UGA CSCI 4150/6150
Caleb Ashmore Adams

1 Generally Useful Math

Trig Properties

$\sin^2 x + \cos^2 x = 1$ $\quad \frac{d}{dx}\sin x = \cos x$
$\tan x = \frac{\sin x}{\cos x}$ $\quad \frac{d}{dx}\cos x = -\sin x$
$\frac{d}{dx}\tan x = \sec^2 x$ $\quad \frac{d}{dx}\cot x = -\csc^2 x$
$\frac{d}{dx}\arcsin x = \frac{1}{\sqrt{1-x^2}}$ $\quad \frac{d}{dx}\arccos x = \frac{-1}{\sqrt{1-x^2}}$
$\frac{d}{dx}\arctan x = \frac{1}{1+x^2}$

Log & Exp Properties

$\frac{x}{dx}b^x = b^x \ln x$ $\quad \log(\frac{1}{x}) = -\log x$
$\log_a x = \frac{\log_b x}{\log_a x}$ $\quad \frac{d}{dx}e^{ax} = ae^{ax}$
$\frac{d}{dx}a^x = a^x \ln a$ $\quad \frac{d}{dx}\ln x = \frac{1}{x}$
$x^0 = 1$ $\quad x^n \cdot x^m = x^{n+m}$ $\quad x^{-n} = \frac{1}{x^n}$
$\log_a x^n = n \log_a x$ $\quad \frac{e^{-nx}}{e^x} = e^{-(n+1)x}$
$\log_a(\frac{x}{y}) = \log_a x - \log_a y$
$\log_a(xy) = \log_a x + \log_a y$

Useful Series

$r^0 + r^1 + r^2 + r^3 = \frac{r^n - 1}{r-1}$
for an alternating series the following will work to start:
$\sum_{n=0}^{\infty}(-1)^n$ or $\sum_{n=0}^{\infty}(-1)^{n+1}$

In Class Terminology

the relative error formula: $\frac{|x-\hat{x}|}{x}$
$x' = f(t, x)$
this was repesed strangely in class:
If $x'' = xx'$ then $x''' = xx'' + x'x'$

2 Base Conversion

Decimal to Binary

For this simply find the place of the largest binary number that (of the form 2^n) that is within the number. Successivley subtract these numbers while keeping track of their place to generate the binary number.

Binary to Decimal

For this notice that each place in the decimal number has a corresponding power of 2. If the decimal number has a floating point then the power is negative counting from zero. This generates a sum of the form:
$2^n + \ ... \ + 2^2 + 2^1 + 2^{-1} + 2^{-2} + \ ... \ + 2^{-m}$
Where n is the most significant digit and m is the least. The 2^{-1} term is the beginning of the floating point numbers.

Binary to Octal

Simply follow the table: $000 \rightarrow 0$ $001 \rightarrow 1$ $002 \rightarrow 2$ $003 \rightarrow 3$ $004 \rightarrow 4$ $005 \rightarrow 5$ $006 \rightarrow 6$ $007 \rightarrow 7$

Binary to Hex

This identical to the Octal method, the Hex symbols range from 0 to F and binary from 0000 to 1111. Simply count up un binary and there is a simple conversion.

One & Two's Complement

3 Runge-Kutta Methods

RK4

This is the 4th order (RK4) Runge-Kutta method for the Initial Value Problem (IVP):
$x(t+h) = x(t)\frac{1}{6}(K_1 + 2K_2 + 2K_3 + K_4)$
where the following are values of K_n:
$K_1 = hf(t, x)$
$K_2 = hf(t + \frac{1}{2}h, x + \frac{1}{2}K_1)$
$K_3 = hf(t + \frac{1}{2}h, x + \frac{1}{2}K_2)$
$K_4 = hf(t + h, x + K_3)$
first, the K_n values are calculated in succession. They the K_n values are filled into the first formula above.