



Contents

| | CHAPTER |
|--|---|
| |  |
| | Preliminaries |
| 1 Mathematical symbols | 1 |
| 2 Subscripts and superscripts | 2 |
| 3 The three dots notation | 2 |
| 4 What is finite mathematics? | 4 |
| 5 Prime numbers | 5 |
| 6 The absolute value notation | 5 |
| 7 The proof is completed | 6 |
| 8 More minor items | 6 |
| | CHAPTER |
| |  |
| | Logic |
| 1 Statements | 8 |
| 2 Symbols for the three simplest connectives | 10 |
| 3 Truth tables | 13 |
| 4 Two more connectives | 18 |
| 5 Tautology and contradiction | 23 |
| 6 Implication and equivalence | 23 |
| 7 On the validity of an argument | 29 |
| *8 Design of switching networks | 34 |

The Algebra of Sets

39

- 1 The concept of a set 39
- 2 Subsets and supersets 44
- 3 Unions and intersections of sets 45
- 4 The complement of a set 51
- 5 The distributive laws for sets 55
- 6 The number of elements in a set 61
- 7 Tree diagrams 70
- *8 The relation between set theory and logic 75
- *9 Voting coalitions 77

Elementary Combinatorial Analysis

80

- 1 Two simple examples 80
- 2 Permutations and the factorial notation 83
- 3 Combinations 89
- 4 More difficult problems 93

The Binomial Theorem and Related Topics

98

- 1 The Σ notation 98
- *2 The Π notation 103
- 3 The binomial theorem 105
- *4 The Pascal triangle 112
- 5 Partitions 113
- 6 The multinomial theorem 119
- *7 A general counting theorem 123

- 1 Some simple examples 129
- 2 Sample spaces 138
- *3 Games 142
- *4 The Kaos problem 147
- 5 Conditional probability 149
- 6 Independent events 158
- *7 Bayes' theorem 162
- 8 Bernoulli trials 168
- 9 Expected value 173
- *10 Odds 183
- *11 The birthday paradox 185
- *12 Keno 187

- 1 Stochastic processes 191
- 2 Markov chains 196
- *3 Gambler's ruin 202
- *4 Testing a hypothesis 210
- *5 The law of large numbers 216
- *6 The DeMoivre-Laplace limit theorem 218

- 1 Vectors 228
- 2 Geometric representation of a vector 234
- 3 The multiplication of vectors 240
- 4 Matrices 243
- 5 Addition of matrices 248

- 6 Multiplication of matrices 251
- *7 The transpose of a matrix 258

CHAPTER

8

**Applications
of Matrices**
261

- 1 Systems of linear equations 261
- 2 The inverse of a matrix 272
- 3 Markov chains 280
- 4 Absorbing Markov chains 290
- *5 Genetics 299

CHAPTER

9

**Convex Sets
and Linear
Programming**
305

- 1 Convex sets 305
- 2 Linear programming 314
- *3 The simplex method 322

CHAPTER

10

**The Theory
of Games**
335

- 1 Matrix games 336
- 2 The value of a game 341
- 3 Strictly determined games 346
- 4 2×2 matrix games 350
- 5 $m \times n$ matrix games 355

CHAPTER

11

**Applications
to the Social
Sciences**
362

- 1 Theories and models 362
- 2 A model for paired-associate learning 363
- 3 The Leontief input-output model 374

**Graph Theory
and Its
Applications**

388

- 1 Graphs and their representations 388
- 2 Digraphs 394
- 3 Distances in a graph 400
- 4 Tournaments 404
- 5 The detection of cliques 410
- *6 An open problem in graph theory 416
- 7 The Königsberg bridge problem and generalizations 419

APPENDIX

**Functions
and Function
Notation**

425

- 1 The concept of a function 425
- 2 Function notation 429
- 3 The graph of a function 431
- 4 The modern definition of a function 435

APPENDIX

Inequalities

437

- 1 The elementary theorems 437
- 2 Conditional inequalities 446

APPENDIX

**Mathematical
Induction**

449

- 1 The nature of mathematical induction 449
- 2 The general principle 452
- 3 Further examples 453

APPENDIX

**Gambler's
Ruin**

457

Tables

462

- A** Binomial coefficients $\binom{n}{k} = C(n,k)$ 462
- B** Values of $b(k,n,p)$ 464
- C** Areas under the unit normal curve 466

**Answers to
Exercises**

469

**Index of
Selected Symbols**

528

Index

531