

# Calculus I

Calculus is a branch of Math that was developed to describe two major functions

- (i) Rates of change  $\rightarrow$  Tool: "Derivative"
- (ii) Accumulation  $\rightarrow$  Tool: "Integral" or anti-derivative

- For (i)  
Chpts 1-3

## The Derivative

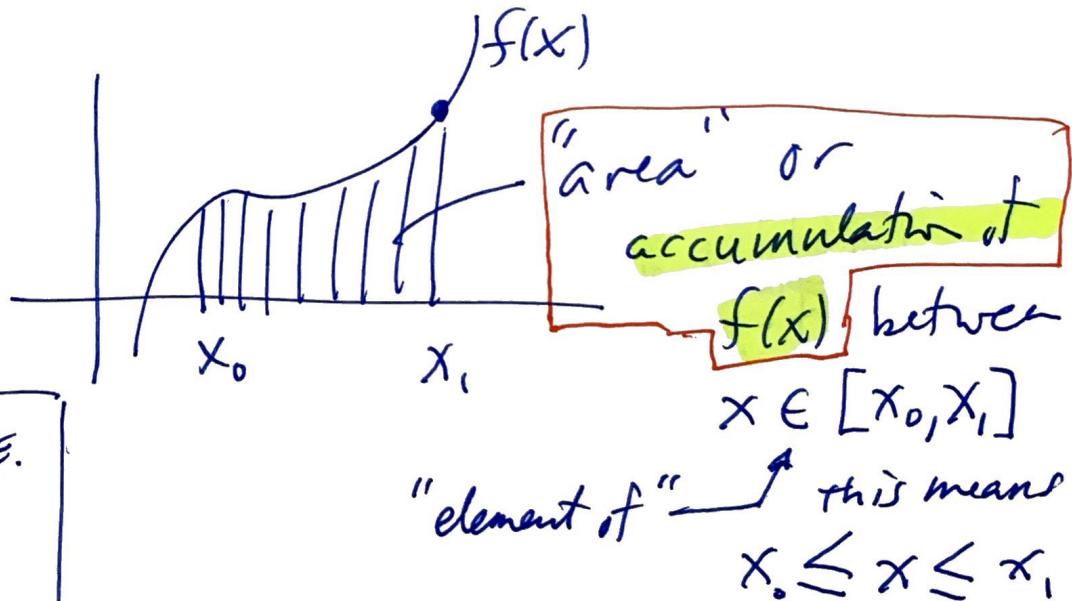
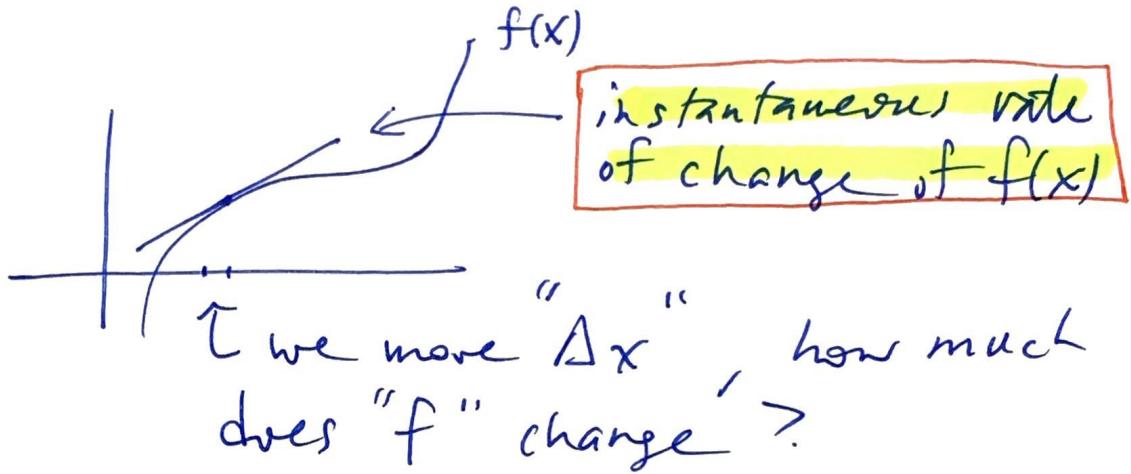
<input type="checkbox"/> Calc II
Chpt 7-8
<input type="checkbox"/> Calc III
Chpt 14&16

- For (ii)

Chpt 4-5

## The Integral

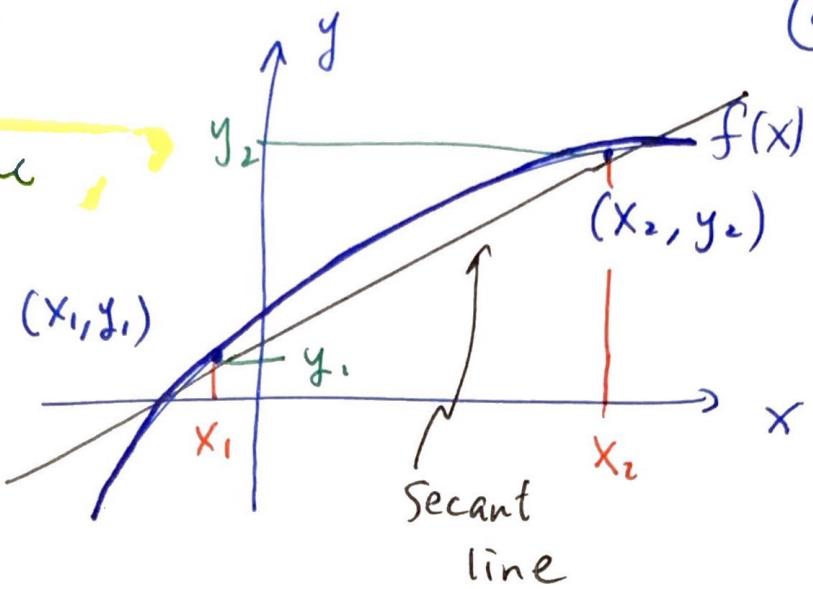
<input type="checkbox"/> Calc II	→ ODE.
Chpt 8-9, 10	
<input type="checkbox"/> Calc III	
Chpt 15&16	



## The tangent

(2)

I tangent slopes  
The secant Line

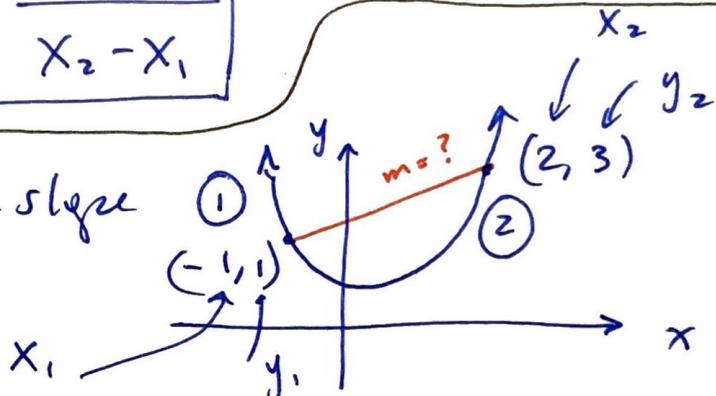


Slope of the secant line =  $\frac{\text{rise}}{\text{run}} = \frac{\Delta y}{\Delta x}$

$$m = \frac{y_2 - y_1}{x_2 - x_1}$$

Ex

Find the slope



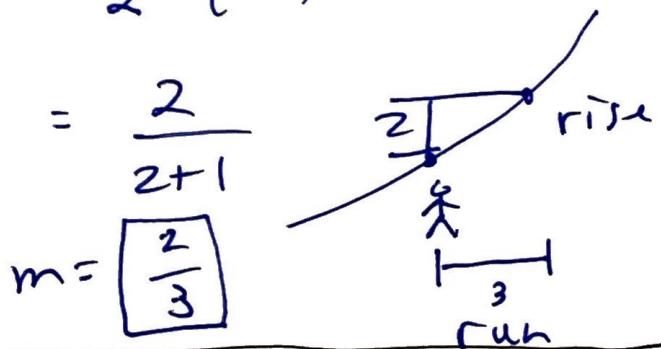
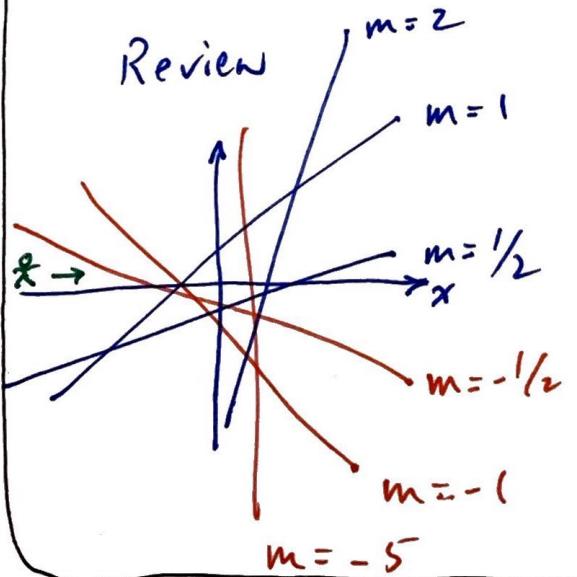
formula:

$$\frac{\Delta y}{\Delta x} = \frac{y_2 - y_1}{x_2 - x_1}$$

$$= \frac{3 - 1}{2 - (-1)}$$

$$= \frac{2}{2+1}$$

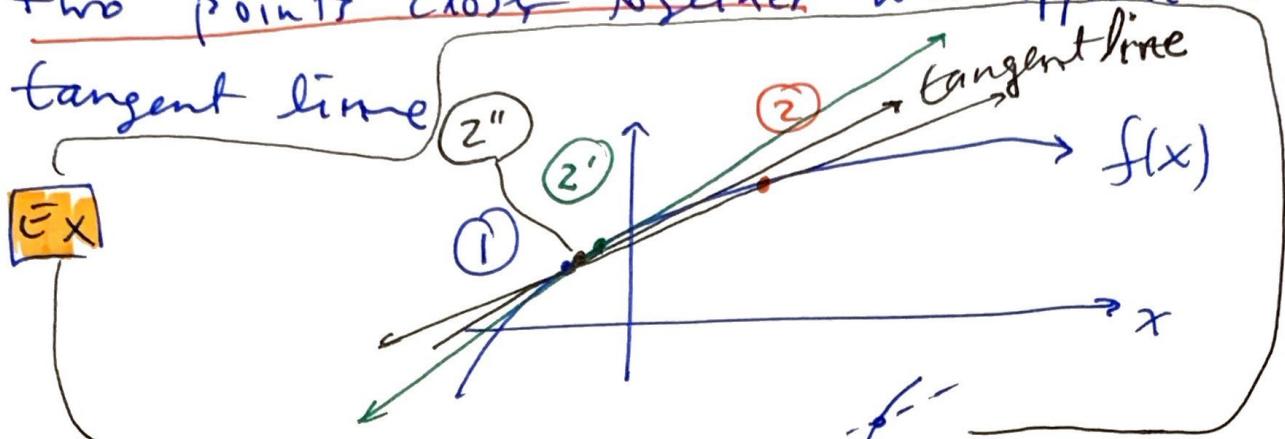
$$m = \boxed{\frac{2}{3}}$$



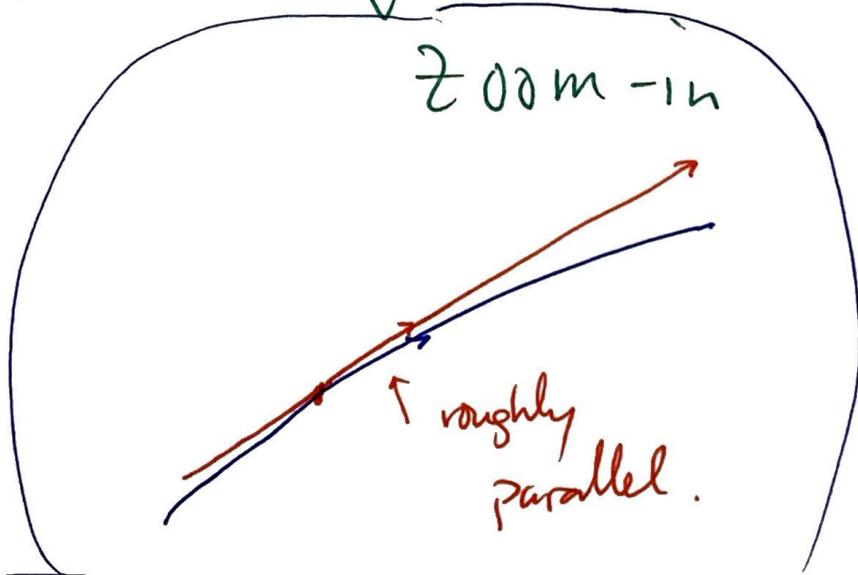
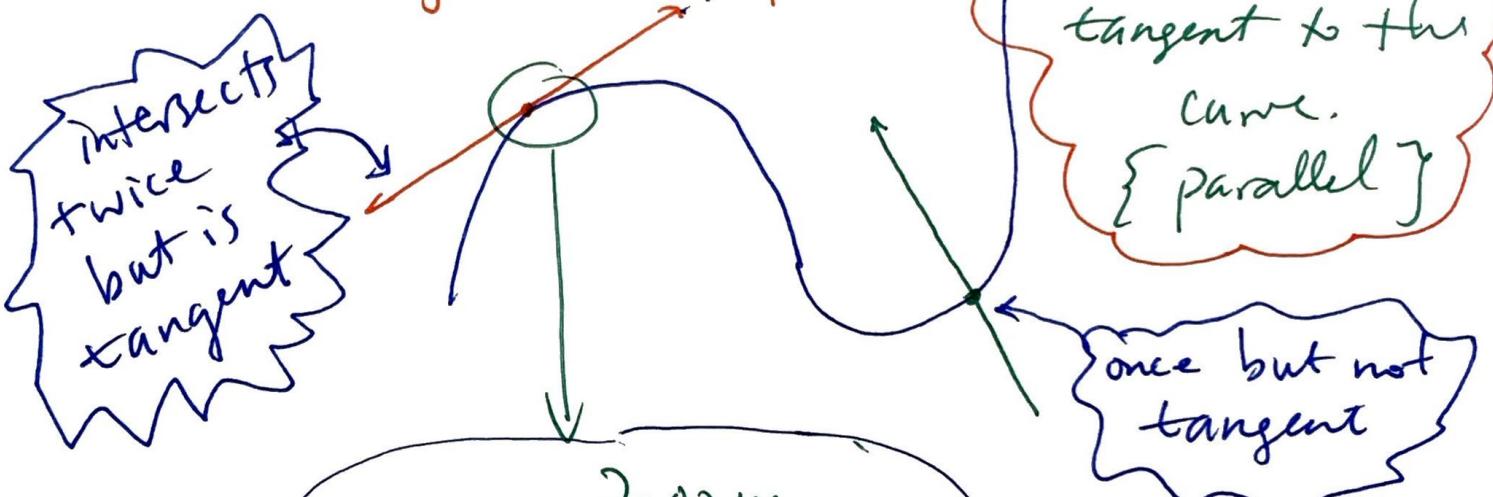
(3)

## \* tangent line

As we take a secant line, which is formed by two points on a curve, and move these two points close together we approach the tangent line.



- The tangent line intersects the curve "locally" at one point and is locally tangent to the curve.

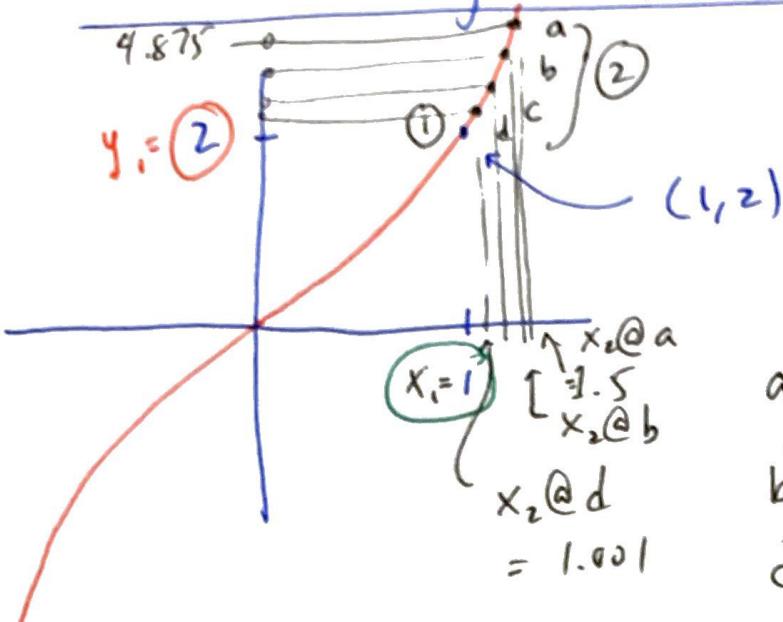


Ex

Estimate the slope of the tangent

(4)

line to curve  $f(x) = x^3 + x$  at the point  $(x, y) = (1, 2)$



Table

	$x_1$	$x_2$	$f = x^3 + x$	$y_2$
a)	1	1.5	$1.5^3 + 1.5 = 4.875$	4.875
b)	1	1.1	$1.1^3 + 1.1 = 2.43$	2.43
c)	1	1.01	$1.01^3 + 1.01 = 2.0403$	2.0403
d)	1	1.001	$1.001^3 + 1.001 = 2.004$	2.004

### Secant slope

$$m_a = \frac{y_2 - y_1}{x_2 - x_1} = \frac{4.875 - 2}{1.5 - 1} = 5.8$$

$$m_b = \frac{y_2 - y_1}{x_2 - x_1} = \frac{2.43 - 2}{1.1 - 1} = 4.3$$

$$m_c = \frac{y_2 - y_1}{x_2 - x_1} = \frac{2.04 - 2}{1.01 - 1} = 4.01$$

$$m_d = \frac{2.004 - 2}{1.001 - 1} = 4.001$$

$m_{\text{tangent line}} \approx 4.0$

- The slope of the tangent line is the "limit" of the ratio of  $\frac{\Delta y}{\Delta x}$  as  $\Delta x$  approaches 0.

{ We might think as  $\Delta x \rightarrow 0$  we will be dividing by 0 and so our ratio will be undefined (ie,  $\infty$ ). However the value in the numerator is also approaching zero. It is the ratio that is the tangent slope }

we write this as

$$m_{\text{tangent}} = \lim_{x \rightarrow a} \frac{f(x) - f(a)}{x - a}$$

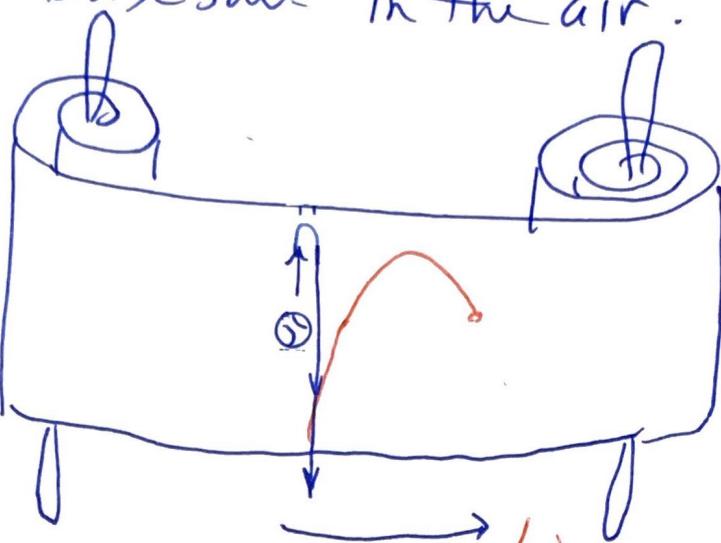
## Application

: Velocity: ave & instantaneous ⑥

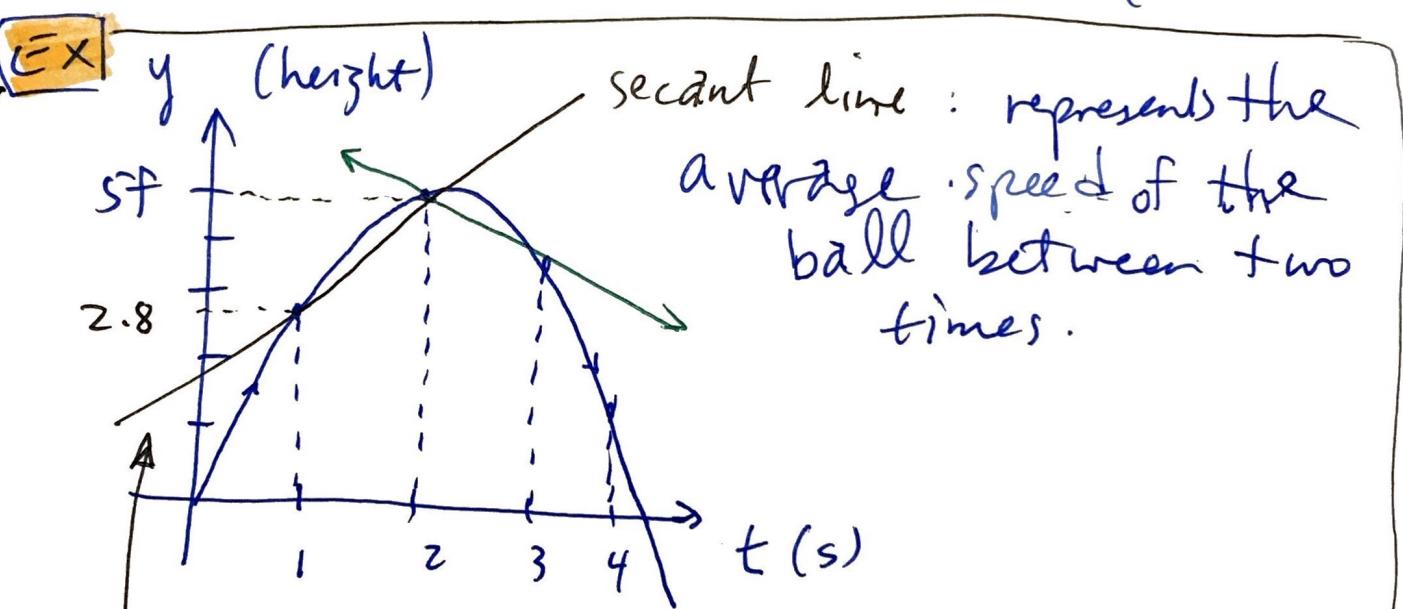
Consider tossing a



baseball in the air.



This is a one dimensional problem time axis  
represent the path in 2-D  $(t, y)$  {vs  $(x, y)$ } but we

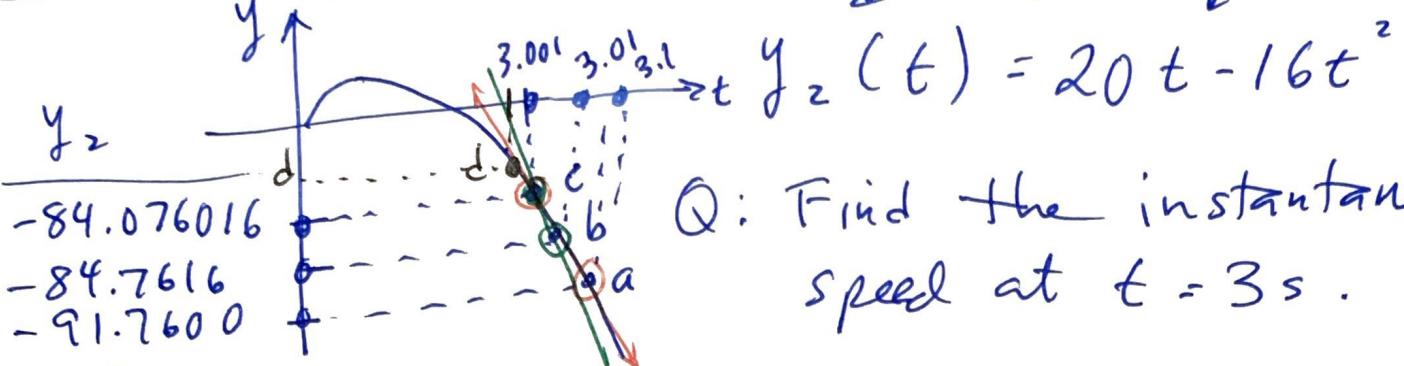


$$V_{ave} = \frac{\Delta y}{\Delta t} = \frac{5f - 2.8f}{2s - 1s} = \frac{1.2f}{1s} = 1.2 \text{ ft/s}$$

- Instantaneous speed is the limit as  $\Delta t \rightarrow 0$  for the ratio  $\frac{\Delta y}{\Delta t}$ .

$$V = \lim_{\Delta t \rightarrow 0} \left( \frac{\Delta y}{\Delta t} \right)$$

**Ex** Our stopwatch & iPhone measure  $\leftarrow$  feet  $\downarrow$  seconds



happens last

	$t$	$y_2 = 20t - 16t^2$	$= y_2$
a)	3.1	$= 20(3.1) - 16(3.1)^2$	-91.7600
b)	3.01	$20(3.01) - 16(3.01)^2$	-84.7616
c)	3.001	$20(3.001) - 16(3.001)^2$	-84.076016
comes 1st	3.00	$20(3.000) - 16(3.00)^2$	= -84.0000
• Ave. Speed			

•  $V_{ad} = \frac{\Delta y}{\Delta t} = \frac{-91.7600 - (-84.0000)}{3.1 - 3.00000}$

$V_{ad.} = -77.6000 \text{ m/s}$

•  $V_{bd} = \frac{\Delta y}{\Delta t} = \frac{-84.7616 - (-84.0000)}{3.01 - 3.00000}$

$V_{bd} = -76.16 \text{ m/s}$

$$\bullet V_{cd} = \frac{-84.076\ 016 - (-84.0000)}{3.001 - 3.0000}$$

$$V_{cd} = -76.016$$

Summary :  $V : -77.6000 \rightarrow -76.16 \rightarrow -76.016$

$$\lim_{t \rightarrow} \frac{\Delta y}{\Delta t} = -76.0 \text{ m/s}$$

This is the instantaneous speed at  $t = 3$ .

{ Spoiler alert:

using 2.1  
technology

$$y = 20t - 16t^2$$

$$y' = 20 - 2 \cdot 16t$$

$$@ t = 3 : 20 - 32(3)$$

$$= 20 - 96$$

$$= -76 \text{ ft/s}$$

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