				cmpe 220 - Fall 2013-3 bingol															
				v201309241215														+	
				Midterm #1: 04.11.2013/09:00						x									
				Midterm #2: 02.12.2013/09:00										x					
	_			Final: TBA															
<u> </u>	_	<u> </u>		day month	23 9		14	21	28	4		18	25	2 12	9	16	23	30	_
# Goal	mt1	mt2	fin	Topics \weeks	9		3	4	5			8	9	10	11	12	13	14	-
# 000				Discrete and Combinatorial Mathematics, 5e	-	_	Ť	-	Ť	-		ľ	ľ						
				Ralph P. Grimaldi														-	
				Logic															_
				2. Fundamentals of Logic.															
	1			Basic Connectives and Truth Tables.															
	1	<u> </u>		Logical Equivalence: The Laws of Logic.													_	_	_
	1			Logical Implication: Rules of Inference. The Use of Quantifiers.													_	-	_
	1			Quantifiers, Definitions, and the Proofs of Theorems.				-									-	+	-
0	-			Summary and Historical Review.															
0				Sets, Functions, Relations															
0				3. Set Theory.															
	1			Sets and Subsets.															
	1			Set Operations and the Laws of Set Theory.															_
	1			Counting and Venn Diagrams.													_	—	_
0	-			A First Word on Probability. The Axioms of Probability (Optional).								-	-				-+	+	-
0	1	1		Conditional Probability: Independence (Optional).													+	+	\neg
0				Discrete Random Variables (Optional).							_						_ †		
0				Summary and Historical Review.															
0				5. Relations and Functions.															
	1			Cartesian Products and Relations.															
	1			Functions: Plain and One-to-One.														4	
	1			Onto Functions: Stirling Numbers of the Second Kind. Special Functions.				_	_								-	-	_
	1			The Pigeonhole Principle.				_									-	-	-
	1			Function Composition and Inverse Functions.														-	
0				Computational Complexity.															
0				Analysis of Algorithms.															
0				Summary and Historical Review.															
0				7. Relations: The Second Time Around.													_	<u> </u>	_
	1	-		Relations Revisited: Properties of Relations. Computer Recognition: Zero-One Matrices and Directed Graphs.				_	_								_	-	_
	1	-		Partial Orders: Hasse Diagrams.				-									-	-	-
	1			Equivalence Relations and Partitions.														+	
0				Finite State Machines: The Minimization Process.															
0				Summary and Historical Review.															
0	_	 		Algebra														_	
0				14. Rings and Modular Arithmetic.														_	_
	1			The Ring Structure: Definition and Examples. Ring Properties and Substructures.				_									_	-	_
	1			The Integers Modulo n.				_	_								-	-	-
0				Ring Homomorphisms and Isomorphisms: The Chinese Remainder Theorem.															
0				Summary and Historical Review.															_
0				15. Boolean Algebra and Switching Functions.															
0				Switching Functions: Disjunctive and Conjunctive Normal Forms.															
0				Gating Networks: Minimal Sums of Products: Karnaugh Maps.														4	
0				Further Applications: Don't-Care Conditions. The Structure of a Boolean Algebra (Optional).			_											_	
0				Summary and Historical Review.														+	_
0				16. Groups, Coding Theory, and Polya's Theory of Enumeration.														-	
1	1			Definition, Examples, and Elementary Properties.															
0				Homomorphisms, Isomorphisms, and Cyclic Groups.														\square	
0 0 0		 		Cosets and Lagrange's Theorem.														\rightarrow	
				The RSA Cipher (Optional). Elements of Coding Theory.			_					-	-				\rightarrow	+	\neg
0 0 0 0	+			Elements of Coding Theory. The Hamming Metric.	\vdash	-	_					-	-				-+	+	\neg
ō	+	1	1	The Parity-Check and Generator Matrices.								-					-+	+	\neg
0	1	1	1	Group Codes: Decoding with Coset Leaders.														+	\neg
0				Hamming Matrices.							_								
0				Counting and Equivalence: Burnside's Theorem.															
0		<u> </u>		The Cycle Index.														\rightarrow	
0				The Pattern Inventory: Polya's Method of Enumeration.														\rightarrow	
0				Summary and Historical Review. 17. Finite Fields and Combinatorial Designs.														-	
	1			Polynomial Rings.														+	
	1			Irreducible Polynomials: Finite Fields.															
0				Latin Squares.															
0				Finite Geometries and Affine Planes.				_								_			
0				Block Designs and Projective Planes.														$ \rightarrow $	
0				Summary and Historical Review.														-	
0				Integers 4. Brogerties of the Integers: Methometical Induction			_						-				\rightarrow	+	-
0	1			4. Properties of the Integers: Mathematical Induction. The Well-Ordering Principle: Mathematical Induction.			_											+	_
	1			Recursive Definitions.														+	-
	1			The Division Algorithm: Prime Numbers.														-	
											-		-						

Topics Covered for cmpe220

	.1					1	 								
1 1				The Greatest Common Divisor: The Euclidean Algorithm.											4
1 1 0				The Fundamental Theorem of Arithmetic. Summary and Historical Review.								_			-
0				Combinatorics								_			+
0				1. Fundamental Principles of Counting.					 				-		+
1 1	1			The Rules of Sum and Product.											
1 1	_			Permutations.											+
1 1				Combinations: The Binomial Theorem.											
1 1	1			Combinations with Repetition.											
0				The Catalan Numbers (Optional).											
0 0 0				Summary and Historical Review.											
0				8. The Principle of Inclusion and Exclusion.											
1 1	1			The Principle of Inclusion and Exclusion.											
1 1	1			Generalizations of the Principle.											
1 1	1			Derangements: Nothing Is in Its Right Place.											
0				Rook Polynomials.											
0 0 0 0				Arrangements with Forbidden Positions.											
0				Summary and Historical Review.											
0				9. Generating Functions.											
0				Introductory Examples.											
0				Definition and Examples: Calculational Techniques.											
0	1	1		Partitions of Integers.								+			1
0	1	1		The Exponential Generating Functions.								\neg	+		-
0	1	1		The Summation Operator.								+			1
0	1	1		Summary and Historical Review.								+	+	+	+
0	1	1		10. Recurrence Relations.								+			+
1 1				The First-Order Linear Recurrence Relation.								+			-
1 1				The Second-Order Linear Homogeneous Recurrence Relation with Constant Coefficients.								-			-
1 1				The Nonhomogeneous Recurrence Relation.								-			+-
0				The Method of Generating Functions.											
0				A Special Kind of Nonlinear Recurrence Relation (Optional).					 						+
0				Divide and Conquer Algorithms.							 -	\rightarrow	-+		+
0				Summary and Historical Review.							_	_	_		_
											_	_	_		_
0				Graph Theory											—
0				11. An Introduction to Graph Theory.											_
1 1	-			Definitions and Examples.							_				4
1 1	-			Subgraphs, Complements, and Graph Isomorphism.							_				4
1 1	-			Vertex Degree: Euler Trails and Circuits.									_		4_
1 1	_			Planar Graphs.											
1 1	_			Hamilton Paths and Cycles.											4
1 1	1			Graph Coloring and Chromatic Polynomials.											4
0				Summary and Historical Review.											
0				12. Trees.											
1 1	1			Definitions, Properties, and Examples.											
1 1	1			Rooted Trees.											
1 1	1			Trees and Sorting.											
1 1	1			Weighted Trees and Prefix Codes.											
1 1	1			Biconnected Components and Articulation Points.											
0				Summary and Historical Review.											
0				Uncovered											
				6. Languages: Finite State Machines.											
0 0 0 0 0 0 0 0 0 0				Language: The Set Theory of Strings.											
0				Finite State Machines: A First Encounter.								\neg			
0	1	1		Finite State Machines: A Second Encounter.								\neg			
0				Summary and Historical Review.								\neg			
0	1	1		13. Optimization and Matching.								\neg			1
0	1	1		Dijkstra's Shortest Path Algorithm.								+	+		1
0	1	1		Minimal Spanning Trees: The Algorithms of Kruskal and Prim.								+	-	-	+
0	1	1		Transport Networks: The Max-Flow Min-Cut Theorem.			\vdash				-	+		+	+
0	1	1		Matching Theory.		-						+	-	+	+
0	1	1		Summary and Historical Review.			\vdash	_				-+	+		+
0	1	+		Appendices.			\vdash					-+	+		+
0	-	<u> </u>		A1. Exponential and Logarithmic Functions.			\vdash					-+	+		+-
0	+	+		A2. Matrices, Matrix Operations, and Determinants.		-	\vdash				_	-+	-+		+-
1 1				A3. Countable and Uncountable Sets.								+			+
1 1 0				A3. Countable and Uncountable Sets. Solutions.								4			-
0						-	\vdash					+	-+	+	+-
0	+			Index.							_	-+	-+		+
⊢∔											_				+
⊣—		<u> </u>									_	\rightarrow	-+		—
												\rightarrow	_	_	+
		1 I	1		I I	1				1				1	
											- 1	-+			
												\square	1		—