

MATH 2301 : Games, graphs, and machines

* Course admin

- Discussion forum on Zulip ← sign up from Wattle
- Office hour (time TBA)
- Notes at <https://asilata.github.io/ggm/2021>
- Workshops start in Week 2

* Assessment

- 40% final exam
- 25% mid-sem exam
- 30% assignments
- 5% workshop participation.

* Outline

- Basic mathematical language ← sets, relations
- Posets ← partially ordered sets
- Graphs
- Finite automata & regular languages ← machines
- Game theory ← combinatorial games

* Why take this course?

Learn abstraction!

* Forget the unimportant things and successfully model the important ones.

* Techniques to model various situations mathematically

* Sets

Informally: an unordered collection of distinct objects

Examples:

$\{1, 2, 5\}$, $\{\text{Sydney}\}$, $\{x \in \mathbb{N} \mid x \text{ is even}\}$

"set builder notation"

↑
"in" ↑ natural numbers

* Two sets are equal if and only if they have the same elements.

[Formal axiomatic construction of sets: Zermelo-Fraenkel set theory]

** Set constructions

- Empty set: \emptyset = the unique set that has no elements in it.
- Subset: $A \subseteq B$ (or $A \subset B$) if every $x \in A$ is in B
- Superset: $A \supseteq B$ (or $A \supset B$) if every $x \in B$ is in A
- Union: $A \cup B = \{x \mid x \in A \text{ or } x \in B\}$
"x such that x is in A or x is in B"
- Intersection: $A \cap B = \{x \mid x \in A \text{ and } x \in B\}$
- Power set of a set A: $\mathcal{P}(A) = \{S \mid S \subseteq A\}$
- Cartesian product of two sets A & B:
 $A \times B = \{(a, b) \mid a \in A, b \in B\}$

↑ sets can have other sets as elements!

** Examples

$$- \mathcal{P}(\{1, 3\}) = \{\emptyset, \{1, 3\}\}$$

$$- \{1, 2\} \times \{2, 3, 4\} = \{(1, 2), (1, 3), (1, 4), (2, 2), (2, 3), (2, 4)\}$$

$$- \mathcal{P}(\emptyset) = \{\emptyset\}$$

The empty set is a subset of every set!

$$\emptyset \neq \{\emptyset\}$$

$$- \emptyset \times \{5, 6\} = \emptyset$$

↑
has no elements,

so there are no possible ordered pairs (a, b) in this product!

* Relations

** Informal meaning: A property / a way that links two or more things together

Examples:

- Two fruits in a single fruit basket are related
- Canberra is related to the ACT because it is in the ACT
- 2 and 2020 are related: they're both even.

** Formal definition?

Defn: A relation R on two sets S & T is simply a subset $R \subseteq (S \times T)$

(More precisely, this a binary relation.)

- If $(a, b) \in R$, we say that aRb (sometimes)
- A binary relation on a set S is just a subset of $S \times S$

** Functions

Suppose $R \subseteq S \times T$. We say that R is a function (partial) if whenever $(a, b) \in R$ and $(a, c) \in R$ for some $b, c \in T$, then we have $b = c$.