

Chapter 2

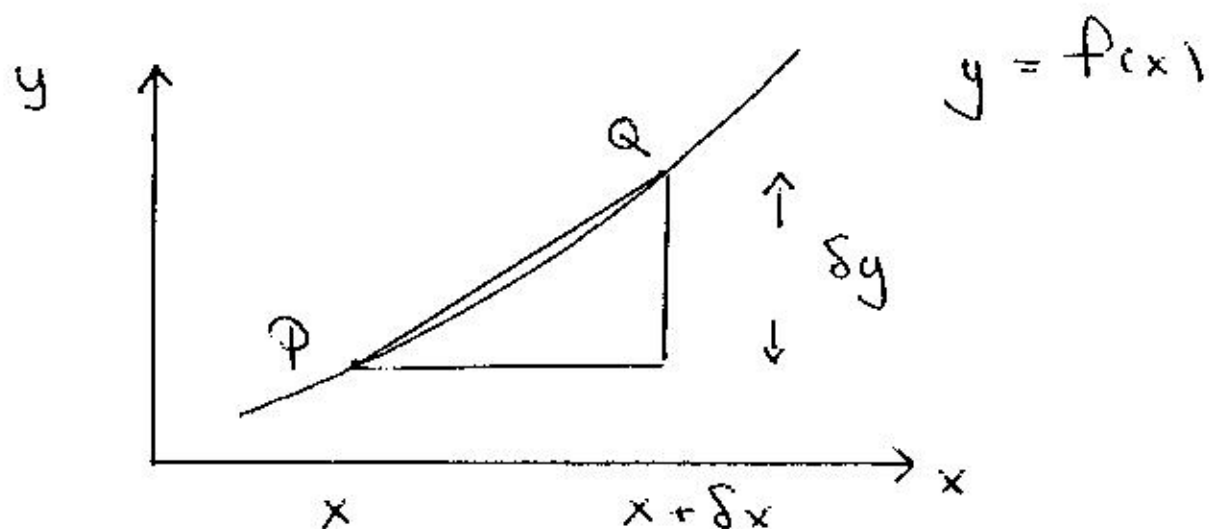
Differentiation

- 2.1 First Principles
- 2.2 Product, Quotient, chain-rules etc etc
- 2.3 Curve sketching
- 2.4 Parametric representation of curves
- 2.5 Polar co-ordinates

Chapter 2 : Differentiation

1 Differentiation from First Principles

What is tangent to curve at point P?



$$\text{Gradient of Chord } PQ = \frac{f(x + \delta x) - f(x)}{\delta x} \equiv \frac{\delta y}{\delta x}$$

Now, at fixed x , let $\delta x \rightarrow 0$. If limit exists, define

$$\boxed{\lim_{\delta x \rightarrow 0} \frac{f(x + \delta x) - f(x)}{\delta x} = \frac{dy}{dx} \quad *}$$

is derivative of $f(x)$ at x .

Examples

i) $y = x^2$

$$\begin{aligned}\frac{dy}{dx} &= \lim_{\delta x \rightarrow 0} \frac{(x + \delta x)^2 - x^2}{\delta x} \\ &= \lim_{\delta x \rightarrow 0} \frac{\cancel{x^2} + 2x\delta x + \delta x^2 - \cancel{x^2}}{\delta x} \\ &= \lim_{\delta x \rightarrow 0} 2x + \delta x = 2x\end{aligned}$$

ii) $y = \sin x$

$$\frac{dy}{dx} = \lim_{\delta x \rightarrow 0} \frac{\sin(x + \delta x) - \sin x}{\delta x}$$

Recall $\sin A - \sin B = 2 \cos \frac{A+B}{2} \sin \frac{A-B}{2}$

hence

$$\begin{aligned}\frac{dy}{dx} &= \lim_{\delta x \rightarrow 0} \frac{2 \cos(x + \frac{\delta x}{2}) \sin \frac{\delta x}{2}}{\delta x} \\ &= \lim_{\delta x \rightarrow 0} \cos(x + \frac{\delta x}{2}) \cdot \lim_{\delta x \rightarrow 0} \frac{\sin \delta x/2}{\delta x/2} \\ &= \cos x \cdot \underline{1} = \cos x\end{aligned}$$

2.2 Useful results / techniques

1)

$$\text{Product rule} \quad \frac{d}{dx} f g = \frac{df}{dx} g + f \frac{dg}{dx}$$

$$\text{Quotient rule} \quad \frac{d}{dx} \frac{f}{g} = \frac{f' g - f g'}{g^2}$$

where $f' \equiv df/dx$, $f'' \equiv d^2 f/dx^2$ etc.)

2) Function of a function

e.g. $y = \ln \cos x$

write $y = \ln g$ and $g = \cos x$

$$\frac{dy}{dx} = \frac{dy}{dg} \cdot \frac{dg}{dx} = \frac{1}{g} \cdot (-\sin x)$$

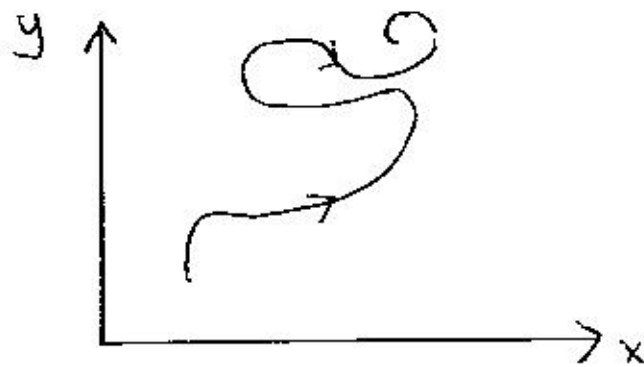
$$= -\tan x$$

↑
chain-rule

(c) Parametric differentiation

Suppose $y = y(t)$ and $x = x(t)$ e.g.

coordinates of moving body.



$$\frac{dy}{dx} = \frac{dy}{dt} \frac{dt}{dx} = \frac{dy}{dt} / \frac{dx}{dt} \equiv \frac{\dot{y}}{\dot{x}} \quad *$$

($\dot{y} \equiv dy/dt$, $\ddot{y} \equiv d^2y/dt^2$ etc)

Similarly

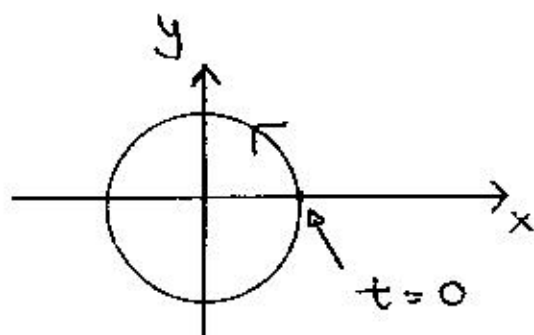
$$\begin{aligned} \frac{d^2y}{dx^2} &= \frac{d}{dx} \frac{dy}{dx} \\ &= \frac{dt}{dx} \cdot \frac{d}{dt} \left(\dot{y} / \dot{x} \right) \end{aligned}$$

$$\Rightarrow \frac{d^2y}{dx^2} = \frac{\ddot{y} \dot{x} - \dot{y} \ddot{x}}{\dot{x}^3}$$

Example

$$y = \sin t$$

$$x = \cos t$$



$$\text{have } \begin{matrix} \dot{y} = \cos t \\ \dot{x} = -\sin t \end{matrix} \Rightarrow \frac{dy}{dx} = \frac{\cos t}{-\sin t} = -\cot t$$

$$\text{similarly } \begin{matrix} \ddot{y} = -\sin t \\ \ddot{x} = -\cos t \end{matrix} \Rightarrow \frac{d^2y}{dx^2} = \frac{\sin^2 t + \cos^2 t}{(-\sin t)^3} = -\frac{1}{y^3}$$

1) Differentiation of inverse (useful *)

e.g. i) $y = \sin^{-1} x$

$$\sin y = x \Rightarrow \cos y \cdot \frac{dy}{dx} = 1$$

$$\frac{dy}{dx} = \frac{1}{\cos y} \Rightarrow \frac{dy}{dx} = \frac{1}{\sqrt{1-\sin^2 y}} \Rightarrow \boxed{y' = \frac{1}{\sqrt{1-x^2}}}$$

ii) $y = \tan^{-1} x$

$$\tan y = x \Rightarrow \sec^2 y \cdot y' = 1 \Rightarrow y' = \frac{1}{\sec^2 y} = \frac{1}{1+\tan^2 y}$$

$$y' = \frac{1}{1+x^2}$$

Similarly, for $y = \cos^{-1} x$, $y = \sec^{-1} x$,
 $y = \sinh^{-1} x$ etc etc . . .

e) Implicit Functions

Sometimes relationship btwn x and y is implicit

$$F(x, y) = 0$$

rather than explicitly $y = f(x)$.

e.g.

$$x^2 \sin y + xy = 1$$

Differentiate w.r.t. x (using product rule)

$$2x \sin y + x^2 \cos y \frac{dy}{dx} + y + x \frac{dy}{dx} = 0$$

$$\frac{dy}{dx} = - \frac{(y + 2x \sin y)}{x^2 \cos y + x}$$

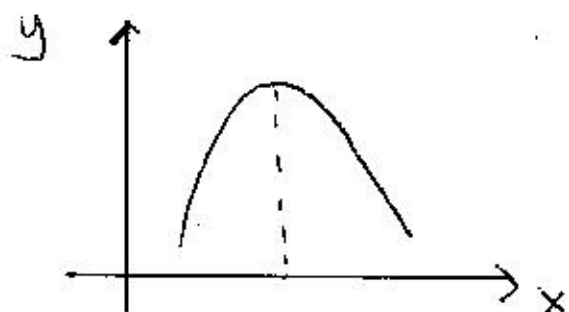
4) Stationary Points

At a Stationary pt

$$\frac{dy}{dx} = 0$$

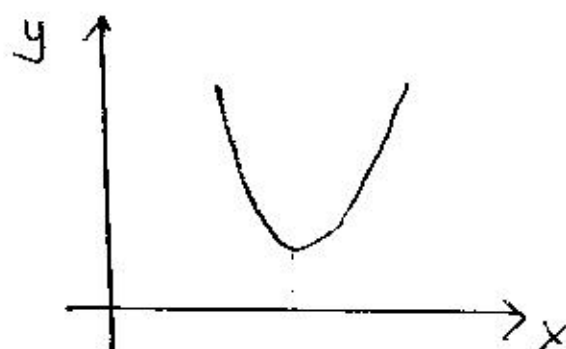
Two basic types

Maximum



$$y' = 0 \text{ and } y'' < 0$$

Minimum



$$y' = 0, y'' > 0$$

At a point of inflection $\frac{d^2y}{dx^2} = 0$

but $\frac{dy}{dx}$ may or not be zero.

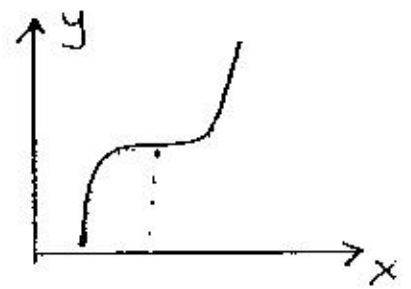
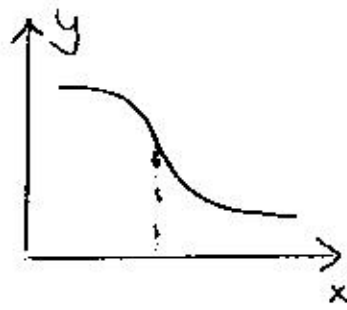
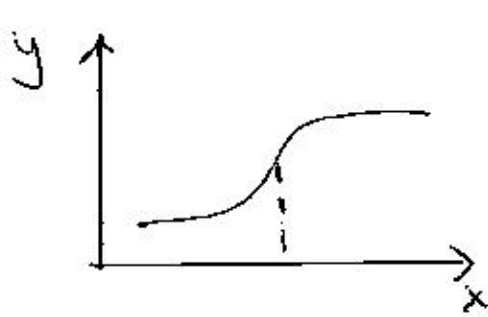
if $y' = 0 \Rightarrow$ stationary pt or saddle-point of inflection

if $y' \neq 0 \Rightarrow$ non-stationary pt of inflection

Corresponds to a change of curvature.

Examples of points of inflexion

(37)



e.g. Find max/min & pts of inflexion of

$$y = x^2(x-1)$$

Taking derivatives

$$y' = 3x^2 - 2x = x(3x-2)$$

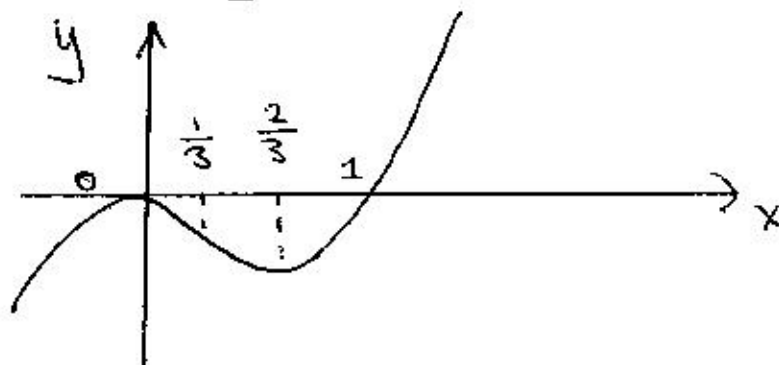
$$y'' = 6x - 2$$

Thus stationary pts ($y' = 0$) at $x = 0, \frac{2}{3}$

• at $x = 0$, $y'' = -2 \Rightarrow \text{Max}^n$

at $x = \frac{2}{3}$, $y'' = +2 \Rightarrow \text{min}^n$

• $y'' = 0$ at $x = \frac{1}{3} \Rightarrow \text{pt of inflex}^n$



1.3 Curve Sketching

Get main features by

- Examining behaviour for $x \rightarrow 0, +\infty, -\infty$
- Look for symmetries (even/odd)

if $y = \frac{P(x)}{Q(x)}$ with P, Q polynomials

(i) zeros of P give intersections with Ox

(ii) zeros of Q give infinite discontinuities
or asymptotes

Stationary pts for finer detail

Example

$$y = \frac{x(x-2)}{x-3}$$

$y = 0$ when $x = 0, 2$

$y \sim \frac{2}{3}x$ if x small

near $x = 3$, $y \sim \frac{3}{x-3}$

Thus

$$y \rightarrow +\infty \quad \text{as} \quad x \rightarrow 3^+$$

$$y \rightarrow -\infty \quad \text{as} \quad x \rightarrow 3^-$$

Digression

$x \rightarrow 3^+$ means "x tends to 3 from above".

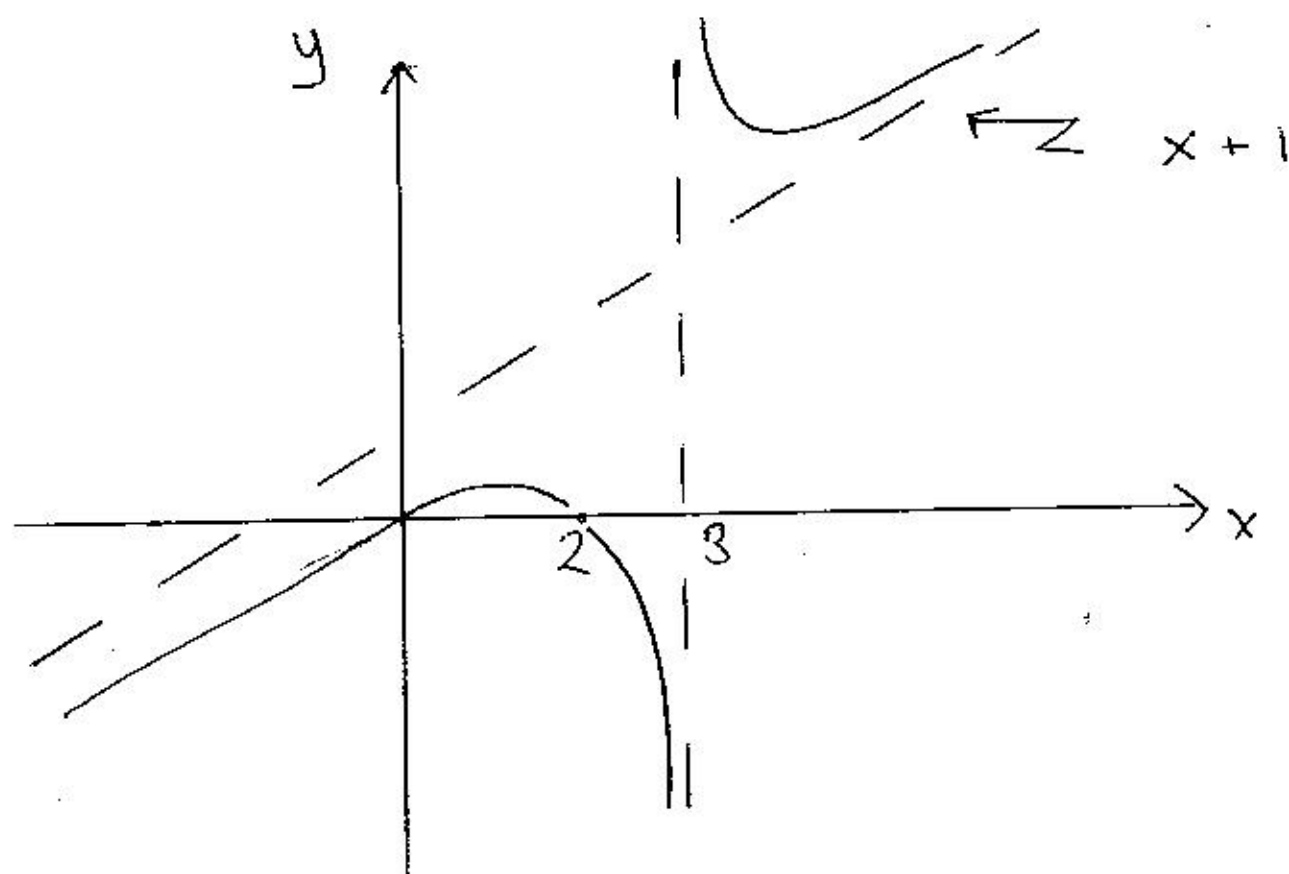
Think $x = 3.1, 3.01, 3.001 \dots$

$x \rightarrow 3^-$ means "x tends to 3 from below"

Think $x = 2.9, 2.99, 2.999 \dots$

@ behaviour at large x

$$\begin{aligned} y &= \frac{x(x-2)}{x-3} \\ &= \frac{x^2(1 - \frac{2}{x})}{x(1 - \frac{3}{x})} \\ &= x(1 - \frac{2}{x})(1 - \frac{3}{x})^{-1} \\ &= x(1 - \frac{2}{x})(1 + \frac{3}{x} + O(\frac{1}{x^2})) \\ &= x(1 + \frac{1}{x} + O(\frac{1}{x^2})) \\ &= x + 1 + O(\frac{1}{x}) \end{aligned}$$



$$y' = \frac{x^2 - 6x + 6}{(x-3)^2} \Rightarrow \text{stationary pts at } x = 3 \pm \sqrt{3}$$

(can already tell if max^m/min^m)

2.4 Parametric representation of curves

Given $x = x(t)$ and $y = y(t)$

- t = time or some abstract variable

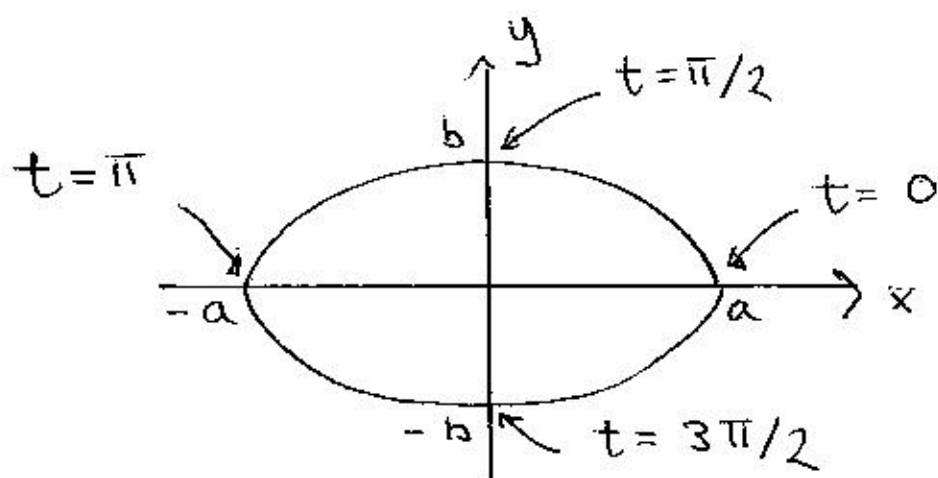
eg. a) $x = a \cos t, y = b \sin t$

In this case can eliminate t

(41) MPH

$$\frac{x^2}{a^2} + \frac{y^2}{b^2} = 1$$

ellipse

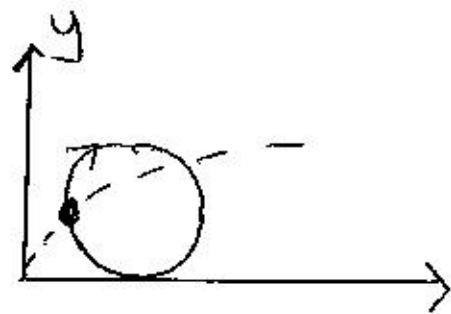


Parametric representⁿ often useful when cannot (easily) eliminate t

b)

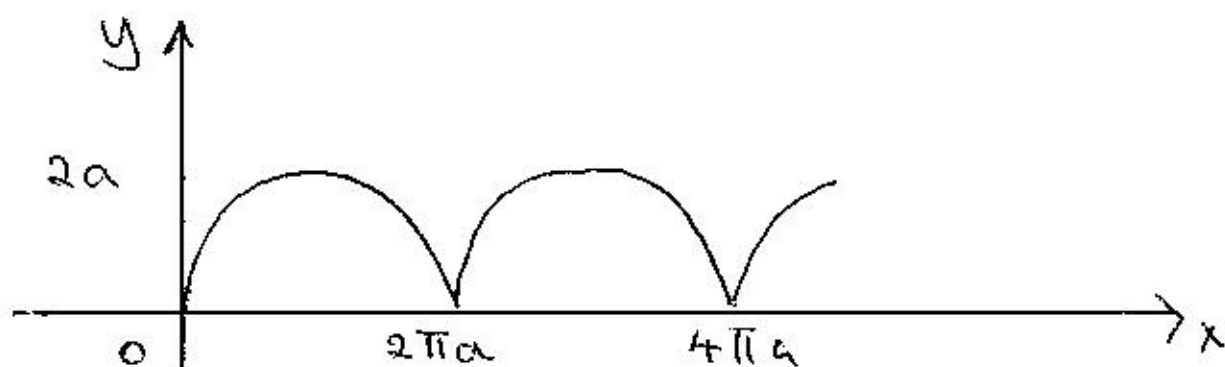
$$x = a(t - \sin t)$$

$$y = a(1 - \cos t)$$



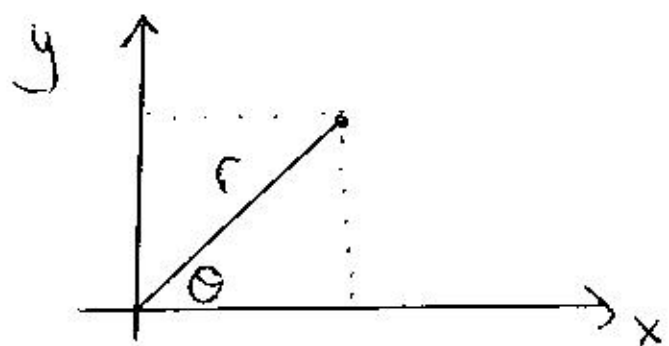
locus of point on rolling circle

Cycloid



2.5 Polar Co-ordinates

In 2D often best to use plane
polars (r, θ) instead of Cartesian (x, y)



$r \equiv$ radial dist^e
to origin

$\theta =$ angle wr.t
Ox axis

(r, θ) in terms of (x, y)

$$r = \sqrt{x^2 + y^2} \quad , \quad \theta = \tan^{-1} \frac{y}{x}$$

$$(-\pi < \theta < 2\pi)$$

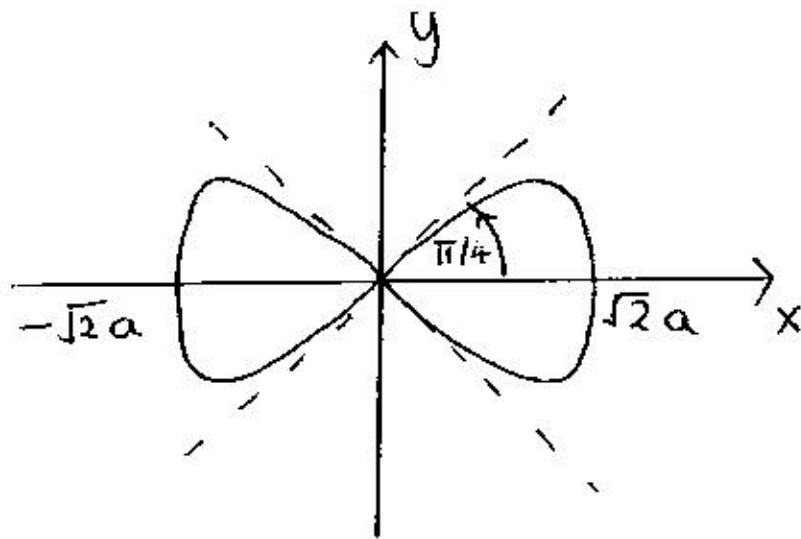
(x, y) in terms of (r, θ)

$$x = r \cos \theta \quad , \quad y = r \sin \theta$$

e.g. Lemniscate function (figure of eight)

$$r^2 = 2a^2 \cos 2\theta$$

Since r real, no solⁿs when $\cos 2\theta < 0$
e. $\frac{\pi}{2} < 2\theta < \frac{3\pi}{2}$

lemniscate

Mathematical name for infinity symbol ∞ .
