

# Phys 305

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# Today's Lecture

- Announcements
  - **Updated homework due date:** Mondays, at 5:00 pm (on D2L)
  - **Problem Set 1** posted to D2L, **due 9/7/2020 at 5:00 pm** (on D2L)
  - **No class next Monday (9/7/2020)** – Labour Day
  - **Consultation hours** for undergrad physics courses:  
<https://w3.physics.arizona.edu/tutoring>, **Marco's slot is F 10-11am**
- Recap: Taylor Approximation
- Algorithmic Thinking Breakout
- Homework submission questions
- Outlook: the next two lectures will be on numerical integration, intro of term projects next Friday

# The Taylor Approximation

Approximate a function  $f(x)$  by its first  $n$  derivatives  
very important tool for many STEM problems  
*more often than not,  $n=1$*

Suppose that some function  $f(x)$  has a continuous  $n$ -th derivative  $f^{(n)}(x)$  on the interval  $[a, b]$ . Integrating this derivative we have

$$\begin{aligned}\int_a^x f^{(n)}(x) dx &= f^{(n-1)}(x) \Big|_a^x \\ &= f^{(n-1)}(x) - f^{(n-1)}(a).\end{aligned}\tag{1}$$

Integrating again, we have

$$\int_a^x \left\{ f^{(n-1)}(x) - f^{(n-1)}(a) \right\} dx = f^{(n-2)}(x) - f^{(n-2)}(a) - (x - a)f^{(n-1)}(a).\tag{2}$$

# The Taylor Approximation

Approximate a function  $f(x)$  by its first  $n$  derivatives  
very important tool for many STEM problems  
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$$f(x) = f(a) + (x - a)f'(a) + \frac{(x - a)^2}{2!}f''(a) + \dots + \frac{(x - a)^{n-1}}{(n - 1)!}f^{(n-1)}(a) + R_n$$

$R_n$  is the remainder term, quantifying the error of this approximation:

$$R_n = \int_a^x \dots \int_a^x f^{(n)}(\xi)(dx)^n = \frac{(x - a)^n}{n!}f^{(n)}(\xi).$$

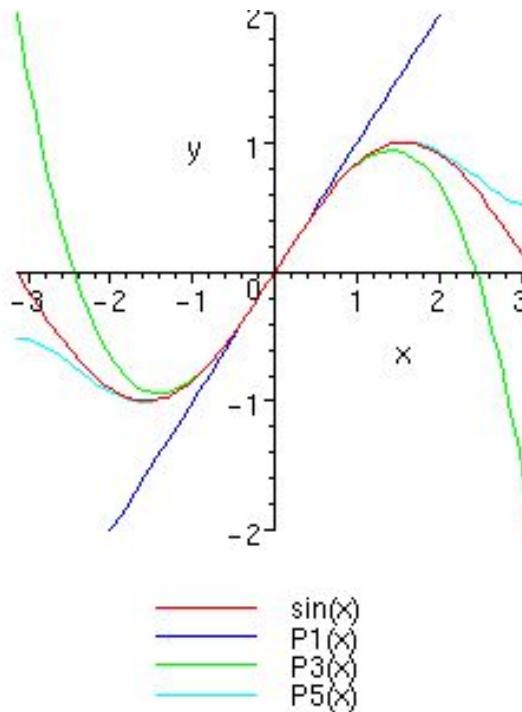
Here  $\xi$  is some point in the interval  $[x,a]$ , as can be shown by the mean value theorem. Hence we can bracket the approximation error as

$$R_n \leq \frac{(x - a)^n}{n!} \max_{\zeta \in [x,a]} \left( |f^{(n)}(\zeta)| \right)$$

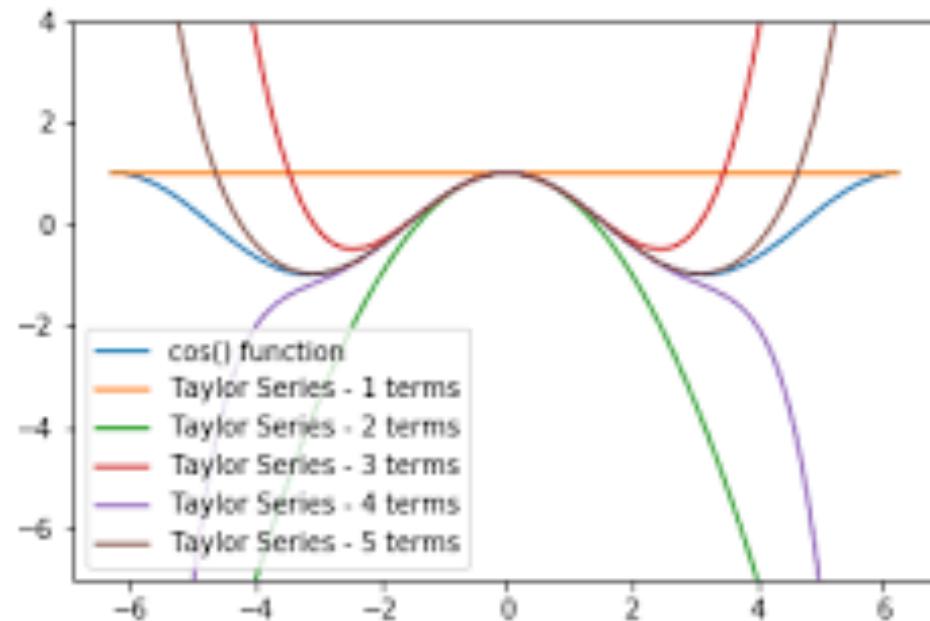
# The Taylor Approximation

Two of the most common Taylor approximations in physics:

$$\sin(x) \approx x - \frac{x^3}{3!}$$



$$\cos(x) \approx 1 - \frac{x^2}{2}$$



# Algorithmic Thinking: Simulating a Competition

*Sketch out an algorithm that simulates a sports competition or league of 8 players/teams and **creates a table at the end of the competition/season.***

- We'll develop this outline in groups for 20 mins, then I'll call on 3-4 of those groups to summarize their thought process and algorithms to the class
- Everyone is welcome to ask questions!
- If you're in **breakout room 3**, please develop your algorithm in the **document for Group 3**, etc., from this folder  
[https://drive.google.com/drive/folders/1SxENYHdyupr8BLT6ZBuHBKdw5g\\_GpUOX](https://drive.google.com/drive/folders/1SxENYHdyupr8BLT6ZBuHBKdw5g_GpUOX)

# Homework Submission

- Volunteer for demonstrating folder compression on Windows systems?
- Ask if you'd like a Mac/UNIX demo

