

# CONTENTS

## PREFACE

### Chapter 1 GRAPHS

1.0	Introduction	1
1.1	The language of graphs	1
1.2	Isomorphism	3
1.3	Walks, trails and paths	7
1.4	Cycles and Eulerian trails	8
1.5	Hamiltonian cycles	9
1.6	Trees	10
1.7	Coloured cubes	13
1.8	Miscellaneous Exercises	15

### Chapter 2 TRAVEL PROBLEMS

2.0	Introduction	17
2.1	The shortest path problem	17
2.2	The minimum connector problem	21
2.3	Kruskal's algorithm	22
2.4	Prim's algorithm	25
2.5	The travelling salesman problem	27
2.6	The Chinese postman problem	32
2.7	Local applications	35
2.8	Miscellaneous Exercises	35

### Chapter 3 ENUMERATION

3.0	Introduction	39
3.1	The multiplicative principle	40
3.2	Arrangements	42
3.3	Making choices	46
3.4	Further arrangements	49
3.5	Simple probability	52
3.6	Subsets	53
3.7	The pigeonhole principle	55
3.8	Inclusion and exclusion	56
3.9	Unequal division	58
3.10	Partitions	61
3.11	Derangements	62
3.12	Miscellaneous Exercises	65

### Chapter 4 INEQUALITIES

4.0	Introduction	67
4.1	Fundamentals	68
4.2	Graphs of inequalities	70
4.3	Classical inequalities	73
4.4	Isoperimetric inequalities	77
4.5	Miscellaneous Exercises	81

### Chapter 5 LINEAR PROGRAMMING

5.0	Introduction	83
5.1	Formation of linear programming problems	84
5.2	Graphical solution	87
5.3	Simplex method	91
5.4	Simplex tableau	95
5.5	Miscellaneous Exercises	98

### Chapter 6 PLANAR GRAPHS

6.0	Introduction	101
6.1	Plane drawings	102
6.2	Bipartite graphs	103
6.3	A planarity algorithm	104
6.4	Kuratowski's theorem	108
6.5	Miscellaneous Exercises	109

### Chapter 7 NETWORK FLOWS

7.0	Introduction	111
7.1	Di-graphs	112
7.2	Max flow - min cut	113
7.3	Finding the flow	114
7.4	Labelling flows	115
7.5	Super sources and sinks	118
7.6	Minimum capacities	119
7.7	Miscellaneous Exercises	121

### Chapter 8 CODES IN EVERYDAY USE

8.0	Introduction	125
8.1	Historical perspective	125
8.2	Check digits	127

8.3	Bar code design	128	<b>Chapter 12 CRITICAL PATH ANALYSIS</b>		
8.4	Postcodes	132	12.0	Introduction	189
8.5	Telephone numbers	133	12.1	Activity networks	190
8.6	Computing codes	134	12.2	Algorithm for constructing activity networks	192
8.7	Miscellaneous Exercises	135	12.3	Critical path	196
			12.4	Miscellaneous Exercises	200
	<b>Chapter 9 THEORY OF CODES</b>			<b>Chapter 13 SCHEDULING</b>	
9.0	Introduction	137	13.0	Introduction	203
9.1	Noise	137	13.1	Scheduling	204
9.2	Error correction	139	13.2	Bin packing	207
9.3	Parity check matrix	143	13.3	Knapsack problem	211
9.4	Decoding using parity check matrix	147	13.4	Miscellaneous Exercises	215
9.5	Cyclic codes	149		<b>Chapter 14 DIFFERENCE EQUATIONS 1</b>	
9.6	Miscellaneous Exercises	151	14.0	Introduction	217
	<b>Chapter 10 LOGIC</b>		14.1	Recursion	218
10.0	Introduction	153	14.2	Iteration	220
10.1	The nature of logic	154	14.3	First order difference equations	222
10.2	Combining propositions	156	14.4	Loans	227
10.3	Boolean expressions	159	14.5	Non-homogeneous linear equations	230
10.4	Compound propositions	161	14.6	A population problem	231
10.5	What are the implications?	162	14.7	Miscellaneous Exercises	234
10.6	Recognising equivalence	164		<b>Chapter 15 DIFFERENCE EQUATIONS 2</b>	
10.7	Tautologies and contradictions	165	15.0	Introduction	237
10.8	The validity of an argument	167	15.1	General solutions	238
10.9	Miscellaneous Exercises	168	15.2	Equations with equal roots	242
	<b>Chapter 11 BOOLEAN ALGEBRA</b>		15.3	A model of the economy	245
11.0	Introduction	171	15.4	Non-homogeneous equations	246
11.1	Combinatorial circuits	171	15.5	Generating functions	251
11.2	When are circuits equivalent?	174	15.6	Extending the method	253
11.3	Switching circuits	175	15.7	Miscellaneous Exercises	256
11.4	Boolean algebra	178		<b>APPENDICES</b>	257
11.5	Boolean functions	180		<b>ANSWERS</b>	265
11.6	Minimisation with NAND gates	183		<b>INDEX</b>	281
11.7	Full and half adders	184			
11.8	Miscellaneous Exercises	187			