

Number

...or **NUMB**, for the correct order of operations, take care when using a calculator.

- Brackets
- Orders (or powers)
- Division and Multiplication
- Addition and Subtraction

Types of number

Integer: a 'whole' number
Factors: the divisors of an integer
• Factors of 12 are 1, 2, 3, 4, 6, 12
Multiples: a 'times table' for an integer (with infinite multiples)
• Multiples of 12 are 12, 24, 36, ...
Prime numbers: an integer which has exactly two factors (1 and the number itself). Note it is not a prime number.

Units

Highest Common Factor (HCF)
• Factors of 6 are 1, 2, 3, 6
Factors of 9 are 1, 3, 9
HCF of 6 and 9 is 3

Lowest Common Multiple (LCM)

• Multiples of 6 are 6, 12, 18, 24, ...
Multiples of 9 are 9, 18, 27, 36, ...
LCM of 6 and 9 is 18

Power notation

Write a number as a product of its prime factors, and follow for repeated factors.
• $120 = 2 \times 2 \times 2 \times 3 \times 5$

Indices and roots

Special indices for any value a
 $a^0 = 1$
 $a^{-1} = \frac{1}{a}$
 $a^{\frac{1}{2}} = \sqrt{a}$

Ordering with fractions

Adding or subtracting fractions, use a common denominator.
• $\frac{1}{2} + \frac{1}{3} = \frac{3}{6} + \frac{2}{6} = \frac{5}{6}$

Multiplying fractions

Multiplying fractions: multiply numerators and denominators.
• $\frac{1}{2} \times \frac{1}{3} = \frac{1 \times 1}{2 \times 3} = \frac{1}{6}$

Working fractions 'top' the second fraction

Working fractions 'top' the second fraction, then multiply.
• $\frac{1}{2} \div \frac{1}{3} = \frac{1}{2} \times \frac{3}{1} = \frac{3}{2}$

Problems involving

Problems involving a - denominator
• $\frac{1}{2} \div \frac{1}{3} = \frac{1}{2} \times \frac{3}{1} = \frac{3}{2}$
The given values change directly or inversely, depending where possible.
• $a \propto b \Rightarrow \frac{a}{b} = \frac{1}{2}$

Least of the most frequently used ones

100	10	1	0.1	0.01	0.001
100	10	1	0.1	0.01	0.001

Units

Look for the biggest square number factor of the number.
• $100 = 10 \times 10 = 10^2$

Standard form

Standard form numbers are of the form: $a \times 10^n$ where $1 \leq a < 10$ and n is an integer.

Scientific notation

1 atom = 0.000 000 000 000 000 000 000 kg
1 kilogram = 1 000 grams
1 million = 1 000 000
1 metre = 100 centimetres = 1000 millimetres
1 centimetre = 10 millimetres

1 day = 24 hours
1 hour = 60 minutes = 3600 seconds
1 minute = 60 seconds

Area and perimeter

Calculate the number, then use a 'double digit' to round up or down. Round (up/down) to the nearest point.
• 102.567 to 103

Significant figures

Significant figures: use the first non-zero digit.
• 102.567 to 103
102.567 to 103
102.567 to 103

Order of operations

Find the order of numbers that will result in a given value.
• $a = 5, b = 10$ (2 decimal places)
 $5.000 \times 2 = 10.000$
• $a = 5, b = 10$ (2 significant figures)
 $5.0 \times 2 = 10.0$

Area and perimeter

Note use of a and b , and that the last significant figure of a or b .

Area and perimeter

Area and perimeter
• $a = 5, b = 10$
 $5 \times 10 = 50$
 $5 + 10 = 15$

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Standard graphs



Equation of a straight line

Equation of straight line $y = mx + c$ as in the graph, x is the x -intercept.
• Find the equation of the line that joins (0, 2) to (2, 1).
Find the gradient: $m = \frac{y_2 - y_1}{x_2 - x_1} = \frac{1 - 2}{2 - 0} = -\frac{1}{2}$
Find the y -intercept: $c = 2$
Equation is $y = -\frac{1}{2}x + 2$

Pythagoras' Theorem

Pythagoras' Theorem: In a right-angled triangle, the square of the hypotenuse is equal to the sum of the squares of the other two sides.
• $a^2 + b^2 = c^2$

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Right-angled triangles



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Algebra



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Pixl Computing Papers

B Lingard



Pixl Computing Papers:

Advances in Computational Methods in Sciences and Engineering 2005 (2 vols) Theodore Simos, George Maroulis, 2022-05-04 This volume brings together selected contributed papers presented at the International Conference of Computational Methods in Science and Engineering ICCMSE 2005 held in Greece 21 aEURO 26 October 2005 The conference aims to bring together computational scientists from several disciplines in order to share methods and ideas The ICCMSE is unique in its kind It regroups original contributions from all fields of the traditional Sciences Mathematics Physics Chemistry Biology Medicine and all branches of Engineering It would be perhaps more appropriate to define the ICCMSE as a conference on computational science and its applications to science and engineering Topics of general interest are Computational Mathematics Theoretical Physics and Theoretical Chemistry Computational Engineering and Mechanics Computational Biology and Medicine Computational Geosciences and Meteorology Computational Economics and Finance Scientific Computation High Performance Computing Parallel and Distributed Computing Visualization Problem Solving Environments Numerical Algorithms Modelling and Simulation of Complex System Web based Simulation and Computing Grid based Simulation and Computing Fuzzy Logic Hybrid Computational Methods Data Mining Information Retrieval and Virtual Reality Reliable Computing Image Processing Computational Science and Education etc More than 800 extended abstracts have been submitted for consideration for presentation in ICCMSE 2005 From these 500 have been selected after international peer review by at least two independent reviewers *Information Science and Applications (ICISA) 2016* Kuinam J. Kim, Nikolai Joukov, 2016-02-15 This book contains selected papers from the 7th International Conference on Information Science and Applications ICISA 2016 and provides a snapshot of the latest issues encountered in technical convergence and convergences of security technology It explores how information science is core to most current research industrial and commercial activities and consists of contributions covering topics including Ubiquitous Computing Networks and Information Systems Multimedia and Visualization Middleware and Operating Systems Security and Privacy Data Mining and Artificial Intelligence Software Engineering and Web Technology The contributions describe the most recent developments in information technology and ideas applications and problems related to technology convergence illustrated through case studies and reviews converging existing security techniques Through this volume readers will gain an understanding of the current state of the art information strategies and technologies of convergence security The intended readers are researchers in academia industry and other research institutes focusing on information science and technology

Advances in Computer Graphics Hardware V Richard L. Grimsdale, Arie Kaufman, 2012-12-06 This volume contains papers representing a comprehensive record of the contributions to the fifth workshop at EG 90 in Lausanne The Eurographics hardware workshops have now become an established forum for the exchange of information about the latest developments in this field of growing importance The first workshop took place during EG 86 in Lisbon All participants

considered this to be a very rewarding event to be repeated at future EG conferences This view was reinforced at the EG 87 Hardware Workshop in Amsterdam and firmly established the need for such a colloquium in this specialist area within the annual EG conference The third EG Hardware Workshop took place in Nice in 1988 and the fourth in Hamburg at EG 89 The first part of the book is devoted to rendering machines The papers in this part address techniques for accelerating the rendering of images and efficient ways of improving their quality The second part on ray tracing describes algorithms and architectures for producing photorealistic images with emphasis on ways of reducing the time for this computationally intensive task The third part on visualization systems covers a number of topics including voxel based systems radiosity animation and special rendering techniques The contributions show that there is flourishing activity in the development of new algorithmic and architectural ideas and in particular in absorbing the impact of VLSI technology The increasing diversity of applications encourage new solutions and graphics hardware has become a research area of high activity and importance

Computer Vision - ECCV 2022 Workshops Leonid Karlinsky, Tomer Michaeli, Ko Nishino, 2023-02-18 The 8 volume set comprising the LNCS books 13801 until 13809 constitutes the refereed proceedings of 38 out of the 60 workshops held at the 17th European Conference on Computer Vision ECCV 2022 The conference took place in Tel Aviv Israel during October 23-27 2022 the workshops were held hybrid or online The 367 full papers included in this volume set were carefully reviewed and selected for inclusion in the ECCV 2022 workshop proceedings They were organized in individual parts as follows Part I W01 AI for Space W02 Vision for Art W03 Adversarial Robustness in the Real World W04 Autonomous Vehicle Vision Part II W05 Learning With Limited and Imperfect Data W06 Advances in Image Manipulation Part III W07 Medical Computer Vision W08 Computer Vision for Metaverse W09 Self Supervised Learning What Is Next Part IV W10 Self Supervised Learning for Next Generation Industry Level Autonomous Driving W11 ISIC Skin Image Analysis W12 Cross Modal Human Robot Interaction W13 Text in Everything W14 BioImage Computing W15 Visual Object Oriented Learning Meets Interaction Discovery Representations and Applications W16 AI for Creative Video Editing and Understanding W17 Visual Inductive Priors for Data Efficient Deep Learning W18 Mobile Intelligent Photography and Imaging Part V W19 People Analysis From Face Body and Fashion to 3D Virtual Avatars W20 Safe Artificial Intelligence for Automated Driving W21 Real World Surveillance Applications and Challenges W22 Affective Behavior Analysis In the Wild Part VI W23 Visual Perception for Navigation in Human Environments The JackRabbit Human Body Pose Dataset and Benchmark W24 Distributed Smart Cameras W25 Causality in Vision W26 In Vehicle Sensing and Monitorization W27 Assistive Computer Vision and Robotics W28 Computational Aspects of Deep Learning Part VII W29 Computer Vision for Civil and Infrastructure Engineering W30 AI Enabled Medical Image Analysis Digital Pathology and Radiology COVID19 W31 Compositional and Multimodal Perception Part VIII W32 Uncertainty Quantification for Computer Vision W33 Recovering 6D Object Pose W34 Drawings and Abstract Imagery Representation and Analysis W35 Sign Language Understanding W36 A Challenge for Out of Distribution

Generalization in Computer Vision W37 Vision With Biased or Scarce Data W38 Visual Object Tracking Challenge Scale Space and Variational Methods in Computer Vision Xue-Cheng Tai, Knut Morken, Marius Lysaker, Knut-Andreas Lie, 2009-05-25 This book constitutes the refereed proceedings of the Second International Conference on Scale Space Methods and Variational Methods in Computer Vision SSVM 2009 emanated from the joint edition of the 5th International Workshop on Variational Geometric and Level Set Methods in Computer Vision VLSM 2009 and the 7th International Conference on Scale Space and PDE Methods in Computer Vision Scale Space 2009 held in Voss Norway in June 2009 The 71 revised full papers presented were carefully reviewed and selected numerous submissions The papers are organized in topical sections on segmentation and detection image enhancement and reconstruction motion analysis optical flow registration and tracking surfaces and shapes scale space and feature extraction Companies and Their Brands, 1990 Brands and Their Companies, 2007 **Official Gazette of the United States Patent and Trademark Office** United States. Patent and Trademark Office, 1998 *Intelligent Multimedia Computing Science* Cyrus F. Nourani, 2005 Intelligent Multimedia Computing Science is an interdisciplinary field combining the arts sciences artificial intelligence computer science mathematics and the humanities The field presented is deeply rooted in AI mathematical logic and models modern communications computer and human sciences Academic digital media studies are at times a partnership among Arts and Sciences Computer Science and Mathematics The new fields encompass the intelligent and cognitive aspects of media arts and sciences exploring the technical cognitive and aesthetic bases to human multimedia intelligence and its computation the applications to business intelligence model discovery data mines and intelligent data bases and IT The monograph is a technical and practical book to the popular audience to the business minded professionals and to all groups wanting to be on an intelligent bearing to the new field **Proceedings of the ... International Symposium on Parallel Architectures, Algorithms, and Networks (ISPAN)**, 1996 *Optical Engineering*, 2004 Publishes papers reporting on research and development in optical science and engineering and the practical applications of known optical science engineering and technology Tomorrow's Learning: Involving Everyone. Learning with and about Technologies and Computing Arthur Tatnall, Mary Webb, 2018-01-25 This book constitutes the refereed post conference proceedings of the 11th IFIP TC 3 World Conference on Computers in Education WCCE 2017 held in Dublin Ireland in July 2017 The 57 revised full papers and 10 short papers were carefully reviewed and selected from 116 submissions during two rounds of reviewing and improvement The papers are organized in the following topical sections futures of technology for learning and education innovative practices with learning technologies and computer science education and its future focus and development Also included is The Dublin Declaration which identifies key aspects of innovation development successes concerns and interests in relation to ICT and education **Playing with Sound** Karen Collins, 2013-01-11 An examination of the player's experience of sound in video games and the many ways that players interact with the sonic elements in games In *Playing with Sound* Karen

Collins examines video game sound from the player's perspective. She explores the many ways that players interact with a game's sonic aspects which include not only music but also sound effects, ambient sound, dialogue, and interface sounds both within and outside of the game. She investigates the ways that meaning is found, embodied, created, evoked, hacked, remixed, negotiated, and renegotiated by players in the space of interactive sound in games. Drawing on disciplines that range from film studies and philosophy to psychology and computer science, Collins develops a theory of interactive sound experience that distinguishes between interacting with sound and simply listening without interacting. Her conceptual approach combines practice theory which focuses on productive and consumptive practices around media and embodied cognition which holds that our understanding of the world is shaped by our physical interaction with it. Collins investigates the multimodal experience of sound, image, and touch in games, the role of interactive sound in creating an emotional experience through immersion and identification with the game character, the ways in which sound acts as a mediator for a variety of performative activities, and embodied interactions with sound beyond the game, including machinima, chip tunes, circuit bending, and other practices that use elements from games in sonic performances. *Vision Geometry*, 1995. *Electronic Governance with Emerging Technologies*, Fernando Ortiz-Rodriguez, Sanju Tiwari, Adila Alfa Krisnadhi, Jose Melchor Medina-Quintero, David Valle-Cruz, 2024-12-24. This book constitutes the refereed proceedings of the Third International Conference on Electronic Governance with Emerging Technologies EGETC 2024 held in Jakarta, Indonesia during September 25-26, 2024. The 16 full papers and 1 short paper presented in this book were reviewed and selected from 50 submissions. This volume discusses the latest scientific results and technological innovations related to emerging technologies that support electronic governance. It serves as a forum for academics, scholars, and practitioners from academia and industry to share and exchange recent developments in the domain of e-government and e-governance of digital organizations. Additionally, it aims to highlight emerging research trends and their applications. *Creative Marketing Communications*, Daniel L. Yadin, 2001. A practical guide to creative marketing techniques. *Creative Marketing Communications* features information on every aspect of marketing communications from branding and positioning to writing sales winning copy and assessing creative work. This third edition contains a new section covering marketing on the Internet. **The ... IEEE Asia Pacific Conference on ASICs**, 2000. **1996 International Conference on Parallel and Distributed Systems**, IEEE Computer Society. Technical Committee on Parallel Processing, 1996. Proceedings of the June 1996 conference which provided a forum for scientists, engineers, and computer users to exchange and compare their experiences, new ideas, and research results. Contains 169 contributions representing 24 countries over five continents discussing various aspects of distributed. *Official Gazette of the United States Patent and Trademark Office*, 1998. **Electrical & Electronics Abstracts**, 1997.

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