University of Lethbridge Department of Mathematics and Computer Science

CPSC 1820 – Discrete Structures Course Outline – Spring 2011

LECTURES: MWF 11:00 – 11:50 **ROOM:** C640

INSTRUCTOR: Robert Benkoczi (office C556)

OFFICE HOURS: W F @ 12:00–12:50,

by appointment,

or drop in anytime I am in the office.

TEXT: Discrete Mathematics and Its Applications

by Rosen, 6th Ed.

GRADING SCHEME: Best 5 out of 6 tests 100%

TUTORIALS: Sean Legge (office C518)

Tutorial 1: Thursday, 09:50-10:40, in W400 Tutorial 2: Thursday, 10:50-11:40, in W400

GRADE DISTRIBUTION: This information is provided as a guideline only and may be revised in this offering.

SCHEDULE: (as time permits):

- Introduction to proofs.
- Growth of functions.
- Integers and division, matrices.
- Counting basics (permutations, combinations, binomial coefficients).
- Discrete probability.
- Graphs and trees.

COMMENTS:

- Math questions sent to me by e-mail will, most probably, remain unanswered. Please see me in person.
- The tests must be written at the scheduled time; no provision is made for make-up tests, except for medical reasons or emergencies. Missed tests receive a grade of zero.

- Requests for remarking tests are accepted only in writing. A form is provided on the course web page for this purpose. Note that if your work is remarked, your grade may go up, down, or remain unchanged.
- Plagiarism can lead to severe penalties consult the calendar.

• TIPS:

- Attend the tutorial and lectures.
- Practice regularly by doing all exercises given in class and in tutorials. Solutions to most of the homework will be posted on the class web page.
- Do additional exercises from the text every week. I will be happy to discuss the solutions with you.
- In all, it is recommended that you devote 6-7 hours per week, every week, working on problems and exercises.
- Don't be shy in class:
 Participate by answering questions and feel free to interrupt me during lecture to ask questions.

LINKS:

• Course webpage: http://www.cs.uleth.ca/~benkoczi/1820