

FOCS

*Foundations of
Computer Science*

Fundamentele Informatica 1

Bachelor

Informatica / I&E / BioInf / K.I.



Universiteit
Leiden

Leiden Institute of
Advanced Computer Science


docenten

Hendrik Jan Hoogeboom

Jeannette de Graaf

studentassistenten

video's + dictaat + opgaven + discussie



brightspace.universiteitleiden.nl/d21/home/15880

rooster I

“on-line prerecorded”

werkgroep

college

Informatica eerste jaar, najaar 2020-2021

5e versie 28 augustus 2020

MA	MAANDAG									DINSDAG (timeslot f)									WOENSDAG									DONDERDAG									VRIJDAG																		
datum	09-10-45	3	4	5	6	7	8	9	8.30-10.15	10.30-12.15	12.15-13	13-14.45	15-16.45	16.45-17.30	17.30-18.15	18.30-19.15	1	2	3	4	5	6	7	8	9	1	2	3	4	5	6	7	8	9	1	2	3	4	5	6	7	8	9												
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toetsweek

toets

tentamen

er is ook herkansing

On-campus
on-line interactive
on-line prerecorded

Lunch/Dinner break
Exam
Retake

toets en tentamen

toets

test jezelf!

2 uur, tien opgaven

10% bonus (cijfer ≥ 5)

tentamen

studiepunten

3 uur, twintig opgaven

herkansing (voorjaar)

discrete wiskunde

... the study of mathematical structures that are fundamentally discrete rather than continuous. In contrast to real numbers that have the property of varying "smoothly", the objects studied in discrete mathematics - such as integers, graphs, and statements in logic - do not vary smoothly in this way, but have distinct, separated values.

Concepts and notations from discrete mathematics are useful in studying and describing objects and problems in branches of computer science, such as computer algorithms, programming languages, cryptography, automated theorem proving, and software development.

discrete wiskunde

... the study of **mathematical structures** that are fundamentally discrete rather than continuous. In contrast to real numbers that have the property of varying "smoothly", the objects studied in discrete mathematics - such as **integers, graphs, and statements in logic** - do not vary smoothly in this way, but have **distinct, separated values**.

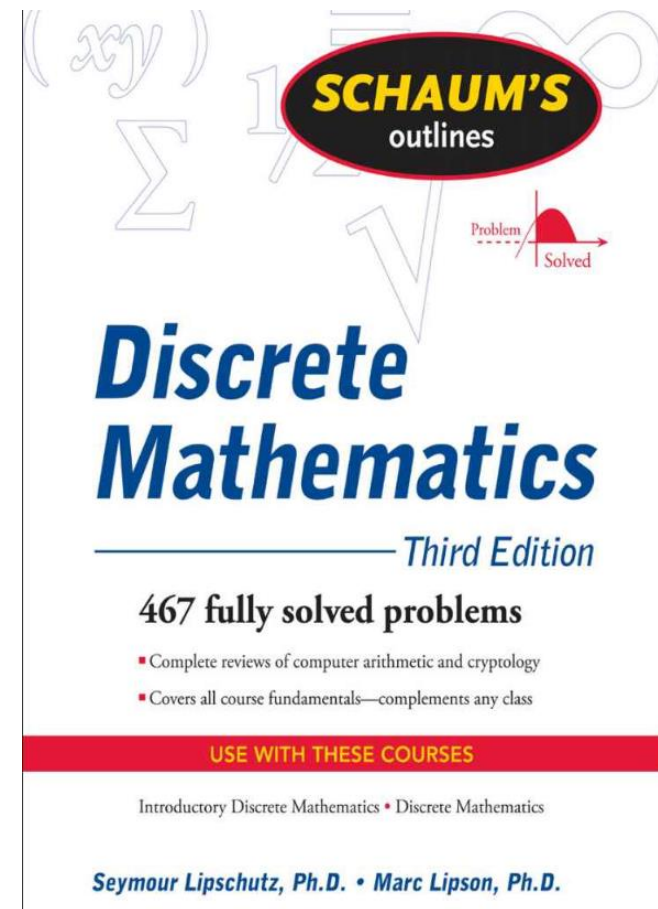
Concepts and notations from discrete mathematics are **useful** in studying and describing objects and problems in branches of **computer science**, such as **computer algorithms, programming languages, cryptography, automated theorem proving, and software development**.

Schaum's Outline of
Discrete Mathematics
(*third* edition)

S.Lipschutz & M.Lipson

ISBN 978-0-07161586-0

McGraw-Hill



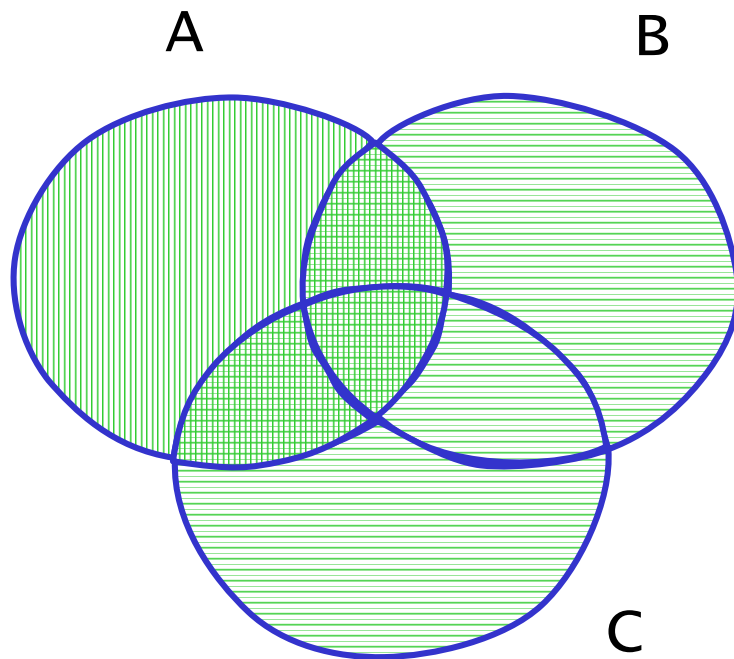
verzamelingen	ch. 1	Set Theory
relaties	ch. 2	Relations
functies	ch. 3	Functions
recursie & inductie#		
grafen	ch. 8	Graph Theory
	9	Directed Graphs
bomen	ch.10	Binary Trees
	8.8	Tree Graphs
	9.4	Rooted Trees
equivalenties#	ch.2.8	Equivalence Relations
	3.4	Modular Arithmetic
	3.7	Cardinality
talen & automaten#		
	ch.12	Languages, Automata

dictaat

	Algorithms,
ch.4	Logic,
ch.7	Probability,
ch.13	Turing Machines,
ch.14	Lattices,
ch.15	Boolean Algebra

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	3.7	Cardinality
tal en & automaten		
	ch.12	Languages, Automata

Venn diagram



$A \cap (B \cup C)$



'algebra'

$$A \cap A = \text{(nul)}$$

$$(A \cap A) \cup \emptyset = \text{(complement)}$$

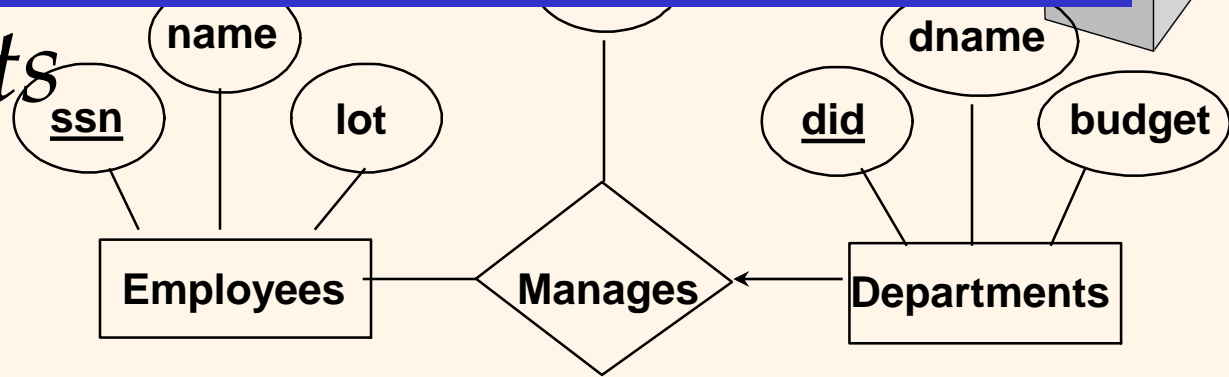
$$(A \cap A) \cup (A \cap A^c) = \text{(distributief)}$$

$$A \cap (A \cup A^c) = \text{(complement)}$$

$$A \cap U = \text{(één)}$$

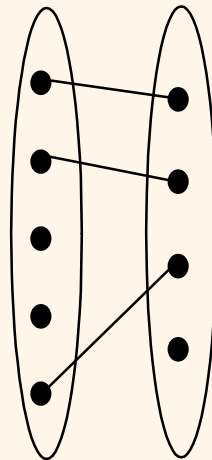
A

Key Constraints

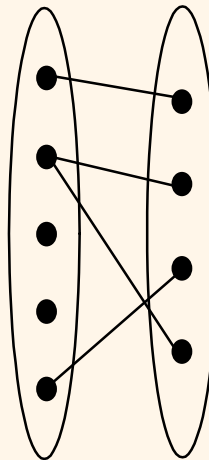


❖ Consider Works_In:
An employee can work in many departments; a dept can have many employees.

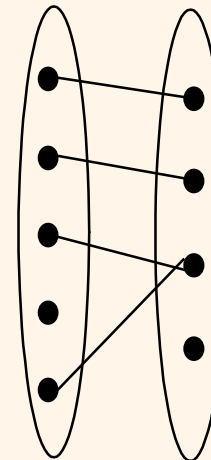
❖ In contrast, each dept has at most one manager, according to the key constraint on Manages.



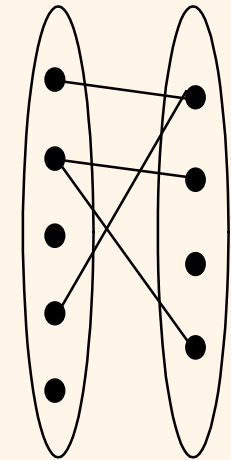
1-to-1



1-to Many

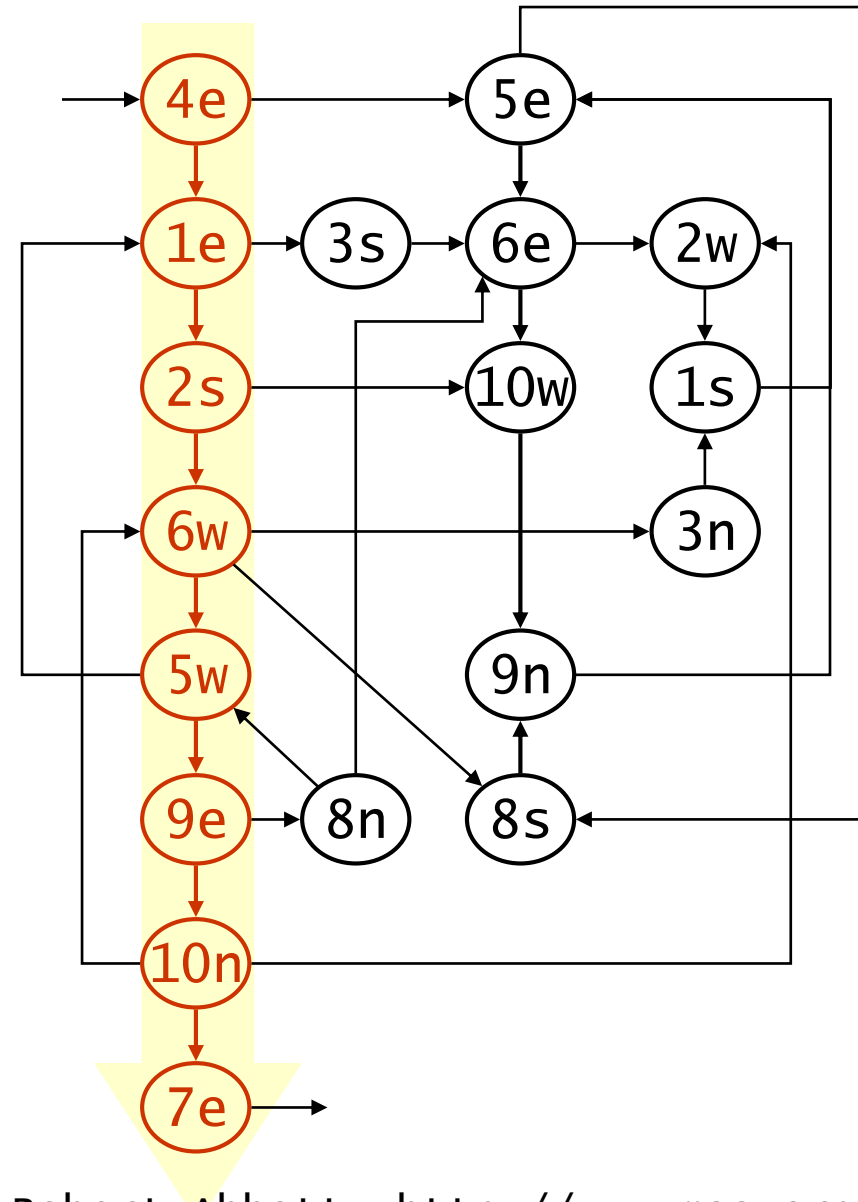
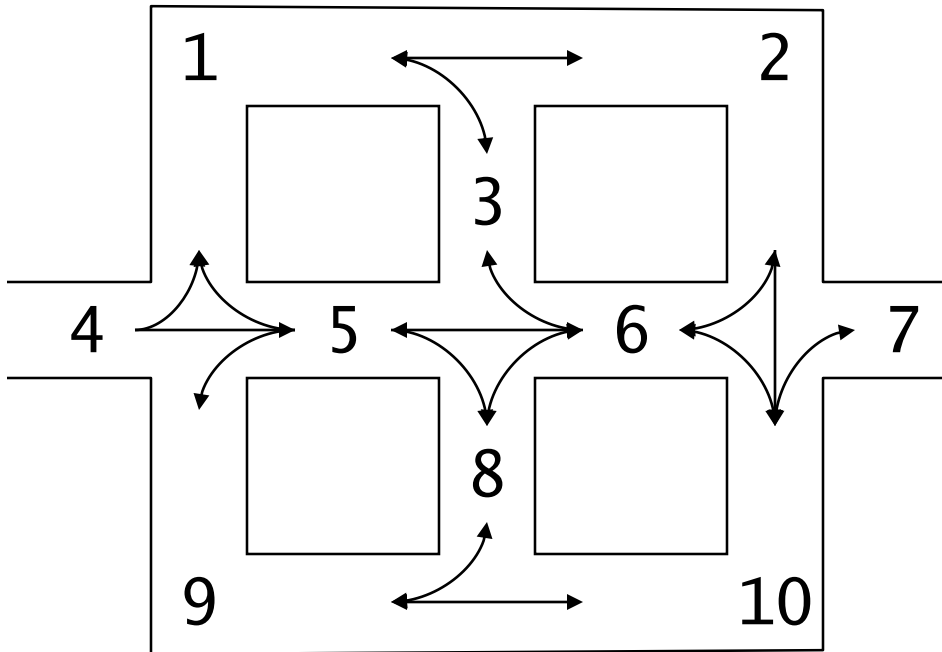


Many-to-1



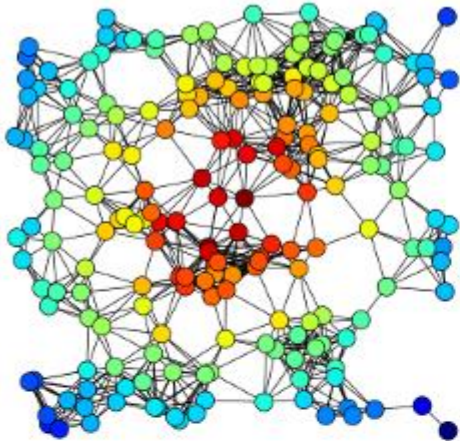
Many-to-Many

grafen



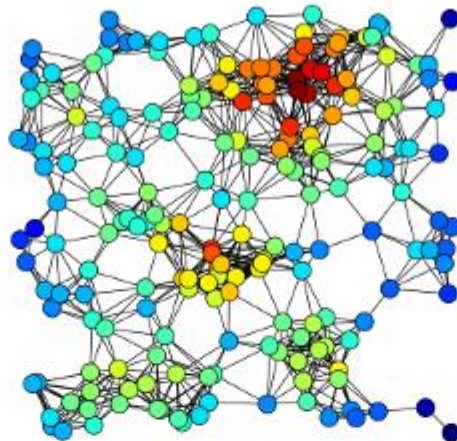
algoritmiiek: state chart

graph centrality



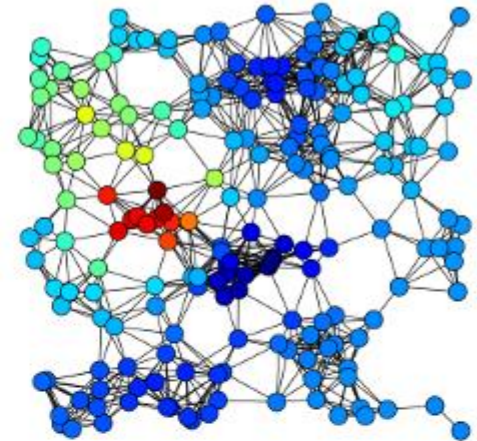
B

closeness

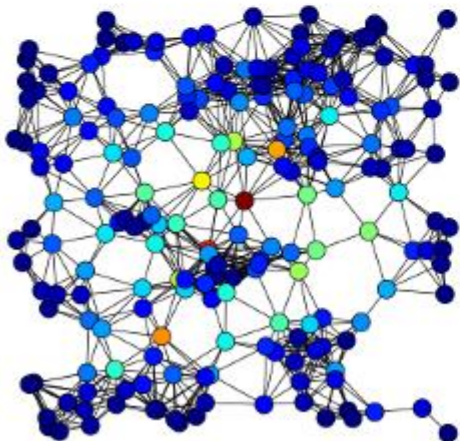


D

degree

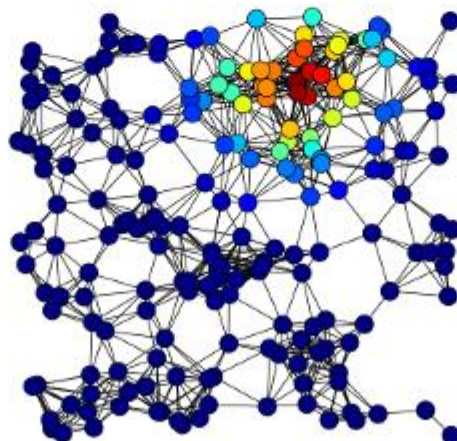


F

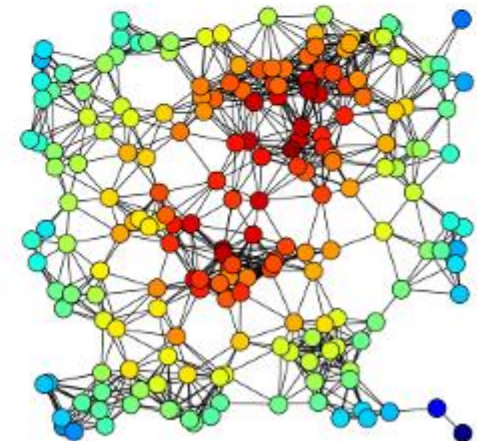


A

betweenness



C



E

recursie en inductie

sorteren

12	20	8	34	5	18	36	27	40	9
----	----	---	----	---	----	----	----	----	---

splitsen

12	20	8	34	5
----	----	---	----	---

18	36	27	40	9
----	----	----	----	---

sorteren

sorteren

5	8	12	20	34
---	---	----	----	----

9	18	27	36	40
---	----	----	----	----

samenvoegen

5	8	9	12	18	20	27	34	36	40
---	---	---	----	----	----	----	----	----	----

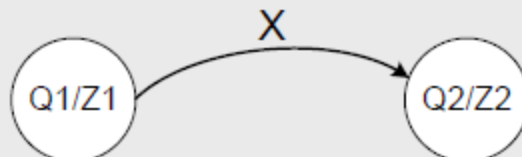
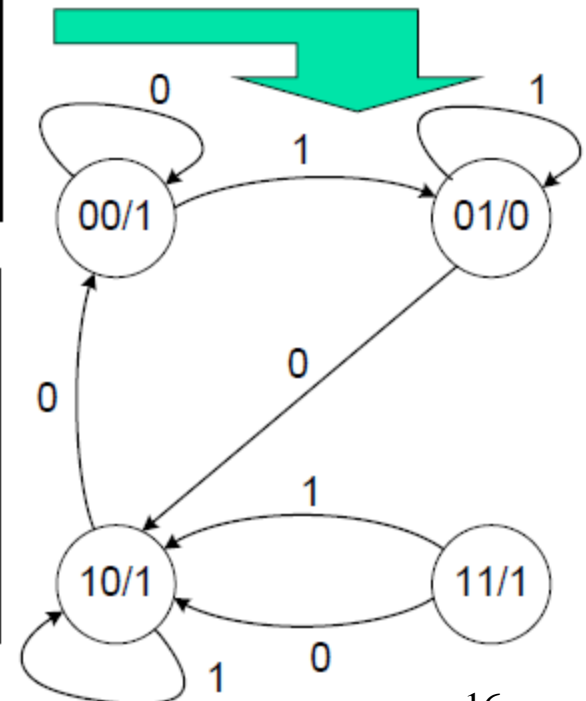
eindige automaten

digital systems design (Stefanov)



Inputs $x(t)$	Present State		Next State		Outputs $z(t)$
	$q_1(t)$	$q_2(t)$	$q_1(t+1)$	$q_2(t+1)$	
0	0	0	0	0	1
0	0	1	1	0	0
0	1	0	0	0	1
0	1	1	1	0	1
1	0	0	0	1	1
1	0	1	0	1	0
1	1	0	1	0	1
1	1	1	1	0	1

- Possible states =
{ 00, 01, 10, 11 }
→ 4 nodes in the diagram
- Possible Transitions =
#rows in table
→ 8 edges in the diagram



Reads as:

When at state **Q1** with output **Z1** and apply input **X**, we proceed to state **Q2** with output **Z2**.

discrete wiskunde "taal"

terminologie, concepten,
redeneren, formuleren

succes!