

# Topic 4 Outline

## 1 The Derivative

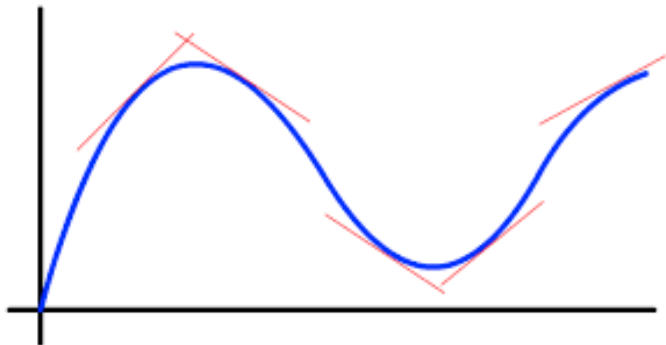
- What is the Derivative?
- Rates of Change
- The Derivative as a Function

## Topic 4 Learning Objectives

- 1 derive the derivative from the slope of the tangent representation
- 2 know the formal definition of the derivative, using both limit representations
- 3 calculate slope of the tangent
- 4 derive the derivative from the instantaneous rate of change representation
- 5 calculate instantaneous rate of change (velocity)
- 6 calculate derivatives using the definition of the derivative
- 7 graph  $f'(x)$  from the graph of  $f(x)$

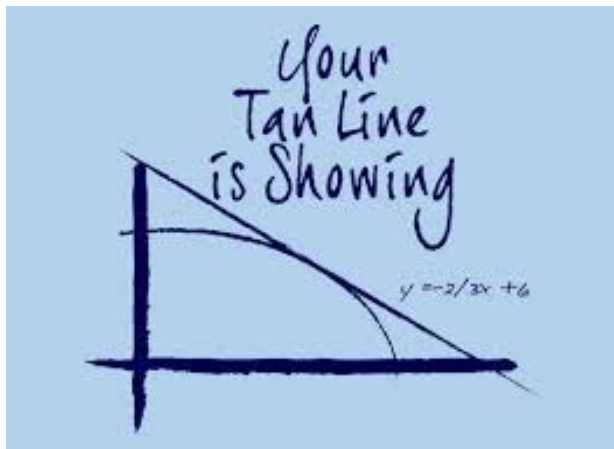
## What is a Tangent Line?

A **tangent** to a curve at a point is a line that just touches the curve at that point:



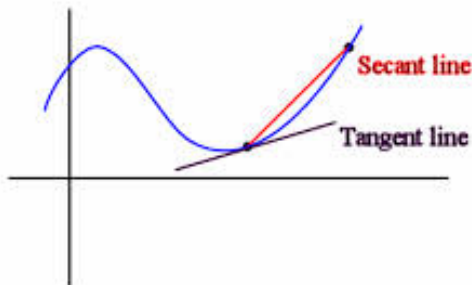
Check out this link for a video on the meaning of the derivative!  
<https://www.educreations.com/lesson/embed/9724142/?ref=app>

# What is a Tangent Line?



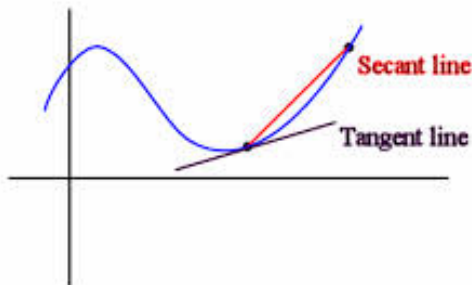
# Slope of the Tangent

To figure out the slope of the tangent line at a point  $(x, f(x))$  we begin by looking at the **secant** line:



## Slope of the Tangent - Alternate Version

To figure out the slope of the tangent line at a point  $(x, f(x))$  we begin by looking at the **secant** line:



## Examples

- 1 Find the slope of the tangent line to the parabola  $y = x^2$  at  $x = 0$  and  $x = -1$ .
- 2 Find the equation of the tangent line to the curve  $y = \frac{3}{x}$  at  $x = 3$ .

## Rates of Change

If  $x$  changes from  $x_1$  to  $x_2$  and  $y = f(x)$ , then the change in  $x$  is  $\delta x = x_2 - x_1$  and the corresponding change in  $y$  is  $\delta y = f(x_2) - f(x_1)$ .  
Using these ideas, we can calculate:

**Average Rate of Change**  $\frac{\delta y}{\delta x} = \frac{f(x_2) - f(x_1)}{x_2 - x_1}$

**Instantaneous Rate of Change**  $\lim_{\delta x \rightarrow 0} \frac{\delta y}{\delta x} = \lim_{\delta x \rightarrow 0} \frac{f(x_2) - f(x_1)}{x_2 - x_1}$

One such rate of change is **velocity**: If an object moves along a straight line according to an equation of motion  $s = f(t)$ , where  $s$  is the displacement of the object at time  $t$ , then  $f(t)$  is called the **position function**.



## Rates of Change

Then, from time  $t = a$  to time  $t = a + h$ :

**Average Velocity**  $\frac{\text{displacement}}{\text{time}} = \frac{f(a+h)-f(a)}{h}$

As the time intervals get shorter and shorter (ie, as we let  $h \rightarrow 0$ ), then the

**Instantaneous Velocity (Velocity) at time  $t = a$**   $\lim_{h \rightarrow 0} \frac{f(a+h)-f(a)}{h}$

## Example

Suppose a ball is dropped from the upper observation deck of the CN Tower, 450m high, and the distance (in meters) fallen after  $t$  seconds is  $4.9t^2$ . Then:

- a What is the velocity of the ball after 5 seconds?
- b How fast is the ball travelling when it hits the ground?

# Derivatives

So, now we know that the slope of the tangent line to the curve  $y = f(x)$  at the point where  $x = a$  is given by:

$$m = \lim_{h \rightarrow 0} \frac{f(a+h) - f(a)}{h},$$

and the velocity of an object with position function  $s = f(t)$  at time  $t = a$  is given by:

$$m = \lim_{h \rightarrow 0} \frac{f(a+h) - f(a)}{h}.$$

In fact, this type of limit occurs widely in any of the sciences or engineering whenever we calculate a *rate of change*, so we give it a special name and notation:

The **derivative** of a function  $f(x)$  at a number  $a$  is  $f'(a) = \lim_{h \rightarrow 0} \frac{f(a+h) - f(a)}{h}$

if this limit exists (or equivalently,  $f'(a) = \lim_{x \rightarrow a} \frac{f(x) - f(a)}{x - a}$ ).

## DON'T DRINK AND DERIVE



Mathematicians  
Against  
Drunk  
Deriving

## Know Your Limit!

[MyCominedSpace.com](http://MyCominedSpace.com)

## Examples

- 1 Find the derivative if  $f(x) = \frac{1}{x}$  at  $x = a$  and  $x = 4$ .
- 2 Find  $f'(a)$  if  $f(x) = \sqrt{2x + 1}$  at  $x = a$  and  $x = 4$ .
- 3 A particle moves along a straight line with equation of motion  $s = f(t) = t^2 - 6t - 5$  ( $t$  is in seconds,  $s$  is in meters). Find an expression for the velocity at time  $t = a$ , graph the velocity function, and find the time when the particle is at rest.

## The Derivative as a Function

Recall, we defined the derivative of a function  $f(x)$  at a *fixed* number  $a$  as:

$$f'(a) = \lim_{h \rightarrow 0} \frac{f(a+h) - f(a)}{h},$$

If we replace the fixed constant in the above equation by the variable  $x$ , then we can vary  $a$ !

$$f'(x) = \lim_{h \rightarrow 0} \frac{f(x+h) - f(x)}{h},$$

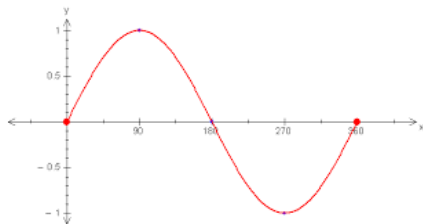
Now  $f'(x)$  is a new function of  $x$ , the **derivative**!

Other notations for the derivative of  $y = f(x)$  include:

$$f'(x) = \frac{df}{dx} = \frac{dy}{dx} = Df(x)$$

## Example

Use the graph of  $f(x)$  given below to sketch the graph of  $f'(x)$



## Examples

Find a formula for  $f'(x)$  and state its domain:

①  $f(x) = x^3 - x$

②  $f(x) = \sqrt{x-1}$

③  $f(x) = \frac{1-x}{2+x}$



## Definition

A function is **differentiable at  $x=a$**  if  $f'(a)$  exists. It is differentiable on an open interval  $((a, b)$  or  $(a, \infty)$ ,  $(-\infty, b)$ ,  $(-\infty, \infty))$  if it is differentiable at every number in the interval.

Take a look at the last example and state where those functions were differentiable.

In general, if the graph of a function  $f(x)$  has a *corner* or a *kink*, then the graph has no tangent, and therefore no derivative, at that point. Look at the function  $f(x) = |x|$ :

## Five in Five!

Solve the following in 5 minutes or less!

- 1 Find  $f'(x)$  if  $f(x) = 2x^2 + 1$
- 2 Find  $f'(x)$  if  $f(x) = \sqrt{9x}$
- 3 If an object is travelling with position function  $s = f(t) = -(t - 1)^2 - 1$ , when will the object be moving fastest? slowest? (HINT: try graphing it!)
- 4 What is the slope of the tangent to the function  $f(x) = 3x + 8$  at the point  $x = 0$ ?  $x = -1$ ? At any  $x$ -value?
- 5 Where is the function  $f(x) = |x - 3|$  differentiable?

## Flex the Mental Muscle!

Below are the images of 6 differently shaped water bottles. A mathematician is interested in how the water level of each is rising as time goes on, when he pours water into the bottle at a constant rate. Draw 2 rough sketches for each of the bottle shapes: one that represents how the height changes as he pours the water ( $h$  vs  $t$ ), and the other that represents how the rate of change of the height changes as he pours the water ( $dh/dt$  vs  $t$ ).

