

Chapter 0: Fundamental Concepts

Fundamental Concepts

Sets

- $a \in S$: a is an **element** of S ; a is a **member** of S .

Example $1 \in \{1, 2, 3\}$.

- $S \subseteq T$: S is a **subset** of T ; S is **contained** in T . This means that every member of S is a member of T .

Example $\{1, 2\} \subseteq \{1, 2, 3\}$, $\{1, 2\} \subseteq \{1, 2\}$, and $\{1, 4\} \not\subseteq \{1, 2, 3\}$.

- $S \subset T$: S is a **proper subset** of T ; S is **properly contained** in T . This means that $S \neq T$ and $S \subseteq T$.

Example $\{1, 2\} \subset \{1, 2, 3\}$ and $\{1, 2\} \not\subset \{1, 2\}$.

- \emptyset is the **empty set**, the set without elements.
- 2^S is a **power set** of S ; i.e., the set of all subsets of S .

Set Operations

- $S \cap T$: the **intersection** (**meet**) of S and T ; the set of all common members between S and T .

Example $\{1, 2, 3\} \cap \{1, 2, 4\} = \{1, 2\}$.

- $S \cup T$: the **union** (**join**) of S and T ; the set of all members of S or T .

Example $\{1, 2, 3\} \cup \{1, 2, 4\} = \{1, 2, 3, 4\}$.

- $S \setminus T$: the **set difference** of S and T ; i.e., the set consisting of all members of S that are nonmembers of T .

Example $\{1, 2, 3\} \setminus \{1, 2, 4\} = \{3\}$.

- If $T \subseteq S$, we write $S - T$ to mean $S \setminus T$.

Example $\{1, 2, 3\} - \{1, 2\} = \{3\}$.

- $S \Delta T$: the **disjoint union** of S and T . $S \Delta T = (S \setminus T) \cup (T \setminus S)$.

Example $\{1, 2, 3\} \Delta \{1, 2, 4\} = \{3, 4\}$.

Set Operations (cont'd)

- $S \times T$: the **Cartesian product** of S and T ; i.e., $\{(a, b) \mid a \in S \text{ and } b \in T\}$.

Example $\{a, b, c\} \times \{1, 2\} = \{(a, 1), (a, 2), (b, 1), (b, 2), (c, 1), (c, 2)\}$.

- $\|S\|$: the **cardinality** of the set S ; i.e., the number of elements in S .

Example $\|\{a, b, c\}\| = 3$.

- Quite often $|\cdot|$ is used for the cardinality.

Alphabet, Strings, Languages, etc.

- An **alphabet** is any finite set, whose members are called **symbols**.
- A **string (or word) over an alphabet** is a sequence of symbols from the alphabet written one after another.

Example aba is a word over an alphabet $\{a, b\}$

- The **length** of a word w , denoted by $|w|$, is the number of symbols in it.

Example If $w = aba$, then $|w| = 3$.

- The **empty string** or **null string**, denoted by ϵ , is the string with no symbols in it.

Alphabet, Strings, Languages, etc. (cont'd)

- A string z is a **substring** of w if z appears consecutively within w .

Example Let $z = 001111010$. Then 1111 is a **substring** of z while 11111 is not.

- The **concatenation** of strings x and y is the string constructed by appending y after x .

Example The **concatenation** of $a = 000$ and $b = 111$ is 000111.

- A **language** is a collection of strings.
- A **class** is a collection of languages.

Alphabet, Strings, Languages, etc. (cont'd)

- For an alphabet Σ , Σ^* is the set of all strings over Σ .
- The **complement** of a language is the collection of all non-members; for a language L over an alphabet Σ , its complement is $\Sigma^* - L$ and is denoted by L^c or \overline{L} .

Example If $\Sigma = \{a, b\}$ and L is the set of all strings over Σ having an even number of a 's, then \overline{L} is the set of all strings over Σ having an odd number of a 's.

Alphabet, Strings, Languages, etc. (cont'd)

- If Σ is a single-letter alphabet with a as its unique symbol, we often write a^* for Σ^* .
- For a language L , L^* is the set of all strings constructed by concatenating any strings from L in any order. That is, $L^* = \{\epsilon\} \cup \{x_1 \cdots x_m \mid m \geq 1, x_1, \dots, x_m \in L\}$.

Example $\{a, ab\}^*$ is the set of all strings w over a and b such that either w is empty or (w begins with an a and has no bb as a substring).

Boolean Logic

A **Boolean variable** takes on one of 0 (FALSE) and 1 (TRUE).
The **negation** of x , denoted by \bar{x} or $\neg x$, is $1 - x$.

We will be using six **binary Boolean operators**:

(x, y)	$(0, 0)$	$(0, 1)$	$(1, 0)$	$(1, 1)$
\wedge	0	0	0	1
\vee	0	1	1	1
\rightarrow	1	1	0	1
\leftarrow	1	0	1	1
\leftrightarrow	1	0	0	1
\oplus	0	1	1	0

Boolean Logic (cont'd)

A **predicate** is a **function** whose **range** is $\{ \text{TRUE}, \text{FALSE} \}$. A **relation** is a predicate whose number of arguments is fixed to a constant.

Properties of binary relation R over domain D .

- **Reflexive**: For all $x \in D$, xRx .
- **Symmetric**: For all $x, y \in D$, $xRy \leftrightarrow yRx$.
- **Transitive** For all $x, y, z \in D$, $xRy \wedge yRz \rightarrow xRz$.

An **equivalence relation** is a binary relation that is reflexive, symmetric, and transitive

Proof by Induction

A method for proving a statement P . Divide the statement P into cases $P(n)$, $n = a, a + 1, a + 2, \dots$. For the base case, prove $P(a)$. For the induction step, assume that $P(n)$ is true for all values of $n \leq k$ and show that $P(k + 1)$ holds.

Graphs

A **graph** consists of **nodes (vertices)** and **edges**. A **path** is a sequence of edges (or a sequence of nodes) that connects from a node to another. A **tree** is a **connected, undirected graph** without **cycles**.

