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Chapter 1

Fundamentals

1.1 Equations

one variable several variables

1.2 Inequalities

three variables

1.3 Sequences

invariants pigeonhole floor and archimedian principle asymptotics

Chapter 2

Geometry

2.1 Basic topics

length computation triangles and quadrilaterals angle chasing rigid motions for auxiliary points

2.2 Advanced topics

five centers conics inversive and projective tangent circles

2.3 Coordinates

algebraic curves vector method complex method solid geometry: length computation projections regular polytopes

Chapter 3

Combinatorics

3.1 Counting

combinatorial identities discrete geometry

3.2 Graphs

double counting

3.3 Probability

conditional prob probabilistic method

Chapter 4

Algebra

4.1

prime factors quadratic residue

4.2 Matrices

conjugacy class, commutation two-by-two in particular algebraic condition and spectrum

4.3

Chapter 5

Analysis

5.1

indefinite and definite integrals

5.2 Differential inequities

mean value type taylor type gronwall type

- 5.1. (a) Let $f \in C^3(\mathbb{R})$. If $0 < f'(x)$, $0 < f''(x)$, $0 < f'''(x) \leq f(x)$, then $f'(x) \leq 2f(x)$.
(b) Let $f \in C^2(\mathbb{R})$. If $f''(x) \geq f(x)$, then $f(x) \geq f(0) \cosh x + f'(0) \sinh x$.

5.3 Integral inequalities

Holder, minkowski interpolation fourier transform, divide and conquer