## **Subject Description Form**

Subject Code	COMP 2012		
Subject Title	Discrete Mathematics		
Credit Value	3		
Level	2		
Pre-requisite/ Co-	Nil		
requisite/ Exclusion			
Objectives	The objectives of this subject are:		
	<ol> <li>To introduce students to the concepts and applications of discrete mathematical structures</li> <li>To help students attain the fundamental mathematical knowledge and reasoning skills they need to be successful in upper-level computing subjects</li> </ol>		
Intended Learning Outcomes	Upon completion of the subject, students will be able to: (a) apply discrete structures knowledge and skills to solve real world problems using computers; (b) understand the major mathematical knowledge in computer systems; (c) apply the computer programming techniques to solve practical engineering problems; (d) acquire mathematical knowledge and skills required to further study other more advanced computing-related subjects; (e) relate learned mathematical knowledge to other computing subjects.		
Subject Synopsis/ Indicative Syllabus	<ol> <li>Set, relations and functions Sets, relations and functions, equivalence, cardinality, order relations.</li> <li>Propositional and predicate logic Logical expressions; truth tables; tautologies; formal reasoning; predicates; quantifiers; proof system; soundness and completeness.</li> <li>Discrete Mathematical skills Mathematical induction; counting techniques; inclusion- exclusion principle; pigeonhole principle.</li> <li>Graphs and trees Graph, digraph, isomorphism; connectivity; Euler and Hamilton path: shortest path problems: planar graphs; graph</li> </ol>		

	coloring; trees and tree traversal; spanning trees and minimum spanning trees: decision tree and isomorphism of tree						
	spanning uses, decision use and isomorphism of use.						
	5. Basic network problems						
	Network flows; maximal-flow minimum-cut problem;						
	transportation problem.						
	6. Boolean algebras and combinatorial circuits Combinatorial circuits and its properties. Boolean algebras						
	Boolean functions and synthesis of circuits.						
Teaching/Learning Mathodology	A mix of lectures and tutorial sessions is used to deliver the						
Methodology	initiate students with the discrete structures concepts and						
	knowledge that are reinforced by in-class exercises and						
	quizzes. Tutorial sessions are used to provide more						
	opportunity to understand solutions to the mathematical problems and to gain hands-on experience on solving real						
	world problems by applying learned mathematical knowledge						
	and computing skills.						
Assessment Methods in							
Intended Learning	Specific % Intended subject learning						
Outcomes	methods/tasks ing (Please tick as appropriate)						
		8	a	b	C C	d	e
	1 Assignments			v		v	
	1. Assignments			Λ		Λ	
	2. Exercises	60%	X	X	X		X
	3. Quizzes			Х		X	
	4. Examination	40%		Х		Х	
	Total	100 %					
Student study effort	Class Contact:						
expected	Lecture					35 ł	nours
	Tutorial	1 00				14 ł	nours
	Other student study effort:						
	Assignments, Quizzes, Projects, Self-study 50 hours						
Reading list and	Textbooks:						
references	1. Johnsonbaugh, R., Discrete Mathematics, Fifth						
	Edition, Prentice Hall, Seventh Edition, 2009.						

2. Rosen, K.H. Discrete Mathematics and Its
Applications, Sixth Edition, McGraw Hill, 2007.
3. Dossey, J.A., Discrete Mathematics, Fourth Edition,
Pearson Addison Wesley, Fifth Edition 2006.
Reference Books:
1. Truss, J.K., Discrete Mathematics for Computer
Scientists, Pearson Addison-Welsey, 2011.
2. Kolman, B., Busby, R.C. and Ross, S.C., Discrete
Mathematical Structures, Fourth Edition, Prentice Hall, Sixth
Edition, 2009.
3. Ralph P.G., Discrete and Combinatorial Mathematics:
An Applied Introduction, Fifth Edition, Pearson Addison
Wesley, 2004.
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