

P2 Revision Notes

Algebra

The order of the polynomial is the highest power. The number of turning points is one less than the power.

$f(x)$	
$f(x) + 2$	Shifted 2 units up the y-axis
$f(x) - 2$	Shifted 2 units down the y-axis
$2f(x)$	Stretched vertically, factor of 2
$f(2x)$	Stretched horizontally, factor of $\frac{1}{2}$ (compressed)
$f(nx)$	Stretched horizontally, factor of $\frac{1}{n}$
$f(x + 2)$	Shifted 2 units LEFT (x-axis)
$f(x - 2)$	Shifted 2 units RIGHT (x-axis)
$f(-x)$	Reflection in y-axis
$-f(x)$	Reflection in x-axis
$-f(-x)$	Rotation about origin

Interval Notation

$(1,2)$: $1 < x < 2$

$[1,2]$: $1 \leq x \leq 2$

$[1,2)$: $1 \leq x < 2$

$(1,2]$: $1 < x \leq 2$

Functions

A Mapping is a relationship between objects in one set and objects in another. In a mapping the domain is the input and the range is the output.

There are several kinds of mapping:

Many to Many

Many to One

One to Many

One to One

A function is a many to one or one to one mapping. Each input yields one specific output.

A function is fully defined by stating the mapping and the domain (set of inputs).

= the integers

= the rational numbers

= the real numbers

= the +ve real numbers excluding 0

A function is even if $f(-x) = f(x)$. (Self reflection in y-axis. E.G. $y=x^2$)

A function is odd if $f(x) = -f(-x)$. (Rotational symmetry about origin. E.G. $y=x^3$)

Composite Functions

$fg(x) = f(g(x))$

$fgh(x) = f(g(h(x)))$

Substitute the solution for the previous function (or the function itself) as the x value in the next outward function in the nesting.

Inverse Functions

Notation is $f^{-1}(x)$

Only one to one functions have inverse functions. The range of the function is the domain of the inverse function, and vice versa.

To find the inverse function (make $f(x)$ be y) swap the x and y terms around and rearrange to find x .

$$\text{E.G. } y = 3x - 1 \quad x = 3y - 1 \quad y = \frac{1}{3}(x - 1)$$

Modulus Function

$|x|$ (modulus function negates the +ve or -ve sign)

A $| |$ function is a many to one mapping. It is a reflection of -ve values about the x -axis.

E.G. $|3x + 5|$ becomes $3x + 5$ for some values of x , and $-3x - 5$ for other values. This ensures that the result is always +ve.

Sequences and Series

If there are n objects and n boxes then the number of arrangements are $n!$

If there are n objects and only r are chosen to arrange then the number of permutations are ${}^n P_r = \frac{n!}{(n-r)!}$

If some objects are the same, divide the number of permutations ($n!$) by the number of identical objects of one type ($A!$). If there are multiple objects that are duplicated then multiply them together ($A!B!$)

In general, when there are r objects selected from n , the no. of combinations are:

$${}^n C_r = \frac{n!}{(n-r)!r!}$$

Binomial Series

Pascal's Triangle

$$(a+b)^n \equiv \sum {}^n C_r a^{n-r} b^r \quad (\text{from } r=0 \text{ to } n)$$

E.G. To find the term independent of x in the expansion of $(4x^2 + \frac{3}{x})^{12}$

General term (r^{th}).

$${}^{12} C_r (4x^2)^r (\frac{3}{x})^{12-r}$$

$$\text{Power of } x \text{ is } \frac{x^{2r}}{x^{12-r}} = x^{3r-12}$$

So $r = 4$.

Trigonometry

$$\text{Cot}\theta = \text{Tan}^{-1}\theta$$

$$\text{Sec}\theta = \text{Cos}^{-1}\theta$$

$$\text{Cosec}\theta = \text{Sin}^{-1}\theta$$

$$\text{Sin}(A+B) = \text{Sin}A\text{Cos}B + \text{Cos}A\text{Sin}B$$

$$\text{Sin}(A-B) = \text{Sin}A\text{Cos}B - \text{Cos}A\text{Sin}B$$

$$\text{Cos}(A+B) = \text{Cos}A\text{Cos}B - \text{Sin}A\text{Sin}B$$

$$\text{Cos}(A-B) = \text{Cos}A\text{Cos}B + \text{Sin}A\text{Sin}B$$

$$\text{Tan}(A+B) = \frac{\text{Tan}A + \text{Tan}B}{1 - \text{Tan}A\text{Tan}B}$$

$$\text{Tan}(A-B) = \frac{\text{Tan}A - \text{Tan}B}{1 + \text{Tan}A\text{Tan}B}$$

$$\text{Cot}(A+B) = \frac{\text{Cot}A\text{Cot}B - 1}{\text{Cot}B + \text{Cot}A}$$

$$\text{Sin}2A = 2\text{Sin}A\text{Cos}A$$

$$\text{Cos}2A = \text{Cos}^2A - \text{Sin}^2A$$

$$\text{Tan}2A = \frac{2\text{Tan}A}{1 - \text{Tan}^2A}$$

$$1 - \tan^2 A$$

$$a \cos \theta \pm b \sin \theta = R \sin(\theta \pm \alpha)$$

$$\text{ArcSin} X = \sin^{-1} X = \theta$$

Exponential and Logarithms

2^x , 3^x and 2.5^x are all exponentials.

The number is the “Base” and the power is the “Index or Exponent”

E.G. y^x (y is the base and x is the power/index/exponent/logarithm)

All exponential graphs to the power something x cross at (0,1), and the gradient is always positive and increasing.

The gradient divided by the y value ($\frac{dy}{dx} \div y$) is constant in exponential graphs. For e (2.72) this value is 1.

2^x is an exponential function but e^x is THE exponential function.

$$\log_a b = c \Leftrightarrow a^c = b$$

$$\log_a b + \log_a c = \log_a bc$$

$$\log_a b - \log_a c = \log_a \frac{b}{c}$$

$$\log_a x^n = n \log_a x$$

$$\log_a 1 = 0$$

$$\log_a b = \frac{\log_c b}{\log_c a}$$

$$\log X = \log_{10} X$$

$$\ln X = \log_e X$$

Differentiation

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

$$\frac{d}{dx} \ln|x| = \frac{1}{x}$$

Integration

$$\int k e^x = k e^x$$

$$\int \frac{1}{x} = \ln|x|$$

Area against y-axis so rearrange to get x in terms of y.

E.G. $y = \ln|x|$
 $x = e^y$

Then integrate with respect to y.

$$\int x \cdot dy = \int e^y \cdot dy$$

Volumes of Integration

About x-axis: $\text{Vol} = \pi \int y^2 \cdot dx$

About y-axis: $\text{Vol} = \pi \int x^2 \cdot dy$

Numerical Methods

Iteration

Rearrange to make $x =$ something in terms of x . Then say $x_{n+1} =$ something in terms of x_n , and if it converges it will converge on a root.