

# CS 3430: Lecture 2

## Differentiation Rules

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# Review

# The Point-Slope Formula

If we have a slope  $m$  and a point  $(x_1, y_1)$ , we can write the equation of the line with the slope  $m$  passing through that point as

$$y - y_1 = m(x - x_1).$$

# Derivative

The slope formula is called the **derivative** of  $f(x)$  and is written as  $f'(x)$ .

For each value of  $x$ ,  $f'(x)$  gives the slope of  $y = f(x)$  at  $(x, f(x))$ .

The process of computing  $f'(x)$  is called **differentiation**.

# Geometric Meaning of the Derivative

$f'(a)$  = slope of the graph of  $f(x)$  at  $(a, f(a))$  = slope of the tangent line to  $f(x)$  at  $(a, f(a))$ .

**Equation of the Tangent Line:**  $y - f(a) = f'(a)(x - a)$ .

# Common Derivatives

**Derivative of Linear Function:** If  $f(x) = mx + b$ , then  $f'(x) = m$ .

**Derivative of Constant Function:** If  $f(x) = c, c \in \mathbb{R}$ , the  $f'(x) = 0$ .

**Power Rule:** If  $f(x) = x^r, r \in \mathbb{R}$ , then  $f'(x) = rx^{r-1}$ .

# Function Representation with Python

We need to represent functions in terms of data structures.

Specifically, we need to represent:

1. variables;
2. constants;
3. powers;
4. sums;
5. products;
6. quotients.

# Function Representation with Python

```
class const(object):  
    def __init__(self, val=0.0):  
        self.__val__ = val  
  
    def get_val(self):  
        return self.__val__  
  
    def __str__(self):  
        return str(self.__val__)
```



# Function Representation with Python

```
class const(object):  
    @staticmethod  
    def add(c1, c2):  
        assert isinstance(c1, const)  
        assert isinstance(c2, const)  
        v1, v2 = c1.get_val(), c2.get_val()  
        return const(val=(v1 + v2))  
  
    @staticmethod  
    def mult(c1, c2):  
        assert isinstance(c1, const)  
        assert isinstance(c2, const)  
        v1, v2 = c1.get_val(), c2.get_val()  
        return const(val=(v1 * v2))
```

# Sums

```
class plus(object):
    def __init__(self, elt1=None, elt2=None):
        self.__elt1__ = elt1
        self.__elt2__ = elt2

    def get_elt1(self):
        return self.__elt1__

    def get_elt2(self):
        return self.__elt2__

    def __str__(self):
        return '(' + str(self.__elt1__) + '+' \
            + str(self.__elt2__) + ')'
```

# Function Representation with Python: Example

Let's represent  $y = x^3 + 5x$ .

```
>>> fex1 = make_pwr('x', 3.0)
>>> fex2 = prod(mult1=make_const(5.0),
                mult2=make_pwr('x', 1.0))
>>> y = plus(elt1=fex1, elt2=fex2)
>>> print y
((x^3.0)+(5.0*(x^1.0)))
```

# Differentiation Rules

## Another Derivative Notation

Let  $f(x) : \mathbb{R} \mapsto \mathbb{R}$  be a function. Then

$$f'(x) \equiv \frac{d}{dx} f(x).$$

Examples:

If  $f(x) = x^2 + 3x - 10$ , then  $f'(x) \equiv \frac{d}{dx} f(x)$ .

If  $f(t) = \frac{t^2 - 7t + 10}{t - 5}$ , then  $f'(x) \equiv \frac{d}{dt} f(t)$ .

If  $f(u) = \sqrt{u^2 + \pi u}$ , then  $f'(x) \equiv \frac{d}{du} f(u)$ .

# Differentiation Rules

1.  $\frac{d}{dx} C = 0$ , for any  $C \in \mathbb{R}$ ;
2.  $\frac{d}{dx}[k \cdot f(x)] = k \cdot \frac{d}{dx}f(x)$ ,  $k \in \mathbb{R}$ ;
3.  $\frac{d}{dx}[f(x) + g(x)] = \frac{d}{dx}f(x) + \frac{d}{dx}g(x)$ ;
4.  $\frac{d}{dx}[g(x)]^r = r \cdot g(x)^{r-1} \cdot \frac{d}{dx}g(x)$ .

## Examples: Constant-Multiple Rule

1.  $\frac{d}{dx} (2x^5);$

2.  $\frac{d}{dx} \left( \frac{x^3}{4} \right);$

3.  $\frac{d}{dx} \left( -\frac{3}{x} \right);$

4.  $\frac{d}{dx} (5\sqrt{x}).$

## Examples: Sum Rule

1.  $\frac{d}{dx}(x^3 + 5x);$
2.  $\frac{d}{dx}\left(x^4 - \frac{3}{x^2}\right);$
3.  $\frac{d}{dx}(2x^7 - x^5 + 8).$

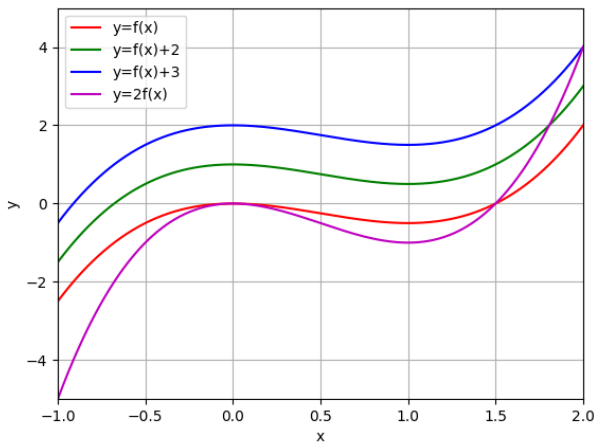


# Examples: General Power Rule

1.  $\frac{d}{dx}(x^3 + 5)^2;$
2.  $\frac{d}{dx}\sqrt{1 - x^2};$
3.  $\frac{d}{dx}\left(\frac{1}{x^3 + 4x}\right);$
4.  $\frac{d}{dx}5\sqrt[3]{1 + x^3}.$

# Function Plus a Constant vs. Constant Times a Function

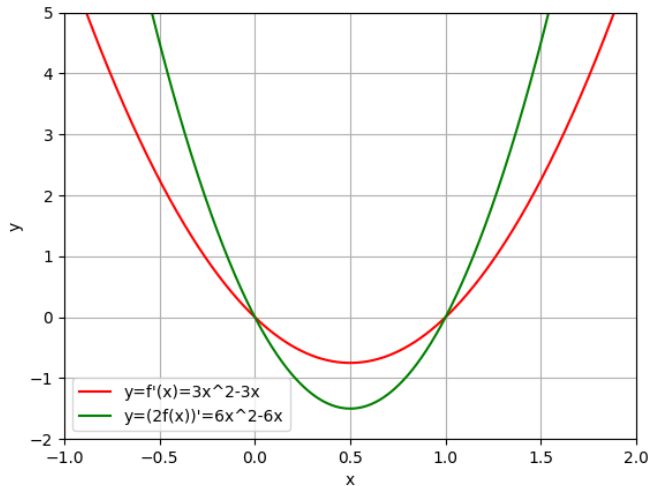
Function Plus a Constant vs. Constant Times a Function



$$f(x) = x^3 - \frac{3}{2}x^2$$

# Function Plus a Constant vs. Constant Times a Function

Function Plus a Constant vs. Constant Times a Function



## Problem: Tangent Line to a Curve at a Point

Find the equation of the tangent line to  $y = x^3 + 3x - 8$  at  $(2, 6)$ .

## Second Derivative

Let  $f(x)$  is a function. If  $f(x)$  is differentiated, we obtain  $f'(x)$ , which is a function that computes the slope of the curve  $y = f(x)$ . If  $f'(x)$  is differentiated, then we obtain  $f''(x)$ , which is a function that computes the slope of the slope of  $y = f(x)$ .

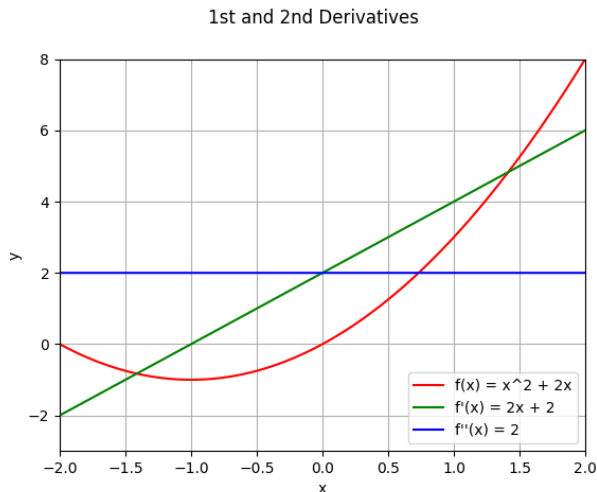
Second Derivative Notation:

$$f''(x) \equiv \frac{d^2}{dx^2} f(x).$$

# Examples: Second Derivative

1.  $f(x) = x^3 + \frac{1}{x}$ ;
2.  $f(x) = 2x + 1$ ;
3.  $f(t) = t^{1/2} + t^{-1/2}$ .

# 1st and 2nd Derivatives



$$f(x) = x^2 + 2x; \frac{d}{dx}f(x) = 2x + 2; \frac{d^2}{dx^2}f(x) = \frac{d}{dx}(2x + 2) = 2.$$

# Derivative as Approximate Rate of Change



# Derivative as Approximate Rate of Change for a Unit Increase

$$f(a + 1) - f(a) \approx f'(a)$$

$$f(a + 1) \approx f'(a) + f(a)$$

# Marginal Concept in Economics

Let  $C(x)$  be a cost function that computes the cost of producing  $x$  units of some commodity.

Economists are interested in approximating the quantity  $C(a+1) - C(a)$ , which is called the **additional cost** incurred if the production level is increased by 1 unit, i.e., from  $a$  to  $a+1$ .

The first derivative of  $C(x)$ , i.e.,  $C'(x)$ , is called the **marginal cost**.

The quantity  $C(a+1) - C(a)$  is also the cost of producing the  $(a+1)^{\text{st}}$  unit.

# Marginal Cost

The marginal cost at production level  $a$  is

$$C'(a) \approx C(a + 1) - C(a).$$

## Marginal Cost: Example

Suppose the cost function of a small company that produces chairs is  $C(x) = -0.005x^3 - 0.5x^2 + 28x + 300$  (measured in dollars). The current daily production is 50 chairs. What is the cost of increasing daily production from 50 to 51? What is the marginal cost when  $x = 50$ ?

## Marginal Cost: Example

What is the cost of increasing daily production from 50 to 51?

$$C(51) - C(50) = \$15.76.$$

What is the marginal cost when  $x = 50$ ?

$$C'(x) = 0.015x^2 - x + 28. \quad C'(50) = \$15.5.$$

$$C(51) - C(50) = \$15.76 \approx \$15.5 = C'(50).$$

# Marginal Revenue and Marginal Profit

If  $R(x)$  is the revenue generated from the production of  $x$  units of some commodity, then  $R'(x)$  is called **marginal revenue**.

If  $P(x)$  is the profit generated from the production of  $x$  units of some commodity (i.e.,  $P(x) = R(x) - C(x)$ ), then  $P'(x)$  is called **marginal profit**.

$$R'(a) \approx R(a+1) - R(a).$$

$$P'(a) \approx P(a+1) - P(a).$$

## Marginal Revenue and Marginal Profit: Example

Let  $R(x)$  be the revenue (in thousands of dollars) generated by a company from the production of  $x$  units of some commodity. Let  $R(4) = 7$  and  $R'(4) = -0.5$ .

1. Estimate the additional revenue that results from increasing the production level by 1 unit from  $x = 4$  to  $x = 5$ .
2. Estimate the revenue generated from the production of 5 units.
3. Is it profitable to raise the production to 5 units if the cost function is  $C(x) = x + \frac{4}{x+1}$  (in thousands of dollars)?

## Marginal Revenue and Marginal Profit: Example

1. Estimate the additional revenue that results from increasing the production level by 1 unit from  $x = 4$  to  $x = 5$ .

Use  $R'(a) \approx R(a+1) - R(a)$ .

$$R'(4) \approx R(5) - R(4) \approx -0.5 = -500 \text{ dollars.}$$

2. Estimate the revenue that results from increasing the production level by 1 unit from  $x = 4$  to  $x = 5$ .

Use  $R'(a) \approx R(a+1) - R(a)$  or  $R(a+1) \approx R'(a) + R(a)$ .

$$R(5) \approx R'(4) + R(4) = 6.5 = \$6,500.$$

3. Is it profitable to raise the production to 5 units if the cost function is  $C(x) = x + \frac{4}{x+1}$  (in thousands of dollars)?

Use  $P(x) = R(x) - C(x)$ . At production  $x = 5$ , the cost is  $C(5) = 5 + \frac{4}{5+1} = \frac{17}{3} \approx 5.667 \approx \$5,667$ .

$$P(5) = R(5) - C(5) = 6,500 - 5,667 = \$833.$$



# References

1. L. Goldstein, D. Lay, D. Schneider, N. Asmar. *Calculus and its Applications*. Ch. 1, Pearson.
2. [www.python.org](http://www.python.org).