

Foundations of Computer Science

Lecture 1

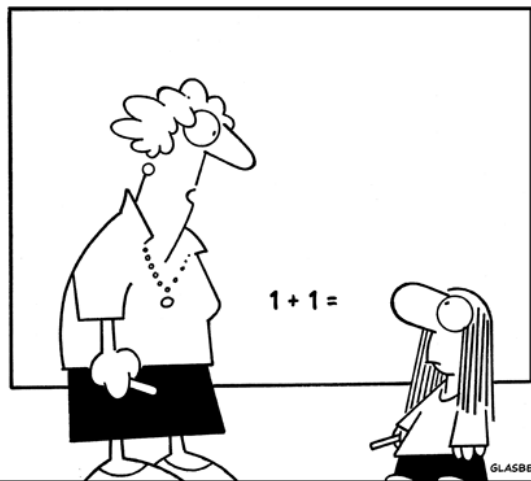
Warmup: A Taste for Discrete Math and Computing

Background

Disease spread, speed-dating, friendship networks

3 Challenge Problems

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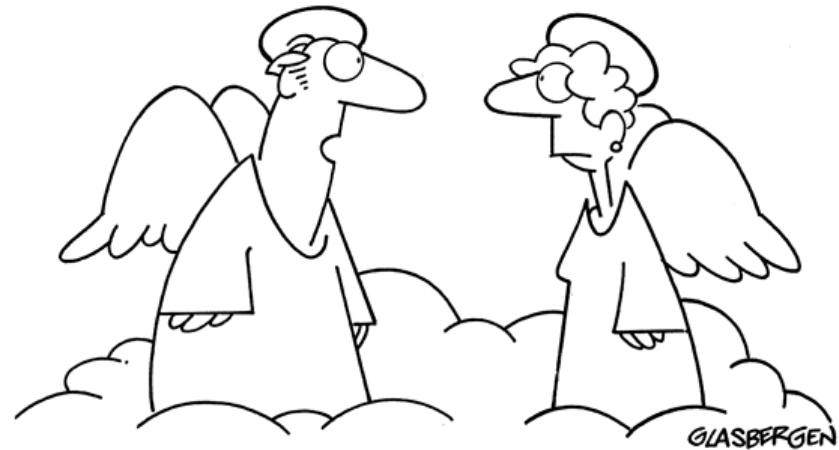
"Yes, this will be useful to you later in life."

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"It's important to learn math because someday you might accidentally buy a phone without a calculator."

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"In 1953 you were my math teacher. You promised that algebra would come in handy someday. How much longer do I have to wait?"

(Today) Warmup: A Taste for Discrete Math and Computing

- 1 Resources and Rules
- 2 Storyline
- 3 Background
- 4 A Taste of Discrete Math
 - Two-Contact Ebola on a Grid
 - Scheduling Speed Dates
 - Friendship Networks and Ads
 - Modeling Computers
- 5 Getting Good at Discrete Math
 - Computing is Mathematics
 - Polya's Mouse
- 6 3 Challenge Problems

Resources and Rules

- ① Web Page: www.cs.rpi.edu/~magdon/courses/focs.html
 - course info: www.cs.rpi.edu/~magdon/courses/focs/info.pdf
 - schedule+reading+slides: www.cs.rpi.edu/~magdon/courses/focs/slides.html
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- ⑦ **Prerequisites:**
 - CS II (data structures)
 - Calc I (Calc II **STRONGLY** recommended)

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- ⑦ **Prerequisites:**
 - CS II (data structures)
 - Calc I (Calc II **STRONGLY** recommended)
- ⑧ **Rules:** No food, no electronics, no cheating.

The Storyline

① Discrete objects.

- concepts/concrete
- proof/theory/abstract
- theory of computation

our language will be mathematics ...
...it will be everywhere

The Storyline

- 1 Discrete objects.
- 2 Reasoning about discrete objects

- concepts/concrete
- proof/theory/abstract
- theory of computation

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The Storyline

- 1 Discrete objects.
- 2 Reasoning about discrete objects
- 3 Counting discrete objects

- concepts/concrete
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The Storyline

- 1 Discrete objects.
- 2 Reasoning about discrete objects
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- 4 Randomness: probability

- concepts/concrete
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The Storyline

- 1 Discrete objects.
- 2 Reasoning about discrete objects
- 3 Counting discrete objects
- 4 Randomness: probability
- 5 What can we compute?

- concepts/concrete
- proof/theory/abstract
- theory of computation

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The Storyline

- ① Discrete objects.
- ② Reasoning about discrete objects
- ③ Counting discrete objects
- ④ Randomness: probability
- ⑤ What can we compute?
- ⑥ What can we compute efficiently?

- concepts/concrete
- proof/theory/abstract
- theory of computation

our language will be mathematics ...
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Programming, numbers, geometry, algebra, calculus, ...

- What is the minimum element in the set $\{8, 9, 3, 10, 19\}$?

Programming, numbers, geometry, algebra, calculus, ...

- What is the minimum element in the set $\{8, 9, 3, 10, 19\}$?
- Does this set of *positive* numbers have a minimum element:
 $\{25, 97, 107, 100, 18, 33, 99, 27, 2014, 2200, 23, \dots\}$

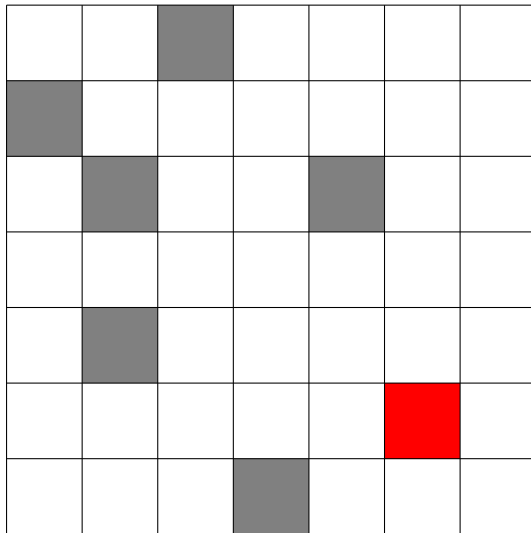
Programming, numbers, geometry, algebra, calculus, ...

- What is the minimum element in the set $\{8, 9, 3, 10, 19\}$?
- Does this set of *positive* numbers have a minimum element:
 $\{25, 97, 107, 100, 18, 33, 99, 27, 2014, 2200, 23, \dots\}$

Any (non-empty) set containing only **positive integers** has a minimum element.

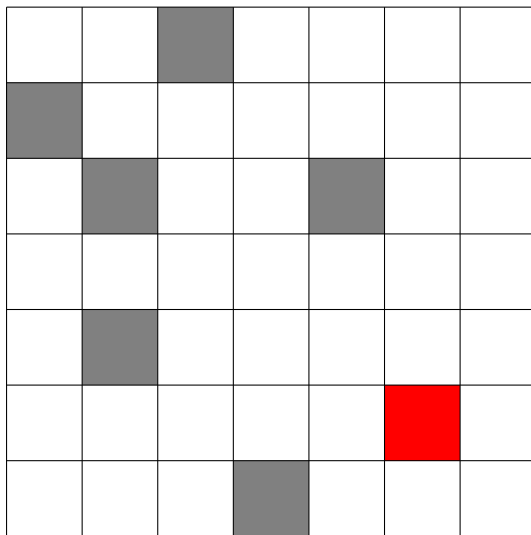
Two-Contact Ebola on a Grid

A square gets infected if two or more neighbors (N,S,E,W) are infected.

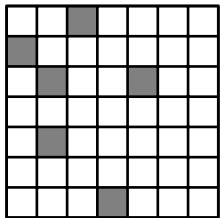


Two-Contact Ebola on a Grid

A square gets infected if two or more neighbors (N,S,E,W) are infected.



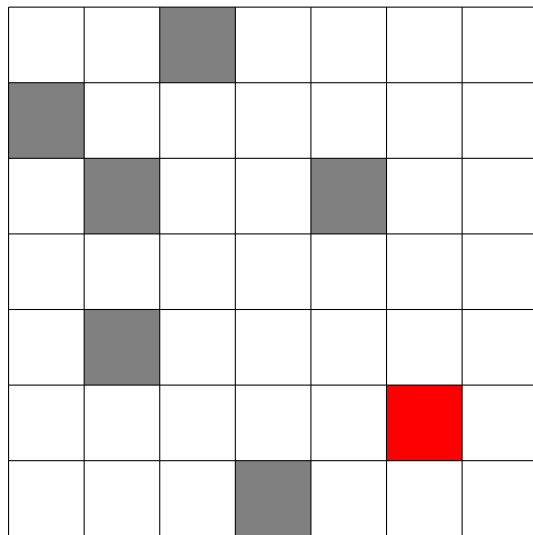
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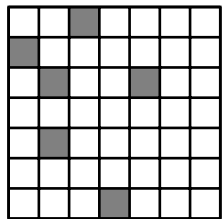
day 1

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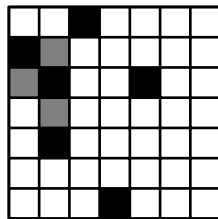
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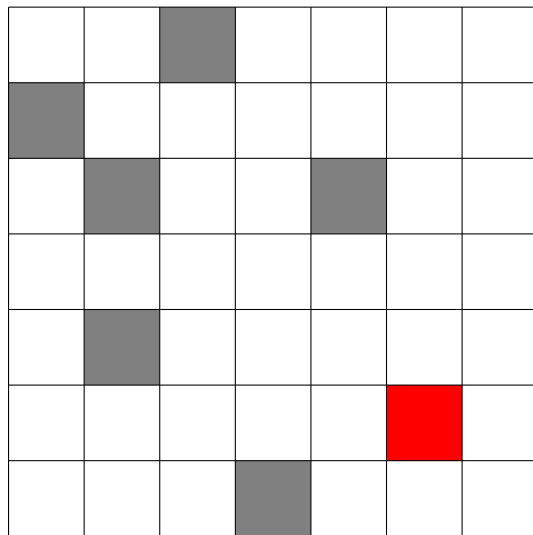
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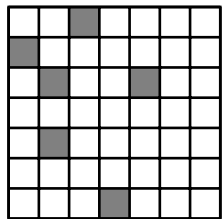
day 2

Two-Contact Ebola on a Grid

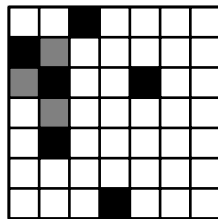
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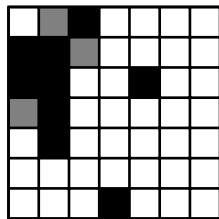
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day 1



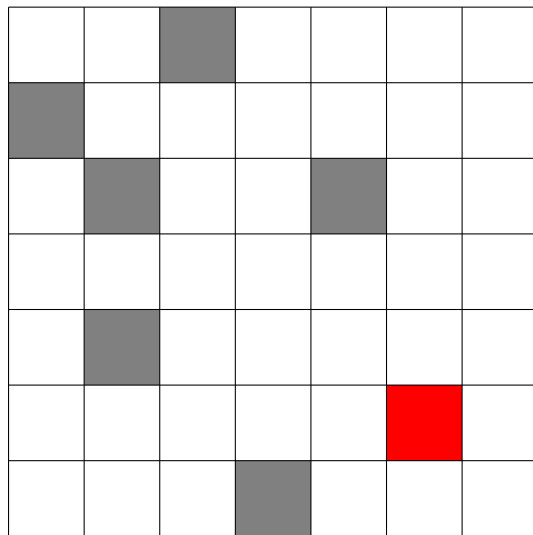
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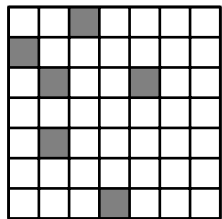
day 3

Two-Contact Ebola on a Grid

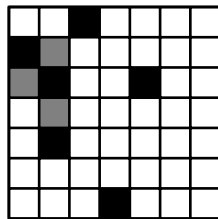
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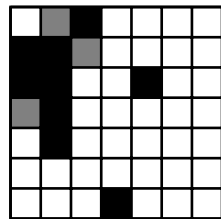
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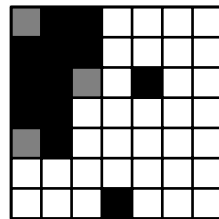
day 1



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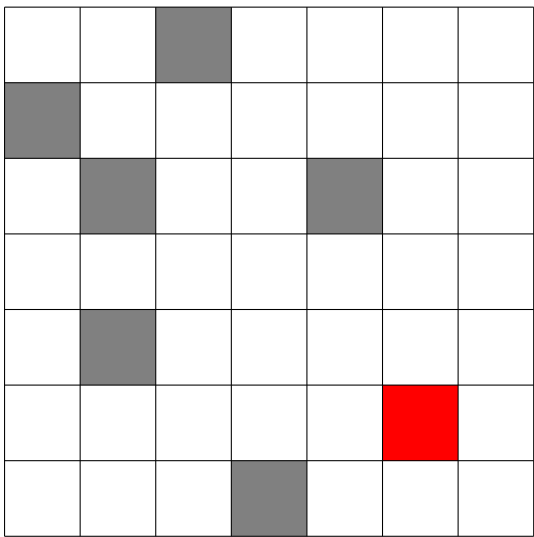
day 3



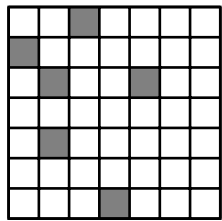
day 4

Two-Contact Ebola on a Grid

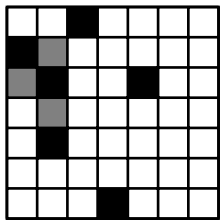
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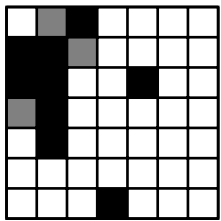
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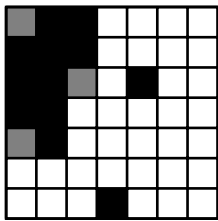
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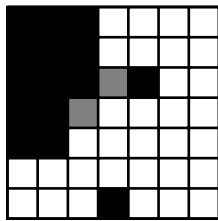
day 2



day 3



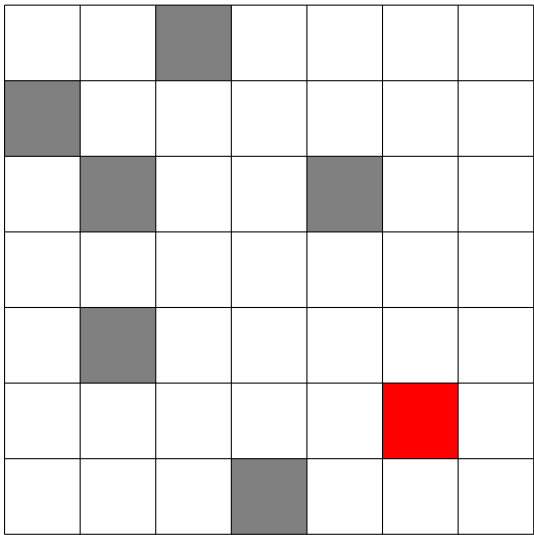
day 4



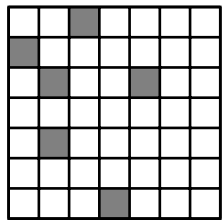
day 5

Two-Contact Ebola on a Grid

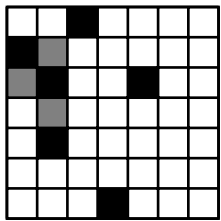
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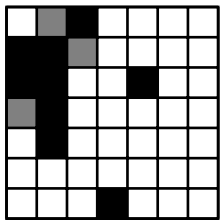
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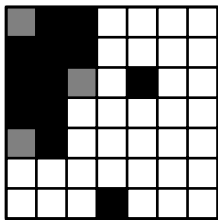
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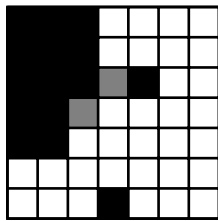
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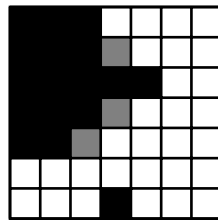
day 3



day 4



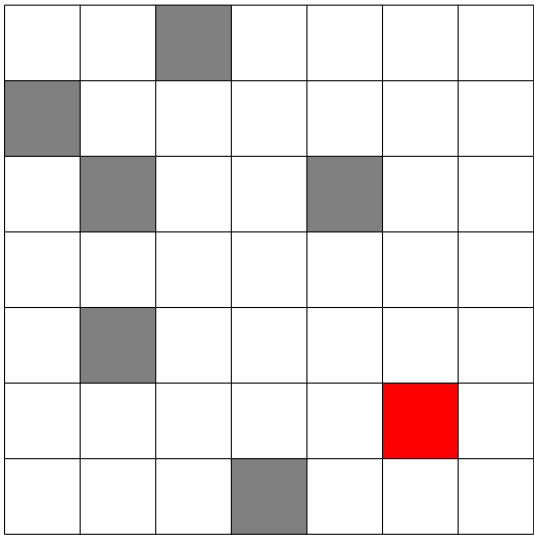
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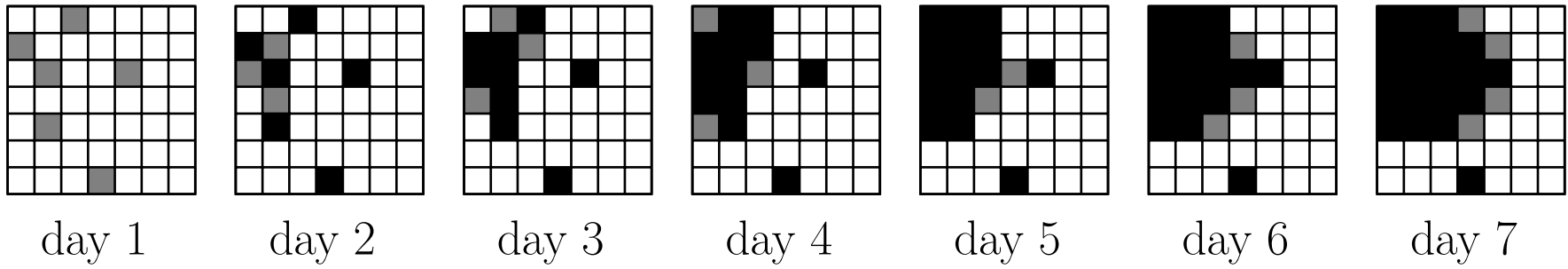
day 6

Two-Contact Ebola on a Grid

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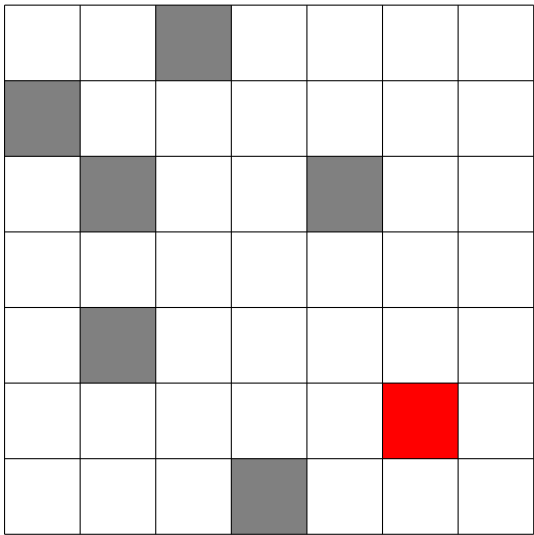


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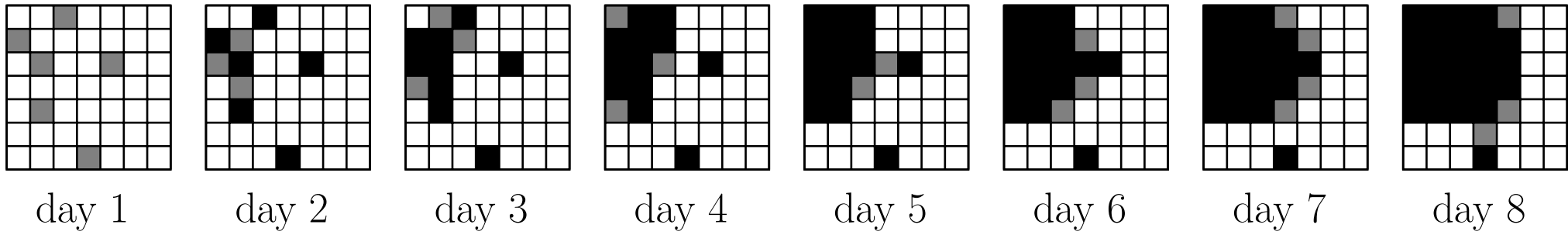


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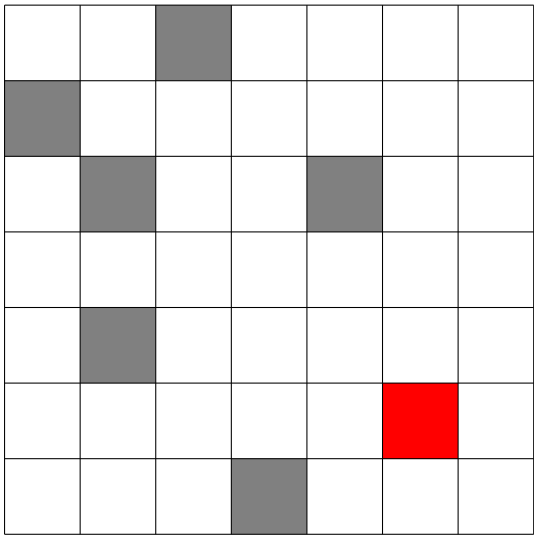


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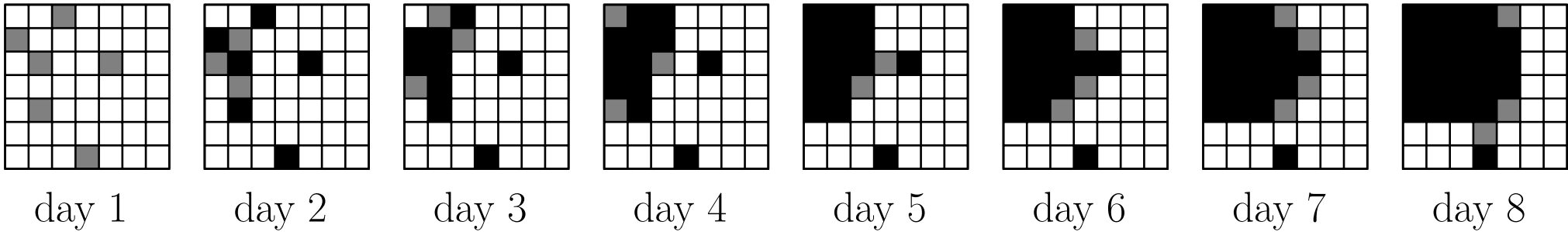


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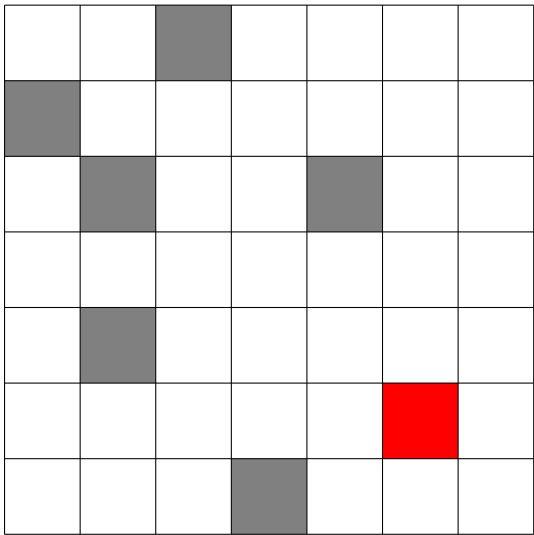


- Given initial gray infections, who ultimately gets infected?
- Minimum infections to infect everyone?

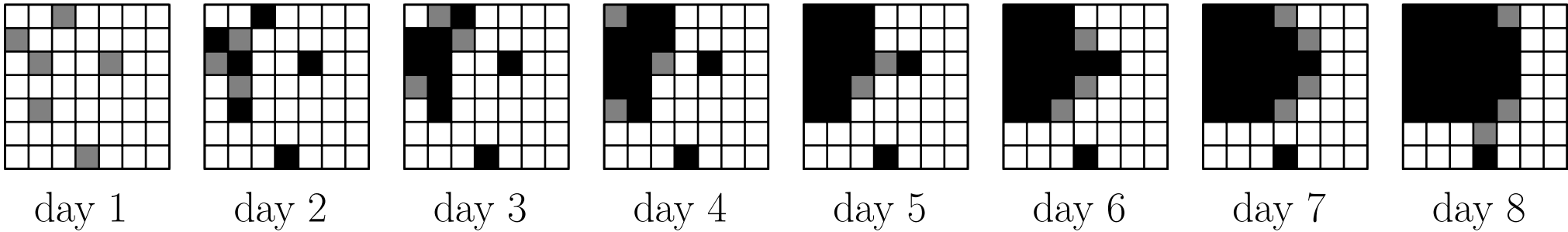


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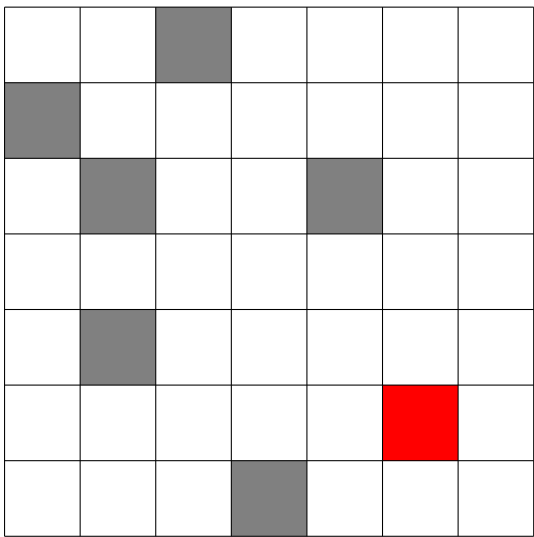


- Given initial gray infections, who ultimately gets infected?
- Minimum infections to infect everyone?
- Given few vaccines, who to immunize?

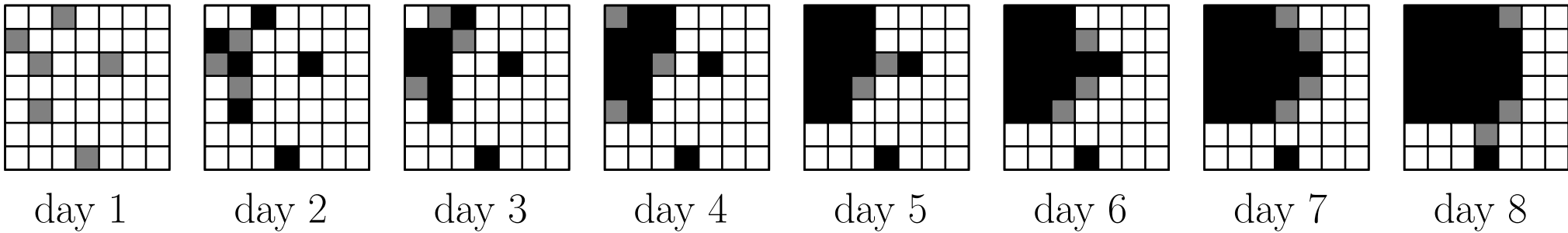


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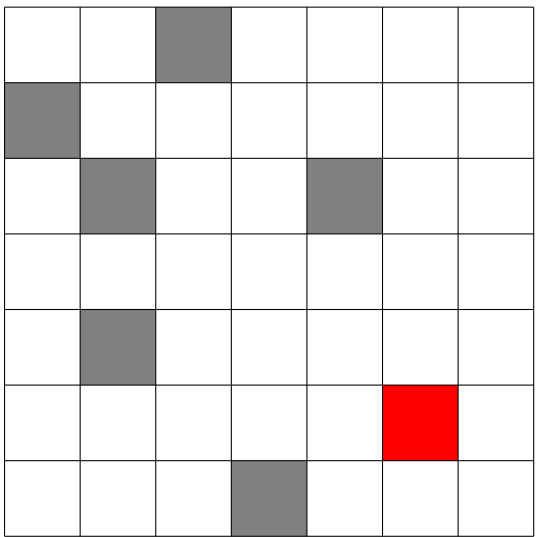


- Given initial gray infections, who ultimately gets infected?
- Minimum infections to infect everyone?
- Given few vaccines, who to immunize?
- What were the “entry points”?



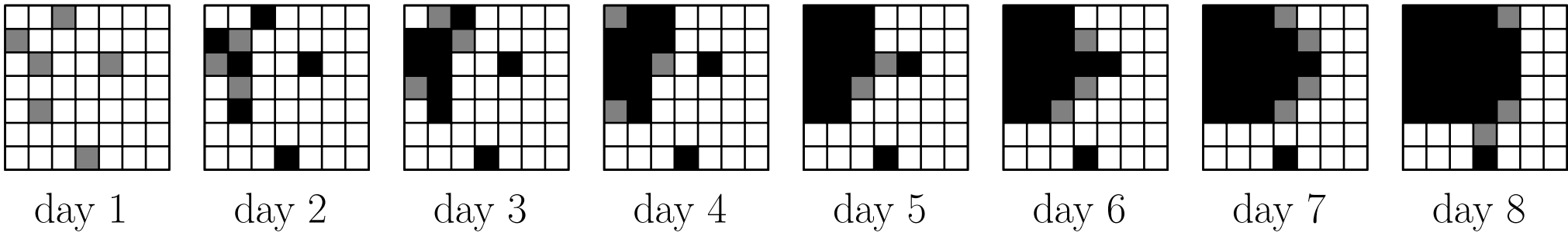
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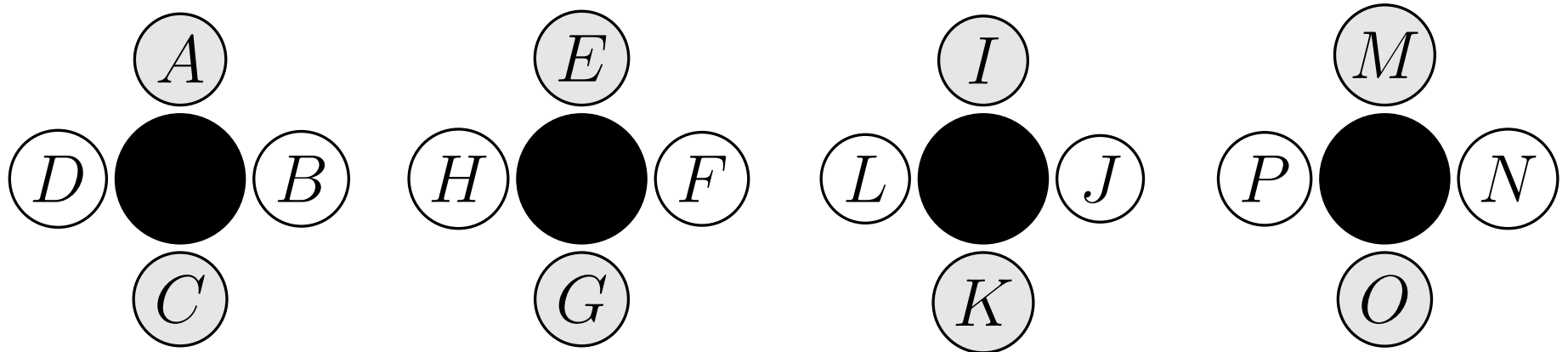
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Answers involve discrete math.



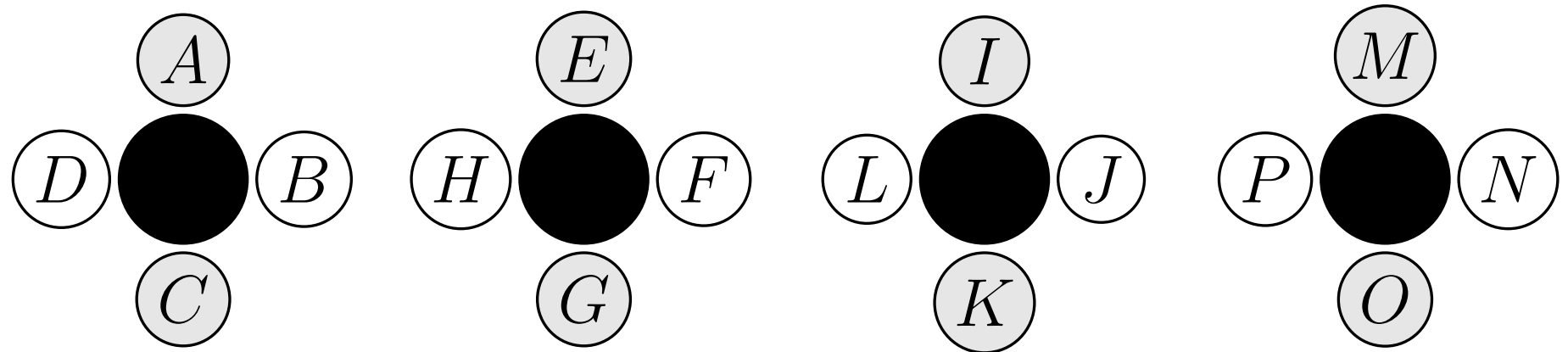
Scheduling Speed Dates

In each round 4 people “group”-speed-date around a table. (4 rounds in all)



Scheduling Speed Dates

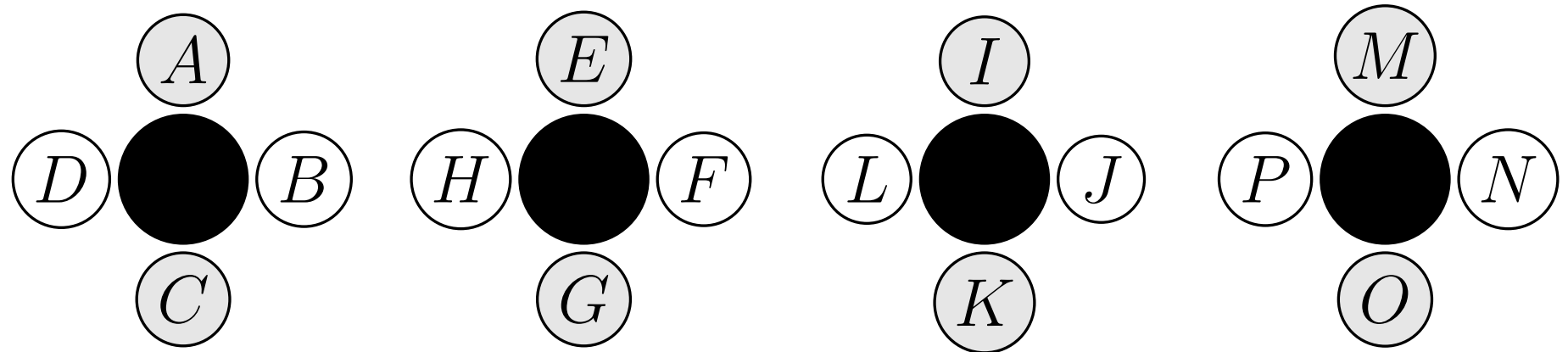
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How to organize the rounds so that people meet as many people as possible?

Scheduling Speed Dates

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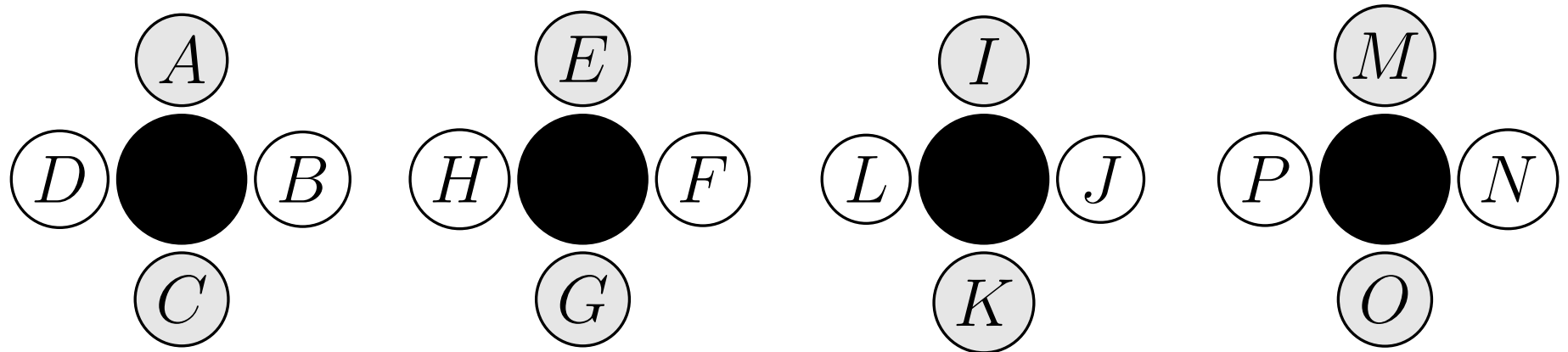


How to organize the rounds so that people meet as many people as possible?

- Do you care about average or minimum number of meetups per person?

Scheduling Speed Dates

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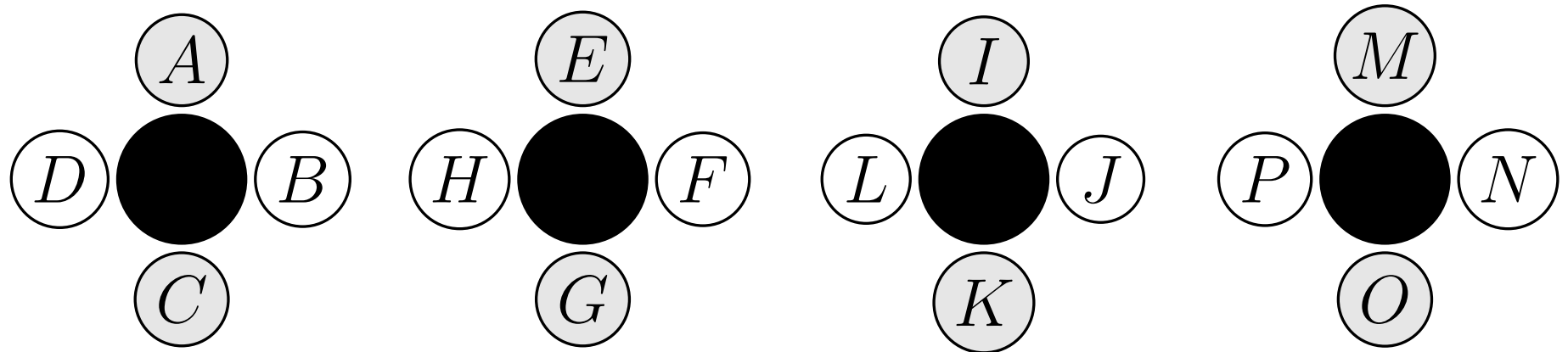


How to organize the rounds so that people meet as many people as possible?

- Do you care about average or minimum number of meetups per person?
- Can everyone meet at least 10 people?

Scheduling Speed Dates

In each round 4 people “group”-speed-date around a table. (4 rounds in all)

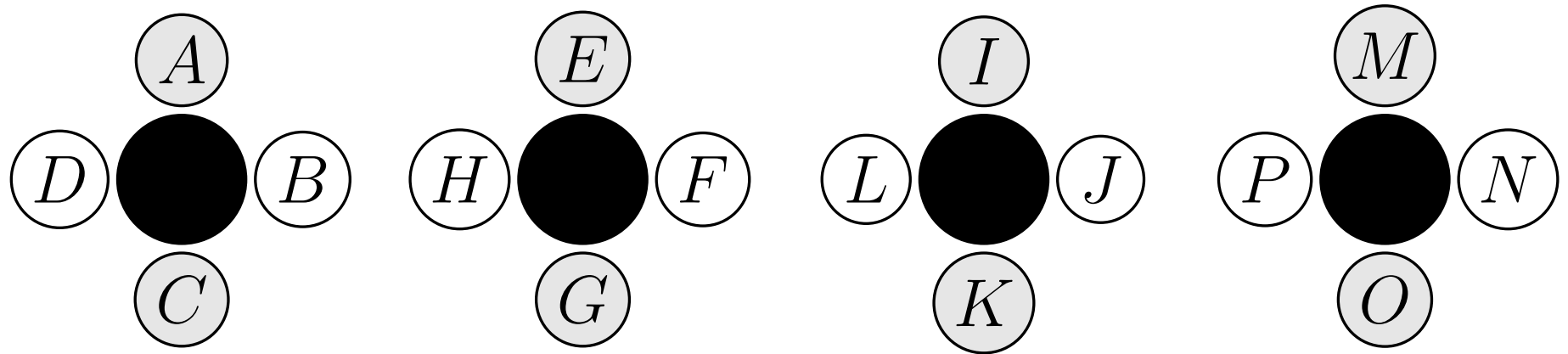


How to organize the rounds so that people meet as many people as possible?

- Do you care about average or minimum number of meetups per person?
- Can everyone meet at least 10 people?
- What happens if you assign tables randomly?

Scheduling Speed Dates

In each round 4 people “group”-speed-date around a table. (4 rounds in all)



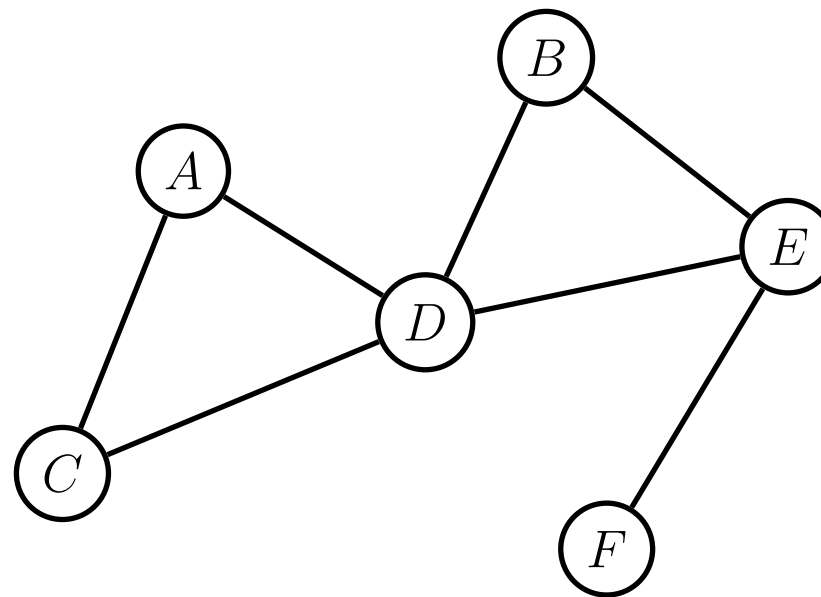
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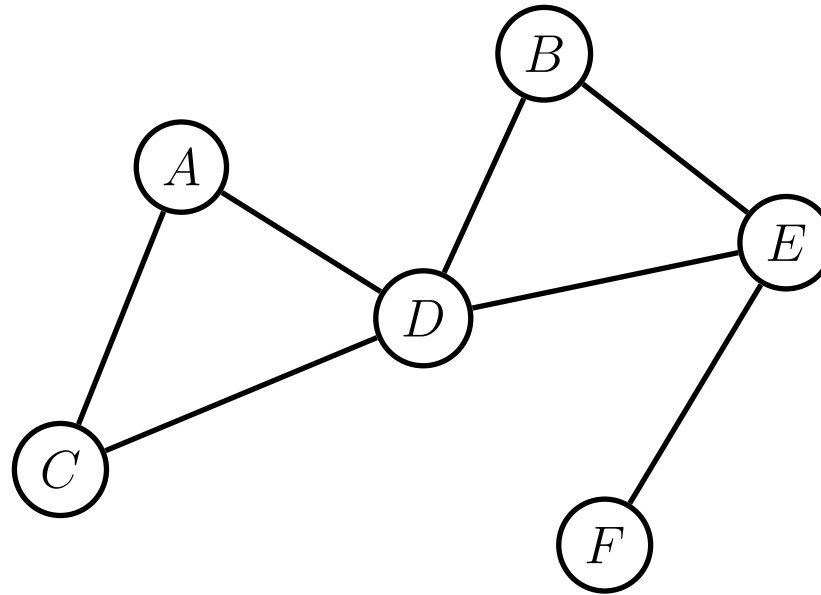
Friendship Networks and Ads

People are circles and links are friendships.



Friendship Networks and Ads

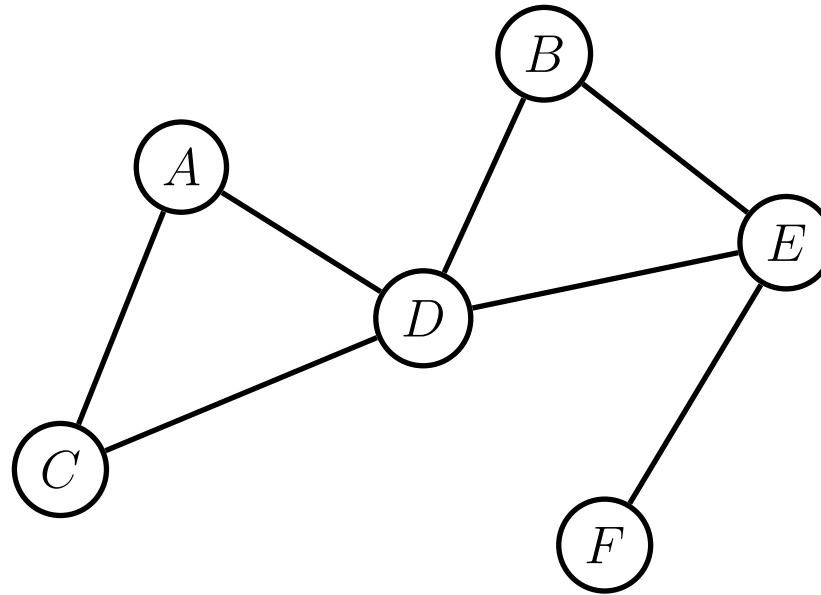
People are circles and links are friendships.



Who would you advertise to? You wish to maximize adoption of your new technology.

Friendship Networks and Ads

People are circles and links are friendships.



Who would you advertise to? You wish to maximize adoption of your new technology.

Answers involve discrete math.

Modeling Computers

Desktop, smartphone, fitbit, ...

What is computing?

Dominos:

d_1	d_2	d_3
0	01	110
100	00	11

Modeling Computers

Desktop, smartphone, fitbit, ...

What is computing?

Dominos: d_1 d_2 d_3

0	01	110
100	00	11

$$d_3 d_1 d_3 = \begin{array}{|c|c|c|} \hline 110 & 0 & 110 \\ \hline 11 & 100 & 11 \\ \hline \end{array} \rightarrow \begin{array}{|c|} \hline 1100110 \\ \hline 1110011 \\ \hline \end{array}$$

Domino puzzle: Want same top and bottom.

Modeling Computers

Desktop, smartphone, fitbit, ...

What is computing?

Dominos: d_1 d_2 d_3

0	01	110
100	00	11

$$d_3 d_1 d_3 = \begin{array}{|c|c|c|} \hline 110 & 0 & 110 \\ \hline 11 & 100 & 11 \\ \hline \end{array} \rightarrow \begin{array}{|c|} \hline 1100110 \\ \hline 1110011 \\ \hline \end{array}$$

Domino puzzle: Want same top and bottom.

Domino program:

Input: dominos

Output: sequence that works

or

say it can't be done

Modeling Computers

Desktop, smartphone, fitbit, ...

We have deep questions:

- ① What can we compute?
- ② What *can't* we compute?
- ③ How fast?

Answers involve discrete math.

Computing is Mathematics

“Too few people recognize that the high technology so celebrated today is essentially a mathematical technology.”

Computing is Mathematics

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“The required techniques of effective reasoning are pretty formal, but as long as programming is done by people who don't master them, the software crisis will remain with us and will be considered an incurable disease. And you know what incurable diseases do: they invite the quacks and charlatans in, who in this case take the form of Software Engineering Gurus.”

– Edsger Dijkstra

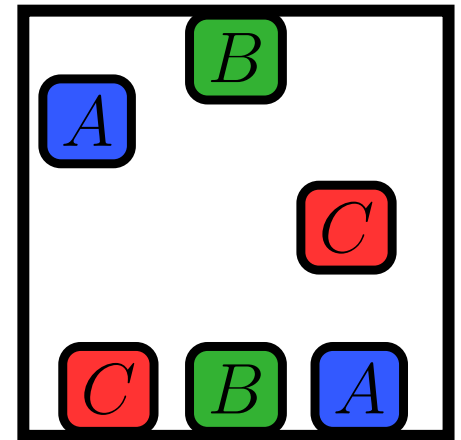
Polya's Mouse

“A mouse tries to escape from an old fashioned cage. After many futile attempts bouncing back-and-forth, thumping his body against the cage bars, he finally finds one place where the bars are *slightly* wider apart. The mouse, bruised and battered escapes through this small opening, and to his elation, finds freedom.” – Polya

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Connect tiles of the same letter with wires. Wires cannot cross, enter tiles, or leave the box. How can it be done? If it can't be done, why not?

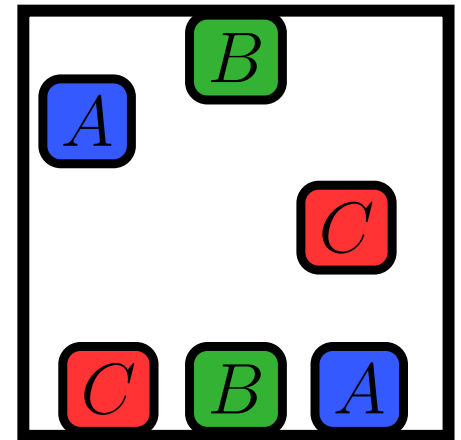


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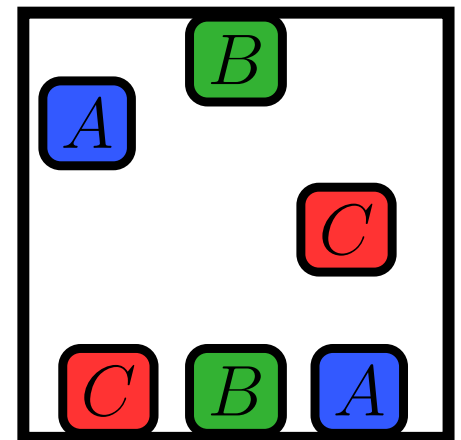
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To solve such problems, “*You need brains and good luck. But, you must also sit tight and wait till you get a bright idea.*” – Polya.



Getting Good at Discrete Math

The *professional's* workflow in addressing a discrete math problem:

- 1: Model the problem your are trying to solve using a discrete mathematical object.

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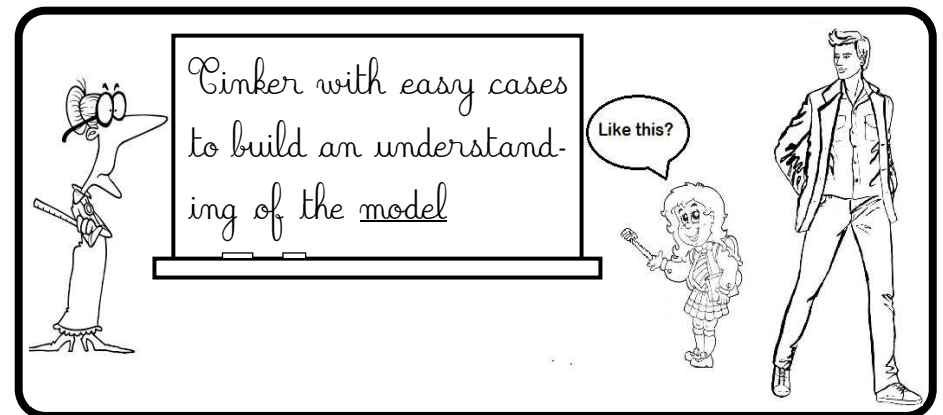
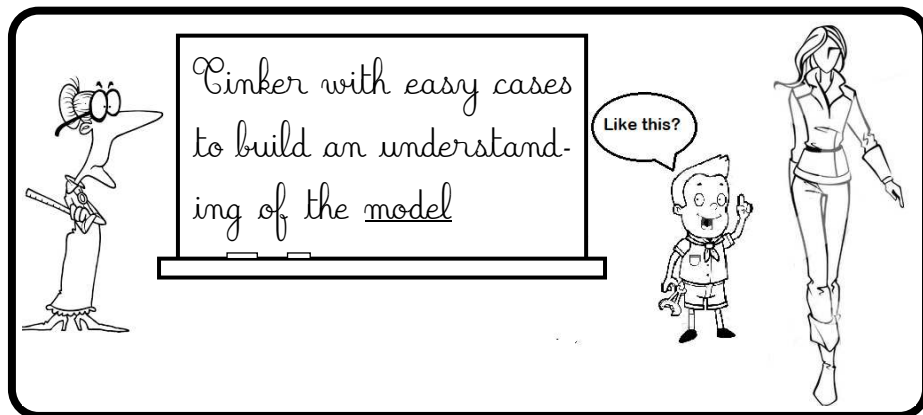
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- 3: Based on the tinkering, formulate a conjecture about your problem/model.

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- 3: Based on the tinkering, formulate a conjecture about your problem/model.
- 4: Prove the conjecture and make it a theorem. You now *know* something new.

Tinker, Tinker, Tinker, **Tinker!**

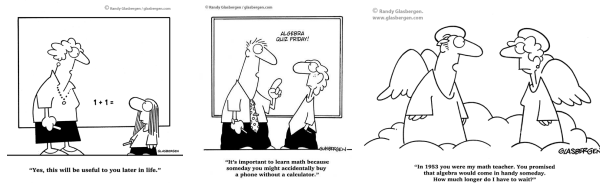


Three Challenge Problems

\$10

Create the best ‘math’-cartoon

Create a cartoon to illustrate some discrete math you learned in this class.



If you submit one, I can use it in the future



Three Challenge Problems

\$100

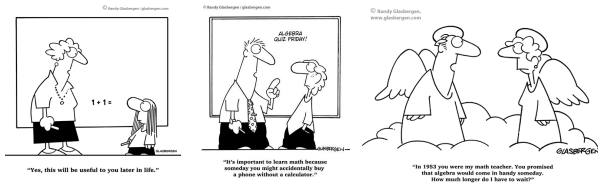
Distinct subsets with the same sum

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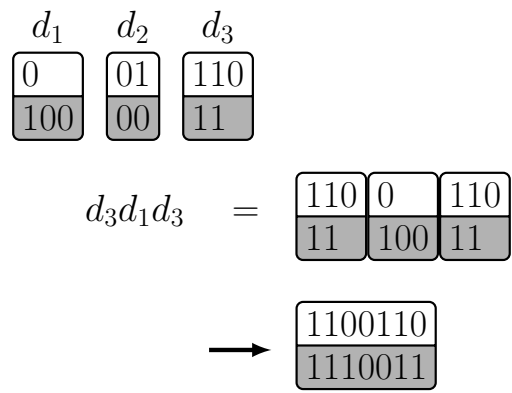
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\$1,000

Domino Program



Goal: Want same top and bottom.

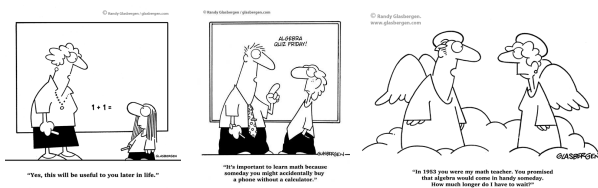
Domino program:

Input: dominos
Output: sequence that works
or
say it can't be done

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