

Year 12 Methods  
Unit 3 Revision Lecture  
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## 1 Graphs

**16 types of graph**—put in reference book:

- |              |                        |
|--------------|------------------------|
| 1. truncus   | 9. semicircle          |
| 2. hyperbola | 10. tan                |
| 3. sqrt      | 11. sin                |
| 4. parabola  | 12. cos                |
| 5. cubic     | 13. log                |
| 6. quartic   | 14. exp                |
| 7. linear    | 15. $x^{\frac{a}{b}}$  |
| 8. circle    | 16. $x^{-\frac{a}{b}}$ |

### 1.1 Power functions

- In first quadrant, shape of graph for  $x > 0 \cap y > 0$  is either  $\sqrt{x}$  or  $x^2$

### 1.2 Features of graphs

- Asymptotes
- Intercepts
- Stationary points
- Endpoints
- Other critical points
- Continuous or discontinuous

#### Key points

- All transformations can be described by matrices
- Inverse is a transformation
- Memorise approximate values of  $e$ ,  $\pi$ ,  $\sqrt{2}$ ,  $\sqrt{3}$
- Put 16 base graphs in reference book

## 2 Transformations

Order:     **Reflect**  $\longrightarrow$  **Dilate**  $\longrightarrow$  **Translate**

## 2.1 Two forms

- note  $a$  and  $b$  can be positive or negative
- check validity of solutions for logarithms
- results in transformed equation  $y' = f'(x)$

$$y' = a \cdot f\left(\frac{1}{b}(x' - c)\right) + d$$

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} b & 0 \\ 0 & a \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} + \begin{bmatrix} c \\ d \end{bmatrix}$$

### Key points

- All transformations can be described by matrices
- Inverse is a transformation
- Check validity of  $\log_a x$  solutions/transformations

## 3 Calculus

Possible questions:

- Average rate of change
- Instantaneous rate of change
- Tangent line
- Normal line
- Features of gradient function
  - Degree
  - Orientation
  - Format
  - Turning points
  - Inflection points
  - Asymptotes
- Find original function from derivative  
→ *Use information to find unknowns*
- Application questions - e.g. Pythagoras, trig. functions, measurement, given eqn

### 3.1 Integration

#### 3.1.1 Polynomials

$$f(x) = \int ax^n dx = \frac{ax^{n+1}}{n+1} + c, \quad n \neq -1$$

$$f(x) = \int (ax+b)^n dx = \frac{(ax+b)^{n+1}}{a(n+1)} + c, \quad n \neq -1$$

#### 3.1.2 Exponentials

$$f(x) = \int e^{ax+b} dx = \frac{e^{ax+b}}{a} + c$$

### 3.1.3 Logarithms

ignore modulus for methods

$$f(x) = \int \frac{1}{x} dx = \ln|x| + c$$

$$f(x) = \int \frac{1}{ax+b} dx = \frac{1}{a} \ln|ax+b| + c$$

$$f(x) = \int \frac{h'(x)}{h(x)} dx = \ln|h(x)| + c \quad (\text{general form})$$

### 3.1.4 Trigonometric functions

$$f(x) = \int \cos(ax+b) dx = \frac{1}{a} \sin(ax+b) + c$$

$$f(x) = \int \sin(ax+b) dx = -\frac{1}{a} \cos(ax+b) + c$$

$$f(x) = \int \sec^2(ax+b) dx = \frac{1}{a} \tan(ax+b) + c$$

## 3.2 Area under curves

- **Upper rectangles** (overestimate) vs. **lower rectangles** (underestimate)
- Rotate (invert) graph to make it easier, e.g.  $y = \sqrt{x} \rightarrow x = y^2$

#### Key points

- For an antiderivative,  $+c \quad \forall c \in \mathbb{R}$  is also acceptable
- Practice multi-part problems e.g:
  - a) Let  $f: \mathbb{R} \rightarrow \mathbb{R}$ ,  $f(x) = x \sin x$ . Find  $f'(x)$ .
  - b) Use the result of (a) to find the value of  $\int_{\frac{\pi}{6}}^{\frac{\pi}{2}} x \cos x dx$  in the form  $a\pi + b$ .

## 4 Probability

$$\Pr(A \cup B) = \Pr(A) + \Pr(B) - \Pr(A \cap B)$$

$$\Pr(A \cup B) = 0 \quad (\text{mutually exclusive})$$

### 4.1 Conditional probability

$$\Pr(A|B) = \frac{\Pr(A \cap B)}{\Pr(B)}$$

$$\Pr(A \cap B) = \Pr(A|B) \times \Pr(B) \quad (\text{multiplication theorem})$$

$$\Pr(A \cap B) = \Pr(A) \times \Pr(B) \quad (\text{independent events})$$

### 4.2 Discrete random distributions

Any experiment or activity involving chance will have a probability associated with each result or *outcome*. If the outcomes have a reference to **discrete numeric values** (outcomes that can be counted), and the result is unknown, then the activity is a *discrete random probability distribution*.

### 4.2.1 Discrete probability distributions

If an activity has outcomes whose probability values are all positive and less than one ( $\implies 0 \leq p(x) \leq 1$ ), and for which the sum of all outcome probabilities is unity ( $\implies \sum p(x) = 1$ ), then it is called a *probability distribution* or *probability mass function*.

- **Probability distribution graph** - a series of points on a cartesian axis representing results of outcomes.  $\Pr(X = x)$  is on  $y$ -axis,  $x$  is on  $x$  axis.
- **Mean  $\mu$**  - measure of central tendency. *Balance point* or *expected value* of a distribution. Centre of a symmetrical distribution.
- **Variance  $\sigma^2$**  - measure of spread of data around the mean. Not the same magnitude as the original data. Represented by  $\sigma^2 = \text{Var}(x) = \sum (x - \mu)^2 \times p(x) = \sum (x - \mu)^2 \times \Pr(X = x)$ . Alternatively:  $\sigma^2 = \text{Var}(X) = \sum x^2 \times p(x) - \mu^2$
- **Standard deviation  $\sigma$**  - measure of spread in the original magnitude of the data. Found by taking square root of the variance:  $\sigma = \text{sd}(X) = \sqrt{\text{Var}(X)}$

### 4.3 Binomial distribution (Bernoulli trials)

A type of discrete probability distribution. This distribution has the following characteristics:

1. Samples are taken from a population size that remains constant (*sampling with replacement*)
2. Every result or trial can be classed as either a *success* or *failure*
3. The probability of a success is the same from one trial to the next, notated by  $p$
4. The probability of a failure is the complement of the probability of a success, notated by  $1 - p$
5. There are a finite number of trials that define the sample size, notated by  $n$

#### 4.3.1 Bernoulli trials

Same properties as above. Number of successes in a finite number of Bernoulli trials is defined as the **binomial distribution**. The distribution can take the form:

$$X \sim \text{Bi}(n, p)$$

Then, the probability values for each value of  $X$  follow the rule:

$$p(x) = \binom{n}{x} (p)^x (1 - p)^{n-x}$$

### 4.4 Continuous random distributions

If the outcomes of an activity have a reference to *continuous numeric* values (outcomes that can be measured), then the activity is associated with a **continuous probability distribution**. The probabilities are calculated by finding the area under the graph between the required  $x$  values (integrate).

The probability of a single *outcome value* does not exist for continuous probability distributions.

### 4.5 Continuous probability distributions

If an experiment or activity has a **function** whose values are all positive ( $\implies f(x) \geq 0 \forall x$ ), and for which the area under the graph between the lowest outcome value and the greatest outcome value is unity ( $\implies \int_{\text{lower}}^{\text{upper}} f(x) dx = 1$ ), then it is called a **probability density function**.

Example probability density function:  $f(x) = \begin{cases} k(9 - x^2), & 0 \leq x \leq 3 \\ 0, & \text{elsewhere} \end{cases}$

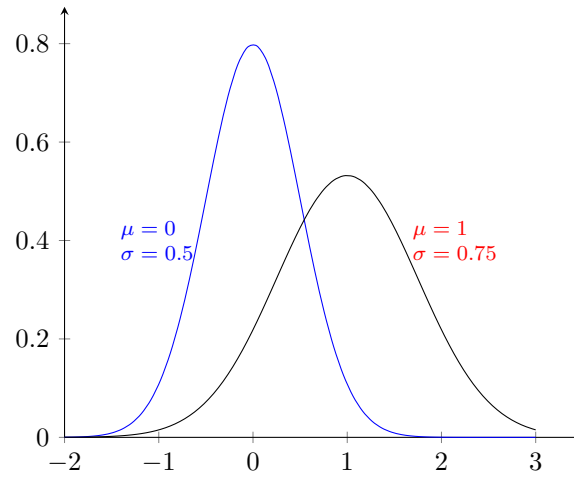


Figure 1: Two *general* normal distributions

### 4.6 Normal distributions

A very specific and special continuous probability distribution. Characteristics:

- Many sets of data occurring naturally and taken randomly will have a normal distribution
- No single outcome value can be calculated
- Probabilities are found between certain outcome values of the distribution
- The values of the distribution are symmetrical around the mean ( $\mu$ ) and form a bell-shaped curve
- The distribution is best described using its central or mean value,  $\mu$ , and its measure of spread,  $\sigma$
- The distribution can take the form  $X \sim N(\mu, \sigma^2)$

General normal distribution	Standard normal distribution
$f(x) = \frac{1}{\sigma\sqrt{2\pi}} e^{-\frac{1}{2}\left(\frac{x-\mu}{\sigma}\right)^2}$	$f(x) = \frac{1}{\sqrt{2\pi}} e^{-\frac{1}{2}x^2}$