



Pre-Calculus: A Brief Summative Overview

Pathum Sookaromdee¹, Viroj Wiwanitkit²

¹Private Academic Consultant, Bangkok, Thailand.

²Dr DY Patil Vidhyapeeth, Pune, India.

Abstract

In this comprehensive guide, we delve into the intricate world of sequences and series within the realm of mathematics. From understanding the fundamentals of sequences to exploring the applications of sigma notation and series, this article provides a detailed examination of these mathematical concepts. Through examples and explanations, readers will gain a solid understanding of how sequences and series are utilized in various mathematical contexts.

Keywords: sequences, series, mathematics, sigma notation, patterns, convergence, divergence.

Sequences

Sequences in mathematics are ordered lists of numbers that follow a specific pattern or rule. In this section, we explore different types of sequences, such as arithmetic and geometric sequences, and discuss how to determine the n th term of a sequence. Understanding sequences is essential for identifying patterns and making predictions in mathematical equations and real-world scenarios.

Series

Series are sums of the terms in a sequence, and they play a crucial role in calculus and other branches of mathematics. We examine the concepts of convergence and divergence in series, as well as techniques for determining the sum of an infinite series. By learning about series, readers can gain insights into the behavior of mathematical functions and improve their problem-solving skills in various mathematical applications.

Algebraic Expressions, Rational Expressions, and Equations

In this section, students will learn about algebraic expressions and equations, including rational expressions. They will learn how to simplify and manipulate algebraic expressions, solve equations, and factor polynomials. This foundational knowledge is essential for further study in mathematics, as it forms the basis for understanding more complex concepts in areas

such as calculus and linear algebra. Students will also learn about operations on rational expressions, including adding, subtracting, multiplying, and dividing. This knowledge will help them solve real-world problems and apply mathematical principles in practical situations.

Intervals, Inequalities, Nonlinear Inequalities

In this section, students will explore intervals and inequalities, as well as nonlinear inequalities. They will learn how to represent intervals on the number line, and how to solve and graph inequalities in one variable. Students will also study nonlinear inequalities, which involve inequalities with variables raised to higher powers or involved in more complex expressions. Understanding these concepts is crucial for making decisions in various fields, such as economics, engineering, and physics. Students will develop analytical and problem-solving skills as they work through examples and applications of intervals and inequalities.

Absolute Values

Absolute value is the distance a number is from zero on the number line, regardless of direction. It is always non-negative, meaning it is greater than or equal to zero. Absolute value is denoted by two vertical bars surrounding a number, such as $|x|$. When dealing with absolute values in algebraic equations, it is important to consider both the positive and negative solutions, as the absolute value function essentially removes the negative sign from a number. Absolute values are commonly used in a variety of mathematical concepts and real-world applications, such as finding the distance between two points on a coordinate plane, calculating error margins in statistics, and determining the magnitude of a vector in physics.

Coordinates and Quadrants, Distances, Mid-Points, Intercepts, and Circles

Coordinates and quadrants refer to the system used to locate points on a two-dimensional plane. The four quadrants are labeled counterclockwise as Quadrant I, Quadrant II, Quadrant III, and Quadrant IV. Distances between two points can be calculated using the distance formula, which is derived from the Pythagorean Theorem. Mid-points are the point that lies exactly in the middle of two given points on a line segment. Intercepts are the points where a graph intersects the x-axis or y-axis. Another important concept in this chapter is circles, which are defined as the set of all points equidistant from a central point. The equation of a circle in the coordinate plane is $(x-h)^2 + (y-k)^2 = r^2$, where (h,k) is the center of the circle and r is the radius. These concepts are fundamental in understanding geometry, algebra, and calculus, and are essential in solving a wide range of mathematical problems.

Coordinates and Quadrants, Distances, Mid-Points, Intercepts and Circles

Coordinates and Quadrants: In a coordinate plane, points are identified by their coordinates, which consist of an x-coordinate and a y-coordinate. The four quadrants of a coordinate plane are labeled I, II, III, and IV, with quadrant I in the top right, quadrant II in the top left, quadrant III in the bottom left, and quadrant IV in the bottom right.

Distances: The distance between two points in a coordinate plane can be calculated using the distance formula, which is given by $d = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$, where (x_1, y_1) and (x_2, y_2) are the coordinates of the two points.

Mid-Points: The midpoint of a line segment can be found by taking the average of the x-coordinates and the average of the y-coordinates of the endpoints of the segment. The midpoint formula is given by $((x_1 + x_2)/2, (y_1 + y_2)/2)$, where (x_1, y_1) and (x_2, y_2) are the coordinates of the endpoints.

Intercepts: The x-intercept of a graph is the point where the graph intersects the x-axis, and the y-intercept is the point where the graph intersects the y-axis. The x-intercept is given by the point $(x, 0)$ and the y-intercept is given by the point $(0, y)$.

Circles: A circle is a set of points that are equidistant from a fixed point called the center. The distance from the center to any point on the circle is called the radius. The equation of a circle with center (h, k) and radius r is given by $(x - h)^2 + (y - k)^2 = r^2$.

Slopes and Lines 6 Functions and Domains

A slope is a measure of how steep a line is. It is calculated by finding the ratio of the change in the y-values (rise) to the change in the x-values (run) between two points on the line. The formula for calculating the slope of a line passing through two points (x_1, y_1) and (x_2, y_2) is:

$$m = (y_2 - y_1) / (x_2 - x_1)$$

Where m is the slope of the line.

Lines can have different slopes, including positive, negative, zero, or undefined slopes. A positive slope indicates a line that rises as it moves from left to right, while a negative slope indicates a line that falls as it moves from left to right. A zero slope indicates a horizontal line, and an undefined slope indicates a vertical line.

Functions are mathematical relationships that describe how one quantity depends on another. A function can be represented as a line on a graph, with the x-values on the horizontal axis and the y-values on the vertical axis. The domain of a function is the set of all possible input values (x-values) for which the function is defined. The domain of a function is often expressed using interval notation, such as $(-\infty, \infty)$ for all real numbers or $[a, b]$ for a closed interval between a and b .

In summary, slopes and lines are important concepts in mathematics that help describe the steepness of a line, while functions and domains describe how one variable depends on another in a mathematical relationship.

Operations of Functions, and Difference Quotients

The operations of functions refer to the different ways in which functions can be combined or manipulated. This can include adding, subtracting, multiplying, dividing, composing, or finding the inverse of functions.

For example, if we have two functions $f(x)$ and $g(x)$, we can add them together to get a new function $h(x) = f(x) + g(x)$, or we can multiply them to get a new function $j(x) = f(x) * g(x)$. We can also compose the functions by plugging one function into the other, i.e. $(f \circ g)(x) = f(g(x))$.

Difference quotients are a specific type of operation involving functions that is used to find the rate of change of a function at a particular point. The difference quotient of a function $f(x)$ at a point a is given by:

$$(f(a+h) - f(a)) / h$$

Where h is a small change in the input variable x . This expression gives us the average rate of change of the function $f(x)$ over the interval $[a, a+h]$. By taking the limit of the difference quotient as h approaches 0, we can find the instantaneous rate of change or derivative of the function at the point a .

Overall, operations of functions and difference quotients are important concepts in calculus and are used to manipulate functions and find their rates of change.

Models with Functions

1. **Linear model:** $y = mx + b$, where m is the slope and b is the y-intercept. This model represents a straight line.
2. **Quadratic model:** $y = ax^2 + bx + c$, where a , b , and c are constants. This model represents a parabola.
3. **Exponential model:** $y = ab^x$, where a and b are constants. This model represents exponential growth or decay.
4. **Logistic model:** $y = c / (1 + ae^{(-bx)})$, where a , b , and c are constants. This model represents S-shaped growth curves.
5. **Polynomial model:** $y = a_nx^n + a_{(n-1)}x^{(n-1)} + \dots + a_1x + a_0$, where $a_0, a_1, \dots, a_n$ are constants. This model represents a curve that can take multiple forms depending on the degree of the polynomial.
6. **Power model:** $y = ax^b$, where a and b are constants. This model represents power functions where the dependent variable is a power of the independent variable.
7. **Piecewise model:** A model that consists of multiple functions defined over different intervals of the independent variable. This type of model is useful for capturing different relationships between variables in different ranges.

Trigonometric Functions: Right Triangle Approach

Trigonometric functions can be defined using the side lengths of a right triangle. In a right triangle, the three main trigonometric functions are defined as follows

1. **Sine (sin):** The sine of an angle in a right triangle is defined as the ratio of the length of the side opposite the angle to the length of the hypotenuse. Mathematically, $\sin(A) = \text{opposite}/\text{hypotenuse}$.

2. **Cosine (cos):** The cosine of an angle in a right triangle is defined as the ratio of the length of the side adjacent to the angle to the length of the hypotenuse. Mathematically, $\cos(A) = \text{adjacent}/\text{hypotenuse}$.
3. **Tangent (tan):** The tangent of an angle in a right triangle is defined as the ratio of the length of the side opposite the angle to the length of the side adjacent to the angle. Mathematically, $\tan(A) = \text{opposite}/\text{adjacent}$.

These trigonometric functions can be used to solve for unknown side lengths or angles in a right triangle, given information about the other sides and angles. The trigonometric functions also have important properties and relationships, such as the Pythagorean identity ($\sin^2(A) + \cos^2(A) = 1$) and the cofunction identities ($\sin(A) = \cos(90^\circ - A)$ and $\tan(A) = 1/\cot(A)$).

Trigonometric Functions: Unit Circle Approach

Trigonometric functions can be defined using the unit circle approach, which involves placing a circle with a radius of 1 at the center of a coordinate plane. The point where the circle intersects the x-axis is labeled as (1,0), and the point where it intersects the y-axis is labeled as (0,1).

The coordinates of any other point on the unit circle can be represented using trigonometric functions. For example, if we have a point with coordinates (x,y) on the unit circle, the angle formed by the radius of the circle and the positive x-axis can be denoted as θ . In this case, $x = \cos(\theta)$ and $y = \sin(\theta)$.

Using this information, we can define the six trigonometric functions as follows

1. **Sine function (sin):** Represents the ratio of the length of the side opposite an angle in a right triangle to the length of the hypotenuse. In terms of the unit circle, $\sin(\theta) = y$.
2. **Cosine function (cos):** Represents the ratio of the length of the side adjacent to an angle in a right triangle to the length of the hypotenuse. In terms of the unit circle, $\cos(\theta) = x$.
3. **Tangent function (tan):** Represents the ratio of the length of the side opposite an angle in a right triangle to the length of the side adjacent to the angle. In terms of the unit circle, $\tan(\theta) = y/x$.
4. **Cosecant function (csc):** Represents the reciprocal of the sine function. In terms of the unit circle, $\csc(\theta) = 1/\sin(\theta)$.
5. **Secant function (sec):** Represents the reciprocal of the cosine function. In terms of the unit circle, $\sec(\theta) = 1/\cos(\theta)$.
6. **Cotangent function (cot):** Represents the reciprocal of the tangent function. In terms of the unit circle, $\cot(\theta) = 1/\tan(\theta)$.

By using the unit circle approach, we can easily visualize and understand the relationship between angles, coordinates on the unit circle, and trigonometric functions. This approach is particularly useful for solving trigonometric equations and problems in calculus and geometry.

Trigonometric Identities 12 Graphs of Trigonometric Functions

Some common trigonometric identities include

1. Pythagorean Identity: $\sin^2\theta + \cos^2\theta = 1$
2. Cofunction Identity: $\sin(\pi/2 - \theta) = \cos\theta$ and $\cos(\pi/2 - \theta) = \sin\theta$
3. Double Angle Formulas: $\sin(2\theta) = 2\sin\theta\cos\theta$ and $\cos(2\theta) = \cos^2\theta - \sin^2\theta$
4. Half Angle Formulas: $\sin(\theta/2) = \pm\sqrt{(1-\cos\theta)/2}$ and $\cos(\theta/2) = \pm\sqrt{(1+\cos\theta)/2}$

Here are 12 graphs of trigonometric functions

1. $\sin(x)$
2. $\cos(x)$
3. $\tan(x)$
4. $\csc(x)$
5. $\sec(x)$
6. $\cot(x)$
7. $\sin(2x)$
8. $\cos(2x)$
9. $\sin(x/2)$
10. $\cos(x/2)$
11. $\sin(x) + \cos(x)$
12. $\cos(x) - \sin(x)$

These graphs represent the behavior of the respective trigonometric functions over a given interval and can help visualize their periodic nature and relationships with each other.

Compositions of Functions

In mathematics, a composition of functions is a way to combine two functions to create a new function. The new function is formed by taking the output of one function and using it as the input for the other function.

If we have two functions, $f(x)$ and $g(x)$, the composition of f and g is written as $(f \circ g)(x)$ and is defined as:

$$(f \circ g)(x) = f(g(x))$$

This means that we first apply the function g to the input x , and then apply the function f to the output of $g(x)$. The result is a new function that combines the effects of both f and g .

For example, let's consider the functions $f(x) = 2x$ and $g(x) = x + 1$. The composition of f and g would be:

$$\begin{aligned}(f \circ g)(x) &= f(g(x)) \\ &= f(x + 1)\end{aligned}$$

$$= 2(x + 1)$$

$$= 2x + 2$$

So, the composition of f and g is a new function $h(x) = 2x + 2$.

Compositions of functions can be used to describe complex relationships between different functions and are commonly used in calculus, algebra, and other branches of mathematics.

One to One Functions and Their Inverses

A one-to-one function is a function where each element in the domain corresponds to exactly one element in the range. In other words, for every input, there is a unique output.

To find the inverse of a one-to-one function, we can simply switch the input and output values. In other words, if the function is denoted as $f(x)$, the inverse function is denoted as $f^{-1}(x)$.

To find the inverse of a function, follow these steps:

1. Replace $f(x)$ with y .
2. Swap the x and y variables.
3. Solve for y .
4. Replace y with $f^{-1}(x)$.

For example, if we have the function $f(x) = 2x + 3$, the inverse function would be:

1. Replace $f(x)$ with y : $y = 2x + 3$
2. Swap the x and y variables: $x = 2y + 3$
3. Solve for y : $x - 3 = 2y$, $y = (x - 3) / 2$
4. Replace y with $f^{-1}(x)$: $f^{-1}(x) = (x - 3) / 2$

It's important to note that not all functions have inverses, and if they do, the domain and range of the inverse function may be different from the original function.

Inverse of Trigonometric Functions, Law of Sine and Law of Cosine 16 Law of Exponents

The inverse of trigonometric functions allows us to find the angle that corresponds to a given sine, cosine, or tangent value. For example, if we know that $\sin(x) = 0.5$, we can use the inverse sine function ($\sin^{-1}$) to find the angle x that satisfies this equation.

The Law of Sines states that in any triangle, the ratio of the length of a side to the sine of its opposite angle is constant. This law can be written as:

$$a/\sin(A) = b/\sin(B) = c/\sin(C)$$

where a , b , and c are the lengths of the sides of the triangle, and A , B , and C are the measures of the angles opposite those sides.

The Law of Cosines states that in any triangle, the square of the length of one side is equal to the sum of the squares of the other two sides minus twice the product of those sides and the cosine of the angle between them. This law can be written as:

$$a^2 = b^2 + c^2 - 2bc \cos(A)$$

where a is the length of the side opposite angle A , and b and c are the lengths of the other two sides.

The Law of Exponents states that when multiplying two numbers with the same base, you can add the exponents. For example, $a^m \cdot a^n = a^{(m+n)}$. When dividing two numbers with the same base, you can subtract the exponents. For example, $a^m / a^n = a^{(m-n)}$. Finally, when raising a number with an exponent to another power, you multiply the exponents. For example, $(a^m)^n = a^{(m \cdot n)}$.

Exponential Functions

An exponential function is a mathematical function of the form $f(x) = a^x$, where a is a constant and x is a variable. Exponential functions exhibit rapid growth or decay as x increases or decreases, depending on whether a is greater than or less than 1.

Exponential functions are commonly used to model growth and decay processes in various fields such as population growth, compound interest, radioactive decay, and more. They also appear in many natural phenomena and scientific studies.

The graph of an exponential function is characterized by a curve that either increases or decreases rapidly, depending on the value of the constant a . As x approaches positive infinity, the function grows exponentially, while as x approaches negative infinity, the function decays exponentially.

Exponential functions have many important properties, including the fact that they are continuous, differentiable, and have a positive y-intercept at $(0, 1)$. They also have horizontal asymptotes at $y = 0$ for decay functions ($a < 1$) and no asymptotes for growth functions ($a > 1$).

Overall, exponential functions are powerful tools in mathematics and science for modeling and analyzing various phenomena that exhibit rapid growth or decay.

Logarithmic Functions

A logarithmic function is a type of mathematical function that is defined by the formula $f(x) = \log_b(x)$, where b is the base of the logarithm. Logarithmic functions are the inverse of exponential functions, meaning that if $y = b^x$, then $x = \log_b(y)$.

Logarithmic functions help us solve exponential equations and can be used to model various real-world phenomena, such as the intensity of earthquakes, the pH levels of a substance, and the decibel levels of sound.

The most common logarithmic functions are base 10 logarithms (common logarithms) and natural logarithms, which have a base of the mathematical constant e (approximately 2.718).

Logarithmic functions have several key properties, including the fact that they increase at a decreasing rate as x increases, they are undefined for x values less than or equal to zero, and they have a vertical asymptote at $x = 0$.

Overall, logarithmic functions are an important tool in mathematics and are used in a wide range of applications in science, engineering, economics, and more.

Rules of Logarithmic and Logarithmic Equations

1. The logarithm of a number to a certain base is the exponent to which the base must be raised to produce that number. For example, in the equation $\log_3(9) = 2$, the base is 3, the logarithm is 2, and the number being logged is 9.
2. The logarithm of 1 to any base is always 0. This is because any number raised to the power of 0 is equal to 1.
3. The logarithm of a number less than 1 to any base is always negative. This is because the exponent needed to produce a number less than 1 is negative.
4. The logarithmic function is the inverse of the exponential function. This means that if $y = \log_3(x)$, then $x = 3^y$.
5. Logarithmic equations can be solved by rewriting them as exponential equations. For example, in the equation $\log_2(x) = 3$, you can rewrite it as $2^3 = x$, which simplifies to $x = 8$.
6. When solving logarithmic equations, always check your answers to ensure they are valid. Some solutions may result in negative or non-real numbers, which are not valid in certain contexts.
7. Logarithmic properties can be used to simplify complex logarithmic expressions. These properties include the product rule, quotient rule, power rule, and change of base rule.
8. Be careful when simplifying logarithmic expressions with multiple terms or logarithms of different bases. Make sure to combine like terms and use the appropriate rules to simplify the expression correctly.

Transformations of Graphs

There are a few different types of transformations that can be applied to graphs, including translation, reflection, stretching/compression, and addition/subtraction.

1. **Translation:** In a translation, the entire graph is shifted up, down, left, or right. This can be represented by adding or subtracting a constant value to the x - or y -coordinates of the points on the graph.
2. **Reflection:** A reflection is a transformation that flips the graph over a line. This can be a reflection over the x -axis, y -axis, or a diagonal line.
3. **Stretching/Compression:** Stretching or compressing a graph involves changing the scale of the graph along the x or y -axis. This can be done by multiplying the x or y -coordinates of each point by a constant value.

4. **Addition/Subtraction:** Adding or subtracting a constant value to the function itself will shift the entire graph up or down. This can also affect the domain and range of the function.

By applying these transformations, you can alter the shape, position, and size of a graph without changing its fundamental characteristics.

Piecewise Functions, Points of Intersection, and Regions

When dealing with piecewise functions, it is important to identify and analyze the points of intersection between the different segments of the function. These points of intersection represent where the function changes from one segment to another, and can be used to determine the behavior of the function in different regions.

To find the points of intersection between two segments of a piecewise function, set the two segments equal to each other and solve for the variable. The resulting value(s) will be the point(s) of intersection.

Once the points of intersection are determined, the function can be broken down into different regions based on these points. Each region will correspond to a different segment of the piecewise function, and the behavior of the function in each region can be analyzed separately.

By understanding the points of intersection and the regions of the piecewise function, one can gain insights into the overall behavior and characteristics of the function. This information can be helpful in graphing the function, identifying local extrema, and determining the overall shape of the curve.

Sequences

A sequence is an ordered list of numbers, each of which is called a term. The terms of a sequence are typically denoted by a subscript, such as $(a_1, a_2, a_3, \dots)$. Sequences can be either finite or infinite.

In a finite sequence, there is a specific number of terms, while in an infinite sequence, the terms continue indefinitely. Sequences can be arithmetic, geometric, or have other patterns that determine the relationship between terms.

Sequences can be represented by explicit formulas, recursive formulas, or simply by listing the terms. They are commonly used in mathematics, computer science, and various other fields to model patterns and relationships.

Sigma Notations and Series

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