Maclaurin Series

Kutay

Made with LaTeX

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Outline

1. What is it?
2. Why?
3. Derivation

What is it?

- Approximation of a function with an infinite series
- Approximates near 0

Why?

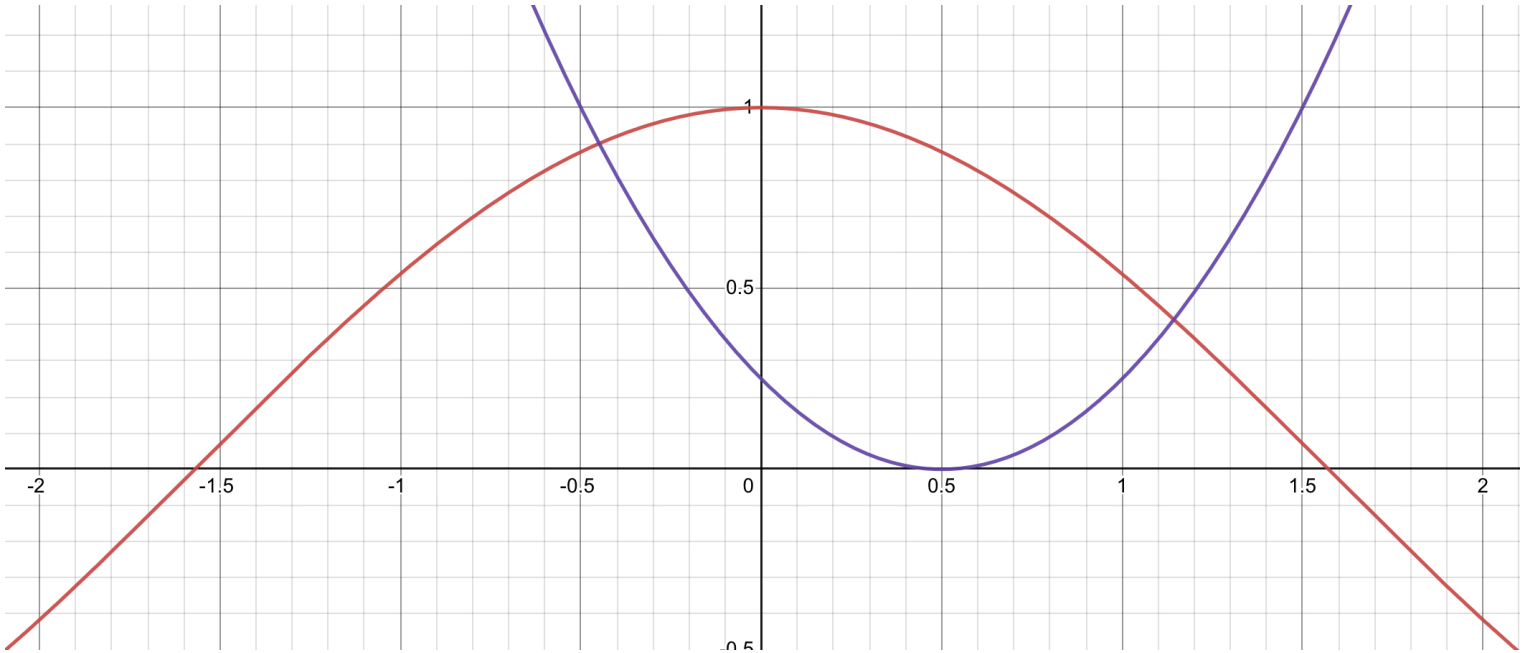
- To compute $\sin x$, $\cos x$, and e^x *fast*
- Calculators (your TI) use this technique
- To simplify equations/functions
- In simple pendulum, we *approximated* $\sin x$ with x

Derivation

- Calculators can multiply, add, subtract, divide, and take powers of whole numbers *quickly*
- Let us use *polynomials*
- Polynomials are just multiplications, additions, and exponentiations

Derivation

Figure: The Function $\cos x$



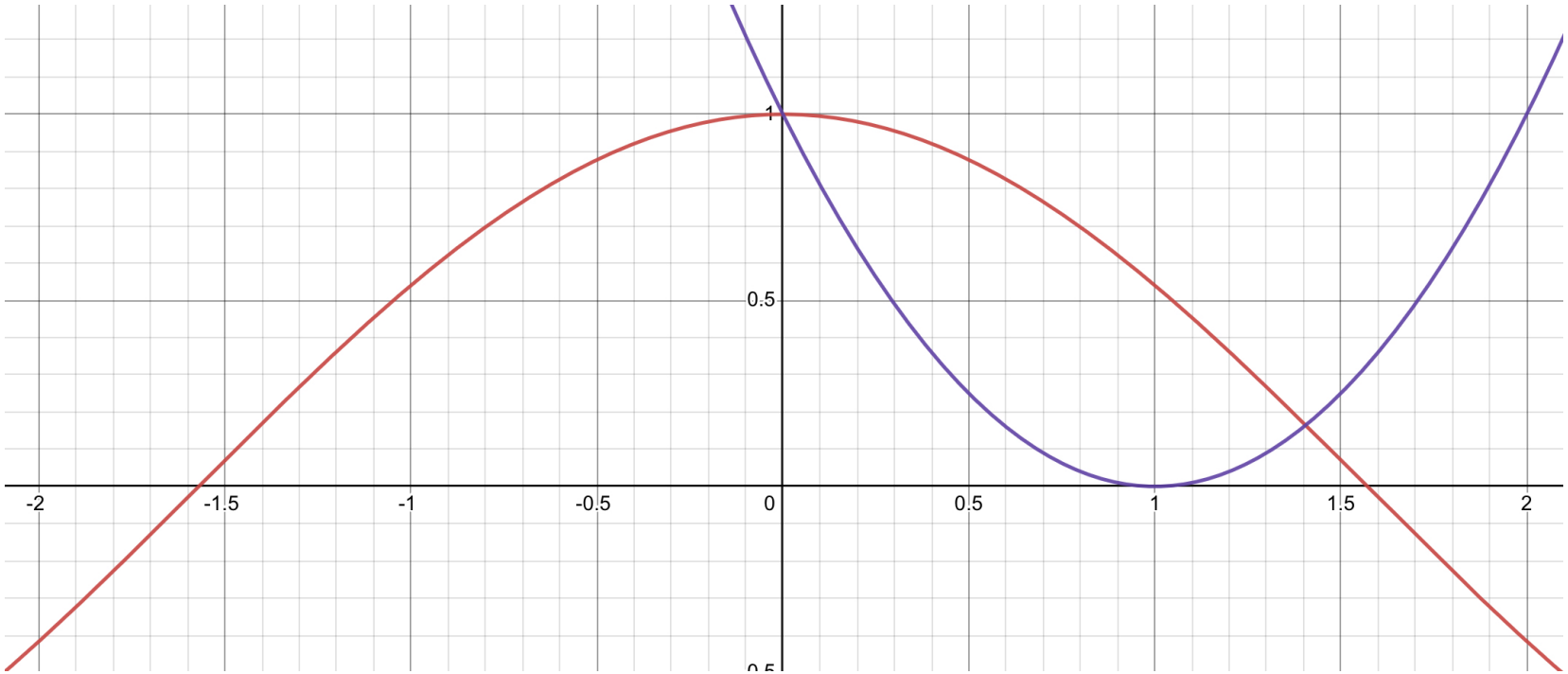
- Approximate to two degrees
- Find real numbers for $a, b,$ and c that approximate $\cos x$ the *best*

$$\cos x \approx a + bx + cx^2$$

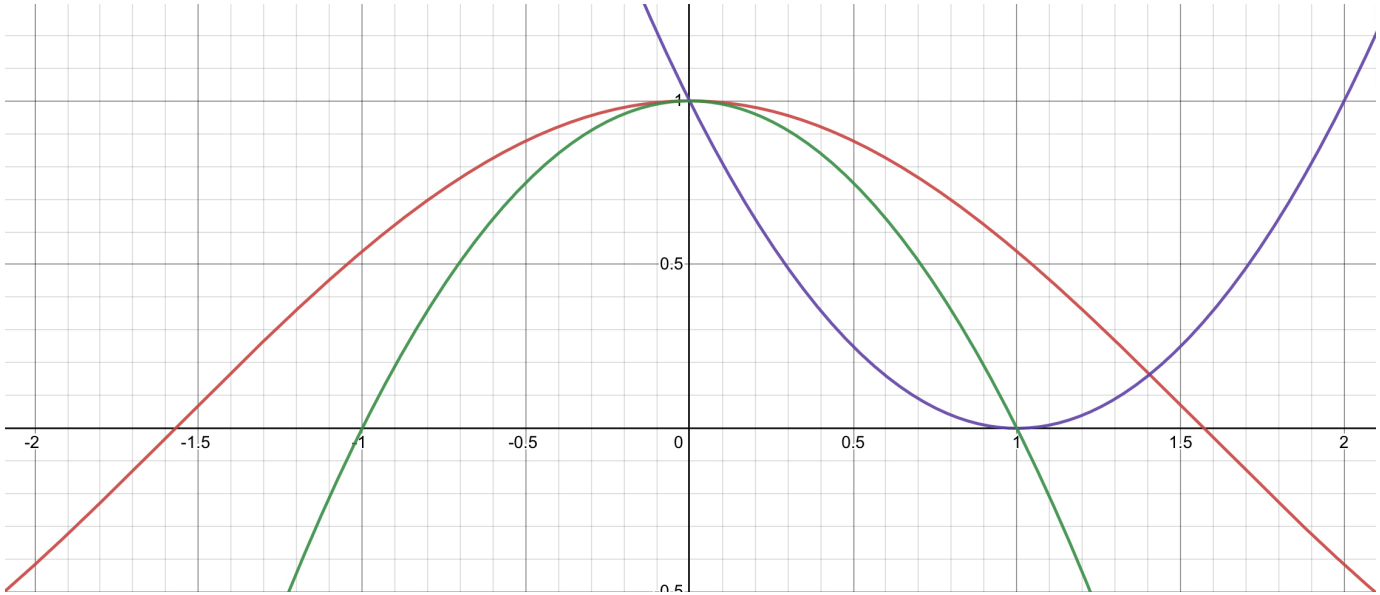
Derivation

- We want to approximate *near* $x = 0$
- $\cos x = a + bx + cx^2$ at $x = 0$

$$\cos 0 = a + b \cdot 0 + c \cdot 0^2$$
$$1 = a$$



Derivation



- The green function is better, but why?
- The rate of change is the same as $\cos x$ at $x = 0$
- Our approximation must have the same derivative at $x = 0$
- $\cos' x = -\sin x$ and $(a + bx + cx^2)' = b + 2cx$

$$-\sin 0 = 0 = b + 2c \cdot 0$$

$$b = 0$$