

# Discrete Mathematics in Computer Science

## A1. Organizational Matters

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University of Basel

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## A1.1 Organizational Matters

## A1.2 About this Course

## A1.1 Organizational Matters

## People



Malte Helmert



Gabriele Röger

## Lecturers

### Malte Helmert

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- ▶ **office:** room 06.004, Spiegelgasse 1

### Gabriele Röger

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- ▶ **office:** room 04.005, Spiegelgasse 1

## People

### Assistant

Salomé Eriksson

- ▶ **email:** [salome.eriksson@unibas.ch](mailto:salome.eriksson@unibas.ch)
- ▶ **office:** room 04.002, Spiegelgasse 1

### Tutors

Augusto B. Corrêa

- ▶ **email:** [augusto.blaascorrea@unibas.ch](mailto:augusto.blaascorrea@unibas.ch)
- ▶ **office:** room 04.001, Spiegelgasse 5

Florian Pommerening

- ▶ **email:** [florian.pommerening@unibas.ch](mailto:florian.pommerening@unibas.ch)
- ▶ **office:** room 04.005, Spiegelgasse 1

## Time & Place

### Lectures

- ▶ most of the lectures will be asynchronous (**pre-recorded**)
- ▶ recapitulation and Q&A on Zoom every **Wednesday 16:15**  
→ Q&A session for exam preparation on **December 16**

## Time & Place

### Exercise Sessions on Zoom (starting September 30)

**Wednesday:** 17:15–18:00

- ▶ group 1 (Augusto B. Corrêa; in English)
- ▶ group 2 (Florian Pommerening; in German)

**important:** please send Gabi an email with your preferred language until **Monday 23:59** (September 21).

On **Sep 23** 17:15–18:00 there will be an introduction to **L<sup>A</sup>T<sub>E</sub>X**.

## Enrolment

- ▶ <https://services.unibas.ch/>
- ▶ **deadline:** October 12
- ▶ better today, so that you get all relevant emails and access to the ADAM workspace

## Discrete Mathematics Course on the Web

### Course Homepage

<https://dmi.unibas.ch/en/discrete-mathematics-in-computer-science/>

- ▶ course information
- ▶ slides

## Discrete Mathematics Course on ADAM

### ADAM

<https://adam.unibas.ch/>

- ▶ learning modules
- ▶ submission of exercise sheets
- ▶ model solutions for exercise sheets
- ▶ forum for announcements and questions (followed by lecturers, assistant and tutors)
- ▶ link to discord server (for interaction among participants)

## Target Audience

### target audience:

- ▶ this is an introductory course on the Bachelor's level
- ▶ we cover mathematical foundations that are particularly useful for the computer science curriculum
- ▶ main target audience: B.Sc. Computer Science, 3rd semester
- ▶ all other students welcome

### prerequisites:

- ▶ basic programming skills

## Exam

- ▶ 6 ECTS credits
- ▶ **no physical exam; exact setup still to be determined**
- ▶ Monday January 25, 4-6pm
- ▶ admission to exam:
  - ▶ must pass the weekly assignments; up to two failed assignments are allowed
  - ▶ you pass a weekly assignment with  $\geq 60\%$  of the marks
- ▶ grade for course determined exclusively by the exam

## Exercises

### Exercise sheets (homework assignments):

- ▶ mostly theoretical exercises
- ▶ some programming exercises

### Exercise sessions:

- ▶ questions about exercise sheets
- ▶ questions about the course
- ▶ participation voluntary but recommended

## Exercises

- ▶ exercise sheets on Adam every Monday
- ▶ must be solved in **groups of two** ( $1 \neq 2 \neq 3$ )
- ▶ due Monday the following week  
(upload to Adam at <https://adam.unibas.ch/>)
- ▶ we only accept PDFs created with **LATEX**.  
Pictures may only be included if appropriate, not for creating a submission from photos of handwritten solutions.

## Plagiarism

### Plagiarism (Wikipedia)

*Plagiarism is the “wrongful appropriation” and “stealing and publication” of another author’s “language, thoughts, ideas, or expressions” and the representation of them as one’s own original work.*

### consequences:

- ▶ 0 marks for the exercise sheet (first time)
- ▶ exclusion from exam (second time)

**if in doubt:** check with us what is (and isn't) OK **before submitting**  
**exercises too difficult?** we are happy to help!

## Questions on Organization



Questions?

## A1.2 About this Course

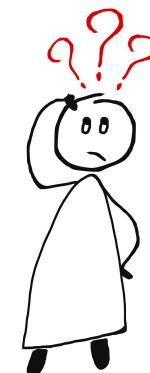
### Content: Discrete Mathematics in Computer Science

- ▶ mathematical thinking and proof techniques
- ▶ group theory and permutations
- ▶ sets and relations
- ▶ graphs and trees
- ▶ modular arithmetic
- ▶ recurrence relations
- ▶ formal logic

## Learning Goals

- ▶ proficiency in abstract thinking
- ▶ ability to formalize mathematical ideas and arguments
- ▶ knowledge of common mathematical tools in computer science

## Questions about the Course



Questions?