

# Math Notes

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Github

POSIX Nexus serves as a comprehensive cross-language reference hub that explores the implementation and behavior of POSIX-compliant functionality across a diverse set of programming environments. Built atop the foundational IEEE Portable Operating System Interface (POSIX) standards, this project emphasizes compatibility, portability, and interoperability between operating systems.

## Abstract

## Contents

<b>I Algebra</b>	
I Algebraic Identities . . . . .	III
I Nomials . . . . .	V
I Polynomial Exponents . . . . .	VI
I Dividing Polynomials . . . . .	IX
I Multiplying Polynomials . . . . .	X
I Combining Polynomials . . . . .	XI
I FOIL Method . . . . .	XIV
I Factoring Polynomials . . . . .	XV
I Expanding Polynomials . . . . .	XXII
I Lowest Common Denominator . . . . .	XXIII
I Brackets . . . . .	XXV
I Dividing . . . . .	XXVIII
I Multiply . . . . .	XXIX
I Radicals . . . . .	XXX
I Linear Algebra . . . . .	XXXIII
I Linear Equations . . . . .	XXXIII
I Coordinate Plane . . . . .	XXXV
I Distance Formula . . . . .	XXXVIII
<b>II Sets</b>	
II Complex . . . . .	XLI
II Finite Fields . . . . .	XLI
II Integers . . . . .	XLI
II Natural Numbers . . . . .	XLII
II Primes . . . . .	XLII
II Quaternions . . . . .	XLII
II Rationals . . . . .	XLII
II Reals . . . . .	XLIII
II Vector Spaces . . . . .	XLIII
<b>III Definitions</b>	
III Pairs . . . . .	XLIII
III Notation . . . . .	XLVI
III Delta in Mathematics . . . . .	XLVI
III Theta in Mathematics . . . . .	XLVII
III Epsilon in Mathematics . . . . .	XLVII
III Delta in Mathematics . . . . .	XLVIII
III Proportional Symbol . . . . .	XLIX
III Infinity in Mathematics . . . . .	XLIX
III Perpendicular Symbol . . . . .	L
III Plus-Minus and Minus-Plus . . . . .	LI
III Parallel Symbol . . . . .	LII

III	Angle Symbol . . . . .	LII
III	Similar vs Equivalent . . . . .	LIII
III	Approximate Symbol . . . . .	LIV
III	Similar or Equal Symbol . . . . .	LV
III	Congruent Symbol . . . . .	LVI
III	Limit Symbol (lim) . . . . .	LVI



# I Algebra

## I Algebraic Identities

### Difference of Squares

- ⇒ **Definition** ⇒ Product of sum and difference equals difference of squares
- ⇒ **General Formula** ⇒  $a^2 - b^2 = (a - b)(a + b)$
- ⇒ **Pattern** ⇒ Always collapses into two linear factors
- ⇒ **Example** ⇒  $x^2 - 9 = (x - 3)(x + 3)$
- ⇒ **Extension** ⇒ Used in rationalizing denominators and factoring quadratics

### Sum of Cubes

- ⇒ **Definition** ⇒ Sum of cubes factors into binomial and trinomial
- ⇒ **General Formula** ⇒  $a^3 + b^3 = (a + b)(a^2 - ab + b^2)$
- ⇒ **Pattern** ⇒ Binomial carries the sum, trinomial balances with alternating signs
- ⇒ **Example** ⇒  $x^3 + 8 = (x + 2)(x^2 - 2x + 4)$
- ⇒ **Extension** ⇒ Pairs with difference of cubes for full cubic factorization

### Difference of Cubes

- ⇒ **Definition** ⇒ Difference of cubes factors into binomial and trinomial
- ⇒ **General Formula** ⇒  $a^3 - b^3 = (a - b)(a^2 + ab + b^2)$
- ⇒ **Pattern** ⇒ Binomial carries the difference, trinomial balances with all positives
- ⇒ **Example** ⇒  $x^3 - 27 = (x - 3)(x^2 + 3x + 9)$
- ⇒ **Extension** ⇒ Complements sum of cubes in cubic identities



## Perfect Square Trinomial

- ⊕ **Definition** ⇒ Squaring a binomial produces a trinomial pattern
- ⊕ **General Formula** ⇒  $(a + b)^2 = a^2 + 2ab + b^2$
- ⊕ **Negative Case** ⇒  $(a - b)^2 = a^2 - 2ab + b^2$
- ⊕ **Pattern** ⇒ Always: square + double product + square
- ⊕ **Example** ⇒  $(x + 3)^2 = x^2 + 6x + 9$
- ⊕ **Extension** ⇒ Recognizing this pattern speeds up factoring and simplification

## Exponent and Radical Identities

- ⊕ **Power of a Power** ⇒  $(a^m)^n = a^{mn}$
- ⊕ **Negative Exponent** ⇒  $a^{-n} = \frac{1}{a^n}$
- ⊕ **Fractional Exponent** ⇒  $\sqrt[n]{a^m} = a^{m/n}$
- ⊕ **Product Rule** ⇒  $a^m \cdot a^n = a^{m+n}$
- ⊕ **Quotient Rule** ⇒  $\frac{a^m}{a^n} = a^{m-n}$
- ⊕ **Extension** ⇒ Links radicals, reciprocals, and powers into one unified system

## Binomial Expansion

- ⊕ **Definition** ⇒ Expansion of  $(a + b)^n$  into a sum of terms
- ⊕ **General Formula** ⇒  $(a + b)^n = \sum_{k=0}^n \binom{n}{k} a^{n-k} b^k$
- ⊕ **Binomial Coefficient** ⇒  $\binom{n}{k} = \frac{n!}{k!(n-k)!}$
- ⊕ **Pattern** ⇒ Exponents of  $a$  decrease, exponents of  $b$  increase
- ⊕ **Symmetry** ⇒ Coefficients are symmetric:  $\binom{n}{k} = \binom{n}{n-k}$
- ⊕ **Connection** ⇒ Coefficients form Pascal's Triangle
- ⊕ **Example** ⇒  $(x + 1)^4 = x^4 + 4x^3 + 6x^2 + 4x + 1$



## I Nomials

### Nomial Lineage

- ⇒ **Monomial** ⇒ One term only, e.g.  $7x^2$
- ⇒ **Binomial** ⇒ Two terms, e.g.  $x + 2$
- ⇒ **Trinomial** ⇒ Three terms, e.g.  $x^2 + 3x + 2$
- ⇒ **Polynomial** ⇒ Many terms, general family
- ⇒ **Technique** ⇒ Prefix indicates number of terms
- ⇒ **Outcome** ⇒ Classification helps organize algebraic expressions

Monomial:  $ax^n$  (1)  
 Binomial:  $ax^n + bx^m$  (2)  
 Trinomial:  $ax^n + bx^m + cx^k$  (3)

### Polynomial Forms

- ⇒ **Monomial** ⇒ One term only, e.g.  $7x^2$
- ⇒ **Binomial** ⇒ Two unlike terms, e.g.  $x + 2$
- ⇒ **Trinomial** ⇒ Three terms, e.g.  $x^2 + 3x + 2$
- ⇒ **Polynomial** ⇒ General family with many terms
- ⇒ **Technique** ⇒ Prefix indicates number of terms
- ⇒ **Outcome** ⇒ Classification helps organize algebraic expressions

### Like Terms

- ⇒ **Definition** ⇒ Expressions with identical variable parts, e.g.  $3x^2$  and  $-5x^2$
- ⇒ **Variable Match** ⇒ Same variables with same exponents
- ⇒ **Coefficient** ⇒ Numbers in front may differ
- ⇒ **Technique** ⇒ Combine by adding or subtracting coefficients
- ⇒ **Outcome** ⇒ Simplifies polynomials by reducing to fewer terms



## Coefficient

- ➊ **Definition** ⇒ The number in front of a variable, e.g. in  $7x$  the coefficient is 7
- ➋ **Variable Match** ⇒ It scales the variable part without changing its type
- ➌ **Examples** ⇒  $3x^2$  has coefficient 3,  $-5y$  has coefficient -5
- ➍ **Constants** ⇒ A constant term like 4 can be seen as coefficient 4 of  $x^0$
- ➎ **Outcome** ⇒ Coefficients tell how strongly each variable contributes to the polynomial

# I Polynomial Exponents

## Definition of Negative Exponent

- ➊ **Positive Exponent** ⇒  $x^n$  means multiply  $x$  by itself  $n$  times
- ➋ **Negative Exponent** ⇒  $x^{-n}$  means reciprocal of  $x^n$
- ➌ **Rule** ⇒  $x^{-n} = \frac{1}{x^n}$
- ➍ **Example** ⇒  $x^{-3} = \frac{1}{x^3}$
- ➎ **Use** ⇒ Negative exponents express division or reciprocals in algebra and calculus

$$x^3 = x \cdot x \cdot x \Rightarrow x^{-3} = \frac{1}{x^3}$$

## Using Negative Exponents

- ➊ **Step 1** ⇒ Recall exponent rules:  $x^a \cdot x^b = x^{a+b}$
- ➋ **Step 2** ⇒ Set  $a = 3, b = -3$ :  $x^3 \cdot x^{-3} = x^0$
- ➌ **Step 3** ⇒ But  $x^0 = 1$
- ➍ **Step 4** ⇒ So  $x^{-3}$  must equal  $\frac{1}{x^3}$
- ➎ **Outcome** ⇒ Negative exponent means reciprocal of positive power



## Exponent Flip Examples

$$x^5 = \frac{1}{x^{-5}} \quad x^{12} = \frac{1}{x^{-12}} \quad (4)$$

$$x^{17} = \frac{1}{x^{-17}} \quad 15x^9 = \frac{15}{x^{-9}} \quad (5)$$

$$28x^5 = \frac{28}{x^{-5}} \quad x^5 = \frac{1}{x^{-5}} \quad (6)$$

$$x^{-3} = \frac{1}{x^3} \quad x^3 = \frac{1}{x^{-3}} \quad (7)$$

$$x^{-3} = \frac{1}{x^3} \quad (8)$$

### Polynomial Exponent Rules Applied

- ▶ **Power of a Power**  $\Rightarrow (a^m)^n = a^{mn}$
- ▶ **Nested Powers**  $\Rightarrow$  Combine:  $8 \cdot 3 = 24$
- ▶ **Outer Flip**  $\Rightarrow$  Apply  $(-9)$ :  $x^{768y^{5z^3}} \rightarrow x^{-6912y^{5z^3}}$
- ▶ **Technique**  $\Rightarrow$  Multiply all exponents carefully, preserve inner structure
- ▶ **Outcome**  $\Rightarrow$  Final simplified form:  $x^{-6912y^{5z^3}}$

$$\begin{aligned} (((x^{32y^{5z^3}})^8)^3)^{-9} &= (x^{32y^{5z^3}})^{8 \cdot 3} \Rightarrow x^{768y^{5z^3}} \\ &= \left(x^{768y^{5z^3}}\right)^{-9} \Rightarrow x^{-9 \cdot 768y^{5z^3}} \\ &= x^{-6912y^{5z^3}} \end{aligned}$$

### Exponent Rules Applied

- ▶ **Power of a Power**  $\Rightarrow (a^m)^n = a^{mn}$
- ▶ **Nested Powers**  $\Rightarrow$  Combine:  $8 \cdot 3 = 24$
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- ▶ **Technique**  $\Rightarrow$  Multiply all exponents carefully, preserve inner structure
- ▶ **Outcome**  $\Rightarrow$  Final simplified form:  $x^{-6912y^{5z^3}}$



$$\begin{aligned}x^2 \cdot x^4 &= x^{2+4} \Rightarrow x^6 \\x^7 \cdot x^5 &= x^{5+7} \Rightarrow x^{12} \\x^8 \cdot x^9 &= x^{8+9} \Rightarrow x^{17} \\(3x^3)(5x^6) &= (3 \cdot 5)x^{3+6} \Rightarrow 15x^9 \\(4x^2)(7x^3) &= (4 \cdot 7)x^{2+3} \Rightarrow 28x^5 \\(4xy^2)(8x^2y^3) &= (4 \cdot 8)x^{1+2}(1 \cdot 1)y^{2+3} \Rightarrow 32x^3y^5 \\(5x^2y^3)(6x^3y^4) &= (5 \cdot 6)x^{2+3}(1 \cdot 1)y^{3+4} \Rightarrow 30x^5y^7 \\(7x^3y^4)(8x^5y^7) &= (7 \cdot 8)x^{3+5}(1 \cdot 1)y^{4+7} \Rightarrow 56x^8y^{11}\end{aligned}$$

$$\begin{aligned}(x^3)^4 &= x^{3 \cdot 4} = x^{12} \\(x^4)^6 &= x^{4 \cdot 6} = x^{24} \\(x^3)^5 &= x^{3 \cdot 5} = x^{15} \\(3x^2)^4 &= 3^{1 \cdot 4}x^{2 \cdot 4} = 3^4x^8 = 81x^8 \\(2x^3)^3 &= 2^{1 \cdot 3}x^{3 \cdot 3} = 2^3x^9 = 8x^9\end{aligned}$$

$$\begin{aligned}(3x^2)^2(2x^3)^3 &= 3^{1 \cdot 2}x^{2 \cdot 2}2^{1 \cdot 3}x^3 \cdot 3 \\&= 3^2x^42^3x^9 \\&= 9 \cdot 8x^{4+9} \\&= 72x^{13}\end{aligned}$$

$$\begin{aligned}(3^2x^3y^4)^2(2^3x^2y^5)^3 &= (3^{2 \cdot 2}x^{3 \cdot 2}y^{4 \cdot 2})(2^{3 \cdot 3}x^{2 \cdot 3}y^{5 \cdot 3}) \\&= (3^4x^6y^8)(2^9x^6y^{15}) \\&= (81x^6y^8)(512x^6y^{15}) \\&= 81 \cdot 512x^6 + 6y^{8+15} \\&= 41472x^{12}y^{23}\end{aligned}$$



$$\begin{aligned}-2^3 &= -2 \cdot -2 \cdot -2 = -8 \\ (-2)^3 &= -2 \cdot -2 \cdot -2 = -8 \\ -(-2)^3 &= -2 \cdot -2 \cdot -2 = 8\end{aligned}$$

$$\begin{aligned}(-7x^2y^3)^0 &= -7^{2 \cdot 0}x^{2 \cdot 0}y^{3 \cdot 0} \\ &= -7^0x^0y^0 \\ &= 1 \cdot 1 \cdot 1 \\ &= 1\end{aligned}$$

$$\begin{aligned}3x(5x + 8) &= 15x^2 + 24x \\ 4x(x^2 - 2x + 3) &= 4x^3 - 8x^2 + 12x\end{aligned}$$

## I Dividing Polynomials

$$\frac{x^8}{x^3} = x^{8-3} \Rightarrow x^5 \quad (9)$$

$$\frac{x^5}{x^2} = x^{5-2} \Rightarrow x^3 \quad (10)$$

$$\frac{x^5}{x^8} = x^{5-8} \Rightarrow x^{-3} \quad (11)$$

$$\frac{x^4}{x^7} = x^{4-7} \Rightarrow x^{-3} \quad (12)$$

(13)

$$\begin{aligned}\frac{24x^9y^5}{8x^3y^{12}} &= \frac{24}{8}x^{9-3}\frac{1}{1}y^{5-12} \\ &= 3x^6y^{-7} \\ &= \frac{3x^6}{y^7}\end{aligned}$$



$$\begin{aligned}\frac{12x^5y^{-3}z^4}{36x^8y^{-4}z^{-8}} &= \frac{\frac{12}{3}x^{5-8}}{\frac{36}{3}} \frac{1}{1}y^{-3-(-4)} \frac{1}{1}z^{4-(-8)} \\ &= \frac{x^{-3}y^1z^{12}}{3} \\ &= \frac{yz^{12}}{3x^3}\end{aligned}$$

## I Multiplying Polynomials

### Multiplication Symbols

- ➊ **Dot** ⇒ · is clean, algebraic, avoids confusion with  $x$
- ➋ **Times** ⇒ × is bold, arithmetic, or cross product
- ➌ **Context** ⇒ Use · in algebra, × in arithmetic or vectors
- ➍ **Technique** ⇒ Choose based on clarity and audience
- ➎ **Outcome** ⇒ Both mean multiplication, but notation signals intent

$$x^2 \cdot x^4 = x^{2+4} \Rightarrow x^6$$

$$x^7 \cdot x^5 = x^{5+7} \Rightarrow x^{12}$$

$$x^8 \cdot x^9 = x^{8+9} \Rightarrow x^{17}$$

$$(3x^3)(5x^6) = (3 \cdot 5)x^{3+6} \Rightarrow 15x^9$$

$$(4x^2)(7x^3) = (4 \cdot 7)x^{2+3} \Rightarrow 28x^5$$



$$(4xy^2)(8x^2y^3) = (4 \cdot 8)x^{1+2}(1 \cdot 1)y^{2+3} \Rightarrow 32x^3y^5$$

$$(5x^2y^3)(6x^3y^4) = (5 \cdot 6)x^{2+3}(1 \cdot 1)y^{3+4} \Rightarrow 30x^5y^7$$

$$(7x^3y^4)(8x^5y^7) = (7 \cdot 8)x^{3+5}(1 \cdot 1)y^{4+7} \Rightarrow 56x^8y^{11}$$

## I Combining Polynomials

$$x + 4 = 7 \Rightarrow x + 4 - 4 = 7 - 4 \Rightarrow x + 0 = 3$$

$$x + 9 = 15 \Rightarrow x + 9 - 9 = 15 - 9 \Rightarrow x + 0 = 6$$

$$6 + x = 13 \Rightarrow 6 + x - 6 = 13 - 6 \Rightarrow 0 + x = 7$$

$$x - 3 = 9 \Rightarrow x - 3 + 3 = 9 + 3 \Rightarrow x + 0 = 12 \Rightarrow x = 12$$

$$x - 8 = 7 \Rightarrow x - 8 + 8 = 7 + 8 \Rightarrow x + 0 = 15 \Rightarrow x = 15$$

$$3x + 5 = 11 \Rightarrow 3x + 5 - 5 = 11 - 5 \Rightarrow \frac{3x}{3} = \frac{6}{3} \Rightarrow x = 2$$

$$6.3 = -2 + x \Rightarrow 6.3 + 2 = -2 + 2 + x \Rightarrow 6.3 = 0 + x \Rightarrow x = 6.3$$

$$5 = x - 8 \Rightarrow 5 + 8 = x - 8 + 8 \Rightarrow 13 = x - 0 \Rightarrow \\ \hookrightarrow x = 13$$

$$5 - x = 12 \Rightarrow 5 - 12 - x + x = 12 - 12 + x \Rightarrow \\ \hookrightarrow -7 = 0 + x \Rightarrow x = -7$$

$$-8 = 5 - x \Rightarrow -8 + 8 = 5 + 8 - x \Rightarrow 0 + x = 13 - x + x \Rightarrow \\ \hookrightarrow x = 13$$

$$3x = 12 \Rightarrow \frac{3x}{3} = \frac{12}{3} \Rightarrow \frac{x}{1} = 4 \Rightarrow x = 4$$

$$7x = 14 \Rightarrow \frac{7x}{7} = \frac{14}{7} \Rightarrow \frac{x}{1} = 2 \Rightarrow x = 2$$

$$-6x = -30 \Rightarrow \frac{-6x}{-6} = \frac{-30}{-6} \Rightarrow \frac{-x}{-1} = 5 \Rightarrow x = 5$$



$$-8x = 48 \Rightarrow \frac{-8x}{-8} = \frac{48}{-8} \Rightarrow \frac{-x}{-1} = -6 \Rightarrow x = -6$$

$$7x = -56 \Rightarrow \frac{7x}{7} = \frac{-56}{7} \Rightarrow \frac{x}{1} = -8 \Rightarrow x = -8$$

$$-8x = -72 \Rightarrow \frac{-8x}{-8} = \frac{-72}{-8} \Rightarrow \frac{x}{1} = 9 \Rightarrow x = 9$$

$$4x + 3 = 6x - 15 \Rightarrow 4x - 4x + 3 + 15 = 6x - 4x - 15 + 15 \Rightarrow \\ \hookrightarrow \frac{18}{2} = \frac{2x}{2}; \Rightarrow x = 9$$

$$3(2x - 4) = 5(3x + 2) - 3 \Rightarrow 6x - 12 = 15x + 10 - 3 \Rightarrow \\ \hookrightarrow 6x - 6x - 12 - 7 = 15x - 6x + 7 - 7 \Rightarrow \\ \hookrightarrow \frac{-19}{9} = \frac{9x}{9} \Rightarrow x = \frac{-19}{9}$$

$$\frac{3}{4}x - \frac{2}{3} = 12 \Rightarrow (\frac{3}{4}x \cdot 4)3 - (\frac{2}{3} \cdot 3)4 = 12 \cdot 12 \\ \hookrightarrow (3x)3 - (2)4 = 144 \Rightarrow 9x - 8 + 8 = 144 + 8 \Rightarrow \\ \hookrightarrow \frac{9x}{9} = \frac{152}{9} \Rightarrow x = \frac{152}{9}$$

$$\frac{2}{3}x + 5 = 8 \Rightarrow (\frac{2}{3}x + 5 = 8)3 \Rightarrow 2x + 15 - 15 = 24 - 15 \Rightarrow \\ \hookrightarrow \frac{2x}{2} = \frac{9}{2} \Rightarrow x = \frac{9}{2}$$



$$\begin{aligned}(3x + 5) + (4x - 2) &= 7x + 3 \\(4x^2 + 3x + 9) + (5x^2 + 7x - 4) &= 9x^2 + 10x + 5 \\(5x^2 - 6x - 12) - (7x^2 + 4x - 13) &= 5x^2 - 6x - 12 - 7x^2 - 4x + 13 \\&= 5x^2 - 7x^2 - 12 + 13 - 6x - 4x \\&= -2x^2 + 1 - 10x\end{aligned}$$

## I FOIL Method

$$(a + b)(c + d) = ac + ad + bc + bd \quad (14)$$

### FOIL Method

- ➊ **First** ⇒ Multiply first terms:  $a \cdot c$
- ➋ **Outer** ⇒ Multiply outer terms:  $a \cdot d$
- ➌ **Inner** ⇒ Multiply inner terms:  $b \cdot c$
- ➍ **Last** ⇒ Multiply last terms:  $b \cdot d$
- ➎ **Outcome** ⇒ Sum all four products to get the expanded expression

$$\begin{aligned}(2x + 5)(4x^2 - 3x + 6) &= (2 \cdot 4)x^{1+2} + (2 \cdot -3)^{1+1} + (2 \cdot 6)x \\&\quad \hookrightarrow +(5 \cdot 4)x^2 + (5 \cdot -3)x + (5 \cdot 6) \\&= 8x^3 + (-6 + 20)^2 + (12 + -15)x + 30 \\&= 8x^3 + 14x^2 + -3x + 30\end{aligned}$$



$$\begin{aligned}
 & (3x^2 - 2x + 4)(4x^2 + 5x + -6) = \\
 & \hookrightarrow (3 \cdot 4)x^{2+2} + (3 \cdot 5)x^{2+1} + (3 \cdot -6)x^{2+0} \\
 & \hookrightarrow +(-2 \cdot 4)x^{1+2} + (-2 \cdot 5)x^{1+1} + (-2 \cdot -6)x^{1+0} \\
 & \hookrightarrow +(4 \cdot 4)x^{0+2} + (4 \cdot 5)x^{0+1} + (4 \cdot -6)x^{0+0} \\
 & = 12x^4 + (15 + -8)x^3 + (-18 + -10 + 16)x^2 + (12 + 20)x + -24 \\
 & = 12x^4 + 7x^3 + -12x^2 + 32x + -24
 \end{aligned}$$

## I Factoring Polynomials

$$4a^2 + 2ab - 3a^2b + 5$$

Terms	Factors	Prime Factors
$4a^2$	$4, a^2$	$2, 2, a, a$
$2ab$	$3, a, b$	$2, a, b$
$-3a^2b$	$-3, a^2, b$	$-3, a, a, b$
$5$	$5$	$5$

$$xy^2 - 3x^2y^2 - 6y + z$$

Terms	Factors	Prime Factors
$xy^2$	$4, a^2$	$2, 2, a, a$
$-3x^2y$	$3, a, b$	$2, a, b$
$-6y$	$-6, y$	$-2, 3, y$
$z$	$z$	$z$

$$-5 + 2(3a^2 - 3t)$$

Terms	Factors	Prime Factors
$-5$	$-5$	$-5$
$2(3a^2 - 3t)$	$2 \cdot 3a^2 - 3t$	$2 \cdot 3a^2 - 3t$
$6t$	$6, t$	$3, 3, t$



$$3x^2 + 5x - 2$$

Terms	Factors	Prime Factors
$3x^2$	$3, x^2$	$3 \cdot x \cdot x$
$5x$	$5, x$	$5, x$
$-2$	$-2$	$-2$

### Definition of Prime Factor

- ➊ **Prime** ⇒ A number greater than 1 divisible only by 1 and itself
- ➋ **Factor** ⇒ A number that divides another evenly
- ➌ **Prime Factor** ⇒ A prime number that divides another number exactly
- ➍ **Example** ⇒  $60 = 2^2 \cdot 3 \cdot 5$ ; prime factors are 2, 3, 5
- ➎ **Use** ⇒ Prime factors are the building blocks of integers, used in LCM, GCD, and simplification

Find LCM of 12 and 18

$$\begin{aligned}12 &= 2^2 \cdot 3 \quad \Rightarrow \\18 &= 2 \cdot 3^2 \quad \Rightarrow \\ \text{LCM} &= 2^2 \cdot 3^2 \quad \rightarrow 36\end{aligned}$$

### Using Prime Factors for LCM

- ➊ **Step 1** ⇒ Prime factorize each number
- ➋ **Step 2** ⇒ Collect all distinct primes
- ➌ **Step 3** ⇒ Take the highest power of each prime
- ➍ **Step 4** ⇒ Multiply them together
- ➎ **Outcome** ⇒  $\text{LCM}(12,18) = 36$

### Euclidean Modulus

```
1 define nx_pt_mod(x, y) {
2     x = nx_abs(x)
3         if (x == 0)
4             return 0
5     y = nx_abs(y)
```



```

6         if (y > 0)           return x - y * nx_pt_trunc(x / y)
7             print "<nx:impurity/>" 
8             return -1
9
10    }

```

### The Greatest Common Factor

```

1 define nx_euc(x, y) {
2     auto n
3     if (x == y)           return x
4     while (x > 0 && y > 0) {
5         n = x
6         x = nx_pt_mod(y, x)
7         y = n
8     }
9     return n
10}

```

$$(8, 12) \mapsto \gcd(8, 12) = 4$$

$$8x + 12 \Rightarrow 4\left(\frac{8x}{2} + \frac{12}{4}\right) \Rightarrow 4(2x + 3)$$

$$(4, 2) \mapsto \gcd(4, 2) = 2$$

$$4x^2 + 2x \Rightarrow 2x\left(\frac{4x^2}{2x} + \frac{2x}{2x}\right) \Rightarrow 2x(2x + 1)$$

$$(12, 18) \mapsto \gcd(12, 18) = 6$$

$$12ab^2 + 18a^2b^3 \Rightarrow 6ab^2(2 + 3ab)$$



## Definition of Perfect Square

- ⇒ **Perfect Square** ⇒ A number that can be expressed as  $n^2$  for some integer  $n$
- ⇒ **Integer Squared** ⇒ Formed by multiplying an integer by itself
- ⇒ **Examples** ⇒ 1, 4, 9, 16, 25, 36, ...
- ⇒ **Non-Examples** ⇒ 2, 3, 5, 6, 7, 10, ...
- ⇒ **Use** ⇒ Perfect squares appear in factoring, radicals, and Pythagorean identities

Check if 49 is a perfect square

$$\begin{aligned} 49 &= 7 \cdot 7 \Rightarrow \\ &= 7^2 \hookrightarrow \end{aligned}$$

Therefore, 49 is a perfect square.

## Using Perfect Squares

- ⇒ **Step 1** ⇒ Identify the number
- ⇒ **Step 2** ⇒ Ask if it can be written as  $n^2$
- ⇒ **Step 3** ⇒ If yes, it is a perfect square
- ⇒ **Step 4** ⇒ If no, it is not
- ⇒ **Outcome** ⇒ 49 is a perfect square since  $49 = 7^2$

## Difference of Squares Applied

- ⇒ **Identity** ⇒  $(a^2 - b^2) = (a - b)(a + b)$
- ⇒ **Example** ⇒  $x^2 - 9$
- ⇒ **Factorization** ⇒ Apply rule:  $x^2 - 3^2 = (x - 3)(x + 3)$
- ⇒ **Technique** ⇒ Recognize perfect squares and subtract
- ⇒ **Outcome** ⇒ Final factored form:  $(x - 3)(x + 3)$

$$x^2 - 9 \Rightarrow x^2 - 3^2 \Rightarrow (x - 3)(x + 3)$$



## Perfect Squares Difference

- ⇒ **Identity** ⇒  $(a^2 - b^2) = (a - b)(a + b)$
- ⇒ **Example** ⇒  $x^2 - 9$
- ⇒ **Factorization** ⇒  $(x - 3)(x + 3)$
- ⇒ **Technique** ⇒ Spot the squares, apply the difference rule
- ⇒ **Outcome** ⇒ Factored polynomial form

$$(25) \mapsto \sqrt{(25)} = 5$$

$$x^2 - 25 \Rightarrow (x + 5)(x - 5)$$

$$(x - 5)(x + 5) \Rightarrow x^2 + 5x + -5x + -25 \Rightarrow$$

$$\leftrightarrow x^2 + (5x + -5x \Rightarrow 0) - 25 \Rightarrow x^2 - 25$$

$$(9) \mapsto \sqrt{(9)} = 3$$

$$x^2 - 9 \Rightarrow (x + 3)(x - 3)$$

$$(4) \mapsto \sqrt{(4)} = 2$$

$$x^2 - 4 \Rightarrow (x + 2)(x - 2)$$

$$4x^2 - 25 \Rightarrow (2x + 5)(2x - 5)$$



$$(81) \mapsto \sqrt{81} = 9$$

$$(16) \mapsto \sqrt{16} = 4$$

$$16x^2 - 25 \Rightarrow (4x + 9)(4x - 9)$$

$$25x^2 - 16y^2 \Rightarrow (5x + 4y)(5x - 4y)$$

$$81x^4 - 16y^8 \Rightarrow (9x^2 + 4y^4)(9x^2 - 4y^4) \Rightarrow (3x + 2y^2)(3x - 2y^2)$$

### Factor by Grouping Applied

- ➊ **Setup**  $\Rightarrow$  Polynomial with 4 terms
- ➋ **Grouping**  $\Rightarrow$  Split into two pairs
- ➌ **Inner Factor**  $\Rightarrow$  Factor each pair separately
- ➍ **Common Binomial**  $\Rightarrow$  Extract the shared binomial
- ➎ **Outcome**  $\Rightarrow$  Final factored form

$$\begin{aligned} x^3 + 3x^2 + 2x + 6 &\Rightarrow (x^3 + 3x^2) + (2x + 6) \Rightarrow \\ &\hookrightarrow x^2(x + 3) + 2(x + 3) \Rightarrow (x^2 + 2)(x + 3) \end{aligned}$$

$$\begin{aligned} x^3 - 4x^2 + 3x - 12 &\Rightarrow x^2(x - 4) + 3(x - 4) \Rightarrow \\ &\hookrightarrow \frac{x^2(x - 4)}{x - 4} + \frac{3(x - 4)}{x - 4} \Rightarrow \\ &\hookrightarrow (x - 4)(x^2 + 3) \end{aligned}$$



$$\begin{aligned}
 2x^3 - 6x^2 + 4x - 12 &\Rightarrow 2x^2(x - 3) + 4(x - 3) \Rightarrow \\
 &\hookrightarrow \frac{2x^2(x - 3)}{x - 3} + \frac{4(x - 3)}{x - 3} \Rightarrow \\
 &\hookrightarrow (x - 3)(2x^2 + 4)
 \end{aligned}$$

$$\begin{aligned}
 3x^3 + 8x^2 - 6x - 16 &\Rightarrow x^2(3x + 8) - 2(3x + 8) \Rightarrow \\
 &\hookrightarrow \frac{x^2(3x + 8)}{3x + 8} + \frac{-2(3x + 8)}{3x + 8} \Rightarrow \\
 &\hookrightarrow (x^2 - 2)(3x + 8) \Rightarrow \\
 \hookrightarrow 3x^3 - 6x + 8x^2 - 16 &\Rightarrow 3x(x^2 - 2) + 8(x^2 - 2) \Rightarrow \\
 &\hookrightarrow \frac{3x(x^2 - 2)}{x^2 - 2} + \frac{8(x^2 - 2)}{x^2 - 2} \Rightarrow \\
 &\hookrightarrow (x^2 - 2)(3x + 8)
 \end{aligned}$$

### Perfect Square Trinomial

- ▶ **Definition** ⇒ A trinomial formed by squaring a binomial
- ▶ **General Form** ⇒  $(a + b)^2 = a^2 + 2ab + b^2$
- ▶ **Expansion** ⇒ First term squared, double product of terms, last term squared
- ▶ **Example** ⇒  $(x + 3)^2 = x^2 + 6x + 9$
- ▶ **Negative Case** ⇒  $(a - b)^2 = a^2 - 2ab + b^2$
- ▶ **Pattern** ⇒ Always: square + double product + square



## I Expanding Polynomials

### Binomial Expansion

- ➡ **Definition** ⇒ Expansion of  $(a + b)^n$  into a sum of terms
- ➡ **General Formula** ⇒  $(a + b)^n = \sum_{k=0}^n \binom{n}{k} a^{n-k} b^k$
- ➡ **Binomial Coefficient** ⇒  $\binom{n}{k} = \frac{n!}{k!(n-k)!}$
- ➡ **Pattern** ⇒ Exponents of  $a$  decrease, exponents of  $b$  increase
- ➡ **Symmetry** ⇒ Coefficients are symmetric:  $\binom{n}{k} = \binom{n}{n-k}$
- ➡ **Connection** ⇒ Coefficients form Pascal's Triangle
- ➡ **Example** ⇒  $(x + 1)^4 = x^4 + 4x^3 + 6x^2 + 4x + 1$

### Pascal's Triangle Connection

- ➡ **Structure** ⇒ Pascal's Triangle is built by starting with 1 at the top, each entry below is the sum of the two above
- ➡ **Coefficients** ⇒ Row  $n$  of Pascal's Triangle gives the coefficients for  $(a + b)^n$
- ➡ **Symmetry** ⇒ Coefficients are symmetric:  $\binom{n}{k} = \binom{n}{n-k}$
- ➡ **Example Row 4** ⇒ Coefficients 1, 4, 6, 4, 1 expand  $(a + b)^4$
- ➡ **Combinatorics** ⇒ Each coefficient counts the number of ways to choose  $k$  items from  $n$
- ➡ **Extension** ⇒ Pascal's Triangle also encodes identities: hockey-stick pattern, Fibonacci connections, binomial sums

### Hockey-Stick Identity

- ➡ **Pattern** ⇒ Pick a diagonal in Pascal's Triangle, sum entries until a row
- ➡ **Result** ⇒ The sum equals the entry just below and to the right (like a hockey stick)
- ➡ **Formula** ⇒  $\binom{r}{r} + \binom{r+1}{r} + \cdots + \binom{n}{r} = \binom{n+1}{r+1}$
- ➡ **Example** ⇒  $\binom{2}{2} + \binom{3}{2} + \binom{4}{2} = \binom{5}{3}$
- ➡ **Visual** ⇒ The diagonal entries form the "shaft," the final entry is the "blade"



## Fibonacci Connection

- ⇒ **Pattern** ⇒ Sum shallow diagonals of Pascal's Triangle
- ⇒ **Result** ⇒ The sums produce Fibonacci numbers
- ⇒ **Example** ⇒ Row sums: 1, 1, 2, 3, 5, 8, 13, ...
- ⇒ **Formula** ⇒  $\text{Fib}(n) = \sum \binom{n-k}{k}$
- ⇒ **Visual** ⇒ Diagonal “paths” through Pascal’s Triangle trace Fibonacci lineage

## Binomial Sums

- ⇒ **Row Sum** ⇒  $\sum_{k=0}^n \binom{n}{k} = 2^n$
- ⇒ **Alternating Sum** ⇒  $\sum_{k=0}^n (-1)^k \binom{n}{k} = 0$
- ⇒ **Weighted Sum** ⇒  $\sum_{k=0}^n k \binom{n}{k} = n \cdot 2^{n-1}$
- ⇒ **Combinatorial Meaning** ⇒ Row sum counts all subsets of an  $n$ -element set
- ⇒ **Probability Link** ⇒ Binomial distribution probabilities sum to 1 using these identities

## I Lowest Common Denominator

refer to I to see the euc function.

### The Lowest Common Denominator

```

1 define nx_lcd(x, y) {
2     return x * y / nx_euc(x, y)
3 }
```

$$\frac{3}{4} + \frac{2}{5} \Rightarrow \frac{3 \cdot 5}{4 \cdot 5} + \frac{2 \cdot 4}{5 \cdot 4} \Rightarrow \frac{15}{20} + \frac{8}{20} \Rightarrow \frac{15+8}{20} \Rightarrow \frac{23}{20}$$

$$\frac{5}{6} + \frac{4}{7} \Rightarrow \frac{5 \cdot 7}{6 \cdot 7} + \frac{4 \cdot 6}{7 \cdot 6} \Rightarrow \frac{35}{42} + \frac{24}{42} \Rightarrow \frac{35-24}{42} \Rightarrow \frac{11}{42}$$

$$\frac{7}{5} \cdot \frac{4}{3} \Rightarrow \frac{7 \cdot 4}{5 \cdot 3} \Rightarrow \frac{28}{15} \Rightarrow 1\frac{13}{15}$$

$$(18, 20) \mapsto \gcd(18, 20) = 2$$

$$\frac{3}{5} \cdot \frac{6}{4} \Rightarrow \frac{3 \cdot 6}{5 \cdot 4} \Rightarrow \frac{18}{20} \Rightarrow \frac{\frac{18}{2}}{\frac{20}{2}} \Rightarrow \frac{9}{10}$$

$$(28, 63) \mapsto \gcd(28, 63) = 7$$

$$(56, 35) \mapsto \gcd(56, 35) = 7$$

$$\frac{28}{63} \cdot \frac{56}{35} \Rightarrow \frac{\frac{28}{7}}{\frac{63}{7}} \cdot \frac{\frac{56}{7}}{\frac{35}{7}} \Rightarrow \frac{4}{9} \cdot \frac{8}{5} \Rightarrow \frac{4 \cdot 8}{9 \cdot 5} \Rightarrow \frac{32}{45}$$

### Definition of Keep-Change-Flip

- ➊ **Keep** ⇒ Keep the first fraction exactly as it is
- ➋ **Change** ⇒ Change the division sign to multiplication
- ➌ **Flip** ⇒ Flip the second fraction (take its reciprocal)
- ➍ **Example** ⇒  $\frac{3}{4} \div \frac{2}{5}$
- ➎ **Outcome** ⇒  $\frac{3}{4} \times \frac{5}{2} = \frac{15}{8}$

$$\frac{3}{4} \div \frac{2}{5} \Rightarrow \frac{3}{4} \times \frac{5}{2}$$



## Using Keep-Change-Flip

- ▶ **Step 1** ⇒ Write the division problem
- ▶ **Step 2** ⇒ Keep the first fraction
- ▶ **Step 3** ⇒ Change division to multiplication
- ▶ **Step 4** ⇒ Flip the second fraction
- ▶ **Step 5** ⇒ Multiply across numerators and denominators
- ▶ **Outcome** ⇒ Simplified fraction result

## I Brackets

### Curly Braces {}

- ▶ **Definition** ⇒ Used to denote sets or grouping in mathematics, e.g.  $\{1, 2, 3\}$
- ▶ **Programming** ⇒ Common in code to enclose blocks of statements
- ▶ **LaTeX** ⇒ Used to group arguments for commands
- ▶ **Example** ⇒  $\{x \mid x > 0\}$  means the set of all positive  $x$
- ▶ **Outcome** ⇒ Curly braces signal structured grouping or set notation

### Square Brackets []

- ▶ **Definition** ⇒ Used for intervals, optional elements, or matrices
- ▶ **Interval** ⇒  $[a, b]$  means all values between  $a$  and  $b$ , inclusive
- ▶ **Matrix** ⇒ Brackets often enclose arrays of numbers
- ▶ **Example** ⇒  $[2, 5]$  includes 2 and 5
- ▶ **Outcome** ⇒ Square brackets emphasize inclusion or structured arrays

$$\begin{aligned}
 8[-6 + 8(-2 + 4)] &= 8[-6 + 8 \cdot 2] \\
 &= 8[-6 + 16] \\
 &= 8 \cdot 10 \\
 &= 80
 \end{aligned}$$



## Parentheses ()

- ⇒ **Definition** ⇒ Used for grouping, order of operations, or function arguments
- ⇒ **Math** ⇒  $(a + b)c$  ensures addition happens before multiplication
- ⇒ **Functions** ⇒  $f(x)$  shows input to a function
- ⇒ **Interval** ⇒  $(a, b)$  means values strictly between  $a$  and  $b$
- ⇒ **Outcome** ⇒ Parentheses control grouping and precedence in math and logic

$$\begin{aligned} -(-(1 - 2) + (5)) &= -(-(-1) + 5) \\ &= -(1 + 5) \\ &= -(6) \\ &= -6 \end{aligned}$$

$$\begin{aligned} 3 \cdot (6 - 3 + 1) - 4^2 &= 3 \cdot 4 - 16 \\ &= 12 - 16 \\ &= -4 \end{aligned}$$

$$\begin{aligned} (10, 4) \mapsto \gcd(10, 4) &= 2 \\ \frac{2 \cdot (5 - 1) + 2}{4 \cdot (2 - 1)} &\Leftrightarrow (2 \cdot (5 - 1) + 2) \div (4 \cdot (2 - 1)) \\ &= \frac{2 \cdot 4 + 2}{4 \cdot 1} \\ &= \frac{8 + 2}{4} \\ &= \frac{10}{4} \\ &= \frac{\frac{10}{2}}{2} \\ &= \frac{5}{2} \end{aligned}$$



$$\begin{aligned} 5 + (1 \cdot 4 - (2 - 5) - 2) &= 4 - (-3) - 2 \\ &= 7 - 2 \\ &= 5 \end{aligned}$$

### Double Vertical Bars ||

- ➔ **Definition** ⇒ Used to denote absolute value or norm
- ➔ **Absolute Value** ⇒  $|x|$  is distance of  $x$  from 0
- ➔ **Norm** ⇒  $\|v\|$  is length of vector  $v$
- ➔ **Example** ⇒  $|-5| = 5$ ,  $\|(3, 4)\| = 5$
- ➔ **Outcome** ⇒ Double bars measure magnitude or distance

$$4 + |3 - 9| = 4 + |-6| \tag{15}$$

$$= 4 + 6 \tag{16}$$

$$= 10 \tag{17}$$

### Floor Brackets []

- ➔ **Definition** ⇒ Used for the floor function
- ➔ **Floor** ⇒  $\lfloor x \rfloor$  = greatest integer less than or equal to  $x$
- ➔ **Example** ⇒  $\lfloor 3.7 \rfloor = 3$
- ➔ **Use** ⇒ Rounds down to nearest integer
- ➔ **Outcome** ⇒ Floor brackets capture downward rounding



## Ceiling Brackets ▶

- ⊕ **Definition** ⇒ Used for the ceiling function
- ⊕ **Ceiling** ⇒  $\lceil x \rceil$  = smallest integer greater than or equal to  $x$
- ⊕ **Example** ⇒  $\lceil 3.2 \rceil = 4$
- ⊕ **Use** ⇒ Rounds up to nearest integer
- ⊕ **Outcome** ⇒ Ceiling brackets capture upward rounding

# I Dividing

## Fraction Components

- ⊕ **Numerator** ⇒ Top of the fraction, counts selected parts, e.g. in  $\frac{3}{4}$  the numerator is 3
- ⊕ **Denominator** ⇒ Bottom of the fraction, defines total equal parts, e.g. in  $\frac{3}{4}$  the denominator is 4
- ⊕ **Relationship** ⇒ Fraction = Numerator ÷ Denominator
- ⊕ **Technique** ⇒ Numerator changes with quantity chosen, denominator fixes the partition size
- ⊕ **Outcome** ⇒ Understanding both clarifies fraction meaning and operations

$$\frac{6 - 2^3}{2} = \frac{6 - 8}{2} \tag{18}$$

$$= \frac{-2}{2} \tag{19}$$

$$= -1 \tag{20}$$

## Verbose Floating-Point Multiplication

- ⊕ **Step 1** ⇒ Choose two floating-point numbers, e.g. 3.25 and 2.5
- ⊕ **Step 2** ⇒ Express them as fractions:  $3.25 = \frac{325}{100}$ ,  $2.5 = \frac{25}{10}$
- ⊕ **Step 3** ⇒ Multiply numerators:  $325 \times 25 = 8125$
- ⊕ **Step 4** ⇒ Multiply denominators:  $100 \times 10 = 1000$
- ⊕ **Step 5** ⇒ Form product fraction:  $\frac{8125}{1000}$
- ⊕ **Step 6** ⇒ Simplify fraction:  $\frac{8125}{1000} = 8.125$
- ⊕ **Step 7** ⇒ Restore decimal form: product is 8.125



$$\begin{aligned}
 10.4 &\Rightarrow \frac{10.4}{1} \frac{10.4}{1} \cdot 10 & \Rightarrow \Rightarrow \frac{104}{10} \\
 1.3 &\Rightarrow \frac{1.3}{1} & \Rightarrow \frac{1.3}{1} \cdot 10 \Rightarrow \frac{13}{10} \\
 1.5 &\Rightarrow \frac{1.5}{1} & \Rightarrow \frac{1.5}{1} \cdot 10 \Rightarrow \frac{15}{10} \\
 -2.35 &\Rightarrow \frac{-2.35}{1} \Leftrightarrow \frac{2.35}{-1} & \Rightarrow \frac{-2.35}{1} \cdot 100 \Rightarrow \frac{-235}{100}
 \end{aligned}$$

$$(10056, 1950) \mapsto \gcd(10056, 1950) = 26$$

$$\begin{aligned}
 \frac{10.3^2 - (-2.35)^2}{1.3(1.5)} &= \frac{106.09 - 5.522}{1.95} \\
 &= \frac{100.568}{1.95} \\
 &= \frac{\frac{100568}{26}}{\frac{1950}{26}} \\
 &= \frac{3868}{75}
 \end{aligned}$$

## I Multiply

$$\left(\frac{103}{10}\right)^2 \Rightarrow \frac{103}{10} \cdot \frac{103}{10}$$

$$\begin{array}{r}
 \begin{array}{r}
 1 & 0 & 3 \\
 \times & 1 & 0 & 3 \\
 \hline
 3 & 0 & 9 \\
 0 & 0 & 0 & 0 \\
 + & 1 & 0 & 3 & 0 & 0 \\
 \hline
 1 & 0 & 6 & 0 & 9
 \end{array}
 \end{array}$$

$$\frac{10609}{100} \Rightarrow 106.09$$



$$\left(\frac{-235}{100}\right)^2 \Rightarrow \frac{-235}{10} \cdot \frac{-235}{10}$$

$$\begin{array}{r} -235 \\ \times -235 \\ \hline 10515 \\ 7150 \\ +4700 \\ \hline 57665 \end{array}$$

$$\frac{57665}{100} \Rightarrow 576.65$$

## I Radicals

**Identity of  $\sqrt[n]{a^n}$**

- ⊕ **Expression** ⇒  $\sqrt[n]{a^n}$
- ⊕ **Meaning** ⇒ The  $n$ -th root of  $a^n$
- ⊕ **Simplification** ⇒ Cancels the root and exponent, yielding  $a$
- ⊕ **Condition** ⇒ Valid when  $a \geq 0$  for real roots, or in complex domain otherwise
- ⊕ **Example** ⇒  $\sqrt[3]{2^3} = \sqrt[3]{8} = 2$
- ⊕ **Extension** ⇒  $\sqrt[n]{a^m} = a^{m/n}$

$$\sqrt[n]{a^n} = a$$

### Definition of Radical

- ⊕ **Radical** ⇒ An expression that uses the root symbol  $\sqrt{\phantom{x}}$
- ⊕ **Square Root** ⇒ The most common radical,  $\sqrt{x}$ , meaning the number which squared gives  $x$
- ⊕ **Index** ⇒ The small number above the radical, e.g.  $\sqrt[3]{x}$  is the cube root
- ⊕ **Radicand** ⇒ The number or expression inside the radical sign
- ⊕ **Example** ⇒  $\sqrt{25} = 5$ ,  $\sqrt[3]{8} = 2$
- ⊕ **Use** ⇒ Radicals are used to express roots, simplify algebraic expressions, and solve equations



$$\sqrt{50} \Rightarrow \sqrt{25 \cdot 2} \Rightarrow \sqrt{25} \cdot \sqrt{2} \Rightarrow 5\sqrt{2}$$

## Using Radicals

- ⇒ **Step 1** ⇒ Identify the radicand
- ⇒ **Step 2** ⇒ Factor the radicand into perfect powers and leftovers
- ⇒ **Step 3** ⇒ Simplify by taking the root of the perfect power
- ⇒ **Step 4** ⇒ Leave the leftover inside the radical
- ⇒ **Outcome** ⇒  $\sqrt{50} = 5\sqrt{2}$

## Overview of nx\_squares

- ⇒ **Purpose** ⇒ Computes square roots using iterative scaling and subtraction
- ⇒ **Input** ⇒ A single value  $x$
- ⇒ **Initialization** ⇒ Takes absolute value, sets scaling factor, prepares working variables
- ⇒ **Scaling** ⇒ Doubles a seed until it exceeds the radicand
- ⇒ **Iteration** ⇒ Subtracts scaled values, updates root approximation step by step
- ⇒ **Condition** ⇒ Handles zero and invalid cases gracefully, returns early if needed
- ⇒ **Output** ⇒ Final square root approximation, or truncated value if iteration fails

## Square Roots

```

1 define nx_nr_sqrt(x) {
2     auto y, p
3     if (nx_xy_breach(x, 1) == -1)
4         return -1
5     y = x / 2
6     p = 0
7     while (y != p) {
8         p = y
9         y = (y + x / y) / 2
10    }
11 }
12 }
```

## Square Roots

```

1 define nx_squares(x) {
2     auto a, s, b, y
3     a = nx_abs(x)
4     if (a == 0 || scale == 0)
5         return x
6     s = 1
7     while (s < a)
8         s = s * 2
9     b = nx_scale(1)
10    x = 0
11    y = 0
12    while (s > b) {
13        if (s <= a) {
14            a = a - s
15            x = y
16            y = nx_nr_sqrt(s)
17            if (y == -1)
18                return x
19            if (x != 0)
20                print x, ","
21        }
22        s = s / 3
23    }
24    return y
25 }
```

## Definition of Vinculum

- ⊕ **Vinculum** ⇒ The horizontal bar drawn over the radicand in a radical
- ⊕ **Scope** ⇒ Shows exactly which terms are included under the radical
- ⊕ **Fraction Use** ⇒ Also used as the bar separating numerator and denominator in fractions
- ⊕ **Repeating Decimal** ⇒ Used to mark repeating digits, e.g.  $0.\overline{3}$
- ⊕ **Example** ⇒ In  $\sqrt{a+b}$ , the vinculum extends over  $a+b$
- ⊕ **Use** ⇒ Ensures clarity of grouping inside radicals, fractions, and repeating decimals

## Definition of Radicand

- ⊕ **Radicand** ⇒ The number or expression placed under the radical sign  $\sqrt{\phantom{x}}$
- ⊕ **Role** ⇒ It is the quantity from which a root is extracted
- ⊕ **Example** ⇒ In  $\sqrt{25}$ , the radicand is 25
- ⊕ **Extended** ⇒ In  $\sqrt[3]{8}$ , the radicand is 8, and the index is 3
- ⊕ **Scope** ⇒ The vinculum (bar) shows exactly which terms belong to the radicand
- ⊕ **Outcome** ⇒ Identifying the radicand clarifies what is being rooted in the expression



## Square Root Expansion

- ▶ **Radical** ⇒  $\sqrt{72}$
- ▶ **Factor** ⇒ Break into perfect square and leftover:  $72 = 36 \cdot 2$
- ▶ **Expand** ⇒  $\sqrt{72} = \sqrt{36 \cdot 2} = \sqrt{36} \cdot \sqrt{2}$
- ▶ **Simplify** ⇒  $\sqrt{36} = 6$
- ▶ **Outcome** ⇒  $\sqrt{72} = 6\sqrt{2}$

## Square Root Truncation

- ▶ **Radical** ⇒  $\sqrt{72}$
- ▶ **Approximation** ⇒ Leave as decimal:  $\sqrt{72} \approx 8.485$
- ▶ **Truncation** ⇒ Cut after two decimals: 8.48
- ▶ **Outcome** ⇒ Truncated radical value  $\approx 8.48$

## Types of Square Roots

- ▶ **Integer Square Root** ⇒ The root of a whole number. It may simplify to a rational (e.g.  $\sqrt{25} = 5$ ) or remain irrational (e.g.  $\sqrt{2}$ )
- ▶ **Fraction Square Root** ⇒ The root of a ratio  $\frac{p}{q}$ , defined as  $\sqrt{\frac{p}{q}} = \frac{\sqrt{p}}{\sqrt{q}}$
- ▶ **Rational Square Root** ⇒ Occurs when both numerator and denominator are perfect squares, e.g.  $\sqrt{\frac{9}{16}} = \frac{3}{4}$
- ▶ **Irrational Square Root** ⇒ Occurs when either numerator or denominator is not a perfect square, e.g.  $\sqrt{\frac{2}{9}} = \frac{\sqrt{2}}{3}$
- ▶ **Impurity Case** ⇒ When the denominator equals 0, the expression is undefined, e.g.  $\sqrt{\frac{p}{0}}$

## I Linear Algebra

### I Linear Equations

$$x + 4 = 7 \Rightarrow x + 4 - 4 = 7 - 4 \Rightarrow x + 0 = 3$$



$$x + 9 = 15 \Rightarrow x + 9 - 9 = 15 - 9 \Rightarrow x + 0 = 6$$

$$6 + x = 13 \Rightarrow 6 + x - 6 = 13 - 6 \Rightarrow 0 + x = 7$$

$$x - 3 = 9 \Rightarrow x - 3 + 3 = 9 + 3 \Rightarrow x + 0 = 12 \Rightarrow x = 12$$

$$x - 8 = 7 \Rightarrow x - 8 + 8 = 7 + 8 \Rightarrow x + 0 = 15 \Rightarrow x = 15$$

$$6.3 = -2 + x \Rightarrow 6.3 + 2 = -2 + 2 + x \Rightarrow 6.3 + 0 = x \Rightarrow x = 6.3$$

$$5 = x - 8 \Rightarrow 5 + 8 = x - 8 + 8 \Rightarrow 13 = x + 0 \Rightarrow x = 13$$

$$\begin{aligned} 5 - x = 12 &\Rightarrow 5 - 12 - x + x = 12 - 12 + x \Rightarrow \\ &\Leftrightarrow -7 = 0 + x \Rightarrow x = -7 \end{aligned}$$

$$\begin{aligned} -8 = 5 - x &\Rightarrow -8 + 8 = 5 + 8 - x \Rightarrow \\ &\Leftrightarrow 0 + x = 13 - x + x \Rightarrow x = 13 \end{aligned}$$

$$3x = 12 \Rightarrow \frac{3x}{3} = \frac{12}{3} \Rightarrow 1 = 4 \Rightarrow x = 4$$



$$7x = 14 \Rightarrow \frac{7x}{7} = \frac{14}{7} \Rightarrow \frac{x}{1} = 2 \Rightarrow x = 2$$

$$-6x = -30 \Rightarrow \frac{-6x}{-6} = \frac{-30}{-6} \Rightarrow \frac{-x}{-1} = 5 \Rightarrow x = 5$$

$$-8x = 48 \Rightarrow \frac{-8x}{-8} = \frac{48}{-8} \Rightarrow \frac{-x}{-1} = -6 \Rightarrow x = -6$$

$$7x = -56 \Rightarrow \frac{7x}{7} = \frac{-56}{7} \Rightarrow \frac{x}{1} = -8 \Rightarrow x = -8$$

$$-8x = -72 \Rightarrow \frac{-8x}{-8} = \frac{-72}{-8} \Rightarrow \frac{x}{1} = 9 \Rightarrow x = 9$$

## I Coordinate Plane

### Domain

- ▶ **Definition** ⇒ The set of all possible input values  $x$  for a function
- ▶ **Coordinate Plane** ⇒ Represents the horizontal axis (x-axis)
- ▶ **Example** ⇒ For  $f(x) = \sqrt{x}$ , the domain is  $x \geq 0$
- ▶ **Relation** ⇒ Domain specifies where the function is defined
- ▶ **Outcome** ⇒ Determines the allowable values you can plug into the function



## Range

- ➊ **Definition** ⇒ The set of all possible output values  $y$  from a function
- ➋ **Coordinate Plane** ⇒ Represents the vertical axis (y-axis)
- ➌ **Example** ⇒ For  $f(x) = \sqrt{x}$ , the range is  $y \geq 0$
- ➍ **Relation** ⇒ Range shows the values the function can produce
- ➎ **Outcome** ⇒ Determines the spread of results plotted on the plane

## Interval Notation

- ➊ **[a,b]** ⇒ Closed interval: includes both endpoints  $a$  and  $b$
- ➋ **(a,b)** ⇒ Open interval: excludes both endpoints  $a$  and  $b$
- ➌ **[a,b)** ⇒ Half-open interval: includes  $a$  but excludes  $b$
- ➍ **(a,b]** ⇒ Half-open interval: excludes  $a$  but includes  $b$
- ➎ **[0,x)** ⇒ All real numbers from 0 up to but not including  $x$
- ➏ **(0,x)** ⇒ All real numbers greater than 0 and less than  $x$

## Relation of Ordered Pairs

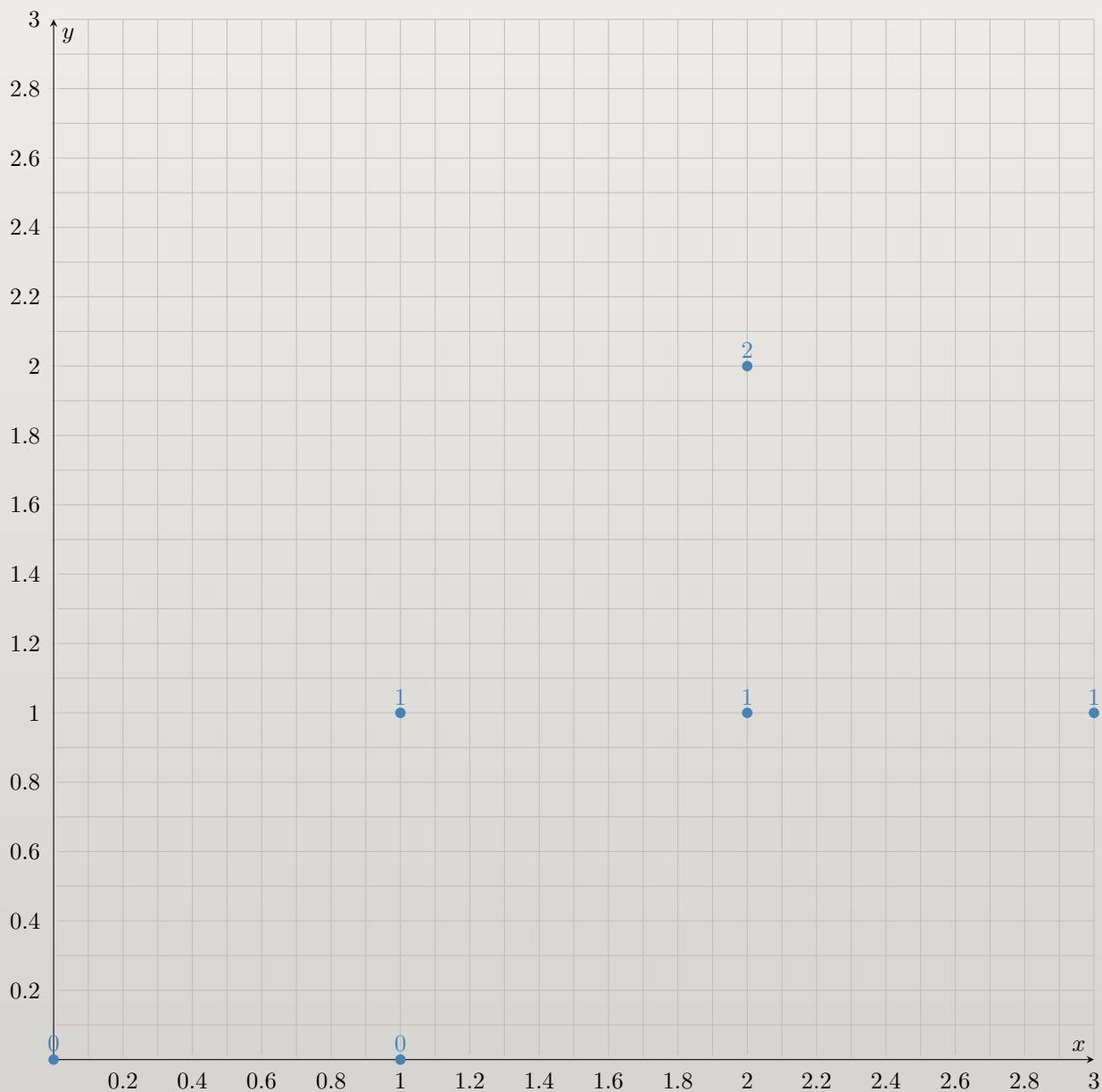
- ➊ **Ordered Pair** ⇒ A pair written as  $(x, y)$ , where  $x$  is the input and  $y$  is the output
- ➋ **Relation** ⇒ Any set of ordered pairs that connects elements from one set (domain) to another (range)
- ➌ **Domain** ⇒ The collection of all first elements  $x$  in the ordered pairs
- ➍ **Range** ⇒ The collection of all second elements  $y$  in the ordered pairs
- ➎ **Function** ⇒ A special type of relation where each  $x$  is paired with exactly one  $y$
- ➏ **Example** ⇒ Relation:  $\{(1, 2), (2, 3), (3, 4)\}$ ; Domain:  $\{1, 2, 3\}$ ; Range:  $\{2, 3, 4\}$



## Ordered Pairs

Input $(a, b)$	Output Value
$(0, 0)$	5
$(1, 0)$	9
$(1, 1)$	8
$(2, 1)$	15
$(2, 2)$	17
$(3, 1)$	26

Ordered Pairs





## I Distance Formula

$$\text{2D points } d = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2} \quad (21)$$

$$\text{3D points } d = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2} \quad (22)$$

### Distance Formula

- ➊ **Definition** ⇒ Gives the length of the line segment between two points in the plane
- ➋ **Points** ⇒ Two points  $(x_1, y_1)$  and  $(x_2, y_2)$
- ➌ **Formula** ⇒  $\sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$
- ➍ **Origin** ⇒ Derived from the Pythagorean Theorem
- ➎ **Domain** ⇒ Applies to all real coordinates in 2D space
- ➏ **Extension** ⇒ Generalizes to 3D:  $\sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2}$

### Identity of $\sqrt[n]{a^n}$

- ➊ **Expression** ⇒  $\sqrt[n]{a^n}$
- ➋ **Meaning** ⇒ The  $n$ -th root of  $a^n$
- ➌ **Simplification** ⇒ Cancels the root and exponent, yielding  $a$
- ➍ **Condition** ⇒ Valid when  $a \geq 0$  for real roots, or in complex domain otherwise
- ➎ **Example** ⇒  $\sqrt[3]{2^3} = \sqrt[3]{8} = 2$
- ➏ **Extension** ⇒  $\sqrt[n]{a^m} = a^{m/n}$

refer to I to see the sqrt function.

### Distance Formula Functions

```
1 define nx_fma_dist1(x1, x2) {
2     return nx_nr_sqrt((x2 - x1)^2)
3 }
4
5 define nx_fma_dist2(x1, x2, y1, y2) {
6     return nx_nr_sqrt((x2 - x1)^2 + (y2 - y1)^2)
7 }
8
9 define nx_fma_dist3(x1, x2, y1, y2, z1, z2) {
10    return nx_nr_sqrt((x2 - x1)^2 + (y2 - y1)^2 + (z2 - z1)^2)
```

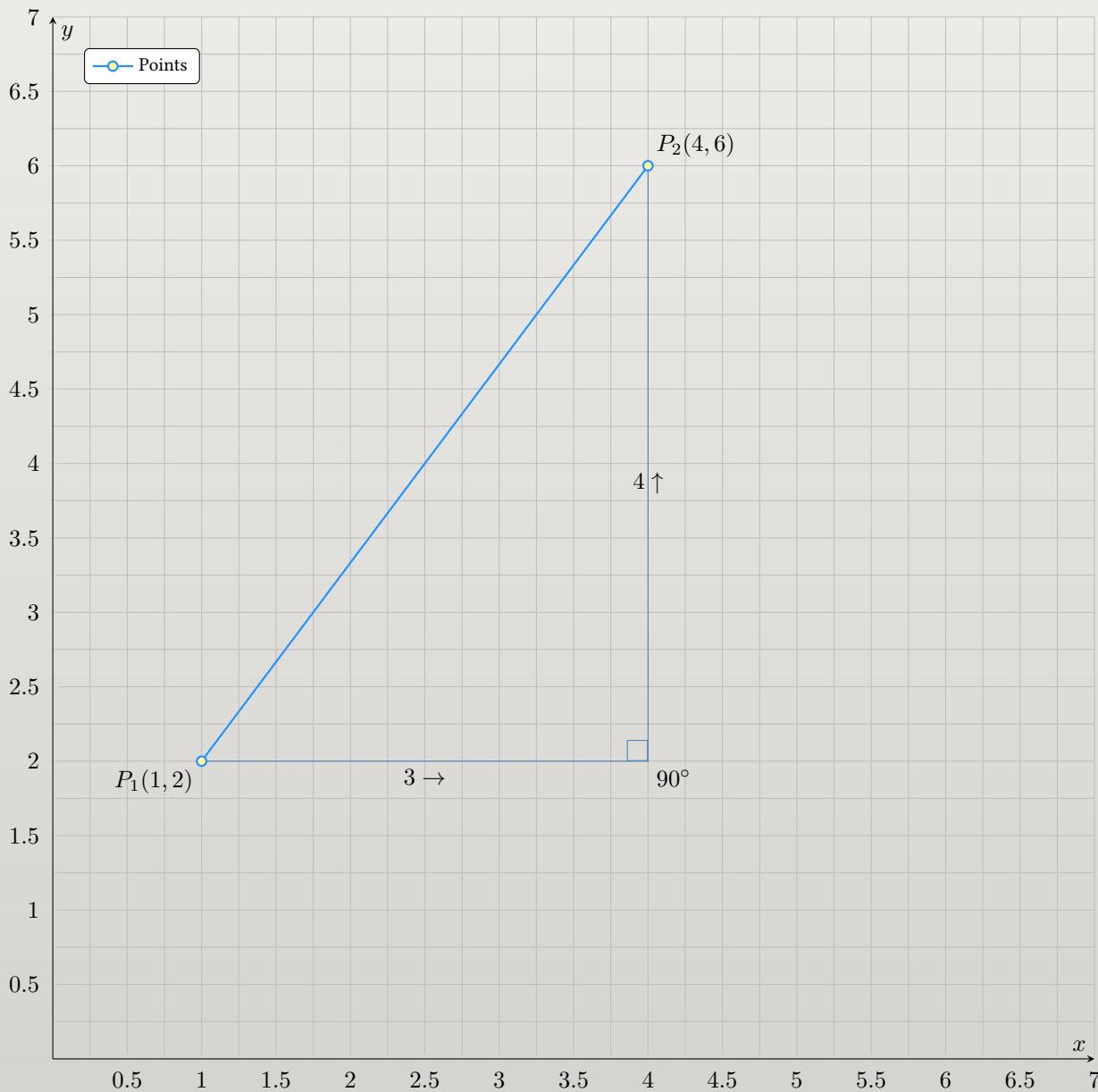


11

}

$$\begin{array}{ll}
 P_1(1, 2) & P_2(4, 6) \\
 x_1 = 1 & x_2 = 4 \\
 y_1 = 2 & y_2 = 6 \\
 d = \sqrt{(4-1)^2 + (6-2)^2} \Rightarrow \sqrt{3^2 + 4^2} \Rightarrow \sqrt{9+16} \Rightarrow \sqrt{25} \Rightarrow 5
 \end{array}$$

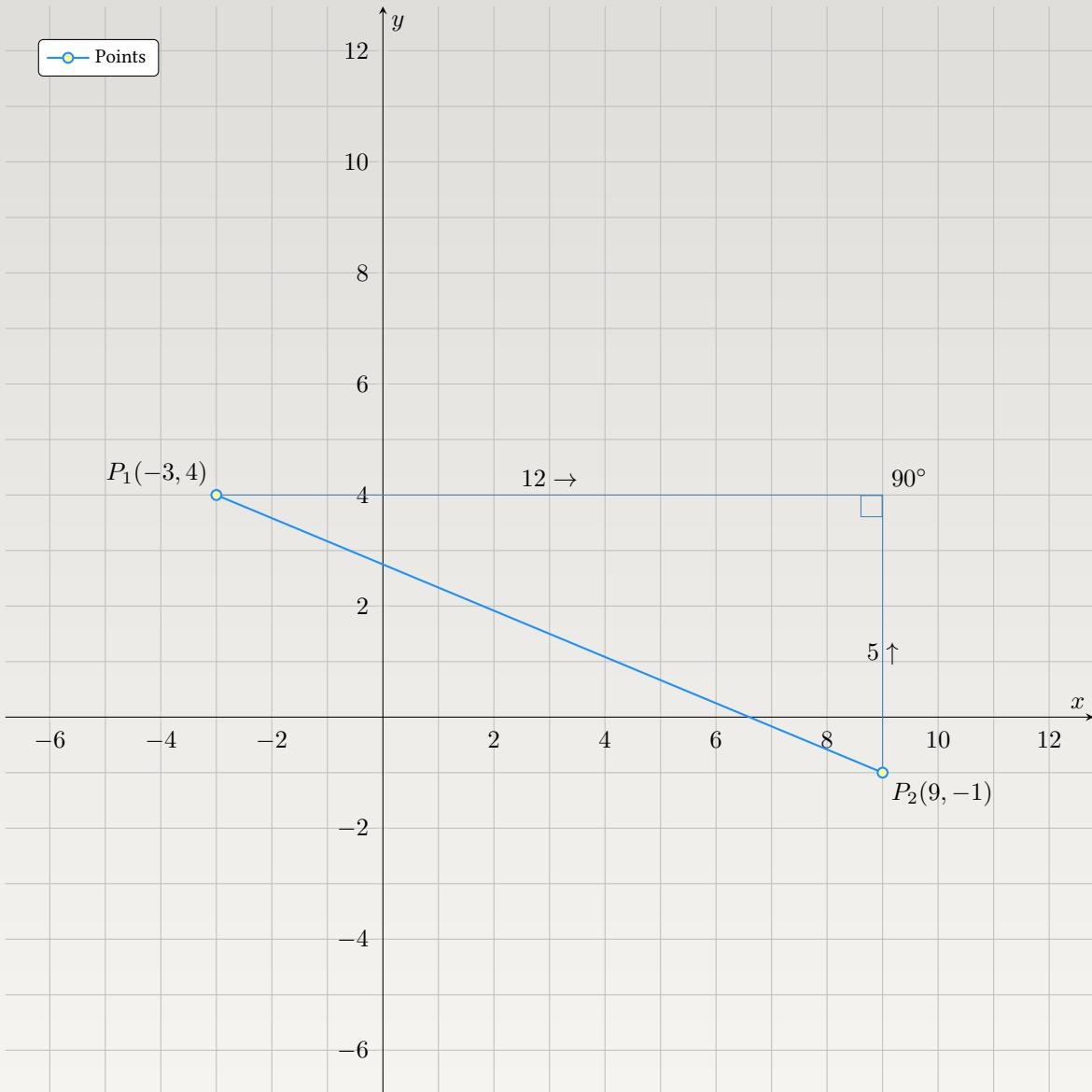
$$d = \sqrt{(4-1)^2 + (6-2)^2}$$





$$\begin{array}{ll} P_1(-3, 4) & P_2(9, -1) \\ x_1 = -3 & x_2 = 9 \\ y_1 = 4 & y_2 = -1 \end{array}$$
$$d = \sqrt{(9 - (-3))^2 + ((-1) - 4)^2} \Rightarrow \sqrt{12^2 + -5^2} \Rightarrow \sqrt{144 + 25} \Rightarrow \sqrt{169} \Rightarrow 13$$

$$d = \sqrt{(9 - (-3))^2 + ((-1) - 4)^2}$$





## II Sets

$\mathbb{P} \subset \mathbb{N} \subset \mathbb{Z} \subset \mathbb{Q} \subset \mathbb{R} \subset \mathbb{C} \subset \mathbb{H} \subset \mathbb{R}^n$  and branches into  $\mathbb{F}_p$

## II Complex

### Complex Numbers $\mathbb{C}$

- ⇒ **Definition** ⇒ All numbers of the form  $a + bi$ , where  $a, b \in \mathbb{R}$  and  $i = \sqrt{-1}$
- ⇒ **Examples** ⇒  $3 + 2i, -1 - i, 0 + 4i$
- ⇒ **Relation** ⇒ Contains all reals as the special case  $b = 0$

## II Finite Fields

### Finite Fields $\mathbb{F}_p$

- ⇒ **Definition** ⇒ A set of integers modulo a prime  $p$ , with addition and multiplication defined mod  $p$
- ⇒ **Examples** ⇒  $\mathbb{F}_2 = \{0, 1\}, \mathbb{F}_5 = \{0, 1, 2, 3, 4\}$
- ⇒ **Relation** ⇒ Finite fields are algebraic systems distinct from  $\mathbb{R}$ , but essential in number theory
- ⇒ **Use** ⇒ Cryptography, coding theory, error correction, and algebraic geometry

## II Integers

### Integers $\mathbb{Z}$

- ⇒ **Definition** ⇒ All whole numbers, both positive and negative, including zero
- ⇒ **Examples** ⇒  $\{-3, -2, -1, 0, 1, 2, 3, \dots\}$
- ⇒ **Relation** ⇒ Every integer can be expressed as a rational  $\frac{n}{1}$ , so  $\mathbb{Z} \subset \mathbb{Q}$



## II Natural Numbers

### Natural Numbers $\mathbb{N}$

- ⊕ **Definition** ⇒ The counting numbers, starting from 1, sometimes including 0 depending on convention
- ⊕ **Examples** ⇒  $\{1, 2, 3, 4, \dots\}$  or  $\{0, 1, 2, 3, \dots\}$
- ⊕ **Relation** ⇒  $\mathbb{N} \subset \mathbb{Z}$ , since naturals are a subset of the integers
- ⊕ **Use** ⇒ Foundation for counting, arithmetic, and building larger number sets

## II Primes

### Primes $\mathbb{P}$

- ⊕ **Definition** ⇒ Natural numbers greater than 1 that have no divisors other than 1 and themselves
- ⊕ **Examples** ⇒  $\{2, 3, 5, 7, 11, 13, \dots\}$
- ⊕ **Relation** ⇒  $\mathbb{P} \subset \mathbb{N}$ , primes are a special subset of the naturals
- ⊕ **Use** ⇒ Foundation of number theory, factorization, and cryptography

## II Quaternions

### Quaternions $\mathbb{H}$

- ⊕ **Definition** ⇒ Numbers of the form  $a + bi + cj + dk$ , where  $a, b, c, d \in \mathbb{R}$  and  $i^2 = j^2 = k^2 = ijk = -1$
- ⊕ **Examples** ⇒  $1 + 2i + 3j + 4k, -i + j$
- ⊕ **Relation** ⇒  $\mathbb{C} \subset \mathbb{H}$ , since complex numbers are a special case with  $c = d = 0$
- ⊕ **Use** ⇒ Applied in 3D rotations, computer graphics, and physics for representing orientation

## II Rationals

### Rationals $\mathbb{Q}$

- ⊕ **Definition** ⇒ Numbers expressible as a fraction  $\frac{p}{q}$  with integers  $p, q$  and  $q \neq 0$
- ⊕ **Examples** ⇒  $\frac{2}{3}, -\frac{5}{4}, 7 = \frac{7}{1}$
- ⊕ **Relation** ⇒ All rationals are contained in the reals, so  $\mathbb{Q} \subset \mathbb{R}$



## II Reals

### Reals $\mathbb{R}$

- ⇒ **Definition** ⇒ All rationals plus irrationals (non-repeating, non-terminating decimals)
- ⇒ **Examples** ⇒  $\pi, \sqrt{2}, 0.333\dots$
- ⇒ **Relation** ⇒ Every real is a complex number with imaginary part 0, so  $\mathbb{R} \subset \mathbb{C}$

## II Vector Spaces

### Vector Spaces $\mathbb{R}^n$

- ⇒ **Definition** ⇒ Ordered tuples of real numbers, representing points or vectors in  $n$ -dimensional space
- ⇒ **Examples** ⇒  $\mathbb{R}^2 = \{(x, y) \mid x, y \in \mathbb{R}\}, \mathbb{R}^3 = \{(x, y, z)\}$
- ⇒ **Relation** ⇒ Built on  $\mathbb{R}$ , extending reals into higher dimensions
- ⇒ **Use** ⇒ Geometry, physics, linear algebra, and computer graphics for modeling multidimensional systems

## III Definitions

### III Pairs

#### Factorial ( $n!$ )

<b>Concept</b>	Factorial ( $n!$ )
<b>Definition</b>	The product of all positive integers up to $n$ . Defined as $n! = n \times (n - 1) \times \dots \times 1$ .
<b>Core Idea</b>	Factorial counts permutations and combinations – it grows extremely fast.
<b>Example</b>	$5! = 120$ .
<b>Applications</b>	Used in combinatorics, probability, and series expansions.
<b>Pair</b>	Inverse gamma function (not elementary).



## Logarithm Base 2 ( $\log_2$ )

<b>Concept</b>	Logarithm Base 2 ( $\log_2(x)$ )
<b>Definition</b>	The inverse of the power of 2. Defined as the exponent $y$ such that $2^y = x$ .
<b>Core Idea</b>	$\log_2(x)$ measures how many times you multiply 2 to reach $x$ .
<b>Example</b>	$\log_2(8) = 3$ .
<b>Applications</b>	Widely used in computer science, information theory, and binary systems.
<b>Pair</b>	Power of 2 function ( $2^x$ ).

## Natural Logarithm (ln)

<b>Concept</b>	Natural Logarithm ( $\ln(x)$ )
<b>Definition</b>	The inverse of the exponential function. Defined as the power to which $e$ must be raised to equal $x$ .
<b>Core Idea</b>	$\ln(x)$ undoes exponentiation with base $e$ .
<b>Example</b>	$\ln(e^3) = 3$ .
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## Tangent and Cotangent

<b>Concept</b>	Tangent ( $\tan(x)$ ) and Cotangent ( $\cot(x)$ )
<b>Definition</b>	$\tan(x) = \frac{\sin(x)}{\cos(x)}$ , while $\cot(x) = \frac{\cos(x)}{\sin(x)}$ . They are reciprocals: $\cot(x) = \frac{1}{\tan(x)}$ .
<b>Core Idea</b>	Tangent measures slope (rise/run). Cotangent flips that slope (run/rise).
<b>Example</b>	At $45^\circ$ , $\tan(45^\circ) = 1$ and $\cot(45^\circ) = 1$ .
<b>Applications</b>	Used in trigonometry, calculus, and geometry – especially for slope and angle analysis.
<b>Pair</b>	Reciprocal functions: $\tan(x) \leftrightarrow \cot(x)$ .

## Factorial (n!)

<b>Concept</b>	Factorial ( $n!$ )
<b>Definition</b>	The product of all positive integers up to $n$ . Defined as $n! = n \times (n - 1) \times \dots \times 1$ .
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## III Notation

### III Delta in Mathematics

#### Finite Difference

- ➊ **Definition** ⇒ Delta denotes change or difference between two values
- ➋ **Formula** ⇒  $\Delta x = x_{\text{final}} - x_{\text{initial}}$
- ➌ **Usage** ⇒ Discrete counterpart to derivative:  $\Delta y / \Delta x \approx dy/dx$
- ➍ **Example** ⇒  $\Delta y = f(x_2) - f(x_1)$
- ➎ **Extension** ⇒ Forms the basis of finite difference methods in numerical analysis

#### Discriminant

- ➊ **Definition** ⇒ In quadratic equations,  $\Delta$  denotes the discriminant
- ➋ **Formula** ⇒  $\Delta = b^2 - 4ac$
- ➌ **Usage** ⇒ Determines the nature of roots of  $ax^2 + bx + c = 0$
- ➍ **Example** ⇒  $\Delta > 0$ : two real roots;  $\Delta = 0$ : one real root;  $\Delta < 0$ : complex roots
- ➎ **Extension** ⇒ Generalized discriminants exist for higher-degree polynomials



## Triangle Symbol

- ▶ **Definition** ⇒  $\Delta$  also denotes a triangle in geometry
- ▶ **Usage** ⇒  $\Delta ABC$  means triangle with vertices A, B, C
- ▶ **Connection** ⇒ Links algebraic glyph with geometric figure lineage
- ▶ **Extension** ⇒ Area of a triangle often denoted by  $\Delta$

## III Theta in Mathematics

### Angle Representation

- ▶ **Definition** ⇒ Greek letter  $\theta$  used to denote an angle
- ▶ **Trigonometry** ⇒ Appears in sine, cosine, tangent: e.g.  $\sin(\theta)$ ,  $\cos(\theta)$ ,  $\tan(\theta)$
- ▶ **Geometry** ⇒ Used in right triangles to relate sides and angles
- ▶ **Polar Coordinates** ⇒ Point  $(r, \theta)$  defined by radius and angle
- ▶ **Example** ⇒ In a right triangle,  $\cos(\theta) = \frac{\text{adjacent}}{\text{hypotenuse}}$

### Other Mathematical Uses

- ▶ **Statistics** ⇒  $\theta$  often denotes parameters in probability distributions
- ▶ **Complex Numbers** ⇒ Angle of rotation in Euler's formula:  $e^{i\theta} = \cos(\theta) + i \sin(\theta)$
- ▶ **Calculus** ⇒ Variable of integration in polar coordinates
- ▶ **Numerical Value** ⇒ In Greek numerals,  $\theta$  has value 9
- ▶ **Connection** ⇒ Symbol of rotation, periodicity, and parameterization across math

## III Epsilon in Mathematics

### Infinitesimal Bound

- ▶ **Definition** ⇒ Greek letter  $\varepsilon$  used to denote a very small positive quantity
- ▶ **Limit Definition** ⇒ Appears in  $\varepsilon$ - $\delta$  proofs: for every  $\varepsilon > 0$ , there exists  $\delta > 0$
- ▶ **Usage** ⇒ Measures closeness of a function to a limit
- ▶ **Example** ⇒  $|f(x) - L| < \varepsilon$  whenever  $|x - c| < \delta$
- ▶ **Connection** ⇒ Core of rigorous calculus and real analysis



## Error and Approximation

- ⊕ **Definition** ⇒  $\varepsilon$  often denotes error tolerance or margin
- ⊕ **Numerical Analysis** ⇒ Used to bound approximation error
- ⊕ **Example** ⇒ If  $|x - x_0| < \varepsilon$ , then  $x$  is within tolerance
- ⊕ **Connection** ⇒ Links exact mathematics with numerical computation

## Other Uses

- ⊕ **Set Theory** ⇒  $\varepsilon$  sometimes used as membership symbol, though  $\in$  is standard
- ⊕ **Complexity** ⇒  $\varepsilon$  denotes arbitrarily small constants in algorithm analysis
- ⊕ **Probability** ⇒  $\varepsilon$  used in inequalities like Chebyshev's or  $\varepsilon$ -nets
- ⊕ **Connection** ⇒ Universal glyph for “smallness” across math disciplines

## III Delta in Mathematics

### Infinitesimal Change

- ⊕ **Definition** ⇒ Greek letter  $\delta$  denotes a very small positive quantity
- ⊕ **Limit Proofs** ⇒ Appears in  $\varepsilon$ - $\delta$  definitions of limits
- ⊕ **Formula** ⇒ For every  $\varepsilon > 0$ , there exists  $\delta > 0$
- ⊕ **Usage** ⇒ Controls how close  $x$  must be to  $c$  for  $f(x)$  to be within  $\varepsilon$  of  $L$
- ⊕ **Example** ⇒ If  $|x - c| < \delta$ , then  $|f(x) - L| < \varepsilon$
- ⊕ **Connection** ⇒  $\delta$  measures input closeness,  $\varepsilon$  measures output closeness

### Variation and Error

- ⊕ **Definition** ⇒  $\delta$  often denotes small variation or tolerance
- ⊕ **Numerical Analysis** ⇒ Used to bound input error
- ⊕ **Example** ⇒ If  $|x - x_0| < \delta$ , then  $x$  is within tolerance of  $x_0$
- ⊕ **Connection** ⇒ Pairs with  $\varepsilon$  to formalize precision in analysis and computation



### Other Mathematical Uses

- ▶ **Geometry** ⇒  $\delta$  sometimes used for small angles
- ▶ **Statistics** ⇒  $\delta$  may denote deviation or perturbation
- ▶ **Complexity** ⇒  $\delta$  used for small constants in algorithm analysis
- ▶ **Connection** ⇒ Universal glyph for “small input change” across math disciplines

## III Proportional Symbol

### Definition

- ▶ **Glyph** ⇒  $\propto$  resembles the left half of  $\infty$
- ▶ **Meaning** ⇒ Denotes proportionality between two quantities
- ▶ **Formula** ⇒  $y \propto x$  means  $y = kx$  for some constant  $k$
- ▶ **Usage** ⇒ Used in algebra, physics, and statistics to show direct proportionality
- ▶ **Example** ⇒ Gravitational force:  $F \propto \frac{1}{r^2}$

### Key Properties

- ▶ **Constant of Proportionality** ⇒ Always exists:  $y = kx$
- ▶ **Direct Proportionality** ⇒ If one doubles, the other doubles
- ▶ **Inverse Proportionality** ⇒ Written as  $y \propto \frac{1}{x}$
- ▶ **Scaling** ⇒ Proportionality preserves ratios
- ▶ **Connection** ⇒ Symbol bridges ratios, scaling laws, and functional dependence

## III Infinity in Mathematics

### Concept of Infinity

- ▶ **Definition** ⇒  $\infty$  denotes an unbounded quantity, larger than any real number
- ▶ **Calculus** ⇒ Appears in limits:  $\lim_{x \rightarrow \infty} f(x)$
- ▶ **Set Theory** ⇒ Represents cardinalities of infinite sets
- ▶ **Geometry** ⇒ Used to mark points at infinity in projective geometry
- ▶ **Connection** ⇒ Symbol of endlessness, beyond finite measurement



## Infinity in Calculus

- ⇒ **Improper Integrals** ⇒  $\int_1^\infty \frac{1}{x^2} dx$
- ⇒ **Limits** ⇒  $\lim_{x \rightarrow \infty} \frac{1}{x} = 0$
- ⇒ **Series** ⇒ Infinite sums:  $\sum_{n=1}^{\infty} \frac{1}{n^2}$
- ⇒ **Connection** ⇒  $\infty$  marks the boundary of convergence and divergence
- ⇒ **Example** ⇒ Harmonic series diverges:  $\sum_{n=1}^{\infty} \frac{1}{n}$

## Infinity in Set Theory

- ⇒ **Countable Infinity** ⇒ Size of natural numbers, denoted  $\aleph_0$
- ⇒ **Uncountable Infinity** ⇒ Size of real numbers, larger than  $\aleph_0$
- ⇒ **Comparison** ⇒ Not all infinities are equal
- ⇒ **Connection** ⇒  $\infty$  as a concept differs from cardinal numbers
- ⇒ **Example** ⇒  $|\mathbb{N}| = \aleph_0$ , but  $|\mathbb{R}| > \aleph_0$

## III Perpendicular Symbol

### Definition

- ⇒ **Glyph** ⇒  $\perp$  is the mathematical symbol for perpendicularity
- ⇒ **Meaning** ⇒ Two lines, segments, or planes meet at a right angle ( $90^\circ$ )
- ⇒ **Notation** ⇒  $AB \perp CD$  means line AB is perpendicular to line CD
- ⇒ **Geometry** ⇒ Used to denote orthogonality in Euclidean space
- ⇒ **Example** ⇒ In a square, adjacent sides are  $\perp$  to each other

### Linear Algebra Connection

- ⇒ **Orthogonality** ⇒  $\perp$  denotes vectors with dot product zero
- ⇒ **Formula** ⇒  $\vec{u} \perp \vec{v} \iff \vec{u} \cdot \vec{v} = 0$
- ⇒ **Usage** ⇒ Defines orthogonal bases and projections
- ⇒ **Example** ⇒  $(1, 0) \perp (0, 1)$  in  $\mathbb{R}^2$
- ⇒ **Extension** ⇒ Orthogonality generalizes perpendicularity to higher dimensions



### Other Uses

- ⇒ **Logic** ⇒  $\perp$  sometimes denotes contradiction or falsity
- ⇒ **Probability** ⇒  $\perp$  used to denote independence in some texts
- ⇒ **Connection** ⇒ Symbol bridges geometry, algebra, and logic
- ⇒ **Visual** ⇒ Always evokes the right-angle lineage

## III Plus-Minus and Minus-Plus

### Plus-Minus ( $\pm$ )

- ⇒ **Definition** ⇒ Symbol  $\pm$  means “plus or minus”
- ⇒ **Usage** ⇒ Represents two possible values:  $a + b$  or  $a - b$
- ⇒ **Example** ⇒ Quadratic formula:  $x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$
- ⇒ **Connection** ⇒ Encodes duality in solutions, symmetry in expansions
- ⇒ **Extension** ⇒ Used in error bounds and approximations:  $x \pm \varepsilon$

### Minus-Plus ( $\mp$ )

- ⇒ **Definition** ⇒ Symbol  $\mp$  means “minus or plus,” paired with  $\pm$
- ⇒ **Usage** ⇒ Ensures opposite choice when  $\pm$  is used earlier
- ⇒ **Example** ⇒ If first term is  $+$ , second term takes  $-$ ; if first is  $-$ , second takes  $+$
- ⇒ **Connection** ⇒ Keeps expressions consistent in paired signs
- ⇒ **Extension** ⇒ Common in trigonometric identities and vector formulas

### Combined Expression

- ⇒ **Notation** ⇒  $a \pm b \mp c$
- ⇒ **Meaning** ⇒ Two cases:  $a + b - c$  or  $a - b + c$
- ⇒ **Pattern** ⇒  $\pm$  and  $\mp$  always paired to flip signs consistently
- ⇒ **Example** ⇒ In trig:  $\sin(x \pm y) = \sin x \cos y \pm \cos x \sin y$
- ⇒ **Connection** ⇒ Encodes dual solutions in compact symbolic form



### III Parallel Symbol

#### Definition

- ➊ **Glyph** ⇒  $\parallel$  is the mathematical symbol for parallelism
- ➋ **Meaning** ⇒ Two lines, segments, or planes never intersect and remain equidistant
- ➌ **Notation** ⇒  $AB \parallel CD$  means line AB is parallel to line CD
- ➍ **Geometry** ⇒ Used in Euclidean geometry to denote parallel lines and planes
- ➎ **Example** ⇒ In a rectangle, opposite sides are  $\parallel$  to each other

#### Linear Algebra Connection

- ➊ **Vectors** ⇒  $\parallel$  denotes vectors that are scalar multiples of each other
- ➋ **Formula** ⇒  $\vec{u} \parallel \vec{v} \iff \vec{u} = k\vec{v}$
- ➌ **Usage** ⇒ Defines direction equivalence in vector spaces
- ➍ **Example** ⇒  $(2, 4) \parallel (1, 2)$  since  $(2, 4) = 2(1, 2)$
- ➎ **Extension** ⇒ Parallelism generalizes beyond geometry into linear algebra and physics

#### Other Mathematical Uses

- ➊ **Analysis** ⇒  $\|x\|$  sometimes denotes norm of a vector
- ➋ **Logic** ⇒  $\parallel$  used in some texts for “parallel execution” or independence
- ➌ **Connection** ⇒ Symbol bridges geometry, algebra, and analysis
- ➍ **Visual** ⇒ Always evokes equidistant, non-intersecting lineage

### III Angle Symbol

#### Definition

- ➊ **Glyph** ⇒  $\angle$  is the mathematical symbol for an angle
- ➋ **Meaning** ⇒ Represents the measure of rotation between two intersecting lines or rays
- ➌ **Notation** ⇒  $\angle ABC$  means the angle formed at vertex B by rays BA and BC
- ➍ **Units** ⇒ Measured in degrees ( $^\circ$ ) or radians
- ➎ **Example** ⇒  $\angle ABC = 90^\circ$  denotes a right angle



### Geometry Usage

- ⇒ **Right Angle** ⇒  $\angle = 90^\circ$
- ⇒ **Acute Angle** ⇒  $\angle < 90^\circ$
- ⇒ **Obtuse Angle** ⇒  $90^\circ < \angle < 180^\circ$
- ⇒ **Straight Angle** ⇒  $\angle = 180^\circ$
- ⇒ **Reflex Angle** ⇒  $180^\circ < \angle < 360^\circ$

### Other Mathematical Uses

- ⇒ **Trigonometry** ⇒  $\angle$  used inside sine, cosine, tangent functions
- ⇒ **Polar Coordinates** ⇒ Point  $(r, \theta)$  defined by radius and angle
- ⇒ **Complex Numbers** ⇒ Angle defines argument of a complex number
- ⇒ **Vector Analysis** ⇒ Angle between vectors via dot product
- ⇒ **Connection** ⇒ Symbol bridges geometry, trigonometry, and analysis

## III Similar vs Equivalent

### Similar Symbol ( $\sim$ )

- ⇒ **Glyph** ⇒  $\sim$  is the symbol for similarity
- ⇒ **Geometry** ⇒  $\triangle ABC \sim \triangle DEF$  means triangles have equal angles and proportional sides
- ⇒ **Algebra** ⇒ Sometimes used to denote asymptotic equivalence:  $f(x) \sim g(x)$  as  $x \rightarrow \infty$
- ⇒ **Pattern** ⇒ Similarity preserves shape but not necessarily size
- ⇒ **Example** ⇒  $\triangle ABC \sim \triangle DEF$  if  $\angle A = \angle D, \angle B = \angle E, \angle C = \angle F$
- ⇒ **Connection** ⇒ Symbol of proportionality in geometry and asymptotics in analysis



### Equivalent Symbol ( $\equiv$ )

- ➊ **Glyph** ⇒  $\equiv$  is the symbol for equivalence
- ➋ **Congruence** ⇒  $\triangle ABC \equiv \triangle DEF$  means triangles are identical in shape and size
- ➌ **Number Theory** ⇒ Used for modular congruence:  $a \equiv b \pmod{n}$
- ➍ **Logic** ⇒ Denotes logical equivalence:  $P \equiv Q$
- ➎ **Pattern** ⇒ Equivalence preserves both shape and size, or exact relation
- ➏ **Example** ⇒  $17 \equiv 5 \pmod{12}$
- ➐ **Connection** ⇒ Symbol of exact sameness across geometry, algebra, and logic

## III Approximate Symbol

### Definition

- ➊ **Glyph** ⇒  $\approx$  is the mathematical symbol for approximation
- ➋ **Meaning** ⇒ Indicates two values are close but not exactly equal
- ➌ **Notation** ⇒  $a \approx b$  means  $a$  is approximately equal to  $b$
- ➍ **Usage** ⇒ Common in numerical analysis, applied math, and physics
- ➎ **Example** ⇒  $\pi \approx 3.1416$

### Contexts of Use

- ➊ **Numerical** ⇒ Used when rounding or truncating decimals
- ➋ **Physics** ⇒ Marks measured values close to theoretical ones
- ➌ **Statistics** ⇒ Denotes approximate probabilities or estimates
- ➍ **Analysis** ⇒ Signals asymptotic closeness in limits
- ➎ **Connection** ⇒ Symbol bridges exact math with practical computation



### Related Symbols

- ▶ **Equal Sign** ⇒  $=$  denotes exact equality
- ▶ **Tilde** ⇒  $\sim$  denotes similarity or asymptotic equivalence
- ▶ **Congruence** ⇒  $\equiv$  denotes exact equivalence or modular congruence
- ▶ **Approx** ⇒  $\approx$  specifically signals numerical closeness
- ▶ **Extension** ⇒ Each glyph stages a different level of sameness

## III Similar or Equal Symbol

### Definition

- ▶ **Glyph** ⇒  $\simeq$  is the symbol for “similar or equal”
- ▶ **Meaning** ⇒ Indicates two quantities are nearly equal and share structural similarity
- ▶ **Usage** ⇒ Common in analysis, approximation, and asymptotic notation
- ▶ **Example** ⇒  $f(x) \simeq g(x)$  means functions are close in value and form
- ▶ **Connection** ⇒ Bridges similarity ( $\sim$ ) and equality ( $=$ )

### Contexts of Use

- ▶ **Approximation** ⇒ Used when values are not exactly equal but very close
- ▶ **Asymptotics** ⇒ Signals functions behave similarly as  $x \rightarrow \infty$
- ▶ **Geometry** ⇒ Sometimes used to denote figures nearly congruent
- ▶ **Physics** ⇒ Marks quantities equal within experimental tolerance
- ▶ **Extension** ⇒  $\simeq$  is less strict than  $\equiv$  (equivalent) but stronger than  $\approx$  (approximate)



### III Congruent Symbol

#### Definition

- ⊕ **Glyph** ⇒  $\cong$  is produced in LaTeX with \cong
- ⊕ **Meaning** ⇒ Denotes congruence: “is congruent to”
- ⊕ **Geometry** ⇒  $\triangle ABC \cong \triangle DEF$  means triangles are identical in shape and size
- ⊕ **Pattern** ⇒ Congruence preserves both angles and side lengths
- ⊕ **Example** ⇒  $\triangle$  with sides 3,4,5 is  $\cong$  to another 3,4,5 triangle
- ⊕ **Connection** ⇒ Stronger than similarity ( $\sim$ ), exact match without scaling

#### Other Mathematical Uses

- ⊕ **Number Theory** ⇒ Sometimes used interchangeably with  $=$  for modular congruence
- ⊕ **Analysis** ⇒ Can denote “is approximately congruent” in some texts
- ⊕ **Logic** ⇒ Rarely used for structural equivalence
- ⊕ **Extension** ⇒  $\cong$  bridges geometry congruence with algebraic congruence
- ⊕ **Visual** ⇒ Glyph resembles equality with a tilde, staging sameness plus shape relation

### III Limit Symbol ( $\lim$ )

#### Definition

- ⊕ **Glyph** ⇒  $\lim$  denotes the limit of a function or sequence
- ⊕ **Meaning** ⇒ Describes the value a function approaches as the input approaches some point
- ⊕ **Notation** ⇒  $\lim_{x \rightarrow c} f(x)$
- ⊕ **Example** ⇒  $\lim_{x \rightarrow 0} \frac{\sin x}{x} = 1$
- ⊕ **Connection** ⇒ Core concept in calculus, analysis, and continuity



## Types of Limits

- ➔ **Finite Limit** ⇒ Function approaches a finite value as input approaches a point
- ➔ **Infinite Limit** ⇒ Function grows without bound:  $\lim_{x \rightarrow 0^+} \frac{1}{x} = \infty$
- ➔ **One-Sided Limit** ⇒  $\lim_{x \rightarrow c^-} f(x)$  or  $\lim_{x \rightarrow c^+} f(x)$
- ➔ **At Infinity** ⇒  $\lim_{x \rightarrow \infty} f(x)$
- ➔ **Sequence Limit** ⇒  $\lim_{n \rightarrow \infty} a_n$

## Formal Definition

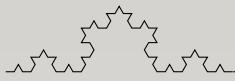
- ➔  **$\epsilon$ - $\delta$  Definition** ⇒ For every  $\epsilon > 0$ , there exists  $\delta > 0$
- ➔ **Condition** ⇒ If  $|x - c| < \delta$ , then  $|f(x) - L| < \epsilon$
- ➔ **Meaning** ⇒  $f(x)$  gets arbitrarily close to  $L$  as  $x$  approaches  $c$
- ➔ **Connection** ⇒ Defines continuity and rigor in calculus
- ➔ **Example** ⇒  $\lim_{x \rightarrow 2} (3x + 1) = 7$

## Limits

- ➔ **Usage** ⇒ Appears in limit notation:  $\lim_{x \rightarrow c} f(x)$
- ➔ **Meaning** ⇒ “to” means the variable approaches a value
- ➔ **Example** ⇒  $\lim_{x \rightarrow 0} \frac{\sin x}{x} = 1$
- ➔ **Connection** ⇒ Glyph of approach, not exact arrival
- ➔ **Extension** ⇒ Also used in one-sided limits:  $x \rightarrow c^+$ ,  $x \rightarrow c^-$

## Mappings

- ➔ **Usage** ⇒ Appears in function notation:  $f : A \rightarrow B$
- ➔ **Meaning** ⇒ “to” denotes mapping from domain to codomain
- ➔ **Example** ⇒  $f : \mathbb{R} \rightarrow \mathbb{R}$ ,  $f(x) = x^2$
- ➔ **Connection** ⇒ Glyph of transformation, linking sets
- ➔ **Extension** ⇒ Used in category theory: arrows  $A \rightarrow B$



## Ranges and Intervals

- ▶ **Usage** ⇒ Appears in describing ranges: “from ... to ...”
- ▶ **Meaning** ⇒ Marks boundaries of intervals or sums
- ▶ **Example** ⇒  $\sum_{i=1}^n a_i$  means i runs from 1 to n
- ▶ **Connection** ⇒ Glyph of span, marking start and end
- ▶ **Extension** ⇒ Used in integrals:  $\int_a^b f(x) dx$