

## I am not liable for any thing

Log\_diff\_info( inflection points,and solutions given r,k and p0 in the form  $dp/dt=rp(1-p/k)$  and  $p(0) = p_0$ )

```
Define LibPub log_diff_info(r,k,p0,t)=
Func
:©log_diff_info(r,k,p0,var) in the form  $((dp)/(dt)=rp(1-((p)/(k))))$  and  $p(0)=p_0$ 
:Local solution,maxp,maxt
:solution:=((pzero*cap)/(pzero+(cap-pzero)^(-rate*t)))
:Disp "p(t)=",solution
:solution:=solution|cap=k and pzero=p0 and rate=r
:Disp "p(t)=",solution
:maxp:=((k)/(2))
:Disp "max rate of change:p=",maxp
:maxt:=zeros(solution-maxp,t)
:Disp "max rate of change:t=",maxt
:Return solution
:EndFunc
```

$$\text{log\_diff\_info}\left(\frac{25}{1000}, 1000, 20, t\right)$$

$$p(t) = \frac{cap \cdot pzero \cdot e^{rate \cdot t}}{pzero \cdot e^{rate \cdot t} + cap - pzero}$$

$$p(t) = \frac{1000 \cdot e^{\frac{t}{40}}}{e^{\frac{t}{40}} + 49}$$

max rate of change:p= 500

max rate of change:t=  $\{80 \cdot \ln(7)\}$

$$\frac{1000 \cdot e^{\frac{t}{40}}}{e^{\frac{t}{40}} + 49}$$

vectproj(infomation about vector project)

```
Define LibPub vectproj(a,b)=
Func
:Disp "a.b/b.b:",((dotP(a,b))/(dotP(b,b)))
:Disp "scaler resolute:a.b hat:",sresolute(a,b)
:Disp "vectResolute:",vresolute(a,b)
:Disp "perpendicular:a-VectorResolute:",wresolute(a,b)
:Return 0
:EndFunc
```

*vectproj*([1 2 3],[3 -4 -1])

$$a \cdot b / b \cdot b: \frac{-4}{13}$$

*a.unitv*(b)

$$\text{scaler resolute: } a \cdot b \text{ hat: } \frac{-4 \cdot \sqrt{26}}{13}$$

$$\text{vectResolute: } \begin{bmatrix} \frac{-12}{13} & \frac{16}{13} & \frac{4}{13} \end{bmatrix}$$

$$a - ((a \cdot b) / (b \cdot b)) \times b$$

$$\text{perpendicular: } a - \text{VectorResolute: } \begin{bmatrix} \frac{25}{13} & \frac{10}{13} & \frac{35}{13} \end{bmatrix}$$

0

*sresolute*(computes scaler resolute of a in direction b)

```
Define LibPub sresolute(a,b)=
Func
:Disp "a.unitv(b)"
:Return dotP(a,unitV(b))
:EndFunc
```

*sresolute*([1 2 3],[-3 4 2])

*a.unitv*(b)

$$\frac{11 \cdot \sqrt{29}}{29}$$

*vresolute*(computes vector resolute of a in direction b)

```
Define LibPub vresolute(a,b)=
Func
:Return ((dotP(a,b))/(dotP(b,b)))*b
:EndFunc
```

*vresolute*([1 2 3],[-3 -4 -1])

$$\begin{bmatrix} \frac{21}{13} & \frac{28}{13} & \frac{7}{13} \end{bmatrix}$$

*wresolute*(perpendicular component of a)

```
Define LibPub wresolute(a,b)=
Func
:Disp "a-((a.b)/(b.b))Xb"
:Return a-vresolute(a,b)
:EndFunc
```

wresolve([1 2 3],[3 -4 -1])

$$a - ((a \cdot b) / (b \cdot b)) \times b$$

$$\begin{bmatrix} \frac{25}{13} & \frac{10}{13} & \frac{35}{13} \end{bmatrix}$$

Finds angle between vector a and b

```
Define LibPub vectangle(a,b)=
Func
:Disp "(a.b)/(|a||b|):",((dotP(a,b))/(norm(a)*norm(b)))
:Return arccos(((dotP(a,b))/(norm(a)*norm(b))))
:EndFunc
```

vectangle([1 0],[√2 √2])

$$(a \cdot b) / (|a||b|): \frac{\sqrt{2}}{2}$$

$$\frac{\pi}{4}$$

vectore\_equ(breakes down vector equation into constants and anything else)

```
Define LibPub vectore_equ(r,t)=
Func
:Local d,a
:d:=f((r,t),t)
:a:=r-d
:Disp "a:",a
:Disp "d:",d
:Return d
:EndFunc
```

vectore\_equ([1+2·t c+7·t 1],t)

$$a: \begin{bmatrix} 1 & c & 1 \end{bmatrix}$$

$$d: \begin{bmatrix} 2 \cdot t & 7 \cdot t & 0 \end{bmatrix}$$

$$\begin{bmatrix} 2 \cdot t & 7 \cdot t & 0 \end{bmatrix}$$

vectore\_dir(vector d,parrral vector to line)

\*assumes r is a line

```
Define LibPub vectore_dir(r,t)=
Func
:Local d,a
:d:=f((r,t),t)
```

```

:O:=r-d
:Return d/t
:EndFunc

```

$vector\_dir([1 \ 2 \ t \ c+7 \cdot t],t)$

$[0 \ 2 \ 7]$

vector\_d2l(distace from line r to point p)

\*sometimes gives multiple solutions(choses the non zero solution)

```

Define LibPub vector_d2l(r,p,t)=
Func
: Local pq,shortt
: pq:=r-p
: Local equ,d1
: d1:=vectore_dir(r,t)
: equ:=dotP(pq,d1)
: Disp "((x,y,z..)-p).d1=",equ,"=0"
: shortt:=zeros(equ,t)
: Disp "t:",shortt
: Local distlist,minsh
: minsh:=norm(pq)|t=shortt[1]
: Local n,i
: n:=count(shortt)
: For i,1,n
:   distlist[i]:=norm(pq)|t=shortt[i]
:   If minsh>distlist[i] Then
:     minsh:=distlist[i]
:   EndIf
: EndFor
: Disp "dist:",distlist
: Return minsh
:EndFunc

```

$vector\_d2l([1-t \ 2-3 \cdot t \ 2],[1 \ 3 \ 2],t)$

$$((x,y,z..)-p).d1=10 \cdot t+3=0$$

$$t: \left\{ \frac{-3}{10} \right\}$$

$$dist: \left\{ \frac{\sqrt{10}}{10} \right\}$$

---


$$\frac{\sqrt{10}}{10}$$

VectPlane(vector plane from 3 position vectors)

\*assumes 3d,works in 2d probably not for higher dementions

```
Define LibPub vectplane(p1,p2,p3)=
Func
:Local sg1,sg2,normal
:sg1:=p1-p2
:sg2:=p3-p2
:Disp "p2->p1",sg1
:Disp "p2->p3",sg2
:normal:=crossP(sg1,sg2)
:Disp "(p2->p1)X(p2->p3)",normal
:Disp normal,".", "(i,j,k...)=",dotP(p1,normal)
:Return dotP(p1,normal)
:EndFunc
```

*vectplane*([0 1 1],[2 1 0],[-2 0 3])

p2->p1 [-2 0 1]  
p2->p3 [-4 -1 3]  
(p2->p1)X(p2->p3) [1 2 2]  
[1 2 2] . (i,j,k...) = 4

4

1x+2y+2z=4 equvilant

distance\_pl2p(distance from plane with normal n to point p)  
on as in plane equation dot(a,n) = dot(r,n)

```
Define LibPub distance_pl2p(p,n,an)=
Func
:Local fin
:fin:=dotP(n,-p)
:Disp "((x,y,z..)-p).n hat"
:Return ((an+fin)/(norm(n)))
:EndFunc
```

*distance\_pl2p*([1 -4 -3],[2 -3 6],-1)

((x,y,z..) - p).n hat

$\frac{3}{7}$

vector\_d\_2skw(distance from line r1 to r2)

\*assumes skew lines

```
Define LibPub vector_d_2skw(r1,r2,t1,t2)=
Func
:Local normalcross,d1,d2,a1,a2
```

```

:d1:=vectore_equ(r1,t1)
:d2:=vectore_equ(r2,t2)
:normalcross:=crossP(d1,d2)
:normalcross:=unitV(normalcross)
:a1:=r1-d1
:a2:=r2-d2
:Return abs(dotP(a1-a2,normalcross))
:EndFunc

```

$vector\_d\_2skw([1+2 \cdot l \quad 1-l \quad l], [2+3 \cdot m \quad 1-5 \cdot m \quad -1+2 \cdot m], l, m)$

```

a:[1 1 0]
d:[2·l -l l]
a:[2 1 -1]
d:[3·m -5·m 2·m]
d1Xd2[3·l·m -l·m -7·l·m]
a1-a2.normalcross

```

---

$\frac{10 \cdot \sqrt{59}}{59}$

Vector\_d\_2paral(distance between 2 parallel lines)

\*assumes lines are parralel

```

Define LibPub vector_d_2paral(r1,r2,t1,t2)=Func
:Local a1,a2,qb,capq
:a1:=r1-vectore_equ(r1,t1)
:a2:=r2-vectore_equ(r2,t2)
:qb:=a1-a2
:capq:=crossP(qb,unitV(((vectore_equ(r1,t1))/(t1))))
:Return norm(capq)
:EndFunc

```

$$r1(t) := [4-t \quad 2+t \quad 1+3 \cdot t]$$

Done

$$r2(t) := [5-t \quad 4+t \quad -2+3 \cdot t]$$

Done

$$\text{vector\_d\_2para}(r1(t), r2(t), t, t)$$

$$a: [4 \quad 2 \quad 1]$$

$$d: [-t \quad t \quad 3 \cdot t]$$

$$a: [5 \quad 4 \quad -2]$$

$$d: [-t \quad t \quad 3 \cdot t]$$

$$a1 [4 \quad 2 \quad 1]$$

$$a2 [5 \quad 4 \quad -2]$$

$$a2 \rightarrow a1 [-1 \quad -2 \quad 3]$$

$$|(a2-a1) \times (\text{direction} \quad \text{hat})| \frac{3 \cdot \sqrt{110}}{11}$$

$$\frac{3 \cdot \sqrt{110}}{11}$$

distance\_pl2pl(distance between 2 parallel planes,)

\*assumes the planes are parallel, take positive

```
Define LibPub distance_pl2pl(n1,n2,a1,a2)=
Func
:Local dist1,dist2
:dist1:=((a1)/(norm(n1)))
:dist2:=((a2)/(norm(n2)))
:Disp "((a1)/(norm(n1)))",dist1
:Disp "((a2)/(norm(n2)))",dist2
:Return dist1-dist2
:EndFunc
```

$$\text{distance\_pl2pl}([3 \quad 5 \quad 1], [3 \quad 5 \quad 1], -5, 6)$$

$$((a1)/(norm(n1))) \frac{-\sqrt{35}}{7}$$

$$((a2)/(norm(n2))) \frac{6 \cdot \sqrt{35}}{35}$$

$$\frac{-11 \cdot \sqrt{35}}{35}$$

Vect\_Tri\_Area(p1,p2,p3)(finds area of triangle from 3 points)

```
Define LibPub vect_tri_area(p1,p2,p3)=
Func
```

```

:Local v1,v2
:v1:=p1-p2
:v2:=p3-p2
:Disp "p2->p1",v1
:Disp "p2->p3",v2
:Disp "|p2->p1Xp2->p3|/2"
:Return ((norm(crossP(v1,v2)))/(2))
:EndFunc

```

$\text{vect\_tri\_area}([1 \ 5 \ -2], [0 \ 0 \ 0], [3 \ 5 \ 1])$

$p2 \rightarrow p1 \begin{bmatrix} 1 & 5 & -2 \end{bmatrix}$

$p2 \rightarrow p3 \begin{bmatrix} 3 & 5 & 1 \end{bmatrix}$

$|p2 \rightarrow p1 \times p2 \rightarrow p3|/2$

$\frac{\sqrt{374}}{2}$

\*not uploaded yet

Vector\_PL\_LAD(equ1,equ2,k1,k2) where the plane equations are  $\text{equ}=k$  and  $k$  is a constant, the parametric equation of the line of intersection of 2 cartesian plane's

\*assumes variables are x,y, and z in 3d space  $x=t$

```

Define LibPub vector_pl_lad(equ1,equ2,k1,k2)=
Func
:Local vectequ,para
:vectequ:=zeros([equ1,equ2]-[k1,k2],[z,y,x])|x=t
:para:=dotP(vectequ,[1,0,0])
:Disp para
:Disp vectequ-vectore_equ(vectequ,para),"",vectore_dir(vectequ,para),para
:Return expand(vectequ)
:EndFunc

```

$\text{vector\_pl\_lad}(x+2 \cdot y+z, 2 \cdot x+3 \cdot y-2 \cdot z, 1, -2)$

**c21**

a:  $\begin{bmatrix} 0 & 4 & -7 \end{bmatrix}$

d:  $\begin{bmatrix} \mathbf{c21} & -4 \cdot \mathbf{c21} & 7 \cdot \mathbf{c21} \end{bmatrix}$

$\begin{bmatrix} 0 & 4 & -7 \end{bmatrix} + \begin{bmatrix} 1 & -4 & 7 \end{bmatrix} \mathbf{c21}$

$\begin{bmatrix} \mathbf{c21} & 4-4 \cdot \mathbf{c21} & 7 \cdot \mathbf{c21}-7 \end{bmatrix}$

\*any thing starting with Y is included in my library, reliable bit problematic doggy

(main only has lp)

Mm.tns

1-trapezium(f,a,b,width)

2-bisection(f,lelf,right,numiterations)



3-newtonsi(f,guess,numiterations)

4-newtonsy(f,guess,vdist)

5-newtons(f,guess,tolerance)

## Vectors

6-crossP(Vector1, Vector2)  $\Rightarrow$  vector

7-dotP(Vector1, Vector2)  $\Rightarrow$  expression

8-unitV(vect) returns unit vector

9-Vector ► Polar

41-norm magnitude of vector

10,Y-sresolute(a,b) scalar resolute of a in direction b

11,Y-vresolute(a,b) vector resolute of a in direction b

12y-wresolute(a,b) vertical component of a

13Y-vectangle(a,b) angle between a and b,cheack if acute

14Y-vectore\_equ(r,var) returns vector parralel to the equation eg f([60t,500-2t],t) -> [60t,-2t]

15Y-vector\_d2l\_inf(r,p,var) finds distance form line r to point p

16Y-VectPlane(p1,p2,p3) finds vector plane from 3 points

17Y-distance\_pl2p(point,normal,an) finds distance form point to plane,an as in a.n=r.n

40y- vector\_d\_2paral(r1,r2,var1,var2) s=distance between 2 parallel lines

41y- distance\_pl2pl(norml1,normal2,an1,an2) distance between 2 parallel planes

18Y-vector\_d\_2skw(r1,r2,t1,t2) finds distance between 2 skew lines

For distance between parallel planes find the distance to a point to plane 1 and then plane 2 and find the diffrence

## Calculus

19-arcLen(Expr1,Var,Start,End)  $\Rightarrow$  expression (arc length from start to end)

20-normalLine(Expr1,Var,Point)  $\Rightarrow$  expression

21-tangentLine(Expr1,Var,Point)  $\Rightarrow$  expression

## General

22-approxRational(Expr[, Tol])  $\Rightarrow$  expression (turns decimals to approximate fraction)

23-completeSquare(ExprOrEqn, Var)  $\Rightarrow$  expression or equation (compleats the squer)

24-domain(Expr1, Var)  $\Rightarrow$  expression

25-euler(Expr, Var, depVar, {Var0, VarMax}, depVar0, VarStep [, eulerStep])  $\Rightarrow$  matrix

26-Expr►exp (turns to e)

27-expand(Expr1 [, Var])  $\Rightarrow$  expression

28-factor(Expr1[, Var])  $\Rightarrow$  expression

29-fMax(Expr, Var) | lowBound $\leq$ Var $\leq$ upBound (max if function)

30-fMin(Expr, Var) | lowBound $\leq$ Var $\leq$ upBound (min of function)

31Y-area\_2graph(f1,f2,var) returns total area bounded by the two graphs,will not work with stuff like vertical assymtopes,area starts from first intersept

32Y-posinteval(f,start,end,var) returns intervals where positive kind of

37-polyRemainder(Poly1,Poly2 [,Var])  $\Rightarrow$  expression

## Complex Number

33-angle(Expr1)  $\Rightarrow$  expression ( angle of complexnumber)

34-cFactor(Expr1[,Var])  $\Rightarrow$  expression (factorising for complex numbers)

35-cPolyRoots(Poly,Var)  $\Rightarrow$  list (roots complex)

36-**cSolve**(*Equation, Var*)  $\Rightarrow$  *Boolean expression (complex solve)*

## *Trig*

38-**tCollect**(*Expr1*)  $\Rightarrow$  *expression*

Returns an expression in which products and integer powers of sines and cosines are converted to a linear combination of sines and cosines of multiple angles, angle sums, and angle differences. The transformation converts trigonometric polynomials into a linear combination of their harmonics.

39-**tExpand**(*Expr1*)  $\Rightarrow$  *expression*

Returns an expression in which sines and cosines of integer-multiple angles, angle sums, and angle differences are expanded. Because of the identity  $(\sin(x))^2 + (\cos(x))^2 = 1$ , there are many possible equivalent results. Consequently, a result might differ from a result shown in other publications.

## Code

-count

-**countif**(*List, Criteria*)  $\Rightarrow$  *value* (? as place holder)

-**Fill** *Expr, listVar*  $\Rightarrow$  *list*

-**getKey**([0|1])  $\Rightarrow$  **returnString**

-**left**(*Comparison*)  $\Rightarrow$  *expression*

-**ΔList**(*List1*)  $\Rightarrow$  *list*

-**list►mat**(*List* [, *elementsPerRow*])  $\Rightarrow$  *matrix*