

# BM20A8800

# Discrete Models and Methods

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# Study goals

- ▶ Build a basic understanding of the world of discrete mathematics and its peculiarities
- ▶ Main themes:
  - ▶ Logic (proposition and predicate logic)
  - ▶ Induction and recursion
  - ▶ Group theory & combinatorics
  - ▶ Relations
  - ▶ Mathematical modelling and analysis of graphs
  - ▶ Decision trees
- ▶ Especially information technology students may be familiar with some of the topics already
  - ▶ Let's try to find some fresh views

# Course in practice

- ▶ 3. period, 7 weeks
- ▶ Each week contains 2 lectures and an exercise paper
  - ▶ Lectures published to Moodle in PDF & video format (usually on Friday the week before)
  - ▶ Lecture summary & question time on Monday 14-16 @7332 on Lappeenranta campus; also streamed via Zoom)
- ▶ Students can calculate the exercises either at home or during the exercise group
- ▶ Exercises are not mandatory, but a source of bonus points
- ▶ Exercise points will be converted to bonus exam points as follows:
  - ▶ 1 bonus point per 15% of exercises done (hence max. 6p)
  - ▶ Exam max 36p

# Exercise groups

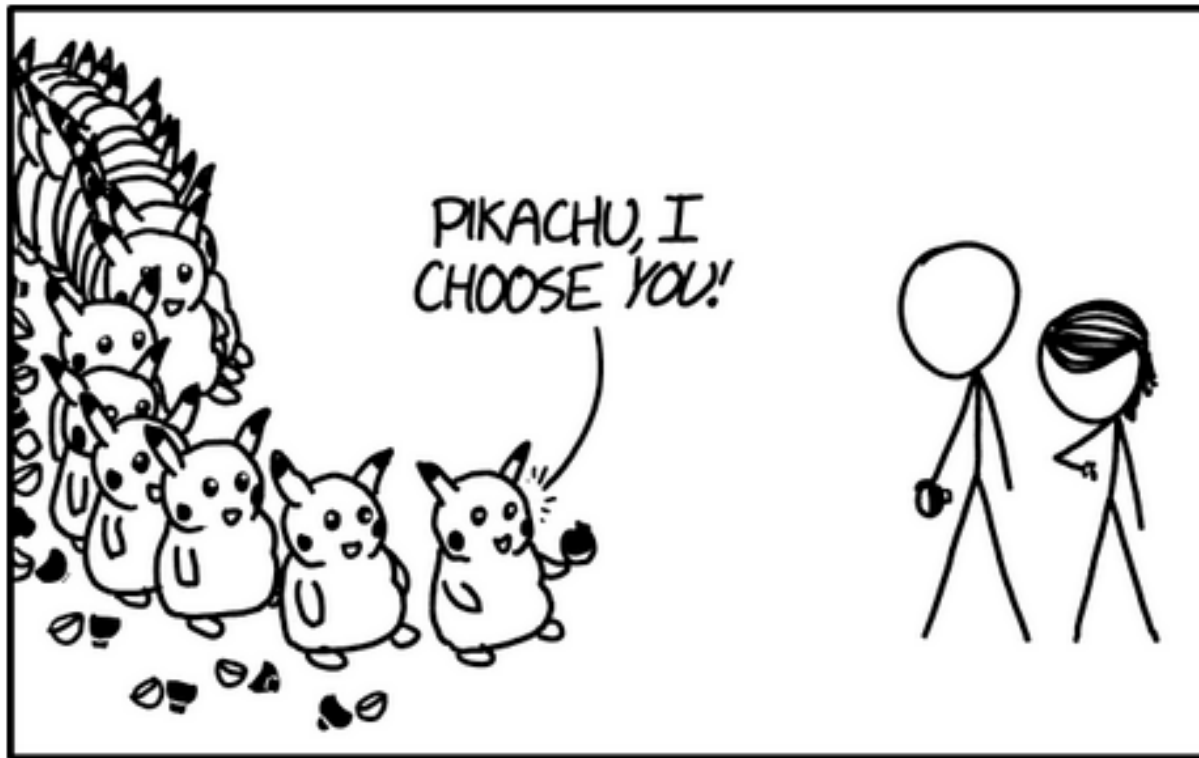
- ▶ Six exercise groups in which a student can
  - ▶ Show his/her solutions and gain exercise points
  - ▶ Receive help for problems
- ▶ Exercise group times, locations & capacities:

time	WEDNESDAY	THURSDAY	FRIDAY
8-9	Zoom	Zoom	6323
9-10	max 25	max 25	max 30
10-11	6323		
11-12	max 30		
12-13			
13-14			
14-15			
15-16	6323		
16-17	max 30	1247	
17-18		max 30	

# Personnel in charge & communication

- ▶ Lectures and exercise problems: Olli-Pekka Hämäläinen
  - ▶ Please contact by email (no Moodle messages!)
  - ▶ [olli-pekka.hamalainen@lut.fi](mailto:olli-pekka.hamalainen@lut.fi)
  - ▶ Office hours on Thursdays 14-16, room 2272
- ▶ Exercise assistants:
  - ▶ Ville-Petteri Manninen, Peppi Taina, Sara Heikkinen, Margeritta El-Khoury, Veera Vilkkilä, Santeri Röpelin
  - ▶ Emails: [firstname.lastname@student.lut.fi](mailto:firstname.lastname@student.lut.fi) (remove umlauts)

# That's it, let's begin!



(XKCD: Win by Induction. <https://xkcd.com/1516/>)