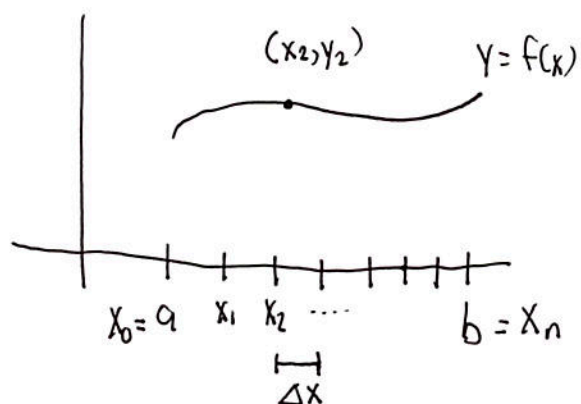


- Nor K, Average Value, Probability
- How to compute the average value of a function



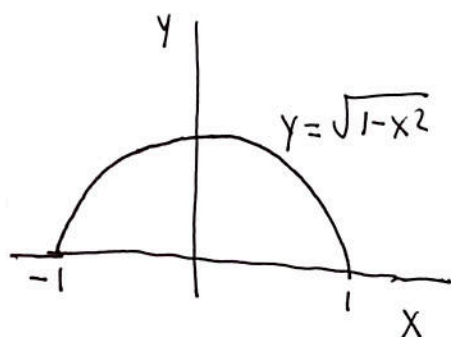
- Average value of  $f$  over  $[a, b]$ 

$$\approx \frac{y_1 + \dots + y_n}{n}, \text{ where } y_1 = f(x_1), y_2 = f(x_2), \dots$$
- The length  $\Delta x$  of each subinterval is  $\Delta x = \frac{b-a}{n}$  (equal lengths)
- $\int_a^b f(x) dx = \text{limit of Riemann Sums} = \lim_{n \rightarrow \infty} (y_1 + \dots + y_n) \overbrace{\left(\frac{b-a}{n}\right)}^{\Delta x}$
- Thus: 
$$\lim_{n \rightarrow \infty} \underbrace{\frac{y_1 + \dots + y_n}{n}}_{n^{\text{th}} \text{ average}} = \frac{1}{b-a} \underbrace{\int_a^b f(x) dx}_{\text{"continuous average"}}$$

Ex: The average of a constant  $c$  is equal to  $c$ :

$$\frac{1}{b-a} \int_a^b 31 \, dx = 31$$

Ex:

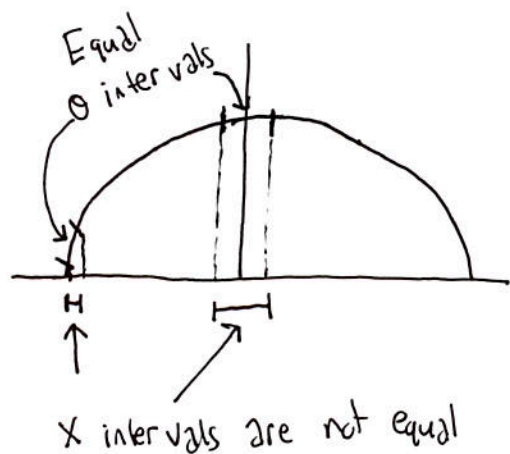


The average height of  $y = \sqrt{1-x^2}$  on the interval  $-1 \leq x \leq 1$

is

$$\frac{1}{2} \int_{-1}^1 \sqrt{1-x^2} \, dx = \frac{1}{2} \times \text{Area of Semicircle} = \frac{\pi}{4}$$

Ex: Find the average height  $y$  on a semicircle with respect to arc length (use  $ds$ , not  $dx$ )



This is an average  
computed using a different weight  
than in the previous example

- Along the circle,  $y = \sin \theta$ ,  $0 \leq \theta \leq \pi$

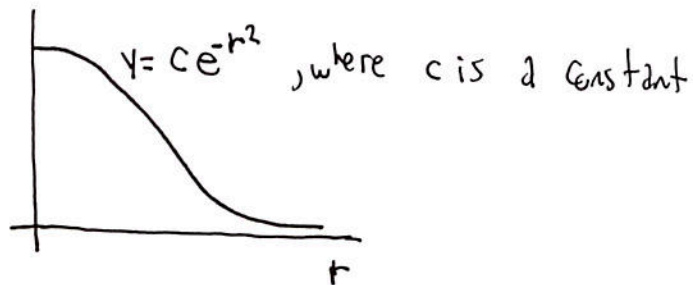
$$\begin{aligned} \text{Thus, Average} &= \frac{1}{\pi} \int_0^{\pi} \sin \theta \, d\theta = \frac{1}{\pi} [-\cos \theta]_0^{\pi} = \frac{1}{\pi} [-\cos(\pi) + \cos(0)] \\ &= \frac{2}{\pi} \end{aligned}$$

Ex: Dart board:



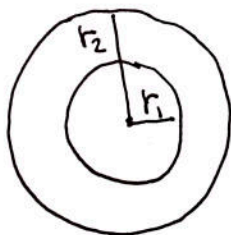
L20.4

- You aim for the center, but your aim is not perfect.
- Let  $r$  denote the distance from the center
- Let's assume that your accuracy is "normally distributed":



- The number of hits within a given ring with  $r_1 < r < r_2$

is  $c \int_{r_1}^{r_2} e^{-r^2} (2\pi r) dr$

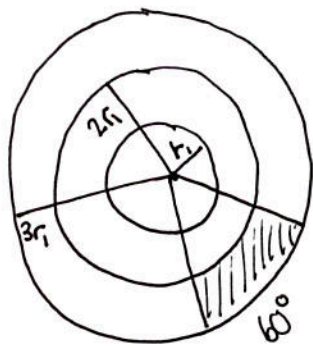


- $c$  is a constant such that  $c \int_0^{\infty} e^{-r^2} (2\pi r) dr = 1$

"The total probability is 1"

Above:  $c e^{-r^2}$  = probability "density" of hitting some fixed point at a distance  $r$  from the center

- $2\pi r dr$  = area of a ring of width  $dr$  and radius  $r$
- $c e^{-r^2} (2\pi r) dr$  = probability of hitting somewhere within the ring of width  $dr$  and radius  $r$

Ex

shaded region makes up  
 $\frac{1}{6}$  of the area in between  $2r_1$  and  $3r_1$

Let's find the probability of hitting the shaded region

• Probability =  $\frac{\text{part}}{\text{whole}}$

$$= \frac{\frac{1}{6} \int_{2r_1}^{3r_1} c e^{-r^2} (2\pi r) dr}{\int_0^{\infty} c e^{-r^2} (2\pi r) dr}$$

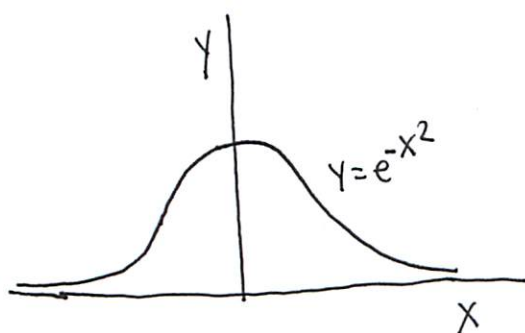
•  $\int_a^b r e^{-r^2} dr = -\frac{1}{2} e^{-r^2} \Big|_a^b = \frac{1}{2} (e^{-a^2} - e^{-b^2})$

•  $\int_0^{\infty} r e^{-r^2} dr = -\frac{1}{2} e^{-r^2} \Big|_0^{R \rightarrow \infty} = \underbrace{-\frac{1}{2} e^{-R^2}}_{\rightarrow 0 \text{ as } R \rightarrow \infty} + \frac{1}{2} e^{-0^2} = \frac{1}{2}$

• Thus, Probability =  $\frac{\frac{1}{6} \int_{2r_1}^{3r_1} e^{-r^2} r dr}{\int_0^{\infty} e^{-r^2} r dr} = \frac{\frac{1}{3} \int_{2r_1}^{3r_1} e^{-r^2} r dr}{\frac{1}{2}} = \frac{1}{6} (e^{-(2r_1)^2} - e^{-(3r_1)^2}) = \frac{1}{6} (e^{-4r_1^2} - e^{-9r_1^2})$

Ex: Compute  $I = \int_{-\infty}^{\infty} e^{-x^2} dx$

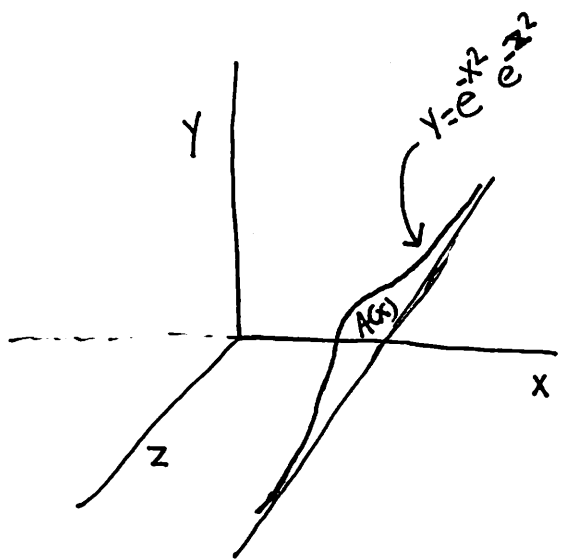
This integral represents the area under the curve  $y = e^{-x^2}$  for  $-\infty < x < \infty$ :



• This is one of the most important integrals in calculus

• Let's first revolve this graph about the y-axis and find the volume using the shell method:

$$\begin{aligned}
 V &= \int_0^{\infty} e^{-x^2} \cdot 2\pi x \, dx \\
 &\quad \begin{array}{l} \text{Shell height} \quad \quad \quad x = \text{shell radius} \end{array} \\
 &\quad \begin{array}{l} \text{Shell thickness} \\ \downarrow \\ dx \end{array} = -\pi e^{-x^2} \Big|_0^{R \rightarrow \infty} \\
 &= \pi [e^0 - e^{-R^2}]_{R \rightarrow \infty} = \pi
 \end{aligned}$$



• Let's now find the volume of the same solid by using slices of constant  $x$  values.

• Let  $A(x)$  = area of the slice

•  $dx$  = thickness of slice

• Use polar coordinates  $r^2 = x^2 + z^2$  in the  $(x, z)$  plane

$$y = e^{-r^2} = e^{-(x^2+z^2)} = e^{-x^2} e^{-z^2}$$

• Note that  $A(x) = \int_{z=-\infty}^{\infty} e^{-r^2} dz = e^{-x^2} \int_{z=-\infty}^{\infty} e^{-z^2} dz = e^{-x^2} I$

It follows that

$$\pi = \underset{\substack{\uparrow \\ \text{from before}}}{V} = \int_{-\infty}^{\infty} A(x) dx = \int_{-\infty}^{\infty} e^{-x^2} I dx = I \int_{-\infty}^{\infty} e^{-x^2} dx = I^2$$

• Thus,  $I = \sqrt{\pi} = \int_{-\infty}^{\infty} e^{-x^2} dx$ .

• Equivalently:  $\frac{1}{\sqrt{\pi}} \int_{-\infty}^{\infty} e^{-x^2} dx = 1$ .

Here is a rescaled version of the above formula (it can be derived by a substitution):

$$\frac{1}{\sqrt{2\pi}\sigma} \int_{-\infty}^{\infty} e^{-\frac{x^2}{2\sigma^2}} dx = 1$$

•  $\frac{1}{\sqrt{2\pi}\sigma} e^{-\frac{x^2}{2\sigma^2}}$  is known as a "normal distribution"

with standard deviation  $\sigma$