### Review II(Slides 72 - 116) Logics & Induction Start from the very begining...

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May 29, 2023

#### VE203 - Discrete Mathmatics

HamHam (UM-SJTU JI)

Review II(Slides 72 - 116)

May 29, 2023 1/20

# Summary

### • Sets

- ▶ \* Definitions & Operations
- Application: Graph

### • Logics

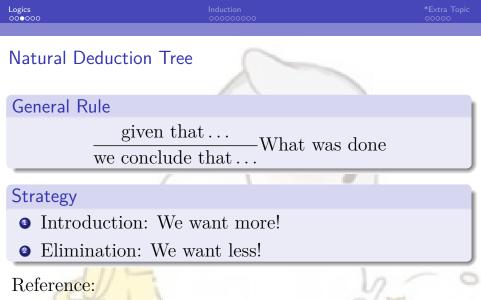
- ▶ Logical Variable & Operations
- ▶ Concepts: Vacuous truth, Tautology, Predicate, Quantifier...
- ▶ \* Predicate Logic (First-Order Logic): Truth Tree
- ▶ \* Propositional Logic: Natural Deduction Tree
- Induction
  - ▶ \* Weak/Strong(Complete) Induction (Type I/II Induction)
  - Structual Induction
  - Correctness of Sorting Algorithms
  - ▶ Concepts: WOP, Monoid

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## Updates

- Textbook: GalliarSome Typo Fixed
- Solution Format of Truth-Tree Proof

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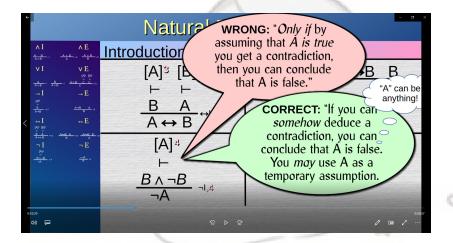
https://www.youtube.com/watch?v=v-1ikd\_89Mg

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Nat	ural	Deduction Tree	5		
		Introduction	1	Elimination	
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Induction

### Introduction on False / Negation



### Exercise

1. Use Natural Deduction Tree to prove

- $(X \land Y) \lor (Z \land Y) \vdash Y$

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Induction 00000000								
1. Use Natural Deduction Tree to prove								
$ (X \land Y) \lor (Z \land Y) \vdash Y $								
0								
Example: $\{ \neg A , A \lor B \} \vdash B \lor C$								
$\frac{[A]^{1} \neg A}{A \land \neg A}$								
$\frac{A \lor B B}{\textcircled{B}} \lor [B]^{\underline{1}} \lor E, \underline{1}$	- 0							
	Example: $\{\neg A, A \lor B\} \vdash B \lor C$ $\frac{[A]^{a} \neg A}{A \land \neg A}$							

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### Mathematical Induction



Weak Induction (Type I Induction)

Suppose over  $\mathbb{N}$  we have

P(k)

$$2 \forall n \geq k, \quad P(n) \to P(n+1)$$

Then  $\forall n \ge k$ , P(n). Usually we have k = 0 as base case.

Strong(Complete) Induction (Type II Induction)

• P(0)•  $\forall n \ge 1$ ,  $[P(0) \land P(1) \land \cdots \land P(n-1) \rightarrow P(n)]$ 

Then  $\forall n$ , P(n).

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### Mathematical Induction

- Weak induction is like a line of dominoes where each domino only depends on the one immediately before it. The proof establishes that if the first domino falls, it will topple the next one, which, in turn, knocks down the subsequent one. By this chain reaction, the entire row of dominoes falls.
- Strong induction is like a line of dominoes where each domino has the ability to knock down all the dominoes that come after it. By assuming that when any domino falls, it has a cascading effect on all the dominoes ahead, the proof establishes that if the first domino falls, it will eventually cause the entire row of dominoes to collapse.



Figure: Falling dominoes

## Induction "Paradox" (Slides 93)

For any  $n \in \mathbb{N} \setminus \{0\}$ , there exist integers  $a_n$  and  $b_n$  s.t.

$$\left(\frac{1+\sqrt{5}}{2}\right)^n = \frac{a_n + b_n\sqrt{5}}{2}$$

**O** Base case: n = 1, clear by taking  $a_1 = b_1 = 1$ 

2 Inductive case: assume the IH for  $n \ge 1$ ,

$$\left(\frac{1+\sqrt{5}}{2}\right)^{n+1} = \frac{a_n + b_n\sqrt{5}}{2} \cdot \frac{1+\sqrt{5}}{2}$$
$$= \frac{(a_n + 5b_n)/2 + ((a_n + b_n)/2)\sqrt{5}}{2}$$

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# Induction "Example"¿

Basic Concepts in Discrete Mathematics Mathematical Induction

#### Pitfalls in Induction

While mathematical induction is an extremely powerful technique, it must be executed most carefully. In proceeding through an induction proof it can happen quite easily that implicit assumptions are made that are not justified, thereby invalidating the result.

1.4.4. Example. Let us use mathematical induction to argue that every set of  $n\geq 2$  lines in the plane, no two of which are parallel, meet in a common point.

The statement is true n = 2, since two lines are not parallel if and only if they meet at some point. Since these are the only lines under considerations, this is the common meeting point of the lines.

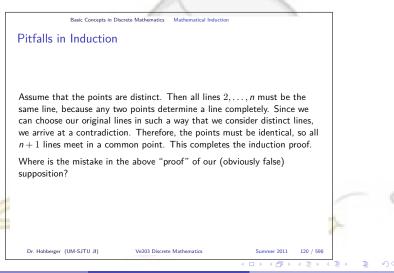
We next assume that the statement is true for n lines, i.e., any n non-parallel lines meet in a common point. Let us now consider n + 1 lines, which we number 1 through n + 1. Take the set of lines 1 through n; by the induction hypothesis, they meet in a common point. The same is true of the lines  $2, \ldots, n + 1$ . We will now show that these points must be identical.

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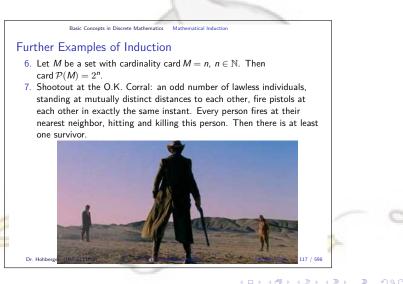
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# Induction "Example"¿

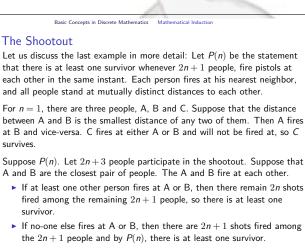


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### Exercise



### Solution



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# Exercise (DIY)

2. Let  $a_n$  be the following expression with n nested radicals:

$$a_n = \sqrt{2 + \sqrt{2 + \dots + \sqrt{2 + \sqrt{2}}}}$$

Please find the explict formula for  $a_n$ .

### Solution

Note that  $a_n$  can be defined recursively like this:  $a_1 = \sqrt{2}$ , and  $a_{n+1} = \sqrt{a_n + 2}$  for  $n \ge 1$ . We proceed by induction. Hypothesis:  $a_n = 2 \cos \frac{\pi}{2^{n+1}}$ Base case:  $a_1 = \sqrt{2}$ , and  $2 \cdot \cos \frac{\pi}{4} = 2 \cdot \frac{1}{\sqrt{2}} = \sqrt{2}$ . Inductive case: assuming the **IH** is true for n, then

$$a_{n+1} = \sqrt{2 + a_n} = \sqrt{2 + 2\cos\frac{\pi}{2^{n+1}}}$$

$$= \sqrt{2 + 2\cos\frac{2^{n+2}}{2^{n+2}}}$$
$$= \sqrt{2 + 2(2\cos^2\frac{\pi}{2^{n+2}} - 1)}$$
$$= \sqrt{4\cos^2\frac{\pi}{2^{n+2}}} = 2\cos\frac{\pi}{2^{n+2}}$$

By induction, we conclude that  $a_n = 2 \cos \frac{\pi}{2^{n+1}}$ .

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# Sorting Algorithms

We have lots lots of sorting algorithms!

- Demostration: https://www.sortvisualizer.com/quicksort/
- Classification
- Costs
  - ► Time complexity (Worst/Averge/Best)
  - Space complexity
  - Stability

### Question

How to choose a sorting algorithms that most satisfy your need?

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### Quick Sort with Second key word

```
void QuickSort(vector<int>& v, vector<int>& o,
                  int left, int right){
2
      if (left>=right) return;
3
      int key = (left+right)/2;// you can also choose right/left
4
      while (left<right){</pre>
5
          while (left<right && (v[right] > v[key]
6
            v[right] == v[key] && o[right] > o[key])) right--;
7
          while (left<right && (v[left] <= v[key] |</pre>
8
            v[left]==v[key] && o[left]<o[key])) left++;</pre>
9
          if (left < right) swap(v[left], v[right]);</pre>
10
      }
11
      swap(v[left], v[key]); //left== right
12
      int meet= key; //divide into two parts
13
      QuickSort(v, o, left, meet-1);
14
      QuickSort(v, o, meet+1, right);
15
16
```

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### Modified Bubble Sort

```
public static void bubble sort(int[] intArr) {
                            int max = intArr.length - 1;
    2
                            int secondCount = max; //record where the exchange happen last time
    3
                           for (int i = 0; i < max; i++) {</pre>
    4
                                             System.out.println( (i + 1) + "times" );
   5
                                             boolean flag = true;int lastChangeIndex = 0;
    6
                                             for (int j = 0; j < secondCount; j++) {</pre>
   7
                                                                if (intArr[j] > intArr[j + 1]) {
   8
                                                                                  swap(Arr[j],Arr[j+1]);
  9
                                                                                 flag = false;
10
                                                                                 lastChangeIndex = j;
11
12
                                                               System.out.println("Compare:"+(j+1)+", Result:"+Arrays.toString
13
                                             }
14
                                             if (flag) break; //already well ordering
15
                                             secondCount = lastChangeIndex; //update
16
                           }
17
18 }
                                                                                                                                                                                                                                  < ロ > < 同 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ >
```

### Exercise

3. Try to implement three-way merge sort in C++. If you know Master Theorem, try to calculate the time complexity and compare with the original merge sort.

- 4. Exercise regarding sorting algorithms:
  - https://leetcode.cn/problems/insertion-sort-list/
  - https:
    - //leetcode.cn/problems/kth-largest-element-in-an-array/

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## Reference

- Lecture Slides from Ve203 FA 2020 by Horst Hohberger.
- Examples from Vv286 Lecture Slides.
- Exercises from 2021-Fall-Ve203 TA Zhao Jiayuan
- Stable Quick Sort, https: //blog.csdn.net/liuchenjane/article/details/72902325
- Modified Bubble Sort, https://blog.csdn.net/weixin\_ 43168559/article/details/88873585
- Picture "Falling Dominoes", https: //crystalclearmaths.com/videos-learning-resources/ iterations-repeating-patterns/mathematical-induction/

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