

# mathematical structures for computer science 7th edition

**mathematical structures for computer science 7th edition** is a foundational textbook extensively used in computer science education to introduce and explain the mathematical concepts critical to the discipline. This edition continues to provide comprehensive coverage of discrete mathematics, logic, proofs, sets, functions, relations, algorithms, and combinatorics, all tailored to computer science applications. The book is well-known for its clear explanations, rigorous approach, and numerous examples that connect mathematical theory to practical computing problems. Its updated content addresses the evolving needs of students and professionals by including contemporary topics such as graph theory and number theory relevant to cryptography and data structures. This article explores the key features, structure, and contents of the mathematical structures for computer science 7th edition, highlighting its significance and utility. The following sections detail the book's chapters, learning approach, and benefits for students and educators alike.

- Overview of Mathematical Structures for Computer Science 7th Edition
- Core Topics Covered in the Textbook
- Approach to Teaching Discrete Mathematics
- Applications in Computer Science
- Benefits for Students and Educators

## Overview of Mathematical Structures for Computer Science 7th Edition

The mathematical structures for computer science 7th edition is a thoroughly revised version of a classic textbook that serves as an essential resource for computer science students. It builds a solid foundation in discrete mathematics by systematically introducing concepts that are fundamental to algorithm design, software development, and theoretical computer science. The book is authored by renowned experts who focus on clarity and depth, ensuring that readers gain both conceptual understanding and practical skills. Emphasizing formal reasoning and proof techniques, this edition integrates numerous examples and exercises designed to reinforce learning and promote analytical thinking.

## **Authoritative Content and Structure**

This edition maintains a logical progression of topics starting with basic logic and proof strategies before advancing to more complex subjects such as combinatorics, graph theory, and number theory. Each chapter is carefully structured to build upon previous material, making it accessible to students with varying levels of mathematical background. The extensive use of definitions, theorems, and illustrative examples supports a comprehensive grasp of discrete structures essential to computer science.

## **Updated Material and Pedagogical Enhancements**

The 7th edition incorporates recent developments and pedagogical improvements, including clearer explanations, refined exercises, and additional real-world applications. These updates address the evolving curriculum requirements and the increasing interplay between mathematics and computer science disciplines. Enhanced problem sets and review sections encourage active learning and self-assessment, facilitating greater mastery of the material.

## **Core Topics Covered in the Textbook**

The mathematical structures for computer science 7th edition covers a broad spectrum of discrete mathematics topics that underpin computer science theory and practice. This comprehensive approach ensures that students acquire a versatile mathematical toolkit applicable to diverse computing domains.

### **Logic and Proof Techniques**

Logic forms the foundation of mathematical reasoning in computer science. The textbook introduces propositional and predicate logic, truth tables, logical equivalences, and formal proof methods such as direct proofs, proof by contradiction, and induction. Mastery of these proof techniques is critical for verifying algorithm correctness and understanding computational logic.

### **Sets, Functions, and Relations**

Sets and their properties are fundamental to understanding collections of objects in computing. The text explores set operations, functions including injective, surjective, and bijective mappings, and relations with an emphasis on equivalence relations and partial orders. These concepts are vital for database theory, programming languages, and formal specifications.

## **Algorithms and Complexity**

Algorithm analysis is another key topic covered, focusing on asymptotic notation and complexity classes. Understanding these principles helps students evaluate algorithm efficiency and optimize software solutions.

## **Combinatorics and Graph Theory**

Counting techniques, permutations, combinations, and the pigeonhole principle are discussed in depth, providing tools for problem-solving in areas such as network design and resource allocation. Graph theory chapters introduce graphs, trees, connectivity, and traversals, which are crucial for data structures, networking, and artificial intelligence.

## **Number Theory and Cryptography**

The book also addresses elementary number theory concepts like divisibility, prime numbers, and modular arithmetic, which have direct applications in cryptography and security protocols.

## **Approach to Teaching Discrete Mathematics**

The mathematical structures for computer science 7th edition employs a pedagogical approach designed to facilitate deep understanding and practical application of mathematical concepts. It balances theoretical rigor with accessible explanations and ample practice opportunities.

## **Emphasis on Proof and Reasoning**

Proof writing is emphasized throughout the text, fostering logical thinking and analytical skills. Chapters include guided examples of various proof techniques to help students develop confidence in constructing and evaluating mathematical arguments.

## **Illustrative Examples and Exercises**

Each chapter contains numerous examples that illustrate key concepts in context, making abstract ideas more tangible. Exercises range from routine problems to challenging questions aimed at enhancing critical thinking and problem-solving abilities.

# **Integration of Computer Science Applications**

Real-world computing applications are integrated into the material to demonstrate the relevance of discrete mathematics. Examples include algorithm correctness, data structure properties, and cryptographic schemes, linking theory with practice.

## **Applications in Computer Science**

The concepts presented in the mathematical structures for computer science 7th edition have broad applications across various computer science fields, making it an indispensable resource for students pursuing careers in technology.

## **Algorithm Design and Analysis**

The textbook's coverage of logic, recursion, and combinatorics equips students to design and analyze efficient algorithms, a core competency in software engineering and computational theory.

## **Data Structures and Programming Languages**

Understanding sets, relations, and functions supports the design of data structures and informs the semantics and syntax of programming languages, enabling precise and effective coding practices.

## **Cryptography and Security**

Number theory and modular arithmetic provide the mathematical foundation for cryptographic algorithms, essential for securing communication and protecting data integrity in information technology.

## **Benefits for Students and Educators**

The mathematical structures for computer science 7th edition offers numerous advantages to both learners and instructors, making it a highly recommended textbook in computing curricula.

## **Comprehensive and Accessible Resource**

The clear organization and thorough explanations make complex mathematical concepts approachable for students, while the breadth of topics ensures extensive coverage of relevant material.

## **Supports Curriculum and Skill Development**

The book aligns well with standard computer science curricula and supports the development of critical thinking, problem-solving, and analytical skills required in academic and professional settings.

## **Rich Supplementary Material**

Abundant exercises, examples, and review sections facilitate effective teaching and self-study, enabling educators to tailor instruction and students to reinforce learning independently.

## **Key Features at a Glance**

- Detailed exploration of discrete mathematics topics
- Focus on proof techniques and logical reasoning
- Practical examples linked to computing applications
- Updated content reflecting current computer science trends
- Extensive exercises for practice and mastery

## **Frequently Asked Questions**

### **What topics are covered in 'Mathematical Structures for Computer Science, 7th Edition'?**

'Mathematical Structures for Computer Science, 7th Edition' covers topics such as logic, proofs, set theory, functions, relations, combinatorics, graph theory, number theory, and algebraic structures relevant to computer science.

### **Who are the authors of 'Mathematical Structures for Computer Science, 7th Edition'?**

The book is authored by Judith L. Gersting.

### **Is 'Mathematical Structures for Computer Science, 7th Edition' suitable for beginners?**

Yes, the book is designed for undergraduate students and introduces

fundamental mathematical concepts with clear explanations, making it suitable for beginners in computer science.

## **How does the 7th edition of 'Mathematical Structures for Computer Science' differ from previous editions?**

The 7th edition includes updated examples, improved exercises, and reorganized content to enhance clarity and better align with current computer science curricula.

## **Are there any online resources or solution manuals available for 'Mathematical Structures for Computer Science, 7th Edition'?**

Yes, solution manuals and additional resources are often available through the publisher's website or educational platforms, though access may require instructor credentials or purchase.

## **What is the importance of studying mathematical structures in computer science?**

Studying mathematical structures provides a foundational understanding of algorithms, data structures, and computational theory, enabling rigorous reasoning and problem-solving skills essential in computer science.

## **Can 'Mathematical Structures for Computer Science, 7th Edition' be used for self-study?**

Yes, the book's clear explanations and numerous exercises make it a good resource for self-study by students and professionals seeking to strengthen their mathematical foundation.

## **What prerequisites are recommended before reading 'Mathematical Structures for Computer Science, 7th Edition'?**

A basic understanding of high school algebra and discrete mathematics concepts is recommended to get the most out of this book.

## **How does 'Mathematical Structures for Computer Science, 7th Edition' support learning in computer science degree programs?**

The book aligns with typical computer science curricula by providing theoretical underpinnings of computing concepts, supporting courses in

algorithms, data structures, and theoretical computer science.

## Additional Resources

### 1. *Mathematical Structures for Computer Science, 7th Edition*

This textbook by Judith L. Gersting provides a comprehensive introduction to the mathematical concepts essential for computer science. It covers topics such as logic, proofs, set theory, relations, functions, combinatorics, graphs, and algebraic structures. The clear explanations and numerous examples make it suitable for both beginners and those looking to deepen their understanding of discrete mathematics in computing.

### 2. *Discrete Mathematics and Its Applications, 8th Edition*

Authored by Kenneth H. Rosen, this book is a widely used resource that covers discrete mathematical structures with a strong focus on applications in computer science. It includes extensive coverage of logic, algorithms, combinatorics, graph theory, and number theory. The text is known for its clear writing style, practical examples, and numerous exercises that help reinforce concepts.

### 3. *Concrete Mathematics: A Foundation for Computer Science*

By Ronald L. Graham, Donald E. Knuth, and Oren Patashnik, this classic text blends continuous and discrete mathematics to provide a solid foundation for computer science theory. It emphasizes problem-solving and mathematical rigor with topics like sums, recurrences, generating functions, and number theory. The book is well-regarded for its engaging style and challenging exercises.

### 4. *Discrete Mathematics with Applications*

This book by Susanna S. Epp focuses on the development of mathematical reasoning and proof techniques alongside discrete math topics relevant to computer science. It covers logic, set theory, functions, algorithms, and graph theory. The text is praised for its accessible explanations and emphasis on understanding proofs, making it ideal for students new to the subject.

### 5. *Introduction to the Theory of Computation*

Authored by Michael Sipser, this book delves into the mathematical structures underlying computation and automata theory. It covers formal languages, Turing machines, computability, and complexity theory. The clear exposition and rigorous approach make it a staple for students interested in the theoretical aspects of computer science.

### 6. *Graph Theory with Applications to Engineering and Computer Science*

This text by Narsingh Deo offers an in-depth look at graph theory and its applications in computer science and engineering. It covers fundamental concepts like connectivity, coloring, and network flows, with practical examples. The book is valuable for understanding how graph theory models real-world problems in computing.

### 7. *Elements of Discrete Mathematics: A Computer-Oriented Approach*

By C.L. Liu, this book introduces discrete mathematics with a strong emphasis on computer science applications. Topics include logic, sets, relations, functions, combinatorics, and graph theory. The approach is systematic and designed to build a solid mathematical foundation for computer science students.

#### 8. *A Course in Mathematical Logic for Mathematicians*

Authored by Yu. I. Manin, this text explores the formal mathematical structures used in logic and computation. It covers propositional and predicate logic, model theory, and computability. The book is suited for readers interested in the deep theoretical underpinnings of mathematical logic relevant to computer science.

#### 9. *Introduction to Automata Theory, Languages, and Computation*

Written by John E. Hopcroft, Rajeev Motwani, and Jeffrey D. Ullman, this seminal book presents the mathematical structures related to automata theory, formal languages, and computational complexity. It covers finite automata, context-free grammars, Turing machines, and decidability. The text is fundamental for understanding theoretical computer science and its mathematical foundations.

## **Mathematical Structures For Computer Science 7th Edition**

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**mathematical structures for computer science 7th edition:** *Mathematical Structures for Computer Science* Judith L. Gersting, 2007 This edition offers a pedagogically rich and intuitive introduction to discrete mathematics structures. It meets the needs of computer science majors by being both comprehensive and accessible.

**mathematical structures for computer science 7th edition: Samson Abramsky on Logic and Structure in Computer Science and Beyond** Alessandra Palmigiano, Mehrnoosh Sadrzadeh, 2023-08-01 Samson Abramsky's wide-ranging contributions to logical and structural aspects of Computer Science have had a major influence on the field. This book is a rich collection of papers, inspired by and extending Abramsky's work. It contains both survey material and new results, organised around six major themes: domains and duality, game semantics, contextuality and quantum computation, comonads and descriptive complexity, categorical and logical semantics, and probabilistic computation. These relate to different stages and aspects of Abramsky's work, reflecting its exceptionally broad scope and his ability to illuminate and unify diverse topics. Chapters in the volume include a review of his entire body of work, spanning from philosophical aspects to logic, programming language theory, quantum theory, economics and psychology, and relating it to a theory of unification of sciences using dual adjunctions. The section on game semantics shows how Abramsky's work has led to a powerful new paradigm for the semantics of computation. The work on contextuality and categorical quantum mechanics has been highly influential, and provides the foundation for increasingly widely used methods in quantum computing.



The work on comonads and descriptive complexity is building bridges between currently disjoint research areas in computer science, relating Structure to Power. The volume also includes a scientific autobiography, and an overview of the contributions. The outstanding set of contributors to this volume, including both senior and early career academics, serve as testament to Samson Abramsky's enduring influence. It will provide an invaluable and unique resource for both students and established researchers.

**mathematical structures for computer science 7th edition:** Handbook of Algebra M. Hazewinkel, 2000-04-06 Handbook of Algebra

**mathematical structures for computer science 7th edition:** *Unconventional Computation and Natural Computation* Giancarlo Mauri, Alberto Dennunzio, Luca Manzoni, Antonio E. Porreca, 2013-06-03 This book constitutes the refereed proceedings of the 12th International Conference on Unconventional Computation and Natural Computation, UCNC 2013, held in Milan, Italy, in July 2013. The 30 papers (28 full papers, 8 poster papers, and 2 invited papers) were carefully reviewed and selected from 46 submissions. The topics of the volume include: quantum, cellular, molecular, neural, DNA, membrane, and evolutionary computing; cellular automata; computation based on chaos and dynamical systems; massive parallel computation; collective intelligence; computation based on physical principles such as relativistic, optical, spatial, collision-based computing; amorphous computing; physarum computing; hypercomputation; fuzzy and rough computing; swarm intelligence; artificial immune systems; physics of computation; chemical computation; evolving hardware; the computational nature of self-assembly, developmental processes, bacterial communication, and brain processes.

**mathematical structures for computer science 7th edition:** *Generative Programming and Component Engineering* Don Batory, Charles Consel, Walid Taha, 2003-06-30 This volume constitutes the proceedings of the 1st ACM SIGPLAN/SIGSOFT International Conference on Generative Programming and Component Engineering (GPCE 2002), held October 6-8, 2002, in Pittsburgh, PA, USA, as part of the PLI 2002 event, which also included ICFP, PPDP, and related workshops. The future of Software Engineering lies in the automation of tasks that are performed manually today. Generative Programming (developing programs that synthesize other programs), Component Engineering (raising the level of modularization and analysis in application design), and Domain-Specific Languages (elevating program specifications to compact domain-specific notations that are easier to write and maintain) are key technologies for automating program development. In a time of conference and workshop proliferation, GPCE represents a counter-trend in the merging of two distinct communities with strongly overlapping interests: the Generative and Component-Based Software Engineering Conference (GCSE) and the International Workshop on the Semantics, Applications, and Implementation of Program Generation (SAIG). Researchers in the GCSE community address the topic of program automation from a contemporary software engineering viewpoint; SAIG correspondingly represents a community attacking automation from a more formal programming languages viewpoint. Together, their combination provides the depth of theory and practice that one would expect in a premier research conference. Three prominent PLI invited speakers lectured at GPCE 2002: Neil Jones (University of Copenhagen), Catuscia Palamidessi (Penn State University), and Janos Sztipanovits (Vanderbilt University). GPCE 2002 received 39 submissions, of which 18 were accepted.

**mathematical structures for computer science 7th edition:** Computer Science Logic European Association for Computer Science Logic. Conference, 2006-09-20 This book constitutes the refereed proceedings of the 20th International Workshop on Computer Science Logic, CSL 2006, held as the 15th Annual Conference of the EACSL in Szeged, Hungary in September 2006. The 37 revised full papers presented together with 4 invited contributions were carefully reviewed and selected from 132 submissions. All current aspects of logic in computer science are addressed, including automated deduction and interactive theorem proving, constructive mathematics and type theory, equational logic and term rewriting, automata and formal logics, modal and temporal logic, model checking, logical aspects of computational complexity, finite model theory, computational

proof theory, logic programming and constraints, lambda calculus and combinatory logic, categorical logic and topological semantics, domain theory, database theory, specification, extraction and transformation of programs, logical foundations of programming paradigms, verification of security protocols, linear logic, higher-order logic, nonmonotonic reasoning, as well as logics and type systems for biology.

**mathematical structures for computer science 7th edition: *Discrete Mathematics Quiz Book*** S.R. Subramanya, This is a quiz /exercise / self-assessment book. It has a vast collection of questions in Discrete Mathematics. The topical coverage includes: Logic and Proof methods, Sets, Functions, Relations, Properties of integers, Sequences, Induction and Recursion, Basic and advanced counting methods, Discrete probability, Graph theory, Modeling computation, and Boolean algebra.

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**mathematical structures for computer science 7th edition: *Fundamental Approaches to Software Engineering*** Dirk Beyer, Ana Cavalcanti, 2024-04-05 This open access book constitutes the proceedings of the 27th International Conference on Fundamental Approaches to Software Engineering, FASE 2024, held in conjunction with ETAPS 2024 which took place in Luxembourg in April 2024. The 14 full papers included in this book were carefully reviewed and selected from 41 submission. The proceedings also include 5 short papers from the Test-Comp 2024 event that was hosted by FASE. They deal with the broad field of software engineering, focusing on requirements, design, architecture, modeling, applications of AI to software engineering and software engineering for AI-based systems, quality, model-driven engineering, processes, and software evolution.

**mathematical structures for computer science 7th edition: *Typed Lambda Calculi and Applications*** Simona Ronchi Della Rocca, 2007-07-11 This book constitutes the refereed proceedings of the 8th International Conference on Typed Lambda Calculi and Applications, TLCA 2007, held in Paris, France in June 2007 in conjunction with RTA 2007, the 18th International Conference on Rewriting Techniques and Applications as part of RDP 2007, the 4th International Conference on Rewriting, Deduction, and Programming. The 25 revised full papers presented together with 2 invited talks were carefully reviewed and selected from 52 submissions. The papers present original research results that are broadly relevant to the theory and applications of typed calculi and address a wide variety of topics such as proof-theory, semantics, implementation, types, and programming.

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development of logic and logic-related methods, with several dozen international conferences and several times as many workshops addressing the growing richness and diversity of the field, and with the foundational role and importance these methods now assume in mathematics, computer science, artificial intelligence, cognitive science, linguistics, law and many engineering fields where logic-related techniques are used inter alia to state and settle correctness issues, the field has diversified in ways that even the pure logicians working in the early decades of the twentieth century could have hardly anticipated. Logical calculi, which capture an important aspect of human thought, are now amenable to investigation with mathematical rigour and computational support and fertilized the early dreams of mechanised reasoning: *Calculus*. The Dartmouth Conference in 1956 - generally considered as the birthplace of artificial intelligence - raised explicitly the hopes for the new possibilities that the advent of electronic computing machinery offered: logical statements could now be executed on a machine with all the far-reaching consequences that ultimately led to logic programming, deduction systems for mathematics and engineering, logical design and verification of computer software and hardware, deductive databases and software synthesis as well as logical techniques for analysis in the field of mechanical engineering. This volume covers some of the main subareas of computational logic and its applications. - Chapters by leading authorities in the field - Provides a forum where philosophers and scientists interact - Comprehensive reference source on the history of logic

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John Longley, Dag Normann, 2015-11-06 This book offers a self-contained exposition of the theory of computability in a higher-order context, where 'computable operations' may themselves be passed as arguments to other computable operations. The subject originated in the 1950s with the work of Kleene, Kreisel and others, and has since expanded in many different directions under the influence of workers from both mathematical logic and computer science. The ideas of higher-order computability have proved valuable both for elucidating the constructive content of logical systems, and for investigating the expressive power of various higher-order programming languages. In contrast to the well-known situation for first-order functions, it turns out that at higher types there are several different notions of computability competing for our attention, and each of these has given rise to its own strand of research. In this book, the authors offer an integrated treatment that draws together many of these strands within a unifying framework, revealing not only the range of possible computability concepts but the relationships between them. The book will serve as an ideal introduction to the field for beginning graduate students, as well as a reference for advanced researchers

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Andre Rauber Du Bois, Phil Trinder, 2013-09-24 This book constitutes the proceedings of the 17th Brazilian Symposium on Programming Languages, SBLP 2013, held in Brasília, Brazil, in September/October 2013. The 10 full and 2 keynote talks were carefully reviewed and selected from 31 submissions. The papers are organized in topical sections on program generation and transformation, including domain-specific languages and model-driven development in the context of programming languages, programming paradigms and styles, including functional, object-oriented, aspect-oriented, scripting languages, real-time, service-oriented, multithreaded, parallel, and distributed programming, formal semantics and theoretical foundations, including denotational, operational, algebraic and categorical, program analysis and verification, including type systems, static analysis and abstract interpretation, and programming language design and implementation, including new programming models, programming language environments, compilation and interpretation techniques.

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Calculi Gilles Dowek, 2014-07-01 This book constitutes the refereed proceedings of the Joint 25th International Conference on Rewriting Techniques and Applications, RTA 2014, and 12th International Conference on Typed Lambda-Calculi and Applications, TLCA 2014, held as part of the Vienna Summer of Logic, VSL 2014, in Vienna, Austria, in July 2014. The 28 revised full papers and 3 short papers presented were carefully reviewed and selected from 87 submissions. The papers

provide research results on all aspects of rewriting and typed lambda calculi, ranging from theoretical and methodological issues to applications in various contexts. They address a wide variety of topics such as algorithmic aspects, implementation, logic, types, semantics, and programming.

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Hartmut Ehrig, Reiko Heckel, Grzegorz Rozenberg, Gabriele Taentzer, 2008-09-18 This book constitutes the refereed proceedings of the 4th International Conference on Graph Transformations, ICGT 2008, held in Leicester, UK, in September 2008. The 27 revised full papers presented together with 5 tutorial and workshop papers and 3 invited lectures were carefully selected from 57 submissions. All current aspects in graph drawing are addressed including hypergraphs and termgraph rewriting, applications of graph transformation, execution of graph transformations, compositional systems, validation and verification, graph languages and special transformation concepts, as well as patterns and model transformations. In addition the volume contains 17 short papers of the ICGT 2008 Doctoral Symposium.

**mathematical structures for computer science 7th edition: *Joachim Lambek: The Interplay***

*of Mathematics, Logic, and Linguistics* Claudia Casadio, Philip J. Scott, 2021-03-20 This book is dedicated to the life and work of the mathematician Joachim Lambek (1922-2014). The editors gather together noted experts to discuss the state of the art of various of Lambek's works in logic, category theory, and linguistics and to celebrate his contributions to those areas over the course of his multifaceted career. After early work in combinatorics and elementary number theory, Lambek became a distinguished algebraist (notably in ring theory). In the 1960s, he began to work in category theory, categorical algebra, logic, proof theory, and foundations of computability. In a parallel development, beginning in the late 1950s and for the rest of his career, Lambek also worked extensively in mathematical linguistics and computational approaches to natural languages. He and his collaborators perfected production and type grammars for numerous natural languages. Lambek grammars form an early noncommutative precursor to Girard's linear logic. In a surprising development (2000), he introduced a novel and deeper algebraic framework (which he called pregroup grammars) for analyzing natural language, along with algebraic, higher category, and proof-theoretic semantics. This book is of interest to mathematicians, logicians, linguists, and computer scientists.

**mathematical structures for computer science 7th edition: *Rewriting Techniques and***

*Applications* Sophie Tison, 2003-08-02 This book constitutes the refereed proceedings of the 13th International Conference on Rewriting Techniques and Applications, RTA 2002, held in Copenhagen, Denmark, in July 2002. The 20 regular papers, two application papers, and four system descriptions presented together with three invited contributions were carefully reviewed and selected from 49 submissions. All current aspects of rewriting are addressed.

**mathematical structures for computer science 7th edition: *Dependable and Historic***

*Computing* Cliff B. Jones, John L. Lloyd, 2012-01-24 This Festschrift volume, published in honor of Brian Randell on the occasion of his 75th birthday, contains a total of 37 refereed contributions. Two biographical papers are followed by the six invited papers that were presented at the conference 'Dependable and Historic Computing: The Randell Tales', held during April 7-8, 2011 at Newcastle University, UK. The remaining contributions are authored by former scientific colleagues of Brian Randell. The papers focus on the core of Brian Randell's work: the development of computing science and the study of its history. Moreover, his wider interests are reflected and so the collection comprises papers on software engineering, storage fragmentation, computer architecture, programming languages and dependability. There is even a paper that echoes Randell's love of maps. After an early career with English Electric and then with IBM in New York and California, Brian Randell joined Newcastle University. His main research has been on dependable computing in all its forms, especially reliability, safety and security aspects, and he has led several major European collaborative projects.

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