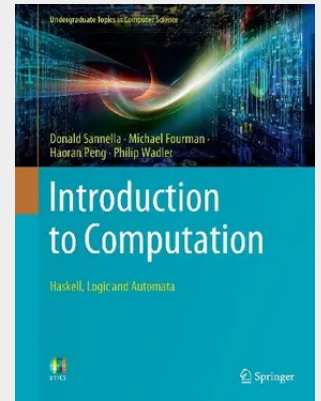


## Introduction to Computation

Haskell, Logic and Automata

Computation, itself a form of calculation, incorporates steps that include arithmetical and non-arithmetical (logical) steps following a specific set of rules (an algorithm). This uniquely accessible textbook introduces students using a very distinctive approach, quite rapidly leading them into essential topics with sufficient depth, yet in a highly intuitive manner. From core elements like sets, types, Venn diagrams and logic, to patterns of reasoning, calculus, recursion and expression trees, the book spans the breadth of key concepts and methods that will enable students to readily progress with their studies in Computer Science.

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