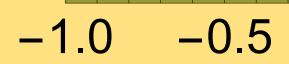


Analysis 1 17 January 2024

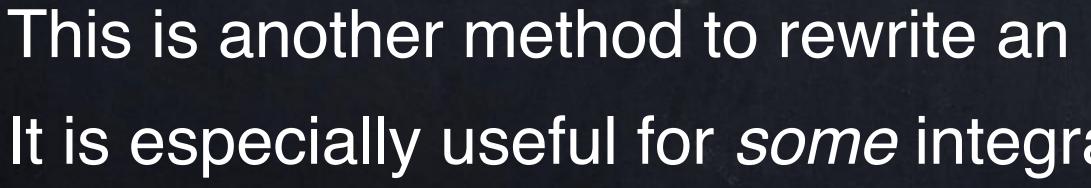


-0.5

Warm-up: Write an integral that calculates this area:

> 0.5 0.5 1.0

Example: using $u = x^3$ and $du = 3x^2 dx$, we can rewrite $\int x^2 \sin(x^3) dx = \int \sin(u) \frac{1}{3} du$, which is $\frac{-1}{3} \cos(u) + C = \frac{-1}{3} \cos(x^3) + C$. This method is useful for some integrals, but not for others.





This is another method to rewrite an integral into one that may be easier to do. It is especially useful for *some* integrals with trig and exponential functions.







Fill in the part that is missing.

4 = × 5-1 du = ?

S = C-8x ds = ?

More substitutions

V = ? dv = x dx

143 = ? dw = exx dx





Fill in the part that is missing.

du = 5x4dx

4 = × 5-1

S = 2-8x ds = - Ze- Zxdx

(Hallway activity with papers)

More substitutions

 $V = \frac{1}{2} \chi^2$ dv = x dx

$\frac{1}{5} = \frac{1}{5} = \frac{2}{5} \times \frac{1}{5}$ dw = exx dx



Question: How can we do $\int dx?$

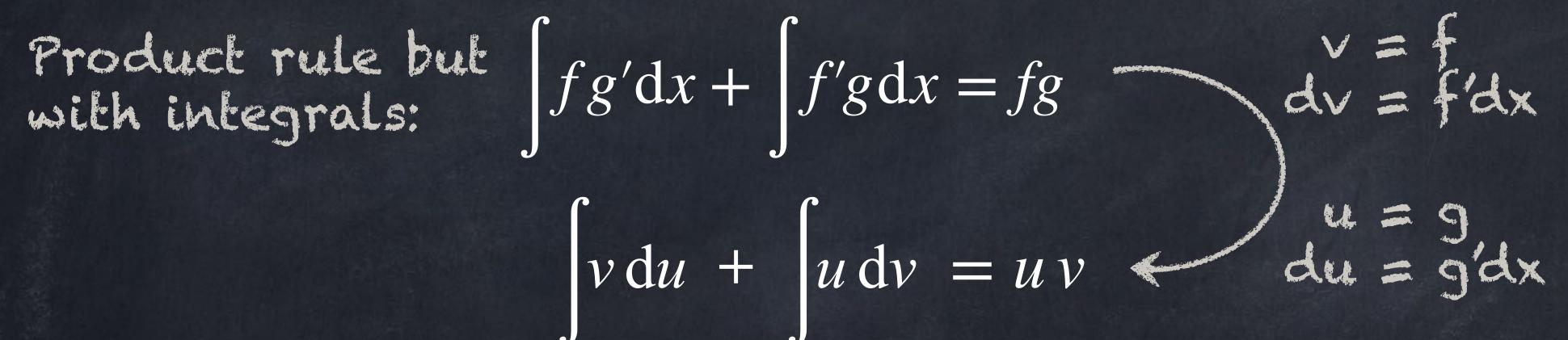
As an official formula, **substitution** is $f(u(x)) \cdot u'(x) dx = \int f(u) du$. Integration by parts can handle many other products.

We know that $\frac{d}{dx}(f \cdot g)$ is NOT $\frac{df}{dx} \cdot \frac{dg}{dx}$. The product rule says that (fg)' = fg' + f'g instead. Similarly, $\int (f \cdot g) dx$ is NOT $\left(\int f dx\right) \cdot \left(\int g dx\right)$.

Substitution works for some integrals but not for others. Here is another formula that works for some (more difficult) integrals:







$$u \, \mathrm{d}v = u \, v - v \, \mathrm{d}u$$

ultraviolet voodoo might help you remember this formula

Parts: $\int \frac{u \, dv}{v \, dv} + \int \frac{v \, du}{v \, du} = \frac{u \, v}{v}$ Example 1: $\int 2x \cos(3x) dx$ $\int (2x)(\cos(3x)dx) = (2x)(\frac{1}{3}\sin(3x)) - \int (\frac{1}{3}\sin(3x))(2dx)$ $=\frac{2}{3}x\sin(3x)-\frac{2}{3}\sin(3x)dx$ $=\frac{2}{2} \times sin(3x) - \frac{2}{3} cos(3x) + c$

How do you choose good u and dv?

Generally, u should have a derivative that is similar or less complicated 0 than *u*.

> U = XX+6

Generally, $\frac{dv}{dx}$ should have an *anti*-derivative that is similar to $\frac{dv}{dx}$. Therefore trig and exponential functions are often good choices for $\frac{dv}{dx}$.

dv = sin(x)dx

 $v = -\cos(x)$

sin(sx)scos(sx)C9X 9e9x

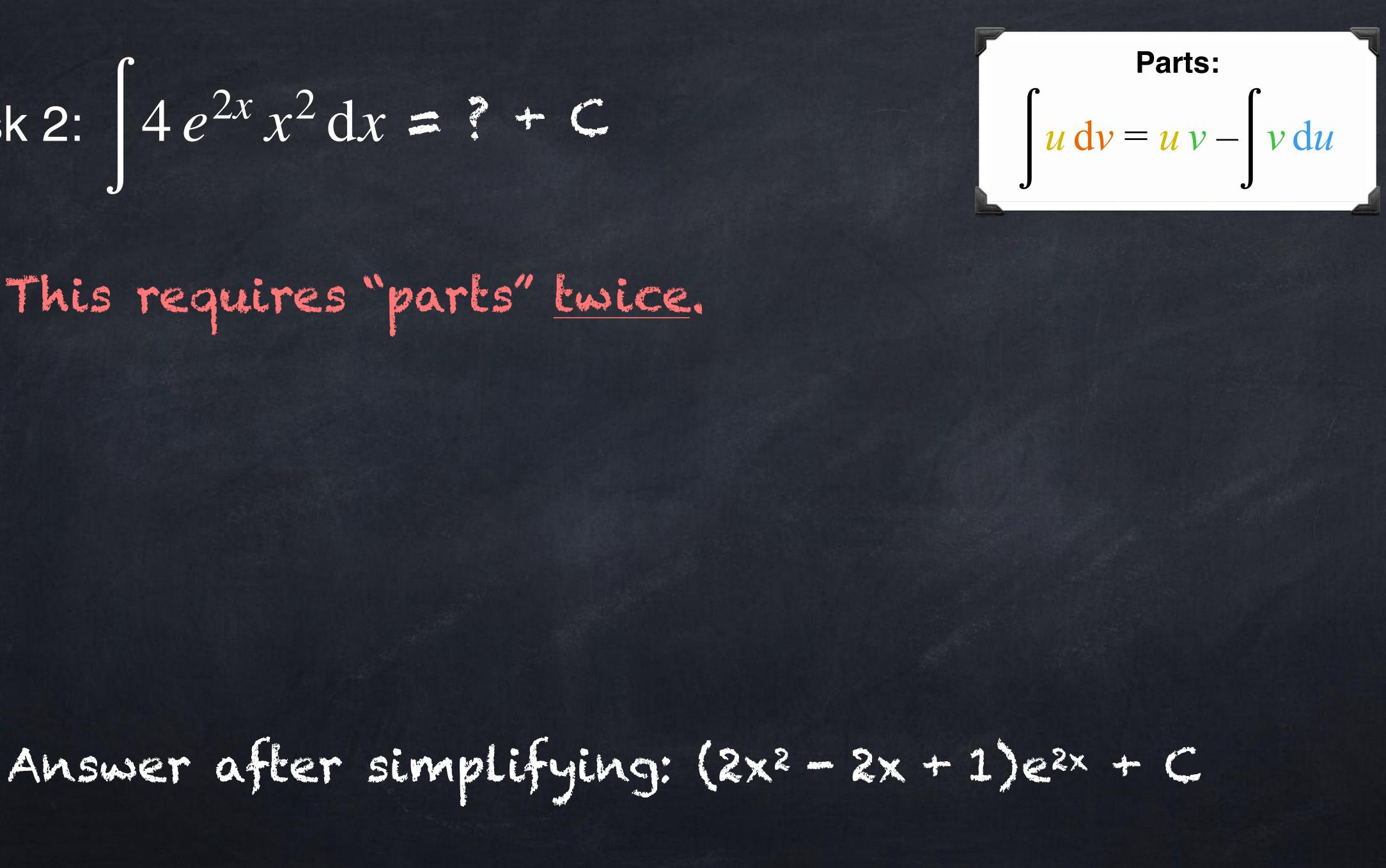
 $\frac{1}{2}e^{2x}$

EZX



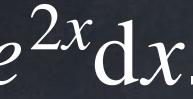
Task 2: $4 e^{2x} x^2 dx = 7 + C$

This requires "parts" twice.



Task 3: Calculate $I = \int_{0}^{10} 4x^2 e^{2x} dx$.

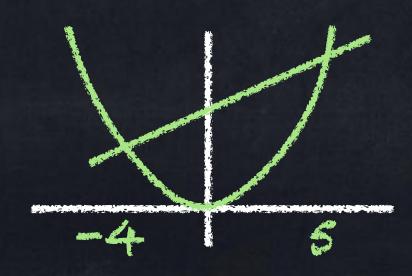
1 = 181620 = 1

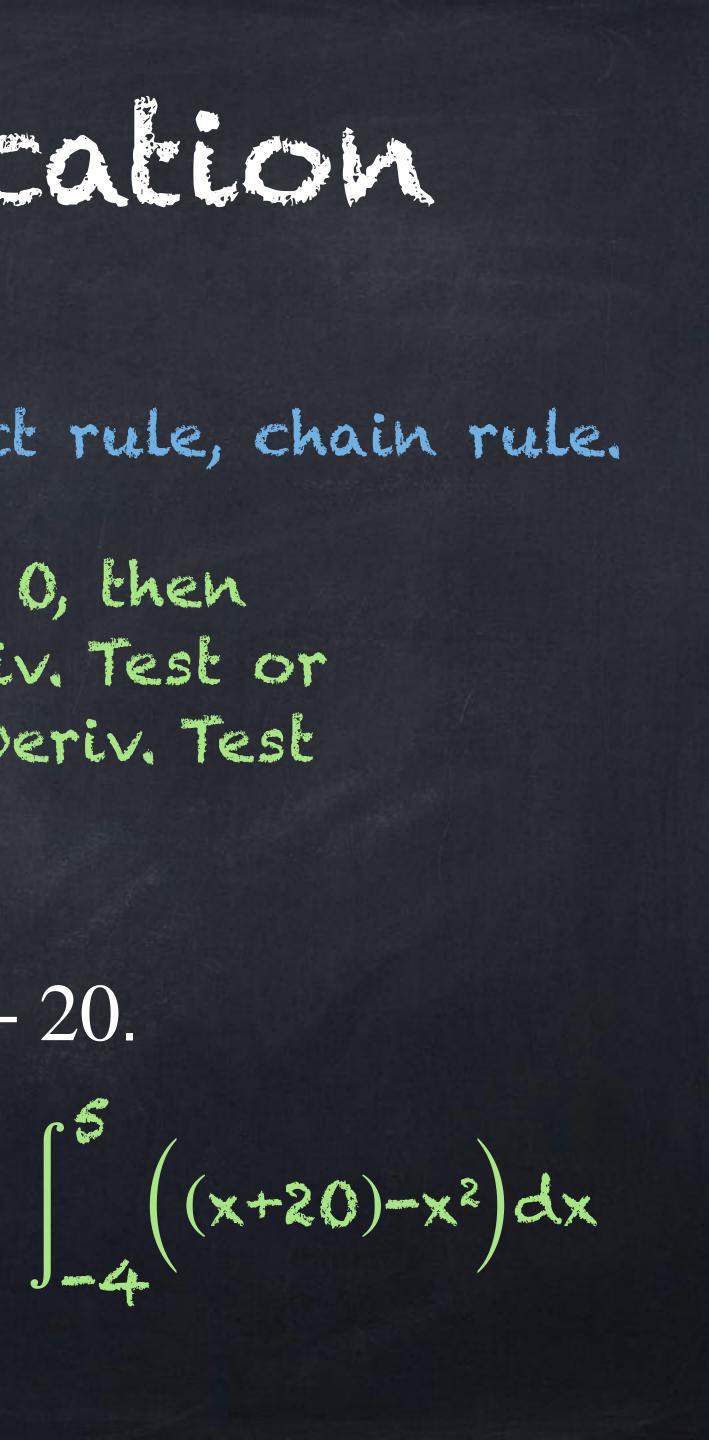


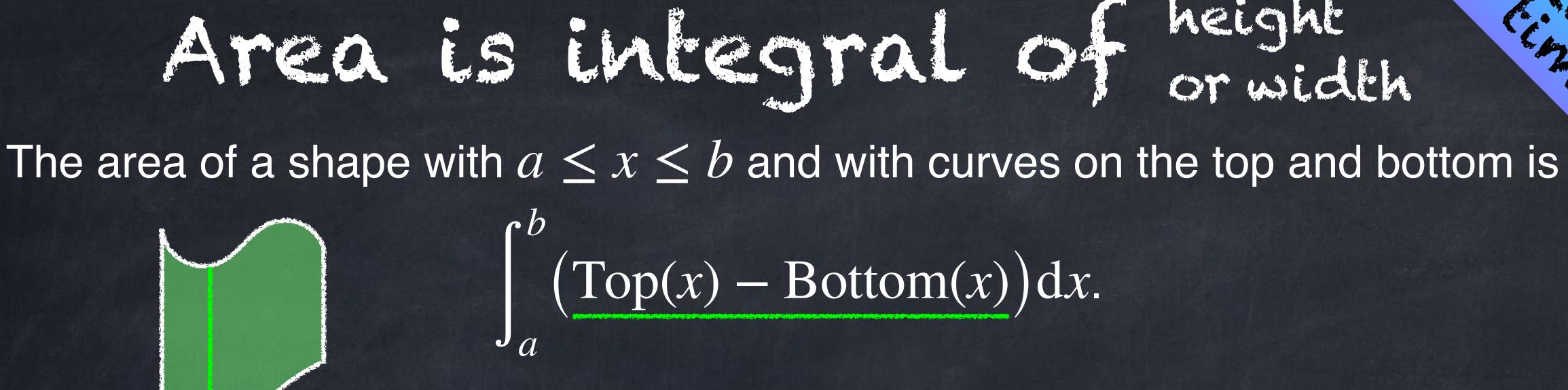
Derivatives: • Find the derivative of $f(x) = \cos(x^3)\sqrt{\sin(x)}$. Product rule, chain rule. • Find the local maximum of $f(x) = e^{-x/3}\sqrt{x}$. f'(x) = 0, then Integrals: • Find $5x\sin(3x) dx$. Parts • Find the area of the region between $y = x^2$ and y = x + 20.

Calculation vs application

First Deriv. Test or Second Deriv. Test







The area of a shape with $c \leq y \leq d$ and with curves on the left and right is (Right(y))

For some shapes, both methods are possible!

Area is integral of height orwidth

$$) - Left(y) dy.$$



We have seen that

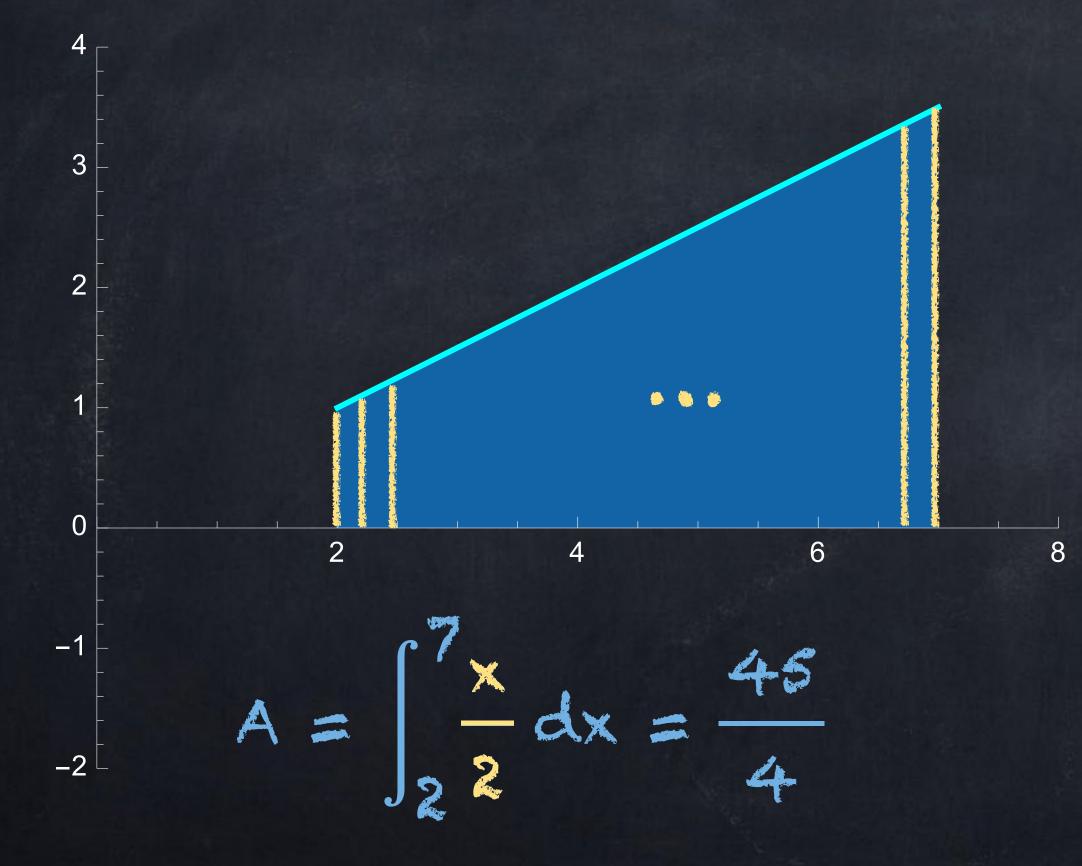
Increasing from 2D to 3D, we have Volume = $\int dx$

This is useful for "solids of revolution".

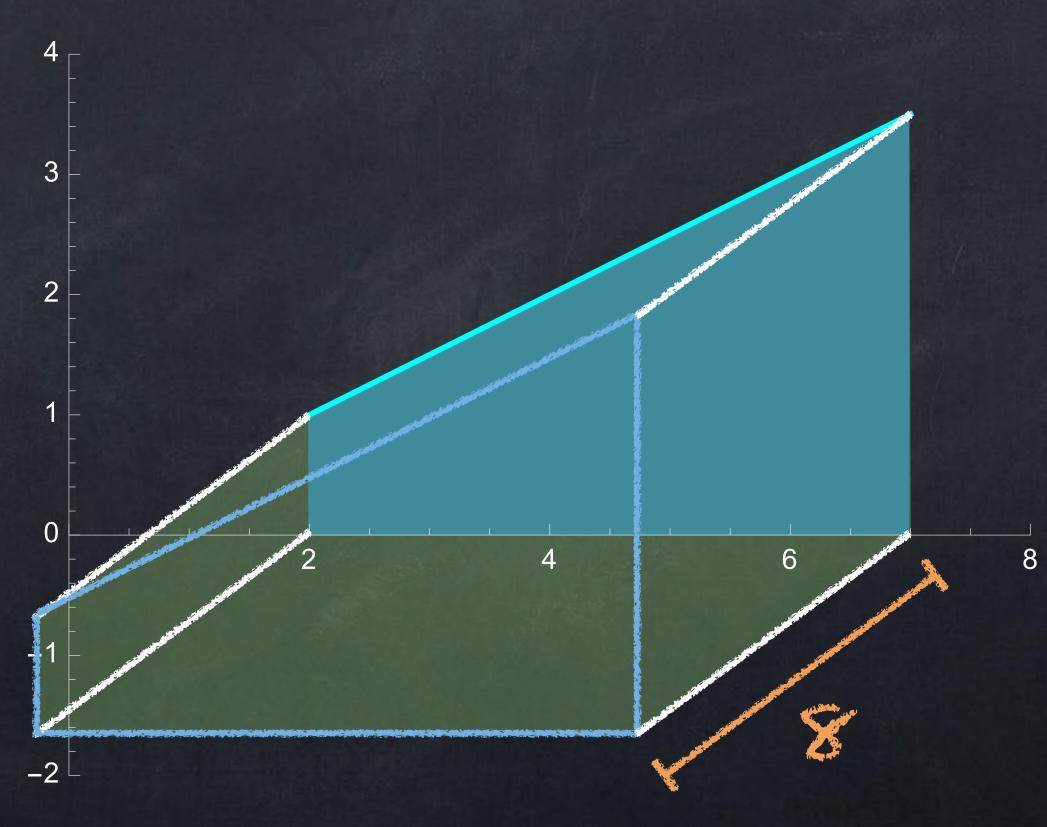


Area = (height) dx.

What is the area of the region with $2 \le x \le 7$ bounded by $y = \frac{1}{2}x$ and the *x*-axis?



What is the volume of this 3D shape?

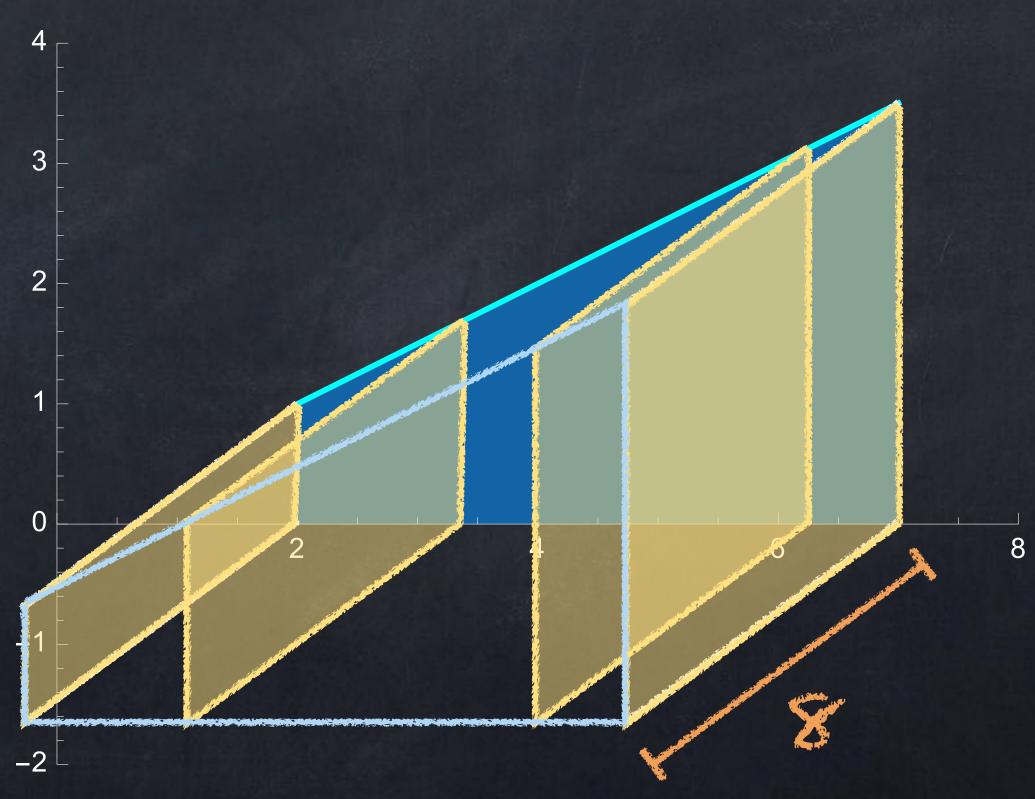


Volume = $\int_{2}^{7} Area dx$

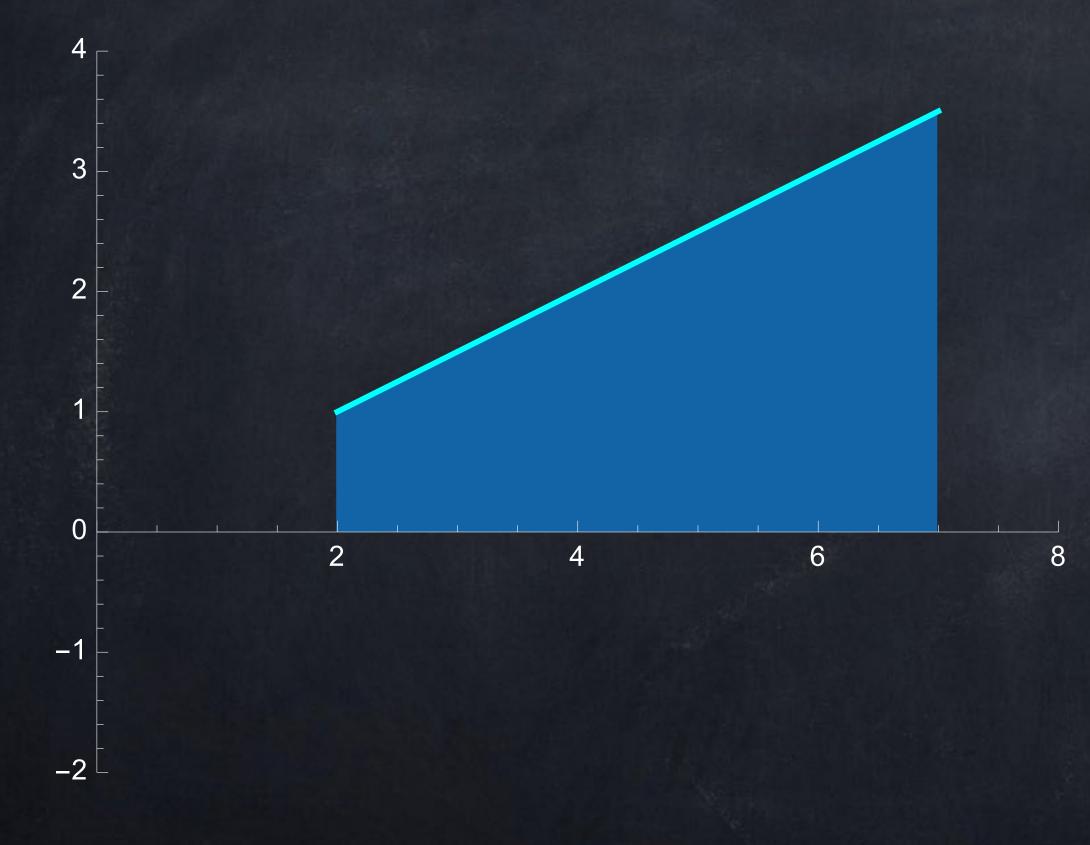
 $= \int \left(\frac{x}{2} \cdot \frac{8}{2} \right) dx$ = 90

In this example, we can also just say $V = \frac{45}{4} \times 8 = 90$, but the idea of looking at cross-sections will be helpful for other shapes.

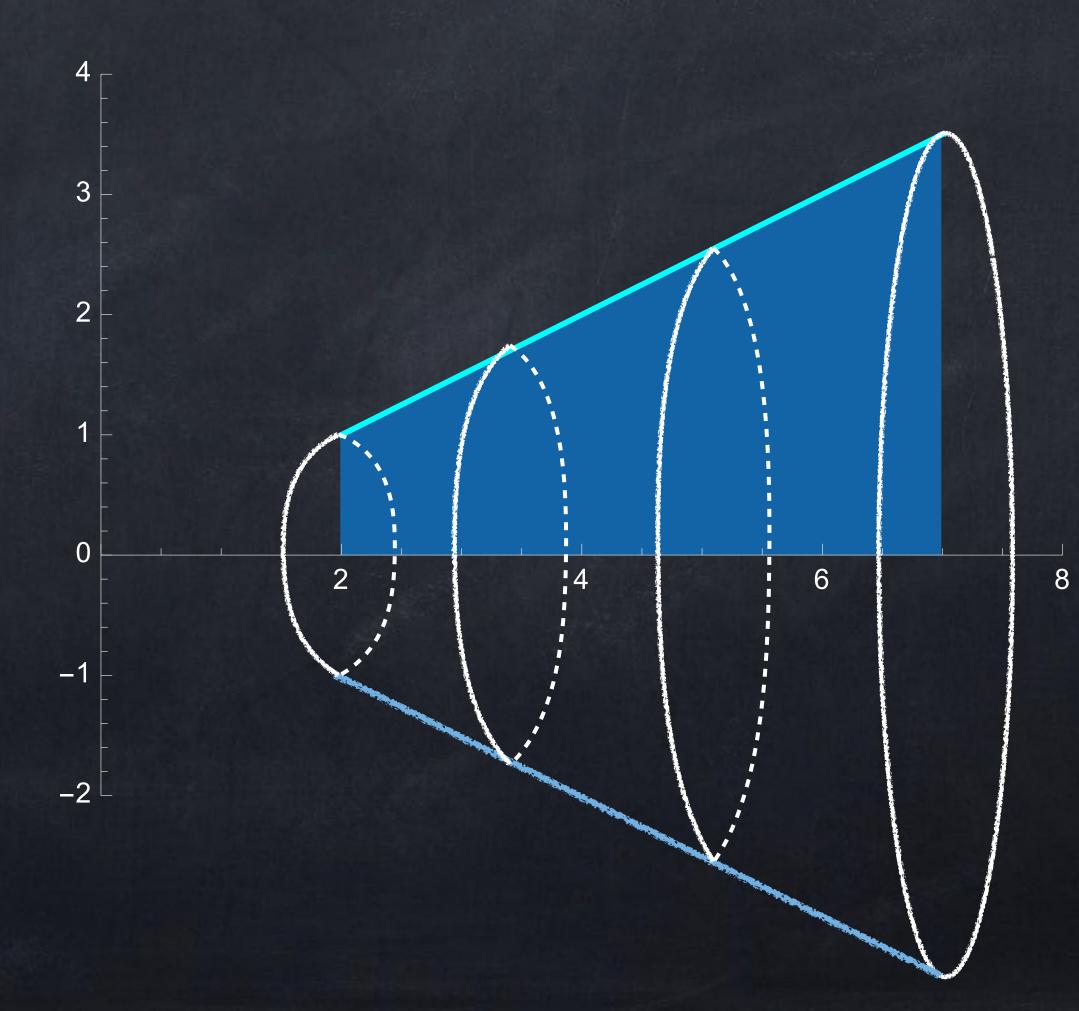
What is the volume of this 3D shape?



Start with the region with $2 \le x \le 7$ bounded by $y = \frac{1}{2}x$ and the *x*-axis...



... and rotate (or spin, or *revolve*) this shape around the x-axis.



Volume = Jareadx

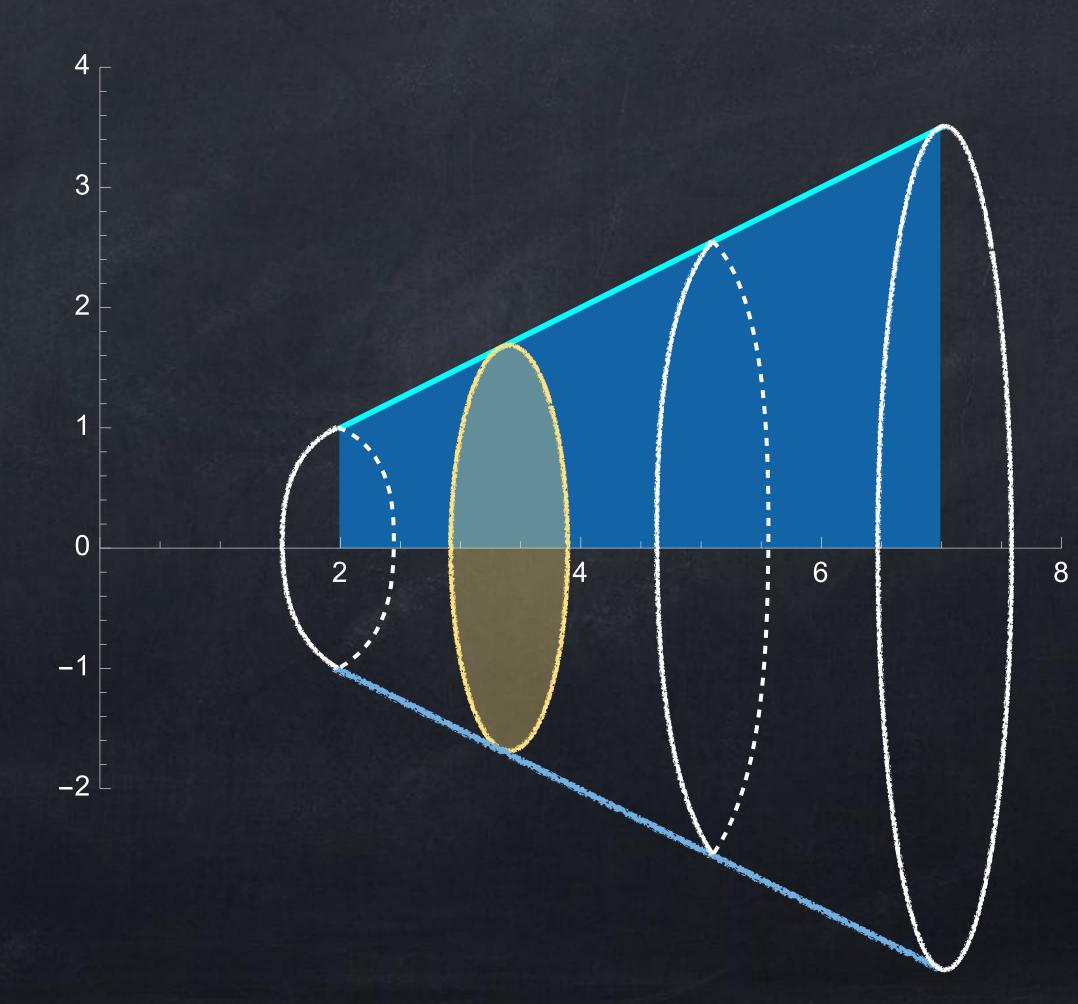
= $\int_{2}^{\pi} (radius)^2 dx$

 $= \int_{2}^{\pi} \left(\frac{x}{2}\right)^{2} dx$

 $(7)^{3}$ $(2)^{3}$ = $(7)^{3}$ $(2)^{3}$

355 12 TI

... and rotate (or spin, or *revolve*) this shape around the x-axis. What is the volume?





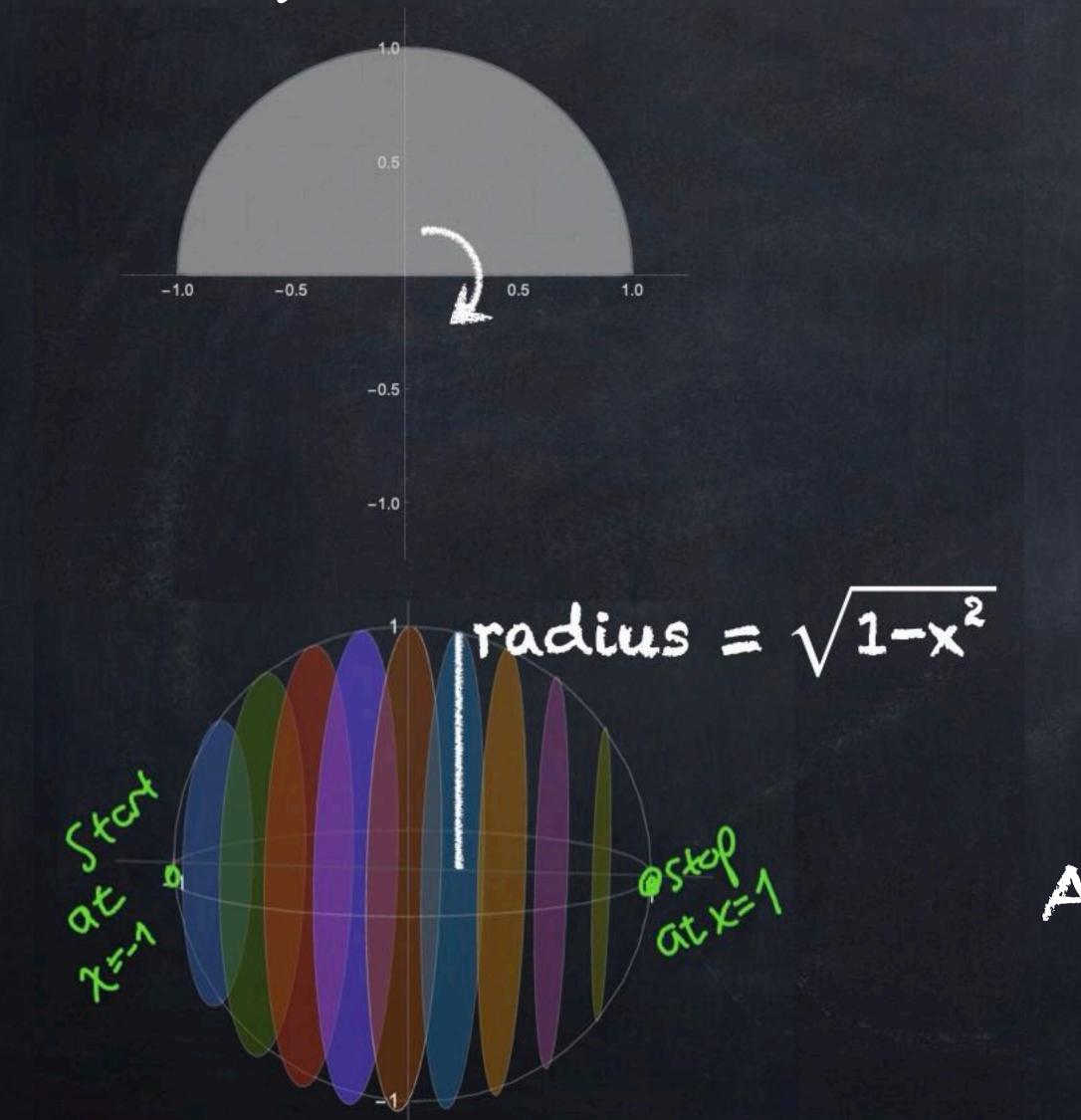
The area of a 2D region can be computed as either

• Area = $\int_{I}^{R} h(x) dx$

Area =
$$\int_{B}^{T} w(y) \, dy$$

Likewise, we have two methods for computing a volume of a solid formed by rotating a region around an axis. I will use the "disk method", but you can use "cylinders" if you prefer.

Use an integral to find the volume of the sphere formed by rotating $x^2 + y^2 = 1$ around the x-axis.



Auswer: TVVVX

