

**Pigeon Hole Principle Examples**

(Q1) A bag contains 4 red counters, 2 yellow counters and 5 blue counters. What's the minimum # of counters that need to be drawn to ensure:

(Q1a) 2 of the same counter?  $1 + 1 + 2 = 4$

(Q1b) 3 of the same counter?  $2 + 2 + 3 = 7$

(Q1c) 2 red counters?  $2R + 2Y + 5B = 9$

**INCLUSION-EXCLUSION PRINCIPLE**

**Inclusion-Exclusion Principle Rule**

Finding the elements in union of three sets:

$$n(A \cup B \cup C) = n(A) + n(B) + n(C) - n(A \cap B) - n(A \cap C) - n(B \cap C) + n(A \cap B \cap C)$$

**Divisibility Rules**

- The amount of numbers from 1 to  $a$  that are divisible by  $b$  is given by the floor function:  $\lfloor a/b \rfloor$
- $\lfloor x \rfloor$ : integer less than/equal to  $x$ .

**Inclusion-Exclusion Principle Examples**

(Q1) How many integers between 1 and 100 inclusive are divisible by either 2, 3 or 5?

Let events A:  $\div$  by 2, B:  $\div$  by 3 and C:  $\div$  by 5.

$A = \lfloor \frac{100}{2} \rfloor = 50$ ,  $B = \lfloor \frac{100}{3} \rfloor = 33$ ,  $C = \lfloor \frac{100}{5} \rfloor = 20$

$A \cap B = \lfloor \frac{100}{2 \times 3} \rfloor = 16$ ,  $A \cap C = \lfloor \frac{100}{2 \times 5} \rfloor = 10$ ,  
 $B \cap C = \lfloor \frac{100}{3 \times 5} \rfloor = 6$ ,  $A \cap B \cap C = \lfloor \frac{100}{2 \times 3 \times 5} \rfloor = 3$ ,

$A \cup B \cup C = 50 + 33 + 20 - 16 - 10 - 6 + 3 = 74$

(Q2) Find the value of  $x$  in the Venn Diagram below using the inclusion-exclusion principle:

Equating principle with union of sets:  
 $20 + 15 + 28 - 8 - 7 - 5 + x = 54 - 9$   
 $\therefore 43 + x = 45$

**Vector Arithmetic Examples**

(Q1) Let  $\vec{a} = \langle 2, -1 \rangle$ ,  $\vec{b} = \langle 5, 2 \rangle$

(Q1a) Determine the resultant  $\vec{a} + \vec{c} = \langle ? \rangle$

**COMBINATIONS**

$r$  items from a set of  $n$  items (order does matter):

$$\frac{n!}{r!(n-r)!}$$

Order does not matter:

$$\frac{n!}{r! \times (n-r)!}$$

**Triangle Rule**

$\vec{c} = \vec{a} + \vec{b}$

**Subtracting vectors**

$\vec{b}$ , reverse vector  $\vec{a}$

$$\vec{AB} = \vec{b} - \vec{a}$$

$\vec{AB}$ : vector that goes from  $\vec{a}$  to  $\vec{b}$ .

Add, subtract and scalar multiply:

$$\begin{pmatrix} a \\ b \end{pmatrix} \pm \begin{pmatrix} c \\ d \end{pmatrix} = \begin{pmatrix} a \pm c \\ b \pm d \end{pmatrix}$$

$k$ : scalar multiplier (i.e. scalar multiplication)

**Same as...**

$(a = b)$

# ATAR Mathematics Specialist Units 1 & 2

## Exam Notes for Western Australian Year 11 Students

# ATAR Mathematics Specialist Units 1 & 2 Exam Notes



Created by Anthony Bochrinis

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## ► About the Author - Anthony Bochrinis

Hello! My name is Anthony and I graduated from high school in 2012, completed a Bachelor of Actuarial Science in 2015, completed my Graduate Diploma in Secondary Education in 2017 and am now a secondary mathematics teacher!

My original exam notes (created in 2013) were inspired by Severus Snape's copy of Advanced Potion Making in Harry Potter and the Half-Blood Prince; a textbook filled with annotations containing all of the pro tips and secrets to help gain a clearer understanding.

Thank you for being a part of my journey in realising that teaching is my lifelong vocation!



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# COMBINATORICS

## PRINCIPLES OF COUNTING

### Multiplication Principle

- If there are  $A$  choices in one event and  $B$  choices in another event, then total choices:

$$n(\text{Event}) = n(A) \times n(B)$$

### Addition Principle

- If there are  $A$  and  $B$  disjoint events (i.e. they have no common outcomes) then the total number of outcomes for the event is:

$$n(\text{Event}) = n(A) + n(B)$$

## ARRANGEMENTS

### Factorials ( $n!$ )

- The product of all positive integers less than or equal to a number  $n$  (e.g.  $3! = 3 \times 2 \times 1$ ).

$n!$  pronounced "**n factorial**", for  $n > 0$ :  
 $n! = n \times (n-1) \times (n-2) \times \dots \times 2 \times 1$

- Exception to calculating factorials:

Factorial rule exception:  $0! = 1$   
 As there is 1 way to arrange 0 objects

### Line, Repeated & Circular Arrangements

- The number of ways to arrange  $n$  distinct objects in a line is given by the equation:

$$\text{Line Arrangement: } n!$$

- The number of ways of arranging  $n$  objects of which  $a$  of one type are alike,  $b$  of a second type are alike,  $c$  of a third type are alike etc:
  - Find how many ways to arrange the word STATISTICS =  $10! / (3! 2! 3!) = 50,400$

$$\text{Repeated Arrangement: } \frac{n!}{a! \times b! \times c! \times \dots}$$

- The number of ways to arrange  $n$  distinct objects in a circle is given by the equation:

$$\text{Circular Arrangement: } (n-1)!$$

If clockwise and anti-clockwise arrangements are the same:  $0.5(n-1)!$

### Cluster and Complement Arrangements

- Clustering refers to arrangements that require two or more objects to be together:
  - E.g. Find the number of ways to arrange the letters in WORDS given W and O must be together:  $(5-2+1)! \times 2! = 48$

$$\text{Cluster: } (n-r+1)! \times r!$$

- Complement refers to arrangements that restricts two objects from being together:
  - E.g. Find the number of ways to arrange the letters in WORDS given W and O must not be together:  $5! - 2!4! = 72$

$$\text{Complement: } n! - 2!(n-1)! \text{ or } n(\text{complement}) = n(\text{total}) - n(\text{together})$$

### Arrangement/Factorial Examples

- (Q1) Simplify the expression  $(n+2)!/n!$   
 $= (n+2) \times (n+1) \times n! / n! = (n+2)(n+1)$
- (Q2) Simplify  $(14 \times 13) / (3 \times 2 \times 1)$   
 $= \frac{14 \times 13}{3 \times 2 \times 1} = \frac{14!}{1!} = \frac{14!}{3!}$
- (Q3) Factorise the following  $7! - 2 \times 5!$   
 $= 7 \times 6 \times 5! - 2 \times 5! = 5!(6 \times 7 - 2) = 40(5!)$
- (Q4) A password containing 5 characters is to be made from numbers 0-9 and letters A-C. How many passwords are possible with:
  - (Q4a) No repetition in the password:  
 $13 \times 12 \times 11 \times 10 \times 9 = 13! / 8! = 154,440$
  - (Q4b) Repetition is allowed in the password:  
 $13 \times 13 \times 13 \times 13 \times 13 = 13^5 = 371,293$

# PERMUTATIONS / COMBINATIONS

## Common Counting Techniques

- Adding together all consecutive numbers:

$$1 + 2 + 3 + \dots + n = \frac{1}{2}n(n+1)$$

## Permutations/Combinations Examples

(Q1) From 7 boys and 6 girls, 5 are selected to form a team so that at least 4 boys are on the team. How many teams are possible?

$$= \binom{7}{4} \times \binom{6}{1} + \binom{7}{5} = 35 \times 6 + 21 = 231$$

(Q2) From 20 candidates (11 males and 9 females), 5 are chosen to form a council. How many combinations of different councils can be formed if there needs to be at least 3 males?

$$= (3M \text{ and } 2F) + (4M \text{ and } 1F) + (5M \text{ and } 0F) \\ = \binom{11}{3} \times \binom{9}{2} + \binom{11}{4} \times \binom{9}{1} + \binom{11}{5} \times \binom{9}{0} \\ = 5,940 + 2,970 + 462 = 9,372 \text{ councils}$$

(Q3) Find the probability of rolling three dice, that are labelled 1-9 inclusive, having a sum that equals an odd number?

3 odd or 1 odd / 2 even produce an odd sum. Out of numbers 1-9 inclusive, 5 odd & 4 even.

$$= \left[ \frac{\binom{5}{3} \times \binom{4}{0}}{\binom{9}{3}} \right] + \left[ \frac{\binom{5}{1} \times \binom{4}{2}}{\binom{9}{3}} \right] = \frac{10}{21} = 0.4762$$

(Q4) 3 girls and 4 boys are chosen from 7 girls and 6 boys to sit in a row where the boys have to sit next to each other. How many possible ways are there for the 7 students to sit?

Choosing students:  $\binom{7}{3} \times \binom{6}{4} = 525$   
 Arranging students:  $(7-4+1)!4! = 576$   
 Total combinations:  $525 \times 576 = 302,400$

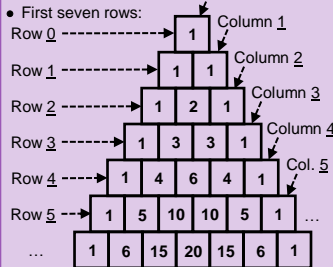
(Q5) The digits from 0-7 inclusive are used without repetition to make 4-digit numbers that cannot start with the number 0.

- (Q5a) How many 4-digit numbers are even?
  - Digit "0" is last:  $7 \times 6 \times 5 \times 1 = 210$
  - Digit "2" is last:  $6 \times 6 \times 5 \times 1 = 180$
  - Digit "4" is last:  $6 \times 6 \times 5 \times 1 = 180$
  - Digit "6" is last:  $6 \times 6 \times 5 \times 1 = 180$
  - 750**
- (Q5b) How many 4-digit even numbers >4000?
  - Digit "0" is last:  $4 \times 6 \times 5 \times 1 = 120$
  - Digit "2" is last:  $4 \times 6 \times 5 \times 1 = 120$
  - Digit "4" is last:  $3 \times 6 \times 5 \times 1 = 90$
  - Digit "6" is last:  $3 \times 6 \times 5 \times 1 = 90$
  - 420**

(Q6) Four-character passwords can be made from digits 0-5 inclusive and the alphabet without any characters repeating. How many possible passwords start with a letter?  
 $= 26 \times 31 \times 30 \times 29 = 26 \times 3!P_3 = 701,220$

# PASCAL'S TRIANGLE

## Pascal's Triangle



## Combinations and Pascal's Triangle

- Creating Pascal's Triangle laws:

$${}^nC_r + {}^nC_{r+1} = {}^{n+1}C_{r+1}$$

$${}^nC_r = \frac{n}{r} \times {}^{n-1}C_{r-1}$$

- Finding combinations in Pascal's Triangle:

$$\binom{n}{r} = \left( \begin{array}{l} \text{Row \# of Pascal's Tri.} \\ \text{Column \# of Pascal's Tri.} \end{array} \right)$$

- Pascal's Triangle vertical symmetry laws:

$${}^nC_r = {}^nC_{n-r}$$

$${}^nC_1 = {}^nC_{n-1} = n \quad {}^nC_0 = {}^nC_n = 1$$

- Sum of all elements in each row:

$${}^nC_0 + {}^nC_1 + {}^nC_2 + \dots + {}^nC_n = 2^n$$

## Expanding Brackets with Two Terms

- Expanding binomials to large powers of  $n$ :

### Expanding $(ax+by)^n$

$$= \binom{n}{0} (ax)^n (by)^0 + \binom{n}{1} (ax)^{n-1} (by)^1 + \dots + \binom{n}{n-1} (ax)^1 (by)^{n-1} + \binom{n}{n} (ax)^0 (by)^n$$

## Pascal's Triangle Examples

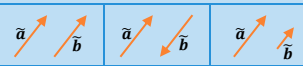
- (Q1) From a group of 10 teachers, how many ways can at least 2 teachers be selected?  
 $\binom{10}{2} + \dots + \binom{10}{10} = 2^{10} - \left[ \binom{10}{0} + \binom{10}{1} \right] = 1013$
- (Q2) Find  $r$  if  ${}^{10}C_r = {}^{10}C_{r+4}$ ?  $r = 3$
- (Q3) Expand the brackets  $(x^2-2)^5$ :  
 $= \binom{5}{0} (x^2)^5 (2)^0 - \binom{5}{1} (x^2)^4 (2)^1 + \binom{5}{2} (x^2)^3 (2)^2 - \binom{5}{3} (x^2)^2 (2)^3 + \binom{5}{4} (x^2)^1 (2)^4 - \binom{5}{5} (x^2)^0 (2)^5 \\ = (1)(x^{10})(1) - (5)(x^8)(2) + (10)(x^6)(4) - (10)(x^4)(8) + (5)(x^2)(16) - (1)(1)(32) \\ = x^{10} - 10x^8 + 40x^6 - 80x^4 + 80x^2 - 32$

# 2-D VECTORS

## CONCEPT OF A VECTOR

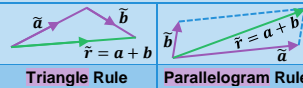
### Scalar vs. Vector Quantities

- Scalar: a quantity with only magnitude.
  - Distance and speed are scalar quantities.
- Vector: a quantity that has both magnitude and direction (represented by an arrow).
  - Displacement and velocity are vectors.

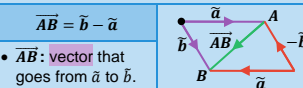


## Vector Arithmetic ( $\vec{a} = xi + yj$ )

- Vectors notation separates into a horizontal component ( $i$ ) and vertical component ( $j$ ).
- Vectors can be written in form of  $(x, y)$  or  $\begin{pmatrix} x \\ y \end{pmatrix}$ .
- Adding vectors (triangle/parallelogram rule):



- Subtracting vectors: to find vector from  $\vec{a}$  to  $\vec{b}$ , reverse vector  $\vec{a}$  and subtract it from  $\vec{b}$ .



- Add, subtract and scalar multiply vectors:

$$\begin{pmatrix} a \\ b \end{pmatrix} \pm \begin{pmatrix} c \\ d \end{pmatrix} = \begin{pmatrix} a \pm c \\ b \pm d \end{pmatrix} \quad k \times \begin{pmatrix} a \\ b \end{pmatrix} = \begin{pmatrix} k \times a \\ k \times b \end{pmatrix}$$

- $k$ : scalar multiplier (i.e. a number).

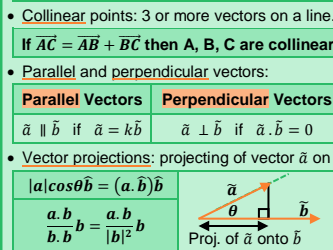
## Vector Arithmetic Examples

- (Q1) Let  $\vec{a} = (2, -1)$ ,  $\vec{b} = (5, 2)$ ,  $\vec{c} = (-4, 3)$ :
  - (Q1a) Determine the resultant vector  $\vec{a} + \vec{c}$ :  
 $\vec{a} + \vec{c} = \begin{pmatrix} 2 \\ -1 \end{pmatrix} + \begin{pmatrix} -4 \\ 3 \end{pmatrix} = \begin{pmatrix} 2+(-4) \\ -1+3 \end{pmatrix} = \begin{pmatrix} -2 \\ 2 \end{pmatrix}$
  - (Q1b) Determine the vector  $\vec{b} - \vec{c}$ :  
 $\vec{b} - \vec{c} = \begin{pmatrix} 5 \\ 2 \end{pmatrix} - \begin{pmatrix} -4 \\ 3 \end{pmatrix} = \begin{pmatrix} 5-(-4) \\ 2-3 \end{pmatrix} = \begin{pmatrix} 9 \\ -1 \end{pmatrix}$
  - (Q1c) Determine the resultant vector  $2\vec{a} + 3\vec{b}$ :  
 $= 2 \begin{pmatrix} 2 \\ -1 \end{pmatrix} + 3 \begin{pmatrix} 5 \\ 2 \end{pmatrix} = \begin{pmatrix} 2 \times 2 + 3 \times 5 \\ 2 \times (-1) + 3 \times 2 \end{pmatrix} = \begin{pmatrix} 19 \\ 4 \end{pmatrix}$

# VECTOR RULES

## Vector Rules and Notation

- Magnitude ( $|\vec{a}|$ ) of a vector (i.e. length):  
 $\vec{a} = xi + yj \quad |\vec{a}| = \sqrt{x^2 + y^2}$
- Magnitude between two vectors ( $\vec{AB}$ ):  
 $|\vec{AB}| = \sqrt{(x_b - x_a)^2 + (y_b - y_a)^2}$
- Unit vector ( $\hat{a}$ ): vector with the same direction as  $\vec{a}$  but with a magnitude of 1.  
 $\hat{a} = \frac{\vec{a}}{|\vec{a}|} = \frac{a}{|a|} \quad |\hat{a}| = 1$
- Dot product ( $a \cdot b$ ): returns a scalar result.  
 $a \cdot b = (x_a \times x_b) + (y_a \times y_b)$   
 $a \cdot b = b \cdot a \quad a \cdot a = |a|^2 \quad a \cdot b = |a||b|\cos\theta$ 
  - $\theta$ : the angle between vectors  $\vec{a}$  and  $\vec{b}$ .
- Collinear points: 3 or more vectors on a line.  
 If  $\vec{AC} = \vec{AB} + \vec{BC}$  then **A, B, C are collinear**
- Parallel and perpendicular vectors:  
 Parallel Vectors:  $\vec{a} \parallel \vec{b}$  if  $\vec{a} = k\vec{b}$   
 Perpendicular Vectors:  $\vec{a} \perp \vec{b}$  if  $\vec{a} \cdot \vec{b} = 0$
- Vector projections: projecting of vector  $\vec{a}$  on  $\vec{b}$ .



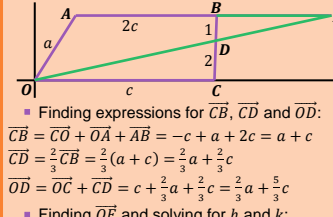
## Common Vector Examples

- (Q1)  $\vec{a} = \begin{pmatrix} 3 \\ -1 \end{pmatrix}$ ,  $\vec{b} = \begin{pmatrix} 2 \\ 6 \end{pmatrix}$ ,  $\vec{c} = \begin{pmatrix} -9 \\ 3 \end{pmatrix}$ ,  $\vec{d} = \begin{pmatrix} 4 \\ 5 \end{pmatrix}$ :
  - (Q1a) Determine the magnitude of vector  $\vec{a}$ :  
 $|\vec{a}| = \sqrt{3^2 + (-1)^2} = \sqrt{10} = 3.16$
  - (Q1b) Determine the unit vector for vector  $\vec{a}$ :  
 $\hat{a} = \frac{\vec{a}}{|\vec{a}|} = \frac{1}{\sqrt{10}} \begin{pmatrix} 3 \\ -1 \end{pmatrix} = \begin{pmatrix} 3/\sqrt{10} \\ -1/\sqrt{10} \end{pmatrix}$
  - (Q1c) Prove that  $\vec{a}$  and  $\vec{c}$  are parallel:  
 $\vec{a} \parallel \vec{c}$  if  $\vec{a} = k\vec{c} \rightarrow \begin{pmatrix} 3 \\ -1 \end{pmatrix} = k \begin{pmatrix} -9 \\ 3 \end{pmatrix} \rightarrow k = \frac{1}{9}$
  - (Q1d) Prove that  $\vec{a}$  and  $\vec{b}$  are perpendicular:  
 $\vec{a} \cdot \vec{b} = \begin{pmatrix} 3 \\ -1 \end{pmatrix} \cdot \begin{pmatrix} 2 \\ 6 \end{pmatrix} = 3 \times 2 + (-1) \times 6 = 0$
  - (Q1e) Find the angle between vectors  $\vec{c}$  and  $\vec{d}$ :  
 $|\vec{c}| = \sqrt{(-9)^2 + 3^2} = \sqrt{90} \quad \cos\theta = \frac{\vec{c} \cdot \vec{d}}{(|\vec{c}||\vec{d}|)}$   
 $|\vec{d}| = \sqrt{4^2 + 5^2} = \sqrt{41} \quad \cos\theta = \frac{21 + \sqrt{90}\sqrt{41}}{3 \times 2 + (-1) \times 6} = 0.3457, \theta = 70^\circ$
  - (Q1f) Find the vector projection of  $\vec{a}$  onto  $\vec{d}$ :  
 $\frac{\vec{a} \cdot \vec{d}}{|\vec{d}|^2} \vec{d} = \frac{\begin{pmatrix} 3 \\ -1 \end{pmatrix} \cdot \begin{pmatrix} 4 \\ 5 \end{pmatrix}}{(\sqrt{4^2 + 5^2})^2} \begin{pmatrix} 4 \\ 5 \end{pmatrix} = \frac{12}{41} \begin{pmatrix} 4 \\ 5 \end{pmatrix} = \begin{pmatrix} 48/41 \\ 60/41 \end{pmatrix}$

# POSITION VECTORS

## Position vectors Examples

- (Q1) A & B have position vectors of  $(3i + 5j)$  and  $(-7i - 10j)$  respectively. Find position vector of  $P$  that divides  $\vec{AB}$  internally in the ratio of 4:1.  
 $\vec{AB} = \vec{b} - \vec{a} = \begin{pmatrix} -7 \\ -10 \end{pmatrix} - \begin{pmatrix} 3 \\ 5 \end{pmatrix} = \begin{pmatrix} -10 \\ -15 \end{pmatrix}$   
 $\vec{AP} = \frac{4}{5} \vec{AB} = \frac{4}{5} \begin{pmatrix} -10 \\ -15 \end{pmatrix} = \begin{pmatrix} -8 \\ -12 \end{pmatrix}$   
 $\vec{AP} = \vec{p} - \vec{a} \rightarrow \vec{p} = \begin{pmatrix} -8 \\ -12 \end{pmatrix} + \begin{pmatrix} 3 \\ 5 \end{pmatrix} = \begin{pmatrix} -5 \\ -7 \end{pmatrix}$
- (Q2) A & B have position vectors of  $(4i - 10j)$  and  $(10i + 20j)$  respectively. Find position vector of  $M$  that divides  $\vec{AB}$  externally in the ratio of 2:3.  
 $\vec{MA} = \frac{2}{5} \vec{MB} \rightarrow 3\vec{MA} = 2\vec{MB}$   
 $\therefore 3(\vec{a} - \vec{m}) = 2(\vec{b} - \vec{m}) \rightarrow \vec{m} = 3\vec{a} - 2\vec{b}$   
 $= 3 \begin{pmatrix} 4 \\ -10 \end{pmatrix} - 2 \begin{pmatrix} 10 \\ 20 \end{pmatrix} = \begin{pmatrix} 12 \\ -30 \end{pmatrix} - \begin{pmatrix} 20 \\ 40 \end{pmatrix} = \begin{pmatrix} -8 \\ -70 \end{pmatrix}$
- (Q3) Trapezium OABC has  $\vec{OA} = \vec{a}$ ,  $\vec{OC} = \vec{c}$  and  $\vec{AB} = 2\vec{c}$ .  $D$  is point on  $\vec{CB}$  such that  $\vec{CD} = \frac{2}{3}\vec{CB}$ .  $\vec{OD}$  continued meets  $\vec{AB}$  continued at  $E$ . If  $\vec{OE} = h\vec{OD}$  and  $\vec{AE} = k\vec{AB}$ , find the value of  $h$  and  $k$ .



- Finding expressions for  $\vec{CB}$ ,  $\vec{CD}$  and  $\vec{OD}$ :  
 $\vec{CB} = \vec{c} - \vec{a}$   
 $\vec{CD} = \frac{2}{3}(\vec{c} - \vec{a}) = \frac{2}{3}\vec{c} - \frac{2}{3}\vec{a}$   
 $\vec{OD} = \vec{OC} + \vec{CD} = \vec{c} + \frac{2}{3}\vec{c} - \frac{2}{3}\vec{a} = \frac{5}{3}\vec{c} - \frac{2}{3}\vec{a}$
- Finding  $\vec{OE}$  and solving for  $h$  and  $k$ :  
 $\vec{OE} = \vec{OA} + \vec{AE}$ , using this to sub into  $\vec{OE} = h\vec{OD}$  gives  $h\vec{OD} = \vec{OA} + \vec{AE} = \vec{OA} + k\vec{AB}$ . Solving:  
 $h \left( \frac{5}{3}\vec{c} - \frac{2}{3}\vec{a} \right) = \vec{a} + k(2\vec{c}) \rightarrow h = \frac{5}{4}$  and  $k = \frac{5}{4}$

# PERMUTATIONS / COMBINATIONS

## Permutations (Listing)

- Number of ways of picking  $r$  items from a collection of  $n$  items (i.e. order does matter).

$${}^nP_r = n \text{ pick } r = \frac{n!}{(n-r)!} \\ = \frac{n \times (n-1) \times (n-2) \times \dots \times (n-r+1)}{r \text{ terms}}$$

## Combinations (Grouping)

- Number of ways of choosing  $r$  items from  $n$  possible items (i.e. order does not matter).

$${}^nC_r = n \text{ choose } r = \frac{n!}{(n-r)! \times r!}$$

## Permutations vs. Combinations

Permutations	Combinations
Order does matter (picking)	Order doesn't matter (grouping)
Picking a principal and vice principal from 10 candidates.	Picking two school leaders from 10 candidates

► Topic Is Continued In Next Column ◀

# PIDGEON HOLE PRINCIPLE

## Pidgeon Hole Principle and Rules

- If there's  $n$  pidgeon holes and  $n+1$  pidgeons go into them then at least one pidgeon hole will have at least 2 pidgeons in it.

## Pidgeon Hole Principle Examples

- (Q1) A bag contains 4 red counters, 2 yellow counters and 5 blue counters. What's the min # of counters that need to be drawn to ensure:
  - (Q1a) 2 of the same counter?  $1+1+2 = 4$
  - (Q1b) 3 of the same counter?  $2+2+3 = 7$
  - (Q1c) 2 red counters?  $2R + 2Y + 5B = 9$

# INCLUSION-EXCLUSION PRINCIPLE

## Inclusion-Exclusion Principle Rule

- Finding the elements in union of three sets:

$$n(A \cup B \cup C) = n(A) + n(B) + n(C) - n(A \cap B) - n(A \cap C) - n(B \cap C) + n(A \cap B \cap C)$$

## Divisibility Rules

- The amount of numbers from 1 to  $a$  that are divisible by  $b$  is given by the floor function:

$$\lfloor \frac{a}{b} \rfloor \quad \bullet \lfloor x \rfloor: \text{integer less than/equal to } x.$$

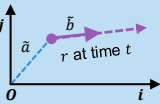
## Inclusion-Exclusion Principle Examples

- (Q1) How many integers between 1 and 100 inclusive are divisible by either 2, 3 or 5? Let events A:  $\div$  by 2, B:  $\div$  by 3 and C:  $\div$  by 5.  
 $A = \left\lfloor \frac{100}{2} \right\rfloor = 50, B = \left\lfloor \frac{100}{3} \right\rfloor = 33, C = \left\lfloor \frac{100}{5} \right\rfloor = 20$   
 $A \cap B = \left\lfloor \frac{100}{2 \times 3} \right\rfloor = 16, A \cap C = \left\lfloor \frac{100}{2 \times 5} \right\rfloor = 10,$   
 $B \cap C = \left\lfloor \frac{100}{3 \times 5} \right\rfloor = 6, A \cap B \cap C = \left\lfloor \frac{100}{2 \times 3 \times 5} \right\rfloor = 3,$   
 $A \cup B \cup C = 50 + 33 + 20 - 16 - 10 - 6 + 3 = 74$

## RELATIVE VECTORS

### Vector Equation of a Line (r)

- A vector line ( $r$ ) has initial position vector and then moves according to its velocity vector.



- $r = \text{position} + \lambda \times \text{direction} = \vec{a} + \lambda \vec{b}$
- $\lambda$ : scalar multiplier variable (e.g. time).
- $\vec{a}$ : position vector of the object.
- $\vec{b}$ : direction vector of the object.

### Relative Vectors ( ${}_{A'}B$ and ${}_{A''}B$ )

- Position of vector  $\vec{a}$  relative to vector  $\vec{b}$  (a.k.a. position of  $\vec{a}$  as seen from point of view of  $\vec{b}$ ).

$${}_{A'}R_B = R_A - R_B$$

- ${}_{A'}R_B$ : position vector of  $\vec{a}$  relative to  $\vec{b}$ .
- $R_A$  or  $R_B$ : position vector of  $\vec{a}$  or  $\vec{b}$ .

- Velocity of vector  $\vec{a}$  relative to vector  $\vec{b}$  (a.k.a. velocity of  $\vec{a}$  as seen from point of view of  $\vec{b}$ ).

$${}_{A''}V_B = V_A - V_B$$

- ${}_{A''}V_B$ : velocity vector of  $\vec{a}$  relative to  $\vec{b}$ .
- $V_A$  or  $V_B$ : velocity vector of  $\vec{a}$  or  $\vec{b}$ .

### Collision of Two Vectors

- Collision or miss of two vectors is given by:

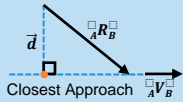
Collision	Miss
${}_{A'}R_B = t \times {}_{A'}V_A$	${}_{A'}R_B \neq t \times {}_{A'}V_A$

- Finding collision or miss of 2 moving vectors:

<b>Step 1</b>	Find vector equations of 2 lines in form of: $X = a + tb$ and $Y = c + td$
<b>Step 2</b>	Using these vectors, determine: ${}_{A'}R_B = R_A - R_B$ and ${}_{A'}V_B = V_B - V_A$
<b>Step 3</b>	Solve ${}_{A'}R_B = t \times {}_{A'}V_B$ for $t$ . If $t$ is found, collision occurs or if it is impossible to solve, vectors miss.

### Closest Approach Between 2 Vectors

- If two vectors miss, there is a moment when they are closest to each other.



- $\vec{d} \cdot {}_{A'}V_B = 0$  where  $\vec{d} = \vec{BA} + ({}_{A'}V_B)t$
- $\vec{d}$ : distance of the closest approach.

- Finding time & distance of closest approach:

<b>Step 1</b>	Find the position vector $\vec{BA} = \vec{a} - \vec{b}$ and relative velocity ${}_{A'}V_B = V_B - V_A$
<b>Step 2</b>	Find and simplify closest distance vector $\vec{d} = \vec{BA} + ({}_{A'}V_B)t$
<b>Step 3</b>	Solve the dot product $\vec{d} \cdot {}_{A'}V_B = 0$ for $t$ by expanding and rearranging.
<b>Step 4</b>	Sub $t$ into $ \vec{d} $ to find the closest distance and into $\vec{a}$ or $\vec{b}$ to find the location of closest approach.

### Relative Velocity Examples

- (Q1) Given that  $V_A = (-5, 6)$ ,  $|V_B| = \sqrt{10}$  and  ${}_{A'}V_B = \sqrt{89}$ , find the velocity vector  $V_B$ .

Let  $V_B = (x, y)$  which gives  $x^2 + y^2 = 10$   
 ${}_{A'}V_B = V_A - V_B = (-5 - x)^2 + (6 - y)^2 = 89$   
 Simultaneously solve gives  $x = 3$  and  $y = 1$ .

- (Q2) Particle A is at  $(-60, 100)$  with a velocity of  $(20, -10)$  and particle B is at  $(-20, -60)$  with a velocity of  $(10, 30)$ . Do particles collide?

$$A = \begin{pmatrix} -60 \\ 100 \end{pmatrix} + \begin{pmatrix} 20 \\ -10 \end{pmatrix} t, B = \begin{pmatrix} -20 \\ -60 \end{pmatrix} + \begin{pmatrix} 10 \\ 30 \end{pmatrix} t$$

- Finding relative vectors  ${}_{A'}R_B$  and  ${}_{A'}V_B$ :  
 ${}_{A'}R_B = R_A - R_B = \begin{pmatrix} -60 \\ 100 \end{pmatrix} - \begin{pmatrix} -20 \\ -60 \end{pmatrix} = \begin{pmatrix} -40 \\ 160 \end{pmatrix}$   
 ${}_{A'}V_B = V_B - V_A = \begin{pmatrix} 10 \\ 30 \end{pmatrix} - \begin{pmatrix} 20 \\ -10 \end{pmatrix} = \begin{pmatrix} -10 \\ 40 \end{pmatrix}$

- Solving equation  ${}_{A'}R_B = t \times {}_{A'}V_B$  for  $t$ :  
 ${}_{A'}R_B = t \times {}_{A'}V_B \rightarrow \begin{pmatrix} -40 \\ 160 \end{pmatrix} = t \times \begin{pmatrix} -10 \\ 40 \end{pmatrix} \rightarrow t = 4$

- Solution for  $t$  is possible,  $\therefore$  A and B collide.

- (Q3) Particle A is at  $(100, 150)$  with a velocity of  $(10, -5)$  and particle B is at  $(50, 25)$  with a velocity of  $(-5, 20)$ . What, when and where is closest approach of these particles?

$$A = \begin{pmatrix} 100 \\ 150 \end{pmatrix} + \begin{pmatrix} 10 \\ -5 \end{pmatrix} t, B = \begin{pmatrix} 50 \\ 25 \end{pmatrix} + \begin{pmatrix} -5 \\ 20 \end{pmatrix} t$$

- Finding relative vectors  $\vec{BA}$  and  ${}_{A'}V_B$ :  
 $\vec{BA} = \vec{a} - \vec{b} = \begin{pmatrix} 100 \\ 150 \end{pmatrix} - \begin{pmatrix} 50 \\ 25 \end{pmatrix} = \begin{pmatrix} 50 \\ 125 \end{pmatrix}$   
 ${}_{A'}V_B = V_A - V_B = \begin{pmatrix} 10 \\ -5 \end{pmatrix} - \begin{pmatrix} -5 \\ 20 \end{pmatrix} = \begin{pmatrix} 15 \\ -25 \end{pmatrix}$

- Finding dist. equation  $\vec{d} = \vec{BA} + ({}_{A'}V_B)t$ :  
 $\vec{d} = \vec{BA} + ({}_{A'}V_B)t = \begin{pmatrix} 50 \\ 125 \end{pmatrix} + \begin{pmatrix} 15 \\ -25 \end{pmatrix} t$

- Solving dot product  $\vec{d} \cdot {}_{A'}V_B = 0$  for  $t$ :  
 $\vec{d} \cdot {}_{A'}V_B = \left[ \begin{pmatrix} 50 \\ 125 \end{pmatrix} + \begin{pmatrix} 15 \\ -25 \end{pmatrix} t \right] \cdot \begin{pmatrix} 15 \\ -25 \end{pmatrix} = 0$

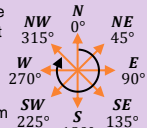
- Expanding gives:  $\begin{pmatrix} 50 + 15t \\ 125 - 25t \end{pmatrix} \cdot \begin{pmatrix} 15 \\ -25 \end{pmatrix} = 0$   
 $750 + 225t - 3125 + 625t = 0 \rightarrow t = 2.794$

- Finding distance  $|\vec{d}|$  and location:  
 $|\vec{d}| = \left| \begin{pmatrix} 50 \\ 125 \end{pmatrix} + 2.794 \begin{pmatrix} 15 \\ -25 \end{pmatrix} \right| = 107.18$  units  
 Location (A):  $\begin{pmatrix} 100 \\ 150 \end{pmatrix} + 2.794 \begin{pmatrix} 10 \\ -5 \end{pmatrix} = \begin{pmatrix} 127.94 \\ 136.03 \end{pmatrix}$

## COMPONENT FORM VECTORS

### Bearing Notation and Rules

- True bearing ( $^{\circ}T$ ): angle between 0 and 360 that is measured clockwise around the compass starting from true north.
- Finding the bearing from one point to another:



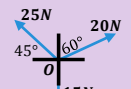
### Bearing of A from B = Start at B and go to A

- Find angle of elevation/depression of vector:  
 $xi + by \rightarrow \theta = \tan^{-1}(y/x)$
- Find components of vector with magnitude  $M$  and angle of elevation/depression  $\theta$ :  
 $x = M \times \cos(\theta)$      $y = M \times \sin(\theta)$

### Component Form Vector Examples

- (Q1) Express the following in  $xi + yj$  form:  
 50km/h at  $120^{\circ}T$ :    20km/h at  $350^{\circ}T$ :  
 Ref. angle =  $30^{\circ}$     Ref. angle =  $80^{\circ}$   
 $x = 50\cos(30) = 43.3$      $x = 20\cos(80) = 3.5$   
 $y = 50\sin(30) = 25$      $y = 20\sin(80) = 19.7$   
 In the 2<sup>nd</sup> quadrant:    In the 4<sup>th</sup> quadrant:  
 $43.3i - 25j$      $-3.5i + 19.7j$

- (Q2) Find the vector that will place the following system of vectors in equilibrium:  
 Equating horizontal (i):  
 $-25\cos45 = -17.678$   
 $20\cos30 = 17.32$   
 $-17.678 + 17.32 = -0.357$



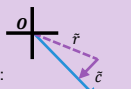
- Equating vertical (j):  
 $25\sin45 = 17.678$ ,  $20\sin30 = 10$   
 $-15\sin90 = -15$ ,  $17.678 + 10 - 15 = 12.678$

- Finding vector to place in equilibrium:  
 $-0.357i + 12.678j$  is the resultant vector, to put the system in equilibrium the vector needs to be in opposite direction:  $0.357i - 12.678j$

- Finding bearing of equilibrium vector:  
 $\theta = \tan^{-1}(12.678/0.357) = 88.39^{\circ}$  and vector is in 2<sup>nd</sup> quadrant hence  $90 + 88.4 = 178.4^{\circ}T$

- (Q3) A yacht travels 150m/min in still waters. The captain wants to travel 300m east and 500m south of its position. Water current ( $\vec{c}$ ) is flowing at 20m/min from the north east. What direction should the captain aim and how long will the journey take to get to destination?

- Creating expressions:  
 Let  $\vec{r} = ai + bj$ , finding  $\vec{c}$ :  
 $x = y = 20\cos(45) = 10\sqrt{2}$   
 $\vec{c}$  direction is in 3<sup>rd</sup> quadrant:  
 $\therefore \vec{c} = -10\sqrt{2}i - 10\sqrt{2}j$



- Find equation to solve for  $a$  &  $b$ :  
 $|r| = |ai + bj| = 150 \rightarrow a^2 + b^2 = 150^2$

- Find another equation to solve for  $a$  &  $b$ :  
 $(ai + bj) - (10\sqrt{2}i + 10\sqrt{2}j) = \lambda(300i - 500j)$   
 $(a - 10\sqrt{2}) = 300\lambda$  and  $(b - 10\sqrt{2}) = 500\lambda$

- Simultaneously solve equations for  $a$  &  $b$ :  
 $a = 93.2$  and  $b = -117.6 \rightarrow \vec{r} = 93.2i - 117.6j$

- Finding bearing, resultant and time:  
 $\theta = \tan^{-1}(117.6/93.2) = 51.6^{\circ}$  and vector is in 2<sup>nd</sup> quadrant hence  $90 + 88.4 = 141.6^{\circ}T$

- Resultant:  $\begin{pmatrix} 93.2 \\ -117.6 \end{pmatrix} + \begin{pmatrix} -10\sqrt{2} \\ -10\sqrt{2} \end{pmatrix} = \begin{pmatrix} 79 \\ -131.7 \end{pmatrix}$

- Speed:  $\left| \begin{pmatrix} 79 \\ -131.7 \end{pmatrix} \right| = 156.59$  m/min

- Distance to destination:  $\left| \begin{pmatrix} 300 \\ -500 \end{pmatrix} \right| = 583.1$  km

- Journey time:  $t = d \div v = 3.72$  min =  $3m 43s$

## ALGEBRAIC PROOFS

### NATURE OF PROOFS

Name	Example
Implication $\Rightarrow$	$A \Rightarrow B$ : If A then B
Equivalence $\Leftrightarrow$	$A \Leftrightarrow B$ : $A \Rightarrow B, B \Rightarrow A$
For all $\forall$	$\forall$ real numbers $x, x^2 \geq 0$
There exists $\exists$	$\exists$ an even prime

- Types of Alternative Conjectures

- For an implication ( $A \Rightarrow B$ ): If A then B, the following alternatives can be presented:

Name	Definition
Negative	If A then not B
Contrapositive*	If not B then not A
Converse**	If B then A
Inverse**	If not A then not B

- \*Always true for a true statement.
- \*\*Not always true for a true statement.

- Nature of Proofs Examples

- (Q1) Find a counterexample for the conjecture "doubling any number makes it larger".  
 Not true for negative numbers or zero.

- (Q2) Is the converse true for conjecture "if an animal is an ape then the animal is a mammal".  
 Converse: if animal is mammal then it's an ape which is not true (e.g. deers are mammal).

## PROOF BY DEDUCTION

### Deductive Proof Techniques

- Deductive proofs refer to using well known mathematical principles to prove results.
- Methods of common numerical proofs:

Instance	Technique
Even Numbers	$2n$ for integers
Odd Numbers	$2n + 1$ for integers
2-Digit Numbers	$10A + B$
3-Digit Numbers	$100A + 10B + C$
Prove $a > b$	Show $a - b > 0$

### Algebraic Deductive Proof Examples

- (Q1) Prove that the converse and inverse of the conjecture is true: If  $\sin\theta = 1$  then  $\cos\theta = 0$

- Converse: If  $\cos\theta = 0$  then  $\sin\theta = 1$   
 $\cos\theta = 0 \rightarrow \theta = \frac{\pi}{2}, \frac{3\pi}{2}, \dots$  which  $\sin\theta = 1$ .

- Inverse: If  $\cos\theta \neq 0$  then  $\sin\theta \neq 1$   
 $\cos\theta \neq 0 \rightarrow \theta \neq \frac{\pi}{2}, \frac{3\pi}{2}, \dots$  which  $\sin\theta \neq 1$ .

- (Q2) Prove that the sum of squares of two consecutive even numbers is a multiple of 4.  
 $(2n)^2 + (2n+2)^2 = 4n^2 + 4n^2 + 8n + 4 = 8n^2 + 8n + 4 = 4(2n^2 + 2n + 1)$  because a factor of 4 can be pulled out  $\therefore$  multiple of 4.

- (Q3) Prove that  $(a + b) \div 2 > \sqrt{ab}$   
 $a + b > 2\sqrt{ab}$      $a^2 - 2ab + b^2 > 0$   
 $(a + b)^2 > 4ab$      $(a - b)^2 > 0$

- $a^2 + 2ab + b^2 > 4ab$   
 This statement is always true as any number that is squared is always positive.

- (Q4) Prove that a 4-digit palindrome (i.e. a number that's same forwards as it is backwards such as 1221 or 9339) is always divisible by 11.  
 $= 1000x + 100y + 10y + x$   
 $= 1001x + 110y$   
 $= 11(91x + 10y)$   
 $\therefore$  divisible by 11.

- (Q5) Prove that an even number added to an odd number is always an odd number.  
 $= \text{Even} + \text{Odd}$  As expression can be factorized in form  $2x + 1, \forall$   
 $= 2n + (2m + 1)$  integers,  $2x + 1$  will always produce an odd number.

## PROOF BY CONTRADICTION

### Proof by Contradiction (Negation)

- For an implication ( $A \Rightarrow B$ ): If A then B, then the negative conjecture is if A then not B.
- If the negative of a conjecture is false, then the original conjecture must be true instead.

<b>Step 1</b>	Assume that the statement that is being proved is false.
<b>Step 2</b>	Try to prove the opposite statement as true (i.e. the negation).
<b>Step 3</b>	Use algebraic techniques to find a contradiction in the proof.
<b>Step 4</b>	State that contradiction disproves the negation, hence the original statement must instead be true.

- Proof by Contradiction Example

- (Q1) Prove the sum of two positive numbers always results in a positive number.

- Prove the negation, sum is a negative: Introduce two variables  $a$  and  $b$  as the two positive integers (i.e.  $a > 0$  and  $b > 0$ ).

- Then  $a + b < 0$  which rearranges to  $a < -b$ .

- State the contradiction in the proof: If  $a$  and  $b$  are positive,  $a < -b$  indicates that  $a$  is less than a negative, make it negative itself. Hence, initial supposition is contradicted that two positive numbers sum to a negative,  $\therefore$  original proposition is true; sum is positive.

- (Q2) Prove if  $n^3 + 5$  is odd then  $n$  is even.

- Prove the negation,  $n$  is odd: Introduce integers  $a$  and  $b$  such that  $n^3 + 5 = 2a + 1$  and  $n = 2b + 1$ . Substitute this for  $n$ :  
 $2a + 1 = (2b + 1)^3 + 5 = 2a + 1 = 8b^3 + 3(2b)^2(1) + 3(2b)(1)^2 + 1^3 + 5$   
 $2a = 8b^3 + 12b^2 + 6b + 5$

- Divide both sides by 2 and rearrange:  
 $a = 4b^3 + 6b^2 + 3b - 2.5$   
 $2.5 = a - 4b^3 - 6b^2 - 3b$

- State the contradiction in the proof: RHS is a non-integer rational number, while the LHS of the equation above produces integers. Hence,  $n^3 + 5$  can't be an odd number  $\therefore$  even.

- (Q3) Prove that  $\sqrt{2}$  is irrational.

- Prove the negation,  $\sqrt{2}$  is rational: In order for a number to be rational, it can be expressed as a simplified fraction  $a/b, b \neq 0$   
 $\sqrt{2} = a/b \rightarrow 2 = a^2/b^2 \rightarrow 2b^2 = a^2$

- Since  $2b^2$  is even,  $a^2$  is even and hence  $a$  must be even as even  $\times$  even = even.  
 Let  $a = 2k \rightarrow 2b^2 = 4k^2 \rightarrow b^2 = 2k^2$   
 If  $2k^2$  is even,  $b^2$  is even and hence  $b$  is even.

- State the contradiction in the proof: If  $a$  and  $b$  are even,  $a/b$  is not a simplified fraction which contradicts initial assumption.

- Hence,  $\sqrt{2}$  can't be expressed as a rational fraction,  $\therefore \sqrt{2}$  is an irrational number.

## PROOF BY INDUCTION

### Proof by Induction

- Statement is true for all natural numbers by showing that subsequent iterations succeed.
- Use notation LHS (left hand side) and RHS (right hand side) to equate expressions.

<b>Step 1</b>	Verify that the conjecture is true for the initial value of $n$ by substitution.
<b>Step 2</b>	Assume that the conjecture is true for the substitution $n = k$ .
<b>Step 3</b>	Use algebraic techniques to show that the conjecture is also true for the substitution $n = k + 1$ .
<b>Step 4</b>	Merge the results from steps 2 and 3 to prove conjecture inductively for all possible values of $n$ .

### Proof by Induction Examples

- (Q1) Use mathematical induction to prove:  
 $1 + 2 + 3 + 4 + 5 + \dots + n = \frac{n(n+1)}{2}$

- Verify that the statement is true for  $n = 1$ :  
 $LHS = 1, RHS = (1 \times 2)/2 = 1, \therefore LHS = RHS$

- Assume statement is true for  $n = k$ :  
 $1 + 2 + 3 + 4 + 5 + \dots + k = \frac{k(k+1)}{2}$

- Show that statement is true for  $n = k + 1$ :  
 $1 + 2 + 3 + 4 + 5 + \dots + (k + 1) = \frac{(k+1)(k+2)}{2}$   
 $\frac{k(k+1)}{2} + (k + 1) = \frac{(k+1)(k+2)}{2}$  \*Sub from  $n = k$

- $LHS = \frac{k(k+1)}{2} + (k + 1) = \frac{k(k+1) + 2(k+1)}{2}$   
 $= \frac{(k+1)(k+2)}{2} = RHS$

- $\therefore$  statement is true  $\forall$  natural numbers <

**CIRCLE AXIOMS**

**Circle Axioms Axioms**

The following axioms can be used in proofs:

<p><b>Angles at Centre and Circumference</b></p> <p>(1) <math>2a = b</math></p>	<p><b>Angle inside a Semicircle</b></p> <p>(2) <math>a = 90^\circ</math></p>
<p><b>Opposite Angles in Cyclic Quadrilateral</b></p> <p>(3) <math>a + b = 180</math></p>	<p><b>Angles in the Same Segment</b></p> <p>(4) <math>a = b</math></p>
<p><b>Angles between Tangent &amp; Radius</b></p> <p>(5) <math>a = 90^\circ</math></p>	<p><b>Exterior &amp; Interior Opposite Angles</b></p> <p>(6) <math>a = b</math></p>
<p><b>Exterior angle in Opposite Segment</b></p> <p>(7) <math>a = 90^\circ</math></p>	<p><b>Two Exterior Tangents to a Point</b></p> <p>(8) <math>\frac{AC}{BC} = \frac{BC}{AC}</math></p>
<p><b>Intersection of Two Chords</b></p> <p>(9) <math>\frac{AP \times PC}{BP \times PD} = \frac{AM \times BM}{TM \times MT}</math></p>	<p><b>Secant Intersect with a Tangent</b></p> <p>(10) <math>\frac{AM \times BM}{TM \times MT} = \frac{AM \times BM}{TM \times MT}</math></p>
<p><b>Two Chords of Equal Length and Equal Angles at the Centre</b></p> <p>(11) If <math>\overline{AD} = \overline{BC}</math> then <math>\overline{AB} = \overline{CD}</math> and <math>\angle AOB = \angle COD</math></p>	

**CIRCLE PROOFS**

**Circle Proof Examples**

**(Q1)** Find the size of length  $x$  in the following:

- Using Circle Axiom #10:  $\overline{DC} \times \overline{DB} = \overline{AD}^2$   
 $\therefore 4 \times 9 = x^2$   
 $x^2 = 36, x = \sqrt{36} = 6$

**(Q2)** Find the size of angle  $x$  in the following:

- Using Circle Axiom #1:  $2\angle BAD = \angle BOD$  (obtuse)  
 $\angle BOD = 2 \times 45 = 90^\circ$
- Angles in Quadrilateral:  $60 + 50 + 90 + x = 360$   
 $x = 360 - 90 - 60 - 50$   
 $\therefore \angle DCB = x = 160^\circ$

**(Q3)** Prove that  $\overline{PA} \times \overline{PC} = \overline{PB} \times \overline{PD}$

- Using Circle Axiom #4:  $\angle DBP = \angle PBC = x$   
 $\angle BDP = \angle PCB = y$
- Vertically Opposite:  $\angle BPD = \angle BPC = z$
- Similar Triangles:  $\triangle BPD \sim \triangle BPC$  (SSS)  
 $\therefore \overline{PD}/\overline{PC} = \overline{PB}/\overline{PB} \rightarrow \overline{PA} \times \overline{PC} = \overline{PB} \times \overline{PD}$

**(Q4)** Prove circle axiom #7; angles in alternate segments are equal  $x = y$ :

- Using Circle Axiom #1:  $2\angle ABC = \angle AOC$  (obtuse)  
 $\angle AOC = 2 \times y = 2y$
- Isosceles Triangles:  $\overline{AO} = \overline{CO}$  (circle radii)  
 $\angle OAC = \angle OCA = (180 - 2y)/2 = 90 - y$
- Using Circle Axiom #5:  $\angle OCD = \angle OCA + \angle ACD = 90^\circ$   
 $\therefore 90 = x + 90 - y \rightarrow 0 = x - y \rightarrow x = y$

**(Q5)** Given that  $M$  is centre of a semi-circle with a diameter  $\overline{AB}$  prove the following:

**(Q5a)**  $BZDX$  is a rectangle:

- Circle Axiom #2: The angles  $\angle ADC, \angle AXB, \angle BZC = 90^\circ$   
 $\therefore BZDX$  is a rectangle as all of the interior angles are  $90^\circ$ .

**(Q5b)**  $\triangle MYX$  is congruent to  $\triangle MYB$ :

- From part (a), the lengths of the diagonals inside a rectangle are equal,  $\overline{XY} = \overline{YB}$ .
- Also,  $\overline{MX} = \overline{MB}$  as both are radii in the small semicircle with diameter  $\overline{AB}$ .
- $\overline{MY}$  is common side to  $\triangle MYX$  and  $\triangle MYB$ .
- $\therefore \triangle MYX \cong \triangle MYB$  (SSS) Q.E.D.

**(Q5c)** The line drawn by  $\overline{XZ}$  is a tangent to the semicircle with diameter  $\overline{AB}$ .

- $\angle YBM = 90^\circ$  which is given in diagram.
- From part (b), if  $\triangle MYX \cong \triangle MYB$  then  $\angle YXM = \angle YBM = 90^\circ$  (matching angles).
- This inherently proves circle axiom #5.
- $\therefore \overline{XZ} \perp \overline{AB} \rightarrow \overline{XZ}$  is a tangent to semi-circle.

**VECTOR PROOFS**

**Vector Proof Examples**

**(Q1)** Prove if the diagonals of a parallelogram are perpendicular, then it is a rhombus.

- Defining variables: Let  $\overline{OA} = \vec{a}$  and  $\overline{OB} = \vec{b}$
- Hence  $\overline{AB} = \vec{b} - \vec{a}$
- Constructing proof: If  $\overline{AB} \perp \overline{OC}$  then must prove that  $\overline{AB} \cdot \overline{OC} = 0$   
 $(\vec{b} - \vec{a}) \cdot (\vec{a} + \vec{b}) = \vec{a} \cdot \vec{b} + \vec{b} \cdot \vec{b} - \vec{a} \cdot \vec{a} - \vec{a} \cdot \vec{b} = 0$   
 $\vec{b} \cdot \vec{b} - \vec{a} \cdot \vec{a} = 0 \rightarrow \vec{b} \cdot \vec{b} = \vec{a} \cdot \vec{a} \rightarrow |\vec{b}|^2 = |\vec{a}|^2$   
 $\therefore |\vec{b}| = |\vec{a}|, \therefore OABC$  is a **rhombus**.

**(Q2)**  $OABC$  is a trapezium with  $\overline{OC} = 2\overline{AB}$ .  $M$  lies on diagonal  $\overline{OB}$  so that  $\overline{OM} = \frac{1}{3}\overline{OB}$  and  $N$  lies on diagonal  $\overline{CA}$  so that  $\overline{CN} = \frac{1}{3}\overline{CA}$ . Prove that  $ABNM$  is in fact a parallelogram.

- Defining variables: Let  $\overline{OA} = \vec{a}$  and  $\overline{OB} = \vec{b}$
- Defining all sides: Find  $\overline{OM}: \overline{OM} = \frac{1}{3}\vec{b}$
- Find  $\overline{ON}: \overline{ON} = \overline{OC} + \overline{CN}$   
 $\overline{ON} = 2\overline{AB} + \frac{1}{3}\overline{CA} = 2\overline{AB} + \frac{1}{3}(\overline{CO} + \overline{OA})$   
 $= 2\vec{b} - 2\vec{a} + \frac{1}{3}(2\vec{a} - 2\vec{b} + \vec{a}) = \frac{4}{3}\vec{b} - \vec{a}$
- Find  $\overline{MN} = \overline{ON} - \overline{OM} = \frac{4}{3}\vec{b} - \vec{a} - \frac{1}{3}\vec{b} = \overline{AB}$
- Find  $\overline{AM}: \overline{AM} = \frac{1}{3}\vec{b} - \vec{a}$  \*Use  $\overline{AB} = \vec{b} - \vec{a}$
- Find  $\overline{BN} = \overline{BO} + \overline{ON} = -\vec{b} + \frac{4}{3}\vec{b} - \vec{a} = \frac{1}{3}\vec{b} - \vec{a}$
- Constructing parallelogram proof:  $\overline{BN} = \overline{AM}$  and  $\overline{MN} = \overline{AB}$ ,  $\therefore$  pairs of congruent opposite sides  $\therefore ABNM$  is a **parallelogram**.

**TRIGONOMETRY**

**TRIGONOMETRIC FORMULAE**

**Exact Values of Trigonometric Ratios**

Deg.	0°	30°	45°	60°	90°
Rad.	0	$\pi/6$	$\pi/4$	$\pi/3$	$\pi/2$
Sin	0	1/2	$\sqrt{2}/2$	$\sqrt{3}/2$	1
Cos	1	$\sqrt{3}/2$	$\sqrt{2}/2$	1/2	0
Tan	0	$\sqrt{3}/3$	1	$\sqrt{3}$	N/A

**Pos/Neg of Trigonometric Ratios**

Positive trig ratios: All Stations To Central

Quad.	Q.1	Q.2	Q.3	Q.4	Unit Circle
Sin	+	+	-	-	$\begin{pmatrix} 2 & 1 \\ 3 & 4 \end{pmatrix}$
Cos	+	-	-	+	
Tan	+	-	+	-	

**Range of Trigonometric Ratios**

Sin	Cos	Tan
-1 to 1	-1 to 1	$-\infty$ to $\infty$

**Trigonometric Identities**

- Sum and difference identities:
 
$$\sin(a \pm b) = \sin(a)\cos(b) \pm \sin(b)\cos(a)$$

$$\cos(a \pm b) = \cos(a)\cos(b) \mp \sin(a)\sin(b)$$

$$\tan(a \pm b) = \frac{\tan(a) \pm \tan(b)}{1 \mp \tan(a)\tan(b)}$$
- Reciprocal identities:
 
$$\frac{\csc(x)}{\sin(x)} = \frac{\sec(x)}{\cos(x)} = \frac{\cot(x)}{\tan(x)} = 1$$
- Pythagorean identities:
 
$$\sin^2 \theta + \cos^2 \theta = 1 \quad 1 + \tan^2 \theta = \sec^2 \theta$$
- Quotient identities:
 
$$\tan(x) = \frac{\sin(x)}{\cos(x)} \quad \cot(x) = \frac{\cos(x)}{\sin(x)}$$
- Co-function identities:
 
$$\sin\left(\frac{\pi}{2} - x\right) = \cos(x) \quad \cos\left(\frac{\pi}{2} - x\right) = \sin(x)$$
- Parity identities (i.e. even and odd):
 
$$\sin(-x) = -\sin(x) \quad \cos(-x) = \cos(x)$$

$$\tan(-x) = -\tan(x) \quad \sec(-x) = \sec(x)$$
- Double angle identities:
 
$$\cos(2x) = \cos^2(x) - \sin^2(x) = 2\cos^2(x) - 1 = 1 - 2\sin^2(x)$$

$$\sin(2x) = 2\sin(x)\cos(x)$$

$$\tan(2x) = \frac{2\tan(x)}{1 - \tan^2(x)}$$
- Combination angle identities:
 
$$\cos X \cos Y = \frac{1}{2}(\cos(X - Y) + \cos(X + Y))$$

$$\sin X \sin Y = \frac{1}{2}(\cos(X - Y) - \cos(X + Y))$$

$$\sin X \cos Y = \frac{1}{2}(\sin(X + Y) + \sin(X - Y))$$
- Power reducing identities:
 
$$\frac{\sin^2(x)}{2} = \frac{1 - \cos(2x)}{2} \quad \frac{\cos^2(x)}{2} = \frac{1 + \cos(2x)}{2}$$

**TRIGONOMETRIC PROOFS**

**Trigonometric Identity Examples**

**(Q1)** Prove these trigonometric identities:

**(Q1a)**  $\sec(\theta)\csc(\theta)\cot(\theta) = 1 + \cot^2(\theta)$

$$LHS = \frac{1}{\cos(\theta)} \times \frac{1}{\sin(\theta)} \times \frac{\cos(\theta)}{\sin(\theta)} = \frac{1}{\sin^2(\theta)}$$

$$RHS = 1 + \frac{\cos^2(\theta)}{\sin^2(\theta)} = \frac{\sin^2(\theta) + \cos^2(\theta)}{\sin^2(\theta)} = \frac{1}{\sin^2(\theta)}$$

$$\therefore RHS = LHS \text{ Q.E.D. by meeting halfway.}$$

**(Q1b)** Prove  $LHS = RHS$  for  $\frac{1 - \sin(2\theta)}{\cos(2\theta)} = \frac{1 - \tan(\theta)}{1 + \tan(\theta)}$

$$LHS = \frac{\cos^2(\theta) + \sin^2(\theta) - 2\sin(\theta)\cos(\theta)}{\cos^2(\theta) - \sin^2(\theta)}$$

$$LHS = \frac{(\cos\theta - \sin\theta)(\cos\theta + \sin\theta)}{(\cos\theta - \sin\theta)(\cos\theta + \sin\theta)} = \frac{\cos\theta - \sin\theta}{\cos\theta + \sin\theta}$$

$$RHS = \frac{1 - \frac{\sin(\theta)}{\cos(\theta)}}{1 + \frac{\sin(\theta)}{\cos(\theta)}} \times \frac{\cos(\theta)}{\cos(\theta)} = \frac{\cos\theta - \sin\theta}{\cos\theta + \sin\theta} = LHS \text{ Q.E.D.}$$

**(Q1c)**  $\sin(3\theta) = 3\sin(\theta) - 4\sin^3(\theta)$

$$LHS = \sin(\theta + 2\theta) = \sin\theta\cos 2\theta + \cos\theta\sin 2\theta$$

$$LHS = \sin\theta\cos 2\theta + 2\sin\theta\cos^2\theta$$

$$LHS = \sin\theta(1 - 2\sin^2\theta) + 2\sin\theta(1 - \sin^2\theta)$$

$$LHS = \sin\theta - 2\sin^3\theta + 2\sin\theta - 2\sin^3\theta$$

$$LHS = 3\sin\theta - 4\sin^3\theta = RHS \text{ Q.E.D.}$$

**(Q1d)**  $\cos(4\theta) = 1 - 8\cos^2\theta + 8\cos^4\theta$

$$LHS = \cos(2 \times 2\theta) = 2\cos^2(2\theta) - 1$$

$$LHS = 2(\cos(2\theta))^2 - 1$$

$$LHS = 2[(2\cos^2(\theta) - 1)]^2 - 1$$

$$LHS = 2[4\cos^4(\theta) - 4\cos^2(\theta) + 1] - 1$$

$$LHS = 1 - 8\cos^2\theta + 8\cos^4\theta = RHS \text{ Q.E.D.}$$

**TRIGONOMETRIC ALGEBRA**

**Trigonometric Algebra Examples**

**(Q1)** If  $\cos(X) = 3/5$  and  $\sin(Y) = 2/7$  over the interval  $\pi/2 \leq X, Y \leq \pi$ , find  $\sin(X + Y)$ :

- Finding  $\sin(X + Y)$ : Triangle  $X$  and  $Y$ :  
 $\sin X \cos Y + \sin Y \cos X$   
 $= \left(\frac{4}{5}\right)\left(\frac{\sqrt{45}}{7}\right) + \left(\frac{2}{7}\right)\left(\frac{3}{5}\right)$   
 $= \frac{4\sqrt{45} + 6}{35} = \frac{12\sqrt{5} + 6}{35} = 6\left(\frac{2\sqrt{5} + 1}{35}\right)$

**(Q2)** Solve  $3\cos(x) + 4\sin(x) = 2, 0 \leq x \leq 360$

$$a\sin x + b\cos x = \sqrt{a^2 + b^2} \sin(x + \tan^{-1}(b/a))$$

$$\therefore 3\cos(x) + 4\sin(x) = 5 \times \sin(x + 53.13)$$

$$\therefore \sin(x + 53.13) = 2/5 \rightarrow \sin(y) = 2/5$$

$$y = 23.58^\circ \rightarrow x = -29.55 = 330.45^\circ$$

**TRIGONOMETRIC FUNCTIONS**

**Period, Amplitude and Phase**

- Period:** how long it takes for a trigonometric function to complete 1 full cycle.
  - Period relates to 'b' in each equation:
- Amplitude:** maximum vertical distance in units from the x-axis to max/min points.
  - Amplitude relates to 'a' in each equation:
- Phase:** refers to any left or rightward shifts.
  - Phase relates to 'c' in each equation.
  - Sine and Cosine have a phase shift of  $\pi/2$ :
- Vertical Shift:** relates to 'd' in each equation.

**Sine, Cosine and Tangent Functions**

**Sine**  
 $y = a\sin[b(x + c)] + d$

**Cosine**  
 $y = a\cos[b(x + c)] + d$

**Tangent**  
 $y = a\tan[b(x + c)] + d$

**Cosecant**  
 $y = a\csc[b(x + c)] + d$

**Secant**  
 $y = a\sec[b(x + c)] + d$

**Cotangent**  
 $y = a\cot[b(x + c)] + d$

**Trigonometric Function Examples**

**(Q1)** Find the missing values in the functions:  
 $y = a \times \tan(bx), \csc(cx) + d, e \times \cos(x + f)$

$\rightarrow a \tan(bx) \rightarrow \csc(cx) + d \rightarrow e \cos(x + f)$   
 Tangent mirrored and period doubled,  $a = -1$  and  $b = 0.5$ . Cosecant has period halved  $c = -2$  and  $d = 1$ . Cosine  $e = 2$  and  $f = \pi/2$

**MATRICES**

**MATRIX FORMULAE**

**Matrix Terminology**

- A matrix (the plural is matrices) is an array (a.k.a. a grid) of numbers of a certain size.
- Matrix order/size:** the number of rows and columns that are in a matrix.
  - When writing a matrix, the number of rows always goes first then number of columns.

**$n \times m$  Matrix**

- $m$ : number of rows in a matrix.
- $n$ : number of columns in a matrix.

**$3 \times 2$  Matrix  $A = \begin{bmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \end{bmatrix}$**

**Common Types of Matrices**

$\begin{bmatrix} 1 & 4 & 1 \end{bmatrix}$	Row Matrix: consists of only one row.
$\begin{bmatrix} 5 \\ 9 \end{bmatrix}$	Column Matrix: consists of only one column.
$\begin{bmatrix} 2 & 6 \\ 5 & 3 \end{bmatrix}$	Square Matrix: a matrix of any size with a condition that # of rows = # of columns
$\begin{bmatrix} 0 & 0 \\ 0 & 0 \end{bmatrix}$	Zero Matrix (0): a matrix of any size with 0 as all entries.
$I_2 = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$	Identity Matrix ( $I_n$ ): square matrix with all elements in the leading diagonal (goes from top left to bottom right) as 1 and all other entries as 0.

**Matrix Arithmetic**

- Adding and subtracting matrices: can only be possible if both matrices have same size.
 
$$A + B = a_{ij} + b_{ij} \quad A - B = a_{ij} - b_{ij}$$
- $a_{ij} \pm b_{ij}$ : add/subtract matching entries.
 
$$\begin{bmatrix} a & b \\ c & d \end{bmatrix} \pm \begin{bmatrix} e & f \\ g & h \end{bmatrix} = \begin{bmatrix} a \pm e & b \pm f \\ c \pm g & d \pm h \end{bmatrix}$$
- Scalar multiplication: can use on any size.
 
$$kA = ka_{ij}$$
- $k$ : scalar multiplier (i.e. a number).
- $ka_{ij}$ : multiply all entries in matrix by  $k$ .
 
$$k \times \begin{bmatrix} a & b & c \\ d & e & f \end{bmatrix} = \begin{bmatrix} k \times a & k \times b & k \times c \\ k \times d & k \times e & k \times f \end{bmatrix}$$
- Multiplying matrices: multiply each element in row of 1<sup>st</sup> matrix with matching element from each column of 2<sup>nd</sup> matrix and add.
 
$$\text{Matrix } A = m \times n \text{ \& Matrix } B = p \times q$$

$$A \times B \text{ only possible if } n = p$$

$$\text{Matrix of size } m \times q \text{ is created}$$

**Determinant and Inverse of a Matrix**

- Determinant** ( $\det(A)$  or  $|A|$ ) of  $2 \times 2$  matrix is:
 
$$A = \begin{bmatrix} a & b \\ c & d \end{bmatrix} \rightarrow \det(A) = |A| = ad - bc$$
- Two types of determinants based on value:
  - $\det(A) \neq 0$ : Matrix  $A$  is **non-singular** and is able to be inverted.
  - $\det(A) = 0$ : Matrix  $A$  is **singular** and is not able to be inverted.
- Inverse** ( $A^{-1}$ ) of  $2 \times 2$  matrix is:
 
$$A = \begin{bmatrix} a & b \\ c & d \end{bmatrix} \rightarrow A^{-1} = \frac{1}{\det(A)} \begin{bmatrix} d & -b \\ -c & a \end{bmatrix}$$
- Properties of a matrix with its inverse:
 
$$AA^{-1} = I \quad \text{If } AB = kI \text{ then } A^{-1} = \frac{1}{k}B \text{ and } B^{-1} = \frac{1}{k}A$$

**Transpose Matrices ( $A^T$ )**

- Transpose matrices are reflected in leading diagonal so that rows and columns swap:
 
$$A \text{ is a } n \times m \text{ matrix} \rightarrow A^T \text{ is a } m \times n \text{ matrix}$$

$$A = \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix} \rightarrow A^T = \begin{bmatrix} 1 & 4 \\ 2 & 5 \\ 3 & 6 \end{bmatrix}$$

**MATRIX ARITHMETIC**

**Common Rules of Matrix Arithmetic**

$A + B = B + A$	$k(AB) = A(kB)$
$AA = A^2$	$AB \neq BA$
$IA = AI = A$	$OA = 0$
$A(B \pm C) = AB \pm AC$	$(A \pm B)C = AC \pm BC$

**Matrix Arithmetic Equations**

(Q1) Given the following matrices, determine:  
 $A = \begin{bmatrix} 5 & 1 \\ -1 & 7 \end{bmatrix}$ ,  $B = \begin{bmatrix} 2 \\ 2 \end{bmatrix}$ ,  $C = \begin{bmatrix} 0 & 6 \\ 2 & 2 \end{bmatrix}$ ,  $D = \begin{bmatrix} 3 & 5 & 2 \\ 1 & 0 & 4 \end{bmatrix}$

(Q1a)  $-2B = -2 \begin{bmatrix} 2 \\ 2 \end{bmatrix} = \begin{bmatrix} -4 \\ -4 \end{bmatrix}$   
 (Q1b)  $5a_{21} - c_{22} \times d_{12} = (5 \times -1) - 2 \times 5 = -5 - 10 = -15$

(Q1c)  $A + C = \begin{bmatrix} 5 & 1 \\ -1 & 7 \end{bmatrix} + \begin{bmatrix} 0 & 6 \\ 2 & 2 \end{bmatrix} = \begin{bmatrix} 5 & 7 \\ 1 & 9 \end{bmatrix}$   
 (Q1d)  $BD$  impossible ( $2 \times 1$ )( $2 \times 3$ ) is not compatible (as  $1 \neq 2$ )

(Q1d)  $AD$  ( $2 \times 2$ )( $2 \times 3$ ) is compatible and will produce a  $2 \times 3$  matrix as the answer:  
 $\begin{bmatrix} 5 & 1 \\ -1 & 7 \end{bmatrix} \times \begin{bmatrix} 3 & 5 & 2 \\ 1 & 0 & 4 \end{bmatrix} = \begin{bmatrix} 16 & 25 & 14 \\ 4 & -5 & 26 \end{bmatrix}$  working out:  
 $\begin{bmatrix} 5 \times 3 + 1 \times 1 & 5 \times 5 + 1 \times 0 & 5 \times 2 + 1 \times 4 \\ -1 \times 3 + 7 \times 1 & -1 \times 5 + 7 \times 0 & -1 \times 2 + 7 \times 4 \end{bmatrix}$

(Q1e)  $A^{-1}$ , the inverse of matrix A:  
 $A^{-1} = \frac{1}{5 \times 7 - 1 \times -1} \begin{bmatrix} 7 & -1 \\ 1 & 5 \end{bmatrix} = \frac{1}{36} \begin{bmatrix} 7 & -1 \\ 1 & 5 \end{bmatrix} = \begin{bmatrix} 7/36 & -1/36 \\ 1/36 & 5/36 \end{bmatrix}$

(Q2) Rearrange equation making X the subject:  
 (Q2a)  $AX + 2X = B$  \*Pre-multiply the inverse of  $(A + 2I)X = B$   
 $(A + 2I)^{-1}(A + 2I)X = (A + 2I)^{-1}B$  \*Simplify using rule  $X^{-1}X = I$   
 $X = (A + 2I)^{-1}B$

(Q2b)  $XA + XB = C$  \*Post-multiply inverse of the brackets  $(A + B)X(A + B)^{-1} = C(A + B)^{-1}$  \*Simplify  $X = C(A + B)^{-1}$

(Q2c)  $X^2 - 2X - 3I = 0$  have I matrix  
 $XX - 2X = 3I$  \*Expand matrix  $X^2 = XX$   
 $(X - 2I)X = 3I$  \*Post-multiply inverse of matrix  $X - 2I = 3X^{-1}I$  \*Collect like terms on one side of the equation  
 $X^{-1} = \frac{3}{X} X^{-1}I$

(Q3) Solve the following for matrix X:  
 $X \begin{bmatrix} 1 & -1 \\ -3 & 4 \end{bmatrix} + X = \begin{bmatrix} 4 & -2 \\ 15 & -6 \end{bmatrix}$  \*Factorise matrices  
 $X \begin{bmatrix} 1 & -1 \\ -3 & 4 \end{bmatrix} + X \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} 4 & -2 \\ 15 & -6 \end{bmatrix}$  \*Post-multiply inverse of simplified matrix  
 $X = \begin{bmatrix} 4 & -2 \\ 15 & -6 \end{bmatrix} \times \begin{bmatrix} 2 & -1 \\ -1 & 1 \end{bmatrix}^{-1} = \begin{bmatrix} 14 & 0 \\ 7 & -7 \end{bmatrix} = \begin{bmatrix} 2 & 0 \\ 1 & -1 \end{bmatrix}$

(Q4) Find the values of a if X is singular:  
 $\begin{bmatrix} a+1 & a+1 \\ -1 & a-3 \end{bmatrix}$  singular means  $\det(X) = 0$   
 $\therefore (a+1)(a-3) - (-1)(a+1) = 0$   
 $a^2 - 2a - 3 + a + 1 = a^2 - a - 2 = 0$   
 $(a-2)(a+1) = 0 \rightarrow a = 2$  or  $a = -1$

(Q5) Given  $A = \begin{bmatrix} 1 & 2 \\ 2 & 3 \end{bmatrix}$  and assuming B is an invertible  $2 \times 2$  matrix, find X if  $AXB + 2B = 0$   
 Rearranging equation for matrix X:  
 $\det(A) = 1 \times 3 - 2 \times 2 = 1$   
 Rearranging equation for matrix X:  
 $(AX + 2I)B = 0 \rightarrow AXB = -2B \rightarrow AX = -2I$   
 $\therefore X = -2IA^{-1} = \begin{bmatrix} -2 & 0 \\ 0 & -2 \end{bmatrix} \times \frac{1}{1} \begin{bmatrix} 3 & -2 \\ -2 & 1 \end{bmatrix} = \begin{bmatrix} -6 & 4 \\ 4 & -2 \end{bmatrix}$

(Q6) Given A, B and C are non-singular square matrices and  $AB = BC$ , show  $A^2 = BC^2B^{-1}$   
 $RHS = BCCB^{-1} = ABCB^{-1} = A^2I = A^2 = LHS$

**SIMULTANEOUS EQUATIONS**

**Using Matrices to Solve Equations**

**Step 1** Rearrange both equations to be solved in the form  $ax + by = c$

**Step 2** Create the matrix equation  $AX = B$  where A is a  $2 \times 2$  matrix of the coefficients, B is  $2 \times 1$  of solutions and X is  $2 \times 1$  matrix of variables.

**Step 3** Rearrange matrix equation  $AX = B$  to  $X = A^{-1}B$  and solve for X.

**Simultaneous Equations Examples**

(Q1) The equations  $7y = 6x + 4$  and  $5x = 3y$  can be expressed in the matrix form  $AX = B$ . Determine two of these matrices X and B:

Rearrange equations in form  $ax + by = c$ :  
 $6x - 7y = 4$  and  $5x - 3y = 0$   
 Create equation in form of  $AX = B$ :  
 $\begin{bmatrix} -6 & 7 \\ 5 & -3 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 4 \\ 0 \end{bmatrix}$

(Q2) Using matrices solve the equations  $y = -2x + 8$  and  $y = 2 + x$  simultaneously.  
 Rearrange equations in form  $ax + by = c$ :  
 $2x + 1y = 8$  and  $-1x + 1y = 2$   
 Create equation  $AX = B$  and solve:  
 $AX = B \rightarrow \begin{bmatrix} 2 & 1 \\ -1 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 8 \\ 2 \end{bmatrix}$  Rearrange and solve  
 $X = A^{-1}B \rightarrow \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 2 & -1 \\ -1 & 1 \end{bmatrix}^{-1} \begin{bmatrix} 8 \\ 2 \end{bmatrix} = \frac{1}{3} \begin{bmatrix} 1 & -1 \\ 1 & 2 \end{bmatrix} \begin{bmatrix} 8 \\ 2 \end{bmatrix}$   
 $X = \frac{1}{3} \begin{bmatrix} 6 \\ 12 \end{bmatrix} = \begin{bmatrix} 2 \\ 4 \end{bmatrix} \rightarrow x = 2, y = 4$

**TRANSFORMATION MATRICES**

**Transformation Matrices Rules**

Matrix is pre-multiplied by a transformation matrix to alter its co-ordinates.

$TO = F$	$O = T^{-1}F$	$T = FO^{-1}$
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- T :  $2 \times 2$  transformation matrix.
- O : co-ordinate matrix of original image.
- F : co-ordinate matrix of final image.
- T<sup>-1</sup> : returns final image to original.

Creating a  $2 \times 2$  transformation matrix that combines multiple individual transformations:

$T = \dots \times C \times B \times A$

- A : first individual transformation matrix.
- C... : final individual transformation.

Area of final image after a transformation:  
 $A_{Final} = |\det(T)| \times A_{Original}$

- A : area of the final and original image.
- |\det(T)| : absolute value of determinant.

**Types of Transformation Matrices**

Reflection transformation matrices:

$\begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$	Reflection about the x-axis.
$\begin{bmatrix} -1 & 0 \\ 0 & 1 \end{bmatrix}$	Reflection about the y-axis.
$\begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$	Reflection about the equation $y = x$ (i.e. $45^\circ$ line).
$\begin{bmatrix} 0 & -1 \\ -1 & 0 \end{bmatrix}$	Reflection about the equation $y = -x$ (i.e. $-45^\circ$ line).

Rotation transformation matrices:

$\begin{bmatrix} 0 & 1 \\ -1 & 0 \end{bmatrix}$	Rotation $90^\circ$ clockwise about the origin.
$\begin{bmatrix} 0 & -1 \\ 1 & 0 \end{bmatrix}$	Rotation $90^\circ$ anti-clockwise about the origin.
$\begin{bmatrix} -1 & 0 \\ 0 & -1 \end{bmatrix}$	Rotation $180^\circ$ clockwise about the origin.
$\begin{bmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{bmatrix}$	Rotation $\theta^\circ$ anti-clockwise about the origin.

Dilation transformation matrices:

$\begin{bmatrix} k & 0 \\ 0 & 1 \end{bmatrix}$	Dilation factor where $k > 0$ in the direction of the x-axis.
$\begin{bmatrix} 1 & 0 \\ 0 & k \end{bmatrix}$	Dilation factor where $k > 0$ in the direction of the y-axis.
$\begin{bmatrix} k & 0 \\ 0 & k \end{bmatrix}$	Enlargement factor where $k > 0$ about the origin.
$\begin{bmatrix} 1 & k \\ 0 & 1 \end{bmatrix}$	Shear factor k in the direction of the positive x-axis.
$\begin{bmatrix} 1 & 0 \\ k & 1 \end{bmatrix}$	Shear factor k in the direction of the positive y-axis.

**Transformation Matrices Examples**

(Q1) The image of (a, b) under transformation of  $T = \begin{bmatrix} 6 & -3 \\ 2 & 4 \end{bmatrix}$  is (a, b). Find values of a and b.  
 $\begin{bmatrix} 6 & -3 \\ 2 & 4 \end{bmatrix} \begin{bmatrix} a \\ b \end{bmatrix} = \begin{bmatrix} 4 \\ 10 \end{bmatrix} \rightarrow \begin{bmatrix} a \\ b \end{bmatrix} = \begin{bmatrix} 6 & -3 \\ 2 & 4 \end{bmatrix}^{-1} \begin{bmatrix} 4 \\ 10 \end{bmatrix}$   
 Solving this equation gives  $a = 2$  and  $b = 1$

(Q2) Find the final image of the parallelogram A(-1,1), B(2,7), C(4,3) and D(1,-3) after it has been rotated  $90^\circ$  clockwise about origin:  
 $\begin{bmatrix} 0 & 1 \\ -1 & 0 \end{bmatrix} \begin{bmatrix} -1 & 2 & 4 & 1 \\ 1 & 7 & 3 & -3 \end{bmatrix} = \begin{bmatrix} 1 & 7 & 3 & -3 \\ -1 & -2 & -4 & -1 \end{bmatrix}$

(Q3a) Rectangle with vertices A(1,0), B(3,0), C(3,3) and D(1,3) undergoes transformations:  
 1: Rotate  $90^\circ$  anti-clockwise about origin  
 2: Shear dilation factor 2 to the y-axis  
 3: enlargement by a scale factor of  $\sqrt{3}$

Find matrix that transforms ABCD to A'B'C'D'.  
 Matrix order: enlargement  $\rightarrow$  shear  $\rightarrow$  rotate  
 Matrix:  $\begin{bmatrix} \sqrt{3} & 0 \\ 0 & \sqrt{3} \end{bmatrix} \begin{bmatrix} 1 & 0 \\ 2 & 1 \end{bmatrix} \begin{bmatrix} 0 & -1 \\ 1 & 0 \end{bmatrix}$  and multiply from right =  $\begin{bmatrix} \sqrt{3} & 0 \\ 0 & \sqrt{3} \end{bmatrix} \begin{bmatrix} 0 & -1 \\ 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & -\sqrt{3} \\ \sqrt{3} & -2\sqrt{3} \end{bmatrix}$

(Q3b) Find area of the final image A'B'C'D'.  
 Area of original:  $(3-0)(3-1) = 3 \times 2 = 6$   
 $|\det(T)|: |(0 \times -2\sqrt{3}) - (-\sqrt{3} \times \sqrt{3})| = 3$   
 Area of final image A'B'C'D':  $6 \times 3 = 18 \text{ units}^2$

(Q4a) Find transformation of ABC to A'B'C'.  
 From the diagram, it is clear that ABC has been rotated anti-clockwise by  $90^\circ$  about the origin which gives:  $T = \begin{bmatrix} 0 & -1 \\ 1 & 0 \end{bmatrix}$

(Q4b) Find matrix of the 2<sup>nd</sup> transformation:  
 $A'(0,1) \rightarrow A''(0,2)$  and  $B'(1,3) \rightarrow B''(1,6)$   
 $T \begin{bmatrix} 0 & 1 \\ 1 & 3 \end{bmatrix} = \begin{bmatrix} 0 & 2 \\ 1 & 6 \end{bmatrix} \rightarrow T = \begin{bmatrix} 0 & 3 \\ 1 & 1 \end{bmatrix} = \begin{bmatrix} 0 & 3 \\ 1 & 1 \end{bmatrix}$   
 Hence, 2<sup>nd</sup> transformation is dilation along x-axis of 3 and dilation along y-axis of 2.

(Q4c) Calculate area of the triangle A'B'C'.  
 Area of A'B'C':  $0.5 \times 2 \times 2 = 2 \text{ units}^2$   
 $|\det(T)|: |(3 \times 2) - (0 \times 0)| = 6$   
 Area of image A''B''C'':  $6 \times 2 = 12 \text{ units}^2$

(Q4d) What is the transformation matrix that will transform final image A''B''C'' back to ABC:  
 $\begin{bmatrix} 3 & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 0 & -1 \\ 1 & 1 \end{bmatrix} A = A'' \therefore A = \begin{bmatrix} 0 & -3 \\ 1 & 1 \end{bmatrix} \times A''$   
 $\begin{bmatrix} 0 & -3 \\ 1 & 1 \end{bmatrix} A = A'' \therefore A = \begin{bmatrix} 0 & 1/2 \\ -1/3 & 0 \end{bmatrix} \times A''$

**TYPES OF NUMBERS**

**DECIMAL CONVERSIONS**

**Nature of Recurring Decimals**

Convert any recurring decimal to a fraction:

<b>Step 1</b>	Let the recurring decimal to be converted to a fraction be x.
<b>Step 2</b>	Multiply x by a power of 10 so that the decimal point falls directly to the left of the first repeating value.
<b>Step 3</b>	Multiply x by a power of 10 so that decimal point falls directly to the right of first set of repeating values.
<b>Step 4</b>	Subtract the equation found in Step 2 from equation found in Step 3.
<b>Step 5</b>	Solve the equation for n; this is the converted fraction from a decimal.

**Decimal Conversion Examples**

(Q1) Write 0.5555... as a simplified fraction.  
 $x = 0.5$   $10n - n = 5.5 - 0.5$   $n = \frac{5}{9}$   
 $10n = 5.5$   $9n = 5$

(Q2) Write 0.2343434... as a simplified fraction.  
 $x = 0.234$   $1000n - 10n = 234.34 - 2.34$   
 $10n = 2.34$  \*Subtract  $990n = 232$   
 $1000n = 234.34$  equations  $n = \frac{232}{990}$

(Q3) Write 2.0199999... as a simplified fraction.  
 $x = 2.019$   $1000n - 100n = 2019.9 - 201.9$   
 $100n = 201.9$  \*Subtract  $900n = 1818$   
 $1000n = 2019.9$  equations  $n = \frac{1818}{900}$

**IMAGINARY NUMBERS**

**Concept of an Imaginary Number**

Imaginary numbers (i) aren't considered real numbers and enables solutions to equations such as  $x^2 = -16$  possible (i.e.  $x = 4i$ ).

$i = \sqrt{-1}$   $i^2 = i \times i = \sqrt{-1} \times \sqrt{-1} = -1$

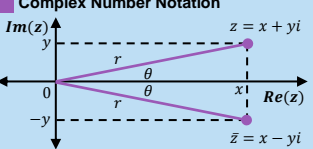
$i^{-4} = 1$	$i^0 = 1$	$i^4 = 1$
$i^{-3} = \sqrt{-1}$	$i^1 = \sqrt{-1}$	$i^5 = \sqrt{-1}$
$i^{-2} = -1$	$i^2 = -1$	$i^6 = -1$
$i^{-1} = -i$	$i^3 = -i$	$i^7 = -i$

**Powers of Imaginary Numbers (i)**

To find value of  $i^n$ , divide power by 4:  
 Remainder 0 = 1  
 Remainder 1 = i  
 Remainder 2 = -1  
 Remainder 3 = -i

**COMPLEX NUMBER RULES**

**Complex Number Notation**



- Im: imaginary axis (vertical axis  $\rightarrow$  y-axis).
- Re: real axis (horizontal axis  $\rightarrow$  x-axis).
- z: complex number ( $z = x + yi$ ).
- z: conjugate of a complex number ( $\bar{z} = x - yi$ ) and is reflected in the real axis.
- x: real components (horizontal axis).
- y: imaginary component (vertical axis).
- r: modulus (length) of a complex number and can also be represented by |z|.
- theta: argument (angle that the complex number makes with the real axis) of complex number and can also be represented by arg(z).

**Complex Number Rules**

Rules for Complex Conjugates:  
 $\overline{\bar{z}} = z$   $\overline{z_1 \pm z_2} = \bar{z}_1 \pm \bar{z}_2$   $\overline{z_1 \times z_2} = \bar{z}_1 \times \bar{z}_2$

$z + \bar{z} = 2\text{Re}(z) = 2x$   
 $z - \bar{z} = 2i\text{Im}(z) = 2yi$

$z \times \bar{z} = x^2 + y^2 = |z|^2 = r^2$   
 $\frac{z}{\bar{z}} = \frac{x^2 - y^2}{x^2 + y^2} + i \frac{2xy}{x^2 + y^2}$

Rules for Arguments of Complex Numbers:  
 $\arg(z \times w) = \arg(z) + \arg(w)$   
 $\arg(z \div w) = \arg(z) - \arg(w)$

Rules for Moduli of Complex Numbers:  
 $|z \times w| = |z| \times |w|$   $\left| \frac{z}{w} \right| = \frac{|z|}{|w|}$

Simplifying Complex Numbers:  
 $z^{-1} = \frac{1}{z} = \frac{1}{x + yi} \times \frac{x - yi}{x - yi} = \frac{x - yi}{x^2 + y^2} = \frac{\bar{z}}{|z|^2}$

$\frac{z}{w} = \frac{a + bi}{c + di} = \frac{a + bi}{c + di} \times \frac{c - di}{c - di} = \frac{z \times \bar{w}}{|w|^2}$

**COMPLEX ROOTS**

**Quadratic Formula**

Finds real and complex roots of a quadratic equation in the form of  $y = ax^2 + bx + c$ :

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

**Finding Complex Roots Examples**

(Q1a) Find all the roots of  $y = x^2 - 4x + 5$ :  
 Substituting  $a = 1, b = -4, c = 5$ :  
 $x = \frac{-(-4) \pm \sqrt{(-4)^2 - 4(1)(5)}}{2(1)} = \frac{4 \pm \sqrt{16 - 20}}{2}$   
 $= \frac{4 \pm \sqrt{-4}}{2} = \frac{4 \pm 2\sqrt{-1}}{2} = \frac{4 \pm 2i}{2} = 2 \pm i$

∴ roots of the function is  $x = 2 + i, 2 - i$

(Q1b) Find the linear factorisation of equation:  
 Using the null factor law:  
 $y = x^2 - 4x + 5 = (x - (2 + i))(x - (2 - i))$   
 $y = (x - 2 - i)(x - 2 + i)$

(Q1c) Describe the nature of these roots:  
 Roots of the equation,  $x = 2 \pm i$ , are complex conjugates as  $\text{Re}(x)$  stays the same and the sign of  $\text{Im}(x)$  changes between  $\pm$ .

**COMPLEX ALGEBRA**

**Complex Number Algebra Examples**

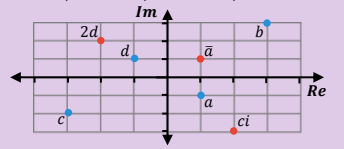
(Q1) Find the real and imaginary components and the conjugate for the complex numbers:

z	Re(z)	Im(z)	$\bar{z}$
$-3 + 2i$	-3	2	$-3 - 2i$
$-\sqrt{2}i + 5$	5	$-\sqrt{2}$	$\sqrt{2}i + 5$
6	6	0	6
-i	0	-1	i

(Q2) Use the properties of imaginary numbers to simplify the following expressions:  
 (Q2a)  $\sqrt{-49} = 7i$  (Q2b)  $-4\sqrt{-9} = -12i$   
 (Q2c)  $i^{87}$  (Q2d)  $8i^2\sqrt{-36}$

$87 \div 4 = 21 \text{ r } 3$  \*Find  $= 8(-1)(6i)$   
 $\therefore i^{87} = -i$  remainder  $= -48i$

(Q3a) Plot these points on the argand diagram:  
 $a = 2 - i, b = 3 + 3i, c = -3 - 2i, d = -1 + i$



(Q3b) Plot  $\bar{a}$  and describe the transformation:  
 $\bar{a} = 2 + i$  which reflects a in the x-axis.

(Q3b) Plot ci and describe the transformation:  
 $ci = i(-3 - 2i) = -3i - 2i^2 = 2 - 3i$  which rotates c anti-clockwise about the origin.

(Q3c) Plot 2d and describe the transformation:  
 $2d = 2(-1 + i) = -2 + 2i$  which increases the modulus of d by a scale factor of 2.

(Q4) Given the two different complex numbers  $w = 2 - 3i$  and  $z = -1 + 4i$ , find the following:  
 (Q4a) Simplify the expression  $2w + \bar{z}$ :  
 $2w + \bar{z} = 2(2 - 3i) - 1 - 4i = 4 - 6i - 1 - 4i$   
 $\therefore 2w + \bar{z} = 3 - 10i$

(Q4b) Simplify the expression  $w\bar{z}$ :  
 $w\bar{z} = (2 + 3i)(-1 - 4i) = -2 - 8i - 3i - 12i^2$ <