TI Lab 2: Derivatives

In this lab, you will: Calculate the derivative of a function at a point from the home screen;

CALCULATE THE DERIVATIVE OF A FUNCTION AT A POINT FROM THE GRAPH;

GRAPH THE DERIVATIVE OF A FUNCTION;

GRAPH TANGENT LINES; AND

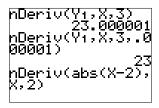
USE A PROGRAM TO FIND THE DERIVATIVE OF A FUNCTION DEFINED BY A TABLE OF VALUES.

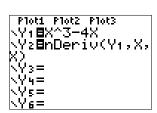
1. The TI-83 calculates an approximation to the derivative of a function f(x) around the point x = a like this:

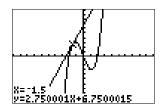
$$f(x) \approx \frac{1}{2} \left[\frac{f(a+h) - f(a)}{h} + \frac{f(a) - f(a-h)}{h} \right].$$

This is basically the definition of the derivative, calculated from both left and right sides of a, and then the average is taken. The command for the derivative is nDeriv and is under the MATH menu as choice 8. The format is nDeriv (function, variable, point, h). The calculator automatically uses the value h = 0.001, but you can specify another value (the smaller the value, the more accurate the answer and the longer it takes to calculate).

- a) Evaluate the derivative of $f(x) = x^3 4x$ at the point x = 4 by entering $nDeriv(X^3-4X,X,4)$. WARNING: nDeriv will not give good results of you mistakenly attempt to evaluate the derivative of a function where the derivative is not defined! For instance, f(x) = |x 2| is not differentiable at x = 2, and so the derivative there is undefined.
- b) Enter nDeriv(abs(X-2),X,2). What did you get?
- **2.** You can use nDeriv to graph the derivative of a function without finding the expression for the derivative.
 - a) Enter X^3-4X into Y1. Enter Y2=nDeriv(Y1,X,X). Then choose ZStandard. Obviously the derivative of Y1 is $3x^2-4$. Enter this on Y3 and compare with Y2 using the table. How accurate is the derivative approximation?
 - b) Clear Y3. Enter Y1=sin(X), and change the graph style to bold on Y2. Make sure the mode is radians and then select ZTrig. What function does the derivative resemble?







3. The TI-83 can also graph the tangent line to a function at a point. That function is in the DRAW menu (2nd PRGM).

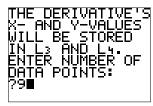
Clear Y2. Enter Y1=X^3-4X and choose ZStandard. With the graph on screen, choose tangent from the DRAW menu. Move the cursor to a point at which you want the tangent (or enter the x-value) and press enter. Notice that the equation of the tangent is at the bottom of the screen. What is the approximation to the tangent line? (When you are finished, you must choose ClrDraw from the DRAW menu to remove the tangent line, or clear the Y= screen.)

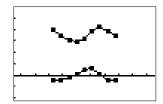
4. There is also a way to calculate the derivative directly on the graph by using the dy/dx function on the CALC menu (it is choice 6). Move the cursor to the point at which you want to calculate the derivative (or enter the value) and press ENTER. Remember that this is only an approximation.

Graph $y = x^3 + x^2 + e^{-x/2}$ on the standard window and find the derivative at the points x = 1, x = 2, and x = -0.95. What conclusion can you draw from the value of the derivative at x = -0.95?

- **5.** Finally, the program DERDATA calculates the approximate derivative from a function defined by a table of values. The x-values must be entered in L1 and the y-values go in L2.
 - a) The following table gives the unemployment rate (as a percentage) in the U.S. for the years listed. Estimate the rate of change (the derivative) in the unemployment rate for the years 1987 and 1992.

year(x)	1986	1987	1988	1989	1990	1991	1992	1993	1994
% (y)	7.0	6.2	5.5	5.3	5.6	6.8	7.5	6.9	6.1





b) Estimate the derivative at x = -1 and at x = 2 for the function defined by the following table.

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	x	-6	-5	-2	-1	0	2	3	7
	y	-3.8	-2.85	-1.66	-1.5	-1	0.08	0.83	5.83