

# CS 441: Discrete Structures for Computer Science

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[nem177@pitt.edu](mailto:nem177@pitt.edu)



# Who am I?



B.S. Computer Science at  
**National University of  
Trujillo**



M.S. in Computer Science at  
**University of São Paulo in  
AI**

# Who am I?



PhD in Computer Science at  
**University of Pittsburgh** in  
**Computer Vision**



**Research scientist at  
Snap Inc.**

## Who am I?




**Assistant professor at  
Weber State University**



**Teaching Assistant  
Professor at University  
of Pittsburgh**

**[Students' presentations]**

Name, hobbies, and mention one thing that you expect to learn in this course 😊

To join, go to: [ahaslides.com/G00JL](https://ahaslides.com/G00JL) 

 AhaSlides


# What is your hobby?


^ Get Feedback

✔ Reset results of the slide successfully

☰ K 📢 | ☁ Group

😮 2 🖐 0 👤 0/50 ✔

To join, go to: [ahaslides.com/6JW6R](https://ahaslides.com/6JW6R) 

 AhaSlides

# What do you expect to learn in this course?

^ Get Feedback

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   Group

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 AhaSlides

# Please, can you bring a Computer to class?

☐ Yes ☐ No

^ Get Feedback

✓ Reset results of the slide successfully



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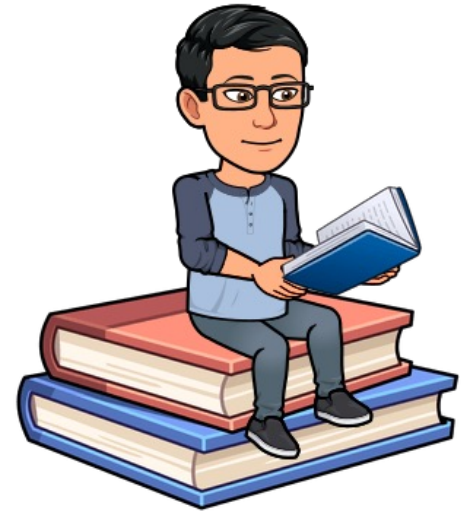
Syllabus

Syllabus



# Course intro: Syllabus

- Contact Information
  - Prof. Nils Murrugarra
  - [nem177@pitt.edu](mailto:nem177@pitt.edu)
  - Please, add prefix “[CS 441]” in all emails.
  - Website: [https://nineil.github.io/courses/fall25\\_cs441/](https://nineil.github.io/courses/fall25_cs441/)
- Lectures:
  - [Section A] Mon/Wed: 1:00pm - 2:15pm @ SENSQ 5502
  - [Section B] Mon/Wed: 3:00pm - 4:15pm @ IS 404
- Office hours:
  - TBD (Please, fill this [form](#)). Inputs will be considered with my other courses, and my own schedule



# Course intro: Textbook

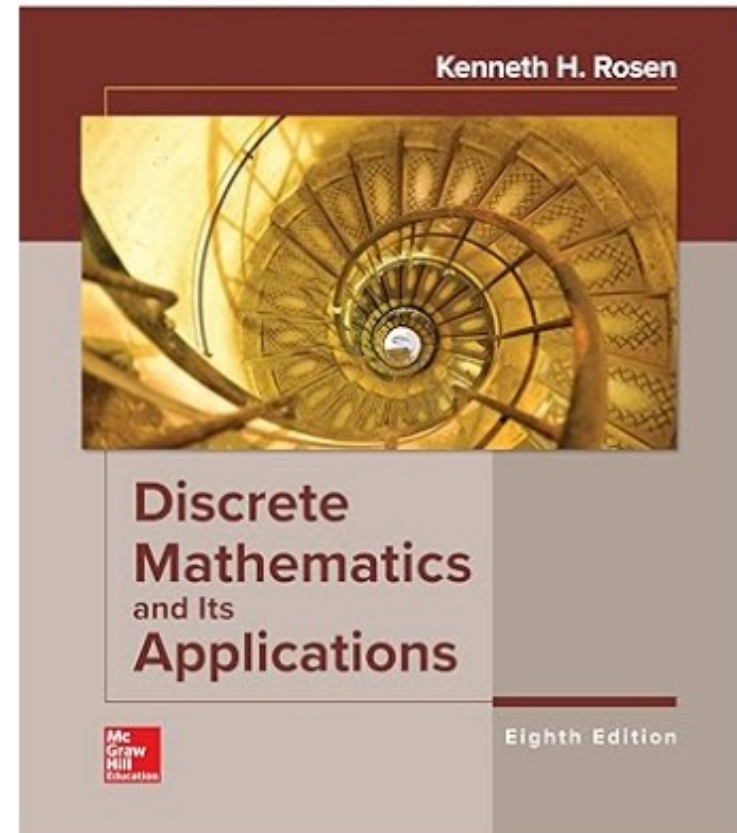
Discrete Mathematics and its  
Applications

Edition: 8th

By Kenneth Rosen

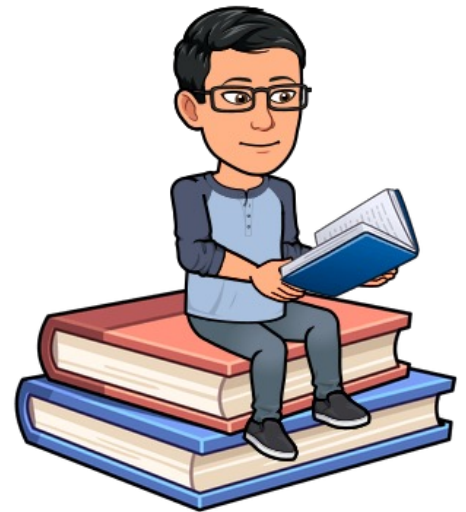
ISBN: 1260091996

Year: 2018



# Course intro: What to expect?

- Material is based on previous iterations of *CS 441: Discrete Structures for Computer Science*.
- Exams mainly cover this material
- We will do around 11 to 13 assignments

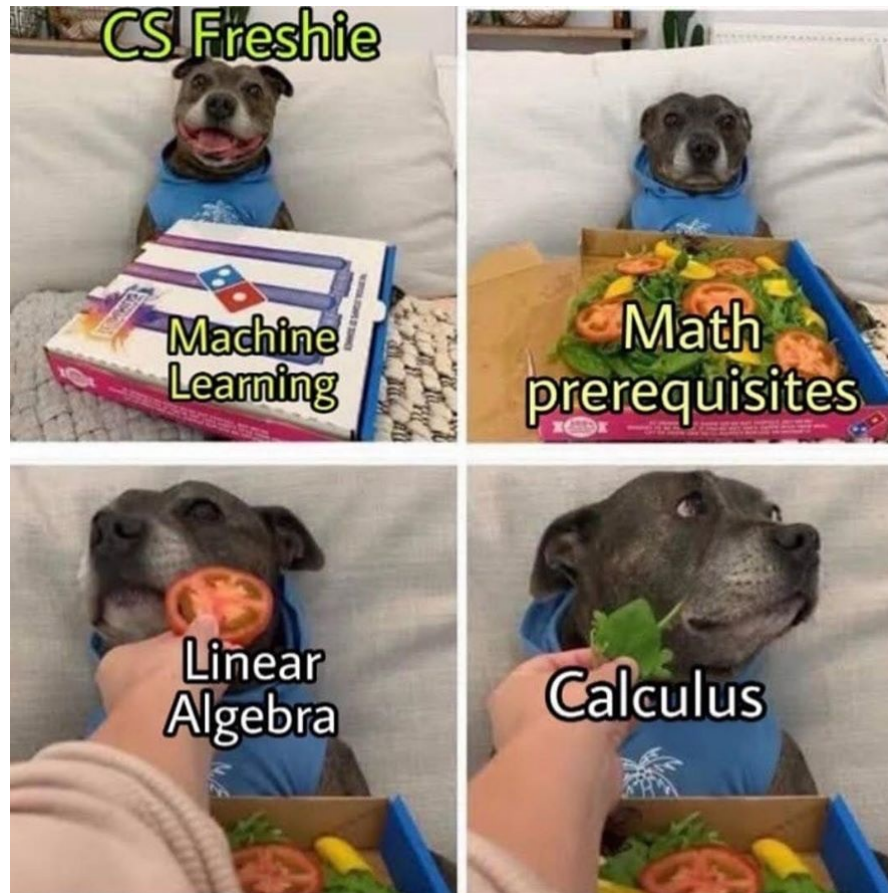


## Course intro: What to expect?

- There will be a lot of work!
- However, you will learn a lot :). Please, ask questions in class and use office hours as needed.
- I would like to help you much as possible.



# Course intro: What to expect?



H/T Kirk Pruhs

# Review Syllabus

Canvas Link:

[Section A](#)  
[Section B](#)

Questions?



## Course overview

- What ***is*** discrete mathematics?
- Why is a math course part of the computer science curriculum?
- Will I really ever use this stuff again?
- How to succeed in this course?

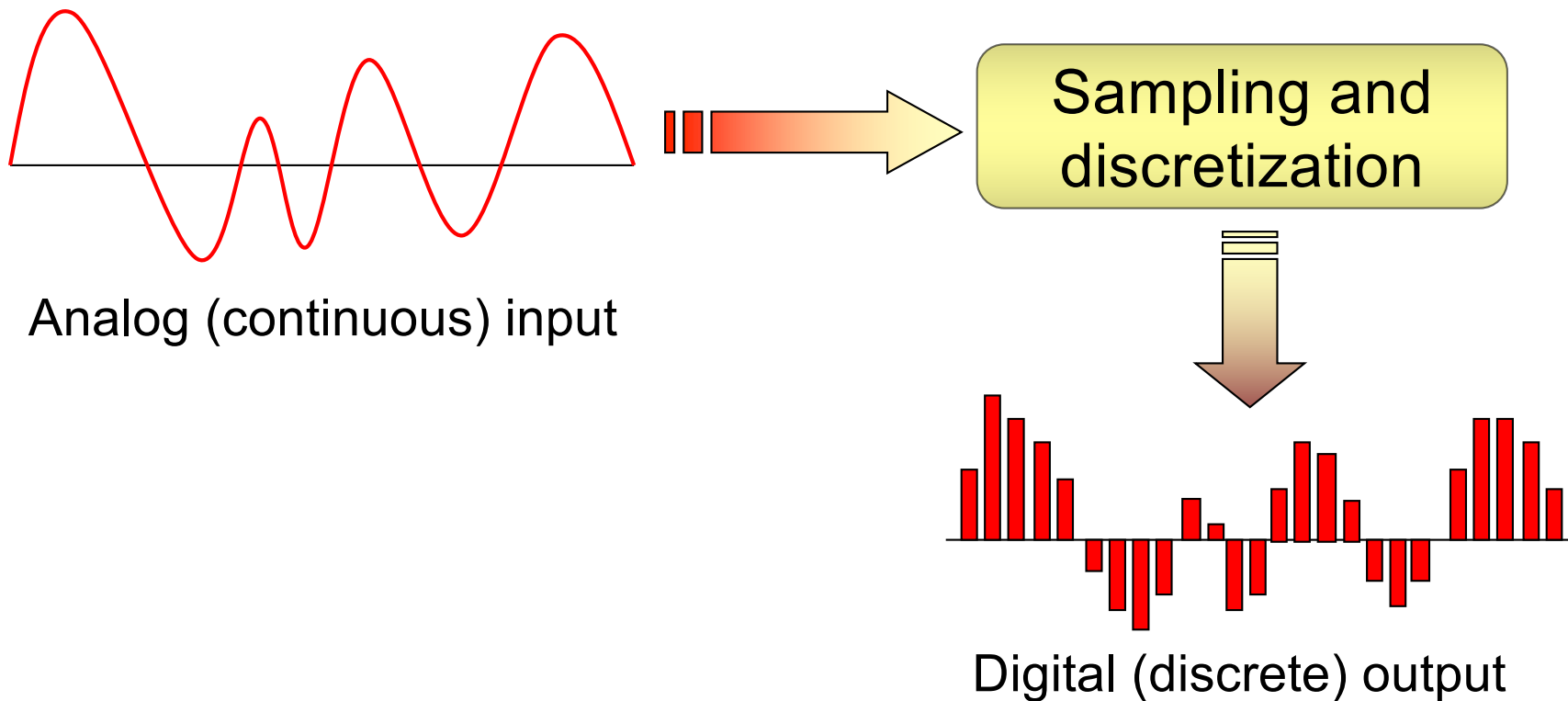


# What is discrete mathematics?

- Discrete mathematics is the study of *distinct* objects or structures and their relationships to one another
- For example:
  - How many ways can a valid password be chosen?
  - Can traffic flow between two computers in a network?
  - How can we transform messages to hide their contents?
  - How do we parse a given sequence of commands?
- By contrast, continuous mathematics (e.g., calculus) studies objects and relationships that vary continuously
  - e.g., position, velocity, and acceleration of a projectile

# Why study discrete math?

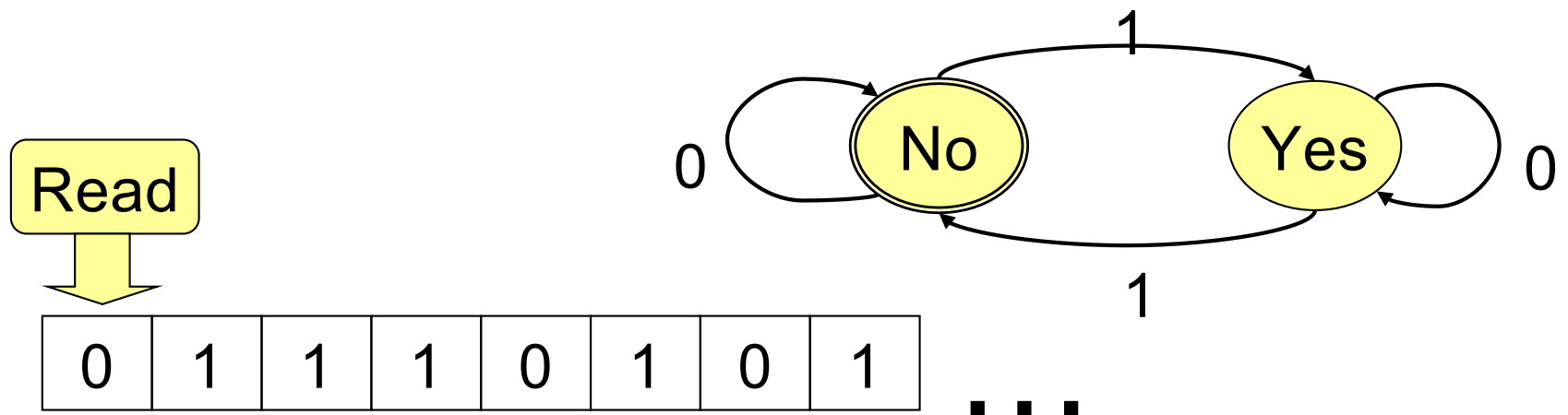
**Reason 1:** Computers **do not** process continuous data



# Why study discrete math?

**Reason 2:** Computers aren't actually all that smart, they are just deterministic functions that map **discrete inputs** to **discrete outputs**

**Example:** Does a given bit string contain an odd number of 1s?



## Why study discrete math?

**In general:** Discrete mathematics allows us to **better understand** computers and algorithms

```
function fib(int n)
  if(n == 0 || n == 1)
    return 1;
  else
    return fib(n-1) + fib(n-2);
```

```
function fib(int n)
  int first = 0;
  int second = 1;
  int tmp;
  for(i = 1 to n)
    tmp = first + second;
    first = second;
    second = tmp;
  end for
  return first;
```

## Activity: Why study discrete math?



Start: 0:00

Floating Point Numbers: 2:33  
<https://www.online-python.com/>

Set Theory: 4:14

Complexity Theory: 6:24

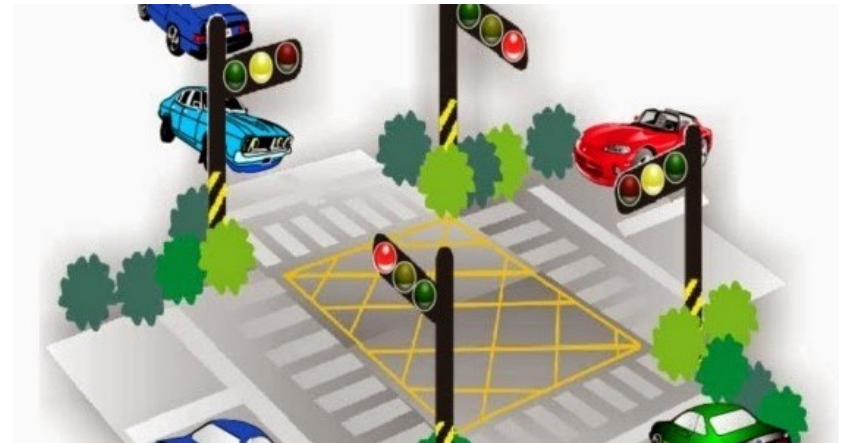
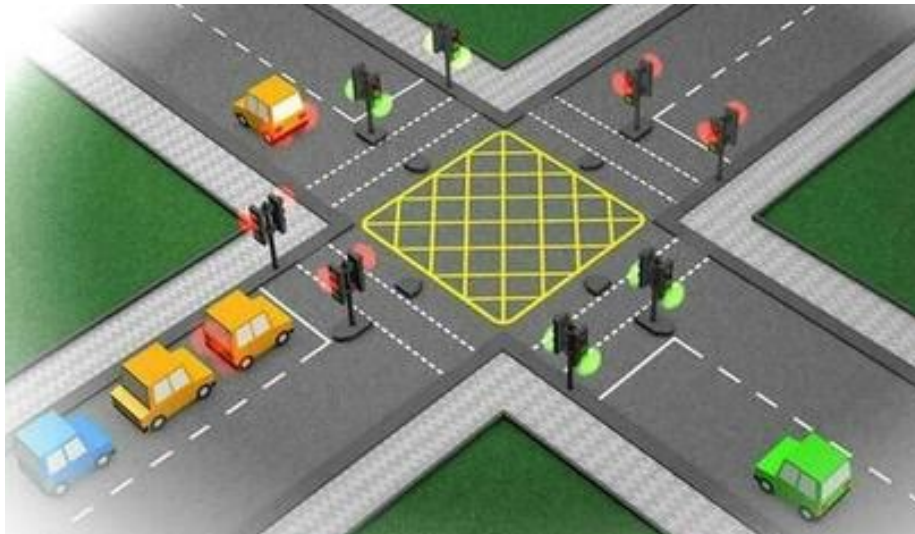
Statistics: 7:06

## Tentative Syllabus

- Logic and proofs
- Sets
- Functions
- Algorithms and analysis
- Integers, modular arithmetic, cryptography
- Induction
- Relations

Are these topics really useful?

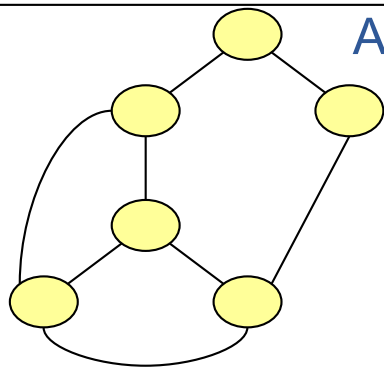
# Logic and proofs



# Logic and proofs

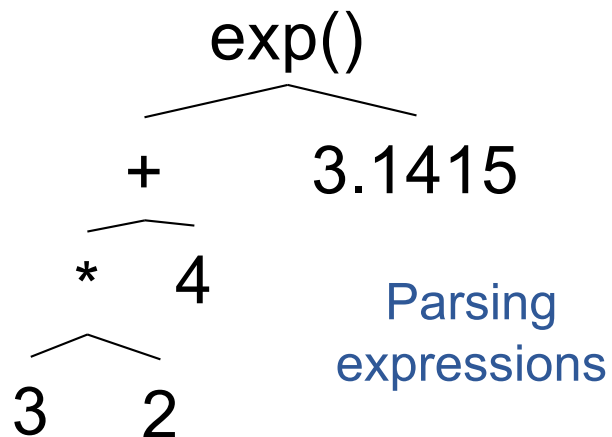
```
grant(X, projector) :- role(X, presenter), located(X, 104)
located(adam, 104)
role(adam, presenter)
```

```
=> ?grant(adam, projector)
=> true
```



Automated reasoning, AI, security

Verifying data structures  
and hardware



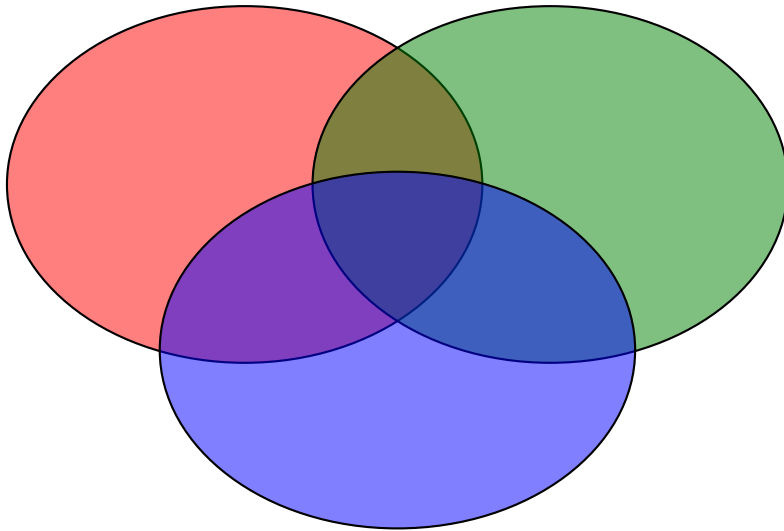
Parsing  
expressions

```
function fib(int n)
  int first = 0;
  int second = 1;
  int tmp;
  for(i = 1 to n)
    tmp = first + second;
    first = second;
    second = tmp;
  end for
  return first;
```

Algorithm and  
protocol analysis

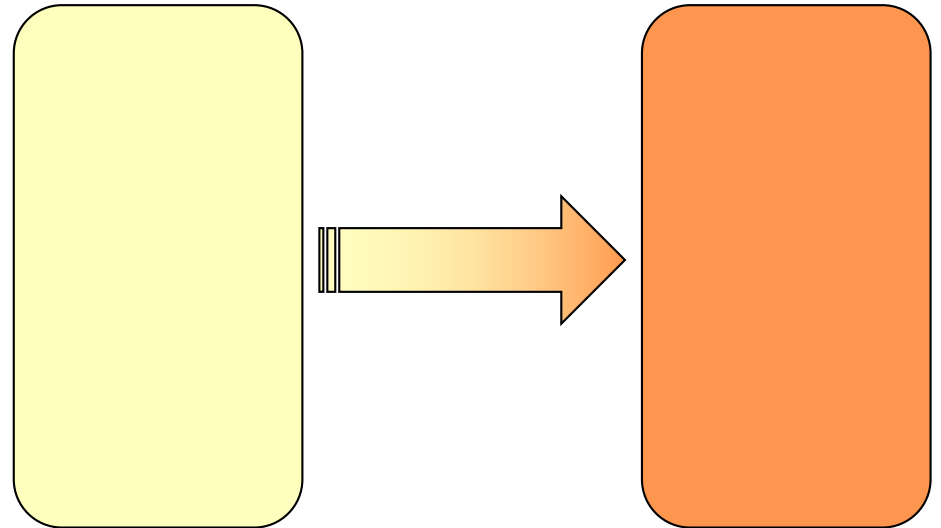


# Sets

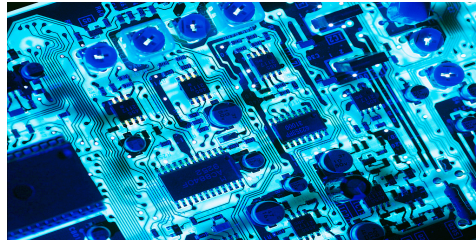


**Sets** define collections of objects...

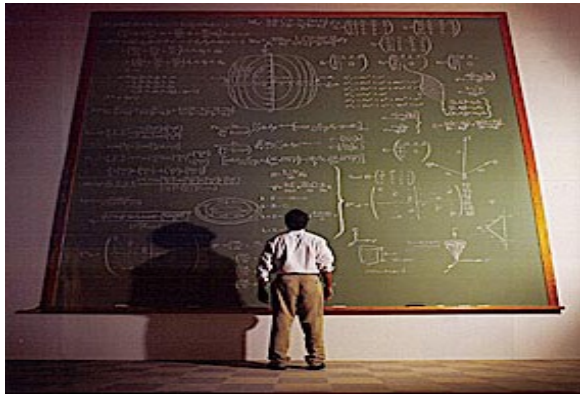
... and give us a means of reasoning about the relationships between objects → Database Operations



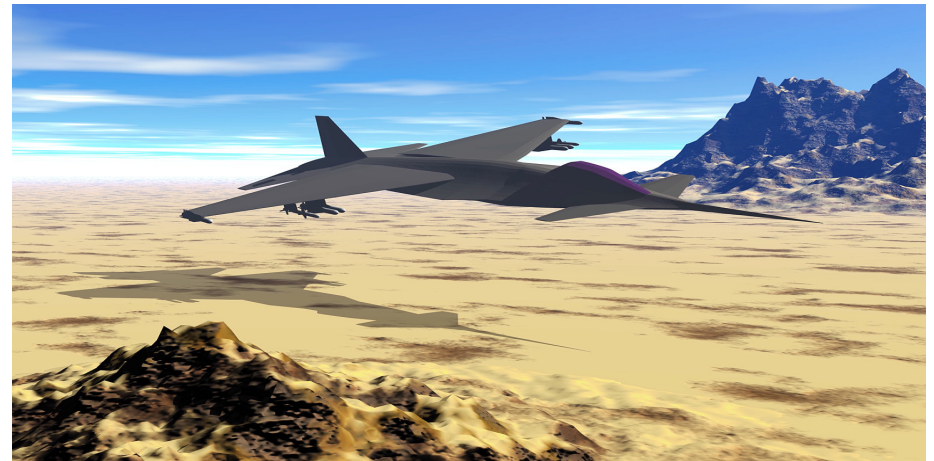
# Functions



Hardware design

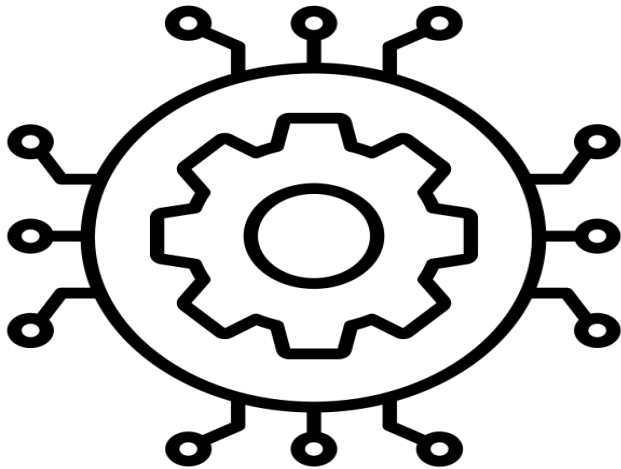


Theory of computation



Computer graphics

## Algorithms and analysis

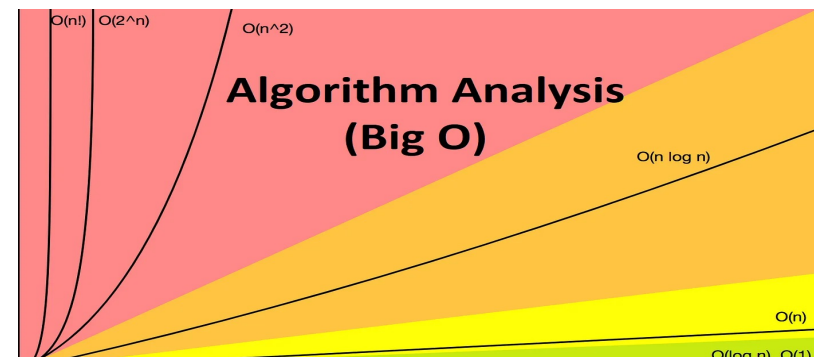


Studying algorithms helps us  
write better code...



LeetCode

... and algorithm analysis  
helps us determine which  
approaches scale best



# Integers and Modular Arithmetic

```

  0111 0101 0110 1011
+ 0101 1001 1110 0001
-----
 1100 1111 0100 1100
  
```

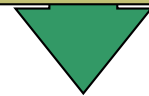
Binary arithmetic and  
bitwise operations

ATTACK AT DAWN



01 20 20 01 03 11 01 20 04 01 23 14

$$C = P + 5 \pmod{26}$$



06 25 25 06 08 16 06 25 09 06 02 19



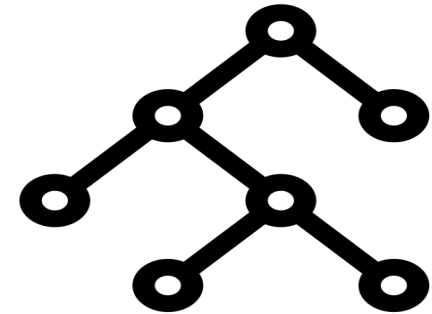
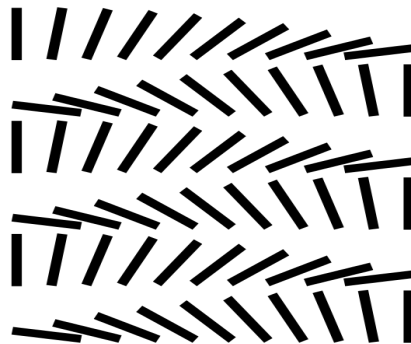
FYYFIPFZJFCU  
Cryptography

## Induction



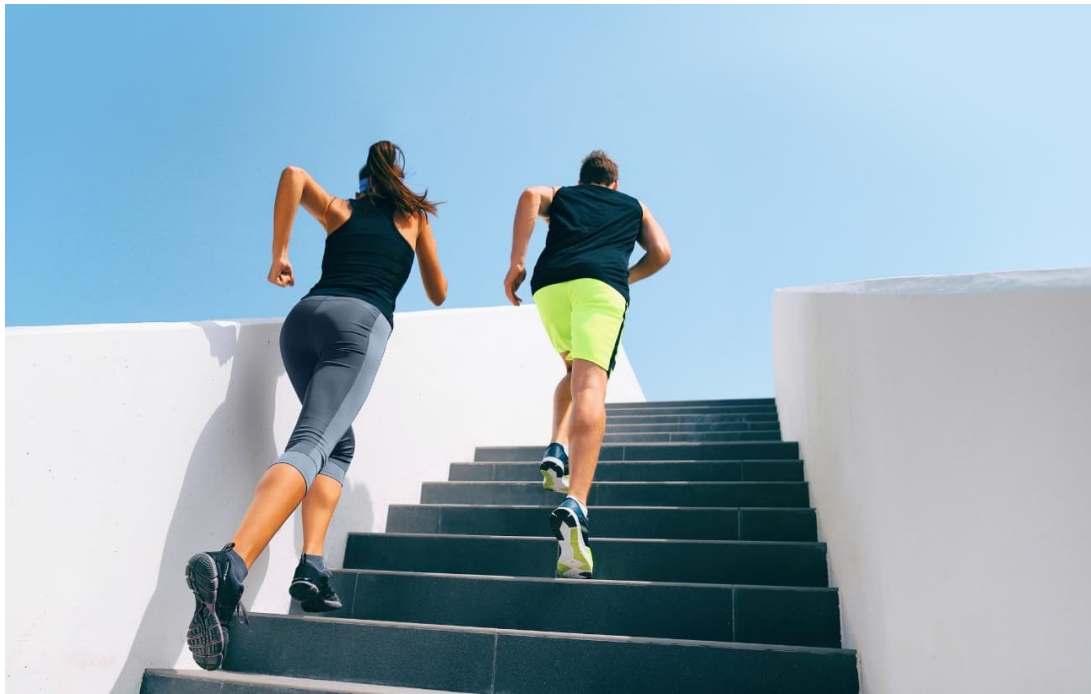
**Induction** is a proof technique that helps us reason about infinite objects (e.g. recursion)...

... and processes...



... and data structures!

# Relations

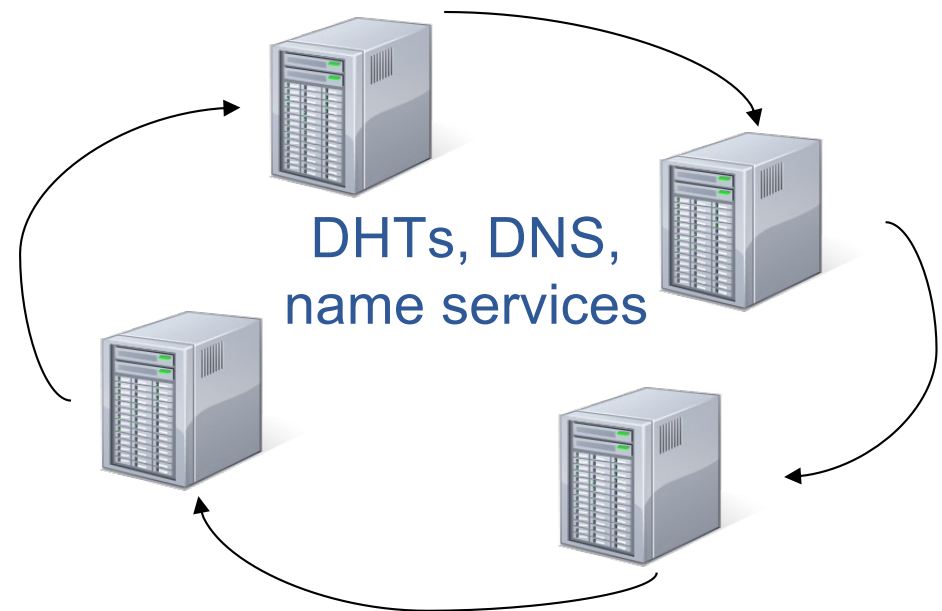
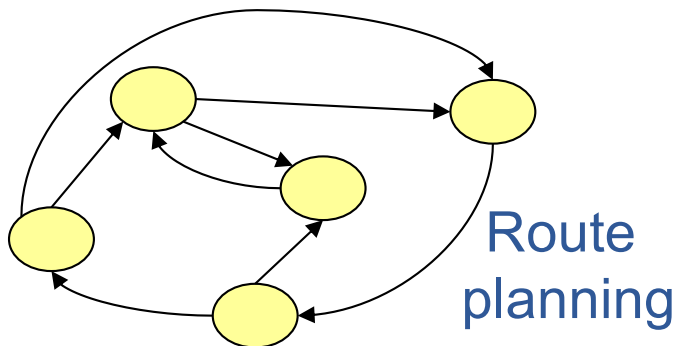
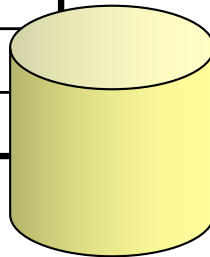


How to climb a stair?

# Relations

<u>Name</u>	<u>Age</u>	<u>Phone</u>
Alice	19	555-1234
Danielle	33	555-5353
Zach	27	555-3217
Charlie	21	555-2335

Relational databases



## Syllabus, redux

- Logic and proofs
- Sets
- Functions
- Algorithms and analysis
- Integers, modular arithmetic, cryptography
- Induction
- Relations

Are these topics really useful?

**Yes**



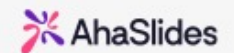
# Mastering discrete mathematics requires practice!

- Succeeding in this class requires practicing the skills that we will acquire, thinking critically, and asking questions
  - We are practicing clear and precise communication in the language of mathematics and logic—be specific!
- Keys to success:
  - Attend class and take notes
  - Do your homework
  - Work extra problems when you're unsure
    - Solutions to odd-numbered exercises are provided in textbook
  - Go to your recitation every week
  - Take advantage of office hours

## What should I do now?

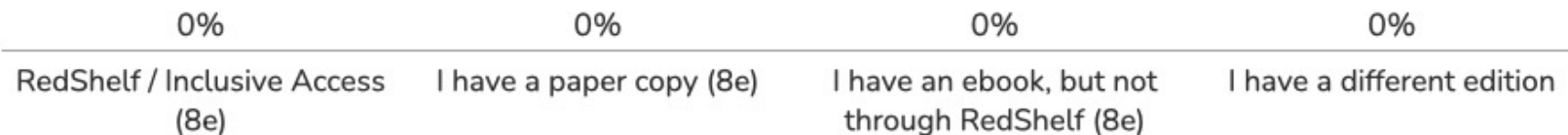
1. Check your Canvas notification settings
2. Read the chapter for next lecture
3. Decide if you need Inclusive Access, and opt out if not
4. Watch for a Gradescope invitation, where you'll submit recitation and homework assignments
5. Email me if you have any special circumstances that you may need accommodated

To join, go to: [ahaslides.com/WOK5G](https://ahaslides.com/WOK5G) 



# How will you be accessing the textbook (Rosen 8e) this semester?

Get Feedback



0/50

## Final thoughts

- Our goal is to prepare you to be stronger computer scientists by:
  - Exploring the formal foundations of computer science
  - Developing critical thinking skills
  - Articulating ties between theory and practice
- **Next:** Propositional logic (Sec 1.1)