# Algebra, Calculus & Probability Refresher MSc Week 0

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## Algebra

#### **Numbers**

• Integers:

$$\mathbb{Z} = \{\ldots, -3, -2, -1, 0, 1, 2, 3, \ldots\}$$

• Rationals:

$$\mathbb{Q} = \left\{ a \mid \exists \ p, q \in \mathbb{Z} \text{ for which } a = \frac{p}{q} \right\}$$

• Real numbers:

$$\mathbb{Z}\subset\mathbb{Q}\subset\mathbb{R}$$

## **Exponents**

For  $a, b \in \mathbb{R}^+$ ,  $x, y \in \mathbb{R}$ :

1. 
$$a^{x}a^{y} = a^{x+y}$$

2. 
$$a^0 = 1$$

3. 
$$a^{-x} = \frac{1}{a^x}$$

4. 
$$(a^x)^y = a^{xy}$$

5. 
$$a^{x}b^{x} = (ab)^{x}$$

6. 
$$a^{\frac{1}{2}} = \sqrt{a}$$

## Logarithms

$$\log_a a^b = b$$

$$3^{x} = 81 \Leftrightarrow x = \log_{3} 81 = 4$$

#### **Functions**

Evaluate the function f when a = 4, b = 2, c = -5:

$$f(a,b,c) = \frac{a}{b} + 4c - a^2c + 10(a+b)$$

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Solution:

$$f(4,2,-5) = \frac{4}{2} + (4 \times -5) - (4^2 \times -5) + 10(4+2)$$

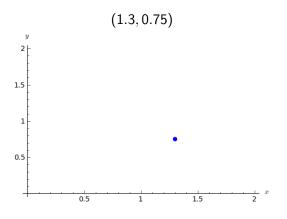
$$= 2 - 20 - (16 \times -5) + 10(6)$$

$$= 2 - 20 + 80 + 60$$

$$= 122$$

## Coordinates in the plane

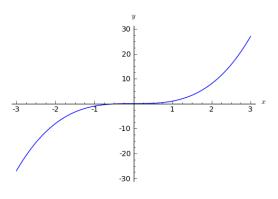
Right handed Cartesian axes:



For P = (x, y), x/y is called the abscissa / ordinate of P.

## Graphs

If x and y connected by an equation, then this relation can be represented by a curve or curves in the (x, y) plane which is known as the graph of the equation.



$$y = x^3$$

## Graphs

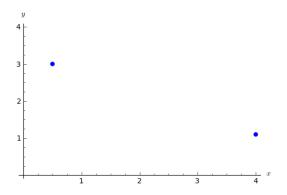
Graph of a straight line:

$$y = mx + c$$

- *m* is called the *gradient* of the line.
- *c* is called the *y-intercept* of the line.

#### Exercise

Find the equation for the line going through the points  $\{(0.5,3),(4,1.1)\}$ :



#### Solution

General form of y = mx + c through  $\{(x_1, y_1), (x_2, y_2)\}$ :

$$y_1 = mx_1 + c$$
  
 $y_2 = mx_2 + c$   $\Rightarrow m(x_1 - x_2) = y_1 - y_2$ 

which gives:

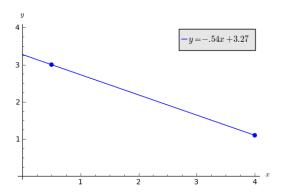
$$m = \frac{y_1 - y_2}{x_1 - x_2}$$

$$c = \frac{x_2 y_1 - x_1 y_2}{x_2 - x_1}$$

#### Solution

So for  $(x_1, y_1) = (0.5, 3)$  and  $(x_2, y_2) = (4, 1.1)$  we have:

$$m = \frac{1.9}{-3.5} \approx -0.54$$
$$c = \frac{11.45}{3.5} \approx 3.27$$



#### Exercise

Where does the line y = -0.54x + 3.27 intersect the y-axis and the x-axis?

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Where does the line y = -0.54x + 3.27 intersect the y-axis and the x-axis?

This is equivalent to solving:

$$y = -0.54 \times 0 + 3.27$$

and

$$0 = -0.54x + 3.27$$

## Solving Linear Equations

In linear equations are solved by multiplying or adding various constants.

$$0 = -0.54x + 3.27 \qquad \Leftrightarrow 0 - 3.27 \qquad = (-0.54x + 3.27) - 3.27$$

$$\Leftrightarrow -3.27 \qquad = -0.54x$$

$$\Leftrightarrow -3.27 \times \frac{1}{-0.54} = 0.54x \times \frac{1}{-0.54}$$

$$\Leftrightarrow 6.06 \qquad \approx x$$

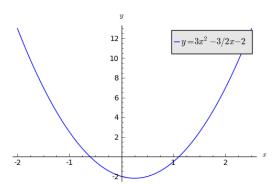
#### Quadratic

A "quadratic" is an expression of the form:

$$ax^2 + bx + c$$

- a is called the quadratic coefficient,
- b is called the linear coefficient,
- *c* is called the constant term or free term.

## Quadratic



## Solving a Quadratic Equation

General solution of the equation:

$$ax^2 + bx + c = 0$$

is given by:

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

#### Exercise

Solve the equation:

$$3x^2 - \frac{3}{2}x - 2 = 0$$

#### Solution

From the previous formula we have:

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a} \Leftrightarrow x = \frac{\frac{3}{2} \pm \sqrt{\left(\frac{3}{2}\right)^2 - 4 \times 3 \times (-2)}}{2 \times 3}$$
$$\Leftrightarrow x = \frac{\frac{3}{2} \pm \sqrt{\frac{9}{4} + 24}}{6}$$
$$\Leftrightarrow x = \frac{3}{12} \pm \frac{\frac{1}{2}\sqrt{9 + 96}}{6}$$
$$\Leftrightarrow x = \frac{1}{4} \pm \frac{\sqrt{105}}{12}$$

#### Exercise

Solve the equation:

$$4x^2 - 2x + 10 = 3$$

#### Solution

From the previous formula we have:

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a} \Leftrightarrow x = \frac{2 \pm \sqrt{2^2 - 4 \times 4 \times 7}}{2 \times 4}$$
$$\Leftrightarrow x = \frac{2 \pm \sqrt{-108}}{8}$$
$$\Leftrightarrow x = \frac{2 \pm \sqrt{i^2 108}}{8}$$
$$\Leftrightarrow x = \frac{2 \pm i\sqrt{3} \times 36}{8}$$
$$\Leftrightarrow x = \frac{2 \pm 6i\sqrt{3}}{8} = \frac{1}{4} \pm \frac{3}{4}i\sqrt{3}$$

## **Complex Numbers**

$$i^2 = -1$$

Complex numbers:

$$\mathbb{C} = \{a + bi \mid a, b \in \mathbb{R}\}\$$

If z = a + ib:

- a is the real part of z.
- ullet b is the imaginary part of z.

## Solving Systems of Equations

A system of equations is a collection of equations involving the same set of variables. For example:

$$3x + 2y = 1$$
$$2x - 2y = -2$$

Various techniques can be used to solve such a problem.

#### Solution

First equation gives:

$$3x + 2y = 1 \Rightarrow x = \frac{1 - 2y}{3}$$

Substituting in to second equation gives:

$$2\left(\frac{1-2y}{3}\right) - 2y = -2$$

which implies:

$$y=\frac{4}{5}$$

Substituting in to our expression for x we get:

$$x = -\frac{1}{5}$$

#### Shorthand notation

• Summation:

$$\sum_{i=1}^{n} a_i = a_1 + a_2 + a_3 + \dots + a_n$$

• Multiplication:

$$\prod_{i=1}^n a_i = a_1 \times a_2 \times a_3 \times \cdots \times a_n$$

## **Examples**

• Summation:

$$\sum_{i=1}^{4} i \times 2^{i} = 1 \times 2 + 2 \times 2^{2} + 3^{3} + 4 \times 2^{4}$$
$$= 2 + 8 + 3 \times 8 + 4 \times 16 = 98$$

• Multiplication:

$$\prod_{k=1}^{3} k^2 = 1 \times 2^2 \times 3^2 = 36$$

## Proof by Induction

Technique often used to prove algebraic relationships. Basic idea:

- Prove that something is true at the start.
- Prove that if something is true at point k then it is true at point k + 1.



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#### Exercise

Prove that:

$$\sum_{i=0}^{n} i = \frac{n(n+1)}{2}$$

#### Solution

• True for n = 0?:

$$\sum_{i=0}^{0} i = 0 \text{ and } \frac{n(n+1)}{2} = 0$$

#### Solution

• True for n = 0?:

$$\sum_{i=0}^{0} i = 0 \text{ and } \frac{n(n+1)}{2} = 0$$

• If true for n = k, true for n = k + 1?:

$$\sum_{i=0}^{k+1} i = \sum_{i=0}^{k} i + k+1$$

$$= \frac{k(k+1)}{2} + k+1$$

$$= \frac{(k+1)(k+2)}{2}$$

#### Infinite Sums

$$\sum_{k=0}^{\infty} a^k = \frac{a}{1-a}$$

$$\sum_{k=0}^{\infty} ka^k = \frac{a}{(1-a)^2}$$

$$\sum_{k=0}^{\infty} \frac{a^k}{k!} = e^a$$

#### Infinite Sums

$$S = \sum_{k=0}^{\infty} a^k$$

$$S = a^0 + a^1 + a^2 + a^3 + a^4 + \dots$$

$$aS = a^1 + a^2 + a^3 + a^4 + a^5 + \dots$$

Consider S - aS:

$$S - aS = a^{0}$$

$$S - aS = 1$$

$$S(1 - a) = 1$$

$$S = \frac{1}{(1 - a)}$$

## **Calculus**

#### **Functions**

A function f is a rule that assigns to each element x in a set D exactly one element, called f(x), in a set E.



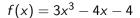
#### **Functions**

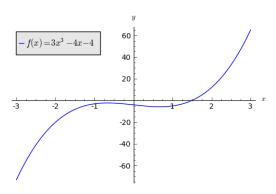
A function f is a rule that assigns to each element x in a set D exactly one element, called f(x), in a set E.



- We usually consider functions for which the sets D and E are sets of real numbers.
- The set *D* is called the domain of the function.
- The range of f is the set of all possible values of f(x) as x varies throughout the domain.
- A symbol that represents an arbitrary number in the domain of a function *f* is call an independent variable.
- A symbol that represents a number in the range of *f* is called a dependent variable.

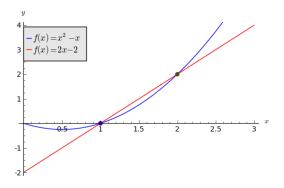
# Example

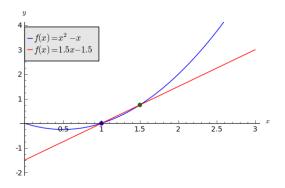


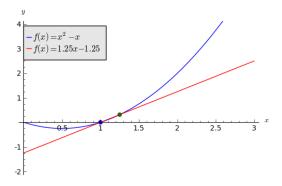


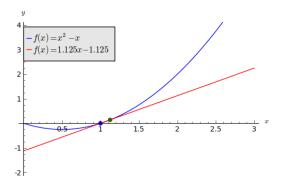
The tangent line to the curve y = f(x) at the point P = (a, f(a)) is the line through P with gradient:

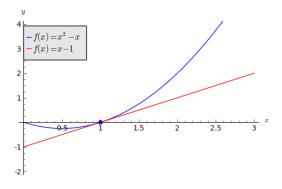
$$m = \lim_{x \to a} \frac{f(x) - f(a)}{x - a}$$











#### Derivative

The derivative of a function f at a number a, denoted by f'(a) is:

$$f'(a) = \lim_{h \to 0} \frac{f(a+h) - f(a)}{h}$$

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For polynomials:

$$f = x^n$$
$$\implies f' = nx^{n-1}$$

### Exercise

Find the derivative of

$$f(x) = x^2 - 3x + 2$$

at x = 6.

### Solution

$$f(x) = x^{2} - 3x + 2$$

$$f(x) = 1 \times x^{2} - 3 \times x^{1} + 2 \times x^{0}$$

$$f'(x) = 1 \times 2 \times x^{2-1} - 3 \times 1 \times x^{1-1} + 2 \times 0 \times x^{0-1}$$

$$f'(x) = 2x^{1} - 3x^{0} + 0$$

$$f'(x) = 2x - 3$$

$$f'(6) = 2 \times 6 - 3$$

$$f'(6) = 9$$

### Rules of Differentiation

• The Power Rule:

$$\frac{d}{dx}(x^n) = nx^{n-1}$$

• The Constant Multiple Rule:

$$\frac{d}{dx}\left(cf(x)\right) = c\frac{d}{dx}\left(f(x)\right)$$

• The Sum Rule:

$$(f+g)'=f'+g'$$

### Rules of Differentiation

• The Product Rule:

$$(fg)' = f'g + fg'$$

• The Quotient Rule:

$$\left(\frac{f}{g}\right)' = \frac{f'g - fg'}{g^2}$$

### The Chain Rule

If 
$$f(g(x)) = f \circ g$$
:

$$(f \circ g)' = (f' \circ g) g'$$

### Exercise

Differentiate 
$$F(x) = \sqrt{x^2 + 1}$$
.

#### Solution

If we let  $f(x) = \sqrt{x} = x^{\frac{1}{2}}$  and  $g(x) = x^2 + 1$  then we have:

$$f' = \frac{1}{2}x^{-\frac{1}{2}} = \frac{1}{2\sqrt{x}}$$

and

$$g'=2x$$

Using the Chain Rule we have:

$$F'(x) = \left(\frac{1}{2\sqrt{x^2 + 1}}\right)(2x)$$
$$= \frac{x}{\sqrt{x^2 + 1}}$$

#### Table of Derivatives

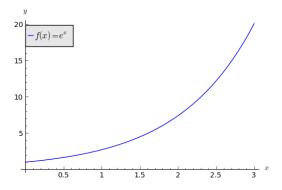
$$\frac{d}{dx}\sin(x) = \cos(x)$$
$$\frac{d}{dx}\cos(x) = -\sin(x)$$
$$\frac{d}{dx}\tan(x) = \sec^2(x)$$

http://www.math.wustl.edu/~freiwald/131derivativetable.pdf

# Natural Exponential Function

The mathematical constant *e* can be defined as the real number such that:

$$\frac{d}{dx}e^{x}=e^{x}$$



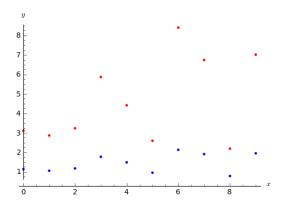
# Naural Logarithm

$$\ln x = \log_e x$$

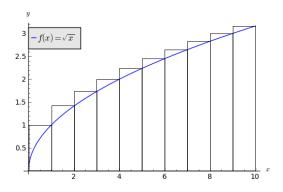
$$y = e^x \Leftrightarrow x = \ln y$$

# Logarithms in Statistics

In the following graph the red dots are contracted by log. This is a standard procedure sometimes used when analysing data.



# Area under a graph



### Fundamental Theorem of Calculus

Let f, F be continuous on [a, b] then:

1. If 
$$F(x) = \int_a^x f(t)dt$$
 then  $F' = f$ .

2. 
$$\int_{a}^{b} f(x)dx = F(b) - F(a)$$

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2. 
$$\int_{a}^{b} f(x)dx = F(b) - F(a)$$

$$\int f(x)dx = F(x) \text{ means } \frac{d}{dx}F = f$$

# Tables of Indefinite Integrals

$$\int x^n dx = \frac{x^{n+1}}{n+1} + C \qquad (n \neq -1)$$

$$\int cf(x) dx = c \int f(x) dx$$

$$\int (f(x) + g(x)) dx = \int f(x) dx + \int g(x) dx$$

$$\vdots$$

http://integral-table.com/downloads/single-page-integral-table.pdf

### Exercise

Calculate:

$$\int x^2 + \sin(x) dx$$

### Exercise

Calculate:

$$\int x^2 + \sin(x) dx$$

$$\int x^2 + \sin(x)dx = \frac{x^3}{3} - \cos(x) + C$$

## Integration by Parts

If 
$$u = f(x)$$
 and  $v = g(x)$ :

$$\int u dv = uv - \int v du$$

### Exercise

Calculate:

$$\int x \cos(x) dx$$

#### Solution

Letting u = x and  $dv = \cos(x)dx$  we have du = dx and  $v = \sin(x)$ , thus:

$$\int x \cos(x) dx = \int u dv = uv - v du$$
$$= x \sin(x) - \int \sin(x) dx$$
$$= x \sin(x) + \cos(x) + C$$

### The Substitution Rule

If u = g(x) then:

$$\int f(g(x))g'(x)dx = \int f(u)du$$

### Exercise

Calculate:

$$\int x^3 \cos(x^4 + 2) dx$$

### Solution

Letting  $u = x^4 + 2$ , we have  $du = 4x^3 dx$ , thus:

$$\int x^3 \cos(x^4 + 2) dx = \int \cos(u) \frac{1}{4} du$$
$$= \frac{1}{4} \int \cos(u) du$$
$$= \frac{1}{4} \sin(u) + C$$
$$= \frac{1}{4} \sin(x^4 + 2) + C$$

# **Probability**

#### Random Variables

In trials where the outcome is numerical, the outcomes are values of random variables.

Example: A coin is spun 3 times, how many heads appear? Denote the random variable associated with the number of heads by X. Denote the sample space by  $S_X$  then:

$$S_X = \{0, 1, 2, 3\}$$

# Discrete Probability Distributions

For a probability distribution  $P(X = x_i) = p_i$ :

- $0 \le p_i \le 1$
- All probabilities sum to 1:
  - $\sum_{i=1}^{n} p_i = 1$  if X has n possible outcomes
  - $\sum_{i=1}^{\infty} p_i = 1$  if X has a countably infinite set of outcomes

Write down the state space and probability distribution for the random variable X associated with the rolling of a six sided die.

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$$S_X = \{1, 2, 3, 4, 5, 6\}$$

# Cumulative Distribution for Discrete Random Variables

For  $P(X = x_i) = p_i$  the cumulative distribution  $F(x) = P(X \le x)$ :

$$F(x) = \sum_{i=1}^{x} P(X = x_i)$$

Write down the cumulative probability distribution for the random variable X associated with the rolling of a six sided dice.

Write down the cumulative probability distribution for the random variable X associated with the rolling of a six sided dice.

Xį	1	2	3	4	5	6
$P(X=x_i)$	<u>1</u> 6	<u>1</u> 6	<u>1</u> 6	<u>1</u> 6	<u>1</u> 6	$\frac{1}{6}$
$F(x_i)$	<u>1</u>	<u>2</u>	<u>3</u>	<del>4</del> 6	<u>5</u>	1

#### Mean and Variance

Mean / Average / Expected Value:

$$E(X) = \sum_{i=1}^{n} x_i p_i$$

Variance:

$$Var(X) = \sum_{i=1}^{n} (x_i - E(X))^2 p_i$$

Calculate the mean and variance for the random variable X associated with the rolling of a six sided dice.

Calculate the mean and variance for the random variable X associated with the rolling of a six sided dice.

Mean:

$$E(X) = \frac{0}{6} + \frac{1}{6} + \frac{2}{6} + \frac{3}{6} + \frac{4}{6} + \frac{5}{6} + \frac{6}{6}$$
  
= 3.5

Variance:

$$Var(X) = \frac{(0-3.5)^2}{6} + \frac{(1-3.5)^2}{6} + \frac{(2-3.5)^2}{6} + \frac{(3-3.5)^2}{6} + \frac{(4-3.5)^2}{6} + \frac{(5-3.5)^2}{6} + \frac{(6-3.5)^2}{6}$$

$$\approx 2.9$$

#### Continuous Random Variables

The random variable X is the time from t=0 until a light bulb fails. X is a continuous random variable, defined for the continuous variable  $t \ge 0$ , and is not a countable list of values.

Define a probability density function f(x) over  $\mathbb{R}$ :

- $f(x) \geq 0$
- $\int_{-\infty}^{\infty} f(x) dx = 1$
- for any  $x_1 < x_2$ :

$$P(x_1 \le X \le x_2) = \int_{x_1}^{x_2} f(x) dx$$

### Continuous CDF

$$F(x) = P(X \le x) = \int_{-\infty}^{x} f(u) du$$

### Mean and Variance of Continuous Random Variables

Mean:

$$E(X) = \int_{-\infty}^{\infty} x f(x) dx$$

Variance:

$$Var(X) = \int_{-\infty}^{\infty} (x - E(X))^2 f(x) dx$$

Find the mean of the negative exponential distribution:

$$f(x) = \lambda e^{-\lambda x}$$
 defined for  $0 < x < \infty$ 

#### Solution

$$E(X) = \int_0^\infty x f(x) dx$$

$$= \lambda \int_0^\infty x e^{-\lambda x} dx$$

$$= \lambda \left( uv - \int v du \right)_0^\infty$$

$$= \lambda \left[ \frac{x}{\lambda} e^{-\lambda x} + \int \frac{1}{\lambda} e^{-\lambda x} \right]_0^\infty$$

$$= \lambda \left[ \frac{x}{\lambda} e^{-\lambda x} + \frac{1}{\lambda^2} e^{-\lambda x} \right]_0^\infty$$

$$= \left[ x e^{-\lambda x} + \frac{1}{\lambda} e^{-\lambda x} \right]_0^\infty$$

$$= 0 - 0 - 0 + \frac{1}{\lambda} = \frac{1}{\lambda}$$

## Support Material

```
https://intranet.cardiff.ac.uk/students/your-study/
study-skills/maths-support
https://github.com/drvinceknight/MSc_week_0/wiki
```