

To prove a statement by **contradiction** you start by assuming it is **not true**. You then use logical steps to show that this assumption leads to something impossible, either a contradiction of the assumption or contradiction of a fact you know to be true. You can conclude that your assumption was incorrect, and the original statement **was true**

- A **rational** can be written as $\frac{a}{b}$, where a and b are integers
- A **irrational** cannot be expressed in the form $\frac{a}{b}$, where a and b are integers

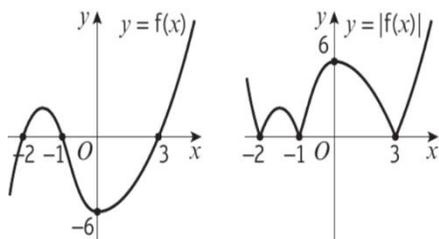
<p style="writing-mode: vertical-rl; transform: rotate(180deg);">Algebraic Fractions</p>	<p>To multiply fractions, cancel any common factors, then multiply the numerators and multiply the denominators</p> $\frac{x+1}{2} \times \frac{3}{x^2-1} = \frac{x+1}{2} \times \frac{3}{(x+1)(x-1)}$ $= \frac{\cancel{x+1}}{2} \times \frac{3}{\cancel{(x+1)}(x-1)}$ $= \frac{3}{2(x-1)}$	<p>To divide fractions, multiply the first fraction by the reciprocal of the second fraction</p> $\frac{x+2}{x+4} \div \frac{3x+6}{x^2-16} = \frac{x+2}{x+4} \times \frac{x^2-16}{3x+6}$ $= \frac{x+2}{x+4} \times \frac{(x+4)(x-4)}{3(x+2)}$ $= \frac{\cancel{x+2}}{\cancel{x+4}} \times \frac{\cancel{(x+4)}(x-4)}{3\cancel{(x+2)}}$ $= \frac{x-4}{3}$	<p>To add or subtract fractions, find a common denominator</p> $\frac{2}{(x+3)} - \frac{1}{(x+1)} = \frac{2(x+1)}{(x+3)(x+1)} - \frac{1(x+3)}{(x+3)(x+1)}$ $= \frac{2(x+1) - 1(x+3)}{(x+3)(x+1)}$ $= \frac{2x+2 - 1x-3}{(x+3)(x+1)}$ $= \frac{x-1}{(x+3)(x+1)}$
<p style="writing-mode: vertical-rl; transform: rotate(180deg);">Partial Fractions</p>	<p>A single fraction with two distinct linear factors in the denominator can be split into two separate fractions with linear denominators.</p> $\frac{5}{(x+1)(x-4)} = \frac{A}{(x+1)} + \frac{B}{(x-4)}$	<p>The method of partial fractions can also be used when there are more than two distinct linear factors in the denominator:</p> $\frac{7}{(x+6)(x-2)(x+3)}$ $= \frac{A}{(x+6)} + \frac{B}{(x-2)} + \frac{C}{(x+3)}$	<p>A single fraction with a repeated linear factor in the denominator can be split into two or more separate fractions:</p> $\frac{5}{(x+2)(x-1)^2} = \frac{A}{(x+2)} + \frac{B}{(x-1)} + \frac{C}{(x-1)^2}$
<p style="writing-mode: vertical-rl; transform: rotate(180deg);">Improper Fractions</p>	<p>An improper fraction is one whose numerator has a degree equal to or larger than the denominator. An improper fraction must be converted to a mixed fraction before you can express it in partial fractions</p> <p>e.g. $\frac{x^2+5x+8}{x-2}$ and $\frac{x^3+5x-9}{x^3-4x^2+7x-3}$ are both improper fractions</p>	<p>To convert an improper fraction to a mixed number</p> <div style="display: flex; justify-content: space-between;"> <div data-bbox="792 1197 1447 1340"> <p>Method 1 Use algebraic long division to show that:</p> $F(x) \rightarrow \frac{x^2+5x+8}{x-2} \equiv x+7 + \frac{22}{x-2}$ <p style="text-align: right;">Q(x) remainder</p> </div> <div data-bbox="1447 1197 2177 1340"> <p>Method 2 Multiply by $(x-2)$ and compare coefficients to show that:</p> $F(x) \rightarrow x^2+5x+8 \equiv (x+7)(x-2) + 22$ <p style="text-align: right;">Q(x) remainder</p> </div> </div>	

A **modulus function** is, in general, a function of the type $y = f(x)$

- When $f(x) \geq 0$, $|f(x)| = f(x)$
- When $f(x) \leq 0$, $|f(x)| = -f(x)$

To sketch the graph of $y = |f(x)|$

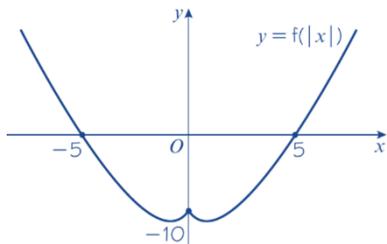
- Sketch the graph of $y = f(x)$
- Reflect any parts where $f(x) < 0$ in the x -axis
- Delete the parts below the x -axis



To sketch the graph of $y = f(|x|)$

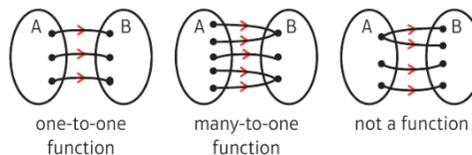
- Sketch the graph of $y = f(x)$ for $x \geq 0$
- Reflect this in the y -axis

$$y = f(|x|) = |x|^2 - 3|x| - 10$$



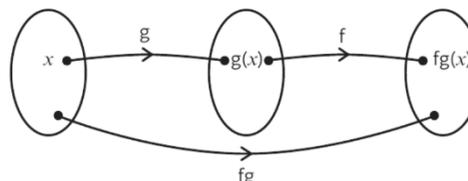
A mapping is a **function** if every input has a distinct output.

Functions can either be **one-to-one** or **many-to-one**



Two or more functions can be combined to make a new function. The new function is called a **composite function**

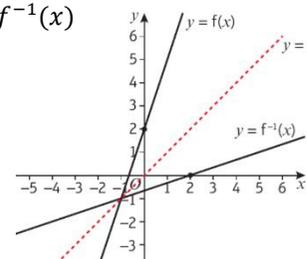
- $fg(x)$ means **apply g first, then apply f**
- $fg(x) = f(g(x))$



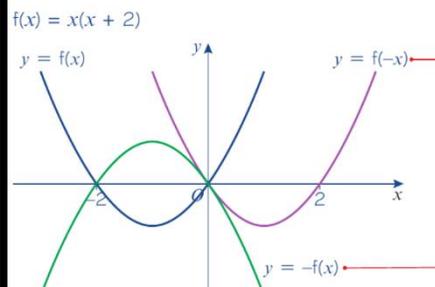
The **inverse** of a function performs the opposite operation to the original function

- Functions $f(x)$ and $f^{-1}(x)$ are the inverses of each other. $ff^{-1}(x) = f^{-1}f(x) = x$
- The graphs of $f(x)$ and $f^{-1}(x)$ are reflections of each other in the line $y = x$
- The domain of $f(x)$ is the range $f^{-1}(x)$
- The range of $f(x)$ is the domain $f^{-1}(x)$

the inverse $f(x)$ is written as $f^{-1}(x)$



- Multiplying by -1 'inside' the function **reflects** the graph in the **y -axis**



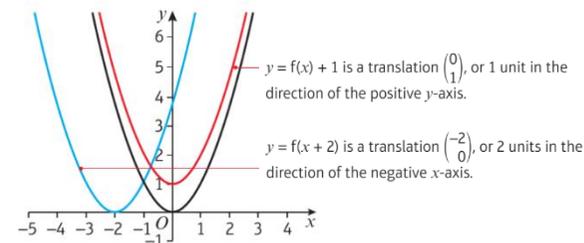
- Multiplying by -1 'outside' the function **reflects** the graph in the **x -axis**

$y = f(-x)$ is $y = (-x)(-x + 2)$ which is $y = x^2 - 2x$ and this is a reflection of the original curve in the y -axis. Alternatively multiply each x -coordinate by -1 and leave the y -coordinates unchanged.

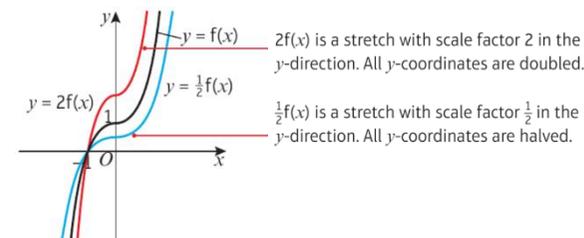
$y = -f(x)$ is $y = -x(x + 2)$ which is $y = -x^2 + 2x$ and this is a reflection of the original curve in the x -axis. Alternatively multiply each y -coordinate by -1 and leave the x -coordinates unchanged

Adding or subtracting a constant 'outside' the function **translates** a graph **vertically**.

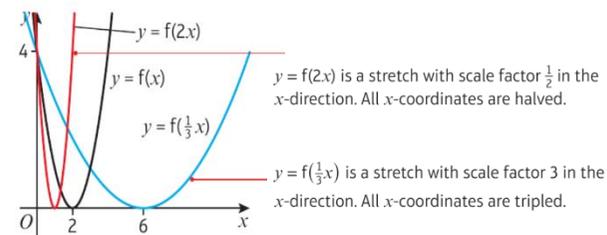
Adding or subtracting a constant 'inside' the function **translates** a graph **horizontally**.



Multiplying by a constant 'outside' the function **stretches** a graph in the **vertical** direction



Multiplying by a constant 'inside' the function **stretches** a graph in the **horizontal** direction



In an **Arithmetic Sequence**, the difference between consecutive terms is constant

The formula for the n^{th} term of an arithmetic sequence is

$$u_n = a + (n - 1)d$$

where a is the first term and d is the common difference.

An arithmetic series is the sum of the terms of an arithmetic sequence.

The sum of the first n terms of an arithmetic series is given by

$$S_n = \frac{n}{2}(2a + (n - 1)d),$$

where a is the first term and d is the common difference.

You can also write this formula as

$$S_n = \frac{n}{2}(a + l),$$

where l is the last term

A **geometric sequence** has a **common ratio** between consecutive terms

The formula for the n^{th} term of a geometric sequence is

$$u_n = ar^{n-1}$$

Where a is the first term and r is the common ratio

A geometric series is the sum of the terms of a geometric sequence.

The sum of the first n terms of a geometric series is given by

$$S_n = \frac{a(1-r^n)}{1-r}, r \neq 1 \quad \text{or} \quad S_n = \frac{a(r^n-1)}{r-1}, r \neq 1$$

where a is the first term and r is the common ratio

A geometric series is **convergent** if and only if $|r| < 1$, where r is the common ratio.

The **sum to infinity** of a convergent geometric series is given by

$$S_\infty = \frac{a}{1-r}$$

The Greek letter 'sigma' is used to signify a sum. You write it as Σ . You write the limits on the top and bottom to show which terms you are summing

This tells you that are summing the expression in brackets with $r = 1, r = 2, \dots$ up to $r = 5$.

$$\sum_{r=1}^5 (2r - 3) = -1 + 1 + 3 + 5 + 7$$

Look at the limits carefully: they don't have to start at 1.

$$\sum_{r=3}^7 (5 \times 2^r) = 40 + 80 + 160 + 320 + 640$$

A recurrence relation of the form $u_{n+1} = f(u_n)$ defines each term of a sequence as a function of the previous term

Example $u_{n+1} = u_n + 4, u_1 = 7$
 Substituting $n = 1, u_2 = u_1 + 4 = 7 + 4 = 11$.
 Substituting $n = 2, u_3 = u_2 + 4 = 11 + 4 = 15$.
 Substituting $n = 3, u_4 = u_3 + 4 = 15 + 4 = 19$.
 Sequence is 7, 11, 15, 19, ...

- A sequence is **increasing** if $u_{n+1} > u_n$ for all $n \in \mathbb{N}$
- A sequence is **decreasing** if $u_{n+1} < u_n$ for all $n \in \mathbb{N}$
- A sequence is **periodic** if the terms **repeat** in a cycle. For a **periodic sequence** there is an integer k such that $u_{k+1} < u_k$ for all $n \in \mathbb{N}$. The **value k** is called the **order of the sequence**

Examples:

- 2,3,4,5, ... is an increasing sequence
- -3, -6, -12, -24, ... is a decreasing sequence
- -2, 1, -2, 1, ... is a periodic sequence with period 2
- 1, -2, 3, -4, 5, -6 ... is not increasing, decreasing or periodic

You can **model** real-life situations with series. For example if a person's salary increases by the same percentage every year, their salaries each year would form a **geometric sequence** and the amount they have been paid in total over n years would be modelled by the corresponding **geometric sequence**

The binomial expansion is:

$$(a + b)^n = a^n + \binom{n}{1} a^{n-1}b + \binom{n}{2} a^{n-2}b^2 + \dots + \binom{n}{r} a^{n-r}b^r + \dots + b^n \quad (n \in \mathbb{N})$$

This means that n must be a member of the natural numbers. This is all the positive integers

There are $n + 1$ terms, so this formula produces a **finite** number of terms

If n is a **fraction** or a **negative number** you need to use a different version of the binomial expansion

Example

$$(1 + x)^n = 1 + nx + \frac{n(n-1)}{2!}x^2 + \frac{n(n-1)(n-2)}{3!}x^3 + \dots + \frac{n(n-1)\dots(n-r+1)}{r!}x^r + \dots$$

$$\begin{aligned} \frac{1}{1+x} &= (1+x)^{-1} \\ &= 1 + (-1)x + \frac{(-1)(-2)x^2}{2!} \\ &\quad + \frac{(-1)(-2)(-3)x^3}{3!} + \dots \\ &= 1 - 1x + 1x^2 - 1x^3 + \dots \\ &= 1 - x + x^2 - x^3 + \dots \end{aligned}$$

The expansion is valid when $|x| < 1$, $n \in \mathbb{R}$

When n is **not natural number**, none of the factors in the expression $n(n-1)\dots(n-r+1)$ are equal to zero. This means that this version of the binomial expansion produces an **infinite number of terms**

The binomial expansion of $(1 + x)^n$ can be used to expand $(a + bx)^n$ for any constant a and b . You need to take a factor a^n out of the expression.

$$(a + bx)^n = \left(a \left(1 + \frac{bx}{a} \right) \right)^n = a^n \left(1 + \frac{bx}{a} \right)^n$$

Make sure you multiply **every term** in the expansion $\left(1 + \frac{bx}{a} \right)^n$ by a^n

Notation:

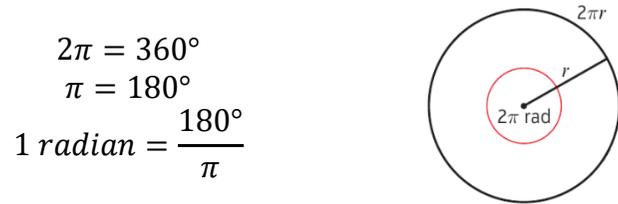
' x is small' means we can assume the expansion is valid for the x values being considered, as high powers become insignificant to the first few terms

Links:

- You need to be able to express terms in index form using fractional and negative powers
- You need to be confident expressing algebraic fractions as sums of partial fractions
 - You need to be confident with algebraic division

You can measure angles in degrees and radians.

The circumference of a circle of radius r is an arc length $2\pi r$, so it subtends an angle of 2π radians at the centre of the circle



$$2\pi = 360^\circ$$

$$\pi = 180^\circ$$

$$1 \text{ radian} = \frac{180^\circ}{\pi}$$

NOTE: you always use radians when you are differentiating or integrating trigonometric functions.

You should learn these important angles in radians:

$$30^\circ = \frac{\pi}{6} \text{ radians}$$

$$45^\circ = \frac{\pi}{4} \text{ radians}$$

$$60^\circ = \frac{2\pi}{3} \text{ radians}$$

$$90^\circ = \frac{\pi}{2} \text{ radians}$$

$$180^\circ = \pi \text{ radians}$$

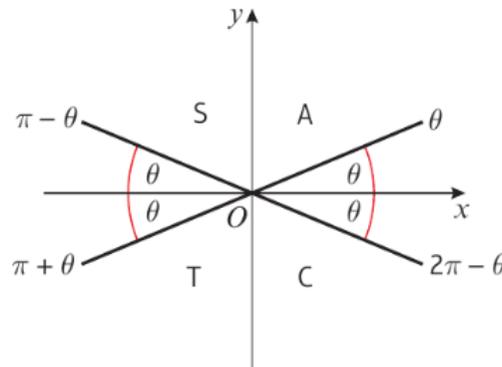
$$360^\circ = 2\pi \text{ radians}$$

You need to learn the exact values of the trigonometric ratios of these angles measured in radians:

Radians	0	$\frac{\pi}{6}$	$\frac{\pi}{4}$	$\frac{\pi}{3}$	$\frac{\pi}{2}$
Sin	0	$\frac{1}{2}$	$\frac{1}{\sqrt{2}}$	$\frac{\sqrt{3}}{2}$	1
Cos	1	$\frac{\sqrt{3}}{2}$	$\frac{1}{\sqrt{2}}$	$\frac{1}{2}$	0
Tan	0	$\frac{1}{\sqrt{3}}$	1	$\sqrt{3}$	∞

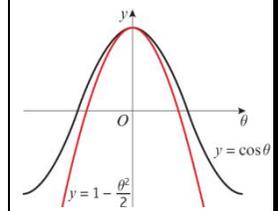
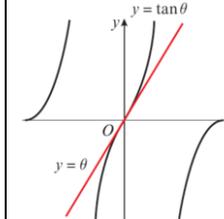
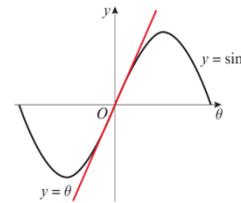
You can use these rules to find sin, cos or tan of any positive or negative angle using the corresponding acute angle made with the x -axis θ

- $\sin(\pi - \theta) = \sin \theta$
- $\sin(\pi + \theta) = -\sin \theta$
- $\sin(2\pi - \theta) = -\sin \theta$
- $\cos(\pi - \theta) = -\cos \theta$
- $\cos(\pi + \theta) = -\cos \theta$
- $\cos(2\pi - \theta) = \cos \theta$
- $\tan(\pi - \theta) = -\tan \theta$
- $\tan(\pi + \theta) = \tan \theta$
- $\tan(2\pi - \theta) = -\tan \theta$

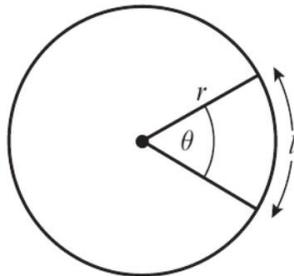


When θ is small and measured in radians:

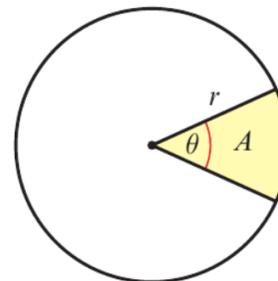
- $\sin \theta \approx \theta$
- $\tan \theta \approx \theta$
- $\cos \theta \approx 1 - \frac{\theta^2}{2}$



To find the **arc length** l of a sector of a circle use the formula $l = r\theta$, where r is the radius of the circle and θ is the angle, in radians, contained by of radius the sector.



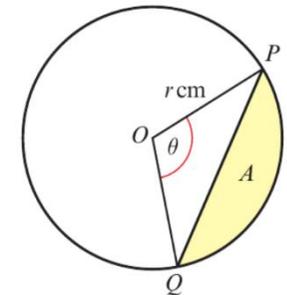
To find **area of a sector** of a circle use the formula $A = \frac{1}{2}r^2\theta$, where r is the radius of the circle and θ is the angle, in radians, contained by the sector



The **area of a segment** in a circle of radius r equals area of sector minus area of triangle.

$$A = \frac{1}{2}r^2\theta - \frac{1}{2}r^2\sin \theta$$

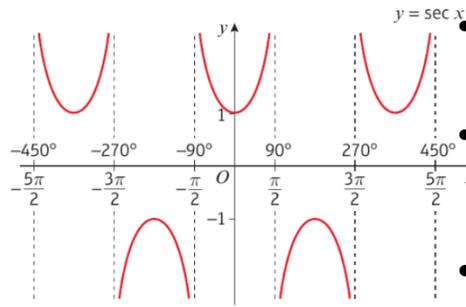
$$A = \frac{1}{2}r^2(\theta - \sin \theta)$$



$$\sec x = \frac{1}{\cos x}$$

Undefined for values of x for which $\cos x = 0$

The graph of $y = \sec x$, $x \in \mathbb{R}$, has symmetry in the y -axis and has a period 360° or 2π radians. It has vertical asymptotes all the values of x for which $\cos x = 0$

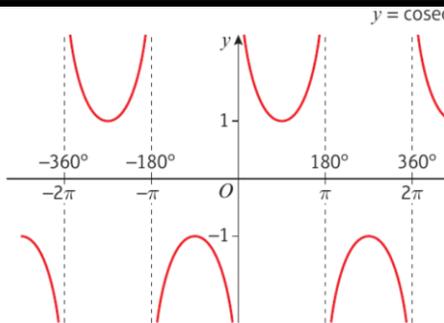


- The domain is $x \in \mathbb{R}$, $x \neq 90^\circ, 270^\circ$ or any odd multiple of 90°
- In radians the domain is $x \in \mathbb{R}$, $x \neq \frac{\pi}{2}, \frac{3\pi}{2}$ or any odd multiple of $\frac{\pi}{2}$
- The range is $y \leq -1$ or $y \geq 1$

$$\operatorname{cosec} x = \frac{1}{\sin x}$$

Undefined for values of x for which $\sin x = 0$

The graph of $y = \operatorname{cosec} x$, $x \in \mathbb{R}$, has a period 360° or 2π radians. It has vertical asymptotes all the values of x for which $\sin x = 0$

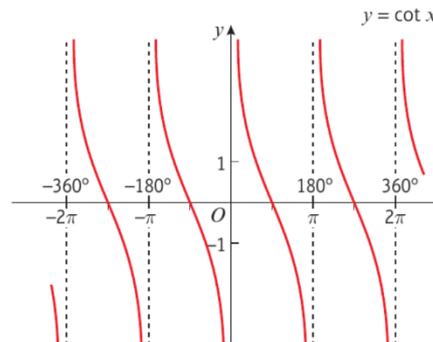


- The domain is $x \in \mathbb{R}$, $x \neq 180^\circ, 360^\circ$ or any multiple of 180°
- In radians the domain is $x \in \mathbb{R}$, $x \neq \pi, 2\pi$ or any multiple of π
- The range is $y \leq -1$ or $y \geq 1$

$$\cot x = \frac{1}{\tan x} = \frac{\cos x}{\sin x}$$

Undefined for values of x for which $\tan x = 0$

The graph of $y = \cot x$, $x \in \mathbb{R}$, has a period 180° or π radians. It has vertical asymptotes all the values of x for which $\tan x = 0$



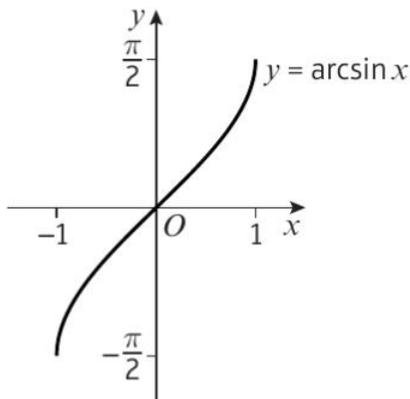
- The domain is $x \in \mathbb{R}$, $x \neq$ any multiple of 180°
- In radians the domain is $x \in \mathbb{R}$, $x \neq \pi, 2\pi$ or any multiple of π
- The range is $y \in \mathbb{R}$

$\sec x = k$ and $\operatorname{cosec} x = k$ have **no solutions** for $-1 \leq k \leq 1$

You can use the identity $\sin^2 x + \cos^2 x \equiv 1$ to prove the following identities

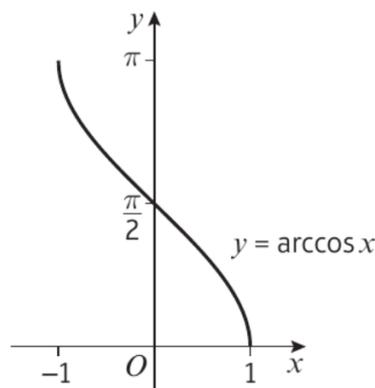
- $1 + \tan^2 x \equiv \sec^2 x$
- $1 + \cot^2 x \equiv \operatorname{cosec}^2 x$

The **inverse** function of $\sin x$ is called **arcsin x**



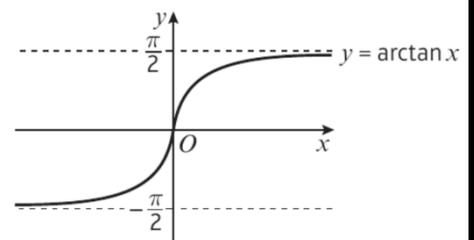
- The domain is $-1 \leq x \leq 1$
- The range is $-\frac{\pi}{2} \leq \arcsin x \leq \frac{\pi}{2}$ or $-90^\circ \leq \arcsin x \leq 90^\circ$

The **inverse** function of $\cos x$ is called **arccos x**



- The domain is $-1 \leq x \leq 1$
- The range is $0 \leq \arccos x \leq \pi$ or $0^\circ \leq \arccos x \leq 180^\circ$

The **inverse** function of $\tan x$ is called **arctan x**



- The domain is $x \in \mathbb{R}$
- The range is $-\frac{\pi}{2} \leq \arctan x \leq \frac{\pi}{2}$ or $-90^\circ \leq \arctan x \leq 90^\circ$

The **addition formulae** (sometimes called the compound-angle formulae) for sine, cosine and tangent are defined as follows

- $\sin(A + B) \equiv \sin A \cos B + \cos A \sin B$
- $\cos(A + B) \equiv \cos A \cos B - \sin A \sin B$
- $\tan(A + B) \equiv \frac{\tan A + \tan B}{1 - \tan A \tan B}$
- $\sin(A - B) \equiv \sin A \cos B - \cos A \sin B$
- $\cos(A - B) \equiv \cos A \cos B + \sin A \sin B$
- $\tan(A - B) \equiv \frac{\tan A - \tan B}{1 + \tan A \tan B}$

The **addition formulae** can be used to find exact values of trigonometric functions of different angles

Example

$$\begin{aligned} \sin 15^\circ &= \sin(45^\circ - 30^\circ) \\ &= \sin 45^\circ \cos 30^\circ - \cos 45^\circ \sin 30^\circ \\ &= \left(\frac{1}{2}\sqrt{2}\right)\left(\frac{1}{2}\sqrt{3}\right) - \left(\frac{1}{2}\sqrt{2}\right)\left(\frac{1}{2}\right) \\ &= \frac{1}{4}(\sqrt{3}\sqrt{2} - \sqrt{2}) \\ &= \frac{\sqrt{6} - \sqrt{2}}{4} \end{aligned}$$

Double-angle formulae

- $\sin 2A \equiv 2 \sin A \cos A$
- $\cos 2A \equiv \cos^2 A - \sin^2 A \equiv 2 \cos^2 A - 1 \equiv 1 - 2 \sin^2 A$
- $\tan 2A \equiv \frac{2 \tan A}{1 - \tan^2 A}$

The **double-angle formulae** can be used to eliminate variables

Example

The equations can be written as

$$\sin \theta = \frac{x}{3} \quad \cos 2\theta = \frac{3-y}{4}$$

As $\cos 2\theta \equiv 1 - 2 \sin^2 \theta$ for all values of θ ,

$$\frac{3-y}{4} = 1 - 2\left(\frac{x}{3}\right)^2$$

$$\text{So } \frac{y}{4} = 2\left(\frac{x}{3}\right)^2 - \frac{1}{4}$$

$$\text{or } y = 8\left(\frac{x}{3}\right)^2 - 1$$

You can use the addition formulae to simplify some trigonometric expressions:

For positive values of a and b ,

- $a \sin x + b \cos x$ can be expressed in the form $R \sin(x + \alpha)$
- $a \sin x - b \cos x$ can be expressed in the form $R \sin(x - \alpha)$
- $a \cos x + b \sin x$ can be expressed in the form $R \cos(x - \alpha)$
- $a \cos x - b \sin x$ can be expressed in the form $R \cos(x + \alpha)$

With $R > 0$ and $0 < \alpha < 90^\circ$ (or $\frac{\pi}{2}$) and where $R \cos \alpha = a$ and $R \sin \alpha = b$ and $R = \sqrt{a^2 + b^2}$

Method: Use the addition formulae to expand $\sin(x \pm \alpha)$ or $\cos(x \mp \alpha)$ then equate coefficients

You can use trigonometric functions to model real-life situations. In the trigonometrical modelling questions, you will often have to write the model using $R \sin(x \pm \alpha)$ or $R \cos(x \mp \alpha)$ to find maximum or minimum values.

Example: Solve $2 \cos \theta + 5 \sin \theta$

$$\text{Set } 2 \cos \theta + 5 \sin \theta \equiv R \cos \theta \cos \alpha + R \sin \theta \sin \alpha$$

$$\text{So } R \cos \alpha = 2 \quad \text{and} \quad R \sin \alpha = 5$$

$$\text{Dividing, } \tan \alpha = \frac{5}{2}, \text{ so } \alpha = 68.2^\circ$$

$$\text{Squaring and adding: } R = \sqrt{29}$$

$$\text{So } 2 \cos \theta + 5 \sin \theta \equiv \sqrt{29} \cos(\theta - 68.2^\circ)$$

$$\sqrt{29} \cos(\theta - 68.2^\circ) = 3$$

$$\text{So } \cos(\theta - 68.2^\circ) = \frac{3}{\sqrt{29}}$$

$$\cos^{-1}\left(\frac{3}{\sqrt{29}}\right) = 56.1\dots^\circ$$

$$\text{So } \theta - 68.2^\circ = -56.1\dots^\circ, 56.1\dots^\circ$$

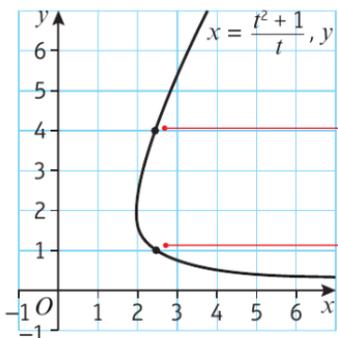
$$\theta = 12.1^\circ, 124.3^\circ \text{ (to the nearest } 0.1^\circ)$$

You can write the x - and y -coordinates of each point on a curve as functions of a third variable. This variable is called a parameter and is often represented by the letter t .

- A curve can be defined using parametric equations $x = p(t)$ and $y = q(t)$. Each value of the parameter, t defines a point on the curve with coordinates $(p(t), q(t))$.

BEWARE:

- The value of the parameter t is generally not equal to either the x - or y -coordinate
- More than one point on the curve can have the same x -coordinate



These are the parametric equations of the curve.
The domain of the parameter tells you the values of t you would need to substitute to find the coordinates of the points on the curve.

When $t = 2$, $x = \frac{2^2 + 1}{2} = 2.5$ and $y = 2 \times 2 = 4$.
This corresponds to the point $(2.5, 4)$.

When $t = 0.5$, $x = \frac{0.5^2 + 1}{0.5} = 2.5$ and $y = 2 \times 0.5 = 1$.
This corresponds to the point $(2.5, 1)$.

For parametric equations $x = p(t)$ and $y = q(t)$ with Cartesian equation $y = f(x)$:

- The domain of $f(x)$ is the range of $p(t)$
- The range of $f(x)$ is the range of $q(t)$

You can convert between parametric equations and Cartesian equations by using substitution to eliminate the parameter.

Example 1:

$$x = 2t \text{ so } t = \frac{x}{2} \quad (1)$$

$$y = t^2 \quad (2)$$

Substitute (1) into (2):

$$y = \left(\frac{x}{2}\right)^2 = \frac{x^2}{4}$$

Example 2:

$$x = \sin t + 2$$

$$\text{So } \sin t = x - 2 \quad (1)$$

$$y = \cos t - 3$$

$$\cos t = y + 3 \quad (2)$$

Substitute (1) and (2) into

$$\sin^2 t + \cos^2 t \equiv 1$$

$$(x - 2)^2 + (y + 3)^2 = 1$$

Modelling:

- You can use parametric equations to model real-life situations.
- If you have to comment on a modelling assumption or range of validity, consider whether the assumption is realistic given the context of the question. Make sure you refer to the real-life situation being modelled in your answer.

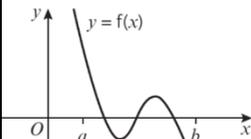
<p>The Chain rule is used to differentiate composite functions or functions of functions</p> $\frac{dy}{dx} = \frac{dy}{du} \times \frac{du}{dx}$ <p>Where y is a function of u and u is another function of x</p>	<p>Exponential and Logarithm Differentials</p> <ul style="list-style-type: none"> If $y = e^{kx}$ then $\frac{dy}{dx} = ke^{kx}$ If $y = e^{f(x)}$ then $\frac{dy}{dx} = f'(x)e^{f(x)}$ If $y = a^{kx}$ then $\frac{dy}{dx} = a^{kx} k \ln a$ If $y = \ln x$ then $\frac{dy}{dx} = \frac{1}{x}$ If $y = \ln x(f(x))$ then $\frac{dy}{dx} = \frac{f'(x)}{f(x)}$ 	<p>Some equations are difficult to rearrange into the form $y = f(x)$ or $x = f(y)$. You can sometimes differentiate these equations implicitly without rearranging them.</p> <ul style="list-style-type: none"> $\frac{d}{dx}(f(y)) = f'(y) \frac{dy}{dx}$ $\frac{d}{dx}(xy) = x \frac{dy}{dx} + y$
<p>To differentiate functions which are express as x in term of y use</p> $\frac{dy}{dx} = \frac{1}{\frac{dx}{dy}}$	<p>Trigonometric Differentials</p> <ul style="list-style-type: none"> If $y = \sin kx$, then $\frac{dy}{dx} = k \cos kx$ If $y = \cos kx$, then $\frac{dy}{dx} = -k \sin kx$ If $y = \tan kx$, then $\frac{dy}{dx} = k \sec^2 kx$ If $y = \operatorname{cosec} kx$, then $\frac{dy}{dx} = -k \operatorname{cosec} kx \cot kx$ If $y = \sec kx$, then $\frac{dy}{dx} = k \sec kx \tan kx$ If $y = \cot kx$, then $\frac{dy}{dx} = -k \operatorname{cosec}^2 kx$ 	<p>You can use the second derivative to determine whether a curve is concave or convex on a given domain</p> <ul style="list-style-type: none"> The function $f(x)$ is concave on a given interval if and only if $f''(x) \leq 0$ for every value of x in that interval The function $f(x)$ is convex on a given interval if and only if $f''(x) \geq 0$ for every value of x in that interval <p>LINKS: to find the second derivative, $f''(x)$ or $\frac{d^2y}{dx^2}$ you differentiate twice with respect to x</p>
<p>The Product Rule is used to differentiate a product of two functions:</p> <p>If $y = uv$ then, $\frac{dy}{dx} = u \frac{dv}{dx} + v \frac{du}{dx}$</p> <p>Where u and v are functions of x</p>		
<p>The Quotient Rule is used to differentiate a quotient of two functions i.e. a function divided by a function</p> <p>If $y = \frac{u}{v}$ then, $\frac{dy}{dx} = \frac{v \frac{du}{dx} - u \frac{dv}{dx}}{v^2}$</p>	<p>Parametric Differentiation – when functions are defined parametrically, you can find the gradient at a given point without converting into Cartesian form</p> <p>If x and y are given as functions of a parameter, t:</p> $\frac{dy}{dx} = \frac{\frac{dy}{dt}}{\frac{dx}{dt}}$	<p>The Chain Rule can be used to connect rates of change in situations involving more than two variables</p>

A **root of a function** is a value of x for which $f(x) = 0$. The graph of $y = f(x)$ will cross the x -axis at points corresponding to the roots of the function.

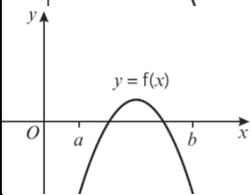
You can sometimes show that a root exists within a given interval by showing that the function changes sign within the interval

- If the function $f(x)$ is continuous on the interval $[a, b]$ and $f(a)$ and $f(b)$ have opposite signs, then $f(x)$ has at least one root, x , which satisfies $a < x < b$

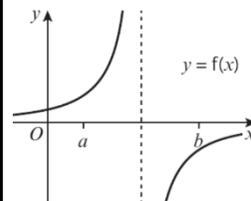
BEWARE: A change of sign does not necessarily mean there is exactly one root, and the absence of a sign change does not necessarily mean that a root does not exist in the interval.



There are multiple roots within the interval $[a, b]$. In this case there is an **odd number** of roots



There are multiple roots within the interval $[a, b]$, but a sign change does not occur. In this case there is an **even number** of roots



There is a vertical asymptote within the interval $[a, b]$. A sign change does occur, but there is no root.

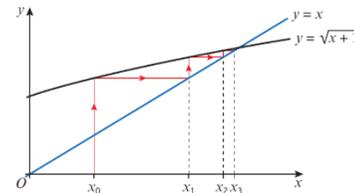
Iteration is a method used to find a value of x for which $f(x) = 0$.

To solve an equation of the form $f(x) = 0$ by an iterative method, rearrange $f(x) = 0$ into the form $x = g(x)$ and use the iterative formula

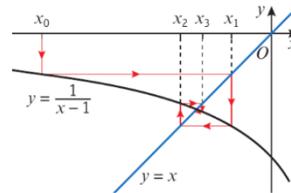
$$x_{n+1} = g(x_n)$$

Some iterations **converge** to a root. This can happen in two ways

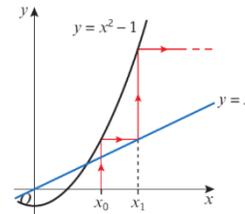
1. Successive iterations get closer and closer to the root from the same direction and this results in a **Staircase diagram**



2. Successive iterations alternate being above and below the root and this results in a **Cobweb diagram**



When an iteration moves away from a root it **diverges** as shown

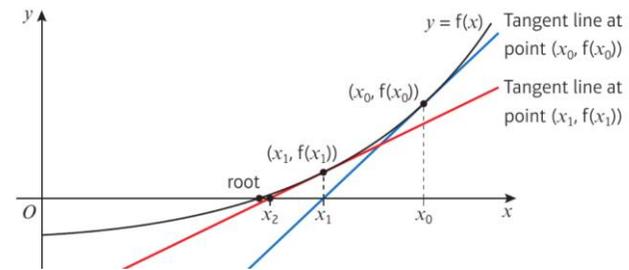


The **Newton-Raphson Method** is used to find numerical solutions to equations of the form $f(x) = 0$. You need to be able to differentiate $f(x)$ to use this method

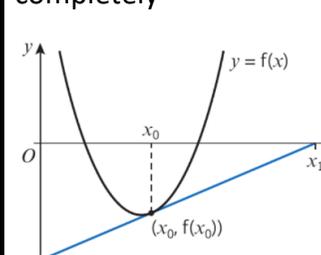
The **Newton-Raphson Formula** is

$$x_{n+1} = x_n - \frac{f(x_n)}{f'(x_n)}$$

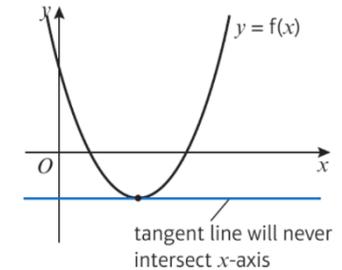
The method uses tangent lines to find increasingly accurate approximations of a root. The value of x_{n+1} is the point at which the tangent to the graph at $(x_n, f(x_n))$ intersects the x -axis.



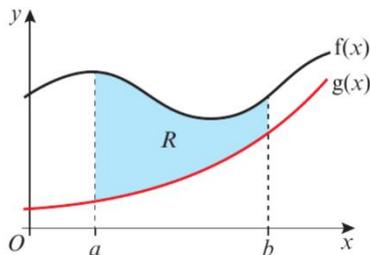
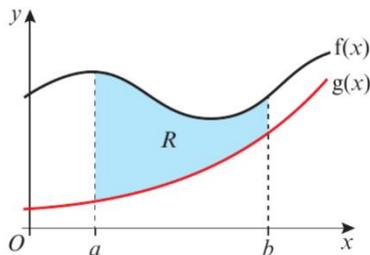
BEWARE: If the starting value is not chosen carefully, the method can converge on a root very slowly or can fail completely



Because x_0 is close to a turning point the gradient of the tangent at $(x_0, f(x_0))$ is small, so it intersects the x -axis a long way from x_0 .

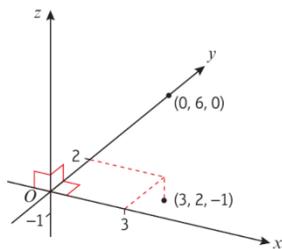


tangent line will never intersect x -axis

<p>Integrating Standard Functions</p> <ul style="list-style-type: none"> • $\int kx^n dx = \frac{k}{n+1} x^{n+1} + c \quad n \neq 0$ • $\int e^x dx = e^x + c$ • $\int \frac{1}{x} dx = \ln x + c$ • $\int \cos x dx = \sin x + c$ • $\int \sin x dx = -\cos x + c$ • $\int \sec^2 x dx = \tan x + c$ • $\int \operatorname{cosec} x dx = -\operatorname{cosec} x + c$ • $\int \operatorname{cosec}^2 x dx = -\cot x + c$ • $\int \sec x \tan x dx = \sec x + c$ 	<p>Trigonometric identities can be used to integrate expressions. This allows an expression that cannot be integrated to be replaced by an identical expression that can be integrated.</p> <p>Example – find $\int \tan^2 x dx$</p> <p>Since $\sec^2 x \equiv 1 + \tan^2 x$ $\tan^2 x \equiv \sec^2 x - 1$ ←</p> <p>You cannot integrate $\tan^2 x$ but you can integrate $\sec^2 x$ directly</p> <p>So $\int \tan^2 x dx = \int (\sec^2 x - 1) dx$ $= \int \sec^2 x dx - \int 1 dx$ $= \tan x - x + c$</p>	<p>Integration by Parts</p> $\int u \frac{dv}{dx} dx = uv - \int v \frac{du}{dx} dx$ <ul style="list-style-type: none"> • You need to write the function you are integrating in the form $u \frac{dv}{dx}$ • You will have to choose what to set as u and what to set as $\frac{dv}{dx}$ • For expression like $x \cos x$, $x^2 \sin x$ and $x^3 e^x$ let u equal the x^n term. • When the expression involves $\ln x$ let u equal the $\ln x$ term. • When applying limits, apply them to the uv and the $\int v \frac{du}{dx} dx$ separately
<p>Integrating $f(ax + b)$ If you know the integral of a function, $f(x)$ you can integrate a function of the form $f(ax + b)$ using the reverse of the chain rule for differentiation. In general:</p> $\int f'(ax + b) dx = \frac{1}{a} f(ax + b) + c$	<p>Sometimes you can simplify an integral by changing the variable. The process is called Integration by Substitution</p> <ul style="list-style-type: none"> • To evaluate a definite integral you have to be careful of whether your limits are x values or u values. 	<p>Using partial fractions enables an expression to be transformed into two or more expressions that are easier to integrate.</p> <p>Example</p> $\int \frac{x - 5}{(x + 1)(x - 2)} dx = \int \left(\frac{2}{x + 1} - \frac{1}{x - 2} \right) dx$
<ul style="list-style-type: none"> • Integrating expressions of the form $\int k \frac{f'(x)}{f(x)} dx$, try $\ln f(x)$ and differentiate to check, and then adjust any constant 	<p>The area bounded by two curves can be found using integration:</p> <p>Area R</p> $= \int_a^b (f(x) - g(x)) dx = \int_a^b f(x) dx - \int_a^b g(x) dx$ 	<p>Differential Equations:</p> <p>When $\frac{dy}{dx} = f(x)g(y)$ you can rearrange it to give</p> $\int \frac{1}{g(y)} dy = \int f(x) dx$
<ul style="list-style-type: none"> • Integrating an expression of the form $\int k f'(x)(f(x))^n dx$, try $(f(x))^{n+1}$ and differentiate to check, and then adjust any constant 		<p>The Trapezium rule:</p> $\int_a^b y dx \approx \frac{h}{2} (y_0 + 2(y_1 + y_2 \dots + y_{n-1}) + y_n)$ <p>Where $h = \frac{b-a}{n} a$</p>

The **coordinates** of a point in **3-D** are written as (x, y, z)

You can use Pythagoras' theorem in 3D to find distances on a 3D coordinate grid



The distance from the origin to the point (x, y, z) is $\sqrt{x^2 + y^2 + z^2}$

The distance between the points (x_1, y_1, z_1) and (x_2, y_2, z_2) is

$$\sqrt{(x_1 - x_2)^2 + (y_1 - y_2)^2 + (z_1 - z_2)^2}$$

Solving Geometric Problems

You need to be able to solve geometric problems involving vectors in three dimensions

BEWARE: AB refers to a **line segment** between A and B (or its length), whereas \overrightarrow{AB} refers to the **vector** from A to B . Note that $AB = BA$, $|AB| = |BA|$ but $\overrightarrow{AB} \neq \overrightarrow{BA}$

- You can use 3D vectors to describe position and displacement relative to the x -, y - and z -axes.
- You can represent 3D vectors as column vectors or using the unit vectors i, j and k
- The unit vectors along x -, y - and z -axes are denoted by i, j and k respectively.

$$i = \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} \quad j = \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} \quad k = \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$$

- For any 3D vector $pi + qj + rk = \begin{pmatrix} p \\ q \\ r \end{pmatrix}$

To add three column vectors, add the x -components, the y -components and the z -components

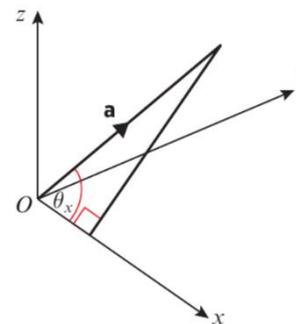
$$\begin{pmatrix} p \\ q \\ r \end{pmatrix} + \begin{pmatrix} u \\ v \\ w \end{pmatrix} = \begin{pmatrix} p + u \\ q + v \\ r + w \end{pmatrix}$$

To multiply a column vector by a scalar, multiply each component by the scalar:

$$\lambda \begin{pmatrix} p \\ q \\ r \end{pmatrix} = \begin{pmatrix} \lambda p \\ \lambda q \\ \lambda r \end{pmatrix}$$

You can find the angle between a given vector and any of the coordinate axes by considering the appropriate right-angled triangle.

If the vector $a = xi + yj + zk$ makes an angle θ with the positive x -axis then



$$\cos \theta_x = \frac{x}{|a|}$$

And similarly for the angles θ_y and θ_z

Coplanar vectors are vectors which are in the same plane.

Non-coplanar vectors are vectors which are not in the same plane.

If a, b and c are vectors in three dimensions which do not all lie on the same plane then you can compare their coefficients on both sides of an equation

Since, the vectors i, j and k are non-coplanar,

if $pi + qj + rk = ui + vj + wk$ then $p = u, q = v$ and $r = w$