

<b>Course Code</b> <b>Course Title</b> <b>No. of Credits</b> <b>Pre-requisites</b> <b>Compulsory/Optional</b>	EM 313 Discrete Mathematics 3 - Compulsory for Computer Engineering
<p><b>Aim(s):</b> To solve problems related to propositional calculus, mathematical models for computing machines and algorithms using fundamentals of number theory, combinatorics, algebraic structures, Boolean algebras and graph theory.</p>	
<p><b>Intended Learning Outcomes:</b></p> <p>On successful completion of the course, the students should be able to;</p> <ul style="list-style-type: none"> <li>• apply the concepts of number theory, combinatorial techniques and algebraic structures to solve advanced mathematical /physical problems.</li> <li>• use mathematical logic, in designing logic circuits and in solving problems in mathematical models for computing machines.</li> <li>• apply graph theory and algorithms in solving advanced mathematical/physical problems.</li> </ul>	
<p><b>Time Allocation (Hours):</b> Lectures 36    Tutorials 09    Practicals    Assignments</p>	
<p><b>Course content/Course description</b></p> <ul style="list-style-type: none"> <li>• <b>Fundamentals:</b> set theory, relations and functions, axiomatic systems, ordinary Induction, invariants, strong induction.</li> <li>• <b>Number Theory:</b> Divisibility, the greatest common divisor, Modular arithmetic, Fermat's Little theorem, RSA algorithm</li> <li>• <b>Algebraic Structures:</b> Monoids, groups, rings and fields.</li> <li>• <b>Combinatorics:</b> Basic counting principles with permutations and combinations, basic combinatorics.</li> <li>• <b>Logic and Proofs:</b> propositional and predicate logic, proof methods and strategy.</li> <li>• <b>Graph Theory:</b> graphs, representation of a graph in a computer, isomorphic graphs, Eulerian and Hamiltonian graphs, planar graphs, graph coloring, trees, spanning trees, binary trees, tree searching.</li> <li>• <b>Algorithms:</b> greedy algorithms, searching and sorting algorithms, algorithms to obtain minimum spanning tree and shortest path of a weighted graph, complexity of an algorithm.</li> <li>• <b>Mathematical models for Computing Machines:</b> finite state machines, finite state automata, Turing machines.</li> </ul>	

**Recommended Texts :**

- D. K. Joshi (1989/2015), Foundations of Discrete Mathematics, Wiley-Inter Science.
- D. K. Joshi (2001/2014), Applied Discrete Structures, New Age International.
- Thomas Koshy (2004), Discrete Mathematics with Applications, Elsevier Academic Press.
- Ian Anderson (2001), A First Course in Discrete Mathematics, Springer-Verlag London Limited.

<b>Assessment</b>	<b>Percentage Mark</b>
<b>In-course</b> Tutorials/Assignments	30
<b>End-semester</b>	70