



Explain the SANDWICH Theorem

(1)

Definition:

Sandwich Theorem is a way to find the limits of a function by "trapping" it between two other functions.

If the other two functions have the same limit at a certain point. The middle function will have the that same limit

Asaan Alfaaz main

Sandwich jese hota hai

- Top bread = ~~h(u)~~ an upper function.
 - Filling = g(u) the function you're trying to find the limit of
 - Bottom bread = ~~f(u)~~ (a lower function)
- $$f(u) \leq g(u) \leq h(u)$$

Basic SANDWICH

$$\lim_{u \rightarrow 0} u^2 \sin(u)$$

→ Step 1 - Bound the function

We know, for all values of u , $\sin(u)$ is always between -1 and $+1$. This is the property of sine function, so we can write

$$-1 \leq \sin(u) \leq 1$$

→ STEP 2 - Multiply the inequality by u^2

STEP 2 - Multiply the inequality by u^2

Since u^2 is always positive (whether u is positive or negative), multiplying all parts of the inequality by u^2 doesn't change the direction of the inequalities

$$-u^2 \leq u^2 \sin(u) \leq u^2$$

STEP 3: Take the limits of the bound.

Now, we let's find the limits of the expressions on the left and right sides of the inequality as $u \rightarrow 0$

For the left side $\lim_{u \rightarrow 0} -u^2 = 0$

For the right side $\lim_{u \rightarrow 0} u^2 = 0$

STEP 4: Apply SANDWICH THEOREM

WE have our SANDWICH THERE,

$$\begin{aligned} (\text{lower bound}) &\leq f(u) \leq (\text{upper bound}) \\ (\text{lower bread}) &\leq \text{filling} \leq (\text{upper bread}) \end{aligned}$$

we have

$$\lim_{u \rightarrow 0} (-u^2) = \lim_{u \rightarrow 0} (u^2) = 0$$

By SANDWICH THEOREM

$$\lim_{u \rightarrow 0} u^2 \sin(u) = 0$$



Summary:

- 1) Find the bounds for $\sin(u)$
- 2) Multiply the entire inequality by u^2
- 3) Take the limits of the bounds as $u \rightarrow 0$
- 4) Use the sandwich theorem to conclude that the limit of $u^2 \sin(u)$ as $u \rightarrow 0$ is 0.

Where The Heck is Sandwich Theorem Used IRL?

Physics - Particle Speed and Energy.

Computer Graphics - Antialiasing, you might've heard this one if you're a gamer

This smoothes the edges of objects in a digital image

Economics - Cost/Profit limits in business models.

EXERCISE - SANDWICH THEOREM

1) if $\sqrt{5-2u^2} \leq f(u) \leq \sqrt{5-u^2}$ for $-1 \leq u \leq 1$, find $\lim_{u \rightarrow 0} f(u)$

We are given

$$g(u) \leq f(u) \leq h(u)$$

$$\lim_{u \rightarrow a} g(u) = \lim_{u \rightarrow a} h(u) = L$$

(i) lower Bound (lower bread)

$$\lim_{u \rightarrow 0} \sqrt{5-2u^2} = \sqrt{5-2(0)} = \sqrt{5}$$

(ii) Upper Bound (upper bread)

$$\lim_{u \rightarrow 0} \sqrt{5-u^2} = \sqrt{5-0} = \sqrt{5}$$

Apply Sandwich

$$\sqrt{5-2u^2} \leq f(u) \leq \sqrt{5-u^2}$$

$$\lim_{u \rightarrow 0} \sqrt{5-2u^2} = \lim_{u \rightarrow 0} \sqrt{5-u^2} = \sqrt{5}$$

$$\therefore \lim_{u \rightarrow 0} f(u) = \sqrt{5}$$

(ii) if $2-u^2 \leq g(u) \leq 2\cos u$ for all u , find $\lim_{u \rightarrow 0} g(u)$.

Solution

→ lower bound $\leq g(u) \leq$ upper bound

→ lower bound = $2-u^2$

$$\lim_{u \rightarrow 0} 2-u^2 \Rightarrow 2-0 \Rightarrow 2$$

→ Upper bound = $2\cos u$

$$= \lim_{u \rightarrow 0} 2\cos u \Rightarrow 2\cos(0) = 2$$

→ So,

$$\lim_{u \rightarrow 0} 2-u^2 = \lim_{u \rightarrow 0} 2\cos u$$

$$\Rightarrow \lim_{u \rightarrow 0} 2-u^2 = \lim_{u \rightarrow 0} 2\cos u = 2$$

∴

$$\Rightarrow \boxed{g(u) = 2}$$



(iii) If $1 \leq f(u) \leq u^2 + 2u + 2$ for $\forall u$
find $\lim_{u \rightarrow -1} f(u)$

Solution

lets just keep things simple, because from previous questions,
you might've ~~not~~ understood what I really wanna tell you.

$$\Rightarrow \lim_{u \rightarrow -1} u^2 + 2u + 2$$

$$\Rightarrow \lim_{u \rightarrow -1} 1$$

$$\Rightarrow (-1)^2 + 2(-1) + 2$$

It remains 1.

$$\Rightarrow 1 + (-2) + 2$$

$$\Rightarrow 1$$

so we have.

$$\lim_{u \rightarrow -1} 1 = \lim_{u \rightarrow -1} u^2 + 2u + 2 = 1$$

so for ~~g(u)~~ $f(u)$, we get

$$\boxed{\lim_{u \rightarrow -1} f(u) = 1}$$

(iv) using squeeze theorem, show that

$$\lim_{n \rightarrow 0} n^2 \cos(20\pi n) = 0$$

Solution:

\Rightarrow look step 0 is that, don't panic if you saw something like this. The term $20\pi n$ is oscillating but it always lies between -1 and 1

$$-1 \leq \cos(20\pi n) \leq 1$$

Multiply by n^2 (which is always non-negative)

$$-n^2 \leq n^2 \cos(20\pi n) \leq n^2$$

\Rightarrow Applying limits to the bounds (brends)

$$\lim_{n \rightarrow 0} (-n^2) = 0 \quad (\text{lower bound})$$

$$\lim_{n \rightarrow 0} (n^2) = 0 \quad (\text{upper bound})$$

$$\text{So, } \lim_{n \rightarrow 0} n^2 \cos(20\pi n) = 0.$$



For hint, Sine and cosine functions always oscillate between -1 and $+1$, no matter the input.

$$-1 \leq \sin(n) \leq 1$$

$$-1 \leq \cos(n) \leq 1$$



Why do we multiply by u^2 ?

- u^2 represents the "amplitude" of the oscillation caused by $\cos(20\pi u)$
- As $u \rightarrow 0$, u^2 becomes smaller and smaller, effectively "squeezing" the oscillations of $\cos(20\pi u)$ towards 0.
- Multiplying $\cos(20\pi u)$ with u^2 dampen the oscillation

~~You~~ You must have asked why u^2 ? Why not u

If $u \rightarrow 0$, this would still squeeze to 0, and the Squeeze Theorem would work fine. In fact, this approach is valid for such a limit.

u approaches 0 more slowly than u^2
 u^2 dampens the oscillations of $\cos(2u)$ more quickly making it decay faster $u \rightarrow 0$.

(v) If $3u \leq f(u) \leq u^3 + 2$ for $0 \leq u \leq 2$
evaluate $\lim_{u \rightarrow 1} f(u)$.

Solution

$$\rightarrow \lim_{u \rightarrow 1} 3u \Rightarrow \text{LH } 3(1) = 3 \quad (\text{Upper bound})$$

$$\rightarrow \lim_{u \rightarrow 1} u^3 + 2 \Rightarrow 1^3 + 2 = 3 \quad (\text{Lower bound})$$

$$\text{So, } \lim_{u \rightarrow 1} 3u = \lim_{u \rightarrow 1} u^3 + 2 = 3$$

$$\lim_{u \rightarrow 1} f(u) = 3 \quad \text{Answer}$$