MathBlox

Intro

Hello, my name is Blocky. I'm going to guide you through this booklet!





Intro

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7

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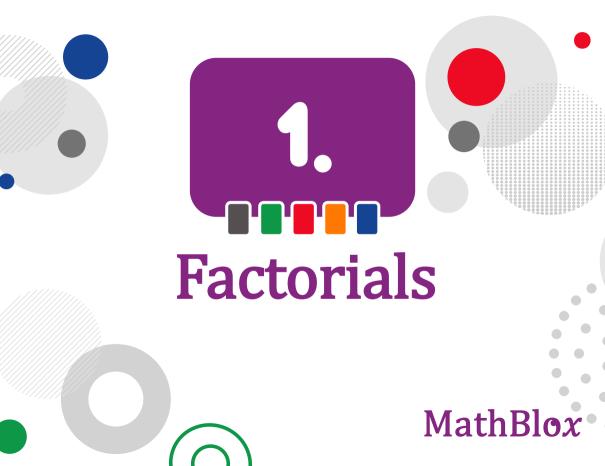
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Factorials

- Absolute Values
- Summation
- Product
- Limits
- Differentiation
- Integrals
- Complex Numbers

We'll go over all these subjects in this booklet, on your own terms of course!



Factorial



This is the Factorial Block. It looks like an exclamation mark, but there is no need to say everything before it extra loud.

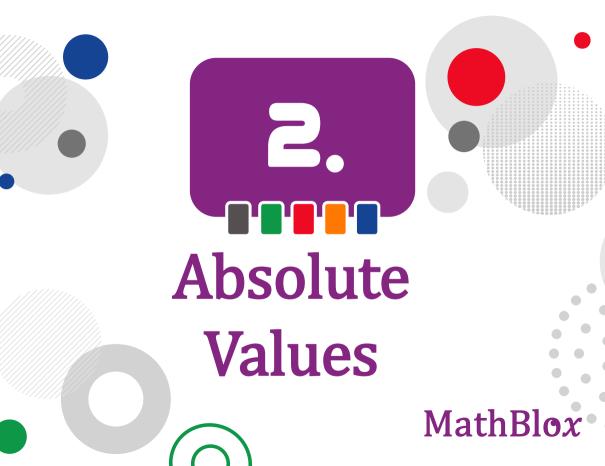


Factorial

$5 = 5 \times 4 \times 3 \times 2 \times 1 = 120$



The factorial of a value is multiplying it by all integers below it, except negative values and zero.



Factorial

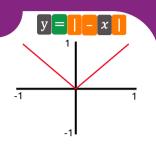


This is a pair of Absolute Value Blocks. Just like brackets, they go on both sides of whatever you want to take the absolute value of.



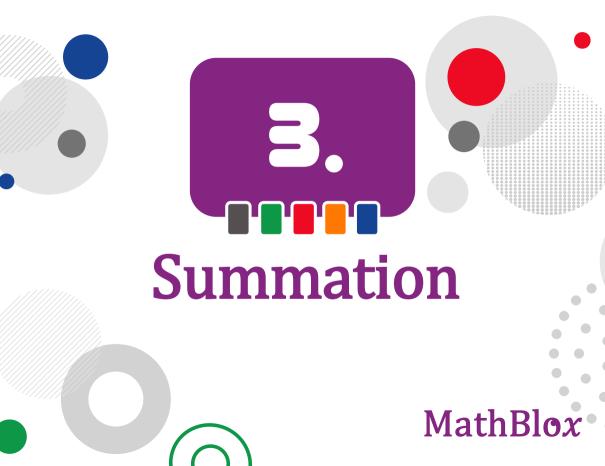
Absolute Values

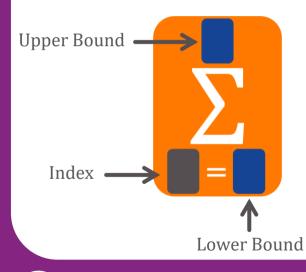
An absolute value is indicated by two straight lines next to a value. It means that everything between these lines will become positive. Look at the graph for example.



$\begin{vmatrix} -x \end{vmatrix} = x \text{ if } x \ge 0$ $\begin{vmatrix} -x \end{vmatrix} = -x \text{ if } x < 0$

Fun fact: The root of the square of a value is the same as the absolute value.





This is the Summation Block. You can use it if you want to add up a lot of things that follow a pattern.

0

0

1

Lets look at some examples. Usually we use i as our index, but feel free to use other letters!



3

6

=

+ 1 + 2 +

2

2

1

2

5

3

3

Here is another exmple. Now, the lower bound is not zero!

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5

0

i

=

n

The bounds can even be letters. This summation adds up the first n even numbers.

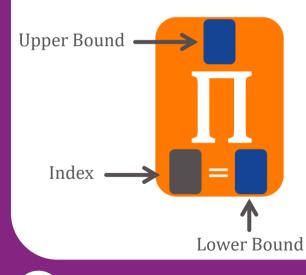








Product



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This is the Product Block. It works very similar to the Summation. You can use it if you want multiply a lot of things that follow a pattern.

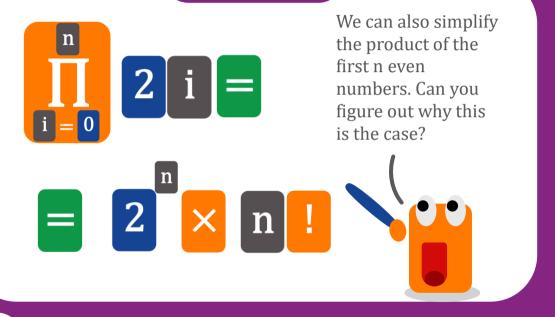


Product

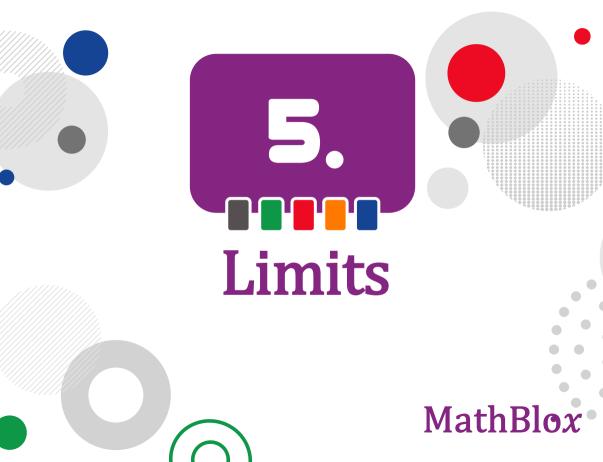
Lets look at some examples. Usually we use i as our index, but feel free to use other letters!

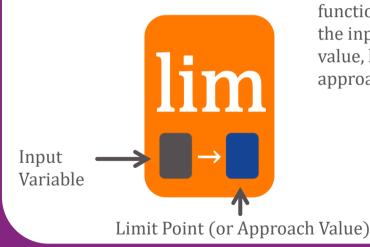
 $\begin{bmatrix} 3 \\ i \\ i \end{bmatrix} = \begin{bmatrix} 6 \end{bmatrix}$ $= 1 \times 2 \times 3$

Product



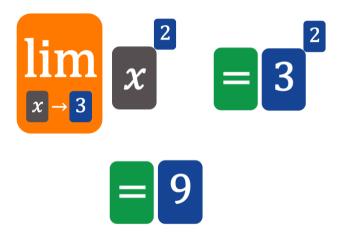
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This is the Limit Block. You can use it to find what a function or sequence does as the input nears a certain value, like division by zero or approaching infinity!

Lets look at some examples. For basic functions, a limit works just like plugging in.





Using limits, we can also study what happens when the input approaches infinity!







Í

2

X

X

1

x

We can even use limits when simply plugging in fails!

2

This works because we are now allowed to factor out x-1

X

8

1

7

1

 $x \rightarrow$

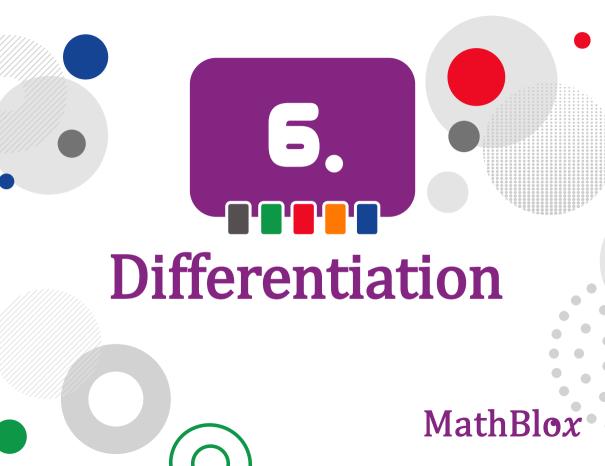
 ∞

≈ 2

x

Even the *e* block is defined using a limit! If you grow something by 1/x many times (x times), it approaches *e*.

e



Differentiation

This is the Differentiation Block. You can use it if you want to know the slope of the graph at a certain point.

The function you are differentiating

Variable you are differentiating; Usually **x**

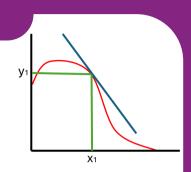
Differentiation

x)

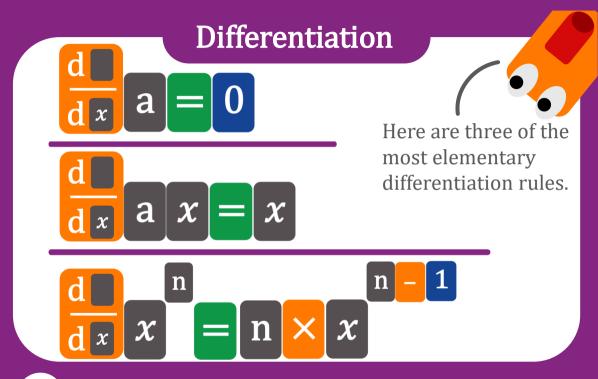
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You can use the derivative to figure out the minima and maxima of a graph, this is where the slope of the graph

is



p



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Differentiation

Most formulas can be broken into the following:

Here is a way to solve more complicated derivatives: the chain rule.

h(x) = f(g(x))

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This is a complicated formula to help you understand I'll give some examples on the next page!



Differentiation Let's look at the following derivative: dx (4x - 2x)

(

Where: $\mathbf{u} = 4 x$

u)

-2x

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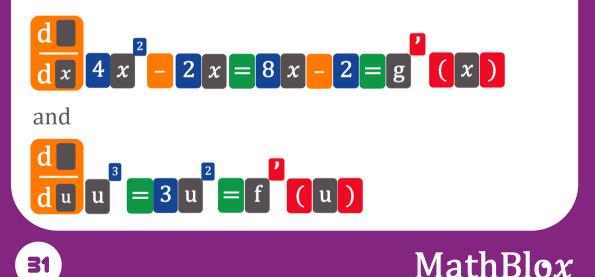
This can be written as:

From the previous definition we can see that: u = g(x)



Differentiation

Using the elementary differentiation calculations, we can see that:



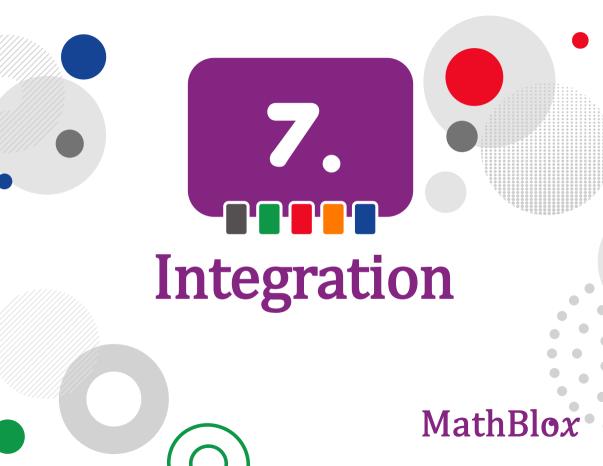
Differentiation

Now we have all elements of the chain rule equation, so we can fill it in:



So:





Integrals

Upper Bound

Lower Bound

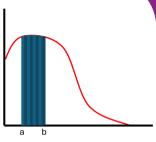
This is the Integration Block. You can use it if you want to calculate the area below a graph between two values of *x*.

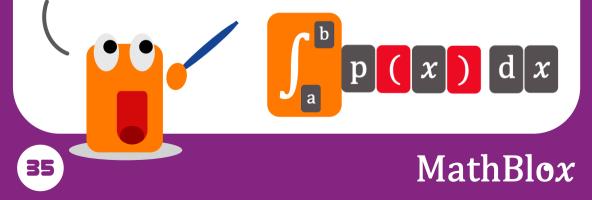




Integrals

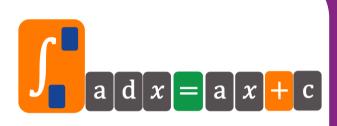
The integral is a mathematical operation where you calculate the area under a graph. This is done by summation of infinitely many strips of an infinitely small thickness. The integral is the mathematical opposite of differentiation.



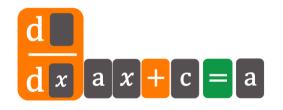


Integrals

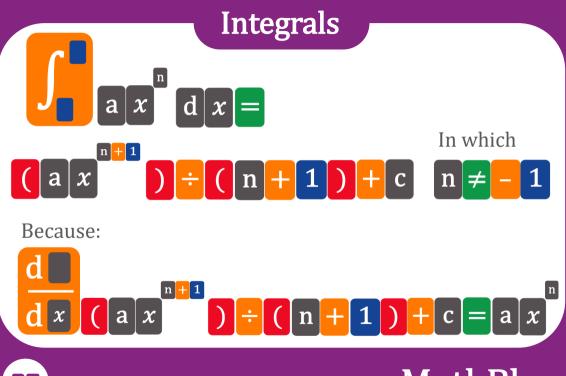
As I said, an integral is basically the opposite of a differentiation; you can also call them antiderivatives.



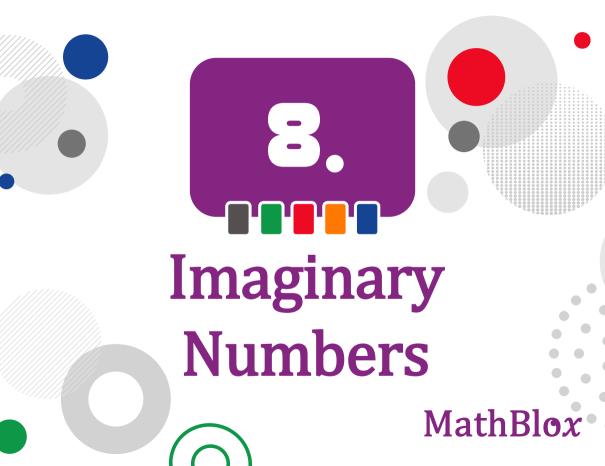
The **c** is a constant variable, because:







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Complex Numbers

is called an Imaginary Number, this is defined as:



You would think this is impossible, but it is a definition, same as:



Complex Numbers

All multiples of *i* are called Imaginary Numbers. If you add or subtract a real number from that, you have constructed a Complex Number



Imaginary



Complex



Complex Numbers 4 i + 6 i + 2 = 1 0 i + 2

× i = i

Here are a few examples on how to work with Imaginary Numbers.

Recall the previous definition

(|i|+6)



=

+ 6 *i*



Group 4

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