

# Mathematical Specialists

Lachlan Takumi Ikeguchi

May 22, 2023

# Contents

0.1	Important symbols . . . . .	1
0.2	Addition principle . . . . .	2
0.3	Multiplication principle . . . . .	2
0.4	Factorials . . . . .	2
0.4.1	Dividing factorials . . . . .	2
0.4.2	Special cases . . . . .	2
0.5	Permutations . . . . .	3
0.5.1	Permutations in a circle . . . . .	3
0.5.2	Like objects repetitions . . . . .	3
0.5.3	Restrictions . . . . .	4
0.5.4	Grouped items . . . . .	4
0.5.5	Special cases . . . . .	4
0.6	Combinations . . . . .	4
0.6.1	Combinations with restrictions . . . . .	5
0.7	Pascal's triangle . . . . .	5
0.8	Vectors . . . . .	6
0.8.1	Addition of vectors . . . . .	6
0.8.2	Multiplication of vectors by a scalar . . . . .	7
0.8.3	Calculating the magnitude of a vector . . . . .	7
0.8.4	Calculating the angle of a vector . . . . .	7
0.8.5	The negative of a vector . . . . .	7
0.8.6	Converting between component form and polar form . . . . .	7
0.8.7	How to find the vector between points that . . . . .	7
0.8.8	Unit vectors . . . . .	7
0.8.9	Dot products . . . . .	7
0.8.10	Angle between two vectors . . . . .	7
0.8.11	Scalar resolutes . . . . .	7
0.8.12	Vector resolutes . . . . .	7
0.8.13	Sine rule . . . . .	7
0.8.14	Cosine rule . . . . .	7
0.8.15	Applications of vectors . . . . .	7
0.8.16	Relative vectors . . . . .	7
0.9	Proofs . . . . .	7
0.9.1	Propositions . . . . .	7
0.9.2	Direct proofs . . . . .	7
0.9.3	Proof by contraposition . . . . .	7
0.9.4	Proof by contradiction . . . . .	8
0.10	Circles . . . . .	8
0.10.1	Terms . . . . .	8
0.10.2	Theorems . . . . .	8

### **Abstract**

This document was written to be used as a summary to help revise the content covered mathematical specialists.  
For any inquiries, contact lachlanprivate@duck.com or through the discord server: <https://discord.gg/6P8rddkXFr>

## 0.1 Important symbols

Symbol	Mathematical definition	Simple definition
$\cup$	Union	<i>A and B</i> , or think as in 'add'.
$\cap$	Intersection	<i>A or B</i> , or think as in 'multiply'.
$n!$	$n \times (n-1) \times (n-2) \times (n-3) \dots \times 3 \times 2 \times 1$	The product of integers between the given value and 1.
${}^nP_r$	$\frac{n!}{(n-r)!}$	The number of combinations there are of length $r$ from a group of length $n$ where the order matters.
${}^nC_r$	$\frac{\frac{n!}{(n-r)!}}{r!}$ or $\frac{n!}{r!(n-r)!}$	The number of combinations there are of length $r$ from a group of length $n$ where the order does not matter.
$\binom{n}{r}$	${}^nC_r$	The same as the combinations but in a different notation.

## 0.2 Addition principle

If there are  $n$  ways of performing operation  $A$ , and  $m$  ways of performing operation  $B$ , there are  $n + m$  ways of performing operation  $A \cup B$ .

As in, let there be 2 ways to perform task  $A$ , and 3 ways to perform task  $B$ . If there is an option to perform  $A$  or  $B$ , there is a total of  $2 + 3 = 5$  ways to perform an operation.

## 0.3 Multiplication principle

If there are  $n$  ways of performing operation  $A$ , and  $m$  ways of performing operation  $B$ , there are  $n \times m$  ways of performing operation  $A \cup B$ .

As in, let there be 4 ways to perform task  $A$ , and 5 ways to perform task  $B$ . With considering 1 way to perform  $A$ , there are 5 ways to perform  $B$ , repeat the process through the number of ways to perform  $A$ .

	$B, 1$	$B, 2$	$B, 3$	$B, 4$	$B, 5$
$A, 1$	(1, 1)	(1, 2)	(1, 3)	(1, 4)	(1, 5)
$A, 2$	(2, 1)	(2, 2)	(2, 3)	(2, 4)	(2, 5)
$A, 3$	(3, 1)	(3, 2)	(3, 3)	(3, 4)	(3, 5)
$A, 4$	(4, 1)	(4, 2)	(4, 3)	(4, 4)	(4, 5)

Where there are  $4 \times 5 = 20$  ways to perform the operations.

## 0.4 Factorials

Factorials is the result of multiplying all of the integers between the given integer and 1. This is given the notation and formula:

$$n! = n \times (n - 1) \times (n - 2) \times (n - 3) \dots \times 3 \times 2 \times 1$$

Example:

$$\begin{aligned} 5! &= 5 \times 4 \times 3 \times 2 \times 1 \\ &= 120 \end{aligned}$$

### 0.4.1 Dividing factorials

When given some factorial over another factorial in such cases as:

$$\begin{aligned} &\frac{4!}{2!} \\ &= \frac{4 \times 3 \times 2 \times 1}{2 \times 1} \\ &= \frac{4 \times 3 \times \cancel{2} \times \cancel{1}}{\cancel{2} \times \cancel{1}} \\ &= 4 \times 3 \\ &= 12 \end{aligned}$$

### 0.4.2 Special cases

$$0! = 1$$

## 0.5 Permutations

Permutations is the number of ways of choosing  $r$  things from  $n$  distinct things where *order matters*. This is given the notation and formula:

$${}_nP_r = \frac{n!}{(n-r)!}$$

Example:

$$\begin{aligned} {}^6P_4 &= \frac{6!}{(6-4)!} \\ &= \frac{6!}{2!} \\ &= \frac{6 \times 5 \times 4 \times 3 \times 2 \times 1}{2 \times 1} \\ &= \frac{6 \times 5 \times 4 \times 3 \times \cancel{2} \times \cancel{1}}{\cancel{2} \times \cancel{1}} \\ &= 6 \times 5 \times 4 \times 3 \\ &= 360 \end{aligned}$$

### 0.5.1 Permutations in a circle

In cases where the positions being concerned is a circle such as the permutations of a circular seating arrangement, if the standard permutations formula is applied, there are several over-counting of the like arrangement in a different perspective. In these cases apply the formula:

$$\frac{{}_nP_r}{r} = \frac{\frac{n!}{(n-r)!}}{r}$$

### 0.5.2 Like objects repetitions

The number of ways of arranging  $n$  objects made up of indistinguishable objects,  $n_1$  in the first group,  $n_2$  in the second group and so on, is:

$$\frac{n!}{n_1!n_2!n_3!\dots n_r!}$$

Example:

Find the number of permutations of the letters in the word WOOLLOOMOOLOO.

There are 8 'O's and 3 'L's

Permutations:

$$\begin{aligned} &\frac{13!}{8!3!} \\ &\frac{13 \times 12 \times 11 \times 10 \times 9 \times 8 \times 7 \times 6 \times 5 \times 4 \times 3 \times 2 \times 1}{(8 \times 7 \times 6 \times 5 \times 4 \times 3 \times 2 \times 1) \times (3 \times 2 \times 1)} \\ &\frac{13 \times 12 \times 11 \times 10 \times 9 \times 8 \times 7 \times 6 \times 5 \times 4 \times 3 \times 2 \times 1}{(8 \times 7 \times 6 \times \cancel{5} \times \cancel{4} \times 3 \times 2 \times 1) \times (3 \times 2 \times 1)} \\ &\frac{13 \times 12 \times 11 \times 10 \times 9}{3 \times 2} \\ &\frac{13 \times \cancel{12} \times \overset{6 \times 2}{11} \times 10 \times \overset{3 \times 3}{\cancel{9}}}{\cancel{3} \times \cancel{2}} \\ &13 \times 6 \times 11 \times 10 \times 3 \\ &25,740 \end{aligned}$$

### 0.5.3 Restrictions

When considering restrictions, deal with the restrictions first.

Example:

Find the number of arrangements of the letters of the word DARWIN beginning and ending with a vowel.

Number of letters = 6

Number of positions = 6

Beginning and end must be a vowel, so the available positions are decreased by 2: number of positions - 2 = 4

Since 2 vowels must be used: number of letters - 2 = 4

Permutations:

$${}^4P_4$$

$$4!$$

$$4 \times 3 \times 2 \times 1$$

$$24$$

### 0.5.4 Grouped items

When items are grouped together, treat each group as a single object. Find the number of arrangements of the groups, then multiply by the number of arrangement within each group.

Example:

Find the number of arrangement of the letters of the word EQUALS if the vowels are kept together.

Number of vowels = 3

Number of letters = 6

Number of positions = 6

As the 3 vowels are grouped together, the number of positions decreases:

number of positions - 3<sub>for the members of the group</sub> + 1<sub>for the group</sub> = 4

Permutations within vowel group:

$${}^3P_3 = 3! = 3 \times 2 = 6$$

Permutations of all positions:

$${}^4P_4 = 4! = 4 \times 3 \times 2 = 24$$

Multiply together:

$$6 \times 24 = 144$$

### 0.5.5 Special cases

$${}^nP_n = n!$$

$${}^nP_0 = 1$$

## 0.6 Combinations

Combinations is the number of ways of choosing or selecting  $r$  objects from  $n$  distinct objects where *order does not matter*. This is given the notation and formula:

$${}^nC_r = \frac{{}^nP_r}{r!}$$

$${}^nC_r = \frac{\frac{n!}{(n-r)!}}{r!}$$

Example:

$$\begin{aligned} {}^4C_2 &= \frac{{}^4P_2}{2!} \\ &= \frac{\frac{4!}{(4-2)!}}{2!} \\ &= \frac{\frac{4!}{2!}}{2!} \\ &= \frac{\frac{4 \times 3 \times 2}{2}}{2} \\ &= \frac{\frac{4 \times 3 \times \cancel{2}}{\cancel{2}}}{2} \\ &= \frac{4 \times 3}{2} \\ &= \frac{12}{2} \\ &= 6 \end{aligned}$$

### 0.6.1 Combinations with restrictions

### Combinations with specific terms

When given a restriction that something must be something, consider the restriction first:

As an example:

Grace belongs to a group of 8 workers. How many ways can a team of four workers be selected if Grace must be on the team?

If there is no restriction, it would be equal to  ${}^8C_4$ . But as Grace must be on the team,  $n$  must be equal to  $8 - 1$  and  $r$  must be also  $4 - 1$

Therefore, the answer is:

$${}^7C_3 = 35$$

35 total combinations.

## Combinations from multiple groups

## Permutations and Combinations combined

## 0.7 Pascal's triangle

The Pascal's triangle is a pattern formed by adding the top 2 adjacent numbers and a 1 is placed on either side of the bottom row to resemble a triangle:

[illegible]



Each element in the Pascal's triangle can be used to calculate combinations, hence, the triangle can be written using Combinations notation ( ${}^nC_r$ ):

$$\begin{array}{cccccccc}
 n = 0: & & & & {}^0C_0 & & & \\
 n = 1: & & & {}^1C_0 & & {}^1C_1 & & \\
 n = 2: & & {}^2C_0 & & {}^2C_1 & & {}^2C_2 & \\
 n = 3: & & {}^3C_0 & & {}^3C_1 & & {}^3C_2 & & {}^3C_3 \\
 n = 4: & & {}^4C_0 & & {}^4C_1 & & {}^4C_2 & & {}^4C_3 & & {}^4C_4 \\
 n = 5: & & {}^5C_0 & & {}^5C_1 & & {}^5C_2 & & {}^5C_3 & & {}^5C_4 & & {}^5C_5
 \end{array}$$

Pascal's triangle shows that the  $r^{\text{th}}$  element of the  $n^{\text{th}}$  row of Pascal's triangle is given by  ${}^nC_r$ . It is assumed that the 1 at the beginning of each row is the  $0^{\text{th}}$  element. This gives the *Pascal's identity*:

$${}^nC_r = {}^{n-1}C_{r-1} + {}^{n-1}C_r \text{ for } 0 < r < n$$

The Pascal's triangle can be extended to the binomial theorem, where the rule for expanding an expression such as  $(a+b)^n$ . Where:

$$\begin{aligned}
 (a+b)^0 &= 1a^0b^0 \\
 (a+b)^1 &= 1a^1b^0 + 1a^0b^1 \\
 (a+b)^2 &= 1a^2b^0 + 2a^1b^1 + 1a^0b^2 \\
 (a+b)^3 &= 1a^3b^0 + 3a^2b^1 + 3a^1b^2 + 1a^0b^3 \\
 (a+b)^4 &= 1a^4b^0 + 4a^3b^1 + 6a^2b^2 + 4a^1b^3 + 1a^0b^4 \\
 (a+b)^5 &= 1a^5b^0 + 5a^4b^1 + 10a^3b^2 + 10a^2b^3 + 5a^1b^4 + 1a^0b^5
 \end{aligned}$$

## 0.8 Vectors

Vectors have a magnitude and a direction. There are three ways for writing vectors, either the Cartesian form/component form or the polar form. Vectors are represented by  $\underline{a}$ . the Cartesian form is written as:

$$\underline{v} = \begin{bmatrix} 0 \\ 2 \end{bmatrix}$$

The component form notation is written as:

$$\underline{v} = 2\hat{i} + 3\hat{j}$$

And polar form is written as:

$$\underline{v} = (r, \theta)$$

Where  $r$  is the radius and  $\theta$  is the direction in angles.

$\hat{i}$  is the unit vector in the x-axis, and  $\hat{j}$  is the unit vector in the y-axis. Unit vectors are the basis vectors and are multiplied by scalars to move the tip of the vector and represent different vectors.

### 0.8.1 Addition of vectors

Let  $\underline{a} = 3\hat{i} + -2\hat{j}$ , and  $\underline{b} = 7\hat{i} + 1\hat{j}$

And the addition of these vectors  $\underline{a} + \underline{b} = \underline{c}$

$$\begin{aligned}
 \underline{c} &= \underline{a} + \underline{b} \\
 \underline{c} &= 3\hat{i} + -2\hat{j} + 7\hat{i} + 1\hat{j} \\
 \underline{c} &= 10\hat{i} + -1\hat{j}
 \end{aligned}$$

## 0.8.2 Multiplication of vectors by a scalar

Let  $\underline{x} = 4\hat{i} + -5\hat{j}$

And  $\underline{s} = 2\underline{x}$

$$\begin{aligned}\underline{s} &= 2\underline{x} \\ \underline{s} &= 2(4\hat{i} + -5\hat{j}) \\ \underline{s} &= 8\hat{i} + -10\hat{j}\end{aligned}$$

## 0.8.3 Calculating the magnitude of a vector

The magnitude of a vector is written as  $|\underline{v}|$ , and to calculate the magnitude of a vector use the pythagoras's theorem:

Let  $\underline{w} = 3\hat{i} + 4\hat{j}$

$$\begin{aligned}\underline{w} &= 3\hat{i} + 4\hat{j} \\ |\underline{w}| &= \sqrt{3^2 + 4^2} \\ |\underline{w}| &= 5\end{aligned}$$

## 0.8.4 Calculating the angle of a vector

## 0.8.5 The negative of a vector

## 0.8.6 Converting between component form and polar form

To convert between the component form and polar from, use the trigonometric ratios.

If given a polar vector, the component form is  $\underline{v} = r \cos(\theta)\hat{i} + r \sin(\theta)\hat{j}$

## 0.8.7 How to find the vector between points that

## 0.8.8 Unit vectors

## 0.8.9 Dot products

## 0.8.10 Angle between two vectors

## 0.8.11 Scalar resolutes

## 0.8.12 Vector resolutes

## 0.8.13 Sine rule

## 0.8.14 Cosine rule

## 0.8.15 Applications of vectors

Displacement and velocity

Triangle of forces

## 0.8.16 Relative vectors

## 0.9 Proofs

### 0.9.1 Propositions

### 0.9.2 Direct proofs

### 0.9.3 Proof by contraposition

Proof by contraposition is done by proving the contrapositive

0.9.4 Proof by contradiction

Proof by contradiction is done by assuming that it is false initially.

- 1. Assume (incorrectly) that what we want to prove is true, is actually false
- 2. Show that the assumption eventually leads to mathematical nonsense
- 3. Conclude that we are wrong to assume it is false
- 4. realize that if it is not false, then it must be true

Example:

$x$  satisfies  $5^x = 2$ , show that  $x$  is irrational.++++

- 1. Assume that  $x$  is rational.
- 2.  $x = \frac{p}{q}, \in \mathbb{Q}$  (with no common factors) as all rational numbers can be represented by a fraction of integers
- 3.  $5^{\frac{p}{q}} = 2$
- 4.  $(5^{\frac{p}{q}})^q = (2)^q$
- 5.  $5^p = 2^p$
- 6. odd = even
- 7.  $\therefore$  Contradiction, assumption was wrong.
- 8.  $\therefore x$  is irrational.

0.10 Circles

0.10.1 Terms

0.10.2 Theorems

Theorem	Diagram	Symbol
<p>The angle at the centre of the circle is twice the angle at the circumference subtended on the same arc.</p>		