-case complexity. Ã¢â ¬Â¦ Summing Up: Recommended. Lower-division undergraduates.Ã¢â ¬Â• (B. Borchers, Choice, Vol. 50 (9), May, 2013)Ã¢â ¬Å"This book is specifically aimed at CS students. The authors include the same discrete math topics that other books have, but, in contrast to most existing books, they introduce each topic with a clear (and entertaining) CS motivation. Ã¢â ¬Â¦ Each section is well written, with a highlighted subsection on the most important ideas and plenty of exercises. I highly recommend this book to everyone.Ã¢â ¬Â• (V. Kreinovich, Computing Reviews, December, 2012)

An understanding of discrete mathematics is essential for students of computer science wishing to improve their programming competence.Fundamentals of Discrete Math for Computer Science 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.Topics and features:Highly accessible and easy to read, introducing concepts in discrete mathematics without requiring a university-level background in mathematicsIdeally structured for classroom-use and self-study, with modular chapters following ACM curriculum recommendationsDescribes mathematical processes in an algorithmic manner, often including a walk-through demonstrating how the algorithm performs the desired task as expectedContains examples and exercises throughout the text, and highlights the most important concepts in each sectionSelects examples that demonstrate a practical use for the concept in questionThis easy-to-understand and fun-to-read textbook is ideal for an introductory discrete mathematics course for computer science students at the beginning of their studies. The book assumes no prior mathematical knowledge, and discusses concepts in programming as needed, allowing it to be used in a mathematics course taken concurrently with a studentÃ¢â ¬â„¢s first programming course.

The content is pretty good. There seem to be a few typos, which is not helpful in a book the intended reader uses for learning a mathematical subject, but overall it is easy to understand and generally gets to the point.However, the Kindle version is not readable on my Kindle for Android reader. The navigation is broken. Turning the page frequently either does not work at all or returns the reader to the very front of the book. This is unacceptable. It appears that neither the publisher nor took steps to test the product and ensure that it performs as advertised. I am able to navigate through the book on the Kindle reader for Windows, but the widescreen format of a computer monitor does not fit with the portrait-style format of the book. It ought to work my Android tablet (the Kindle tablets themselves are essentially Android tablets), but it doesn't. When you create something, put it to market, and accept people's hard-earned pay in return for it, you have an obligation to make sure it works. To do otherwise is to be a lazy, worthless, parasite affixed to productive core of society and operating to its detriment.Back to the content, my assigned textbook on discrete math was, for the portions on counting and relations, unusable. This book is vastly superior. The authors of this book are able to communicate in plain English, organize their work in a sensible manner, and provide clear examples. (Instead of the blithe, arrogant hand-waving in my other book.)The authors did a great job. and the publisher, not so much.

I want to start this by saying this is a review of the Kindle Edition. It's a bad kindle book, period. There are "locations" where text is cut in half because it's put at the top of the "location". I say locations because there is no direct way to go to a page. Speaking of pages there are times when you attemp to go to the next page and it repeats pages. Before anyone starts thinking it's a problem with my kindle, that has never happened in any kindle book I own other than this one. I bought the kindle edition and was afraid that it could be bad but due to a mishap at the college bookstore I needed a book fast and risked it. Long story short do not buy the kindle edition.

i think it's hard to understand at times. I don't think it's as basic as the author claims but I'm new to this. no answers to check your work against. should more exercises with check answers.

This book covers basic proof technique and idea in Discrete Math/Algorithm.A very good resource for college computer science major students.

Good

Absolutely worst book ever! Am a math tutor and struggled with this all semester. Makes simple concepts extremely difficult to understand.Only bought because it was required.

Fundamentals of Discrete Math for Computer Science: A Problem-Solving Primer (Undergraduate Topics in Computer Science) CRITICAL THINKING: A Beginner's Guide To Critical Thinking, Better Decision Making, And Problem Solving ! (critical thinking, problem solving, strategic thinking, decision making) Clinical Problem Solving in Orthodontics and Paediatric Dentistry, 2e (Clinical Problem Solving in Dentistry) Clinical Problem Solving in Orthodontics and Paediatric Dentistry - E-Book (Clinical Problem Solving in Dentistry) Clinical Problem Solving in Periodontology and Implantology, 1e (Clinical Problem Solving in Dentistry) Math on Call, Book B: Problem Solving Math Handbooks (Great Source) Discrete Mathematics: Elementary and Beyond (Undergraduate Texts in Mathematics) A First Course in Discrete Mathematics (Springer Undergraduate Mathematics Series) A Discrete Transition to Advanced Mathematics (Pure and Applied Undergraduate Texts) Metal Fatigue Analysis Handbook: Practical Problem-solving Techniques for Computer-aided Engineering HIGH SCHOOL MATH COMMON-CORE GEOMETRY PRACTICE/PROBLEM SOLVING WORKBOOK GRADE 9/10 Step-by-Step Problem Solving, Grade 7 (Singapore Math) Engineering Fundamentals and Problem Solving Introductory Discrete Mathematics (Dover Books on Computer Science) Discrete Mathematics for Computer Science (with Student Solutions Manual CD-ROM) Automata and Computability (Undergraduate Texts in Computer Science) The 100-Pound Problem (Math Matters Series) (Math Matters (Kane Press Paperback)) Illustrating for Science: "A Problem-Solving Approach to Rendering Subjects in Biology, Chemistry, Physics , Astronomy, Space Technology, Medicine, Geology and Architecture" Introduction to Polymer Science and Chemistry: A Problem-Solving Approach, Second Edition The Complete English Master: 36 Topics for Fluency: Master English in 12 Topics, Book 4