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Mathematics in computing. An accessible guide to historical, foundational and application contexts.

London: Springer (ISBN 978-1-4471-4533-2/hbk; 978-1-4471-4534-9/ebook). xix, 285 p. (2013).

As promised by its title, the book surveys several mathematical topics relevant to computer science such as predicate logic, number theory, coding theory, statistics, calculus, and graph theory. Some less mathematical topics are also treated, for example software engineering, formal methods, and computability. The book's scope is rather broad than deep, and its level is suitable for first year students of computer science. By demonstrating the richness of the computing field, the book can hopefully help attracting a more diverse next generation of computer science students.

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