# 12 Specialist Mathematics Summarised Notes (Work in Progress)

#### **Functions**

# **Composite Functions**

Given  $f: x \mapsto f(x)$  and  $g: x \mapsto g(x)$ , the composite function of f and g is:

$$(f \circ g)(x) = f(g(x))$$
  
or  
 $f \circ g : x \mapsto f(g(x))$ 

In general,  $(f \circ g)(x) \neq (g \circ f)(x)$ .

#### **Inverse Functions**

An inverse function returns the original value from the output of a function. f(x) has an inverse if it is injective (one-to-one), if f(a) = f(b) only when a = b,  $\therefore$  passes the horizontal line test.

For  $f^{-1}(x)$ , the inverse of f(x)

- Is a reflection of y = f(x) over y = x.
- $\bullet \ (f \circ f^{-1})(x) = (f^{-1} \circ f)(x) = x$
- Domain of  $f^{-1}$  = Range of f.
- Range of  $f^{-1}$  = Domain of f.

#### **Self-Inverse Functions**

An invertible function which is symmetrical about y = x.

$$f^{-1}(x) = f(x)$$

#### **Reciprocal Functions**

A function of the form  $f(x) = \frac{k}{x}$ , where  $k \neq 0$  is a constant.

#### **Reciprocal of Other Functions**

The reciprocal of a function f(x) is  $\frac{1}{f(x)}$ .

Graphing  $y = \frac{1}{f(x)}$  from y = f(x):

- Zero  $f(x) \to \text{vertical asymp } \frac{1}{f(x)}$
- Vertical asymp  $f(x) \to \text{zero } \frac{1}{f(x)}$
- Local max  $f(x) \to \text{local min } \frac{1}{f(x)}$
- Local min  $f(x) \to \text{local max } \frac{1}{f(x)}$
- When f(x) > 0,  $\frac{1}{f(x)} > 0$
- When f(x) < 0,  $\frac{1}{f(x)} < 0$
- When  $f(x) \to 0$ ,  $\frac{1}{f(x)} \to \pm \infty$
- When  $f(x) \to \pm \infty$ ,  $\frac{1}{f(x)} \to 0$

### **Invariant Points:**

Points which do not move under a transformation occurring at  $y=\pm 1$ .

### **Rational Functions**

Results from the division of one polynomial by another.

Vertical asymptote occurs when denominator is zero.

Horizontal asymptote ascertained from behaviour of graph as  $|x| \to \infty$ .

- If the degree of denominator > numerator, horizontal asymptote at y = 0.
- If the degree of denominator < numerator, function has slated asymptote found through polynomial division.
- If the degree of denominator = numerator horizontal asymptote at  $y = \frac{a}{b}$  where a and b are the leading coefficients.

#### **Absolute Value Functions**

The absolute value or modulus |x| of a real number x is its distance from 0 on the number line.

$$|x| = \begin{cases} x & \text{if } x \ge 0 \\ -x & \text{if } x \le 0 \end{cases}$$

Alternatively,

$$|x| = \sqrt{x^2}$$

#### Properties:

- |x| > 0
- $|x|^2 = x^2$
- $\bullet \left| \frac{x}{y} \right| = \frac{|x|}{|y|}$
- |-x| = |x|
- $\bullet ||xy| = |x||y|$
- $\bullet ||x y| = |y x|$

If |x| = a where a > 0, then  $x = \pm a$ . If |x| = |b| then  $x = \pm b$ .

# Graphs Involving the Absolute Value Function

Graphing y = f(|x|) from y = f(x):

- Discard the graph for x < 0
- Reflect the graph for  $x \ge 0$  in the y-axis
- Points on the y-axis are invariant

Graphing y = |f(x)| from y = f(x):

- Keep the graph for  $f(x) \ge 0$
- Reflect the graph for f(x) < 0 in the x-axis
- Points on the x-axis are invariant

# Trigonometric Identities

# Angle Relationships

$$\sin(-\theta) = -\sin\theta \qquad \cos(-\theta) = \cos\theta$$
  

$$\sin(\pi - \theta) = \sin\theta \qquad \cos(\pi - \theta) = -\cos\theta$$
  

$$\sin(\frac{\pi}{2} - \theta) = \cos\theta \qquad \cos(\frac{\pi}{2} - \theta) = \sin\theta$$

# Pythagorean Theorem

$$\sin^2 \theta + \cos^2 \theta = 1$$
$$\tan^2 \theta + 1 = \sec^2 \theta$$
$$\cot^2 \theta + 1 = \csc^2 \theta$$

# **Double Angle Identities**

$$\sin 2\theta = 2\sin\theta\cos\theta$$

$$\cos 2\theta = \cos^2\theta - \sin^2\theta$$

$$= 1 - 2\sin^2\theta$$

$$= 2\cos^2\theta - 1$$

$$\tan 2\theta = \frac{2\tan\theta}{1 - \tan^2\theta}$$

# Angle Sum and Difference

$$\sin (A \pm B) = \sin A \cos B \pm \cos A \sin B$$

$$\cos (A \pm B) = \cos A \cos B \mp \sin A \sin B$$

$$\tan (A \pm B) = \frac{\tan A \pm \tan B}{1 \mp \tan A \tan B}$$

#### Sum to Product

$$\begin{split} \sin A &\pm \sin B = 2 \sin \left(\frac{A \pm B}{2}\right) \cos \left(\frac{A \mp B}{2}\right) \\ \cos A &+ \cos B = 2 \cos \left(\frac{A + B}{2}\right) \cos \left(\frac{A - B}{2}\right) \\ \cos A &- \cos B = -2 \sin \left(\frac{A + B}{2}\right) \sin \left(\frac{A - B}{2}\right) \end{split}$$

# **Mathematical Induction**

# The Principle of Mathematical Induction

Suppose  $P_n$  is a proposition which is defines for every integer  $n \geq a, a \in \mathbb{Z}$ . If  $P_a$  is true, and if  $P_{k+1}$  is true whenever  $P_k$  is true, then  $P_n$  is true for all  $n \geq a$ .

# Complex Numbers

# **Imaginary Numbers**

A number which cannot be placed on a number line in the form ai where  $a \in \mathbb{R}$  and  $i = \sqrt{-1}$ .

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# Complex Numbers

Any number in the form a + bi where  $a, b \in \mathbb{R}$  and  $i = \sqrt{-1}$ .

If z = a + bi

$$\mathfrak{Re}(z) = a$$
  $\mathfrak{Im}(z) = b$ 

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# The Complex Plane

Complex numbers can be plotted on the complex plane or Argand plane as a vector where the x-axis is the real axis and the y-axis is the imaginary axis.

$$\overrightarrow{OP} = \begin{pmatrix} x \\ y \end{pmatrix}$$
 represents  $x + yi$ 

# Complex Conjugates

The complex conjugate of

$$z = a + bi$$
 is  $\bar{z} = a - bi$ 

In the complex plane,  $\bar{z}$  is the reflection of z in the real axis.

#### Modulus and Argument

The modulus of the complex number z = a + bi is the length of the vector  $\begin{pmatrix} a \\ b \end{pmatrix}$ , which is the real number:

$$|z| = \sqrt{a^2 + b^2}$$

The argument of z,  $\arg(z)$  is the angle  $\theta$  between the positive real axis and  $\binom{a}{b}$ . Real numbers have argument of 0 or  $\pi$ . Purely imaginary numbers have argument of  $\frac{\pi}{2}$  or  $-\frac{\pi}{2}$ .

#### Properties of Modulus:

- $|\bar{z}| = |z|$
- $\bullet |\bar{z}| = z\bar{z}$
- $\bullet |z_1 z_2| = |z_1||z_2|$
- $\bullet \left| \frac{z_1}{z_2} \right| = \frac{|z_1|}{|z_2|}, \ z_2 \neq 0$
- $|z_1 z_2 z_3 \dots z_n| = |z_1||z_2||z_3|\dots|z_n|$

•  $|z^n| = |z|^n$ ,  $n \in \mathbb{Z}^+$ 

#### Polar Form

$$cis \theta = cos \theta + i sin \theta$$

A complex number z has polar form

$$z = |z| \operatorname{cis} \theta$$

where  $\theta = \arg(z)$ .

The conjugate of z is:

$$\bar{z} = |z| \operatorname{cis} -\theta$$

Properties of  $\operatorname{cis} \theta$ :

- $\operatorname{cis} \theta \times \operatorname{cis} \phi = \operatorname{cis} (\theta + \phi)$
- $\frac{\operatorname{cis}\theta}{\operatorname{cis}\phi} = \operatorname{cis}(\theta \phi)$
- $\operatorname{cis}(\theta 2k\pi) = \operatorname{cis}\theta, \ k \in \mathbb{Z}$

#### **Euler's Form**

$$e^{i\theta} = \cos\theta + i\sin\theta$$

#### De Moivre's Theorem

$$(|z|\operatorname{cis}\theta)^n = |z|^n\operatorname{cis} n\theta$$
, for all  $n \in \mathbb{Q}$ 

# Real Polynomials

#### Zeros and Roots

A zero of a polynomial is a value of the variable which makes the polynomial equal to zero.

 $\alpha$  is a zero of polynomial

$$P(x) \iff P(\alpha) = 0$$

The roots of a polynomial equation are the solutions to the equation.

 $\alpha$  is a root (or solution) of

$$P(x) \iff P(\alpha) = 0$$

The roots of P(x) = 0 are the zeros of P(x) and the x-intercepts of the graph y = P(x)

#### **Factors**

 $(x - \alpha)$  is a factor of the polynomial  $P(x) \iff$  there exists a polynomial Q(x) such that  $P(x) = (x - \alpha)Q(x)$ .

#### Polynomial Equality

Two polynomials are equal if and only if they have the same degree (order) and corresponding terms have equal coefficients.

#### Polynomial Division by Linears

If P(x) is divided by D(x) = ax + b until a quotient Q(x) and constant remainder R is obtained, then

$$\frac{P(x)}{ax+b} = Q(x) + \frac{R}{ax+b}$$

Notice that  $P(x) = Q(x) \times (ax + b) + R$ .

# Polynomial Division by Quadratics

If P(x) is divided by  $D(x) = ax^2 + bx + c$ , then

$$\frac{P(x)}{ax^2 + bx + c} = Q(x) + \frac{ex + f}{ax^2 + bx + c}$$

where ex + f is the remainder.

#### The Remainder Theorem

When a polynomial P(x) is divided by x - k until a constant remainder R is obtained, then R = P(k).

### The Factor Theorem

For any polynomial P(x), k is a zero of  $P(x) \iff (x-k)$  is a factor of P(x).

# The Fundamental Theorem of Algebra

If P(x) is a polynomial of degree n, then P(x) has n zeros, each in the form a+bi where  $a,b\in\mathbb{R}$ , some of which may be repeated.

#### **Sum and Product of Roots**

For the polynomial equation

$$\sum_{r=0}^{n} a_r x^r = 0, \quad a_n \neq 0$$

Sum of roots:  $\frac{-a_{n-1}}{a_n}$ 

Product of roots:  $\frac{(-1)^n a_0}{a_n}$ 

#### Vectors

#### Vectors in Space

Any point P in space can be specified (x, y, z) corresponding to steps in the X, Y and Z direction from the origin O. The position vector of P is

$$\overrightarrow{OP} = \begin{pmatrix} x \\ y \\ z \end{pmatrix} = x\overrightarrow{i} + y\overrightarrow{k} + z\overrightarrow{k}$$

where  $\vec{i} = \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}$ ,  $\vec{j} = \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}$ , and  $\vec{k} = \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$ , the base unit vectors.

# The Magnitude of a Vector

The magnitude or length of the vector  $\vec{a} = \begin{pmatrix} a_1 \\ a_2 \\ a_3 \end{pmatrix}$  is

$$|\vec{a}| = \sqrt{a_1^2 + a_2^2 + a_3^2}$$

# Operations with Vectors

If 
$$\vec{a} = \begin{pmatrix} a_1 \\ a_2 \\ a_3 \end{pmatrix}$$
 and  $\vec{b} = \begin{pmatrix} b_1 \\ b_2 \\ b_3 \end{pmatrix}$  then:

$$-\vec{a} = \begin{pmatrix} -a_1 \\ -a_2 \\ -a_3 \end{pmatrix} \qquad \vec{a} + \vec{b} = \begin{pmatrix} a_1 + b_1 \\ a_2 + b_2 \\ a_3 + b_3 \end{pmatrix}$$
$$\vec{a} - \vec{b} = \begin{pmatrix} a_1 - b_1 \\ a_2 - b_2 \\ a_3 - b_3 \end{pmatrix} \qquad k\vec{a} = \begin{pmatrix} ka_1 \\ ka_2 \\ ka_3 \end{pmatrix}$$

$$\vec{a} - \vec{b} = \begin{pmatrix} a_1 - b_1 \\ a_2 - b_2 \\ a_3 - b_3 \end{pmatrix} \qquad k\vec{a} = \begin{pmatrix} ka_1 \\ ka_2 \\ ka_3 \end{pmatrix}$$

# Vector Algebra

- $\bullet \ \vec{a} + \vec{b} = \vec{b} + \vec{a}$
- $(\vec{a} + \vec{b}) + \vec{c} = \vec{a} + (\vec{b} + \vec{c})$
- $\vec{a} + \vec{0} = \vec{0} + \vec{a}$
- $\vec{a} + (\vec{-a}) = (\vec{-a}) + \vec{a} = \vec{0}$
- $k(\vec{a} + \vec{b}) = k\vec{a} + k\vec{b}$
- $|k\vec{a}| = |k||\vec{a}|$
- If  $\vec{x} + \vec{a} = \vec{b}$  then  $\vec{x} = \vec{b} = \vec{a}$
- If  $k\vec{x} = a$ ,  $k \neq 0$ , then  $\vec{x} = \frac{1}{k}\vec{a}$

# Vector Between Two Points

If  $A(a_1, a_2, a_3)$  and  $B(b_1, b_2, b_3)$  then the position vector of B relative to A is

$$\overrightarrow{AB} = \overrightarrow{OB} - \overrightarrow{OA} = \begin{pmatrix} b_1 - a_1 \\ b_2 - a_2 \\ b_3 - a_3 \end{pmatrix}$$

distance from A to B

$$|\overrightarrow{AB}| = \sqrt{(b_1 - a_1)^2 + (b_2 - a_2)^2 + (b_3 - a_3)^2}$$