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Area under a curre & 5.1

On the 1st day of class, we briefly discussed two problems that calculus solves: the tangent to a curve, and the area under a curve.

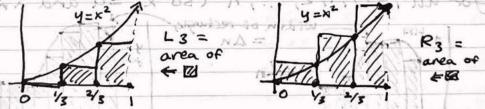
We've spent many weeks discussing the tangent and its relation to the derivative we end the semester discussing area under a curve and the integral.

Let $f(x) = x^2$ and consider curve y = f(x), what's the area between this curve and the x-axis, for $0 \le x \le 1$?

1 yex2

EA = area of shaded region

In geometry we learn formulas for areas of shapes like triangles, rectangles, circles,... but this shape is different. However, we could approximate the area A by using shapes like rectangles which are easy to work with:



On the lest we drew 3 rectangles of wichth 1/3 where
the lest vertex of the top of each nectangle touches y = f(x),
and on the right we drew 3 rectangles of width 1/3 where
the right vertex of the top of each nect. touches y = f(x).

We see that L3 < A < R3.

A = and under the with = 1m ha = m

We can compute $L_3 = (\frac{1}{3}) \cdot 0^2 + (\frac{1}{3})(\frac{1}{3})^2 + (\frac{1}{3})(\frac{2}{3})^2 =$ and $R_3 = (\frac{1}{3})(\frac{1}{3})^2 + (\frac{1}{3})(\frac{2}{3})^2 + (\frac{1}{3})^2 = \frac{1}{3}$ So that 0.1851 ... = \frac{5}{27} < A < \frac{14}{27} = 0.5185 ... If we let Ln and Rn denote the analogous areas of rectangles but where we use in rectangles of width 'h (touching curve at lest and right top vertices, resp.) then we always have Ln < A < Rn and larger values of n give better approximations! e-9: n=10 => 0.285 ... < A < 0.385 ... N=100 => 0.328 ... < A < 0.338 ... n=1000 => 0.332 ... < A < 0.333 ... It looks like the bounds are converging to 1/3=0.3 This is true! Suggests we can define area under curve as a limit: Def'n Let f(x) be defined on a closed interval [a, b] Fix n, and let $\Delta x = \frac{b-a}{n}$, and let $X_i = a+i \cdot \Delta x$ for all i= 0,1,2,..., n (so xo = a and Xn = b). width of rectangles ¢ Rn Z is sheet some x = a x, x2 xn. b = xn and x x x x x x Let Ln = Ax. f(x0) + Ax. f(x,) + ... + Ax f(xn-1) = \(\sigma \times \cdot (x_0) \) and Rn = Ax. f(x1) + Ax. f(x2) + ... + Ax f(xn) = = = Ax. f(x) Then, as long as f(x) is continuous, the limits of the areas lim in and lim Rn exist and are equal, so are define now A = area under the curve = lim in = lim Rn.

E.g. Let us return to flu = x2 defined on [0,1]. Then Rn = 1, f(1) + 1, f(2) + ... + 1 f(1) Proposition 12+22+ ... + n2 = n(n+1)(2n+1) E.g. (2=)= 1(1+1)(2+1) Proof: This can be proved by mattematical induction. Maybe you have seen the similar formula: 1+2+3+...+n= nn(n+1) The n2 one is slightly more complicated, but basically same. B So Rn = 1 (n+1)(2n+1) = 2n3+3n2+n Thus A = 1 rm Rn = 1 rm 2 n3+3n2+n = 2 This definition of area under the curve in terms of limits of rectangle surus is conceptually clear, but difficult to compute with: we have 4 find formulas like 12+22+ ... + n2 = n(n+1)(2n+1) One of the main insights of calculus is that there is another way to find these areas using anti-devivatores of functions, 0 which is much more computationally easy!

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11/14 The Definite Integral & 5.2 Area under the curve is so important that we give it a special name and notation. Des'n Let f(x) be a continuous function defined on [a,b]. The (definite) integral of f(x) from a to b is Sof(x) dx = area under curve y=f(x) from x=a to x=b. More precisely, fix n and let $\Delta x = \frac{b-a}{h}$ and $x_i = a + i \cdot \Delta x$ for i = 0,1..., n. Choose apoint xi E[xi-1, x;] for each i=1,2,...,n. Then define $(1+n)A_n = \sum \Delta x \cdot f(x,*)$ and finally Sofix dx = lim An Note: If we choose x = x = for all i, then An = Ln. If we choose xi = xi for all i, then An = Rn. But no matter which point we choose to determine the height of the thin rectangles in our approximation of the area under the curve, in the limit all give the same value. However, for some freed in, the approximations will be different, and often the best choice is to use midpoints Xit = Xi-1+Xi

midpoints

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For f(x) always above x-axis, Safex) dx really is the area under the curve, but for fix) that goes below the x-axis, we have to subtract that area: $\int_a^b f(x) dx = + (area above x-axis and below <math>y = f(x)$ - (area below x-axis and above y=f(x) Some more properties of the integral! Thm for (c.f(x) + d.g(x)) dx = c.f. f(x)dx + d.f. g(x)dx for c,d ER constants. In other words, the integral is linear (just like the derivative) Pf: \(\(\sigma\x(\cfx) + d \giz(x)\) = c.\(\giz\) f(x) + d.\(\giz\) g(x;).) 1 dx = (b-a) since just have a rectungle x dx = a. (b-a) + + (b-a) (b-a) = 1/(a+b)(b-a)=1/2(62-a2) Ja (mx+c)dx = = (62-a2)+c(6-a) and we now know the integral of any linear function Even though we only defined I'm fixed when a = 6 it also makes sense to let safex) dx = - Safex) dx, i.e. swapping end points of integral negates it. Notice in particular that Safexidx = 0.

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Proposition For any CE [a, b], we have $\int_{a}^{c} f(x) dx + \int_{c}^{b} f(x) dx = \int_{a}^{b} f(x) dx$ Picture . Esplit the area pieces Position from relocity: We explained how the devivative (slope of tungent) lets us compute the velocity v(+) of a car attimet if all we know is its position function p(+). The integral does the opposite! Specifically, suppose we know v(t), velocity of a car as function of time t, on some inferval [a, 6]. If v(t) were constantly = fixed v, v(€) then the distance the cartravels relocity from time a to time to would just be = V. (b-a) But since the relocity is changing, we need to measure it at multiple times in the interval [4,6]. We can approximate the distance traveled by letting At = b-a and t; = a + i. At for i= 011) Then distance traveled = Est. V(+i) since on each short time interval Itin, til the relocity is approximately constant. And in the limit, we have exactly that: v(t) dt, the integral! time a to time b

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The Fundamental Theorem of Calculus \$5.3 The following theorem gives a way to compute integrals: Theorem Let f(x) be a continuous function. Define the function G(x) = \(\int \frac{x}{a} f(t) dt \text{ (for a fixed a \in R).} Then G'(x) = f(x). (x) to substitute shot 2) Suppose that F(x) is any anti-derivative of f(x). Then Sof(x) dx = F(b) - F(a) to 03 ow DM2 Pt: This is just a proof sketch, see book for details For 1) The function G(x) computes area under the curve y=f(t) for t=a to t=x:s & stugmo of 3.3 If we increase x by 1x,

Then how does G(x) change? / Well, since fex) is continuous, > t we roughly add DX. f(x) to G(x). Thus, DG & Dx f(x), he, f(x) & \DG ASAX >0, we get exactly that dG = f(x). for 2): We know from 1) that G(X) is one anti-derivative of f(x) (since G'(x) = f(x)) So there is some constant CER such that G(x)=F(x)+c. Now, G(a) = fa fix dx = 0, so c = - F(a) Thus, SofcxIdx = G(b) = F(b) - F(a). 1777 concer out learny O overell.

For us the point of the Fund. Thm. of Calculus is that it lets us evaluate integrals by computing anti-devilatives. E.g. We saw before that 1 x2 = 1/3. Let's do this again, faster. Recall that FCX) = 1/3 x3 is one anti-derivative of f(x) = x2 since = 1(x) = f(x). Thus, by F.T.C, S'x2dx = F(1)-F(0)=1/3(1)3-1/3(0)3=1/3. Since we so often want to compute F(b) - F(a). we use the shorthand notation F(x)] = F(b) - F(a). Thus, F.T.C. says that Safexidx = F(x)]6 Eig. To compute Siexdx, we recall that ex is the anti-derivative of ex, so that $\int_{1}^{2} e^{x} dx = e^{x} \int_{1}^{2} = e^{2} - e^{1} = e(e-1)$ Eig. sincx) is an anti-derivative of cos(x), so $\int_{-\pi}^{\pi} \cos(x) dx = \sin(x) \int_{-\pi}^{\pi} = \sin(\pi) - \sin(-\pi)$ For 2): We know throw 1) that G-(X) 15 one anti-darly + This makes sense, since: and below curve y = cos (x) from X=-11 to X=11 cancel out learing O overall.

evaluated: F(b) - F(a)

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Net Change: Another way to think of 7 $\int_a^b F'(x) dx = F(b) - F(a)$ is 'the integral of the (instantaneous) rate of change is the net change (over some time inderval). Eg: 1) If p(+) is the position of a car (on a 1-0 road) at time t, we have seen that p'(+) = v(+) is the relocity, a. K.a., speed of the car Thus Soviet at = Sopicited = P(b) - P(a) means that the integral of velocity (from time a to b) is the met displacement v (+) velocity of car position function is integral of velocity. (WI constant acceleration) 2) In biology, if n(t) is the number of organisms in some population at time t, then drift is the rate of growth of the population Hence So dry do = n(b) - n(a) is the net population growth from time a to time b. 3) In economics, if p(x) is the protA from selling x units of some product, then delax the marginal profit. The FTC says

the integral of marginal profit = total profit.

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Integration by Substitution & 5.5 There are many integrals like Sx. coscx2+1) dx where the rules we know for integration so fair do not apply. One more advanced technique for integration is called integration by substitution or "u-substitution" for short Theorem If f, g are two differentiable functions then Jf (g(x)) · g'(x) dx = f(g(x)) + C. Proof: By cham rule, dx (f(g(x))) = f'(g(x)).g'(x) } How to use this theorem in practice? Let's see ... Eq. We want to compute Sx. cos (x2+1) dx. Let's set [= x2+1] (think u = g(x) is a function of x). Then dy = 2x, or in differential notation du = 2x dx This means Sx. cos(x2+1) dx = Scos(x2+1). 1. 2xdx = 1 1 = (1/2 cos(u) . du = 1 Scos(w) du = 1 sin(u) + C + 5x4=N 33/18 (3+2 Sin(x2+1)+C This is how the u-substitution technique works! The above theorem says we can treat the dx (and the du) in an integral like the dx, du in dx But ... We cannot mix functions of a with dx must only integrate things like (h(u) du, Not Sh(u) dx The steps to use u-substitution are: · decide what u = g(x) should be · figure out what du is in terms of dx · convert Sf(x) dx to Sh(u) dy by making the appropriate substitutions · hopefully Sh(u) du = H(u) is an integral (anti-derivative) you already know how to do · convert from u back to X: write H(u) = F(X) Let's do some more examples: We see "4x3+2" inside the exponential, so a guess is that a good choice for M might be u=4x3+2 => du=12x2 dx Since x2 is there in the integrand, we're in luck!) we know how to integrate en 2 Shae u=4x3+2 this is now nego beck If we're ever in doubt of our ansver, we can always double-dreck it by differentiating: dax (= 4x3+2) = 12 e 4x3+2 12x2 = MAGE ON LY TO PAR MEANS ITTE (N(W) DU, NOF (N(W) factor

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E.g. 52x /3x2+1 dx Good choice of u is u= 3x2+1 => du = 6x dx S2x 13x241 dx = 5 3 13x241 6x dx = 5 = 5 u'/2 du recall $\int u^{1/2} du = \frac{2}{3}u^{3/2} = \frac{1}{3} \cdot \frac{2}{3} u^{3/2} + C = \left[\frac{2}{9} (3x^2 + 1)^{3/2} + C \right]$ or rule for anti-derivative
or rule for anti-derivative by rule for anti-deriothe Ssincks cos(x) dx This one is a little trickier ... no polynomial expression involving x appears. Instead, try u = sincx) => du = cos(x) dx This is good since both sincx and cos (x) appear! So, (sincx) cos(x) dx = Sudu = = 1 u2 + C = (= sin(x) 2 +C) You could also try u=coscxs here ... what would that give? As you can see from these examples, using the u-substitution technique is a bit of an art Since you have to find a chever choice of 14 = 9 (x)/

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