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Computer science - Wikipedia

The book was written based on Stanford uni course notes from the course CS109 - Introduction to Computer Science and is really meant as a way to provide a solid foundation for further study. Here's a chapter list #1 Computer Science: The Mechanization of Abstraction #2 Iteration, Induction and Recursion #3 The Running Time of Programs

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Foundations of Computer Science: From Data Manipulation to Theory of Computation successfully provides students with an overview of the many specializations within the field of computer science. Although many incoming freshman students are familiar with computers, they are often unaware of the broad field of computer science beyond the task of programming.

Foundations of Computer Science: : From Data Manipulation ...

Theoretical computer science (TCS) is a subset of general computer science and mathematics that focuses on mathematical aspects of computer science such as the theory of computation, lambda calculus, and type theory.. It is difficult to circumscribe the theoretical areas precisely. The ACM's Special Interest Group on Algorithms and Computation Theory (SIGACT) provides the following description:

Based on the ACM model curriculum guidelines, this text covers the fundamentals of computer science required for first year students embarking on a computing degree. Data representation of text, audio, images, and numbers; computer hardware and software, including operating systems and programming languages; data organization topics such as SQL database models - they're all [included]. Progressing from the bits and bytes level to the higher levels of abstraction, this birds-eye view provides the foundation to help you succeed as you continue your studies in programming and other areas in the computer field.-Back cover.

This book, in its Second Edition, provides the basic concepts and applications of discrete mathematics and graph theory. The book is aimed at undergraduate students of computer science and engineering, and information technology. It is also suitable for undergraduate and postgraduate students of computer science, mathematics and computer applications. The book exposes the students to fundamental knowledge in: - Mathematical logic, tautology and normal forms - Elementary set theory, functions and their relations - Algebraic structure, binary operation, group theory and homomorphism - Theory of permutations and combinations, binomial and multinomial theorems - Recurrence relations and methods of solving them - Graph theory, spanning tree, Eulerian and Hamiltonian circuits and isomorphism Key Features Includes a large number of worked-out problems for sound understanding of the concepts. Offers chapter-end exercises to test students' comprehension of theory. Gives a quiz section at the end of each chapter to help students prepare for the competitive examinations. Incorporates short questions asked in universities' examinations.

This book, updated and improved, introduces the mathematics that support advanced computer programming and the analysis of algorithms. The book's primary aim is to provide a solid and relevant base of mathematical skills. It is an indispensable text and reference for computer scientists and serious programmers in virtually every discipline.

Mathematical logic is a branch of mathematics that takes axiom systems and mathematical proofs as its objects of study. This book shows how it can also provide a foundation for the development of information science and technology. The first five chapters systematically present the core topics of classical mathematical logic, including the syntax and models of first-order languages, formal inference systems, computability and representability, and Gödel's theorems. The last five chapters present extensions and developments of classical mathematical logic, particularly the concepts of version sequences of formal theories and their limits, the system of revision calculus, proschemes (formal descriptions of proof methods and strategies) and their properties, and the theory of inductive inference. All of these themes contribute to a formal theory of axiomatization and its application to the process of developing information technology and scientific theories. The book also describes the paradigm of three kinds of language environments for theories and it presents the basic properties required of a meta-language environment. Finally, the book brings these themes together by describing a workflow for scientific research in the information era in which formal methods, interactive software and human invention are all used to their advantage. This book represents a valuable reference for graduate and undergraduate students and researchers in mathematics, information science and technology, and other relevant areas of natural sciences. Its first five chapters serve as an undergraduate text in mathematical logic and the last five chapters are addressed to graduate students in relevant disciplines.

This easy-to-follow textbook/reference presents a concise introduction to mathematical analysis from an algorithmic point of view, with a particular focus on applications of analysis and aspects of mathematical modelling. The text describes the mathematical theory alongside the basic concepts and methods of numerical analysis, enriched by computer experiments using MATLAB, Python, Maple, and Java applets. This fully updated and expanded new edition also features an even greater number of programming exercises. Topics and features: describes the fundamental concepts in analysis, covering real and complex numbers, trigonometry, sequences and series, functions, derivatives, integrals, and curves; discusses important applications and advanced topics, such as fractals and L-systems, numerical integration, linear regression, and differential equations; presents tools from vector and matrix algebra in the appendices, together with further information on continuity; includes added material on hyperbolic functions, curves and surfaces in space, second-order differential equations, and the pendulum equation (NEW); contains experiments, exercises, definitions, and propositions throughout the text; supplies programming examples in Python, in addition to MATLAB (NEW); provides supplementary resources at an associated website, including Java applets, code source files, and links to interactive online learning material. Addressing the core needs of computer science students and researchers, this clearly written textbook is an essential resource for undergraduate-level courses on numerical analysis, and an ideal self-study tool for professionals seeking to enhance their analysis skills.

Recent years have seen the development of powerful tools for verifying hardware and software systems, as companies worldwide realise the need for improved means of validating their products. There is increasing demand for training in basic methods in formal reasoning so that students can gain proficiency in logic-based verification methods. The second edition of this successful textbook addresses both those requirements, by continuing to provide a clear introduction to formal reasoning which is both relevant to the needs of modern computer science and rigorous enough for practical application. Improvements to the first edition have been made throughout, with extra and expanded sections on SAT solvers, existential/universal second-order logic, micro-models, programming by contract and total correctness. The coverage of model-checking has been substantially updated. Further exercises have been added. Internet support for the book includes worked solutions for all exercises for teachers, and model solutions to some exercises for students.

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