

Find the value of the following without using trigonometric tables:

$$\frac{\cos 50^\circ}{2 \sin 40^\circ} + \frac{4(\operatorname{cosec}^2 59^\circ - \tan^2 31^\circ)}{3 \tan^2 45^\circ} - \frac{2}{3} \tan 12^\circ \cdot \tan 78^\circ \cdot \sin 90^\circ$$

18. Prove that $\cos \theta (\sin \theta - 2 \sin^3 \theta) = \sin \theta (2 \cos^3 \theta - \cos \theta)$

19. If $\sec \theta + \tan \theta = p$, show that $\frac{p^2 + 1}{2p} = \sec \theta$

20. Find the mode of the following frequency distribution:

Class	14 – 16	16-18	18-20	20-22	22-24
Frequency	2	3	6	5	4

Section – D

Questions from 21 to 31 carry four marks each.

21. 6 retired teachers, 8 retired doctors and 10 retired defense officers are willing to render their services to a village. Each of teacher, doctor and defense officers serves equal number of different persons in that village.

- Find least number of persons served by each.
- Suggest the value depicted in the question.

22. Represent the following pair of linear equations graphically

$$x + y = 7$$

$$5x + 2y = 20$$

From the graph, find the points where the lines represented by these equations intersect the x-axis.

23. The present age of a father is three years more than three times the age of the son. Three years hence, father's age will be 10 years more than twice the age of the son. Determine their present ages.

24. Find the values of p and q so that 1 and -2 are the zeroes of the polynomial $p(x) = x^3 + 10x^2 + px + q$. Also find its third zero.

25. In the figure given below, $\triangle PQR$ is right angled at Q and the points S and T trisect the side QR. Then prove that $8PT^2 = 3PR^2 + 5PS^2$.



26. Prove that the ratio of the areas of two similar triangles is equal to the square of the ratio of their corresponding sides.

27. If $\tan \theta + \cot \theta = 4$ find the values of $\tan^4 \theta + \cot^4 \theta$

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Kathleen Armour



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The Digital Incunabula: rock • paper • pixels Patrick Aievoli, 2015-10-28 The Digital Incunabula is Patrick Aievoli's personal sonnet through media interaction and communication design. He carefully crafts each evolutionary step into ripples that are supported by his own storied professional and academic experiences. It's full of facts, terms, and historical information which makes it perfect for anyone looking to flat out learn. James Pannafino, Professor, Millersville University, Interaction Design. Well documented, well written, and well argued. Dr. Michael Soupios, Professor, Political Science, LIU Post. People who can use this book include any educators, counselors, parents, or students who are looking for information concerning design or media as a future entertainment education or the arts. *Oswaal One For All Olympiad Previous Years' Solved Papers Class 4 (Set of 6 Books) Maths, English, Science, Reasoning, Cyber & General Knowledge (For 2024-25 Exam)*, 2024-04-16. Description of the Product: Crisp Revision with Concept wise Revision Notes, Mind Maps, 100% Exam Readiness with Previous Years Questions from all leading Olympiads like IMO, NSO, ISO, Hindustan Olympiad, Valuable Exam Insights with 3 Levels of Questions, Level 1, 2 Achievers, Concept Clarity with 500 Concepts, 50 Concepts Videos, Extensive Practice with Level 1, Level 2 Practice Papers. **Oswaal One For All Olympiad Previous Years' Solved Papers Class 4 (Set of 6 Books) Maths, English, Science, Reasoning, Cyber & General Knowledge (For 2023 Exam)** Oswaal Editorial Board, 2023-06-14. Description of the product: Crisp Revision with Concept wise Revision Notes, Mind Maps, 100% Exam Readiness with Previous Years Questions 2011-2022 from all leading Olympiads like IMO, NSO, ISO, Hindustan Olympiad, Valuable Exam Insights with 3 Levels of Questions, Level 1, 2 Achievers, Concept Clarity with 500 Concepts, 50 Concepts Videos, Extensive Practice with Level 1, Level 2 Practice Papers. Rock • Paper • Pixels Patrick Aievoli, 2025-01-20. The purpose of this book is to avail faculty and students of the many different innovations, events, effects, and back stories equated with the advent of this new era of communications and its impact on our world. At our core, we are a species that needs to communicate and to find a way to properly represent those messages. Since the beginning of recorded history, mankind has always attempted to communicate and to keep track of its endeavors and accomplishments. Now, by using interaction design and modern digital media, it has become possible to present our story through many current and evocative platforms. As each generation comes of age, this new method is being utilized in all areas of their communication choices. These new generations desire their communication at a different rate than its predecessors. They want their information Internet ready and interactive. They are involved in the immediate, and that choice is not going away. Interactive media is here to stay and has new rules and new effects. It is changing our economies, our societies, and especially us as individuals. The main goal of this book is to help you see how it started, where it is going, and how to be on the right side of this transformation. How to take your first steps in that new direction and how to understand the effects of this new form of communication while being aware of its abilities and its dangers. As a friend once said, no matter how thin you slice it, there are always two sides. **Educating for the 21st**

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Pattern Recognition and Computer Vision Jian-Huang Lai, Cheng-Lin Liu, Xilin Chen, Jie Zhou, Tieniu Tan, Nanning

Zheng,Hongbin Zha,2018-11-02 The four volume set LNCS 11256 11257 11258 and 11259 constitutes the refereed proceedings of the First Chinese Conference on Pattern Recognition and Computer Vision PRCV 2018 held in Guangzhou China in November 2018 The 179 revised full papers presented were carefully reviewed and selected from 399 submissions The papers have been organized in the following topical sections Part I Biometrics Computer Vision Application Part II Deep Learning Part III Document Analysis Face Recognition and Analysis Feature Extraction and Selection Machine Learning Part IV Object Detection and Tracking Performance Evaluation and Database Remote Sensing *Statistical Rock Physics* Gabor

Korvin,2024-04-06 The book is the first systematic and comprehensive treatise of stochastic models and computational tools that have emerged in rock physics in the last 20 years The field of statistical rock physics is a part of rock physics Petrophysics Its concepts methods and techniques are borrowed from stochastic geometry and statistical physics This discipline describes the interior geometry of rocks derives their effective physical properties based on their random composition and the random arrangement of their constituents and builds models to simulate the past geological processes that had formed the rock The aim of the book is to help the readers to understand the claims techniques and published results of this new field and most importantly to teach them in order to creatively apply stochastic geometry and statistical physics in their own research tasks For this purpose the underlying mathematics will be discussed in all sections of the book numerical solutions will be highlighted a full set of references will be provided and theory will go hand in hand with practical applications to hydraulic permeability electric conduction rock failure NMR mechanics of random grain packings as well as the compaction of shale **Advancing the use of Eye-Tracking and Pupillometric Data in Complex Environments.**

Russell A. Cohen Hoffing,Steven Matthew Thurman,Jonathan Touryan,Julien Epps,Josef Faller,Paul Sajda,2022-04-27

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González,2019-07-04 This book constitutes the refereed proceedings of the 7th Iberoamerican Conference on Applications and Usability of Interactive Television jAUTI 2018 in Bernal Argentina in October 2018 The 13 full papers presented were carefully reviewed and selected from numerous submissions The papers are organized in topical sections on Contexts of application of the IDTV Design and Implementation Techniques of IDTV Content and Services Interaction Techniques Technologies and Accesibility of IDTV Services Testing and User Experience of IDTV Services **4th International**

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Computer Vision - ECCV 2024 Aleš Leonardis, Elisa Ricci, Stefan Roth, Olga Russakovsky, Torsten Sattler, Güls Varol, 2024-11-26 The multi volume set of LNCS books with volume numbers 15059 up to 15147 constitutes the refereed proceedings of the 18th European Conference on Computer Vision ECCV 2024 held in Milan Italy during September 29 October 4 2024 The 2387 papers presented in these proceedings were carefully reviewed and selected from a total of 8585 submissions The papers deal with topics such as computer vision machine learning deep neural networks reinforcement learning object recognition image classification image processing object detection semantic segmentation human pose estimation 3d reconstruction stereo vision computational photography neural networks image coding image reconstruction motion estimation Compressed Sensing and its Applications Holger Boche, Robert Calderbank, Gitta Kutyniok, Jan Vybíral, 2015-07-04 Since publication of the initial papers in 2006 compressed sensing has captured the imagination of the international signal processing community and the mathematical foundations are nowadays quite well understood Parallel to the progress in mathematics the potential applications of compressed sensing have been explored by many international groups of in particular engineers and applied mathematicians achieving very promising advances in various areas such as communication theory imaging sciences optics radar technology sensor networks or tomography Since many applications have reached a mature state the research center MATHEON in Berlin focusing on Mathematics for Key Technologies invited leading researchers on applications of compressed sensing from mathematics computer science and engineering to the MATHEON Workshop 2013 Compressed Sensing and its Applications in December 2013 It was the first workshop specifically focusing on the applications of compressed sensing This book features contributions by the plenary and invited speakers of this workshop To make this book accessible for those unfamiliar with compressed sensing the book will not only contain chapters on various applications of compressed sensing written by plenary and invited speakers but will also provide a general introduction into compressed sensing The book is aimed at both graduate students and researchers in the areas of applied mathematics computer science and engineering as well as other applied scientists interested in the potential and applications of the novel methodology of compressed sensing For those readers who are not already familiar with compressed sensing an introduction to the basics of this theory will be included **Automotive, Mechanical and**

Electrical Engineering Lin Liu, 2017-06-26 The 2016 International Conference on Automotive Engineering Mechanical and Electrical Engineering AEMEE 2016 was held December 9 11 2016 in Hong Kong China AEMEE 2016 was a platform for presenting excellent results and new challenges facing the fields of automotive mechanical and electrical engineering Automotive Mechanical and Electrical Engineering brings together a wide range of contributions from industry and governmental experts and academics experienced in engineering design and research Papers have been categorized under the following headings Automotive Engineering and Rail Transit Engineering Mechanical Manufacturing Process Engineering Network Communications and Applied Information Technologies Technologies in Energy and Power Cell Engines Generators Electric Vehicles System Test and Diagnosis Monitoring and Identification Video and Image Processing Applied and Computational Mathematics Methods Algorithms and Optimization Technologies in Electrical and Electronic Control and Automation Industrial Production Manufacturing Management and Logistics

Pattern Recognition Tieniu Tan, Xuelong Li, Xilin Chen, Jie Zhou, Jian Yang, Hong Cheng, 2016-10-21 The two volume set CCIS 662 and CCIS 663 constitutes the refereed proceedings of the 7th Chinese Conference on Pattern Recognition CCPR 2016 held in Chengdu China in November 2016 The 121 revised papers presented in two volumes were carefully reviewed and selected from 199 submissions The papers are organized in topical sections on robotics computer vision basic theory of pattern recognition image and video processing speech and language emotion recognition

Advances in Natural Computation, Fuzzy Systems and Knowledge Discovery Hongying Meng, Tao Lei, Maozhen Li, Kenli Li, Ning Xiong, Lipo Wang, 2021-06-26 This book consists of papers on the recent progresses in the state of the art in natural computation fuzzy systems and knowledge discovery The book is useful for researchers including professors graduate students as well as R D staff in the industry with a general interest in natural computation fuzzy systems and knowledge discovery The work printed in this book was presented at the 2020 16th International Conference on Natural Computation Fuzzy Systems and Knowledge Discovery ICNC FSKD 2020 held in Xi an China from 19 to 21 December 2020 All papers were rigorously peer reviewed by experts in the areas

Hierarchical Object Representations in the Visual Cortex and Computer Vision Antonio Rodríguez-Sánchez, Maziyar Fallah, Ales Leonardis, 2016-06-08 Over the past 40 years neurobiology and computational neuroscience has proved that deeper understanding of visual processes in humans and non human primates can lead to important advancements in computational perception theories and systems One of the main difficulties that arises when designing automatic vision systems is developing a mechanism that can recognize or simply find an object when faced with all the possible variations that may occur in a natural scene with the ease of the primate visual system The area of the brain in primates that is dedicated at analyzing visual information is the visual cortex The visual cortex performs a wide variety of complex tasks by means of simple operations These seemingly simple operations are applied to several layers of neurons organized into a hierarchy the layers representing increasingly complex abstract intermediate processing stages In this

Research Topic we propose to bring together current efforts in neurophysiology and computer vision in order 1 To understand how the visual cortex encodes an object from a starting point where neurons respond to lines bars or edges to the representation of an object at the top of the hierarchy that is invariant to illumination size location viewpoint rotation and robust to occlusions and clutter and 2 How the design of automatic vision systems benefit from that knowledge to get closer to human accuracy efficiency and robustness to variations

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