JAMES

STEWART

Calculus

7E

Cut here and keep for reference

ALGEBRA

Arithmetic Operations

$a(b + c) = ab + ac$ $\qquad$ $\dfrac{a}{b} + \dfrac{c}{d} = \dfrac{ad + bc}{bd}$

$\dfrac{a + c}{b} = \dfrac{a}{b} + \dfrac{c}{b}$ $\qquad$ $\dfrac{\dfrac{a}{b}}{\dfrac{c}{d}} = \dfrac{a}{b} \times \dfrac{d}{c} = \dfrac{ad}{bc}$

Exponents and Radicals

$x^m x^n = x^{m+n}$ $\qquad$ $\dfrac{x^m}{x^n} = x^{m-n}$

$(x^m)^n = x^{mn}$ $\qquad$ $x^{-n} = \dfrac{1}{x^n}$

$(xy)^n = x^n y^n$ $\qquad$ $\left(\dfrac{x}{y}\right)^n = \dfrac{x^n}{y^n}$

$x^{1/n} = \sqrt[n]{x}$ $\qquad$ $x^{m/n} = \sqrt[n]{x^m} = \left(\sqrt[n]{x}\right)^m$

$\sqrt[n]{xy} = \sqrt[n]{x}\sqrt[n]{y}$ $\qquad$ $\sqrt[n]{\dfrac{x}{y}} = \dfrac{\sqrt[n]{x}}{\sqrt[n]{y}}$

Factoring Special Polynomials

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

$x^3 + y^3 = (x + y)(x^2 - xy + y^2)$

$x^3 - y^3 = (x - y)(x^2 + xy + y^2)$

Binomial Theorem

$(x + y)^2 = x^2 + 2xy + y^2$ $\qquad$ $(x - y)^2 = x^2 - 2xy + y^2$

$(x + y)^3 = x^3 + 3x^2y + 3xy^2 + y^3$

$(x - y)^3 = x^3 - 3x^2y + 3xy^2 - y^3$

$$(x + y)^n = x^n + nx^{n-1}y + \frac{n(n-1)}{2}x^{n-2}y^2 + \cdots + \binom{n}{k}x^{n-k}y^k + \cdots + nxy^{n-1} + y^n$$

where $\dbinom{n}{k} = \dfrac{n(n-1)\cdots(n-k+1)}{1 \cdot 2 \cdot 3 \cdot \cdots \cdot k}$

Quadratic Formula

If $ax^2 + bx + c = 0$, then $x = \dfrac{-b \pm \sqrt{b^2 - 4ac}}{2a}$.

Inequalities and Absolute Value

If $a < b$ and $b < c$, then $a < c$.

If $a < b$, then $a + c < b + c$.

If $a < b$ and $c > 0$, then $ca < cb$.

If $a < b$ and $c < 0$, then $ca > cb$.

If $a > 0$, then

$|x| = a$ means $x = a$ or $x = -a$

$|x| < a$ means $-a < x < a$

$|x| > a$ means $x > a$ or $x < -a$

GEOMETRY

Geometric Formulas

Formulas for area A, circumference C, and volume V:

Triangle

$A = \frac{1}{2}bh$

$= \frac{1}{2}ab\sin\theta$

Circle

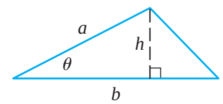
$A = \pi r^2$

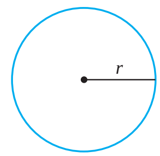
$C = 2\pi r$

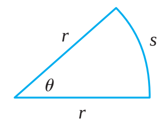
Sector of Circle

$A = \frac{1}{2}r^2\theta$

$s = r\theta$ (θ in radians)







Sphere

$V = \frac{4}{3}\pi r^3$

$A = 4\pi r^2$

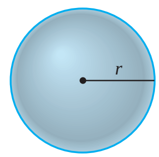
Cylinder

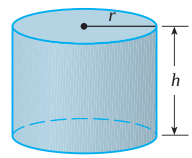
$V = \pi r^2 h$

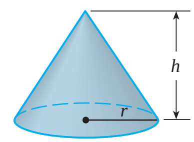
Cone

$V = \frac{1}{3}\pi r^2 h$

$A = \pi r\sqrt{r^2 + h^2}$







Distance and Midpoint Formulas

Distance between $P_1(x_1, y_1)$ and $P_2(x_2, y_2)$:

$$d = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$$

Midpoint of $\overline{P_1P_2}$: $\left(\dfrac{x_1 + x_2}{2}, \dfrac{y_1 + y_2}{2}\right)$

Lines

Slope of line through $P_1(x_1, y_1)$ and $P_2(x_2, y_2)$:

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

Point-slope equation of line through $P_1(x_1, y_1)$ with slope m:

$$y - y_1 = m(x - x_1)$$

Slope-intercept equation of line with slope m and y-intercept b:

$$y = mx + b$$

Circles

Equation of the circle with center (h, k) and radius r:

$$(x - h)^2 + (y - k)^2 = r^2$$

TRIGONOMETRY

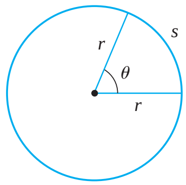
Angle Measurement

π radians $= 180°$

$1° = \dfrac{\pi}{180}$ rad $\qquad$ 1 rad $= \dfrac{180°}{\pi}$

$s = r\theta$

(θ in radians)

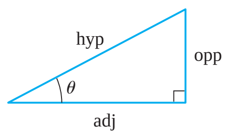


Right Angle Trigonometry

$\sin\theta = \dfrac{\text{opp}}{\text{hyp}} \qquad \csc\theta = \dfrac{\text{hyp}}{\text{opp}}$

$\cos\theta = \dfrac{\text{adj}}{\text{hyp}} \qquad \sec\theta = \dfrac{\text{hyp}}{\text{adj}}$

$\tan\theta = \dfrac{\text{opp}}{\text{adj}} \qquad \cot\theta = \dfrac{\text{adj}}{\text{opp}}$

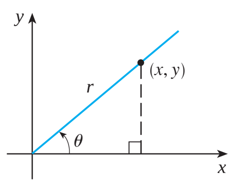


Trigonometric Functions

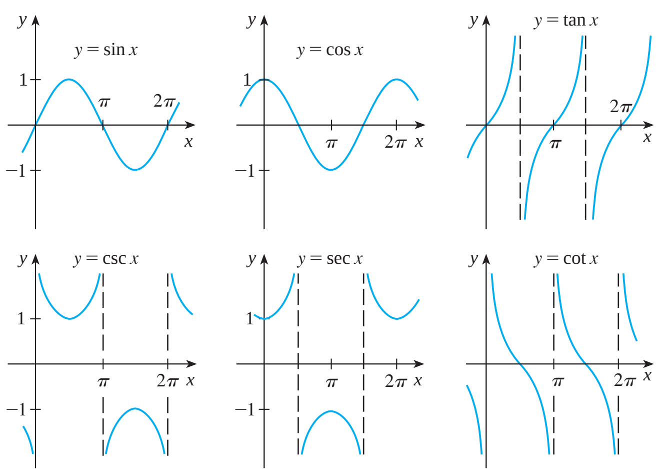
$\sin\theta = \dfrac{y}{r} \qquad \csc\theta = \dfrac{r}{y}$

$\cos\theta = \dfrac{x}{r} \qquad \sec\theta = \dfrac{r}{x}$

$\tan\theta = \dfrac{y}{x} \qquad \cot\theta = \dfrac{x}{y}$



Graphs of Trigonometric Functions



Trigonometric Functions of Important Angles

θ	radians	$\sin\theta$	$\cos\theta$	$\tan\theta$
0°	0	0	1	0
30°	$\pi/6$	$1/2$	$\sqrt{3}/2$	$\sqrt{3}/3$
45°	$\pi/4$	$\sqrt{2}/2$	$\sqrt{2}/2$	1
60°	$\pi/3$	$\sqrt{3}/2$	$1/2$	$\sqrt{3}$
90°	$\pi/2$	1	0	—

Fundamental Identities

$\csc\theta = \dfrac{1}{\sin\theta} \qquad \sec\theta = \dfrac{1}{\cos\theta}$

$\tan\theta = \dfrac{\sin\theta}{\cos\theta} \qquad \cot\theta = \dfrac{\cos\theta}{\sin\theta}$

$\cot\theta = \dfrac{1}{\tan\theta} \qquad \sin^2\theta + \cos^2\theta = 1$

$1 + \tan^2\theta = \sec^2\theta \qquad 1 + \cot^2\theta = \csc^2\theta$

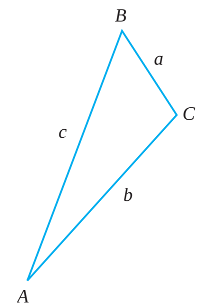
$\sin(-\theta) = -\sin\theta \qquad \cos(-\theta) = \cos\theta$

$\tan(-\theta) = -\tan\theta \qquad \sin\left(\dfrac{\pi}{2} - \theta\right) = \cos\theta$

$\cos\left(\dfrac{\pi}{2} - \theta\right) = \sin\theta \qquad \tan\left(\dfrac{\pi}{2} - \theta\right) = \cot\theta$

The Law of Sines

$$\frac{\sin A}{a} = \frac{\sin B}{b} = \frac{\sin C}{c}$$



The Law of Cosines

$a^2 = b^2 + c^2 - 2bc\cos A$

$b^2 = a^2 + c^2 - 2ac\cos B$

$c^2 = a^2 + b^2 - 2ab\cos C$

Addition and Subtraction Formulas

$\sin(x + y) = \sin x\cos y + \cos x\sin y$

$\sin(x - y) = \sin x\cos y - \cos x\sin y$

$\cos(x + y) = \cos x\cos y - \sin x\sin y$

$\cos(x - y) = \cos x\cos y + \sin x\sin y$

$\tan(x + y) = \dfrac{\tan x + \tan y}{1 - \tan x\tan y}$

$\tan(x - y) = \dfrac{\tan x - \tan y}{1 + \tan x\tan y}$

Double-Angle Formulas

$\sin 2x = 2\sin x\cos x$

$\cos 2x = \cos^2 x - \sin^2 x = 2\cos^2 x - 1 = 1 - 2\sin^2 x$

$\tan 2x = \dfrac{2\tan x}{1 - \tan^2 x}$

Half-Angle Formulas

$\sin^2 x = \dfrac{1 - \cos 2x}{2} \qquad \cos^2 x = \dfrac{1 + \cos 2x}{2}$

CALCULUS

SEVENTH EDITION

JAMES STEWART

McMASTER UNIVERSITY

AND

UNIVERSITY OF TORONTO

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***Calculus*, Seventh Edition**
James Stewart

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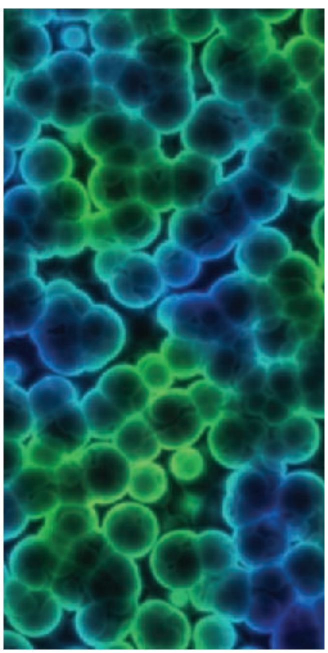

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Preface

> A great discovery solves a great problem but there is a grain of discovery in the solution of any problem. Your problem may be modest; but if it challenges your curiosity and brings into play your inventive faculties, and if you solve it by your own means, you may experience the tension and enjoy the triumph of discovery.
>
> GEORGE POLYA

The art of teaching, Mark Van Doren said, is the art of assisting discovery. I have tried to write a book that assists students in discovering calculus—both for its practical power and its surprising beauty. In this edition, as in the first six editions, I aim to convey to the student a sense of the utility of calculus and develop technical competence, but I also strive to give some appreciation for the intrinsic beauty of the subject. Newton undoubtedly experienced a sense of triumph when he made his great discoveries. I want students to share some of that excitement.

The emphasis is on understanding concepts. I think that nearly everybody agrees that this should be the primary goal of calculus instruction. In fact, the impetus for the current calculus reform movement came from the Tulane Conference in 1986, which formulated as their first recommendation:

Focus on conceptual understanding.

I have tried to implement this goal through the *Rule of Three:* "Topics should be presented geometrically, numerically, and algebraically." Visualization, numerical and graphical experimentation, and other approaches have changed how we teach conceptual reasoning in fundamental ways. The Rule of Three has been expanded to become the *Rule of Four* by emphasizing the verbal, or descriptive, point of view as well.

In writing the seventh edition my premise has been that it is possible to achieve conceptual understanding and still retain the best traditions of traditional calculus. The book contains elements of reform, but within the context of a traditional curriculum.

Alternative Versions

I have written several other calculus textbooks that might be preferable for some instructors. Most of them also come in single variable and multivariable versions.

- *Calculus,* Seventh Edition, Hybrid Version, is similar to the present textbook in content and coverage except that all end-of-section exercises are available only in Enhanced WebAssign. The printed text includes all end-of-chapter review material.

- *Calculus: Early Transcendentals,* Seventh Edition, is similar to the present textbook except that the exponential, logarithmic, and inverse trigonometric functions are covered in the first semester.

- *Calculus: Early Transcendentals*, Seventh Edition, Hybrid Version, is similar to *Calculus: Early Transcendentals*, Seventh Edition, in content and coverage except that all end-of-section exercises are available only in Enhanced WebAssign. The printed text includes all end-of-chapter review material.
- *Essential Calculus* is a much briefer book (800 pages), though it contains almost all of the topics in *Calculus*, Seventh Edition. The relative brevity is achieved through briefer exposition of some topics and putting some features on the website.
- *Essential Calculus: Early Transcendentals* resembles *Essential Calculus*, but the exponential, logarithmic, and inverse trigonometric functions are covered in Chapter 3.
- *Calculus: Concepts and Contexts*, Fourth Edition, emphasizes conceptual understanding even more strongly than this book. The coverage of topics is not encyclopedic and the material on transcendental functions and on parametric equations is woven throughout the book instead of being treated in separate chapters.
- *Calculus: Early Vectors* introduces vectors and vector functions in the first semester and integrates them throughout the book. It is suitable for students taking Engineering and Physics courses concurrently with calculus.
- *Brief Applied Calculus* is intended for students in business, the social sciences, and the life sciences.

What's New in the Seventh Edition?

The changes have resulted from talking with my colleagues and students at the University of Toronto and from reading journals, as well as suggestions from users and reviewers. Here are some of the many improvements that I've incorporated into this edition:

- Some material has been rewritten for greater clarity or for better motivation. See, for instance, the introduction to maximum and minimum values on page 198, the introduction to series on page 727, and the motivation for the cross product on page 832.
- New examples have been added (see Example 4 on page 1045 for instance). And the solutions to some of the existing examples have been amplified. A case in point: I added details to the solution of Example 1.6.11 because when I taught Section 1.6 from the sixth edition I realized that students need more guidance when setting up inequalities for the Squeeze Theorem.
- Chapter 1, *Functions and Limits*, consists of most of the material from Chapters 1 and 2 of the sixth edition. The section on Graphing Calculators and Computers is now Appendix G.
- The art program has been revamped: New figures have been incorporated and a substantial percentage of the existing figures have been redrawn.
- The data in examples and exercises have been updated to be more timely.
- Three new projects have been added: *The Gini Index* (page 351) explores how to measure income distribution among inhabitants of a given country and is a nice application of areas between curves. (I thank Klaus Volpert for suggesting this project.) *Families of Implicit Curves* (page 163) investigates the changing shapes of implicitly defined curves as parameters in a family are varied. *Families of Polar Curves* (page 688) exhibits the fascinating shapes of polar curves and how they evolve within a family.

- The section on the surface area of the graph of a function of two variables has been restored as Section 15.6 for the convenience of instructors who like to teach it after double integrals, though the full treatment of surface area remains in Chapter 16.
- I continue to seek out examples of how calculus applies to so many aspects of the real world. On page 933 you will see beautiful images of the earth's magnetic field strength and its second vertical derivative as calculated from Laplace's equation. I thank Roger Watson for bringing to my attention how this is used in geophysics and mineral exploration.
- More than 25% of the exercises are new. Here are some of my favorites: 2.2.13–14, 2.4.56, 2.5.67, 2.6.53–56, 2.7.22, 3.3.70, 3.4.43, 4.2.51–53, 5.4.30, 6.3.58, 11.2.49–50, 11.10.71–72, 12.1.44, 12.4.43–44, and Problems 4, 5, and 8 on pages 861–62.

Technology Enhancements

- The media and technology to support the text have been enhanced to give professors greater control over their course, to provide extra help to deal with the varying levels of student preparedness for the calculus course, and to improve support for conceptual understanding. New Enhanced WebAssign features including a customizable Cengage YouBook, *Just in Time* review, *Show Your Work*, Answer Evaluator, Personalized Study Plan, Master Its, solution videos, lecture video clips (with associated questions), and *Visualizing Calculus* (TEC animations with associated questions) have been developed to facilitate improved student learning and flexible classroom teaching.
- *Tools for Enriching Calculus* (TEC) has been completely redesigned and is accessible in Enhanced WebAssign, CourseMate, and PowerLecture. Selected Visuals and Modules are available at www.stewartcalculus.com.

Features

CONCEPTUAL EXERCISES The most important way to foster conceptual understanding is through the problems that we assign. To that end I have devised various types of problems. Some exercise sets begin with requests to explain the meanings of the basic concepts of the section. (See, for instance, the first few exercises in Sections 1.5, 1.8, 11.2, 14.2, and 14.3.) Similarly, all the review sections begin with a Concept Check and a True-False Quiz. Other exercises test conceptual understanding through graphs or tables (see Exercises 2.1.17, 2.2.33–38, 2.2.41–44, 9.1.11–13, 10.1.24–27, 11.10.2, 13.2.1–2, 13.3.33–39, 14.1.1–2, 14.1.32–42, 14.3.3–10, 14.6.1–2, 14.7.3–4, 15.1.5–10, 16.1.11–18, 16.2.17–18, and 16.3.1–2).

Another type of exercise uses verbal description to test conceptual understanding (see Exercises 1.8.10, 2.2.56, 3.3.51–52, and 7.8.67). I particularly value problems that combine and compare graphical, numerical, and algebraic approaches (see Exercises 3.4.31–32, 2.7.25, and 9.4.2).

GRADED EXERCISE SETS Each exercise set is carefully graded, progressing from basic conceptual exercises and skill-development problems to more challenging problems involving applications and proofs.

REAL-WORLD DATA My assistants and I spent a great deal of time looking in libraries, contacting companies and government agencies, and searching the Internet for interesting real-world data to introduce, motivate, and illustrate the concepts of calculus. As a result, many of the examples and exercises deal with functions defined by such numerical data or graphs. See, for instance, Figure 1 in Section 1.1 (seismograms from the Northridge earthquake), Exercise

2.2.34 (percentage of the population under age 18), Exercise 4.1.16 (velocity of the space shuttle *Endeavour*), and Figure 4 in Section 4.4 (San Francisco power consumption). Functions of two variables are illustrated by a table of values of the wind-chill index as a function of air temperature and wind speed (Example 2 in Section 14.1). Partial derivatives are introduced in Section 14.3 by examining a column in a table of values of the heat index (perceived air temperature) as a function of the actual temperature and the relative humidity. This example is pursued further in connection with linear approximations (Example 3 in Section 14.4). Directional derivatives are introduced in Section 14.6 by using a temperature contour map to estimate the rate of change of temperature at Reno in the direction of Las Vegas. Double integrals are used to estimate the average snowfall in Colorado on December 20–21, 2006 (Example 4 in Section 15.1). Vector fields are introduced in Section 16.1 by depictions of actual velocity vector fields showing San Francisco Bay wind patterns.

PROJECTS One way of involving students and making them active learners is to have them work (perhaps in groups) on extended projects that give a feeling of substantial accomplishment when completed. I have included four kinds of projects: *Applied Projects* involve applications that are designed to appeal to the imagination of students. The project after Section 9.3 asks whether a ball thrown upward takes longer to reach its maximum height or to fall back to its original height. (The answer might surprise you.) The project after Section 14.8 uses Lagrange multipliers to determine the masses of the three stages of a rocket so as to minimize the total mass while enabling the rocket to reach a desired velocity. *Laboratory Projects* involve technology; the one following Section 10.2 shows how to use Bézier curves to design shapes that represent letters for a laser printer. *Writing Projects* ask students to compare present-day methods with those of the founders of calculus—Fermat's method for finding tangents, for instance. Suggested references are supplied. *Discovery Projects* anticipate results to be discussed later or encourage discovery through pattern recognition (see the one following Section 7.6). Others explore aspects of geometry: tetrahedra (after Section 12.4), hyperspheres (after Section 15.7), and intersections of three cylinders (after Section 15.8). Additional projects can be found in the *Instructor's Guide* (see, for instance, Group Exercise 4.1: Position from Samples).

PROBLEM SOLVING Students usually have difficulties with problems for which there is no single well-defined procedure for obtaining the answer. I think nobody has improved very much on George Polya's four-stage problem-solving strategy and, accordingly, I have included a version of his problem-solving principles following Chapter 1. They are applied, both explicitly and implicitly, throughout the book. After the other chapters I have placed sections called *Problems Plus*, which feature examples of how to tackle challenging calculus problems. In selecting the varied problems for these sections I kept in mind the following advice from David Hilbert: "A mathematical problem should be difficult in order to entice us, yet not inaccessible lest it mock our efforts." When I put these challenging problems on assignments and tests I grade them in a different way. Here I reward a student significantly for ideas toward a solution and for recognizing which problem-solving principles are relevant.

DUAL TREATMENT OF EXPONENTIAL AND LOGARITHMIC FUNCTIONS There are two possible ways of treating the exponential and logarithmic functions and each method has its passionate advocates. Because one often finds advocates of both approaches teaching the same course, I include full treatments of both methods. In Sections 6.2, 6.3, and 6.4 the exponential function is defined first, followed by the logarithmic function as its inverse. (Students have seen these functions introduced this way since high school.) In the alternative approach, presented in Sections 6.2*, 6.3*, and 6.4*, the logarithm is defined as an integral and the exponential function is its inverse. This latter method is, of course, less intuitive but more elegant. You can use whichever treatment you prefer.

If the first approach is taken, then much of Chapter 6 can be covered before Chapters 4 and 5, if desired. To accommodate this choice of presentation there are specially identified problems involving integrals of exponential and logarithmic functions at the end of the appropriate sections of Chapters 4 and 5. This order of presentation allows a faster-paced course to teach the transcendental functions and the definite integral in the first semester of the course.

For instructors who would like to go even further in this direction I have prepared an alternate edition of this book, called *Calculus, Early Transcendentals,* Seventh Edition, in which the exponential and logarithmic functions are introduced in the first chapter. Their limits and derivatives are found in the second and third chapters at the same time as polynomials and the other elementary functions.

TOOLS FOR ENRICHING™ CALCULUS

TEC is a companion to the text and is intended to enrich and complement its contents. (It is now accessible in Enhanced WebAssign, CourseMate, and PowerLecture. Selected Visuals and Modules are available at www.stewartcalculus.com.) Developed by Harvey Keynes, Dan Clegg, Hubert Hohn, and myself, TEC uses a discovery and exploratory approach. In sections of the book where technology is particularly appropriate, marginal icons direct students to TEC modules that provide a laboratory environment in which they can explore the topic in different ways and at different levels. **Visuals are animations of figures in text; Modules are more elaborate activities and include exercises**. Instructors can choose to become involved at several different levels, ranging from simply encouraging students to use the Visuals and Modules for independent exploration, to assigning specific exercises from those included with each Module, or to creating additional exercises, labs, and projects that make use of the Visuals and Modules.

HOMEWORK HINTS

Homework Hints presented in the form of questions try to imitate an effective teaching assistant by functioning as a silent tutor. Hints for representative exercises (usually odd-numbered) are included in every section of the text, indicated by printing the exercise number in red. They are constructed so as not to reveal any more of the actual solution than is minimally necessary to make further progress, and are available to students at stewartcalculus.com and in CourseMate and Enhanced WebAssign.

ENHANCED WEBASSIGN

Technology is having an impact on the way homework is assigned to students, particularly in large classes. The use of online homework is growing and its appeal depends on ease of use, grading precision, and reliability. With the seventh edition we have been working with the calculus community and WebAssign to develop a more robust online homework system. Up to 70% of the exercises in each section are assignable as online homework, including free response, multiple choice, and multi-part formats.

The system also includes Active Examples, in which students are guided in step-by-step tutorials through text examples, with links to the textbook and to video solutions. New enhancements to the system include a customizable eBook, a *Show Your Work* feature, *Just in Time* review of precalculus prerequisites, an improved Assignment Editor, and an Answer Evaluator that accepts more mathematically equivalent answers and allows for homework grading in much the same way that an instructor grades.

www.stewartcalculus.com

This site includes the following.

- Homework Hints
- Algebra Review
- Lies My Calculator and Computer Told Me
- History of Mathematics, with links to the better historical websites
- Additional Topics (complete with exercise sets): Fourier Series, Formulas for the Remainder Term in Taylor Series, Rotation of Axes
- Archived Problems (Drill exercises that appeared in previous editions, together with their solutions)
- Challenge Problems (some from the Problems Plus sections from prior editions)

- Links, for particular topics, to outside web resources
- Selected Tools for Enriching Calculus (TEC) Modules and Visuals

Content

Diagnostic Tests The book begins with four diagnostic tests, in Basic Algebra, Analytic Geometry, Functions, and Trigonometry.

A Preview of Calculus This is an overview of the subject and includes a list of questions to motivate the study of calculus.

1 Functions and Limits From the beginning, multiple representations of functions are stressed: verbal, numerical, visual, and algebraic. A discussion of mathematical models leads to a review of the standard functions from these four points of view. The material on limits is motivated by a prior discussion of the tangent and velocity problems. Limits are treated from descriptive, graphical, numerical, and algebraic points of view. Section 1.7, on the precise epsilon-delta definition of a limit, is an optional section.

2 Derivatives The material on derivatives is covered in two sections in order to give students more time to get used to the idea of a derivative as a function. The examples and exercises explore the meanings of derivatives in various contexts. Higher derivatives are introduced in Section 2.2.

3 Applications of Differentiation The basic facts concerning extreme values and shapes of curves are deduced from the Mean Value Theorem. Graphing with technology emphasizes the interaction between calculus and calculators and the analysis of families of curves. Some substantial optimization problems are provided, including an explanation of why you need to raise your head 42° to see the top of a rainbow.

4 Integrals The area problem and the distance problem serve to motivate the definite integral, with sigma notation introduced as needed. (Full coverage of sigma notation is provided in Appendix E.) Emphasis is placed on explaining the meanings of integrals in various contexts and on estimating their values from graphs and tables.

5 Applications of Integration Here I present the applications of integration—area, volume, work, average value—that can reasonably be done without specialized techniques of integration. General methods are emphasized. The goal is for students to be able to divide a quantity into small pieces, estimate with Riemann sums, and recognize the limit as an integral.

6 Inverse Functions: Exponential, Logarithmic, and Inverse Trigonometric Functions As discussed more fully on page xiv, only one of the two treatments of these functions need be covered. Exponential growth and decay are covered in this chapter.

7 Techniques of Integration All the standard methods are covered but, of course, the real challenge is to be able to recognize which technique is best used in a given situation. Accordingly, in Section 7.5, I present a strategy for integration. The use of computer algebra systems is discussed in Section 7.6.

8 Further Applications of Integration Here are the applications of integration—arc length and surface area—for which it is useful to have available all the techniques of integration, as well as applications to biology, economics, and physics (hydrostatic force and centers of mass). I have also included a section on probability. There are more applications here than can realistically be covered in a given course. Instructors should select applications suitable for their students and for which they themselves have enthusiasm.

9 Differential Equations

Modeling is the theme that unifies this introductory treatment of differential equations. Direction fields and Euler's method are studied before separable and linear equations are solved explicitly, so that qualitative, numerical, and analytic approaches are given equal consideration. These methods are applied to the exponential, logistic, and other models for population growth. The first four or five sections of this chapter serve as a good introduction to first-order differential equations. An optional final section uses predator-prey models to illustrate systems of differential equations.

10 Parametric Equations and Polar Coordinates

This chapter introduces parametric and polar curves and applies the methods of calculus to them. Parametric curves are well suited to laboratory projects; the three presented here involve families of curves and Bézier curves. A brief treatment of conic sections in polar coordinates prepares the way for Kepler's Laws in Chapter 13.

11 Infinite Sequences and Series

The convergence tests have intuitive justifications (see page 738) as well as formal proofs. Numerical estimates of sums of series are based on which test was used to prove convergence. The emphasis is on Taylor series and polynomials and their applications to physics. Error estimates include those from graphing devices.

12 Vectors and The Geometry of Space

The material on three-dimensional analytic geometry and vectors is divided into two chapters. Chapter 12 deals with vectors, the dot and cross products, lines, planes, and surfaces.

13 Vector Functions

This chapter covers vector-valued functions, their derivatives and integrals, the length and curvature of space curves, and velocity and acceleration along space curves, culminating in Kepler's laws.

14 Partial Derivatives

Functions of two or more variables are studied from verbal, numerical, visual, and algebraic points of view. In particular, I introduce partial derivatives by looking at a specific column in a table of values of the heat index (perceived air temperature) as a function of the actual temperature and the relative humidity.

15 Multiple Integrals

Contour maps and the Midpoint Rule are used to estimate the average snowfall and average temperature in given regions. Double and triple integrals are used to compute probabilities, surface areas, and (in projects) volumes of hyperspheres and volumes of intersections of three cylinders. Cylindrical and spherical coordinates are introduced in the context of evaluating triple integrals.

16 Vector Calculus

Vector fields are introduced through pictures of velocity fields showing San Francisco Bay wind patterns. The similarities among the Fundamental Theorem for line integrals, Green's Theorem, Stokes' Theorem, and the Divergence Theorem are emphasized.

17 Second-Order Differential Equations

Since first-order differential equations are covered in Chapter 9, this final chapter deals with second-order linear differential equations, their application to vibrating springs and electric circuits, and series solutions.π

Ancillaries

Calculus, Seventh Edition, is supported by a complete set of ancillaries developed under my direction. Each piece has been designed to enhance student understanding and to facilitate creative instruction. With this edition, new media and technologies have been developed that help students to visualize calculus and instructors to customize content to better align with the way they teach their course. The tables on pages xxi–xxii describe each of these ancillaries.

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The preparation of this and previous editions has involved much time spent reading the reasoned (but sometimes contradictory) advice from a large number of astute reviewers. I greatly appreciate the time they spent to understand my motivation for the approach taken. I have learned something from each of them.

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JAMES STEWART

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(Table continues on page xxii.)

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This comprehensive book, designed to supplement the calculus course, provides an introduction to and review of the basic ideas of linear algebra.

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To the Student

Reading a calculus textbook is different from reading a newspaper or a novel, or even a physics book. Don't be discouraged if you have to read a passage more than once in order to understand it. You should have pencil and paper and calculator at hand to sketch a diagram or make a calculation.

Some students start by trying their homework problems and read the text only if they get stuck on an exercise. I suggest that a far better plan is to read and understand a section of the text before attempting the exercises. In particular, you should look at the definitions to see the exact meanings of the terms. And before you read each example, I suggest that you cover up the solution and try solving the problem yourself. You'll get a lot more from looking at the solution if you do so.

Part of the aim of this course is to train you to think logically. Learn to write the solutions of the exercises in a connected, step-by-step fashion with explanatory sentences—not just a string of disconnected equations or formulas.

The answers to the odd-numbered exercises appear at the back of the book, in Appendix I. Some exercises ask for a verbal explanation or interpretation or description. In such cases there is no single correct way of expressing the answer, so don't worry that you haven't found the definitive answer. In addition, there are often several different forms in which to express a numerical or algebraic answer, so if your answer differs from mine, don't immediately assume you're wrong. For example, if the answer given in the back of the book is $\sqrt{2} - 1$ and you obtain $1/(1 + \sqrt{2})$, then you're right and rationalizing the denominator will show that the answers are equivalent.

The icon indicates an exercise that definitely requires the use of either a graphing calculator or a computer with graphing software. (Appendix G discusses the use of these graphing devices and some of the pitfalls that you may encounter.) But that doesn't mean that graphing devices can't be used to check your work on the other exercises as well. The symbol CAS is reserved for problems in which the full resources of a computer algebra system (like Derive, Maple, Mathematica, or the TI-89/92) are required.

You will also encounter the symbol ⊘, which warns you against committing an error. I have placed this symbol in the margin in situations where I have observed that a large proportion of my students tend to make the same mistake.

Tools for Enriching Calculus, which is a companion to this text, is referred to by means of the symbol **TEC** and can be accessed in Enhanced WebAssign and CourseMate (selected Visuals and Modules are available at www.stewartcalculus.com). It directs you to modules in which you can explore aspects of calculus for which the computer is particularly useful.

Homework Hints for representative exercises are indicated by printing the exercise number in red: **5.** These hints can be found on stewartcalculus.com as well as Enhanced WebAssign and CourseMate. The homework hints ask you questions that allow you to make progress toward a solution without actually giving you the answer. You need to pursue each hint in an active manner with pencil and paper to work out the details. If a particular hint doesn't enable you to solve the problem, you can click to reveal the next hint.

I recommend that you keep this book for reference purposes after you finish the course. Because you will likely forget some of the specific details of calculus, the book will serve as a useful reminder when you need to use calculus in subsequent courses. And, because this book contains more material than can be covered in any one course, it can also serve as a valuable resource for a working scientist or engineer.

Calculus is an exciting subject, justly considered to be one of the greatest achievements of the human intellect. I hope you will discover that it is not only useful but also intrinsically beautiful.

JAMES STEWART

Diagnostic Tests

Success in calculus depends to a large extent on knowledge of the mathematics that precedes calculus: algebra, analytic geometry, functions, and trigonometry. The following tests are intended to diagnose weaknesses that you might have in these areas. After taking each test you can check your answers against the given answers and, if necessary, refresh your skills by referring to the review materials that are provided.

A Diagnostic Test: Algebra

1. Evaluate each expression without using a calculator.

(a) $(-3)^4$ (b) -3^4 (c) 3^{-4}

(d) $\dfrac{5^{23}}{5^{21}}$ (e) $\left(\dfrac{2}{3}\right)^{-2}$ (f) $16^{-3/4}$

2. Simplify each expression. Write your answer without negative exponents.

(a) $\sqrt{200} - \sqrt{32}$

(b) $(3a^3b^3)(4ab^2)^2$

(c) $\left(\dfrac{3x^{3/2}y^3}{x^2y^{-1/2}}\right)^{-2}$

3. Expand and simplify.

(a) $3(x + 6) + 4(2x - 5)$ (b) $(x + 3)(4x - 5)$

(c) $\left(\sqrt{a} + \sqrt{b}\right)\left(\sqrt{a} - \sqrt{b}\right)$ (d) $(2x + 3)^2$

(e) $(x + 2)^3$

4. Factor each expression.

(a) $4x^2 - 25$ (b) $2x^2 + 5x - 12$

(c) $x^3 - 3x^2 - 4x + 12$ (d) $x^4 + 27x$

(e) $3x^{3/2} - 9x^{1/2} + 6x^{-1/2}$ (f) $x^3y - 4xy$

5. Simplify the rational expression.

(a) $\dfrac{x^2 + 3x + 2}{x^2 - x - 2}$ (b) $\dfrac{2x^2 - x - 1}{x^2 - 9} \cdot \dfrac{x + 3}{2x + 1}$

(c) $\dfrac{x^2}{x^2 - 4} - \dfrac{x + 1}{x + 2}$ (d) $\dfrac{\dfrac{y}{x} - \dfrac{x}{y}}{\dfrac{1}{y} - \dfrac{1}{x}}$

6. Rationalize the expression and simplify.

(a) $\dfrac{\sqrt{10}}{\sqrt{5} - 2}$ (b) $\dfrac{\sqrt{4 + h} - 2}{h}$

7. Rewrite by completing the square.

(a) $x^2 + x + 1$ (b) $2x^2 - 12x + 11$

8. Solve the equation. (Find only the real solutions.)

(a) $x + 5 = 14 - \frac{1}{2}x$ (b) $\dfrac{2x}{x + 1} = \dfrac{2x - 1}{x}$

(c) $x^2 - x - 12 = 0$ (d) $2x^2 + 4x + 1 = 0$

(e) $x^4 - 3x^2 + 2 = 0$ (f) $3|x - 4| = 10$

(g) $2x(4 - x)^{-1/2} - 3\sqrt{4 - x} = 0$

9. Solve each inequality. Write your answer using interval notation.

(a) $-4 < 5 - 3x \leqslant 17$ (b) $x^2 < 2x + 8$

(c) $x(x - 1)(x + 2) > 0$ (d) $|x - 4| < 3$

(e) $\dfrac{2x - 3}{x + 1} \leqslant 1$

10. State whether each equation is true or false.

(a) $(p + q)^2 = p^2 + q^2$ (b) $\sqrt{ab} = \sqrt{a}\,\sqrt{b}$

(c) $\sqrt{a^2 + b^2} = a + b$ (d) $\dfrac{1 + TC}{C} = 1 + T$

(e) $\dfrac{1}{x - y} = \dfrac{1}{x} - \dfrac{1}{y}$ (f) $\dfrac{1/x}{a/x - b/x} = \dfrac{1}{a - b}$

Answers to Diagnostic Test A: Algebra

1. (a) 81 (b) -81 (c) $\frac{1}{81}$
(d) 25 (e) $\frac{9}{4}$ (f) $\frac{1}{8}$

2. (a) $6\sqrt{2}$ (b) $48a^5b^7$ (c) $\dfrac{x}{9y^7}$

3. (a) $11x - 2$ (b) $4x^2 + 7x - 15$
(c) $a - b$ (d) $4x^2 + 12x + 9$
(e) $x^3 + 6x^2 + 12x + 8$

4. (a) $(2x - 5)(2x + 5)$ (b) $(2x - 3)(x + 4)$
(c) $(x - 3)(x - 2)(x + 2)$ (d) $x(x + 3)(x^2 - 3x + 9)$
(e) $3x^{-1/2}(x - 1)(x - 2)$ (f) $xy(x - 2)(x + 2)$

5. (a) $\dfrac{x + 2}{x - 2}$ (b) $\dfrac{x - 1}{x - 3}$
(c) $\dfrac{1}{x - 2}$ (d) $-(x + y)$

6. (a) $5\sqrt{2} + 2\sqrt{10}$ (b) $\dfrac{1}{\sqrt{4 + h} + 2}$

7. (a) $\left(x + \frac{1}{2}\right)^2 + \frac{3}{4}$ (b) $2(x - 3)^2 - 7$

8. (a) 6 (b) 1 (c) $-3, 4$
(d) $-1 \pm \frac{1}{2}\sqrt{2}$ (e) $\pm 1, \pm\sqrt{2}$ (f) $\frac{2}{3}, \frac{22}{3}$
(g) $\frac{12}{5}$

9. (a) $[-4, 3)$ (b) $(-2, 4)$
(c) $(-2, 0) \cup (1, \infty)$ (d) $(1, 7)$
(e) $(-1, 4]$

10. (a) False (b) True (c) False
(d) False (e) False (f) True

If you have had difficulty with these problems, you may wish to consult the Review of Algebra on the website www.stewartcalculus.com

B Diagnostic Test: Analytic Geometry

1. Find an equation for the line that passes through the point $(2, -5)$ and
   (a) has slope -3
   (b) is parallel to the x-axis
   (c) is parallel to the y-axis
   (d) is parallel to the line $2x - 4y = 3$

2. Find an equation for the circle that has center $(-1, 4)$ and passes through the point $(3, -2)$.

3. Find the center and radius of the circle with equation $x^2 + y^2 - 6x + 10y + 9 = 0$.

4. Let $A(-7, 4)$ and $B(5, -12)$ be points in the plane.
   (a) Find the slope of the line that contains A and B.
   (b) Find an equation of the line that passes through A and B. What are the intercepts?
   (c) Find the midpoint of the segment AB.
   (d) Find the length of the segment AB.
   (e) Find an equation of the perpendicular bisector of AB.
   (f) Find an equation of the circle for which AB is a diameter.

5. Sketch the region in the xy-plane defined by the equation or inequalities.
   (a) $-1 \leqslant y \leqslant 3$ (b) $|x| < 4$ and $|y| < 2$
   (c) $y < 1 - \frac{1}{2}x$ (d) $y \geqslant x^2 - 1$
   (e) $x^2 + y^2 < 4$ (f) $9x^2 + 16y^2 = 144$

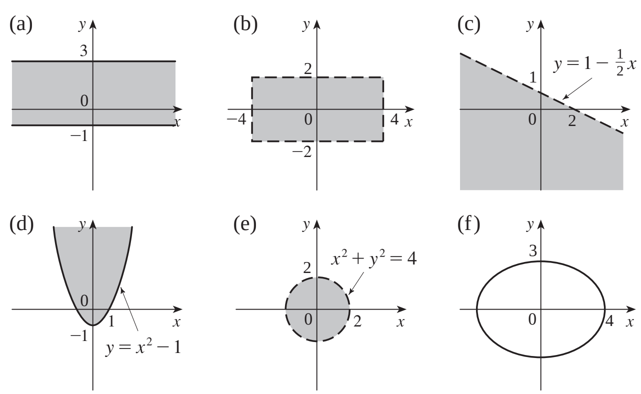
Answers to Diagnostic Test B: Analytic Geometry

1. (a) $y = -3x + 1$ (b) $y = -5$
   (c) $x = 2$ (d) $y = \frac{1}{2}x - 6$

2. $(x + 1)^2 + (y - 4)^2 = 52$

3. Center $(3, -5)$, radius 5

4. (a) $-\frac{4}{3}$
   (b) $4x + 3y + 16 = 0$; x-intercept -4, y-intercept $-\frac{16}{3}$
   (c) $(-1, -4)$
   (d) 20
   (e) $3x - 4y = 13$
   (f) $(x + 1)^2 + (y + 4)^2 = 100$

5.


If you have had difficulty with these problems, you may wish to consult the review of analytic geometry in Appendixes B and C.

C Diagnostic Test: Functions

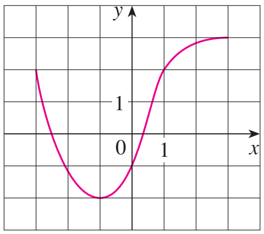


FIGURE FOR PROBLEM 1

1. The graph of a function f is given at the left.
(a) State the value of $f(-1)$.
(b) Estimate the value of $f(2)$.
(c) For what values of x is $f(x) = 2$?
(d) Estimate the values of x such that $f(x) = 0$.
(e) State the domain and range of f.

2. If $f(x) = x^3$, evaluate the difference quotient $\dfrac{f(2+h) - f(2)}{h}$ and simplify your answer.

3. Find the domain of the function.

(a) $f(x) = \dfrac{2x+1}{x^2+x-2}$ (b) $g(x) = \dfrac{\sqrt[3]{x}}{x^2+1}$ (c) $h(x) = \sqrt{4-x} + \sqrt{x^2-1}$

4. How are graphs of the functions obtained from the graph of f?
(a) $y = -f(x)$ (b) $y = 2f(x) - 1$ (c) $y = f(x-3) + 2$

5. Without using a calculator, make a rough sketch of the graph.
(a) $y = x^3$ (b) $y = (x+1)^3$ (c) $y = (x-2)^3 + 3$
(d) $y = 4 - x^2$ (e) $y = \sqrt{x}$ (f) $y = 2\sqrt{x}$
(g) $y = -2^x$ (h) $y = 1 + x^{-1}$

6. Let $f(x) = \begin{cases} 1 - x^2 & \text{if } x \leqslant 0 \\ 2x + 1 & \text{if } x > 0 \end{cases}$

(a) Evaluate $f(-2)$ and $f(1)$. (b) Sketch the graph of f.

7. If $f(x) = x^2 + 2x - 1$ and $g(x) = 2x - 3$, find each of the following functions.
(a) $f \circ g$ (b) $g \circ f$ (c) $g \circ g \circ g$

Answers to Diagnostic Test C: Functions

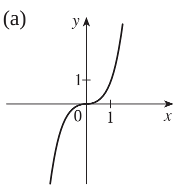
1. (a) -2 (b) 2.8
(c) $-3, 1$ (d) $-2.5, 0.3$
(e) $[-3, 3], [-2, 3]$

2. $12 + 6h + h^2$

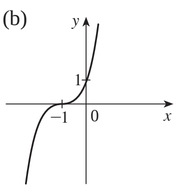
3. (a) $(-\infty, -2) \cup (-2, 1) \cup (1, \infty)$
(b) $(-\infty, \infty)$
(c) $(-\infty, -1] \cup [1, 4]$

4. (a) Reflect about the x-axis
(b) Stretch vertically by a factor of 2, then shift 1 unit downward
(c) Shift 3 units to the right and 2 units upward

5. (a)



(b)



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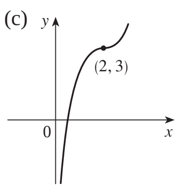

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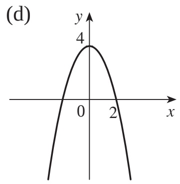

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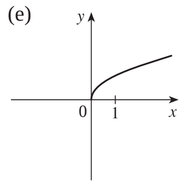

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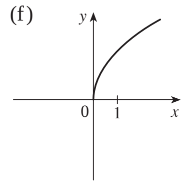
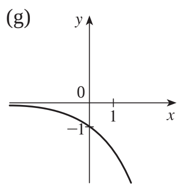
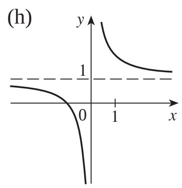


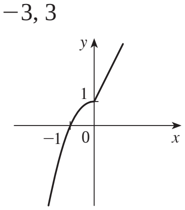
(g)



(h)



6. (a) $-3, 3$
(b)



7. (a) $(f \circ g)(x) = 4x^2 - 8x + 2$
(b) $(g \circ f)(x) = 2x^2 + 4x - 5$
(c) $(g \circ g \circ g)(x) = 8x - 21$

If you have had difficulty with these problems, you should look at Sections 1.1–1.3 of this book.

D Diagnostic Test: Trigonometry

1. Convert from degrees to radians.
(a) $300°$ (b) $-18°$

2. Convert from radians to degrees.
(a) $5\pi/6$ (b) 2

3. Find the length of an arc of a circle with radius 12 cm if the arc subtends a central angle of $30°$.

4. Find the exact values.
(a) $\tan(\pi/3)$ (b) $\sin(7\pi/6)$ (c) $\sec(5\pi/3)$

5. Express the lengths a and b in the figure in terms of θ.

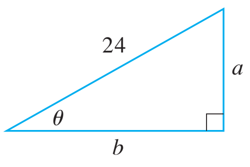


FIGURE FOR PROBLEM 5

6. If $\sin x = \frac{1}{3}$ and $\sec y = \frac{5}{4}$, where x and y lie between 0 and $\pi/2$, evaluate $\sin(x + y)$.

7. Prove the identities.
(a) $\tan\theta \sin\theta + \cos\theta = \sec\theta$

(b) $\dfrac{2\tan x}{1 + \tan^2 x} = \sin 2x$

8. Find all values of x such that $\sin 2x = \sin x$ and $0 \leqslant x \leqslant 2\pi$.

9. Sketch the graph of the function $y = 1 + \sin 2x$ without using a calculator.

Answers to Diagnostic Test D: Trigonometry

1. (a) $5\pi/3$ (b) $-\pi/10$

2. (a) $150°$ (b) $360°/\pi \approx 114.6°$

3. 2π cm

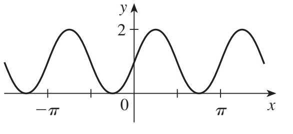
4. (a) $\sqrt{3}$ (b) $-\frac{1}{2}$ (c) 2

5. (a) $24\sin\theta$ (b) $24\cos\theta$

6. $\frac{1}{15}(4 + 6\sqrt{2})$

8. $0, \pi/3, \pi, 5\pi/3, 2\pi$

9.



If you have had difficulty with these problems, you should look at Appendix D of this book.

A Preview of Calculus

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By the time you finish this course, you will be able to estimate the number of laborers needed to build a pyramid, explain the formation and location of rainbows, design a roller coaster for a smooth ride, and calculate the force on a dam.

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Calculus is fundamentally different from the mathematics that you have studied previously: calculus is less static and more dynamic. It is concerned with change and motion; it deals with quantities that approach other quantities. For that reason it may be useful to have an overview of the subject before beginning its intensive study. Here we give a glimpse of some of the main ideas of calculus by showing how the concept of a limit arises when we attempt to solve a variety of problems.

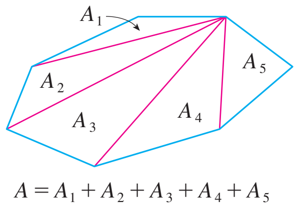

FIGURE 1

The Area Problem

The origins of calculus go back at least 2500 years to the ancient Greeks, who found areas using the "method of exhaustion." They knew how to find the area A of any polygon by dividing it into triangles as in Figure 1 and adding the areas of these triangles.

It is a much more difficult problem to find the area of a curved figure. The Greek method of exhaustion was to inscribe polygons in the figure and circumscribe polygons about the figure and then let the number of sides of the polygons increase. Figure 2 illustrates this process for the special case of a circle with inscribed regular polygons.

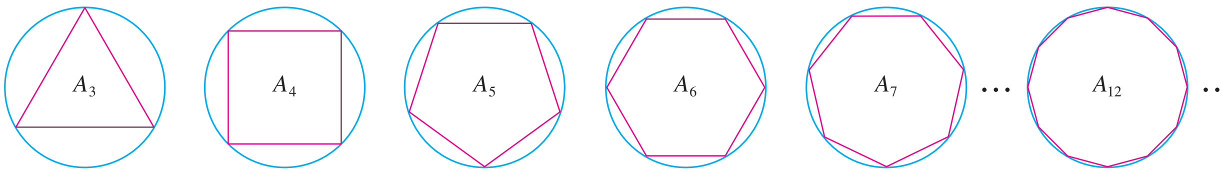

FIGURE 2

Let A_n be the area of the inscribed polygon with n sides. As n increases, it appears that A_n becomes closer and closer to the area of the circle. We say that the area of the circle is the *limit* of the areas of the inscribed polygons, and we write

TEC In the Preview Visual, you can see how areas of inscribed and circumscribed polygons approximate the area of a circle.

$$A = \lim_{n \to \infty} A_n$$

The Greeks themselves did not use limits explicitly. However, by indirect reasoning, Eudoxus (fifth century BC) used exhaustion to prove the familiar formula for the area of a circle: $A = \pi r^2$.

We will use a similar idea in Chapter 4 to find areas of regions of the type shown in Figure 3. We will approximate the desired area A by areas of rectangles (as in Figure 4), let the width of the rectangles decrease, and then calculate A as the limit of these sums of areas of rectangles.

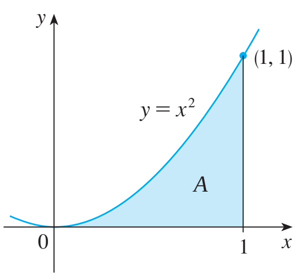

FIGURE 3

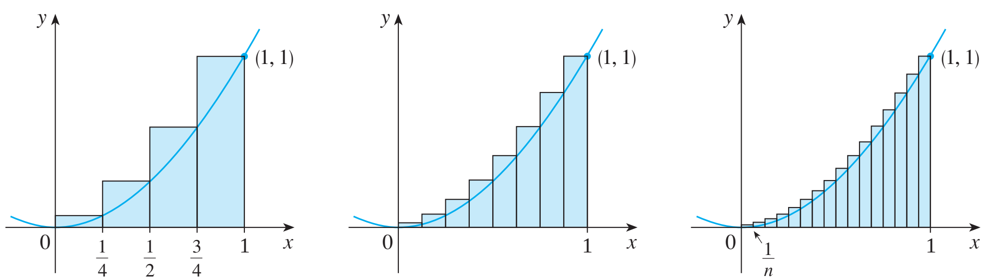

FIGURE 4

The area problem is the central problem in the branch of calculus called *integral calculus.* The techniques that we will develop in Chapter 4 for finding areas will also enable us to compute the volume of a solid, the length of a curve, the force of water against a dam, the mass and center of gravity of a rod, and the work done in pumping water out of a tank.

The Tangent Problem

Consider the problem of trying to find an equation of the tangent line t to a curve with equation $y = f(x)$ at a given point P. (We will give a precise definition of a tangent line in

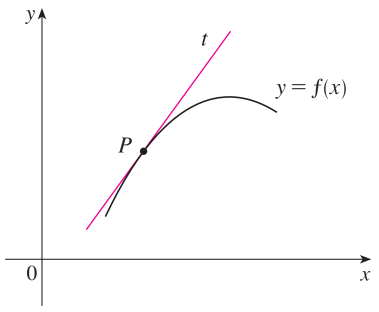

FIGURE 5
The tangent line at P

Chapter 1. For now you can think of it as a line that touches the curve at P as in Figure 5.) Since we know that the point P lies on the tangent line, we can find the equation of t if we know its slope m. The problem is that we need two points to compute the slope and we know only one point, P, on t. To get around the problem we first find an approximation to m by taking a nearby point Q on the curve and computing the slope m_{PQ} of the secant line PQ. From Figure 6 we see that

$$\boxed{1} \qquad m_{PQ} = \frac{f(x) - f(a)}{x - a}$$

Now imagine that Q moves along the curve toward P as in Figure 7. You can see that the secant line rotates and approaches the tangent line as its limiting position. This means that the slope m_{PQ} of the secant line becomes closer and closer to the slope m of the tangent line. We write

$$m = \lim_{Q \to P} m_{PQ}$$

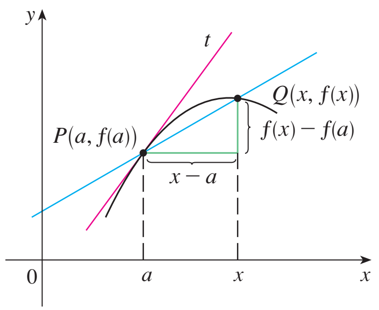

FIGURE 6
The secant line PQ

and we say that m is the limit of m_{PQ} as Q approaches P along the curve. Since x approaches a as Q approaches P, we could also use Equation 1 to write

$$\boxed{2} \qquad m = \lim_{x \to a} \frac{f(x) - f(a)}{x - a}$$

Specific examples of this procedure will be given in Chapter 1.

The tangent problem has given rise to the branch of calculus called *differential calculus*, which was not invented until more than 2000 years after integral calculus. The main ideas behind differential calculus are due to the French mathematician Pierre Fermat (1601–1665) and were developed by the English mathematicians John Wallis (1616–1703), Isaac Barrow (1630–1677), and Isaac Newton (1642–1727) and the German mathematician Gottfried Leibniz (1646–1716).

The two branches of calculus and their chief problems, the area problem and the tangent problem, appear to be very different, but it turns out that there is a very close connection between them. The tangent problem and the area problem are inverse problems in a sense that will be described in Chapter 4.

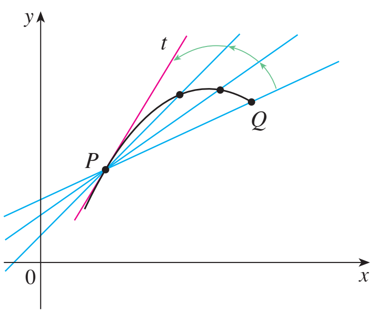

FIGURE 7
Secant lines approaching the tangent line

Velocity

When we look at the speedometer of a car and read that the car is traveling at 48 mi/h, what does that information indicate to us? We know that if the velocity remains constant, then after an hour we will have traveled 48 mi. But if the velocity of the car varies, what does it mean to say that the velocity at a given instant is 48 mi/h?

In order to analyze this question, let's examine the motion of a car that travels along a straight road and assume that we can measure the distance traveled by the car (in feet) at l-second intervals as in the following chart:

t = Time elapsed (s)	0	1	2	3	4	5
d = Distance (ft)	0	2	9	24	42	71

As a first step toward finding the velocity after 2 seconds have elapsed, we find the average velocity during the time interval $2 \leqslant t \leqslant 4$:

$$\begin{aligned}\text{average velocity} &= \frac{\text{change in position}}{\text{time elapsed}}\\ &= \frac{42 - 9}{4 - 2}\\ &= 16.5 \text{ ft/s}\end{aligned}$$

Similarly, the average velocity in the time interval $2 \leqslant t \leqslant 3$ is

$$\text{average velocity} = \frac{24 - 9}{3 - 2} = 15 \text{ ft/s}$$

We have the feeling that the velocity at the instant $t = 2$ can't be much different from the average velocity during a short time interval starting at $t = 2$. So let's imagine that the distance traveled has been measured at 0.l-second time intervals as in the following chart:

t	2.0	2.1	2.2	2.3	2.4	2.5
d	9.00	10.02	11.16	12.45	13.96	15.80

Then we can compute, for instance, the average velocity over the time interval [2, 2.5]:

$$\text{average velocity} = \frac{15.80 - 9.00}{2.5 - 2} = 13.6 \text{ ft/s}$$

The results of such calculations are shown in the following chart:

Time interval	[2, 3]	[2, 2.5]	[2, 2.4]	[2, 2.3]	[2, 2.2]	[2, 2.1]
Average velocity (ft/s)	15.0	13.6	12.4	11.5	10.8	10.2

The average velocities over successively smaller intervals appear to be getting closer to a number near 10, and so we expect that the velocity at exactly $t = 2$ is about 10 ft/s. In Chapter 1 we will define the instantaneous velocity of a moving object as the limiting value of the average velocities over smaller and smaller time intervals.

In Figure 8 we show a graphical representation of the motion of the car by plotting the distance traveled as a function of time. If we write $d = f(t)$, then $f(t)$ is the number of feet traveled after t seconds. The average velocity in the time interval $[2, t]$ is

$$\text{average velocity} = \frac{\text{change in position}}{\text{time elapsed}} = \frac{f(t) - f(2)}{t - 2}$$

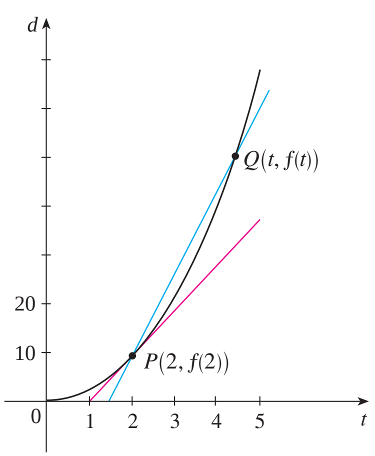

FIGURE 8

which is the same as the slope of the secant line PQ in Figure 8. The velocity v when $t = 2$ is the limiting value of this average velocity as t approaches 2; that is,

$$v = \lim_{t \to 2} \frac{f(t) - f(2)}{t - 2}$$

and we recognize from Equation 2 that this is the same as the slope of the tangent line to the curve at P.

Thus, when we solve the tangent problem in differential calculus, we are also solving problems concerning velocities. The same techniques also enable us to solve problems involving rates of change in all of the natural and social sciences.

The Limit of a Sequence

In the fifth century BC the Greek philosopher Zeno of Elea posed four problems, now known as *Zeno's paradoxes*, that were intended to challenge some of the ideas concerning space and time that were held in his day. Zeno's second paradox concerns a race between the Greek hero Achilles and a tortoise that has been given a head start. Zeno argued, as follows, that Achilles could never pass the tortoise: Suppose that Achilles starts at position a_1 and the tortoise starts at position t_1. (See Figure 9.) When Achilles reaches the point $a_2 = t_1$, the tortoise is farther ahead at position t_2. When Achilles reaches $a_3 = t_2$, the tortoise is at t_3. This process continues indefinitely and so it appears that the tortoise will always be ahead! But this defies common sense.

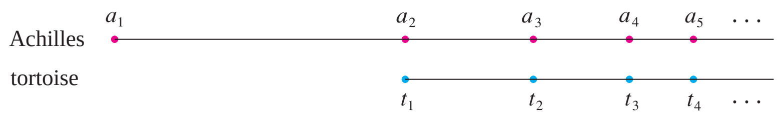

FIGURE 9

One way of explaining this paradox is with the idea of a *sequence*. The successive positions of Achilles $(a_1, a_2, a_3, \ldots)$ or the successive positions of the tortoise $(t_1, t_2, t_3, \ldots)$ form what is known as a sequence.

In general, a sequence $\{a_n\}$ is a set of numbers written in a definite order. For instance, the sequence

$$\left\{1, \tfrac{1}{2}, \tfrac{1}{3}, \tfrac{1}{4}, \tfrac{1}{5}, \ldots\right\}$$

can be described by giving the following formula for the nth term:

$$a_n = \frac{1}{n}$$

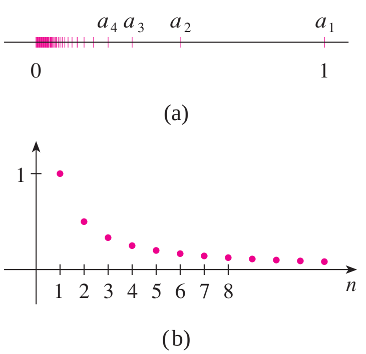

FIGURE 10

We can visualize this sequence by plotting its terms on a number line as in Figure 10(a) or by drawing its graph as in Figure 10(b). Observe from either picture that the terms of the sequence $a_n = 1/n$ are becoming closer and closer to 0 as n increases. In fact, we can find terms as small as we please by making n large enough. We say that the limit of the sequence is 0, and we indicate this by writing

$$\lim_{n \to \infty} \frac{1}{n} = 0$$

In general, the notation

$$\lim_{n \to \infty} a_n = L$$

is used if the terms a_n approach the number L as n becomes large. This means that the numbers a_n can be made as close as we like to the number L by taking n sufficiently large.

The concept of the limit of a sequence occurs whenever we use the decimal representation of a real number. For instance, if

$$\begin{aligned} a_1 &= 3.1 \\ a_2 &= 3.14 \\ a_3 &= 3.141 \\ a_4 &= 3.1415 \\ a_5 &= 3.14159 \\ a_6 &= 3.141592 \\ a_7 &= 3.1415926 \\ &\vdots \end{aligned}$$

then
$$\lim_{n\to\infty} a_n = \pi$$

The terms in this sequence are rational approximations to π.

Let's return to Zeno's paradox. The successive positions of Achilles and the tortoise form sequences $\{a_n\}$ and $\{t_n\}$, where $a_n < t_n$ for all n. It can be shown that both sequences have the same limit:

$$\lim_{n\to\infty} a_n = p = \lim_{n\to\infty} t_n$$

It is precisely at this point p that Achilles overtakes the tortoise.

The Sum of a Series

Another of Zeno's paradoxes, as passed on to us by Aristotle, is the following: "A man standing in a room cannot walk to the wall. In order to do so, he would first have to go half the distance, then half the remaining distance, and then again half of what still remains. This process can always be continued and can never be ended." (See Figure 11.)

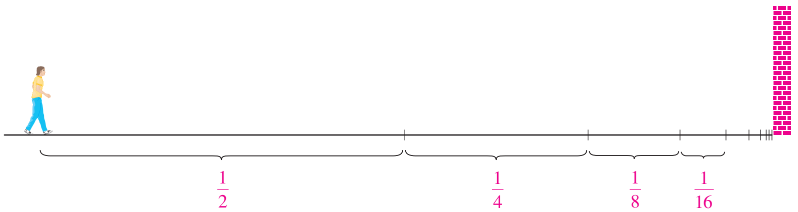

FIGURE 11

Of course, we know that the man can actually reach the wall, so this suggests that perhaps the total distance can be expressed as the sum of infinitely many smaller distances as follows:

$$\boxed{3} \qquad 1 = \frac{1}{2} + \frac{1}{4} + \frac{1}{8} + \frac{1}{16} + \cdots + \frac{1}{2^n} + \cdots$$

Zeno was arguing that it doesn't make sense to add infinitely many numbers together. But there are other situations in which we implicitly use infinite sums. For instance, in decimal notation, the symbol $0.\overline{3} = 0.3333\ldots$ means

$$\frac{3}{10} + \frac{3}{100} + \frac{3}{1000} + \frac{3}{10{,}000} + \cdots$$

and so, in some sense, it must be true that

$$\frac{3}{10} + \frac{3}{100} + \frac{3}{1000} + \frac{3}{10{,}000} + \cdots = \frac{1}{3}$$

More generally, if d_n denotes the nth digit in the decimal representation of a number, then

$$0.d_1d_2d_3d_4\ldots = \frac{d_1}{10} + \frac{d_2}{10^2} + \frac{d_3}{10^3} + \cdots + \frac{d_n}{10^n} + \cdots$$

Therefore some infinite sums, or infinite series as they are called, have a meaning. But we must define carefully what the sum of an infinite series is.

Returning to the series in Equation 3, we denote by s_n the sum of the first n terms of the series. Thus

$$\begin{aligned}
s_1 &= \tfrac{1}{2} = 0.5 \\
s_2 &= \tfrac{1}{2} + \tfrac{1}{4} = 0.75 \\
s_3 &= \tfrac{1}{2} + \tfrac{1}{4} + \tfrac{1}{8} = 0.875 \\
s_4 &= \tfrac{1}{2} + \tfrac{1}{4} + \tfrac{1}{8} + \tfrac{1}{16} = 0.9375 \\
s_5 &= \tfrac{1}{2} + \tfrac{1}{4} + \tfrac{1}{8} + \tfrac{1}{16} + \tfrac{1}{32} = 0.96875 \\
s_6 &= \tfrac{1}{2} + \tfrac{1}{4} + \tfrac{1}{8} + \tfrac{1}{16} + \tfrac{1}{32} + \tfrac{1}{64} = 0.984375 \\
s_7 &= \tfrac{1}{2} + \tfrac{1}{4} + \tfrac{1}{8} + \tfrac{1}{16} + \tfrac{1}{32} + \tfrac{1}{64} + \tfrac{1}{128} = 0.9921875 \\
&\vdots \\
s_{10} &= \tfrac{1}{2} + \tfrac{1}{4} + \cdots + \tfrac{1}{1024} \approx 0.99902344 \\
&\vdots \\
s_{16} &= \frac{1}{2} + \frac{1}{4} + \cdots + \frac{1}{2^{16}} \approx 0.99998474
\end{aligned}$$

Observe that as we add more and more terms, the partial sums become closer and closer to 1. In fact, it can be shown that by taking n large enough (that is, by adding sufficiently many terms of the series), we can make the partial sum s_n as close as we please to the number 1. It therefore seems reasonable to say that the sum of the infinite series is 1 and to write

$$\frac{1}{2} + \frac{1}{4} + \frac{1}{8} + \cdots + \frac{1}{2^n} + \cdots = 1$$

In other words, the reason the sum of the series is 1 is that

$$\lim_{n \to \infty} s_n = 1$$

In Chapter 11 we will discuss these ideas further. We will then use Newton's idea of combining infinite series with differential and integral calculus.

Summary

We have seen that the concept of a limit arises in trying to find the area of a region, the slope of a tangent to a curve, the velocity of a car, or the sum of an infinite series. In each case the common theme is the calculation of a quantity as the limit of other, easily calculated quantities. It is this basic idea of a limit that sets calculus apart from other areas of mathematics. In fact, we could define calculus as the part of mathematics that deals with limits.

After Sir Isaac Newton invented his version of calculus, he used it to explain the motion of the planets around the sun. Today calculus is used in calculating the orbits of satellites and spacecraft, in predicting population sizes, in estimating how fast oil prices rise or fall, in forecasting weather, in measuring the cardiac output of the heart, in calculating life insurance premiums, and in a great variety of other areas. We will explore some of these uses of calculus in this book.

In order to convey a sense of the power of the subject, we end this preview with a list of some of the questions that you will be able to answer using calculus:

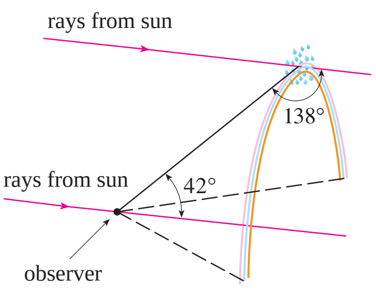

FIGURE 12

1. How can we explain the fact, illustrated in Figure 12, that the angle of elevation from an observer up to the highest point in a rainbow is 42°? (See page 206.)
2. How can we explain the shapes of cans on supermarket shelves? (See page 262.)
3. Where is the best place to sit in a movie theater? (See page 461.)
4. How can we design a roller coaster for a smooth ride? (See page 140.)
5. How far away from an airport should a pilot start descent? (See page 156.)
6. How can we fit curves together to design shapes to represent letters on a laser printer? (See page 677.)
7. How can we estimate the number of workers that were needed to build the Great Pyramid of Khufu in ancient Egypt? (See page 373.)
8. Where should an infielder position himself to catch a baseball thrown by an outfielder and relay it to home plate? (See page 658.)
9. Does a ball thrown upward take longer to reach its maximum height or to fall back to its original height? (See page 628.)
10. How can we explain the fact that planets and satellites move in elliptical orbits? (See page 892.)
11. How can we distribute water flow among turbines at a hydroelectric station so as to maximize the total energy production? (See page 990.)
12. If a marble, a squash ball, a steel bar, and a lead pipe roll down a slope, which of them reaches the bottom first? (See page 1063.)

1 Functions and Limits

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A ball falls faster and faster as time passes. Galileo discovered that the distance fallen is proportional to the square of the time it has been falling. Calculus then enables us to calculate the speed of the ball at any time.

The fundamental objects that we deal with in calculus are functions. We stress that a function can be represented in different ways: by an equation, in a table, by a graph, or in words. We look at the main types of functions that occur in calculus and describe the process of using these functions as mathematical models of real-world phenomena.

In *A Preview of Calculus* (page 1) we saw how the idea of a limit underlies the various branches of calculus. It is therefore appropriate to begin our study of calculus by investigating limits of functions and their properties.

1.1 Four Ways to Represent a Function

Functions arise whenever one quantity depends on another. Consider the following four situations.

A. The area A of a circle depends on the radius r of the circle. The rule that connects r and A is given by the equation $A = \pi r^2$. With each positive number r there is associated one value of A, and we say that A is a *function* of r.

B. The human population of the world P depends on the time t. The table gives estimates of the world population $P(t)$ at time t, for certain years. For instance,

$$P(1950) \approx 2{,}560{,}000{,}000$$

But for each value of the time t there is a corresponding value of P, and we say that P is a function of t.

Year	Population (millions)
1900	1650
1910	1750
1920	1860
1930	2070
1940	2300
1950	2560
1960	3040
1970	3710
1980	4450
1990	5280
2000	6080
2010	6870

C. The cost C of mailing an envelope depends on its weight w. Although there is no simple formula that connects w and C, the post office has a rule for determining C when w is known.

D. The vertical acceleration a of the ground as measured by a seismograph during an earthquake is a function of the elapsed time t. Figure 1 shows a graph generated by seismic activity during the Northridge earthquake that shook Los Angeles in 1994. For a given value of t, the graph provides a corresponding value of a.

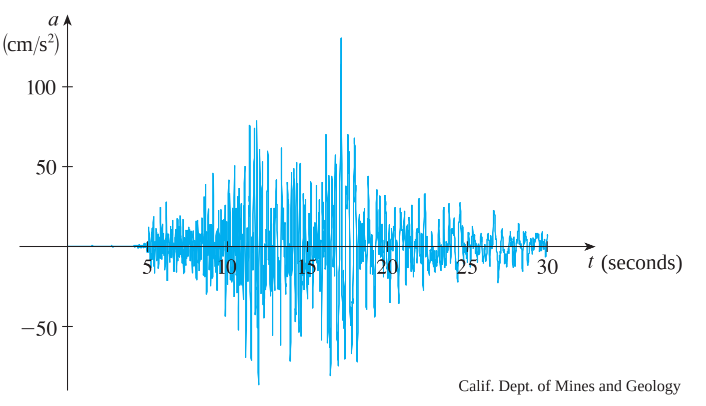


FIGURE 1
Vertical ground acceleration during the Northridge earthquake

Each of these examples describes a rule whereby, given a number (r, t, w, or t), another number (A, P, C, or a) is assigned. In each case we say that the second number is a function of the first number.

> A **function** f is a rule that assigns to each element x in a set D exactly one element, called $f(x)$, in a set E.

We usually consider functions for which the sets D and E are sets of real numbers. The set D is called the **domain** of the function. The number $f(x)$ is the **value of f at x** and is read "f of x." The **range** of f is the set of all possible values of $f(x)$ as x varies throughout the domain. A symbol that represents an arbitrary number in the *domain* of a function f is called an **independent variable**. A symbol that represents a number in the *range* of f is called a **dependent variable**. In Example A, for instance, r is the independent variable and A is the dependent variable.

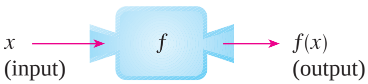


FIGURE 2
Machine diagram for a function f

It's helpful to think of a function as a **machine** (see Figure 2). If x is in the domain of the function f, then when x enters the machine, it's accepted as an input and the machine produces an output $f(x)$ according to the rule of the function. Thus we can think of the domain as the set of all possible inputs and the range as the set of all possible outputs.

The preprogrammed functions in a calculator are good examples of a function as a machine. For example, the square root key on your calculator computes such a function. You press the key labeled $\sqrt{\ }$ (or $\sqrt{x}$) and enter the input x. If $x < 0$, then x is not in the domain of this function; that is, x is not an acceptable input, and the calculator will indicate an error. If $x \geqslant 0$, then an *approximation* to $\sqrt{x}$ will appear in the display. Thus the $\sqrt{x}$ key on your calculator is not quite the same as the exact mathematical function f defined by $f(x) = \sqrt{x}$.

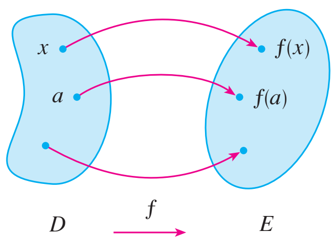


FIGURE 3
Arrow diagram for f

Another way to picture a function is by an **arrow diagram** as in Figure 3. Each arrow connects an element of D to an element of E. The arrow indicates that $f(x)$ is associated with x, $f(a)$ is associated with a, and so on.

The most common method for visualizing a function is its graph. If f is a function with domain D, then its **graph** is the set of ordered pairs

$$\{(x, f(x)) \mid x \in D\}$$

(Notice that these are input-output pairs.) In other words, the graph of f consists of all points (x, y) in the coordinate plane such that $y = f(x)$ and x is in the domain of f.

The graph of a function f gives us a useful picture of the behavior or "life history" of a function. Since the y-coordinate of any point (x, y) on the graph is $y = f(x)$, we can read the value of $f(x)$ from the graph as being the height of the graph above the point x (see Figure 4). The graph of f also allows us to picture the domain of f on the x-axis and its range on the y-axis as in Figure 5.

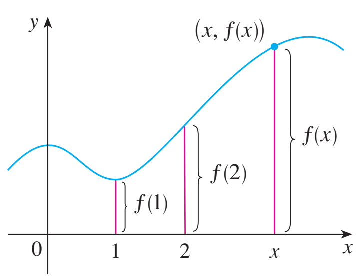


FIGURE 4

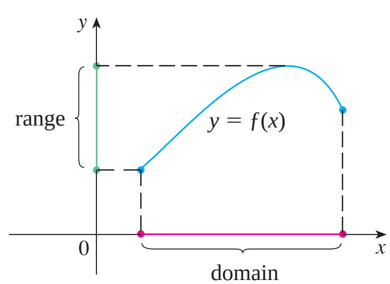


FIGURE 5

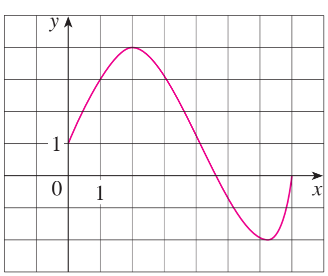


FIGURE 6

EXAMPLE 1 The graph of a function f is shown in Figure 6.
(a) Find the values of $f(1)$ and $f(5)$.
(b) What are the domain and range of f?

SOLUTION

(a) We see from Figure 6 that the point $(1, 3)$ lies on the graph of f, so the value of f at 1 is $f(1) = 3$. (In other words, the point on the graph that lies above $x = 1$ is 3 units above the x-axis.)

When $x = 5$, the graph lies about 0.7 unit below the x-axis, so we estimate that $f(5) \approx -0.7$.

(b) We see that $f(x)$ is defined when $0 \leqslant x \leqslant 7$, so the domain of f is the closed interval $[0, 7]$. Notice that f takes on all values from -2 to 4, so the range of f is

The notation for intervals is given in Appendix A.

$$\{y \mid -2 \leqslant y \leqslant 4\} = [-2, 4]$$

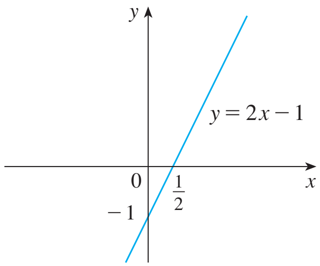


FIGURE 7

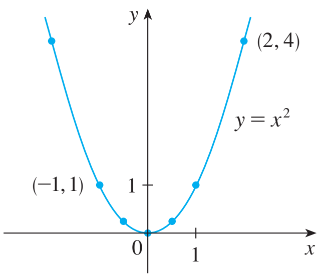


FIGURE 8

EXAMPLE 2 Sketch the graph and find the domain and range of each function.
(a) $f(x) = 2x - 1$ (b) $g(x) = x^2$

SOLUTION
(a) The equation of the graph is $y = 2x - 1$, and we recognize this as being the equation of a line with slope 2 and y-intercept -1. (Recall the slope-intercept form of the equation of a line: $y = mx + b$. See Appendix B.) This enables us to sketch a portion of the graph of f in Figure 7. The expression $2x - 1$ is defined for all real numbers, so the domain of f is the set of all real numbers, which we denote by $\mathbb{R}$. The graph shows that the range is also $\mathbb{R}$.

(b) Since $g(2) = 2^2 = 4$ and $g(-1) = (-1)^2 = 1$, we could plot the points $(2, 4)$ and $(-1, 1)$, together with a few other points on the graph, and join them to produce the graph (Figure 8). The equation of the graph is $y = x^2$, which represents a parabola (see Appendix C). The domain of g is $\mathbb{R}$. The range of g consists of all values of $g(x)$, that is, all numbers of the form x^2. But $x^2 \geqslant 0$ for all numbers x and any positive number y is a square. So the range of g is $\{y \mid y \geqslant 0\} = [0, \infty)$. This can also be seen from Figure 8.

EXAMPLE 3 If $f(x) = 2x^2 - 5x + 1$ and $h \neq 0$, evaluate $\dfrac{f(a+h) - f(a)}{h}$.

SOLUTION We first evaluate $f(a + h)$ by replacing x by $a + h$ in the expression for $f(x)$:

$$\begin{aligned} f(a+h) &= 2(a+h)^2 - 5(a+h) + 1 \\ &= 2(a^2 + 2ah + h^2) - 5(a+h) + 1 \\ &= 2a^2 + 4ah + 2h^2 - 5a - 5h + 1 \end{aligned}$$

Then we substitute into the given expression and simplify:

$$\begin{aligned} \frac{f(a+h) - f(a)}{h} &= \frac{(2a^2 + 4ah + 2h^2 - 5a - 5h + 1) - (2a^2 - 5a + 1)}{h} \\ &= \frac{2a^2 + 4ah + 2h^2 - 5a - 5h + 1 - 2a^2 + 5a - 1}{h} \\ &= \frac{4ah + 2h^2 - 5h}{h} = 4a + 2h - 5 \end{aligned}$$

The expression

$$\frac{f(a+h) - f(a)}{h}$$

in Example 3 is called a **difference quotient** and occurs frequently in calculus. As we will see in Chapter 2, it represents the average rate of change of $f(x)$ between $x = a$ and $x = a + h$.

Representations of Functions

There are four possible ways to represent a function:

- verbally (by a description in words)
- numerically (by a table of values)
- visually (by a graph)
- algebraically (by an explicit formula)

If a single function can be represented in all four ways, it's often useful to go from one representation to another to gain additional insight into the function. (In Example 2, for instance, we started with algebraic formulas and then obtained the graphs.) But certain functions are described more naturally by one method than by another. With this in mind, let's reexamine the four situations that we considered at the beginning of this section.

A. The most useful representation of the area of a circle as a function of its radius is probably the algebraic formula $A(r) = \pi r^2$, though it is possible to compile a table of values or to sketch a graph (half a parabola). Because a circle has to have a positive radius, the domain is $\{r \mid r > 0\} = (0, \infty)$, and the range is also $(0, \infty)$.

t	Population (millions)
0	1650
10	1750
20	1860
30	2070
40	2300
50	2560
60	3040
70	3710
80	4450
90	5280
100	6080
110	6870

B. We are given a description of the function in words: $P(t)$ is the human population of the world at time t. Let's measure t so that $t = 0$ corresponds to the year 1900. The table of values of world population provides a convenient representation of this function. If we plot these values, we get the graph (called a *scatter plot*) in Figure 9. It too is a useful representation; the graph allows us to absorb all the data at once. What about a formula? Of course, it's impossible to devise an explicit formula that gives the exact human population $P(t)$ at any time t. But it is possible to find an expression for a function that *approximates* $P(t)$. In fact, using methods explained in Section 1.2, we obtain the approximation

$$P(t) \approx f(t) = (1.43653 \times 10^9) \cdot (1.01395)^t$$

Figure 10 shows that it is a reasonably good "fit." The function f is called a *mathematical model* for population growth. In other words, it is a function with an explicit formula that approximates the behavior of our given function. We will see, however, that the ideas of calculus can be applied to a table of values; an explicit formula is not necessary.

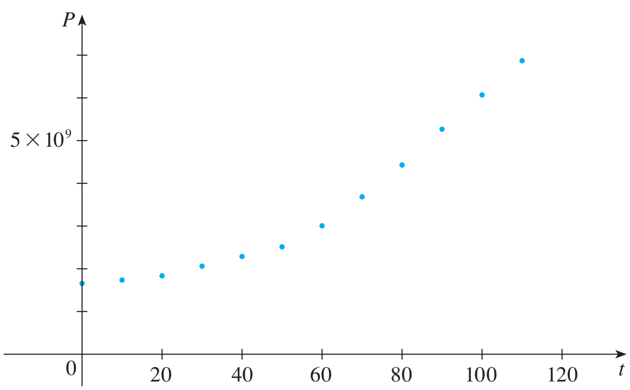


FIGURE 9

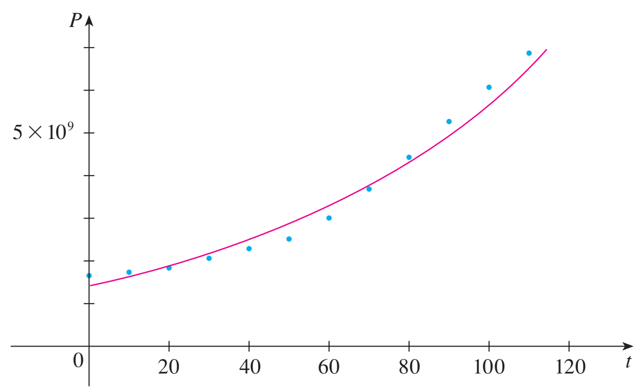


FIGURE 10

The function P is typical of the functions that arise whenever we attempt to apply calculus to the real world. We start with a verbal description of a function. Then we may be able to construct a table of values of the function, perhaps from instrument readings in a scientific experiment. Even though we don't have complete knowledge of the values of the function, we will see throughout the book that it is still possible to perform the operations of calculus on such a function.

A function defined by a table of values is called a *tabular* function.

w (ounces)	$C(w)$ (dollars)
$0 < w \leqslant 1$	0.88
$1 < w \leqslant 2$	1.05
$2 < w \leqslant 3$	1.22
$3 < w \leqslant 4$	1.39
$4 < w \leqslant 5$	1.56
⋮	⋮

C. Again the function is described in words: Let $C(w)$ be the cost of mailing a large envelope with weight w. The rule that the US Postal Service used as of 2010 is as follows: The cost is 88 cents for up to 1 oz, plus 17 cents for each additional ounce (or less) up to 13 oz. The table of values shown in the margin is the most convenient representation for this function, though it is possible to sketch a graph (see Example 10).

D. The graph shown in Figure 1 is the most natural representation of the vertical acceleration function $a(t)$. It's true that a table of values could be compiled, and it is even possible to devise an approximate formula. But everything a geologist needs to know—amplitudes and patterns—can be seen easily from the graph. (The same is true for the patterns seen in electrocardiograms of heart patients and polygraphs for lie-detection.)

In the next example we sketch the graph of a function that is defined verbally.

EXAMPLE 4 When you turn on a hot-water faucet, the temperature T of the water depends on how long the water has been running. Draw a rough graph of T as a function of the time t that has elapsed since the faucet was turned on.

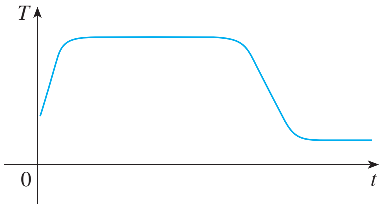


FIGURE 11

SOLUTION The initial temperature of the running water is close to room temperature because the water has been sitting in the pipes. When the water from the hot-water tank starts flowing from the faucet, T increases quickly. In the next phase, T is constant at the temperature of the heated water in the tank. When the tank is drained, T decreases to the temperature of the water supply. This enables us to make the rough sketch of T as a function of t in Figure 11.

In the following example we start with a verbal description of a function in a physical situation and obtain an explicit algebraic formula. The ability to do this is a useful skill in solving calculus problems that ask for the maximum or minimum values of quantities.

V EXAMPLE 5 A rectangular storage container with an open top has a volume of 10 m^3. The length of its base is twice its width. Material for the base costs \$10 per square meter; material for the sides costs \$6 per square meter. Express the cost of materials as a function of the width of the base.

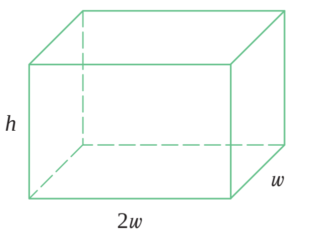


FIGURE 12

SOLUTION We draw a diagram as in Figure 12 and introduce notation by letting w and $2w$ be the width and length of the base, respectively, and h be the height.

The area of the base is $(2w)w = 2w^2$, so the cost, in dollars, of the material for the base is $10(2w^2)$. Two of the sides have area wh and the other two have area $2wh$, so the cost of the material for the sides is $6[2(wh) + 2(2wh)]$. The total cost is therefore

$$C = 10(2w^2) + 6[2(wh) + 2(2wh)] = 20w^2 + 36wh$$

To express C as a function of w alone, we need to eliminate h and we do so by using the fact that the volume is 10 m^3. Thus

$$w(2w)h = 10$$

which gives

$$h = \frac{10}{2w^2} = \frac{5}{w^2}$$

PS In setting up applied functions as in Example 5, it may be useful to review the principles of problem solving as discussed on page 97, particularly *Step 1: Understand the Problem.*

Substituting this into the expression for C, we have

$$C = 20w^2 + 36w\left(\frac{5}{w^2}\right) = 20w^2 + \frac{180}{w}$$

Therefore the equation

$$C(w) = 20w^2 + \frac{180}{w} \qquad w > 0$$

expresses C as a function of w.

EXAMPLE 6 Find the domain of each function.

(a) $f(x) = \sqrt{x + 2}$ (b) $g(x) = \dfrac{1}{x^2 - x}$

Domain Convention

If a function is given by a formula and the domain is not stated explicitly, the convention is that the domain is the set of all numbers for which the formula makes sense and defines a real number.

SOLUTION

(a) Because the square root of a negative number is not defined (as a real number), the domain of f consists of all values of x such that $x + 2 \geqslant 0$. This is equivalent to $x \geqslant -2$, so the domain is the interval $[-2, \infty)$.

(b) Since

$$g(x) = \frac{1}{x^2 - x} = \frac{1}{x(x-1)}$$

and division by 0 is not allowed, we see that $g(x)$ is not defined when $x = 0$ or $x = 1$. Thus the domain of g is

$$\{x \mid x \neq 0, x \neq 1\}$$

which could also be written in interval notation as

$$(-\infty, 0) \cup (0, 1) \cup (1, \infty)$$

The graph of a function is a curve in the xy-plane. But the question arises: Which curves in the xy-plane are graphs of functions? This is answered by the following test.

The Vertical Line Test A curve in the xy-plane is the graph of a function of x if and only if no vertical line intersects the curve more than once.

The reason for the truth of the Vertical Line Test can be seen in Figure 13. If each vertical line $x = a$ intersects a curve only once, at (a, b), then exactly one functional value is defined by $f(a) = b$. But if a line $x = a$ intersects the curve twice, at (a, b) and (a, c), then the curve can't represent a function because a function can't assign two different values to a.

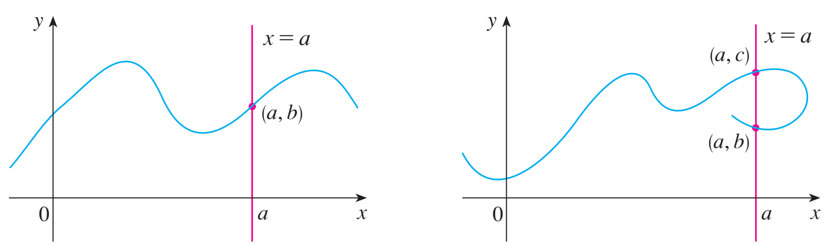


FIGURE 13

For example, the parabola $x = y^2 - 2$ shown in Figure 14(a) is not the graph of a function of x because, as you can see, there are vertical lines that intersect the parabola twice. The parabola, however, does contain the graphs of *two* functions of x. Notice that the equation $x = y^2 - 2$ implies $y^2 = x + 2$, so $y = \pm\sqrt{x + 2}$. Thus the upper and lower halves of the parabola are the graphs of the functions $f(x) = \sqrt{x + 2}$ [from Example 6(a)] and $g(x) = -\sqrt{x + 2}$. [See Figures 14(b) and (c).] We observe that if we reverse the roles of x and y, then the equation $x = h(y) = y^2 - 2$ *does* define x as a function of y (with y as the independent variable and x as the dependent variable) and the parabola now appears as the graph of the function h.

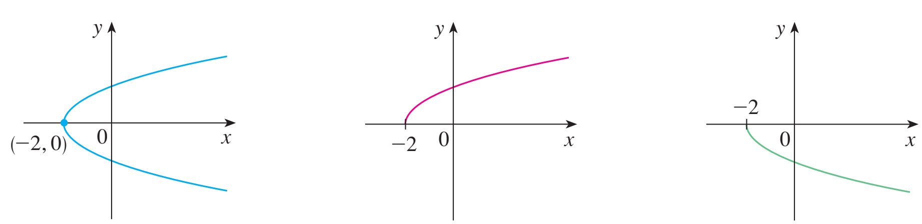


FIGURE 14 (a) $x = y^2 - 2$ (b) $y = \sqrt{x + 2}$ (c) $y = -\sqrt{x + 2}$

Piecewise Defined Functions

The functions in the following four examples are defined by different formulas in different parts of their domains. Such functions are called **piecewise defined functions**.

V EXAMPLE 7 A function f is defined by

$$f(x) = \begin{cases} 1 - x & \text{if } x \leqslant -1 \\ x^2 & \text{if } x > -1 \end{cases}$$

Evaluate $f(-2)$, $f(-1)$, and $f(0)$ and sketch the graph.

SOLUTION Remember that a function is a rule. For this particular function the rule is the following: First look at the value of the input x. If it happens that $x \leqslant -1$, then the value of $f(x)$ is $1 - x$. On the other hand, if $x > -1$, then the value of $f(x)$ is x^2.

$$\text{Since } -2 \leqslant -1, \text{ we have } f(-2) = 1 - (-2) = 3.$$

$$\text{Since } -1 \leqslant -1, \text{ we have } f(-1) = 1 - (-1) = 2.$$

$$\text{Since } 0 > -1, \text{ we have } f(0) = 0^2 = 0.$$

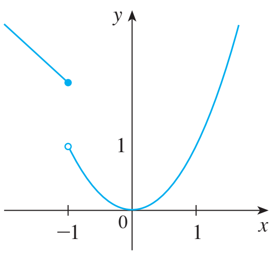


FIGURE 15

How do we draw the graph of f? We observe that if $x \leqslant -1$, then $f(x) = 1 - x$, so the part of the graph of f that lies to the left of the vertical line $x = -1$ must coincide with the line $y = 1 - x$, which has slope -1 and y-intercept 1. If $x > -1$, then $f(x) = x^2$, so the part of the graph of f that lies to the right of the line $x = -1$ must coincide with the graph of $y = x^2$, which is a parabola. This enables us to sketch the graph in Figure 15. The solid dot indicates that the point $(-1, 2)$ is included on the graph; the open dot indicates that the point $(-1, 1)$ is excluded from the graph.

The next example of a piecewise defined function is the absolute value function. Recall that the **absolute value** of a number a, denoted by $|a|$, is the distance from a to 0 on the real number line. Distances are always positive or 0, so we have

For a more extensive review of absolute values, see Appendix A.

$$|a| \geqslant 0 \qquad \text{for every number } a$$

For example,

$$|3| = 3 \qquad |-3| = 3 \qquad |0| = 0 \qquad |\sqrt{2} - 1| = \sqrt{2} - 1 \qquad |3 - \pi| = \pi - 3$$

In general, we have

$$\boxed{\begin{aligned} |a| &= a && \text{if } a \geqslant 0 \\ |a| &= -a && \text{if } a < 0 \end{aligned}}$$

(Remember that if a is negative, then $-a$ is positive.)

EXAMPLE 8 Sketch the graph of the absolute value function $f(x) = |x|$.

SOLUTION From the preceding discussion we know that

$$|x| = \begin{cases} x & \text{if } x \geqslant 0 \\ -x & \text{if } x < 0 \end{cases}$$

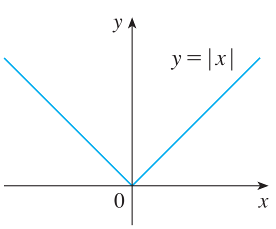


FIGURE 16

Using the same method as in Example 7, we see that the graph of f coincides with the line $y = x$ to the right of the y-axis and coincides with the line $y = -x$ to the left of the y-axis (see Figure 16).

EXAMPLE 9 Find a formula for the function f graphed in Figure 17.

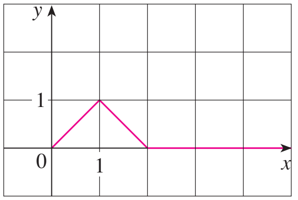


FIGURE 17

SOLUTION The line through $(0, 0)$ and $(1, 1)$ has slope $m = 1$ and y-intercept $b = 0$, so its equation is $y = x$. Thus, for the part of the graph of f that joins $(0, 0)$ to $(1, 1)$, we have

$$f(x) = x \qquad \text{if } 0 \leqslant x \leqslant 1$$

Point-slope form of the equation of a line:

$$y - y_1 = m(x - x_1)$$

See Appendix B.

The line through $(1, 1)$ and $(2, 0)$ has slope $m = -1$, so its point-slope form is

$$y - 0 = (-1)(x - 2) \qquad \text{or} \qquad y = 2 - x$$

So we have
$$f(x) = 2 - x \qquad \text{if } 1 < x \leqslant 2$$

We also see that the graph of f coincides with the x-axis for $x > 2$. Putting this information together, we have the following three-piece formula for f:

$$f(x) = \begin{cases} x & \text{if } 0 \leqslant x \leqslant 1 \\ 2 - x & \text{if } 1 < x \leqslant 2 \\ 0 & \text{if } x > 2 \end{cases}$$

EXAMPLE 10 In Example C at the beginning of this section we considered the cost $C(w)$ of mailing a large envelope with weight w. In effect, this is a piecewise defined function because, from the table of values on page 13, we have

$$C(w) = \begin{cases} 0.88 & \text{if } 0 < w \leqslant 1 \\ 1.05 & \text{if } 1 < w \leqslant 2 \\ 1.22 & \text{if } 2 < w \leqslant 3 \\ 1.39 & \text{if } 3 < w \leqslant 4 \\ \vdots & \end{cases}$$

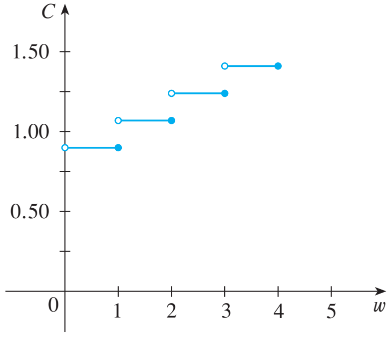


FIGURE 18

The graph is shown in Figure 18. You can see why functions similar to this one are called **step functions**—they jump from one value to the next. Such functions will be studied in Chapter 2.

Symmetry

If a function f satisfies $f(-x) = f(x)$ for every number x in its domain, then f is called an **even function**. For instance, the function $f(x) = x^2$ is even because

$$f(-x) = (-x)^2 = x^2 = f(x)$$

The geometric significance of an even function is that its graph is symmetric with respect to the y-axis (see Figure 19). This means that if we have plotted the graph of f for $x \geqslant 0$, we obtain the entire graph simply by reflecting this portion about the y-axis.

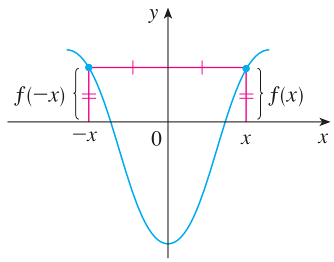


FIGURE 19 An even function

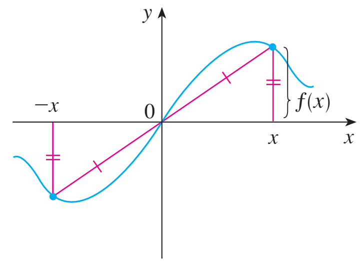


FIGURE 20 An odd function

If f satisfies $f(-x) = -f(x)$ for every number x in its domain, then f is called an **odd function**. For example, the function $f(x) = x^3$ is odd because

$$f(-x) = (-x)^3 = -x^3 = -f(x)$$

The graph of an odd function is symmetric about the origin (see Figure 20). If we already have the graph of f for $x \geqslant 0$, we can obtain the entire graph by rotating this portion through 180° about the origin.

V EXAMPLE 11 Determine whether each of the following functions is even, odd, or neither even nor odd.
(a) $f(x) = x^5 + x$ (b) $g(x) = 1 - x^4$ (c) $h(x) = 2x - x^2$

SOLUTION

(a)
$$\begin{aligned} f(-x) &= (-x)^5 + (-x) = (-1)^5 x^5 + (-x) \\ &= -x^5 - x = -(x^5 + x) \\ &= -f(x) \end{aligned}$$

Therefore f is an odd function.

(b)
$$g(-x) = 1 - (-x)^4 = 1 - x^4 = g(x)$$

So g is even.

(c)
$$h(-x) = 2(-x) - (-x)^2 = -2x - x^2$$

Since $h(-x) \neq h(x)$ and $h(-x) \neq -h(x)$, we conclude that h is neither even nor odd.

The graphs of the functions in Example 11 are shown in Figure 21. Notice that the graph of h is symmetric neither about the y-axis nor about the origin.

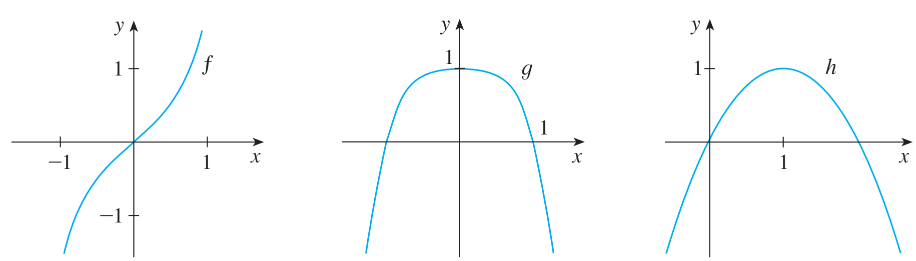


FIGURE 21 (a) (b) (c)

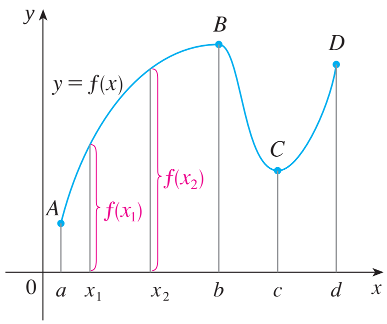


FIGURE 22

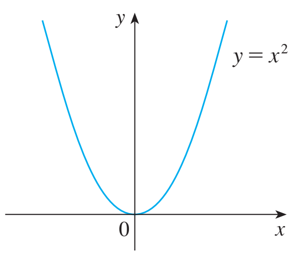


FIGURE 23

Increasing and Decreasing Functions

The graph shown in Figure 22 rises from A to B, falls from B to C, and rises again from C to D. The function f is said to be increasing on the interval $[a, b]$, decreasing on $[b, c]$, and increasing again on $[c, d]$. Notice that if x_1 and x_2 are any two numbers between a and b with $x_1 < x_2$, then $f(x_1) < f(x_2)$. We use this as the defining property of an increasing function.

A function f is called **increasing** on an interval I if

$$f(x_1) < f(x_2) \qquad \text{whenever } x_1 < x_2 \text{ in } I$$

It is called **decreasing** on I if

$$f(x_1) > f(x_2) \qquad \text{whenever } x_1 < x_2 \text{ in } I$$

In the definition of an increasing function it is important to realize that the inequality $f(x_1) < f(x_2)$ must be satisfied for *every* pair of numbers x_1 and x_2 in I with $x_1 < x_2$.

You can see from Figure 23 that the function $f(x) = x^2$ is decreasing on the interval $(-\infty, 0]$ and increasing on the interval $[0, \infty)$.

1.1 Exercises

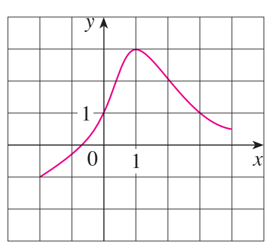
1. If $f(x) = x + \sqrt{2 - x}$ and $g(u) = u + \sqrt{2 - u}$, is it true that $f = g$?

2. If

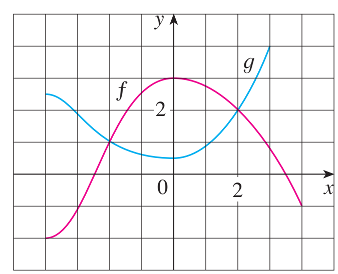
$$f(x) = \frac{x^2 - x}{x - 1} \qquad \text{and} \qquad g(x) = x$$

is it true that $f = g$?

3. The graph of a function f is given.
(a) State the value of $f(1)$.
(b) Estimate the value of $f(-1)$.
(c) For what values of x is $f(x) = 1$?
(d) Estimate the value of x such that $f(x) = 0$.
(e) State the domain and range of f.
(f) On what interval is f increasing?



4. The graphs of f and g are given.
(a) State the values of $f(-4)$ and $g(3)$.
(b) For what values of x is $f(x) = g(x)$?
(c) Estimate the solution of the equation $f(x) = -1$.
(d) On what interval is f decreasing?
(e) State the domain and range of f.
(f) State the domain and range of g.

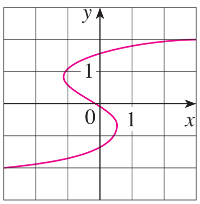


5. Figure 1 was recorded by an instrument operated by the California Department of Mines and Geology at the University Hospital of the University of Southern California in Los Angeles. Use it to estimate the range of the vertical ground acceleration function at USC during the Northridge earthquake.

6. In this section we discussed examples of ordinary, everyday functions: Population is a function of time, postage cost is a function of weight, water temperature is a function of time. Give three other examples of functions from everyday life that are described verbally. What can you say about the domain and range of each of your functions? If possible, sketch a rough graph of each function.

7–10 Determine whether the curve is the graph of a function of x. If it is, state the domain and range of the function.

7.



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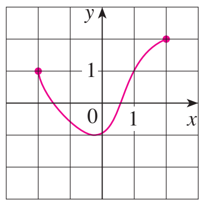

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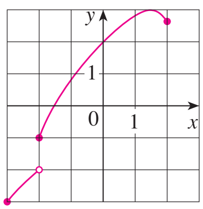

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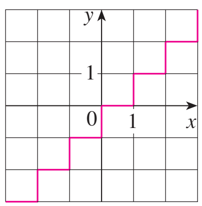
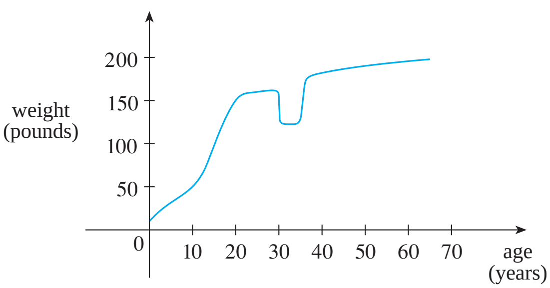
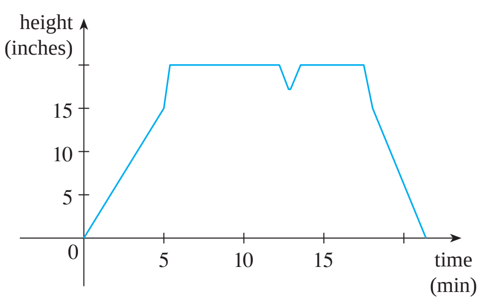


11. The graph shown gives the weight of a certain person as a function of age. Describe in words how this person's weight varies over time. What do you think happened when this person was 30 years old?

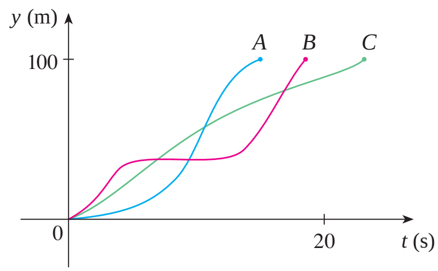


12. The graph shows the height of the water in a bathtub as a function of time. Give a verbal description of what you think happened.



13. You put some ice cubes in a glass, fill the glass with cold water, and then let the glass sit on a table. Describe how the temperature of the water changes as time passes. Then sketch a rough graph of the temperature of the water as a function of the elapsed time.

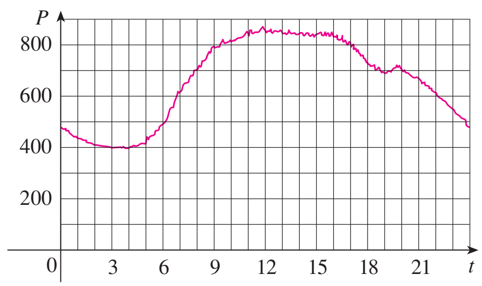
14. Three runners compete in a 100-meter race. The graph depicts the distance run as a function of time for each runner. Describe in words what the graph tells you about this race. Who won the race? Did each runner finish the race?



15. The graph shows the power consumption for a day in September in San Francisco. (P is measured in megawatts; t is measured in hours starting at midnight.)

(a) What was the power consumption at 6 AM? At 6 PM?

(b) When was the power consumption the lowest? When was it the highest? Do these times seem reasonable?



Pacific Gas & Electric

16. Sketch a rough graph of the number of hours of daylight as a function of the time of year.

17. Sketch a rough graph of the outdoor temperature as a function of time during a typical spring day.

18. Sketch a rough graph of the market value of a new car as a function of time for a period of 20 years. Assume the car is well maintained.

19. Sketch the graph of the amount of a particular brand of coffee sold by a store as a function of the price of the coffee.

20. You place a frozen pie in an oven and bake it for an hour. Then you take it out and let it cool before eating it. Describe how the temperature of the pie changes as time passes. Then sketch a rough graph of the temperature of the pie as a function of time.

21. A homeowner mows the lawn every Wednesday afternoon. Sketch a rough graph of the height of the grass as a function of time over the course of a four-week period.

22. An airplane takes off from an airport and lands an hour later at another airport, 400 miles away. If t represents the time in minutes since the plane has left the terminal building, let $x(t)$ be

the horizontal distance traveled and $y(t)$ be the altitude of the plane.
(a) Sketch a possible graph of $x(t)$.
(b) Sketch a possible graph of $y(t)$.
(c) Sketch a possible graph of the ground speed.
(d) Sketch a possible graph of the vertical velocity.

23. The number N (in millions) of US cellular phone subscribers is shown in the table. (Midyear estimates are given.)

t	1996	1998	2000	2002	2004	2006
N	44	69	109	141	182	233

(a) Use the data to sketch a rough graph of N as a function of t.
(b) Use your graph to estimate the number of cell-phone subscribers at midyear in 2001 and 2005.

24. Temperature readings T (in °F) were recorded every two hours from midnight to 2:00 PM in Phoenix on September 10, 2008. The time t was measured in hours from midnight.

t	0	2	4	6	8	10	12	14
T	82	75	74	75	84	90	93	94

(a) Use the readings to sketch a rough graph of T as a function of t.
(b) Use your graph to estimate the temperature at 9:00 AM.

25. If $f(x) = 3x^2 - x + 2$, find $f(2)$, $f(-2)$, $f(a)$, $f(-a)$, $f(a+1)$, $2f(a)$, $f(2a)$, $f(a^2)$, $[f(a)]^2$, and $f(a+h)$.

26. A spherical balloon with radius r inches has volume $V(r) = \frac{4}{3}\pi r^3$. Find a function that represents the amount of air required to inflate the balloon from a radius of r inches to a radius of $r + 1$ inches.

27–30 Evaluate the difference quotient for the given function. Simplify your answer.

27. $f(x) = 4 + 3x - x^2$, $\quad \dfrac{f(3+h) - f(3)}{h}$

28. $f(x) = x^3$, $\quad \dfrac{f(a+h) - f(a)}{h}$

29. $f(x) = \dfrac{1}{x}$, $\quad \dfrac{f(x) - f(a)}{x - a}$

30. $f(x) = \dfrac{x+3}{x+1}$, $\quad \dfrac{f(x) - f(1)}{x - 1}$

31–37 Find the domain of the function.

31. $f(x) = \dfrac{x+4}{x^2 - 9}$

32. $f(x) = \dfrac{2x^3 - 5}{x^2 + x - 6}$

33. $f(t) = \sqrt[3]{2t - 1}$

34. $g(t) = \sqrt{3 - t} - \sqrt{2 + t}$

35. $h(x) = \dfrac{1}{\sqrt[4]{x^2 - 5x}}$

36. $f(u) = \dfrac{u+1}{1 + \dfrac{1}{u+1}}$

37. $F(p) = \sqrt{2 - \sqrt{p}}$

38. Find the domain and range and sketch the graph of the function $h(x) = \sqrt{4 - x^2}$.

39–50 Find the domain and sketch the graph of the function.

39. $f(x) = 2 - 0.4x$

40. $F(x) = x^2 - 2x + 1$

41. $f(t) = 2t + t^2$

42. $H(t) = \dfrac{4 - t^2}{2 - t}$

43. $g(x) = \sqrt{x - 5}$

44. $F(x) = |2x + 1|$

45. $G(x) = \dfrac{3x + |x|}{x}$

46. $g(x) = |x| - x$

47. $f(x) = \begin{cases} x + 2 & \text{if } x < 0 \\ 1 - x & \text{if } x \geqslant 0 \end{cases}$

48. $f(x) = \begin{cases} 3 - \frac{1}{2}x & \text{if } x \leqslant 2 \\ 2x - 5 & \text{if } x > 2 \end{cases}$

49. $f(x) = \begin{cases} x + 2 & \text{if } x \leqslant -1 \\ x^2 & \text{if } x > -1 \end{cases}$

50. $f(x) = \begin{cases} x + 9 & \text{if } x < -3 \\ -2x & \text{if } |x| \leqslant 3 \\ -6 & \text{if } x > 3 \end{cases}$

51–56 Find an expression for the function whose graph is the given curve.

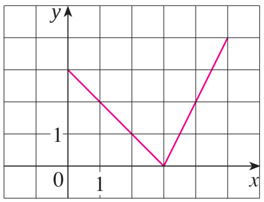
51. The line segment joining the points $(1, -3)$ and $(5, 7)$

52. The line segment joining the points $(-5, 10)$ and $(7, -10)$

53. The bottom half of the parabola $x + (y - 1)^2 = 0$

54. The top half of the circle $x^2 + (y - 2)^2 = 4$

55.



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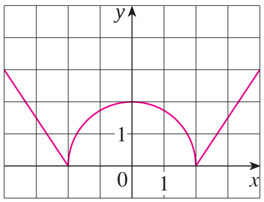


57–61 Find a formula for the described function and state its domain.

57. A rectangle has perimeter 20 m. Express the area of the rectangle as a function of the length of one of its sides.

58. A rectangle has area 16 m^2. Express the perimeter of the rectangle as a function of the length of one of its sides.

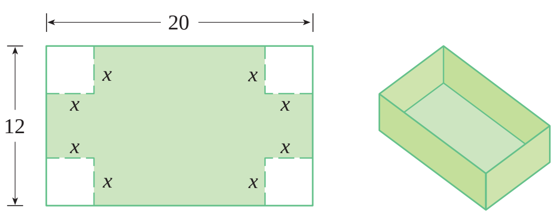
59. Express the area of an equilateral triangle as a function of the length of a side.

60. Express the surface area of a cube as a function of its volume.

61. An open rectangular box with volume 2 m^3 has a square base. Express the surface area of the box as a function of the length of a side of the base.

62. A Norman window has the shape of a rectangle surmounted by a semicircle. If the perimeter of the window is 30 ft, express the area A of the window as a function of the width x of the window.

63. A box with an open top is to be constructed from a rectangular piece of cardboard with dimensions 12 in. by 20 in. by cutting out equal squares of side x at each corner and then folding up the sides as in the figure. Express the volume V of the box as a function of x.



64. A cell phone plan has a basic charge of \$35 a month. The plan includes 400 free minutes and charges 10 cents for each additional minute of usage. Write the monthly cost C as a function of the number x of minutes used and graph C as a function of x for $0 \leqslant x \leqslant 600$.

65. In a certain state the maximum speed permitted on freeways is 65 mi/h and the minimum speed is 40 mi/h. The fine for violating these limits is \$15 for every mile per hour above the maximum speed or below the minimum speed. Express the amount of the fine F as a function of the driving speed x and graph $F(x)$ for $0 \leqslant x \leqslant 100$.

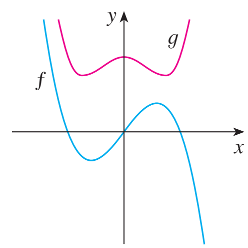
66. An electricity company charges its customers a base rate of \$10 a month, plus 6 cents per kilowatt-hour (kWh) for the first 1200 kWh and 7 cents per kWh for all usage over 1200 kWh. Express the monthly cost E as a function of the amount x of electricity used. Then graph the function E for $0 \leqslant x \leqslant 2000$.

67. In a certain country, income tax is assessed as follows. There is no tax on income up to \$10,000. Any income over \$10,000 is taxed at a rate of 10%, up to an income of \$20,000. Any income over \$20,000 is taxed at 15%.
(a) Sketch the graph of the tax rate R as a function of the income I.
(b) How much tax is assessed on an income of \$14,000? On \$26,000?
(c) Sketch the graph of the total assessed tax T as a function of the income I.

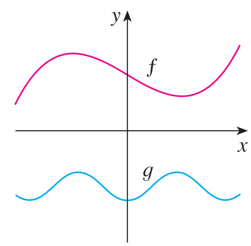
68. The functions in Example 10 and Exercise 67 are called *step functions* because their graphs look like stairs. Give two other examples of step functions that arise in everyday life.

69–70 Graphs of f and g are shown. Decide whether each function is even, odd, or neither. Explain your reasoning.

69.

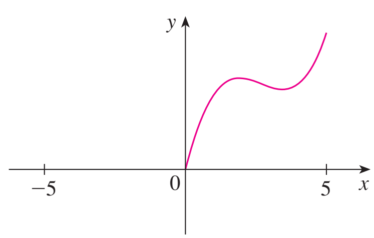


70.



71. (a) If the point (5, 3) is on the graph of an even function, what other point must also be on the graph?
(b) If the point (5, 3) is on the graph of an odd function, what other point must also be on the graph?

72. A function f has domain $[-5, 5]$ and a portion of its graph is shown.
(a) Complete the graph of f if it is known that f is even.
(b) Complete the graph of f if it is known that f is odd.



73–78 Determine whether f is even, odd, or neither. If you have a graphing calculator, use it to check your answer visually.

73. $f(x) = \dfrac{x}{x^2 + 1}$

74. $f(x) = \dfrac{x^2}{x^4 + 1}$

75. $f(x) = \dfrac{x}{x + 1}$

76. $f(x) = x|x|$

77. $f(x) = 1 + 3x^2 - x^4$

78. $f(x) = 1 + 3x^3 - x^5$

79. If f and g are both even functions, is $f + g$ even? If f and g are both odd functions, is $f + g$ odd? What if f is even and g is odd? Justify your answers.

80. If f and g are both even functions, is the product fg even? If f and g are both odd functions, is fg odd? What if f is even and g is odd? Justify your answers.

1.2 Mathematical Models: A Catalog of Essential Functions

A **mathematical model** is a mathematical description (often by means of a function or an equation) of a real-world phenomenon such as the size of a population, the demand for a product, the speed of a falling object, the concentration of a product in a chemical reaction, the life expectancy of a person at birth, or the cost of emission reductions. The purpose of the model is to understand the phenomenon and perhaps to make predictions about future behavior.

Figure 1 illustrates the process of mathematical modeling. Given a real-world problem, our first task is to formulate a mathematical model by identifying and naming the independent and dependent variables and making assumptions that simplify the phenomenon enough to make it mathematically tractable. We use our knowledge of the physical situation and our mathematical skills to obtain equations that relate the variables. In situations where there is no physical law to guide us, we may need to collect data (either from a library or the Internet or by conducting our own experiments) and examine the data in the form of a table in order to discern patterns. From this numerical representation of a function we may wish to obtain a graphical representation by plotting the data. The graph might even suggest a suitable algebraic formula in some cases.

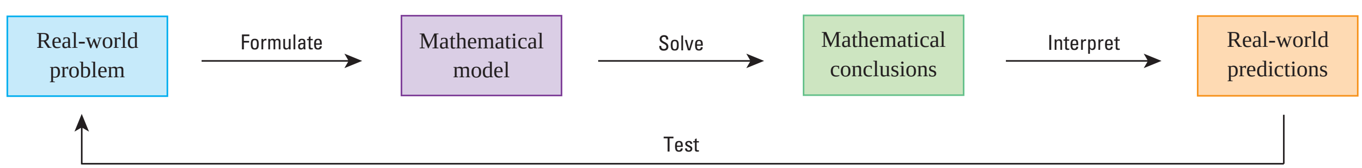


FIGURE 1 The modeling process

The second stage is to apply the mathematics that we know (such as the calculus that will be developed throughout this book) to the mathematical model that we have formulated in order to derive mathematical conclusions. Then, in the third stage, we take those mathematical conclusions and interpret them as information about the original real-world phenomenon by way of offering explanations or making predictions. The final step is to test our predictions by checking against new real data. If the predictions don't compare well with reality, we need to refine our model or to formulate a new model and start the cycle again.

A mathematical model is never a completely accurate representation of a physical situation—it is an *idealization*. A good model simplifies reality enough to permit mathematical calculations but is accurate enough to provide valuable conclusions. It is important to realize the limitations of the model. In the end, Mother Nature has the final say.

There are many different types of functions that can be used to model relationships observed in the real world. In what follows, we discuss the behavior and graphs of these functions and give examples of situations appropriately modeled by such functions.

Linear Models

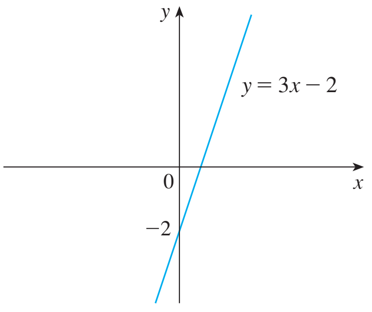
The coordinate geometry of lines is reviewed in Appendix B.

When we say that y is a **linear function** of x, we mean that the graph of the function is a line, so we can use the slope-intercept form of the equation of a line to write a formula for the function as

$$y = f(x) = mx + b$$

where m is the slope of the line and b is the y-intercept.

A characteristic feature of linear functions is that they grow at a constant rate. For instance, Figure 2 shows a graph of the linear function $f(x) = 3x - 2$ and a table of sample values. Notice that whenever x increases by 0.1, the value of $f(x)$ increases by 0.3. So $f(x)$ increases three times as fast as x. Thus the slope of the graph $y = 3x - 2$, namely 3, can be interpreted as the rate of change of y with respect to x.



x	$f(x) = 3x - 2$
1.0	1.0
1.1	1.3
1.2	1.6
1.3	1.9
1.4	2.2
1.5	2.5

FIGURE 2

V EXAMPLE 1

(a) As dry air moves upward, it expands and cools. If the ground temperature is 20°C and the temperature at a height of 1 km is 10°C, express the temperature T (in °C) as a function of the height h (in kilometers), assuming that a linear model is appropriate.

(b) Draw the graph of the function in part (a). What does the slope represent?

(c) What is the temperature at a height of 2.5 km?

SOLUTION

(a) Because we are assuming that T is a linear function of h, we can write

$$T = mh + b$$

We are given that $T = 20$ when $h = 0$, so

$$20 = m \cdot 0 + b = b$$

In other words, the y-intercept is $b = 20$.

We are also given that $T = 10$ when $h = 1$, so

$$10 = m \cdot 1 + 20$$

The slope of the line is therefore $m = 10 - 20 = -10$ and the required linear function is

$$T = -10h + 20$$

(b) The graph is sketched in Figure 3. The slope is $m = -10$°C/km, and this represents the rate of change of temperature with respect to height.

(c) At a height of $h = 2.5$ km, the temperature is

$$T = -10(2.5) + 20 = -5°\text{C}$$

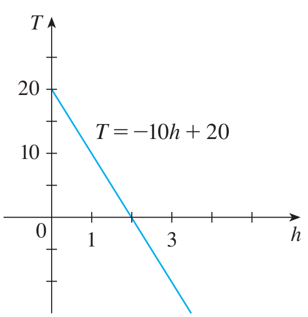


FIGURE 3

If there is no physical law or principle to help us formulate a model, we construct an **empirical model**, which is based entirely on collected data. We seek a curve that "fits" the data in the sense that it captures the basic trend of the data points.

V EXAMPLE 2 Table 1 lists the average carbon dioxide level in the atmosphere, measured in parts per million at Mauna Loa Observatory from 1980 to 2008. Use the data in Table 1 to find a model for the carbon dioxide level.

SOLUTION We use the data in Table 1 to make the scatter plot in Figure 4, where t represents time (in years) and C represents the CO_2 level (in parts per million, ppm).

TABLE 1

Year	CO_2 level (in ppm)	Year	CO_2 level (in ppm)
1980	338.7	1996	362.4
1982	341.2	1998	366.5
1984	344.4	2000	369.4
1986	347.2	2002	373.2
1988	351.5	2004	377.5
1990	354.2	2006	381.9
1992	356.3	2008	385.6
1994	358.6		

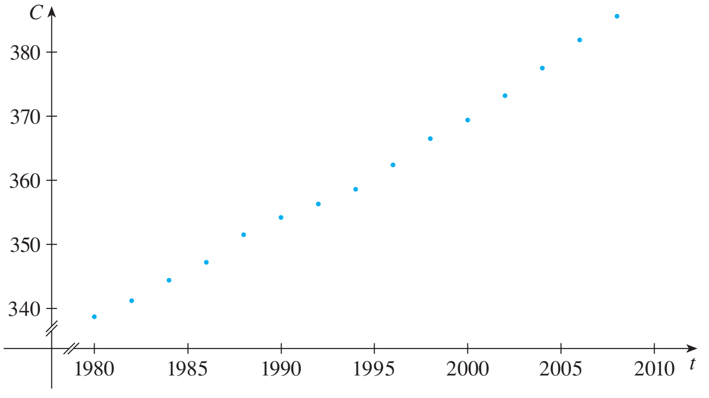


FIGURE 4 Scatter plot for the average CO_2 level

Notice that the data points appear to lie close to a straight line, so it's natural to choose a linear model in this case. But there are many possible lines that approximate these data points, so which one should we use? One possibility is the line that passes through the first and last data points. The slope of this line is

$$\frac{385.6 - 338.7}{2008 - 1980} = \frac{46.9}{28} = 1.675$$

and its equation is

$$C - 338.7 = 1.675(t - 1980)$$

or

$$\boxed{1} \qquad C = 1.675t - 2977.8$$

Equation 1 gives one possible linear model for the carbon dioxide level; it is graphed in Figure 5.

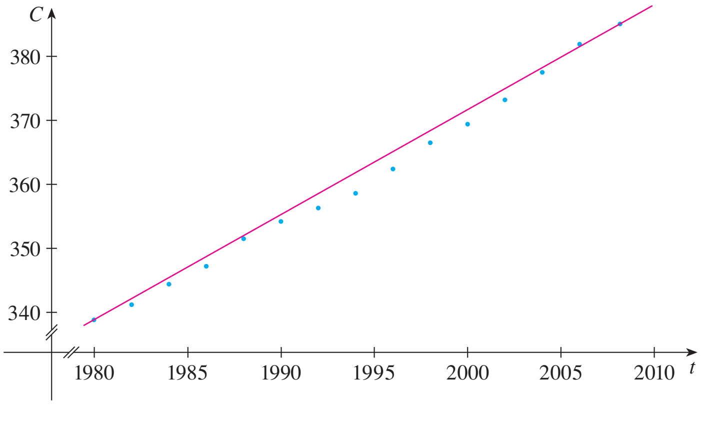


FIGURE 5 Linear model through first and last data points

A computer or graphing calculator finds the regression line by the method of **least squares**, which is to minimize the sum of the squares of the vertical distances between the data points and the line. The details are explained in Section 14.7.

Notice that our model gives values higher than most of the actual CO_2 levels. A better linear model is obtained by a procedure from statistics called *linear regression*. If we use a graphing calculator, we enter the data from Table 1 into the data editor and choose the linear regression command. (With Maple we use the fit[leastsquare] command in the stats package; with Mathematica we use the Fit command.) The machine gives the slope and y-intercept of the regression line as

$$m = 1.65429 \qquad b = -2938.07$$

So our least squares model for the CO_2 level is

$$\boxed{2} \qquad C = 1.65429t - 2938.07$$

In Figure 6 we graph the regression line as well as the data points. Comparing with Figure 5, we see that it gives a better fit than our previous linear model.

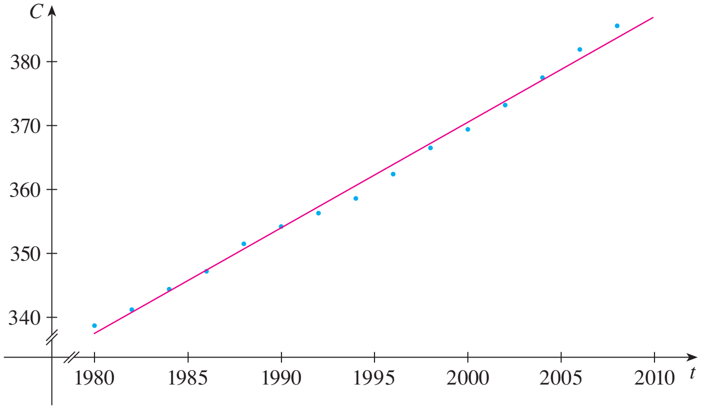


FIGURE 6
The regression line

V EXAMPLE 3 Use the linear model given by Equation 2 to estimate the average CO_2 level for 1987 and to predict the level for the year 2015. According to this model, when will the CO_2 level exceed 420 parts per million?

SOLUTION Using Equation 2 with $t = 1987$, we estimate that the average CO_2 level in 1987 was

$$C(1987) = (1.65429)(1987) - 2938.07 \approx 349.00$$

This is an example of *interpolation* because we have estimated a value *between* observed values. (In fact, the Mauna Loa Observatory reported that the average CO_2 level in 1987 was 348.93 ppm, so our estimate is quite accurate.)

With $t = 2015$, we get

$$C(2015) = (1.65429)(2015) - 2938.07 \approx 395.32$$

So we predict that the average CO_2 level in the year 2015 will be 395.3 ppm. This is an example of *extrapolation* because we have predicted a value *outside* the region of observations. Consequently, we are far less certain about the accuracy of our prediction.

Using Equation 2, we see that the CO_2 level exceeds 420 ppm when

$$1.65429t - 2938.07 > 420$$

Solving this inequality, we get

$$t > \frac{3358.07}{1.65429} \approx 2029.92$$

We therefore predict that the CO_2 level will exceed 420 ppm by the year 2030. This prediction is risky because it involves a time quite remote from our observations. In fact, we see from Figure 6 that the trend has been for CO_2 levels to increase rather more rapidly in recent years, so the level might exceed 420 ppm well before 2030.

Polynomials

A function P is called a **polynomial** if

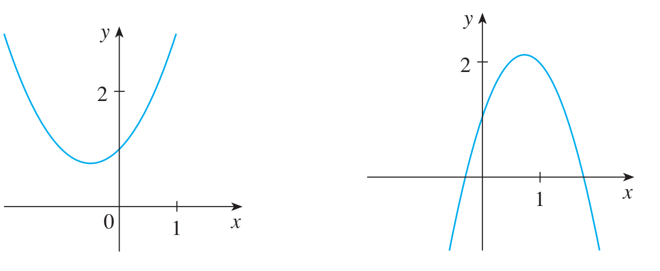
$$P(x) = a_n x^n + a_{n-1} x^{n-1} + \cdots + a_2 x^2 + a_1 x + a_0$$

where n is a nonnegative integer and the numbers $a_0, a_1, a_2, \ldots, a_n$ are constants called the **coefficients** of the polynomial. The domain of any polynomial is $\mathbb{R} = (-\infty, \infty)$. If the leading coefficient $a_n \neq 0$, then the **degree** of the polynomial is n. For example, the function

$$P(x) = 2x^6 - x^4 + \tfrac{2}{5}x^3 + \sqrt{2}$$

is a polynomial of degree 6.

A polynomial of degree 1 is of the form $P(x) = mx + b$ and so it is a linear function. A polynomial of degree 2 is of the form $P(x) = ax^2 + bx + c$ and is called a **quadratic function**. Its graph is always a parabola obtained by shifting the parabola $y = ax^2$, as we will see in the next section. The parabola opens upward if $a > 0$ and downward if $a < 0$. (See Figure 7.)



(a) $y = x^2 + x + 1$ (b) $y = -2x^2 + 3x + 1$

FIGURE 7
The graphs of quadratic functions are parabolas.

A polynomial of degree 3 is of the form

$$P(x) = ax^3 + bx^2 + cx + d \qquad a \neq 0$$

and is called a **cubic function**. Figure 8 shows the graph of a cubic function in part (a) and graphs of polynomials of degrees 4 and 5 in parts (b) and (c). We will see later why the graphs have these shapes.

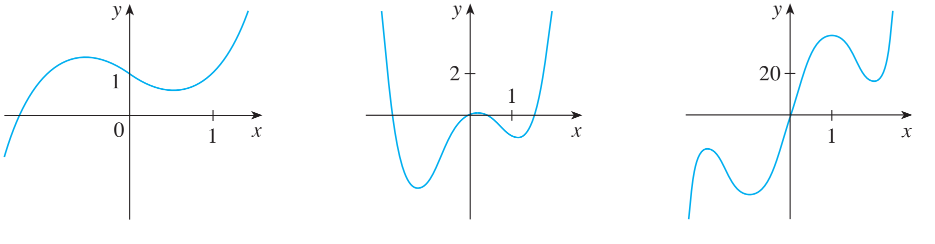


FIGURE 8

(a) $y = x^3 - x + 1$ (b) $y = x^4 - 3x^2 + x$ (c) $y = 3x^5 - 25x^3 + 60x$

Polynomials are commonly used to model various quantities that occur in the natural and social sciences. For instance, in Section 2.7 we will explain why economists often use a polynomial $P(x)$ to represent the cost of producing x units of a commodity. In the following example we use a quadratic function to model the fall of a ball.

TABLE 2

Time (seconds)	Height (meters)
0	450
1	445
2	431
3	408
4	375
5	332
6	279
7	216
8	143
9	61

EXAMPLE 4 A ball is dropped from the upper observation deck of the CN Tower, 450 m above the ground, and its height h above the ground is recorded at 1-second intervals in Table 2. Find a model to fit the data and use the model to predict the time at which the ball hits the ground.

SOLUTION We draw a scatter plot of the data in Figure 9 and observe that a linear model is inappropriate. But it looks as if the data points might lie on a parabola, so we try a quadratic model instead. Using a graphing calculator or computer algebra system (which uses the least squares method), we obtain the following quadratic model:

$$\boxed{3} \qquad h = 449.36 + 0.96t - 4.90t^2$$

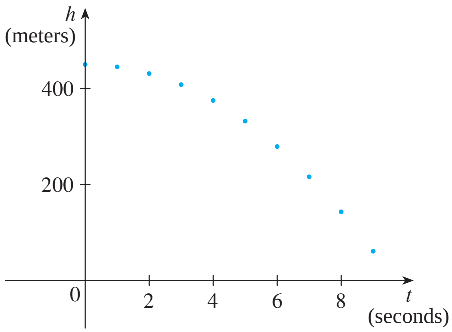


FIGURE 9
Scatter plot for a falling ball

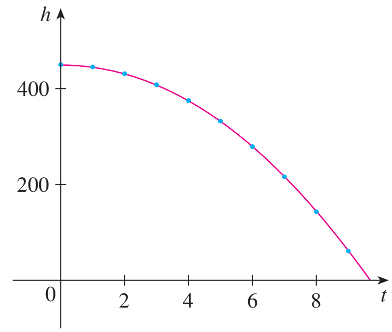


FIGURE 10
Quadratic model for a falling ball

In Figure 10 we plot the graph of Equation 3 together with the data points and see that the quadratic model gives a very good fit.

The ball hits the ground when $h = 0$, so we solve the quadratic equation

$$-4.90t^2 + 0.96t + 449.36 = 0$$

The quadratic formula gives

$$t = \frac{-0.96 \pm \sqrt{(0.96)^2 - 4(-4.90)(449.36)}}{2(-4.90)}$$

The positive root is $t \approx 9.67$, so we predict that the ball will hit the ground after about 9.7 seconds.

Power Functions

A function of the form $f(x) = x^a$, where a is a constant, is called a **power function**. We consider several cases.

(i) $a = n$, where n is a positive integer

The graphs of $f(x) = x^n$ for $n = 1, 2, 3, 4$, and 5 are shown in Figure 11. (These are polynomials with only one term.) We already know the shape of the graphs of $y = x$ (a line through the origin with slope 1) and $y = x^2$ [a parabola, see Example 2(b) in Section 1.1].

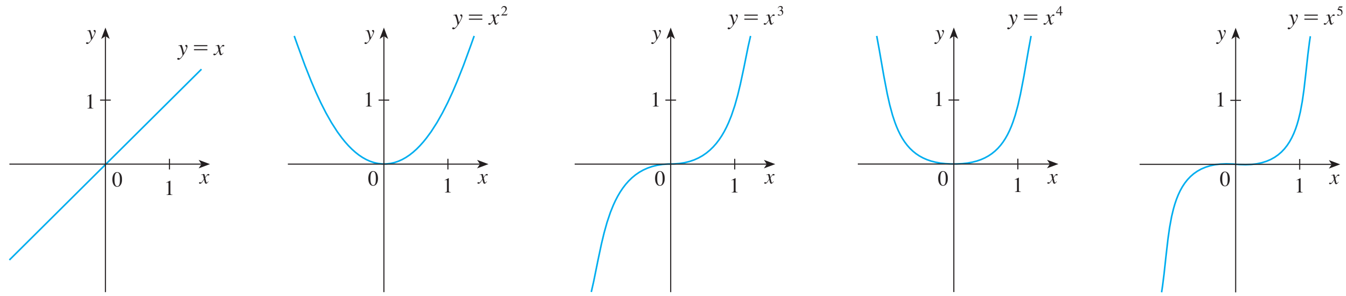


FIGURE 11 Graphs of $f(x) = x^n$ for $n = 1, 2, 3, 4, 5$

The general shape of the graph of $f(x) = x^n$ depends on whether n is even or odd. If n is even, then $f(x) = x^n$ is an even function and its graph is similar to the parabola $y = x^2$. If n is odd, then $f(x) = x^n$ is an odd function and its graph is similar to that of $y = x^3$. Notice from Figure 12, however, that as n increases, the graph of $y = x^n$ becomes flatter near 0 and steeper when $|x| \geqslant 1$. (If x is small, then x^2 is smaller, x^3 is even smaller, x^4 is smaller still, and so on.)

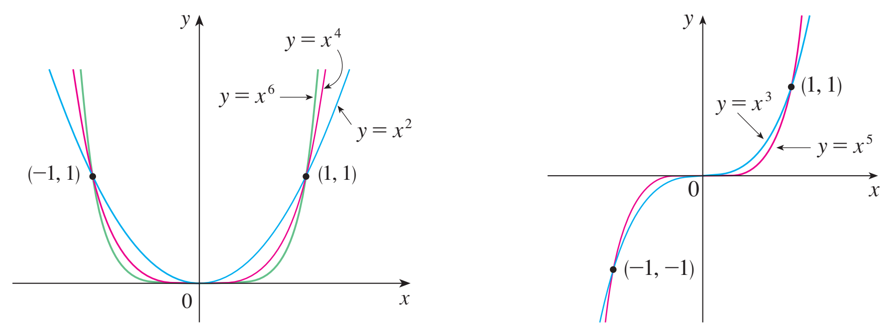
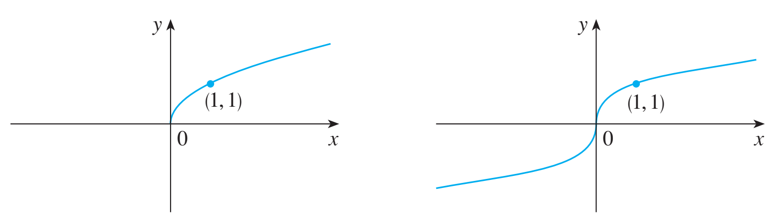


FIGURE 12
Families of power functions

(ii) $a = 1/n$, where n is a positive integer

The function $f(x) = x^{1/n} = \sqrt[n]{x}$ is a **root function**. For $n = 2$ it is the square root function $f(x) = \sqrt{x}$, whose domain is $[0, \infty)$ and whose graph is the upper half of the parabola $x = y^2$. [See Figure 13(a).] For other even values of n, the graph of $y = \sqrt[n]{x}$ is similar to that of $y = \sqrt{x}$. For $n = 3$ we have the cube root function $f(x) = \sqrt[3]{x}$ whose domain is $\mathbb{R}$ (recall that every real number has a cube root) and whose graph is shown in Figure 13(b). The graph of $y = \sqrt[n]{x}$ for n odd ($n > 3$) is similar to that of $y = \sqrt[3]{x}$.



(a) $f(x) = \sqrt{x}$ (b) $f(x) = \sqrt[3]{x}$

FIGURE 13
Graphs of root functions

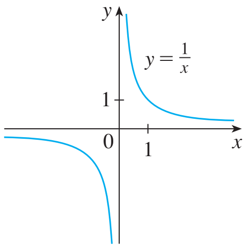


FIGURE 14
The reciprocal function

(iii) $a = -1$

The graph of the **reciprocal function** $f(x) = x^{-1} = 1/x$ is shown in Figure 14. Its graph has the equation $y = 1/x$, or $xy = 1$, and is a hyperbola with the coordinate axes as its asymptotes. This function arises in physics and chemistry in connection with Boyle's Law, which says that, when the temperature is constant, the volume V of a gas is inversely proportional to the pressure P:

$$V = \frac{C}{P}$$

where C is a constant. Thus the graph of V as a function of P (see Figure 15) has the same general shape as the right half of Figure 14.

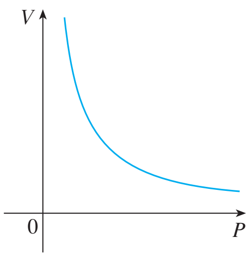


FIGURE 15
Volume as a function of pressure at constant temperature

Power functions are also used to model species-area relationships (Exercises 26–27), illumination as a function of a distance from a light source (Exercise 25), and the period of revolution of a planet as a function of its distance from the sun (Exercise 28).

Rational Functions

A **rational function** f is a ratio of two polynomials:

$$f(x) = \frac{P(x)}{Q(x)}$$

where P and Q are polynomials. The domain consists of all values of x such that $Q(x) \neq 0$. A simple example of a rational function is the function $f(x) = 1/x$, whose domain is $\{x \mid x \neq 0\}$; this is the reciprocal function graphed in Figure 14. The function

$$f(x) = \frac{2x^4 - x^2 + 1}{x^2 - 4}$$

is a rational function with domain $\{x \mid x \neq \pm 2\}$. Its graph is shown in Figure 16.

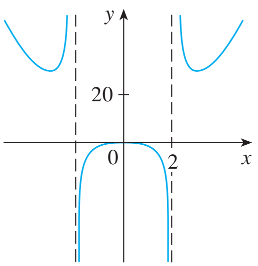


FIGURE 16
$f(x) = \dfrac{2x^4 - x^2 + 1}{x^2 - 4}$

Algebraic Functions

A function f is called an **algebraic function** if it can be constructed using algebraic operations (such as addition, subtraction, multiplication, division, and taking roots) starting with polynomials. Any rational function is automatically an algebraic function. Here are two more examples:

$$f(x) = \sqrt{x^2 + 1} \qquad g(x) = \frac{x^4 - 16x^2}{x + \sqrt{x}} + (x - 2)\sqrt[3]{x + 1}$$

When we sketch algebraic functions in Chapter 3, we will see that their graphs can assume a variety of shapes. Figure 17 illustrates some of the possibilities.

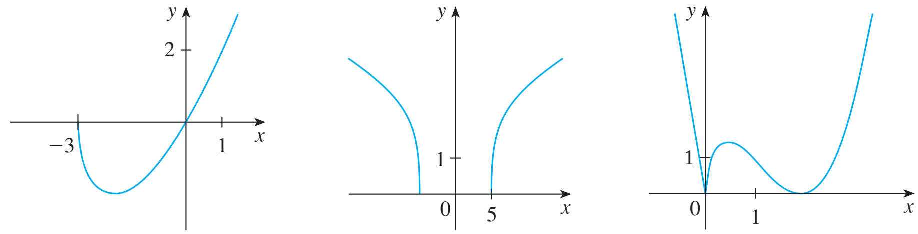


FIGURE 17 (a) $f(x) = x\sqrt{x+3}$ (b) $g(x) = \sqrt[4]{x^2 - 25}$ (c) $h(x) = x^{2/3}(x-2)^2$

An example of an algebraic function occurs in the theory of relativity. The mass of a particle with velocity v is

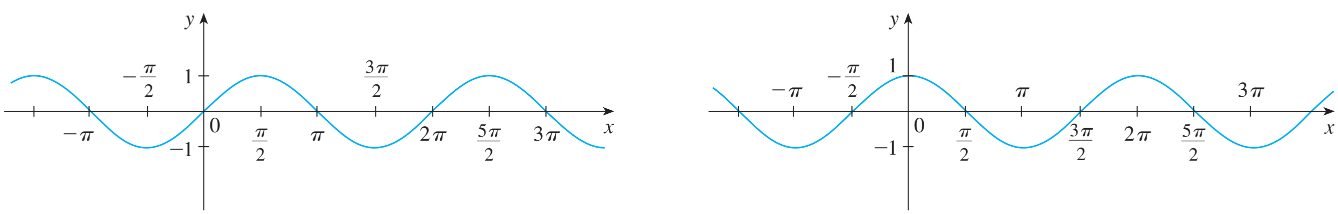
$$m = f(v) = \frac{m_0}{\sqrt{1 - v^2/c^2}}$$

where m_0 is the rest mass of the particle and $c = 3.0 \times 10^5$ km/s is the speed of light in a vacuum.

Trigonometric Functions

The Reference Pages are located at the front and back of the book.

Trigonometry and the trigonometric functions are reviewed on Reference Page 2 and also in Appendix D. In calculus the convention is that radian measure is always used (except when otherwise indicated). For example, when we use the function $f(x) = \sin x$, it is understood that $\sin x$ means the sine of the angle whose radian measure is x. Thus the graphs of the sine and cosine functions are as shown in Figure 18.



(a) $f(x) = \sin x$ (b) $g(x) = \cos x$

FIGURE 18

Notice that for both the sine and cosine functions the domain is $(-\infty, \infty)$ and the range is the closed interval $[-1, 1]$. Thus, for all values of x, we have

$$\boxed{-1 \leqslant \sin x \leqslant 1 \qquad -1 \leqslant \cos x \leqslant 1}$$

or, in terms of absolute values,

$$|\sin x| \leqslant 1 \qquad |\cos x| \leqslant 1$$

Also, the zeros of the sine function occur at the integer multiples of π; that is,

$$\sin x = 0 \qquad \text{when} \qquad x = n\pi \quad n \text{ an integer}$$

An important property of the sine and cosine functions is that they are periodic functions and have period 2π. This means that, for all values of x,

$$\boxed{\sin(x + 2\pi) = \sin x \qquad \cos(x + 2\pi) = \cos x}$$

The periodic nature of these functions makes them suitable for modeling repetitive phenomena such as tides, vibrating springs, and sound waves. For instance, in Example 4 in Section 1.3 we will see that a reasonable model for the number of hours of daylight in Philadelphia t days after January 1 is given by the function

$$L(t) = 12 + 2.8 \sin\left[\frac{2\pi}{365}(t - 80)\right]$$

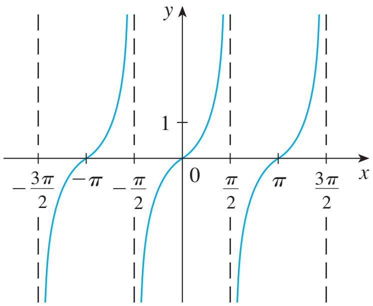


FIGURE 19
$y = \tan x$

The tangent function is related to the sine and cosine functions by the equation

$$\tan x = \frac{\sin x}{\cos x}$$

and its graph is shown in Figure 19. It is undefined whenever $\cos x = 0$, that is, when $x = \pm\pi/2, \pm 3\pi/2, \ldots$. Its range is $(-\infty, \infty)$. Notice that the tangent function has period π:

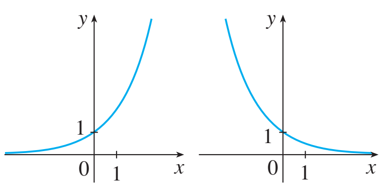
$$\tan(x + \pi) = \tan x \qquad \text{for all } x$$

The remaining three trigonometric functions (cosecant, secant, and cotangent) are the reciprocals of the sine, cosine, and tangent functions. Their graphs are shown in Appendix D.

Exponential Functions

The **exponential functions** are the functions of the form $f(x) = a^x$, where the base a is a positive constant. The graphs of $y = 2^x$ and $y = (0.5)^x$ are shown in Figure 20. In both cases the domain is $(-\infty, \infty)$ and the range is $(0, \infty)$.

Exponential functions will be studied in detail in Chapter 6, and we will see that they are useful for modeling many natural phenomena, such as population growth (if $a > 1$) and radioactive decay (if $a < 1$).



(a) $y = 2^x$ (b) $y = (0.5)^x$

FIGURE 20

Logarithmic Functions

The **logarithmic functions** $f(x) = \log_a x$, where the base a is a positive constant, are the inverse functions of the exponential functions. They will be studied in Chapter 6. Figure 21 shows the graphs of four logarithmic functions with various bases. In each case the domain is $(0, \infty)$, the range is $(-\infty, \infty)$, and the function increases slowly when $x > 1$.

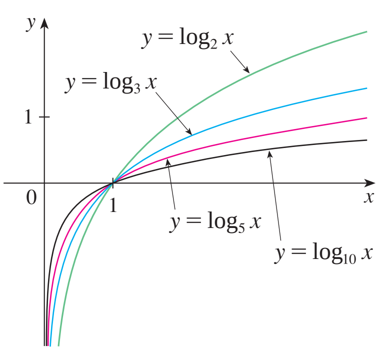


FIGURE 21

EXAMPLE 5 Classify the following functions as one of the types of functions that we have discussed.

(a) $f(x) = 5^x$ (b) $g(x) = x^5$

(c) $h(x) = \dfrac{1 + x}{1 - \sqrt{x}}$ (d) $u(t) = 1 - t + 5t^4$

SOLUTION

(a) $f(x) = 5^x$ is an exponential function. (The x is the exponent.)

(b) $g(x) = x^5$ is a power function. (The x is the base.) We could also consider it to be a polynomial of degree 5.

(c) $h(x) = \dfrac{1 + x}{1 - \sqrt{x}}$ is an algebraic function.

(d) $u(t) = 1 - t + 5t^4$ is a polynomial of degree 4.

1.2 Exercises

1–2 Classify each function as a power function, root function, polynomial (state its degree), rational function, algebraic function, trigonometric function, exponential function, or logarithmic function.

1. (a) $f(x) = \log_2 x$ (b) $g(x) = \sqrt[4]{x}$

(c) $h(x) = \dfrac{2x^3}{1 - x^2}$ (d) $u(t) = 1 - 1.1t + 2.54t^2$

(e) $v(t) = 5^t$ (f) $w(\theta) = \sin\theta \cos^2\theta$

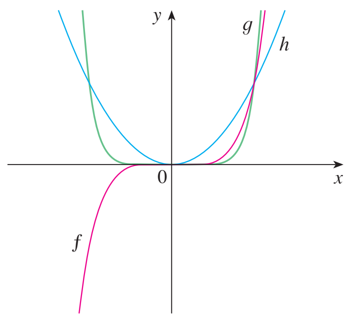
2. (a) $y = \pi^x$ (b) $y = x^\pi$

(c) $y = x^2(2 - x^3)$ (d) $y = \tan t - \cos t$

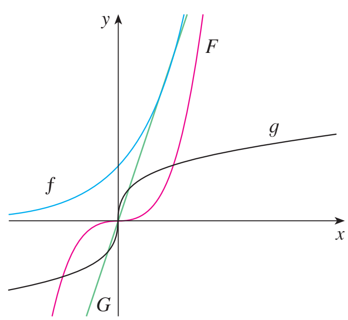
(e) $y = \dfrac{s}{1 + s}$ (f) $y = \dfrac{\sqrt{x^3 - 1}}{1 + \sqrt[3]{x}}$

3–4 Match each equation with its graph. Explain your choices. (Don't use a computer or graphing calculator.)

3. (a) $y = x^2$ (b) $y = x^5$ (c) $y = x^8$



4. (a) $y = 3x$ (b) $y = 3^x$
(c) $y = x^3$ (d) $y = \sqrt[3]{x}$

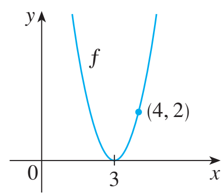


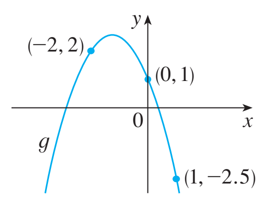
5. (a) Find an equation for the family of linear functions with slope 2 and sketch several members of the family.
(b) Find an equation for the family of linear functions such that $f(2) = 1$ and sketch several members of the family.
(c) Which function belongs to both families?

6. What do all members of the family of linear functions $f(x) = 1 + m(x + 3)$ have in common? Sketch several members of the family.

7. What do all members of the family of linear functions $f(x) = c - x$ have in common? Sketch several members of the family.

8. Find expressions for the quadratic functions whose graphs are shown.





9. Find an expression for a cubic function f if $f(1) = 6$ and $f(-1) = f(0) = f(2) = 0$.

10. Recent studies indicate that the average surface temperature of the earth has been rising steadily. Some scientists have modeled the temperature by the linear function $T = 0.02t + 8.50$, where T is temperature in °C and t represents years since 1900.
(a) What do the slope and T-intercept represent?
(b) Use the equation to predict the average global surface temperature in 2100.

11. If the recommended adult dosage for a drug is D (in mg), then to determine the appropriate dosage c for a child of age a, pharmacists use the equation $c = 0.0417D(a + 1)$. Suppose the dosage for an adult is 200 mg.
(a) Find the slope of the graph of c. What does it represent?
(b) What is the dosage for a newborn?

12. The manager of a weekend flea market knows from past experience that if he charges x dollars for a rental space at the market, then the number y of spaces he can rent is given by the equation $y = 200 - 4x$.
(a) Sketch a graph of this linear function. (Remember that the rental charge per space and the number of spaces rented can't be negative quantities.)
(b) What do the slope, the y-intercept, and the x-intercept of the graph represent?

13. The relationship between the Fahrenheit (F) and Celsius (C) temperature scales is given by the linear function $F = \frac{9}{5}C + 32$.
(a) Sketch a graph of this function.
(b) What is the slope of the graph and what does it represent? What is the F-intercept and what does it represent?

14. Jason leaves Detroit at 2:00 PM and drives at a constant speed west along I-96. He passes Ann Arbor, 40 mi from Detroit, at 2:50 PM.
(a) Express the distance traveled in terms of the time elapsed.

(b) Draw the graph of the equation in part (a).
(c) What is the slope of this line? What does it represent?

15. Biologists have noticed that the chirping rate of crickets of a certain species is related to temperature, and the relationship appears to be very nearly linear. A cricket produces 113 chirps per minute at 70°F and 173 chirps per minute at 80°F.
(a) Find a linear equation that models the temperature T as a function of the number of chirps per minute N.
(b) What is the slope of the graph? What does it represent?
(c) If the crickets are chirping at 150 chirps per minute, estimate the temperature.

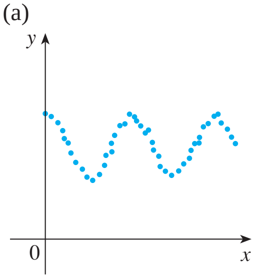
16. The manager of a furniture factory finds that it costs $2200 to manufacture 100 chairs in one day and $4800 to produce 300 chairs in one day.
(a) Express the cost as a function of the number of chairs produced, assuming that it is linear. Then sketch the graph.
(b) What is the slope of the graph and what does it represent?
(c) What is the y-intercept of the graph and what does it represent?

17. At the surface of the ocean, the water pressure is the same as the air pressure above the water, 15 lb/in^2. Below the surface, the water pressure increases by 4.34 lb/in^2 for every 10 ft of descent.
(a) Express the water pressure as a function of the depth below the ocean surface.
(b) At what depth is the pressure 100 lb/in^2?

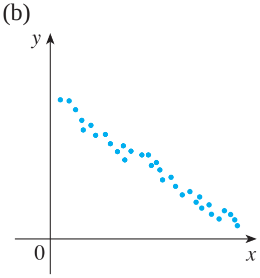
18. The monthly cost of driving a car depends on the number of miles driven. Lynn found that in May it cost her $380 to drive 480 mi and in June it cost her $460 to drive 800 mi.
(a) Express the monthly cost C as a function of the distance driven d, assuming that a linear relationship gives a suitable model.
(b) Use part (a) to predict the cost of driving 1500 miles per month.
(c) Draw the graph of the linear function. What does the slope represent?
(d) What does the C-intercept represent?
(e) Why does a linear function give a suitable model in this situation?

19–20 For each scatter plot, decide what type of function you might choose as a model for the data. Explain your choices.

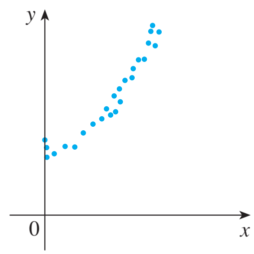
19. (a)



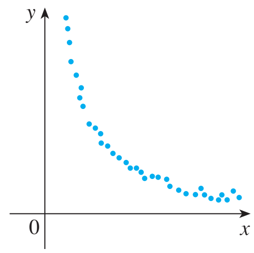
(b)



20. (a)



(b)



21. The table shows (lifetime) peptic ulcer rates (per 100 population) for various family incomes as reported by the National Health Interview Survey.

Income	Ulcer rate (per 100 population)
$4,000	14.1
$6,000	13.0
$8,000	13.4
$12,000	12.5
$16,000	12.0
$20,000	12.4
$30,000	10.5
$45,000	9.4
$60,000	8.2

(a) Make a scatter plot of these data and decide whether a linear model is appropriate.
(b) Find and graph a linear model using the first and last data points.
(c) Find and graph the least squares regression line.
(d) Use the linear model in part (c) to estimate the ulcer rate for an income of $25,000.
(e) According to the model, how likely is someone with an income of $80,000 to suffer from peptic ulcers?
(f) Do you think it would be reasonable to apply the model to someone with an income of $200,000?

22. Biologists have observed that the chirping rate of crickets of a certain species appears to be related to temperature. The table shows the chirping rates for various temperatures.

Temperature (°F)	Chirping rate (chirps/min)	Temperature (°F)	Chirping rate (chirps/min)
50	20	75	140
55	46	80	173
60	79	85	198
65	91	90	211
70	113		

(a) Make a scatter plot of the data.
(b) Find and graph the regression line.
(c) Use the linear model in part (b) to estimate the chirping rate at 100°F.

23. The table gives the winning heights for the men's Olympic pole vault competitions up to the year 2004.

Year	Height (m)	Year	Height (m)
1896	3.30	1960	4.70
1900	3.30	1964	5.10
1904	3.50	1968	5.40
1908	3.71	1972	5.64
1912	3.95	1976	5.64
1920	4.09	1980	5.78
1924	3.95	1984	5.75
1928	4.20	1988	5.90
1932	4.31	1992	5.87
1936	4.35	1996	5.92
1948	4.30	2000	5.90
1952	4.55	2004	5.95
1956	4.56		

(a) Make a scatter plot and decide whether a linear model is appropriate.
(b) Find and graph the regression line.
(c) Use the linear model to predict the height of the winning pole vault at the 2008 Olympics and compare with the actual winning height of 5.96 meters.
(d) Is it reasonable to use the model to predict the winning height at the 2100 Olympics?

24. The table shows the percentage of the population of Argentina that has lived in rural areas from 1955 to 2000. Find a model for the data and use it to estimate the rural percentage in 1988 and 2002.

Year	Percentage rural	Year	Percentage rural
1955	30.4	1980	17.1
1960	26.4	1985	15.0
1965	23.6	1990	13.0
1970	21.1	1995	11.7
1975	19.0	2000	10.5

25. Many physical quantities are connected by *inverse square laws*, that is, by power functions of the form $f(x) = kx^{-2}$. In particular, the illumination of an object by a light source is inversely proportional to the square of the distance from the source. Suppose that after dark you are in a room with just one lamp and you are trying to read a book. The light is too dim and so you move halfway to the lamp. How much brighter is the light?

26. It makes sense that the larger the area of a region, the larger the number of species that inhabit the region. Many ecologists have modeled the species-area relation with a power function and, in particular, the number of species S of bats living in caves in central Mexico has been related to the surface area A of the caves by the equation $S = 0.7A^{0.3}$.
(a) The cave called *Misión Imposible* near Puebla, Mexico, has a surface area of $A = 60\ \text{m}^2$. How many species of bats would you expect to find in that cave?
(b) If you discover that four species of bats live in a cave, estimate the area of the cave.

27. The table shows the number N of species of reptiles and amphibians inhabiting Caribbean islands and the area A of the island in square miles.

Island	A	N
Saba	4	5
Monserrat	40	9
Puerto Rico	3,459	40
Jamaica	4,411	39
Hispaniola	29,418	84
Cuba	44,218	76

(a) Use a power function to model N as a function of A.
(b) The Caribbean island of Dominica has area 291 m^2. How many species of reptiles and amphibians would you expect to find on Dominica?

28. The table shows the mean (average) distances d of the planets from the sun (taking the unit of measurement to be the distance from the earth to the sun) and their periods T (time of revolution in years).

Planet	d	T
Mercury	0.387	0.241
Venus	0.723	0.615
Earth	1.000	1.000
Mars	1.523	1.881
Jupiter	5.203	11.861
Saturn	9.541	29.457
Uranus	19.190	84.008
Neptune	30.086	164.784

(a) Fit a power model to the data.
(b) Kepler's Third Law of Planetary Motion states that

"The square of the period of revolution of a planet is proportional to the cube of its mean distance from the sun."

Does your model corroborate Kepler's Third Law?

1.3 New Functions from Old Functions

In this section we start with the basic functions we discussed in Section 1.2 and obtain new functions by shifting, stretching, and reflecting their graphs. We also show how to combine pairs of functions by the standard arithmetic operations and by composition.

Transformations of Functions

By applying certain transformations to the graph of a given function we can obtain the graphs of certain related functions. This will give us the ability to sketch the graphs of many functions quickly by hand. It will also enable us to write equations for given graphs. Let's first consider **translations**. If c is a positive number, then the graph of $y = f(x) + c$ is just the graph of $y = f(x)$ shifted upward a distance of c units (because each y-coordinate is increased by the same number c). Likewise, if $g(x) = f(x - c)$, where $c > 0$, then the value of g at x is the same as the value of f at $x - c$ (c units to the left of x). Therefore the graph of $y = f(x - c)$ is just the graph of $y = f(x)$ shifted c units to the right (see Figure 1).

Vertical and Horizontal Shifts Suppose $c > 0$. To obtain the graph of

$y = f(x) + c$, shift the graph of $y = f(x)$ a distance c units upward

$y = f(x) - c$, shift the graph of $y = f(x)$ a distance c units downward

$y = f(x - c)$, shift the graph of $y = f(x)$ a distance c units to the right

$y = f(x + c)$, shift the graph of $y = f(x)$ a distance c units to the left

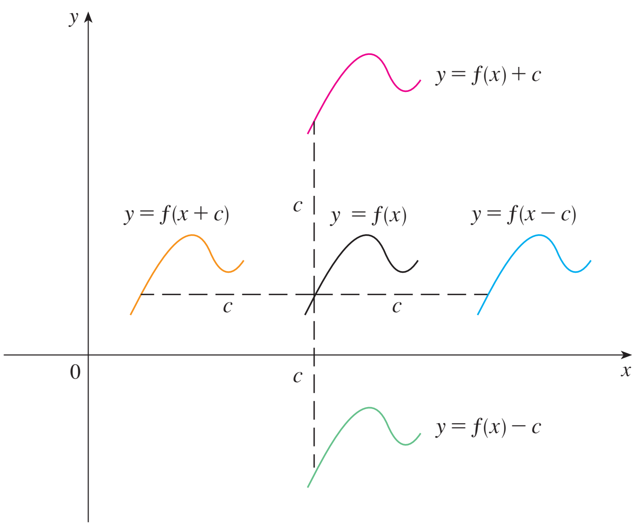


FIGURE 1
Translating the graph of f

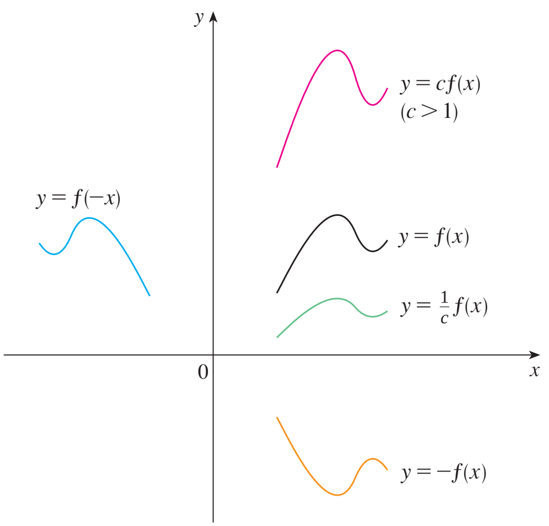


FIGURE 2
Stretching and reflecting the graph of f

Now let's consider the **stretching** and **reflecting** transformations. If $c > 1$, then the graph of $y = cf(x)$ is the graph of $y = f(x)$ stretched by a factor of c in the vertical direction (because each y-coordinate is multiplied by the same number c). The graph of $y = -f(x)$ is the graph of $y = f(x)$ reflected about the x-axis because the point (x, y) is replaced by the point $(x, -y)$. (See Figure 2 and the following chart, where the results of other stretching, shrinking, and reflecting transformations are also given.)

Vertical and Horizontal Stretching and Reflecting Suppose $c > 1$. To obtain the graph of

$y = cf(x)$, stretch the graph of $y = f(x)$ vertically by a factor of c
$y = (1/c)f(x)$, shrink the graph of $y = f(x)$ vertically by a factor of c
$y = f(cx)$, shrink the graph of $y = f(x)$ horizontally by a factor of c
$y = f(x/c)$, stretch the graph of $y = f(x)$ horizontally by a factor of c
$y = -f(x)$, reflect the graph of $y = f(x)$ about the x-axis
$y = f(-x)$, reflect the graph of $y = f(x)$ about the y-axis

Figure 3 illustrates these stretching transformations when applied to the cosine function with $c = 2$. For instance, in order to get the graph of $y = 2\cos x$ we multiply the y-coordinate of each point on the graph of $y = \cos x$ by 2. This means that the graph of $y = \cos x$ gets stretched vertically by a factor of 2.

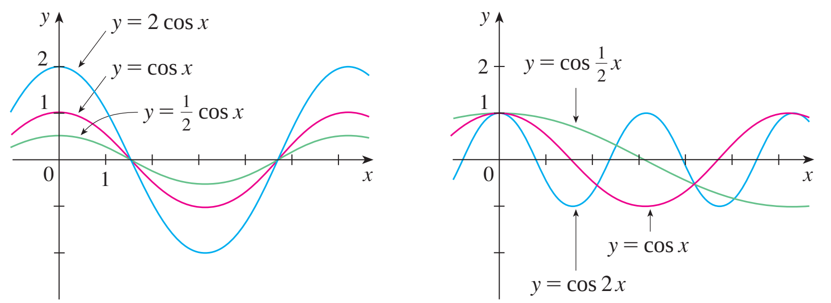
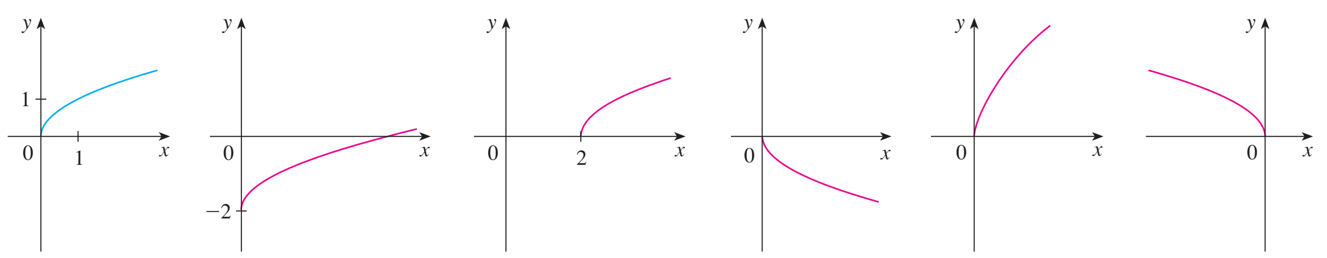


FIGURE 3

V EXAMPLE 1 Given the graph of $y = \sqrt{x}$, use transformations to graph $y = \sqrt{x} - 2$, $y = \sqrt{x - 2}$, $y = -\sqrt{x}$, $y = 2\sqrt{x}$, and $y = \sqrt{-x}$.

SOLUTION The graph of the square root function $y = \sqrt{x}$, obtained from Figure 13(a) in Section 1.2, is shown in Figure 4(a). In the other parts of the figure we sketch $y = \sqrt{x} - 2$ by shifting 2 units downward, $y = \sqrt{x - 2}$ by shifting 2 units to the right, $y = -\sqrt{x}$ by reflecting about the x-axis, $y = 2\sqrt{x}$ by stretching vertically by a factor of 2, and $y = \sqrt{-x}$ by reflecting about the y-axis.



(a) $y = \sqrt{x}$ (b) $y = \sqrt{x} - 2$ (c) $y = \sqrt{x - 2}$ (d) $y = -\sqrt{x}$ (e) $y = 2\sqrt{x}$ (f) $y = \sqrt{-x}$

FIGURE 4

EXAMPLE 2 Sketch the graph of the function $f(x) = x^2 + 6x + 10$.

SOLUTION Completing the square, we write the equation of the graph as

$$y = x^2 + 6x + 10 = (x + 3)^2 + 1$$

This means we obtain the desired graph by starting with the parabola $y = x^2$ and shifting 3 units to the left and then 1 unit upward (see Figure 5).

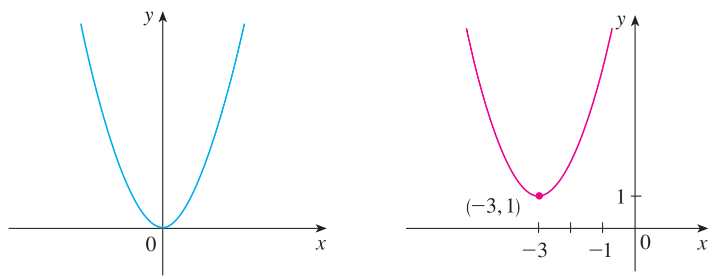


FIGURE 5

(a) $y = x^2$ (b) $y = (x + 3)^2 + 1$

EXAMPLE 3 Sketch the graphs of the following functions.
(a) $y = \sin 2x$ (b) $y = 1 - \sin x$

SOLUTION
(a) We obtain the graph of $y = \sin 2x$ from that of $y = \sin x$ by compressing horizontally by a factor of 2. (See Figures 6 and 7.) Thus, whereas the period of $y = \sin x$ is 2π, the period of $y = \sin 2x$ is $2\pi/2 = \pi$.

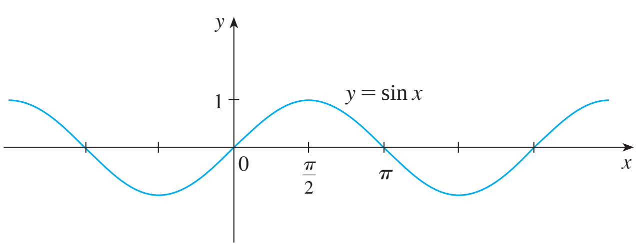


FIGURE 6

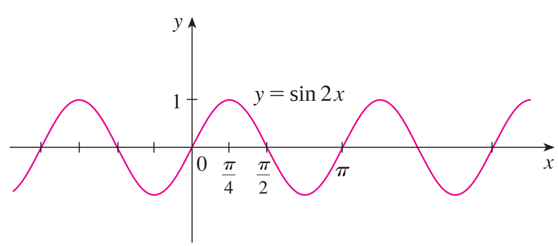


FIGURE 7

(b) To obtain the graph of $y = 1 - \sin x$, we again start with $y = \sin x$. We reflect about the x-axis to get the graph of $y = -\sin x$ and then we shift 1 unit upward to get $y = 1 - \sin x$. (See Figure 8.)

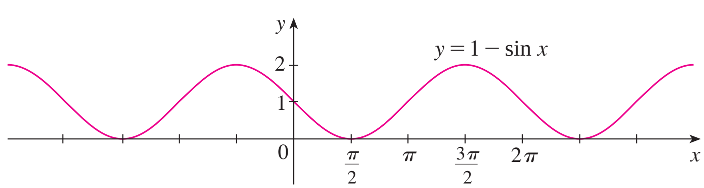


FIGURE 8

EXAMPLE 4 Figure 9 shows graphs of the number of hours of daylight as functions of the time of the year at several latitudes. Given that Philadelphia is located at approximately 40°N latitude, find a function that models the length of daylight at Philadelphia.

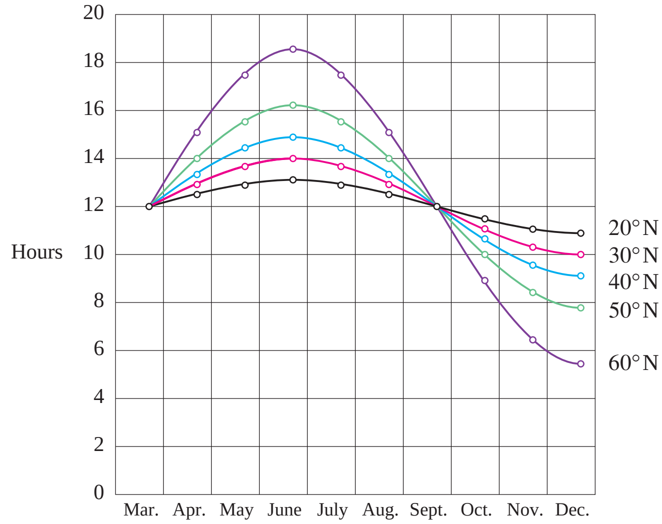


FIGURE 9
Graph of the length of daylight from March 21 through December 21 at various latitudes
Lucia C. Harrison, *Daylight, Twilight, Darkness and Time* (New York, 1935) page 40.

SOLUTION Notice that each curve resembles a shifted and stretched sine function. By looking at the blue curve we see that, at the latitude of Philadelphia, daylight lasts about 14.8 hours on June 21 and 9.2 hours on December 21, so the amplitude of the curve (the factor by which we have to stretch the sine curve vertically) is $\frac{1}{2}(14.8 - 9.2) = 2.8$.

By what factor do we need to stretch the sine curve horizontally if we measure the time t in days? Because there are about 365 days in a year, the period of our model should be 365. But the period of $y = \sin t$ is 2π, so the horizontal stretching factor is $c = 2\pi/365$.

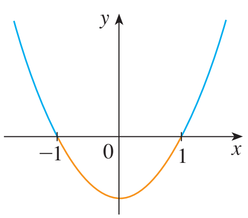
We also notice that the curve begins its cycle on March 21, the 80th day of the year, so we have to shift the curve 80 units to the right. In addition, we shift it 12 units upward. Therefore we model the length of daylight in Philadelphia on the tth day of the year by the function

$$L(t) = 12 + 2.8 \sin\left[\frac{2\pi}{365}(t - 80)\right]$$

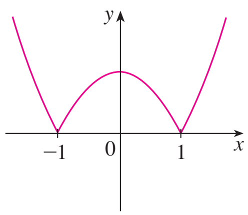
Another transformation of some interest is taking the *absolute value* of a function. If $y = |f(x)|$, then according to the definition of absolute value, $y = f(x)$ when $f(x) \geqslant 0$ and $y = -f(x)$ when $f(x) < 0$. This tells us how to get the graph of $y = |f(x)|$ from the graph of $y = f(x)$: The part of the graph that lies above the x-axis remains the same; the part that lies below the x-axis is reflected about the x-axis.

V EXAMPLE 5 Sketch the graph of the function $y = |x^2 - 1|$.

SOLUTION We first graph the parabola $y = x^2 - 1$ in Figure 10(a) by shifting the parabola $y = x^2$ downward 1 unit. We see that the graph lies below the x-axis when $-1 < x < 1$, so we reflect that part of the graph about the x-axis to obtain the graph of $y = |x^2 - 1|$ in Figure 10(b).



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



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

FIGURE 10

Combinations of Functions

Two functions f and g can be combined to form new functions $f + g$, $f - g$, fg, and f/g in a manner similar to the way we add, subtract, multiply, and divide real numbers. The sum and difference functions are defined by

$$(f + g)(x) = f(x) + g(x) \qquad (f - g)(x) = f(x) - g(x)$$

If the domain of f is A and the domain of g is B, then the domain of $f + g$ is the intersection $A \cap B$ because both $f(x)$ and $g(x)$ have to be defined. For example, the domain of $f(x) = \sqrt{x}$ is $A = [0, \infty)$ and the domain of $g(x) = \sqrt{2 - x}$ is $B = (-\infty, 2]$, so the domain of $(f + g)(x) = \sqrt{x} + \sqrt{2 - x}$ is $A \cap B = [0, 2]$.

Similarly, the product and quotient functions are defined by

$$(fg)(x) = f(x)g(x) \qquad \left(\frac{f}{g}\right)(x) = \frac{f(x)}{g(x)}$$

The domain of fg is $A \cap B$, but we can't divide by 0 and so the domain of f/g is $\{x \in A \cap B \mid g(x) \neq 0\}$. For instance, if $f(x) = x^2$ and $g(x) = x - 1$, then the domain of the rational function $(f/g)(x) = x^2/(x - 1)$ is $\{x \mid x \neq 1\}$, or $(-\infty, 1) \cup (1, \infty)$.

There is another way of combining two functions to obtain a new function. For example, suppose that $y = f(u) = \sqrt{u}$ and $u = g(x) = x^2 + 1$. Since y is a function of u and u is, in turn, a function of x, it follows that y is ultimately a function of x. We compute this by substitution:

$$y = f(u) = f(g(x)) = f(x^2 + 1) = \sqrt{x^2 + 1}$$

The procedure is called *composition* because the new function is *composed* of the two given functions f and g.

In general, given any two functions f and g, we start with a number x in the domain of g and find its image $g(x)$. If this number $g(x)$ is in the domain of f, then we can calculate the value of $f(g(x))$. Notice that the output of one function is used as the input to the next function. The result is a new function $h(x) = f(g(x))$ obtained by substituting g into f. It is called the *composition* (or *composite*) of f and g and is denoted by $f \circ g$ ("f circle g").

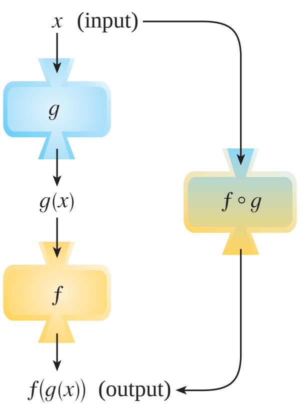


FIGURE 11
The $f \circ g$ machine is composed of the g machine (first) and then the f machine.

Definition Given two functions f and g, the **composite function** $f \circ g$ (also called the **composition** of f and g) is defined by

$$(f \circ g)(x) = f(g(x))$$

The domain of $f \circ g$ is the set of all x in the domain of g such that $g(x)$ is in the domain of f. In other words, $(f \circ g)(x)$ is defined whenever both $g(x)$ and $f(g(x))$ are defined. Figure 11 shows how to picture $f \circ g$ in terms of machines.

EXAMPLE 6 If $f(x) = x^2$ and $g(x) = x - 3$, find the composite functions $f \circ g$ and $g \circ f$.

SOLUTION We have

$$(f \circ g)(x) = f(g(x)) = f(x - 3) = (x - 3)^2$$

$$(g \circ f)(x) = g(f(x)) = g(x^2) = x^2 - 3$$

NOTE You can see from Example 6 that, in general, $f \circ g \neq g \circ f$. Remember, the notation $f \circ g$ means that the function g is applied first and then f is applied second. In Example 6, $f \circ g$ is the function that *first* subtracts 3 and *then* squares; $g \circ f$ is the function that *first* squares and *then* subtracts 3.

V EXAMPLE 7 If $f(x) = \sqrt{x}$ and $g(x) = \sqrt{2 - x}$, find each function and its domain.
(a) $f \circ g$ (b) $g \circ f$ (c) $f \circ f$ (d) $g \circ g$

SOLUTION

(a) $$(f \circ g)(x) = f(g(x)) = f\left(\sqrt{2 - x}\right) = \sqrt{\sqrt{2 - x}} = \sqrt[4]{2 - x}$$

The domain of $f \circ g$ is $\{x \mid 2 - x \geqslant 0\} = \{x \mid x \leqslant 2\} = (-\infty, 2]$.

(b) $$(g \circ f)(x) = g(f(x)) = g\left(\sqrt{x}\right) = \sqrt{2 - \sqrt{x}}$$

If $0 \leqslant a \leqslant b$, then $a^2 \leqslant b^2$.

For $\sqrt{x}$ to be defined we must have $x \geqslant 0$. For $\sqrt{2 - \sqrt{x}}$ to be defined we must have $2 - \sqrt{x} \geqslant 0$, that is, $\sqrt{x} \leqslant 2$, or $x \leqslant 4$. Thus we have $0 \leqslant x \leqslant 4$, so the domain of $g \circ f$ is the closed interval $[0, 4]$.

(c) $$(f \circ f)(x) = f(f(x)) = f\left(\sqrt{x}\right) = \sqrt{\sqrt{x}} = \sqrt[4]{x}$$

The domain of $f \circ f$ is $[0, \infty)$.

(d) $$(g \circ g)(x) = g(g(x)) = g\left(\sqrt{2 - x}\right) = \sqrt{2 - \sqrt{2 - x}}$$

This expression is defined when both $2 - x \geqslant 0$ and $2 - \sqrt{2 - x} \geqslant 0$. The first inequality means $x \leqslant 2$, and the second is equivalent to $\sqrt{2 - x} \leqslant 2$, or $2 - x \leqslant 4$, or $x \geqslant -2$. Thus $-2 \leqslant x \leqslant 2$, so the domain of $g \circ g$ is the closed interval $[-2, 2]$.

It is possible to take the composition of three or more functions. For instance, the composite function $f \circ g \circ h$ is found by first applying h, then g, and then f as follows:

$$(f \circ g \circ h)(x) = f(g(h(x)))$$

EXAMPLE 8 Find $f \circ g \circ h$ if $f(x) = x/(x + 1)$, $g(x) = x^{10}$, and $h(x) = x + 3$.

SOLUTION
$$\begin{aligned}(f \circ g \circ h)(x) &= f(g(h(x))) = f(g(x + 3)) \\ &= f((x + 3)^{10}) = \frac{(x + 3)^{10}}{(x + 3)^{10} + 1}\end{aligned}$$

So far we have used composition to build complicated functions from simpler ones. But in calculus it is often useful to be able to *decompose* a complicated function into simpler ones, as in the following example.

EXAMPLE 9 Given $F(x) = \cos^2(x + 9)$, find functions f, g, and h such that $F = f \circ g \circ h$.

SOLUTION Since $F(x) = [\cos(x + 9)]^2$, the formula for F says: First add 9, then take the cosine of the result, and finally square. So we let

$$h(x) = x + 9 \qquad g(x) = \cos x \qquad f(x) = x^2$$

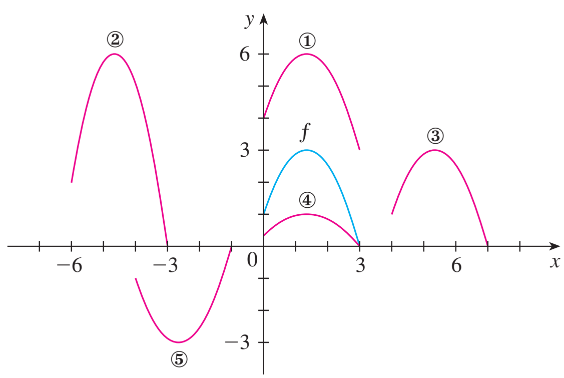
Then
$$\begin{aligned}(f \circ g \circ h)(x) &= f(g(h(x))) = f(g(x + 9)) = f(\cos(x + 9)) \\ &= [\cos(x + 9)]^2 = F(x)\end{aligned}$$

1.3 Exercises

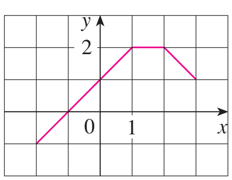
1. Suppose the graph of f is given. Write equations for the graphs that are obtained from the graph of f as follows.
(a) Shift 3 units upward. (b) Shift 3 units downward.
(c) Shift 3 units to the right. (d) Shift 3 units to the left.
(e) Reflect about the x-axis. (f) Reflect about the y-axis.
(g) Stretch vertically by a factor of 3.
(h) Shrink vertically by a factor of 3.

2. Explain how each graph is obtained from the graph of $y = f(x)$.
(a) $y = f(x) + 8$ (b) $y = f(x + 8)$
(c) $y = 8f(x)$ (d) $y = f(8x)$
(e) $y = -f(x) - 1$ (f) $y = 8f\left(\frac{1}{8}x\right)$

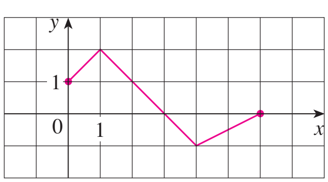
3. The graph of $y = f(x)$ is given. Match each equation with its graph and give reasons for your choices.
(a) $y = f(x - 4)$ (b) $y = f(x) + 3$
(c) $y = \frac{1}{3}f(x)$ (d) $y = -f(x + 4)$
(e) $y = 2f(x + 6)$



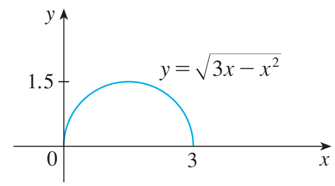
4. The graph of f is given. Draw the graphs of the following functions.
(a) $y = f(x) - 2$ (b) $y = f(x - 2)$
(c) $y = -2f(x)$ (d) $y = f\left(\frac{1}{3}x\right) + 1$



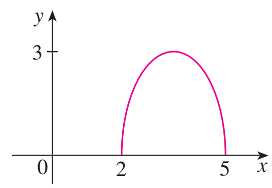
5. The graph of f is given. Use it to graph the following functions.
(a) $y = f(2x)$ (b) $y = f\left(\frac{1}{2}x\right)$
(c) $y = f(-x)$ (d) $y = -f(-x)$



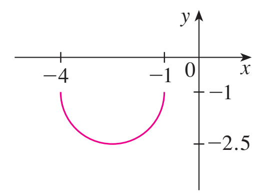
6–7 The graph of $y = \sqrt{3x - x^2}$ is given. Use transformations to create a function whose graph is as shown.



6.



7.



8. (a) How is the graph of $y = 2 \sin x$ related to the graph of $y = \sin x$? Use your answer and Figure 6 to sketch the graph of $y = 2 \sin x$.
(b) How is the graph of $y = 1 + \sqrt{x}$ related to the graph of $y = \sqrt{x}$? Use your answer and Figure 4(a) to sketch the graph of $y = 1 + \sqrt{x}$.

9–24 Graph the function by hand, not by plotting points, but by starting with the graph of one of the standard functions given in Section 1.2, and then applying the appropriate transformations.

9. $y = \dfrac{1}{x + 2}$

10. $y = (x - 1)^3$

11. $y = -\sqrt[3]{x}$

12. $y = x^2 + 6x + 4$

13. $y = \sqrt{x - 2} - 1$

14. $y = 4 \sin 3x$

15. $y = \sin\left(\frac{1}{2}x\right)$

16. $y = \dfrac{2}{x} - 2$

17. $y = \frac{1}{2}(1 - \cos x)$

18. $y = 1 - 2\sqrt{x + 3}$

19. $y = 1 - 2x - x^2$

20. $y = |x| - 2$

21. $y = |x - 2|$

22. $y = \dfrac{1}{4} \tan\left(x - \dfrac{\pi}{4}\right)$

23. $y = |\sqrt{x} - 1|$

24. $y = |\cos \pi x|$

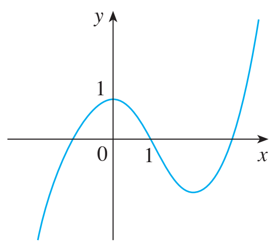
25. The city of New Orleans is located at latitude 30°N. Use Figure 9 to find a function that models the number of hours of daylight at New Orleans as a function of the time of year. To check the accuracy of your model, use the fact that on March 31 the sun rises at 5:51 AM and sets at 6:18 PM in New Orleans.

1. Homework Hints available at stewartcalculus.com

26. A variable star is one whose brightness alternately increases and decreases. For the most visible variable star, Delta Cephei, the time between periods of maximum brightness is 5.4 days, the average brightness (or magnitude) of the star is 4.0, and its brightness varies by ± 0.35 magnitude. Find a function that models the brightness of Delta Cephei as a function of time.

27. (a) How is the graph of $y = f(|x|)$ related to the graph of f?
(b) Sketch the graph of $y = \sin |x|$.
(c) Sketch the graph of $y = \sqrt{|x|}$.

28. Use the given graph of f to sketch the graph of $y = 1/f(x)$. Which features of f are the most important in sketching $y = 1/f(x)$? Explain how they are used.



29–30 Find (a) $f + g$, (b) $f - g$, (c) fg, and (d) f/g and state their domains.

29. $f(x) = x^3 + 2x^2, \quad g(x) = 3x^2 - 1$

30. $f(x) = \sqrt{3 - x}, \quad g(x) = \sqrt{x^2 - 1}$

31–36 Find the functions (a) $f \circ g$, (b) $g \circ f$, (c) $f \circ f$, and (d) $g \circ g$ and their domains.

31. $f(x) = x^2 - 1, \quad g(x) = 2x + 1$

32. $f(x) = x - 2, \quad g(x) = x^2 + 3x + 4$

33. $f(x) = 1 - 3x, \quad g(x) = \cos x$

34. $f(x) = \sqrt{x}, \quad g(x) = \sqrt[3]{1 - x}$

35. $f(x) = x + \dfrac{1}{x}, \quad g(x) = \dfrac{x + 1}{x + 2}$

36. $f(x) = \dfrac{x}{1 + x}, \quad g(x) = \sin 2x$

37–40 Find $f \circ g \circ h$.

37. $f(x) = 3x - 2, \quad g(x) = \sin x, \quad h(x) = x^2$

38. $f(x) = |x - 4|, \quad g(x) = 2^x, \quad h(x) = \sqrt{x}$

39. $f(x) = \sqrt{x - 3}, \quad g(x) = x^2, \quad h(x) = x^3 + 2$

40. $f(x) = \tan x, \quad g(x) = \dfrac{x}{x - 1}, \quad h(x) = \sqrt[3]{x}$

41–46 Express the function in the form $f \circ g$.

41. $F(x) = (2x + x^2)^4$

42. $F(x) = \cos^2 x$

43. $F(x) = \dfrac{\sqrt[3]{x}}{1 + \sqrt[3]{x}}$

44. $G(x) = \sqrt[3]{\dfrac{x}{1 + x}}$

45. $v(t) = \sec(t^2)\tan(t^2)$

46. $u(t) = \dfrac{\tan t}{1 + \tan t}$

47–49 Express the function in the form $f \circ g \circ h$.

47. $R(x) = \sqrt{\sqrt{x} - 1}$

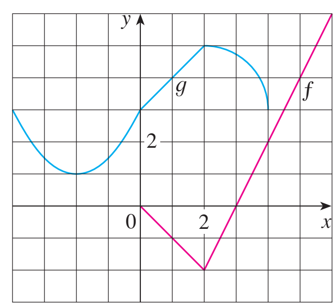
48. $H(x) = \sqrt[8]{2 + |x|}$

49. $H(x) = \sec^4(\sqrt{x})$

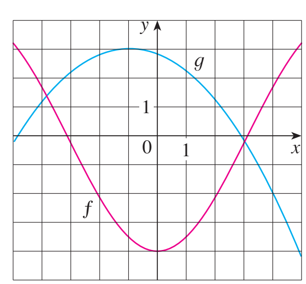
50. Use the table to evaluate each expression.
(a) $f(g(1))$ (b) $g(f(1))$ (c) $f(f(1))$
(d) $g(g(1))$ (e) $(g \circ f)(3)$ (f) $(f \circ g)(6)$

x	1	2	3	4	5	6
$f(x)$	3	1	4	2	2	5
$g(x)$	6	3	2	1	2	3

51. Use the given graphs of f and g to evaluate each expression, or explain why it is undefined.
(a) $f(g(2))$ (b) $g(f(0))$ (c) $(f \circ g)(0)$
(d) $(g \circ f)(6)$ (e) $(g \circ g)(-2)$ (f) $(f \circ f)(4)$



52. Use the given graphs of f and g to estimate the value of $f(g(x))$ for $x = -5, -4, -3, \ldots, 5$. Use these estimates to sketch a rough graph of $f \circ g$.



53. A stone is dropped into a lake, creating a circular ripple that travels outward at a speed of 60 cm/s.
(a) Express the radius r of this circle as a function of the time t (in seconds).
(b) If A is the area of this circle as a function of the radius, find $A \circ r$ and interpret it.

54. A spherical balloon is being inflated and the radius of the balloon is increasing at a rate of 2 cm/s.
(a) Express the radius r of the balloon as a function of the time t (in seconds).
(b) If V is the volume of the balloon as a function of the radius, find $V \circ r$ and interpret it.

55. A ship is moving at a speed of 30 km/h parallel to a straight shoreline. The ship is 6 km from shore and it passes a lighthouse at noon.
(a) Express the distance s between the lighthouse and the ship as a function of d, the distance the ship has traveled since noon; that is, find f so that $s = f(d)$.
(b) Express d as a function of t, the time elapsed since noon; that is, find g so that $d = g(t)$.
(c) Find $f \circ g$. What does this function represent?

56. An airplane is flying at a speed of 350 mi/h at an altitude of one mile and passes directly over a radar station at time $t = 0$.
(a) Express the horizontal distance d (in miles) that the plane has flown as a function of t.
(b) Express the distance s between the plane and the radar station as a function of d.
(c) Use composition to express s as a function of t.

57. The **Heaviside function** H is defined by

$$H(t) = \begin{cases} 0 & \text{if } t < 0 \\ 1 & \text{if } t \geqslant 0 \end{cases}$$

It is used in the study of electric circuits to represent the sudden surge of electric current, or voltage, when a switch is instantaneously turned on.
(a) Sketch the graph of the Heaviside function.
(b) Sketch the graph of the voltage $V(t)$ in a circuit if the switch is turned on at time $t = 0$ and 120 volts are applied instantaneously to the circuit. Write a formula for $V(t)$ in terms of $H(t)$.
(c) Sketch the graph of the voltage $V(t)$ in a circuit if the switch is turned on at time $t = 5$ seconds and 240 volts are applied instantaneously to the circuit. Write a formula for $V(t)$ in terms of $H(t)$. (Note that starting at $t = 5$ corresponds to a translation.)

58. The Heaviside function defined in Exercise 57 can also be used to define the **ramp function** $y = ctH(t)$, which represents a gradual increase in voltage or current in a circuit.
(a) Sketch the graph of the ramp function $y = tH(t)$.
(b) Sketch the graph of the voltage $V(t)$ in a circuit if the switch is turned on at time $t = 0$ and the voltage is gradually increased to 120 volts over a 60-second time interval. Write a formula for $V(t)$ in terms of $H(t)$ for $t \leqslant 60$.
(c) Sketch the graph of the voltage $V(t)$ in a circuit if the switch is turned on at time $t = 7$ seconds and the voltage is gradually increased to 100 volts over a period of 25 seconds. Write a formula for $V(t)$ in terms of $H(t)$ for $t \leqslant 32$.

59. Let f and g be linear functions with equations $f(x) = m_1x + b_1$ and $g(x) = m_2x + b_2$. Is $f \circ g$ also a linear function? If so, what is the slope of its graph?

60. If you invest x dollars at 4% interest compounded annually, then the amount $A(x)$ of the investment after one year is $A(x) = 1.04x$. Find $A \circ A$, $A \circ A \circ A$, and $A \circ A \circ A \circ A$. What do these compositions represent? Find a formula for the composition of n copies of A.

61. (a) If $g(x) = 2x + 1$ and $h(x) = 4x^2 + 4x + 7$, find a function f such that $f \circ g = h$. (Think about what operations you would have to perform on the formula for g to end up with the formula for h.)
(b) If $f(x) = 3x + 5$ and $h(x) = 3x^2 + 3x + 2$, find a function g such that $f \circ g = h$.

62. If $f(x) = x + 4$ and $h(x) = 4x - 1$, find a function g such that $g \circ f = h$.

63. Suppose g is an even function and let $h = f \circ g$. Is h always an even function?

64. Suppose g is an odd function and let $h = f \circ g$. Is h always an odd function? What if f is odd? What if f is even?

1.4 The Tangent and Velocity Problems

In this section we see how limits arise when we attempt to find the tangent to a curve or the velocity of an object.

The Tangent Problem

The word *tangent* is derived from the Latin word *tangens*, which means "touching." Thus a tangent to a curve is a line that touches the curve. In other words, a tangent line should have the same direction as the curve at the point of contact. How can this idea be made precise?

For a circle we could simply follow Euclid and say that a tangent is a line that intersects the circle once and only once, as in Figure 1(a). For more complicated curves this definition is inadequate. Figure l(b) shows two lines l and t passing through a point P on a curve C. The line l intersects C only once, but it certainly does not look like what we think of as a tangent. The line t, on the other hand, looks like a tangent but it intersects C twice.

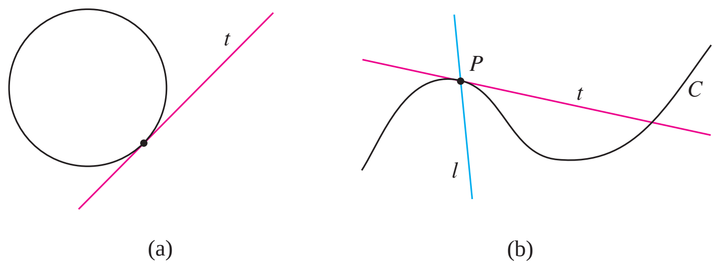


FIGURE 1

To be specific, let's look at the problem of trying to find a tangent line t to the parabola $y = x^2$ in the following example.

V EXAMPLE 1 Find an equation of the tangent line to the parabola $y = x^2$ at the point $P(1, 1)$.

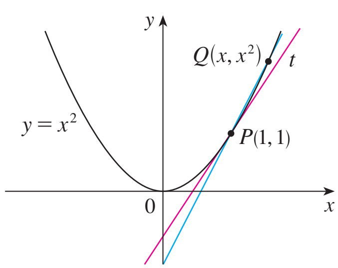


FIGURE 2

SOLUTION We will be able to find an equation of the tangent line t as soon as we know its slope m. The difficulty is that we know only one point, P, on t, whereas we need two points to compute the slope. But observe that we can compute an approximation to m by choosing a nearby point $Q(x, x^2)$ on the parabola (as in Figure 2) and computing the slope m_{PQ} of the secant line PQ. [A **secant line**, from the Latin word *secans*, meaning cutting, is a line that cuts (intersects) a curve more than once.]

We choose $x \neq 1$ so that $Q \neq P$. Then

$$m_{PQ} = \frac{x^2 - 1}{x - 1}$$

For instance, for the point $Q(1.5, 2.25)$ we have

$$m_{PQ} = \frac{2.25 - 1}{1.5 - 1} = \frac{1.25}{0.5} = 2.5$$

x	m_{PQ}
2	3
1.5	2.5
1.1	2.1
1.01	2.01
1.001	2.001

x	m_{PQ}
0	1
0.5	1.5
0.9	1.9
0.99	1.99
0.999	1.999

The tables in the margin show the values of m_{PQ} for several values of x close to 1. The closer Q is to P, the closer x is to 1 and, it appears from the tables, the closer m_{PQ} is to 2. This suggests that the slope of the tangent line t should be $m = 2$.

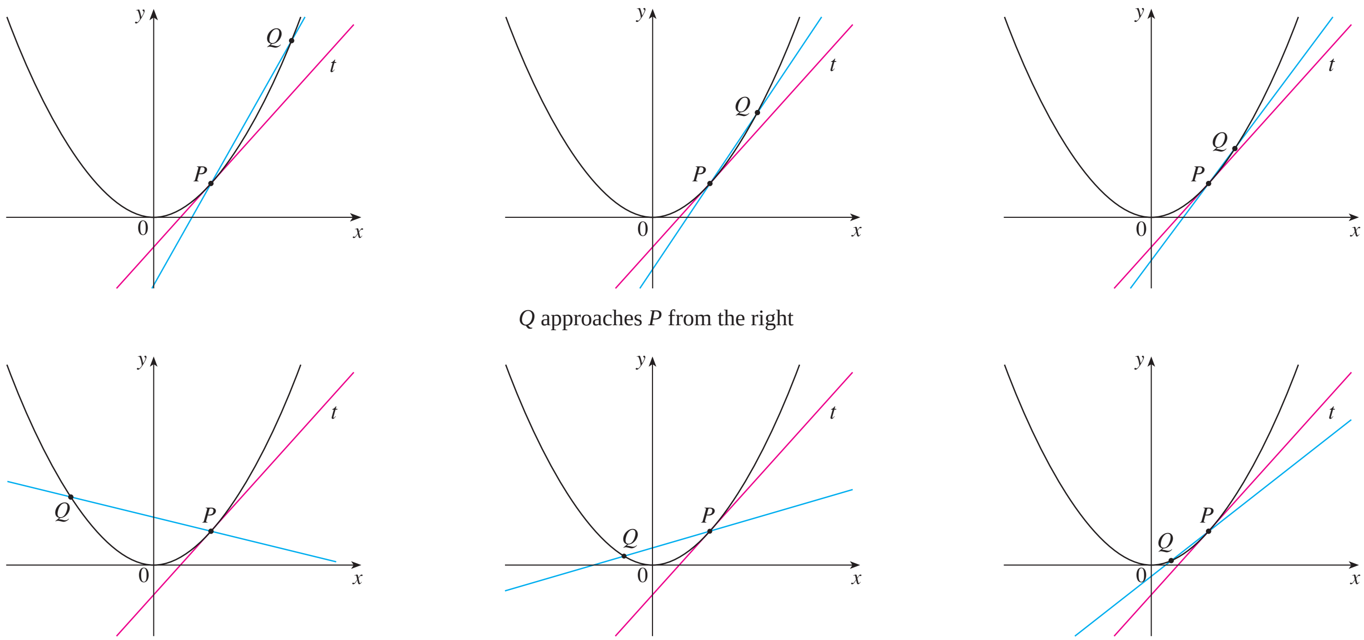
We say that the slope of the tangent line is the *limit* of the slopes of the secant lines, and we express this symbolically by writing

$$\lim_{Q \to P} m_{PQ} = m \qquad \text{and} \qquad \lim_{x \to 1} \frac{x^2 - 1}{x - 1} = 2$$

Assuming that the slope of the tangent line is indeed 2, we use the point-slope form of the equation of a line (see Appendix B) to write the equation of the tangent line through $(1, 1)$ as

$$y - 1 = 2(x - 1) \qquad \text{or} \qquad y = 2x - 1$$

Figure 3 illustrates the limiting process that occurs in this example. As Q approaches P along the parabola, the corresponding secant lines rotate about P and approach the tangent line t.



Q approaches P from the right

Q approaches P from the left

FIGURE 3

TEC In Visual 1.4 you can see how the process in Figure 3 works for additional functions.

Many functions that occur in science are not described by explicit equations; they are defined by experimental data. The next example shows how to estimate the slope of the tangent line to the graph of such a function.

t	Q
0.00	100.00
0.02	81.87
0.04	67.03
0.06	54.88
0.08	44.93
0.10	36.76

V EXAMPLE 2 The flash unit on a camera operates by storing charge on a capacitor and releasing it suddenly when the flash is set off. The data in the table describe the charge Q remaining on the capacitor (measured in microcoulombs) at time t (measured in seconds after the flash goes off). Use the data to draw the graph of this function and estimate the slope of the tangent line at the point where $t = 0.04$. [*Note:* The slope of the tangent line represents the electric current flowing from the capacitor to the flash bulb (measured in microamperes).]

SOLUTION In Figure 4 we plot the given data and use them to sketch a curve that approximates the graph of the function.

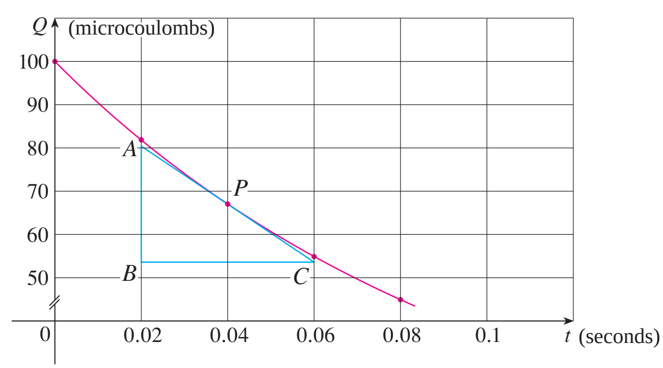


FIGURE 4

Given the points $P(0.04, 67.03)$ and $R(0.00, 100.00)$ on the graph, we find that the slope of the secant line PR is

$$m_{PR} = \frac{100.00 - 67.03}{0.00 - 0.04} = -824.25$$

R	m_{PR}
(0.00, 100.00)	−824.25
(0.02, 81.87)	−742.00
(0.06, 54.88)	−607.50
(0.08, 44.93)	−552.50
(0.10, 36.76)	−504.50

The table at the left shows the results of similar calculations for the slopes of other secant lines. From this table we would expect the slope of the tangent line at $t = 0.04$ to lie somewhere between -742 and -607.5. In fact, the average of the slopes of the two closest secant lines is

$$\tfrac{1}{2}(-742 - 607.5) = -674.75$$

So, by this method, we estimate the slope of the tangent line to be -675.

Another method is to draw an approximation to the tangent line at P and measure the sides of the triangle ABC, as in Figure 4. This gives an estimate of the slope of the tangent line as

$$-\frac{|AB|}{|BC|} \approx -\frac{80.4 - 53.6}{0.06 - 0.02} = -670$$

The physical meaning of the answer in Example 2 is that the electric current flowing from the capacitor to the flash bulb after 0.04 second is about –670 microamperes.

The Velocity Problem

If you watch the speedometer of a car as you travel in city traffic, you see that the needle doesn't stay still for very long; that is, the velocity of the car is not constant. We assume from watching the speedometer that the car has a definite velocity at each moment, but how is the "instantaneous" velocity defined? Let's investigate the example of a falling ball.

The CN Tower in Toronto was the tallest free-standing building in the world for 32 years.

V EXAMPLE 3 Suppose that a ball is dropped from the upper observation deck of the CN Tower in Toronto, 450 m above the ground. Find the velocity of the ball after 5 seconds.

SOLUTION Through experiments carried out four centuries ago, Galileo discovered that the distance fallen by any freely falling body is proportional to the square of the time it has been falling. (This model for free fall neglects air resistance.) If the distance fallen after t seconds is denoted by $s(t)$ and measured in meters, then Galileo's law is expressed by the equation

$$s(t) = 4.9t^2$$

The difficulty in finding the velocity after 5 s is that we are dealing with a single instant of time ($t = 5$), so no time interval is involved. However, we can approximate the desired quantity by computing the average velocity over the brief time interval of a tenth of a second from $t = 5$ to $t = 5.1$:

$$\begin{aligned}\text{average velocity} &= \frac{\text{change in position}}{\text{time elapsed}} \\ &= \frac{s(5.1) - s(5)}{0.1} \\ &= \frac{4.9(5.1)^2 - 4.9(5)^2}{0.1} = 49.49 \text{ m/s}\end{aligned}$$

The following table shows the results of similar calculations of the average velocity over successively smaller time periods.

Time interval	Average velocity (m/s)
$5 \leqslant t \leqslant 6$	53.9
$5 \leqslant t \leqslant 5.1$	49.49
$5 \leqslant t \leqslant 5.05$	49.245
$5 \leqslant t \leqslant 5.01$	49.049
$5 \leqslant t \leqslant 5.001$	49.0049

It appears that as we shorten the time period, the average velocity is becoming closer to 49 m/s. The **instantaneous velocity** when $t = 5$ is defined to be the limiting value of these average velocities over shorter and shorter time periods that start at $t = 5$. Thus the (instantaneous) velocity after 5 s is

$$v = 49 \text{ m/s}$$

You may have the feeling that the calculations used in solving this problem are very similar to those used earlier in this section to find tangents. In fact, there is a close connection between the tangent problem and the problem of finding velocities. If we draw the graph of the distance function of the ball (as in Figure 5) and we consider the points $P(a, 4.9a^2)$ and $Q(a + h, 4.9(a + h)^2)$ on the graph, then the slope of the secant line PQ is

$$m_{PQ} = \frac{4.9(a + h)^2 - 4.9a^2}{(a + h) - a}$$

which is the same as the average velocity over the time interval $[a, a + h]$. Therefore the velocity at time $t = a$ (the limit of these average velocities as h approaches 0) must be equal to the slope of the tangent line at P (the limit of the slopes of the secant lines).

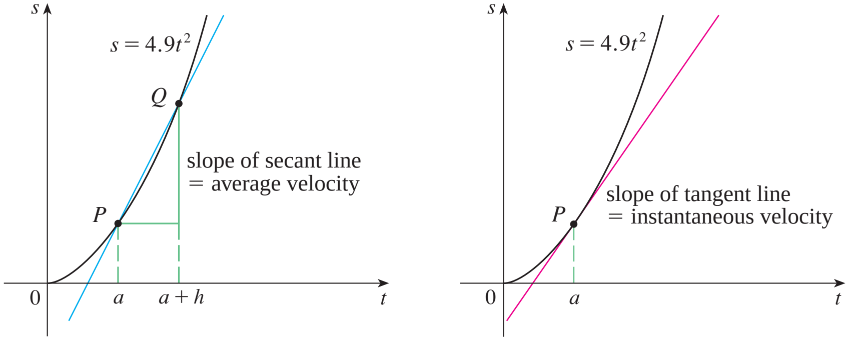


FIGURE 5

Examples 1 and 3 show that in order to solve tangent and velocity problems we must be able to find limits. After studying methods for computing limits in the next four sections, we will return to the problems of finding tangents and velocities in Chapter 2.

1.4 Exercises

1. A tank holds 1000 gallons of water, which drains from the bottom of the tank in half an hour. The values in the table show the volume V of water remaining in the tank (in gallons) after t minutes.

t (min)	5	10	15	20	25	30
V (gal)	694	444	250	111	28	0

(a) If P is the point (15, 250) on the graph of V, find the slopes of the secant lines PQ when Q is the point on the graph with $t = 5, 10, 20, 25$, and 30.
(b) Estimate the slope of the tangent line at P by averaging the slopes of two secant lines.
(c) Use a graph of the function to estimate the slope of the tangent line at P. (This slope represents the rate at which the water is flowing from the tank after 15 minutes.)

2. A cardiac monitor is used to measure the heart rate of a patient after surgery. It compiles the number of heartbeats after t minutes. When the data in the table are graphed, the slope of the tangent line represents the heart rate in beats per minute.

t (min)	36	38	40	42	44
Heartbeats	2530	2661	2806	2948	3080

The monitor estimates this value by calculating the slope of a secant line. Use the data to estimate the patient's heart rate after 42 minutes using the secant line between the points with the given values of t.
(a) $t = 36$ and $t = 42$ (b) $t = 38$ and $t = 42$
(c) $t = 40$ and $t = 42$ (d) $t = 42$ and $t = 44$
What are your conclusions?

3. The point $P(2, -1)$ lies on the curve $y = 1/(1 - x)$.
(a) If Q is the point $(x, 1/(1 - x))$, use your calculator to find the slope of the secant line PQ (correct to six decimal places) for the following values of x:
(i) 1.5 (ii) 1.9 (iii) 1.99 (iv) 1.999
(v) 2.5 (vi) 2.1 (vii) 2.01 (viii) 2.001
(b) Using the results of part (a), guess the value of the slope of the tangent line to the curve at $P(2, -1)$.
(c) Using the slope from part (b), find an equation of the tangent line to the curve at $P(2, -1)$.

4. The point $P(0.5, 0)$ lies on the curve $y = \cos \pi x$.
(a) If Q is the point $(x, \cos \pi x)$, use your calculator to find the slope of the secant line PQ (correct to six decimal places) for the following values of x:
(i) 0 (ii) 0.4 (iii) 0.49 (iv) 0.499
(v) 1 (vi) 0.6 (vii) 0.51 (viii) 0.501
(b) Using the results of part (a), guess the value of the slope of the tangent line to the curve at $P(0.5, 0)$.
(c) Using the slope from part (b), find an equation of the tangent line to the curve at $P(0.5, 0)$.
(d) Sketch the curve, two of the secant lines, and the tangent line.

5. If a ball is thrown into the air with a velocity of 40 ft/s, its height in feet t seconds later is given by $y = 40t - 16t^2$.
(a) Find the average velocity for the time period beginning when $t = 2$ and lasting
(i) 0.5 second (ii) 0.1 second
(iii) 0.05 second (iv) 0.01 second
(b) Estimate the instantaneous velocity when $t = 2$.

6. If a rock is thrown upward on the planet Mars with a velocity of 10 m/s, its height in meters t seconds later is given by $y = 10t - 1.86t^2$.
(a) Find the average velocity over the given time intervals:
(i) [1, 2] (ii) [1, 1.5] (iii) [1, 1.1]
(iv) [1, 1.01] (v) [1, 1.001]
(b) Estimate the instantaneous velocity when $t = 1$.

7. The table shows the position of a cyclist.

t (seconds)	0	1	2	3	4	5
s (meters)	0	1.4	5.1	10.7	17.7	25.8

(a) Find the average velocity for each time period:
(i) [1, 3] (ii) [2, 3] (iii) [3, 5] (iv) [3, 4]
(b) Use the graph of s as a function of t to estimate the instantaneous velocity when $t = 3$.

8. The displacement (in centimeters) of a particle moving back and forth along a straight line is given by the equation of motion $s = 2 \sin \pi t + 3 \cos \pi t$, where t is measured in seconds.
(a) Find the average velocity during each time period:
(i) [1, 2] (ii) [1, 1.1]
(iii) [1, 1.01] (iv) [1, 1.001]
(b) Estimate the instantaneous velocity of the particle when $t = 1$.

9. The point $P(1, 0)$ lies on the curve $y = \sin(10\pi/x)$.
(a) If Q is the point $(x, \sin(10\pi/x))$, find the slope of the secant line PQ (correct to four decimal places) for $x = 2, 1.5, 1.4, 1.3, 1.2, 1.1, 0.5, 0.6, 0.7, 0.8$, and 0.9. Do the slopes appear to be approaching a limit?
(b) Use a graph of the curve to explain why the slopes of the secant lines in part (a) are not close to the slope of the tangent line at P.
(c) By choosing appropriate secant lines, estimate the slope of the tangent line at P.

1.5 The Limit of a Function

Having seen in the preceding section how limits arise when we want to find the tangent to a curve or the velocity of an object, we now turn our attention to limits in general and numerical and graphical methods for computing them.

Let's investigate the behavior of the function f defined by $f(x) = x^2 - x + 2$ for values of x near 2. The following table gives values of $f(x)$ for values of x close to 2 but not equal to 2.

x	$f(x)$	x	$f(x)$
1.0	2.000000	3.0	8.000000
1.5	2.750000	2.5	5.750000
1.8	3.440000	2.2	4.640000
1.9	3.710000	2.1	4.310000
1.95	3.852500	2.05	4.152500
1.99	3.970100	2.01	4.030100
1.995	3.985025	2.005	4.015025
1.999	3.997001	2.001	4.003001

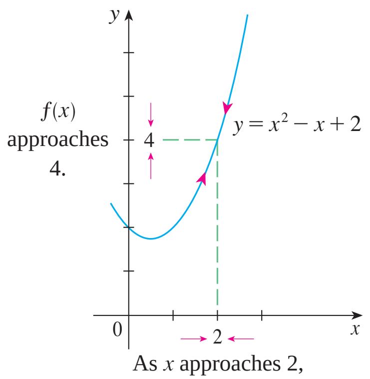


FIGURE 1

From the table and the graph of f (a parabola) shown in Figure 1 we see that when x is close to 2 (on either side of 2), $f(x)$ is close to 4. In fact, it appears that we can make the values of $f(x)$ as close as we like to 4 by taking x sufficiently close to 2. We express this by saying "the limit of the function $f(x) = x^2 - x + 2$ as x approaches 2 is equal to 4." The notation for this is

$$\lim_{x \to 2} (x^2 - x + 2) = 4$$

In general, we use the following notation.

1 Definition Suppose $f(x)$ is defined when x is near the number a. (This means that f is defined on some open interval that contains a, except possibly at a itself.) Then we write

$$\lim_{x \to a} f(x) = L$$

and say "the limit of $f(x)$, as x approaches a, equals L"

if we can make the values of $f(x)$ arbitrarily close to L (as close to L as we like) by taking x to be sufficiently close to a (on either side of a) but not equal to a.

Roughly speaking, this says that the values of $f(x)$ approach L as x approaches a. In other words, the values of $f(x)$ tend to get closer and closer to the number L as x gets closer and closer to the number a (from either side of a) but $x \neq a$. (A more precise definition will be given in Section 1.7.)

An alternative notation for

$$\lim_{x \to a} f(x) = L$$

is

$$f(x) \to L \qquad \text{as} \qquad x \to a$$

which is usually read "$f(x)$ approaches L as x approaches a."

Notice the phrase "but $x \neq a$" in the definition of limit. This means that in finding the limit of $f(x)$ as x approaches a, we never consider $x = a$. In fact, $f(x)$ need not even be defined when $x = a$. The only thing that matters is how f is defined *near* a.

Figure 2 shows the graphs of three functions. Note that in part (c), $f(a)$ is not defined and in part (b), $f(a) \neq L$. But in each case, regardless of what happens at a, it is true that $\lim_{x \to a} f(x) = L$.

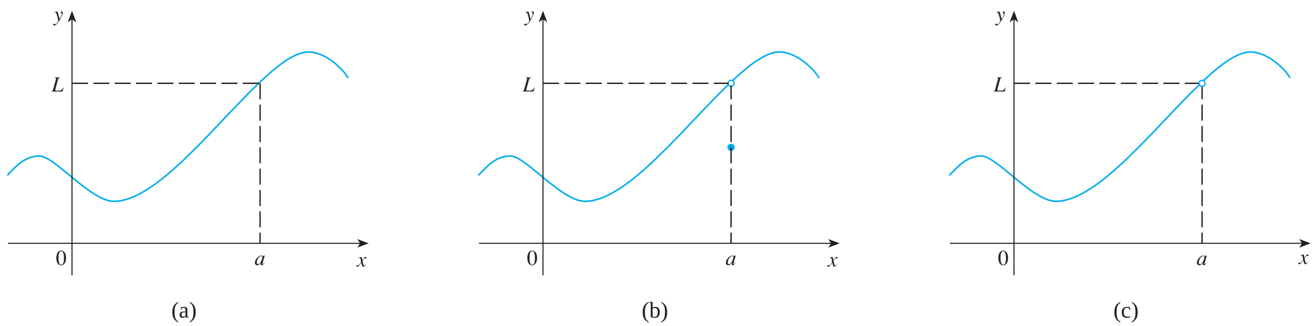


FIGURE 2 $\lim\limits_{x \to a} f(x) = L$ in all three cases

EXAMPLE 1 Guess the value of $\lim\limits_{x \to 1} \dfrac{x - 1}{x^2 - 1}$.

$x < 1$	$f(x)$
0.5	0.666667
0.9	0.526316
0.99	0.502513
0.999	0.500250
0.9999	0.500025

$x > 1$	$f(x)$
1.5	0.400000
1.1	0.476190
1.01	0.497512
1.001	0.499750
1.0001	0.499975

SOLUTION Notice that the function $f(x) = (x - 1)/(x^2 - 1)$ is not defined when $x = 1$, but that doesn't matter because the definition of $\lim_{x \to a} f(x)$ says that we consider values of x that are close to a but not equal to a.

The tables at the left give values of $f(x)$ (correct to six decimal places) for values of x that approach 1 (but are not equal to 1). On the basis of the values in the tables, we make the guess that

$$\lim_{x \to 1} \frac{x - 1}{x^2 - 1} = 0.5$$

Example 1 is illustrated by the graph of f in Figure 3. Now let's change f slightly by giving it the value 2 when $x = 1$ and calling the resulting function g:

$$g(x) = \begin{cases} \dfrac{x - 1}{x^2 - 1} & \text{if } x \neq 1 \\ 2 & \text{if } x = 1 \end{cases}$$

This new function g still has the same limit as x approaches 1. (See Figure 4.)

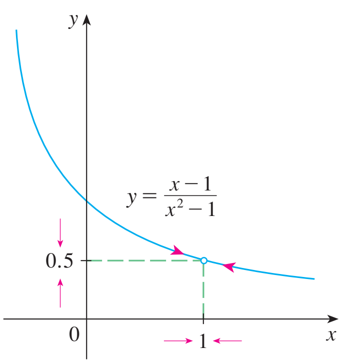


FIGURE 3

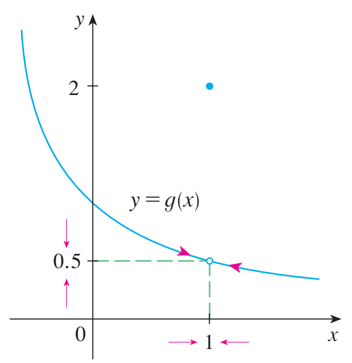


FIGURE 4

EXAMPLE 2 Estimate the value of $\displaystyle\lim_{t \to 0} \frac{\sqrt{t^2 + 9} - 3}{t^2}$.

SOLUTION The table lists values of the function for several values of t near 0.

t	$\dfrac{\sqrt{t^2+9}-3}{t^2}$
± 1.0	0.16228
± 0.5	0.16553
± 0.1	0.16662
± 0.05	0.16666
± 0.01	0.16667

As t approaches 0, the values of the function seem to approach 0.1666666 . . . and so we guess that

$$\lim_{t \to 0} \frac{\sqrt{t^2 + 9} - 3}{t^2} = \frac{1}{6}$$

t	$\dfrac{\sqrt{t^2+9}-3}{t^2}$
± 0.0005	0.16800
± 0.0001	0.20000
± 0.00005	0.00000
± 0.00001	0.00000

In Example 2 what would have happened if we had taken even smaller values of t? The table in the margin shows the results from one calculator; you can see that something strange seems to be happening.

If you try these calculations on your own calculator you might get different values, but eventually you will get the value 0 if you make t sufficiently small. Does this mean that the answer is really 0 instead of $\frac{1}{6}$? No, the value of the limit is $\frac{1}{6}$, as we will show in the next section. The problem is that the calculator gave false values because $\sqrt{t^2 + 9}$ is very close to 3 when t is small. (In fact, when t is sufficiently small, a calculator's value for $\sqrt{t^2 + 9}$ is 3.000. . . to as many digits as the calculator is capable of carrying.)

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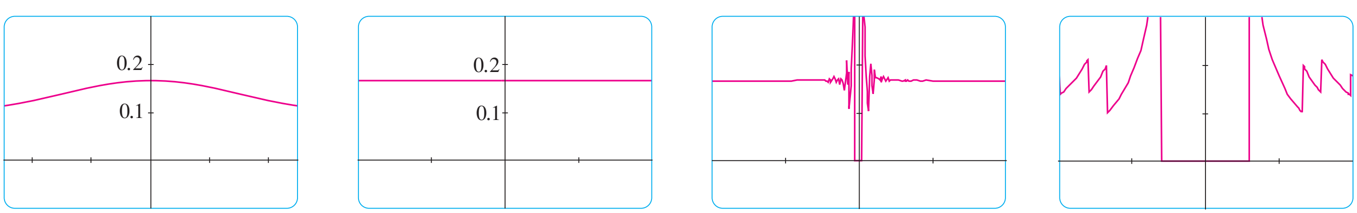
For a further explanation of why calculators sometimes give false values, click on *Lies My Calculator and Computer Told Me*. In particular, see the section called *The Perils of Subtraction*.

Something similar happens when we try to graph the function

$$f(t) = \frac{\sqrt{t^2 + 9} - 3}{t^2}$$

of Example 2 on a graphing calculator or computer. Parts (a) and (b) of Figure 5 show quite accurate graphs of f, and when we use the trace mode (if available) we can estimate easily that the limit is about $\frac{1}{6}$. But if we zoom in too much, as in parts (c) and (d), then we get inaccurate graphs, again because of problems with subtraction.



(a) $[-5, 5]$ by $[-0.1, 0.3]$ (b) $[-0.1, 0.1]$ by $[-0.1, 0.3]$ (c) $[-10^{-6}, 10^{-6}]$ by $[-0.1, 0.3]$ (d) $[-10^{-7}, 10^{-7}]$ by $[-0.1, 0.3]$

FIGURE 5

V EXAMPLE 3 Guess the value of $\lim_{x \to 0} \frac{\sin x}{x}$.

SOLUTION The function $f(x) = (\sin x)/x$ is not defined when $x = 0$. Using a calculator (and remembering that, if $x \in \mathbb{R}$, $\sin x$ means the sine of the angle whose *radian* measure is x), we construct a table of values correct to eight decimal places. From the table at the left and the graph in Figure 6 we guess that

$$\lim_{x \to 0} \frac{\sin x}{x} = 1$$

This guess is in fact correct, as will be proved in Chapter 2 using a geometric argument.

x	$\frac{\sin x}{x}$
± 1.0	0.84147098
± 0.5	0.95885108
± 0.4	0.97354586
± 0.3	0.98506736
± 0.2	0.99334665
± 0.1	0.99833417
± 0.05	0.99958339
± 0.01	0.99998333
± 0.005	0.99999583
± 0.001	0.99999983

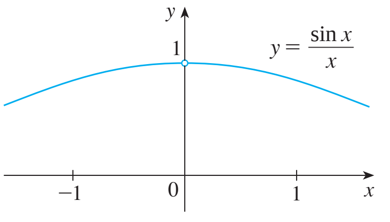


FIGURE 6

V EXAMPLE 4 Investigate $\lim_{x \to 0} \sin \frac{\pi}{x}$.

SOLUTION Again the function $f(x) = \sin(\pi/x)$ is undefined at 0. Evaluating the function for some small values of x, we get

$$f(1) = \sin \pi = 0 \qquad f\left(\tfrac{1}{2}\right) = \sin 2\pi = 0$$

$$f\left(\tfrac{1}{3}\right) = \sin 3\pi = 0 \qquad f\left(\tfrac{1}{4}\right) = \sin 4\pi = 0$$

$$f(0.1) = \sin 10\pi = 0 \qquad f(0.01) = \sin 100\pi = 0$$

Similarly, $f(0.001) = f(0.0001) = 0$. On the basis of this information we might be tempted to guess that

$$\lim_{x \to 0} \sin \frac{\pi}{x} = 0$$

but this time our guess is wrong. Note that although $f(1/n) = \sin n\pi = 0$ for any integer n, it is also true that $f(x) = 1$ for infinitely many values of x that approach 0. You can see this from the graph of f shown in Figure 7.

Computer Algebra Systems

Computer algebra systems (CAS) have commands that compute limits. In order to avoid the types of pitfalls demonstrated in Examples 2, 4, and 5, they don't find limits by numerical experimentation. Instead, they use more sophisticated techniques such as computing infinite series. If you have access to a CAS, use the limit command to compute the limits in the examples of this section and to check your answers in the exercises of this chapter.

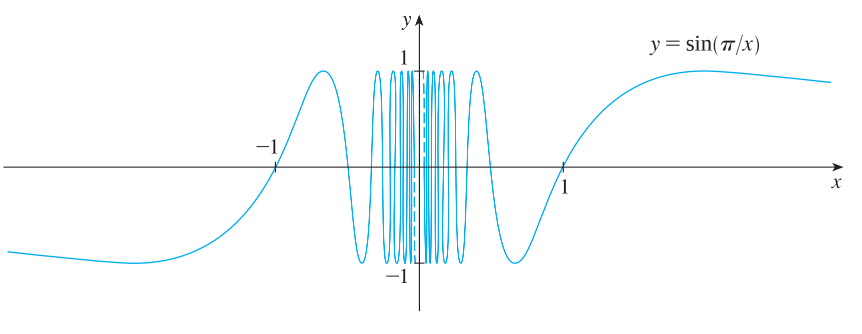


FIGURE 7

The dashed lines near the y-axis indicate that the values of $\sin(\pi/x)$ oscillate between 1 and -1 infinitely often as x approaches 0. (See Exercise 43.)

Since the values of $f(x)$ do not approach a fixed number as x approaches 0,

$$\lim_{x \to 0} \sin \frac{\pi}{x} \quad \text{does not exist}$$

x	$x^3 + \dfrac{\cos 5x}{10{,}000}$
1	1.000028
0.5	0.124920
0.1	0.001088
0.05	0.000222
0.01	0.000101

x	$x^3 + \dfrac{\cos 5x}{10{,}000}$
0.005	0.00010009
0.001	0.00010000

EXAMPLE 5 Find $\displaystyle\lim_{x \to 0} \left(x^3 + \frac{\cos 5x}{10{,}000} \right)$.

SOLUTION As before, we construct a table of values. From the first table in the margin it appears that

$$\lim_{x \to 0} \left(x^3 + \frac{\cos 5x}{10{,}000} \right) = 0$$

But if we persevere with smaller values of x, the second table suggests that

$$\lim_{x \to 0} \left(x^3 + \frac{\cos 5x}{10{,}000} \right) = 0.000100 = \frac{1}{10{,}000}$$

Later we will see that $\lim_{x \to 0} \cos 5x = 1$; then it follows that the limit is 0.0001.

Examples 4 and 5 illustrate some of the pitfalls in guessing the value of a limit. It is easy to guess the wrong value if we use inappropriate values of x, but it is difficult to know when to stop calculating values. And, as the discussion after Example 2 shows, sometimes calculators and computers give the wrong values. In the next section, however, we will develop foolproof methods for calculating limits.

V EXAMPLE 6 The Heaviside function H is defined by

$$H(t) = \begin{cases} 0 & \text{if } t < 0 \\ 1 & \text{if } t \geqslant 0 \end{cases}$$

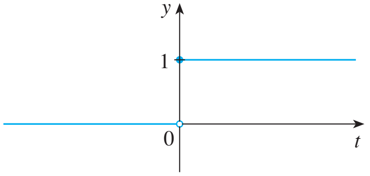


FIGURE 8
The Heaviside function

[This function is named after the electrical engineer Oliver Heaviside (1850–1925) and can be used to describe an electric current that is switched on at time $t = 0$.] Its graph is shown in Figure 8.

As t approaches 0 from the left, $H(t)$ approaches 0. As t approaches 0 from the right, $H(t)$ approaches 1. There is no single number that $H(t)$ approaches as t approaches 0. Therefore $\lim_{t \to 0} H(t)$ does not exist.

One-Sided Limits

We noticed in Example 6 that $H(t)$ approaches 0 as t approaches 0 from the left and $H(t)$ approaches 1 as t approaches 0 from the right. We indicate this situation symbolically by writing

$$\lim_{t \to 0^-} H(t) = 0 \qquad \text{and} \qquad \lim_{t \to 0^+} H(t) = 1$$

The symbol "$t \to 0^-$" indicates that we consider only values of t that are less than 0. Likewise, "$t \to 0^+$" indicates that we consider only values of t that are greater than 0.

2 Definition We write

$$\lim_{x \to a^-} f(x) = L$$

and say the **left-hand limit of $f(x)$ as x approaches a** [or the **limit of $f(x)$ as x approaches a from the left**] is equal to L if we can make the values of $f(x)$ arbitrarily close to L by taking x to be sufficiently close to a and x less than a.

Notice that Definition 2 differs from Definition 1 only in that we require x to be less than a. Similarly, if we require that x be greater than a, we get "the **right-hand limit of $f(x)$ as x approaches a** is equal to L" and we write

$$\lim_{x \to a^+} f(x) = L$$

Thus the symbol "$x \to a^+$" means that we consider only $x > a$. These definitions are illustrated in Figure 9.

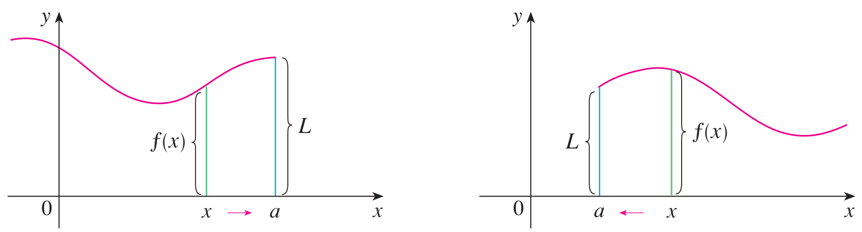


FIGURE 9

(a) $\lim_{x \to a^-} f(x) = L$

(b) $\lim_{x \to a^+} f(x) = L$

By comparing Definition 1 with the definitions of one-sided limits, we see that the following is true.

3 $\quad \lim_{x \to a} f(x) = L \quad$ if and only if $\quad \lim_{x \to a^-} f(x) = L \quad$ and $\quad \lim_{x \to a^+} f(x) = L$

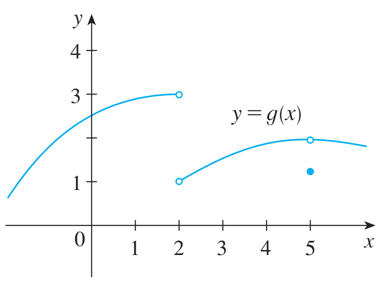


FIGURE 10

V EXAMPLE 7 The graph of a function g is shown in Figure 10. Use it to state the values (if they exist) of the following:

(a) $\lim_{x \to 2^-} g(x)$ (b) $\lim_{x \to 2^+} g(x)$ (c) $\lim_{x \to 2} g(x)$

(d) $\lim_{x \to 5^-} g(x)$ (e) $\lim_{x \to 5^+} g(x)$ (f) $\lim_{x \to 5} g(x)$

SOLUTION From the graph we see that the values of $g(x)$ approach 3 as x approaches 2 from the left, but they approach 1 as x approaches 2 from the right. Therefore

$$\text{(a)} \lim_{x \to 2^-} g(x) = 3 \quad \text{and} \quad \text{(b)} \lim_{x \to 2^+} g(x) = 1$$

(c) Since the left and right limits are different, we conclude from $\boxed{3}$ that $\lim_{x \to 2} g(x)$ does not exist.

The graph also shows that

$$\text{(d)} \lim_{x \to 5^-} g(x) = 2 \quad \text{and} \quad \text{(e)} \lim_{x \to 5^+} g(x) = 2$$

(f) This time the left and right limits are the same and so, by $\boxed{3}$, we have

$$\lim_{x \to 5} g(x) = 2$$

Despite this fact, notice that $g(5) \neq 2$.

Infinite Limits

EXAMPLE 8 Find $\lim_{x \to 0} \dfrac{1}{x^2}$ if it exists.

SOLUTION As x becomes close to 0, x^2 also becomes close to 0, and $1/x^2$ becomes very large. (See the table in the margin.) In fact, it appears from the graph of the function $f(x) = 1/x^2$ shown in Figure 11 that the values of $f(x)$ can be made arbitrarily large by taking x close enough to 0. Thus the values of $f(x)$ do not approach a number, so $\lim_{x \to 0} (1/x^2)$ does not exist.

x	$\dfrac{1}{x^2}$
± 1	1
± 0.5	4
± 0.2	25
± 0.1	100
± 0.05	400
± 0.01	10,000
± 0.001	1,000,000

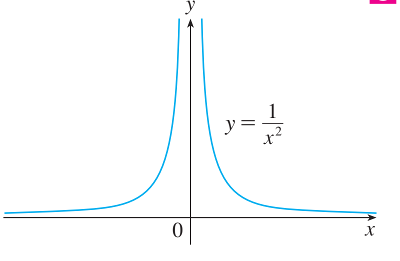


FIGURE 11

To indicate the kind of behavior exhibited in Example 8, we use the notation

$$\lim_{x \to 0} \frac{1}{x^2} = \infty$$

This does not mean that we are regarding ∞ as a number. Nor does it mean that the limit exists. It simply expresses the particular way in which the limit does not exist: $1/x^2$ can be made as large as we like by taking x close enough to 0.

In general, we write symbolically

$$\lim_{x \to a} f(x) = \infty$$

to indicate that the values of $f(x)$ tend to become larger and larger (or "increase without bound") as x becomes closer and closer to a.

$\boxed{4}$ Definition Let f be a function defined on both sides of a, except possibly at a itself. Then

$$\lim_{x \to a} f(x) = \infty$$

means that the values of $f(x)$ can be made arbitrarily large (as large as we please) by taking x sufficiently close to a, but not equal to a.

Another notation for $\lim_{x \to a} f(x) = \infty$ is

$$f(x) \to \infty \qquad \text{as} \qquad x \to a$$

Again, the symbol ∞ is not a number, but the expression $\lim_{x \to a} f(x) = \infty$ is often read as

"the limit of $f(x)$, as x approaches a, is infinity"

or "$f(x)$ becomes infinite as x approaches a"

or "$f(x)$ increases without bound as x approaches a"

This definition is illustrated graphically in Figure 12.

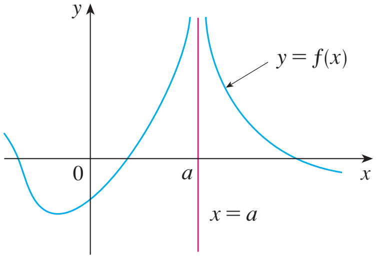


FIGURE 12
$\lim_{x \to a} f(x) = \infty$

When we say a number is "large negative," we mean that it is negative but its magnitude (absolute value) is large.

A similar sort of limit, for functions that become large negative as x gets close to a, is defined in Definition 5 and is illustrated in Figure 13.

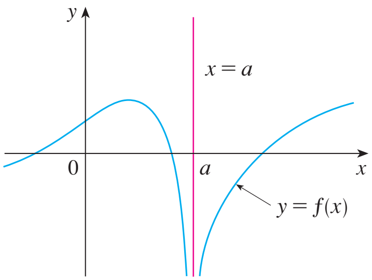


FIGURE 13
$\lim_{x \to a} f(x) = -\infty$

5 Definition Let f be defined on both sides of a, except possibly at a itself. Then

$$\lim_{x \to a} f(x) = -\infty$$

means that the values of $f(x)$ can be made arbitrarily large negative by taking x sufficiently close to a, but not equal to a.

The symbol $\lim_{x \to a} f(x) = -\infty$ can be read as "the limit of $f(x)$, as x approaches a, is negative infinity" or "$f(x)$ decreases without bound as x approaches a." As an example we have

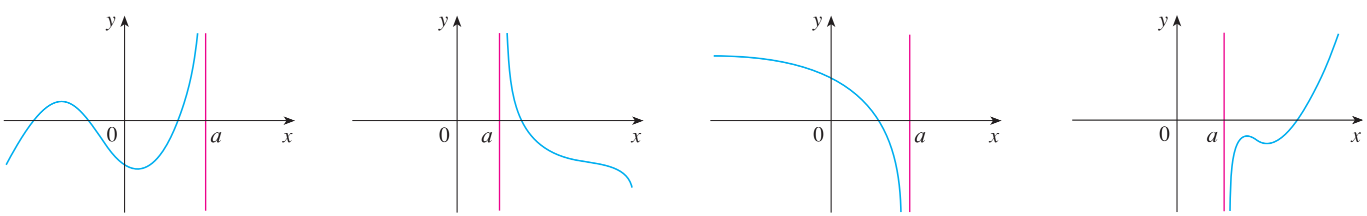
$$\lim_{x \to 0} \left(-\frac{1}{x^2} \right) = -\infty$$

Similar definitions can be given for the one-sided infinite limits

$$\lim_{x \to a^-} f(x) = \infty \qquad \lim_{x \to a^+} f(x) = \infty$$

$$\lim_{x \to a^-} f(x) = -\infty \qquad \lim_{x \to a^+} f(x) = -\infty$$

remembering that "$x \to a^-$" means that we consider only values of x that are less than a, and similarly "$x \to a^+$" means that we consider only $x > a$. Illustrations of these four cases are given in Figure 14.



(a) $\lim_{x \to a^-} f(x) = \infty$ (b) $\lim_{x \to a^+} f(x) = \infty$ (c) $\lim_{x \to a^-} f(x) = -\infty$ (d) $\lim_{x \to a^+} f(x) = -\infty$

FIGURE 14

6 Definition The line $x = a$ is called a **vertical asymptote** of the curve $y = f(x)$ if at least one of the following statements is true:

$$\lim_{x \to a} f(x) = \infty \qquad \lim_{x \to a^-} f(x) = \infty \qquad \lim_{x \to a^+} f(x) = \infty$$

$$\lim_{x \to a} f(x) = -\infty \qquad \lim_{x \to a^-} f(x) = -\infty \qquad \lim_{x \to a^+} f(x) = -\infty$$

For instance, the y-axis is a vertical asymptote of the curve $y = 1/x^2$ because $\lim_{x \to 0} (1/x^2) = \infty$. In Figure 14 the line $x = a$ is a vertical asymptote in each of the four cases shown. In general, knowledge of vertical asymptotes is very useful in sketching graphs.

EXAMPLE 9 Find $\lim_{x \to 3^+} \frac{2x}{x-3}$ and $\lim_{x \to 3^-} \frac{2x}{x-3}$.

SOLUTION If x is close to 3 but larger than 3, then the denominator $x - 3$ is a small positive number and $2x$ is close to 6. So the quotient $2x/(x - 3)$ is a large *positive* number. Thus, intuitively, we see that

$$\lim_{x \to 3^+} \frac{2x}{x-3} = \infty$$

Likewise, if x is close to 3 but smaller than 3, then $x - 3$ is a small negative number but $2x$ is still a positive number (close to 6). So $2x/(x - 3)$ is a numerically large *negative* number. Thus

$$\lim_{x \to 3^-} \frac{2x}{x-3} = -\infty$$

The graph of the curve $y = 2x/(x - 3)$ is given in Figure 15. The line $x = 3$ is a vertical asymptote.

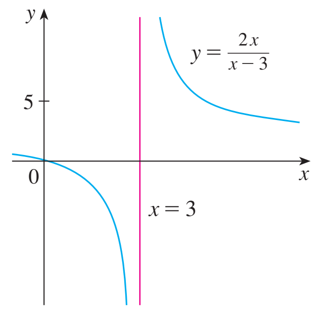


FIGURE 15

EXAMPLE 10 Find the vertical asymptotes of $f(x) = \tan x$.

SOLUTION Because

$$\tan x = \frac{\sin x}{\cos x}$$

there are potential vertical asymptotes where $\cos x = 0$. In fact, since $\cos x \to 0^+$ as $x \to (\pi/2)^-$ and $\cos x \to 0^-$ as $x \to (\pi/2)^+$, whereas $\sin x$ is positive when x is near $\pi/2$, we have

$$\lim_{x \to (\pi/2)^-} \tan x = \infty \qquad \text{and} \qquad \lim_{x \to (\pi/2)^+} \tan x = -\infty$$

This shows that the line $x = \pi/2$ is a vertical asymptote. Similar reasoning shows that the lines $x = (2n + 1)\pi/2$, where n is an integer, are all vertical asymptotes of $f(x) = \tan x$. The graph in Figure 16 confirms this.

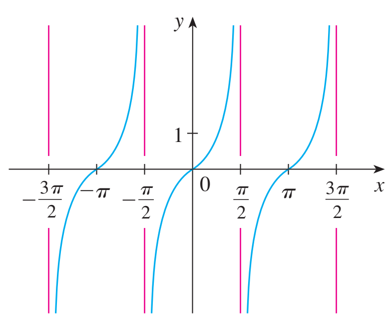


FIGURE 16
$y = \tan x$

1.5 Exercises

1. Explain in your own words what is meant by the equation

$$\lim_{x \to 2} f(x) = 5$$

Is it possible for this statement to be true and yet $f(2) = 3$? Explain.

2. Explain what it means to say that

$$\lim_{x \to 1^-} f(x) = 3 \qquad \text{and} \qquad \lim_{x \to 1^+} f(x) = 7$$

In this situation is it possible that $\lim_{x \to 1} f(x)$ exists? Explain.

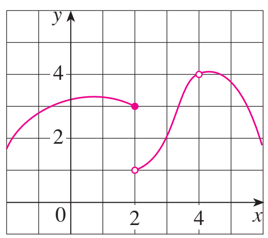
3. Explain the meaning of each of the following.

(a) $\lim_{x \to -3} f(x) = \infty$ (b) $\lim_{x \to 4^+} f(x) = -\infty$

4. Use the given graph of f to state the value of each quantity, if it exists. If it does not exist, explain why.

(a) $\lim_{x \to 2^-} f(x)$ (b) $\lim_{x \to 2^+} f(x)$ (c) $\lim_{x \to 2} f(x)$

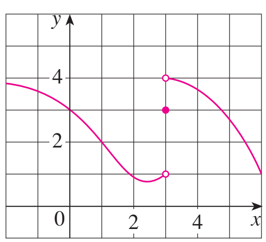
(d) $f(2)$ (e) $\lim_{x \to 4} f(x)$ (f) $f(4)$



5. For the function f whose graph is given, state the value of each quantity, if it exists. If it does not exist, explain why.

(a) $\lim_{x \to 1} f(x)$ (b) $\lim_{x \to 3^-} f(x)$ (c) $\lim_{x \to 3^+} f(x)$

(d) $\lim_{x \to 3} f(x)$ (e) $f(3)$



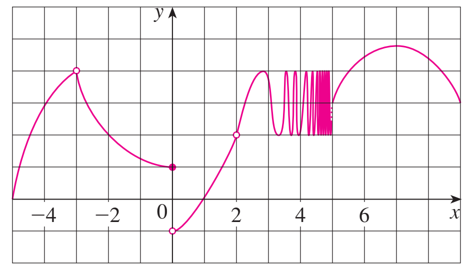
6. For the function h whose graph is given, state the value of each quantity, if it exists. If it does not exist, explain why.

(a) $\lim_{x \to -3^-} h(x)$ (b) $\lim_{x \to -3^+} h(x)$ (c) $\lim_{x \to -3} h(x)$

(d) $h(-3)$ (e) $\lim_{x \to 0^-} h(x)$ (f) $\lim_{x \to 0^+} h(x)$

(g) $\lim_{x \to 0} h(x)$ (h) $h(0)$ (i) $\lim_{x \to 2} h(x)$

(j) $h(2)$ (k) $\lim_{x \to 5^+} h(x)$ (l) $\lim_{x \to 5^-} h(x)$

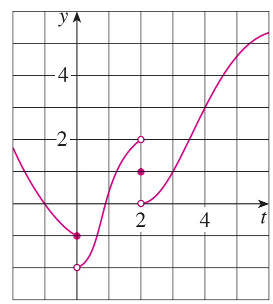


7. For the function g whose graph is given, state the value of each quantity, if it exists. If it does not exist, explain why.

(a) $\lim_{t \to 0^-} g(t)$ (b) $\lim_{t \to 0^+} g(t)$ (c) $\lim_{t \to 0} g(t)$

(d) $\lim_{t \to 2^-} g(t)$ (e) $\lim_{t \to 2^+} g(t)$ (f) $\lim_{t \to 2} g(t)$

(g) $g(2)$ (h) $\lim_{t \to 4} g(t)$

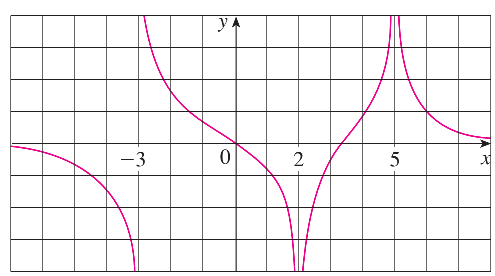


8. For the function R whose graph is shown, state the following.

(a) $\lim_{x \to 2} R(x)$ (b) $\lim_{x \to 5} R(x)$

(c) $\lim_{x \to -3^-} R(x)$ (d) $\lim_{x \to -3^+} R(x)$

(e) The equations of the vertical asymptotes.

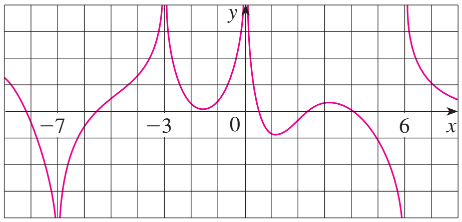


9. For the function f whose graph is shown, state the following.

(a) $\lim_{x \to -7} f(x)$ (b) $\lim_{x \to -3} f(x)$ (c) $\lim_{x \to 0} f(x)$

(d) $\lim_{x \to 6^-} f(x)$ (e) $\lim_{x \to 6^+} f(x)$

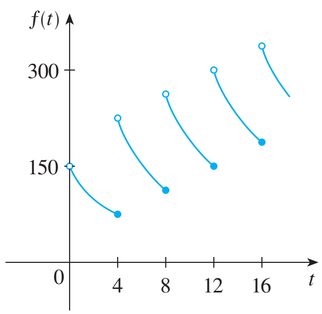
(f) The equations of the vertical asymptotes.



10. A patient receives a 150-mg injection of a drug every 4 hours. The graph shows the amount $f(t)$ of the drug in the bloodstream after t hours. Find

$$\lim_{t \to 12^-} f(t) \quad \text{and} \quad \lim_{t \to 12^+} f(t)$$

and explain the significance of these one-sided limits.



11–12 Sketch the graph of the function and use it to determine the values of a for which $\lim_{x \to a} f(x)$ exists.

11. $f(x) = \begin{cases} 1 + x & \text{if } x < -1 \\ x^2 & \text{if } -1 \leqslant x < 1 \\ 2 - x & \text{if } x \geqslant 1 \end{cases}$

12. $f(x) = \begin{cases} 1 + \sin x & \text{if } x < 0 \\ \cos x & \text{if } 0 \leqslant x \leqslant \pi \\ \sin x & \text{if } x > \pi \end{cases}$

13–14 Use the graph of the function f to state the value of each limit, if it exists. If it does not exist, explain why.

(a) $\lim_{x \to 0^-} f(x)$ (b) $\lim_{x \to 0^+} f(x)$ (c) $\lim_{x \to 0} f(x)$

13. $f(x) = \dfrac{1}{1 + 2^{1/x}}$ **14.** $f(x) = \dfrac{x^2 + x}{\sqrt{x^3 + x^2}}$

15–18 Sketch the graph of an example of a function f that satisfies all of the given conditions.

15. $\lim_{x \to 0^-} f(x) = -1, \quad \lim_{x \to 0^+} f(x) = 2, \quad f(0) = 1$

16. $\lim_{x \to 0} f(x) = 1, \quad \lim_{x \to 3^-} f(x) = -2, \quad \lim_{x \to 3^+} f(x) = 2,$
$f(0) = -1, \quad f(3) = 1$

17. $\lim_{x \to 3^+} f(x) = 4, \quad \lim_{x \to 3^-} f(x) = 2, \quad \lim_{x \to -2} f(x) = 2,$
$f(3) = 3, \quad f(-2) = 1$

18. $\lim_{x \to 0^-} f(x) = 2, \quad \lim_{x \to 0^+} f(x) = 0, \quad \lim_{x \to 4^-} f(x) = 3,$
$\lim_{x \to 4^+} f(x) = 0, \quad f(0) = 2, \quad f(4) = 1$

19–22 Guess the value of the limit (if it exists) by evaluating the function at the given numbers (correct to six decimal places).

19. $\lim_{x \to 2} \dfrac{x^2 - 2x}{x^2 - x - 2}$,
$x = 2.5, 2.1, 2.05, 2.01, 2.005, 2.001,$
$1.9, 1.95, 1.99, 1.995, 1.999$

20. $\lim_{x \to -1} \dfrac{x^2 - 2x}{x^2 - x - 2}$,
$x = 0, -0.5, -0.9, -0.95, -0.99, -0.999,$
$-2, -1.5, -1.1, -1.01, -1.001$

21. $\lim_{x \to 0} \dfrac{\sin x}{x + \tan x}$, $\quad x = \pm 1, \pm 0.5, \pm 0.2, \pm 0.1, \pm 0.05, \pm 0.01$

22. $\lim_{h \to 0} \dfrac{(2 + h)^5 - 32}{h}$,
$h = \pm 0.5, \pm 0.1, \pm 0.01, \pm 0.001, \pm 0.0001$

23–26 Use a table of values to estimate the value of the limit. If you have a graphing device, use it to confirm your result graphically.

23. $\lim_{x \to 0} \dfrac{\sqrt{x + 4} - 2}{x}$ **24.** $\lim_{x \to 0} \dfrac{\tan 3x}{\tan 5x}$

25. $\lim_{x \to 1} \dfrac{x^6 - 1}{x^{10} - 1}$ **26.** $\lim_{x \to 0} \dfrac{9^x - 5^x}{x}$

27. (a) By graphing the function $f(x) = (\cos 2x - \cos x)/x^2$ and zooming in toward the point where the graph crosses the y-axis, estimate the value of $\lim_{x \to 0} f(x)$.

(b) Check your answer in part (a) by evaluating $f(x)$ for values of x that approach 0.

28. (a) Estimate the value of

$$\lim_{x \to 0} \frac{\sin x}{\sin \pi x}$$

by graphing the function $f(x) = (\sin x)/(\sin \pi x)$. State your answer correct to two decimal places.

(b) Check your answer in part (a) by evaluating $f(x)$ for values of x that approach 0.

29–37 Determine the infinite limit.

29. $\displaystyle \lim_{x \to -3^+} \frac{x+2}{x+3}$

30. $\displaystyle \lim_{x \to -3^-} \frac{x+2}{x+3}$

31. $\displaystyle \lim_{x \to 1} \frac{2-x}{(x-1)^2}$

32. $\displaystyle \lim_{x \to 0} \frac{x-1}{x^2(x+2)}$

33. $\displaystyle \lim_{x \to -2^+} \frac{x-1}{x^2(x+2)}$

34. $\displaystyle \lim_{x \to \pi^-} \cot x$

35. $\displaystyle \lim_{x \to 2\pi^-} x \csc x$

36. $\displaystyle \lim_{x \to 2^-} \frac{x^2-2x}{x^2-4x+4}$

37. $\displaystyle \lim_{x \to 2^+} \frac{x^2-2x-8}{x^2-5x+6}$

---

38. (a) Find the vertical asymptotes of the function

$$y = \frac{x^2+1}{3x-2x^2}$$

(b) Confirm your answer to part (a) by graphing the function.

39. Determine $\displaystyle \lim_{x \to 1^-} \frac{1}{x^3-1}$ and $\displaystyle \lim_{x \to 1^+} \frac{1}{x^3-1}$

(a) by evaluating $f(x) = 1/(x^3-1)$ for values of x that approach 1 from the left and from the right,

(b) by reasoning as in Example 9, and

(c) from a graph of f.

40. (a) By graphing the function $f(x) = (\tan 4x)/x$ and zooming in toward the point where the graph crosses the y-axis, estimate the value of $\lim_{x \to 0} f(x)$.

(b) Check your answer in part (a) by evaluating $f(x)$ for values of x that approach 0.

41. (a) Evaluate the function $f(x) = x^2 - (2^x/1000)$ for $x = 1$, 0.8, 0.6, 0.4, 0.2, 0.1, and 0.05, and guess the value of

$$\lim_{x \to 0} \left(x^2 - \frac{2^x}{1000} \right)$$

(b) Evaluate $f(x)$ for $x = 0.04$, 0.02, 0.01, 0.005, 0.003, and 0.001. Guess again.

42. (a) Evaluate $h(x) = (\tan x - x)/x^3$ for $x = 1$, 0.5, 0.1, 0.05, 0.01, and 0.005.

(b) Guess the value of $\displaystyle \lim_{x \to 0} \frac{\tan x - x}{x^3}$.

(c) Evaluate $h(x)$ for successively smaller values of x until you finally reach a value of 0 for $h(x)$. Are you still confident that your guess in part (b) is correct? Explain why you eventually obtained 0 values. (In Section 6.8 a method for evaluating the limit will be explained.)

(d) Graph the function h in the viewing rectangle $[-1, 1]$ by $[0, 1]$. Then zoom in toward the point where the graph crosses the y-axis to estimate the limit of $h(x)$ as x approaches 0. Continue to zoom in until you observe distortions in the graph of h. Compare with the results of part (c).

43. Graph the function $f(x) = \sin(\pi/x)$ of Example 4 in the viewing rectangle $[-1, 1]$ by $[-1, 1]$. Then zoom in toward the origin several times. Comment on the behavior of this function.

44. In the theory of relativity, the mass of a particle with velocity v is

$$m = \frac{m_0}{\sqrt{1 - v^2/c^2}}$$

where m_0 is the mass of the particle at rest and c is the speed of light. What happens as $v \to c^-$?

45. Use a graph to estimate the equations of all the vertical asymptotes of the curve

$$y = \tan(2 \sin x) \qquad -\pi \leqslant x \leqslant \pi$$

Then find the exact equations of these asymptotes.

46. (a) Use numerical and graphical evidence to guess the value of the limit

$$\lim_{x \to 1} \frac{x^3-1}{\sqrt{x}-1}$$

(b) How close to 1 does x have to be to ensure that the function in part (a) is within a distance 0.5 of its limit?

1.6 Calculating Limits Using the Limit Laws

In Section 1.5 we used calculators and graphs to guess the values of limits, but we saw that such methods don't always lead to the correct answer. In this section we use the following properties of limits, called the *Limit Laws*, to calculate limits.

Limit Laws Suppose that c is a constant and the limits

$$\lim_{x \to a} f(x) \qquad \text{and} \qquad \lim_{x \to a} g(x)$$

exist. Then

1. $\lim_{x \to a} [f(x) + g(x)] = \lim_{x \to a} f(x) + \lim_{x \to a} g(x)$

2. $\lim_{x \to a} [f(x) - g(x)] = \lim_{x \to a} f(x) - \lim_{x \to a} g(x)$

3. $\lim_{x \to a} [cf(x)] = c \lim_{x \to a} f(x)$

4. $\lim_{x \to a} [f(x)\,g(x)] = \lim_{x \to a} f(x) \cdot \lim_{x \to a} g(x)$

5. $\lim_{x \to a} \dfrac{f(x)}{g(x)} = \dfrac{\lim_{x \to a} f(x)}{\lim_{x \to a} g(x)}$ if $\lim_{x \to a} g(x) \neq 0$

These five laws can be stated verbally as follows:

Sum Law

1. The limit of a sum is the sum of the limits.

Difference Law

2. The limit of a difference is the difference of the limits.

Constant Multiple Law

3. The limit of a constant times a function is the constant times the limit of the function.

Product Law

4. The limit of a product is the product of the limits.

Quotient Law

5. The limit of a quotient is the quotient of the limits (provided that the limit of the denominator is not 0).

It is easy to believe that these properties are true. For instance, if $f(x)$ is close to L and $g(x)$ is close to M, it is reasonable to conclude that $f(x) + g(x)$ is close to $L + M$. This gives us an intuitive basis for believing that Law 1 is true. In Section 1.7 we give a precise definition of a limit and use it to prove this law. The proofs of the remaining laws are given in Appendix F.

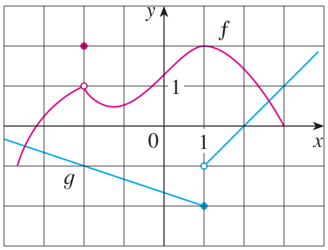


FIGURE 1

EXAMPLE 1 Use the Limit Laws and the graphs of f and g in Figure 1 to evaluate the following limits, if they exist.

(a) $\lim_{x \to -2} [f(x) + 5g(x)]$ (b) $\lim_{x \to 1} [f(x)g(x)]$ (c) $\lim_{x \to 2} \dfrac{f(x)}{g(x)}$

SOLUTION

(a) From the graphs of f and g we see that

$$\lim_{x \to -2} f(x) = 1 \qquad \text{and} \qquad \lim_{x \to -2} g(x) = -1$$

Therefore we have

$$\begin{aligned}\lim_{x\to -2}[f(x)+5g(x)] &= \lim_{x\to -2} f(x) + \lim_{x\to -2}[5g(x)] && \text{(by Law 1)}\\ &= \lim_{x\to -2} f(x) + 5\lim_{x\to -2} g(x) && \text{(by Law 3)}\\ &= 1 + 5(-1) = -4\end{aligned}$$

(b) We see that $\lim_{x\to 1} f(x) = 2$. But $\lim_{x\to 1} g(x)$ does not exist because the left and right limits are different:

$$\lim_{x\to 1^-} g(x) = -2 \qquad \lim_{x\to 1^+} g(x) = -1$$

So we can't use Law 4 for the desired limit. But we *can* use Law 4 for the one-sided limits:

$$\lim_{x\to 1^-}[f(x)g(x)] = 2\cdot(-2) = -4 \qquad \lim_{x\to 1^+}[f(x)g(x)] = 2\cdot(-1) = -2$$

The left and right limits aren't equal, so $\lim_{x\to 1}[f(x)g(x)]$ does not exist.

(c) The graphs show that

$$\lim_{x\to 2} f(x) \approx 1.4 \qquad \text{and} \qquad \lim_{x\to 2} g(x) = 0$$

Because the limit of the denominator is 0, we can't use Law 5. The given limit does not exist because the denominator approaches 0 while the numerator approaches a nonzero number.

If we use the Product Law repeatedly with $g(x) = f(x)$, we obtain the following law.

Power Law

6. $\displaystyle\lim_{x\to a}[f(x)]^n = \left[\lim_{x\to a} f(x)\right]^n$ where n is a positive integer

In applying these six limit laws, we need to use two special limits:

7. $\displaystyle\lim_{x\to a} c = c$ **8.** $\displaystyle\lim_{x\to a} x = a$

These limits are obvious from an intuitive point of view (state them in words or draw graphs of $y = c$ and $y = x$), but proofs based on the precise definition are requested in the exercises for Section 1.7.

If we now put $f(x) = x$ in Law 6 and use Law 8, we get another useful special limit.

9. $\displaystyle\lim_{x\to a} x^n = a^n$ where n is a positive integer

A similar limit holds for roots as follows. (For square roots the proof is outlined in Exercise 37 in Section 1.7.)

10. $\displaystyle\lim_{x\to a} \sqrt[n]{x} = \sqrt[n]{a}$ where n is a positive integer

(If n is even, we assume that $a > 0$.)

More generally, we have the following law, which is proved in Section 1.8 as a consequence of Law 10.

Root Law

11. $\lim_{x \to a} \sqrt[n]{f(x)} = \sqrt[n]{\lim_{x \to a} f(x)}$ where n is a positive integer

[If n is even, we assume that $\lim_{x \to a} f(x) > 0$.]

Newton and Limits

Isaac Newton was born on Christmas Day in 1642, the year of Galileo's death. When he entered Cambridge University in 1661 Newton didn't know much mathematics, but he learned quickly by reading Euclid and Descartes and by attending the lectures of Isaac Barrow. Cambridge was closed because of the plague in 1665 and 1666, and Newton returned home to reflect on what he had learned. Those two years were amazingly productive for at that time he made four of his major discoveries: (1) his representation of functions as sums of infinite series, including the binomial theorem; (2) his work on differential and integral calculus; (3) his laws of motion and law of universal gravitation; and (4) his prism experiments on the nature of light and color. Because of a fear of controversy and criticism, he was reluctant to publish his discoveries and it wasn't until 1687, at the urging of the astronomer Halley, that Newton published *Principia Mathematica*. In this work, the greatest scientific treatise ever written, Newton set forth his version of calculus and used it to investigate mechanics, fluid dynamics, and wave motion, and to explain the motion of planets and comets.

The beginnings of calculus are found in the calculations of areas and volumes by ancient Greek scholars such as Eudoxus and Archimedes. Although aspects of the idea of a limit are implicit in their "method of exhaustion," Eudoxus and Archimedes never explicitly formulated the concept of a limit. Likewise, mathematicians such as Cavalieri, Fermat, and Barrow, the immediate precursors of Newton in the development of calculus, did not actually use limits. It was Isaac Newton who was the first to talk explicitly about limits. He explained that the main idea behind limits is that quantities "approach nearer than by any given difference." Newton stated that the limit was the basic concept in calculus, but it was left to later mathematicians like Cauchy to clarify his ideas about limits.

EXAMPLE 2 Evaluate the following limits and justify each step.

(a) $\lim_{x \to 5} (2x^2 - 3x + 4)$ (b) $\lim_{x \to -2} \dfrac{x^3 + 2x^2 - 1}{5 - 3x}$

SOLUTION

(a)
$$
\begin{aligned}
\lim_{x \to 5} (2x^2 - 3x + 4) &= \lim_{x \to 5} (2x^2) - \lim_{x \to 5} (3x) + \lim_{x \to 5} 4 && \text{(by Laws 2 and 1)} \\
&= 2 \lim_{x \to 5} x^2 - 3 \lim_{x \to 5} x + \lim_{x \to 5} 4 && \text{(by 3)} \\
&= 2(5^2) - 3(5) + 4 && \text{(by 9, 8, and 7)} \\
&= 39
\end{aligned}
$$

(b) We start by using Law 5, but its use is fully justified only at the final stage when we see that the limits of the numerator and denominator exist and the limit of the denominator is not 0.

$$
\begin{aligned}
\lim_{x \to -2} \frac{x^3 + 2x^2 - 1}{5 - 3x} &= \frac{\lim_{x \to -2} (x^3 + 2x^2 - 1)}{\lim_{x \to -2} (5 - 3x)} && \text{(by Law 5)} \\
&= \frac{\lim_{x \to -2} x^3 + 2 \lim_{x \to -2} x^2 - \lim_{x \to -2} 1}{\lim_{x \to -2} 5 - 3 \lim_{x \to -2} x} && \text{(by 1, 2, and 3)} \\
&= \frac{(-2)^3 + 2(-2)^2 - 1}{5 - 3(-2)} && \text{(by 9, 8, and 7)} \\
&= -\frac{1}{11}
\end{aligned}
$$

NOTE If we let $f(x) = 2x^2 - 3x + 4$, then $f(5) = 39$. In other words, we would have gotten the correct answer in Example 2(a) by substituting 5 for x. Similarly, direct substitution provides the correct answer in part (b). The functions in Example 2 are a polynomial and a rational function, respectively, and similar use of the Limit Laws proves that direct substitution always works for such functions (see Exercises 55 and 56). We state this fact as follows.

Direct Substitution Property If f is a polynomial or a rational function and a is in the domain of f, then

$$\lim_{x \to a} f(x) = f(a)$$

Functions with the Direct Substitution Property are called *continuous at a* and will be studied in Section 1.8. However, not all limits can be evaluated by direct substitution, as the following examples show.

EXAMPLE 3 Find $\displaystyle\lim_{x\to 1}\frac{x^2-1}{x-1}$.

SOLUTION Let $f(x) = (x^2 - 1)/(x - 1)$. We can't find the limit by substituting $x = 1$ because $f(1)$ isn't defined. Nor can we apply the Quotient Law, because the limit of the denominator is 0. Instead, we need to do some preliminary algebra. We factor the numerator as a difference of squares:

$$\frac{x^2-1}{x-1} = \frac{(x-1)(x+1)}{x-1}$$

The numerator and denominator have a common factor of $x - 1$. When we take the limit as x approaches 1, we have $x \neq 1$ and so $x - 1 \neq 0$. Therefore we can cancel the common factor and compute the limit as follows:

$$\begin{aligned}\lim_{x\to 1}\frac{x^2-1}{x-1} &= \lim_{x\to 1}\frac{(x-1)(x+1)}{x-1}\\ &= \lim_{x\to 1}(x+1)\\ &= 1 + 1 = 2\end{aligned}$$

The limit in this example arose in Section 1.4 when we were trying to find the tangent to the parabola $y = x^2$ at the point $(1, 1)$.

NOTE In Example 3 we were able to compute the limit by replacing the given function $f(x) = (x^2 - 1)/(x - 1)$ by a simpler function, $g(x) = x + 1$, with the same limit. This is valid because $f(x) = g(x)$ except when $x = 1$, and in computing a limit as x approaches 1 we don't consider what happens when x is actually *equal* to 1. In general, we have the following useful fact.

> If $f(x) = g(x)$ when $x \neq a$, then $\displaystyle\lim_{x\to a} f(x) = \lim_{x\to a} g(x)$, provided the limits exist.

EXAMPLE 4 Find $\displaystyle\lim_{x\to 1} g(x)$ where

$$g(x) = \begin{cases} x + 1 & \text{if } x \neq 1 \\ \pi & \text{if } x = 1 \end{cases}$$

SOLUTION Here g is defined at $x = 1$ and $g(1) = \pi$, but the value of a limit as x approaches 1 does not depend on the value of the function at 1. Since $g(x) = x + 1$ for $x \neq 1$, we have

$$\lim_{x\to 1} g(x) = \lim_{x\to 1}(x + 1) = 2$$

Note that the values of the functions in Examples 3 and 4 are identical except when $x = 1$ (see Figure 2) and so they have the same limit as x approaches 1.

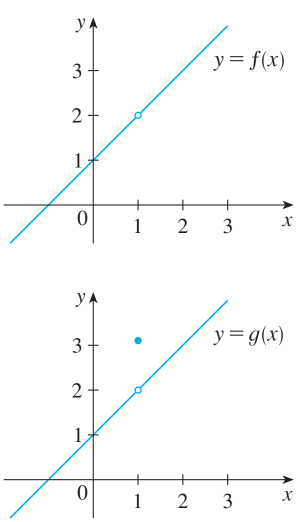


FIGURE 2
The graphs of the functions f (from Example 3) and g (from Example 4)

V EXAMPLE 5 Evaluate $\lim_{h \to 0} \dfrac{(3+h)^2 - 9}{h}$.

SOLUTION If we define

$$F(h) = \frac{(3+h)^2 - 9}{h}$$

then, as in Example 3, we can't compute $\lim_{h \to 0} F(h)$ by letting $h = 0$ since $F(0)$ is undefined. But if we simplify $F(h)$ algebraically, we find that

$$F(h) = \frac{(9 + 6h + h^2) - 9}{h} = \frac{6h + h^2}{h} = 6 + h$$

(Recall that we consider only $h \neq 0$ when letting h approach 0.) Thus

$$\lim_{h \to 0} \frac{(3+h)^2 - 9}{h} = \lim_{h \to 0} (6 + h) = 6$$

EXAMPLE 6 Find $\lim_{t \to 0} \dfrac{\sqrt{t^2 + 9} - 3}{t^2}$.

SOLUTION We can't apply the Quotient Law immediately, since the limit of the denominator is 0. Here the preliminary algebra consists of rationalizing the numerator:

$$\begin{aligned}
\lim_{t \to 0} \frac{\sqrt{t^2+9} - 3}{t^2} &= \lim_{t \to 0} \frac{\sqrt{t^2+9} - 3}{t^2} \cdot \frac{\sqrt{t^2+9} + 3}{\sqrt{t^2+9} + 3} \\
&= \lim_{t \to 0} \frac{(t^2 + 9) - 9}{t^2\left(\sqrt{t^2+9} + 3\right)} \\
&= \lim_{t \to 0} \frac{t^2}{t^2\left(\sqrt{t^2+9} + 3\right)} \\
&= \lim_{t \to 0} \frac{1}{\sqrt{t^2+9} + 3} \\
&= \frac{1}{\sqrt{\lim_{t \to 0} (t^2 + 9)} + 3} \\
&= \frac{1}{3 + 3} = \frac{1}{6}
\end{aligned}$$

This calculation confirms the guess that we made in Example 2 in Section 1.5.

Some limits are best calculated by first finding the left- and right-hand limits. The following theorem is a reminder of what we discovered in Section 1.5. It says that a two-sided limit exists if and only if both of the one-sided limits exist and are equal.

1 Theorem $\lim_{x \to a} f(x) = L$ if and only if $\lim_{x \to a^-} f(x) = L = \lim_{x \to a^+} f(x)$

When computing one-sided limits, we use the fact that the Limit Laws also hold for one-sided limits.

EXAMPLE 7 Show that $\lim_{x \to 0} |x| = 0$.

SOLUTION Recall that

$$|x| = \begin{cases} x & \text{if } x \geqslant 0 \\ -x & \text{if } x < 0 \end{cases}$$

The result of Example 7 looks plausible from Figure 3.

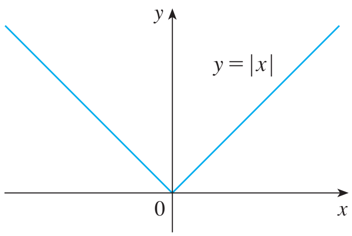


FIGURE 3

Since $|x| = x$ for $x > 0$, we have

$$\lim_{x \to 0^+} |x| = \lim_{x \to 0^+} x = 0$$

For $x < 0$ we have $|x| = -x$ and so

$$\lim_{x \to 0^-} |x| = \lim_{x \to 0^-} (-x) = 0$$

Therefore, by Theorem 1,

$$\lim_{x \to 0} |x| = 0$$

V **EXAMPLE 8** Prove that $\lim_{x \to 0} \dfrac{|x|}{x}$ does not exist.

SOLUTION

$$\lim_{x \to 0^+} \frac{|x|}{x} = \lim_{x \to 0^+} \frac{x}{x} = \lim_{x \to 0^+} 1 = 1$$

$$\lim_{x \to 0^-} \frac{|x|}{x} = \lim_{x \to 0^-} \frac{-x}{x} = \lim_{x \to 0^-} (-1) = -1$$

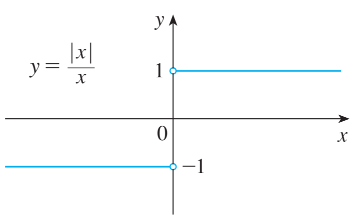


FIGURE 4

Since the right- and left-hand limits are different, it follows from Theorem 1 that $\lim_{x \to 0} |x|/x$ does not exist. The graph of the function $f(x) = |x|/x$ is shown in Figure 4 and supports the one-sided limits that we found.

EXAMPLE 9 If

$$f(x) = \begin{cases} \sqrt{x - 4} & \text{if } x > 4 \\ 8 - 2x & \text{if } x < 4 \end{cases}$$

determine whether $\lim_{x \to 4} f(x)$ exists.

It is shown in Example 3 in Section 1.7 that $\lim_{x \to 0^+} \sqrt{x} = 0$.

SOLUTION Since $f(x) = \sqrt{x - 4}$ for $x > 4$, we have

$$\lim_{x \to 4^+} f(x) = \lim_{x \to 4^+} \sqrt{x - 4} = \sqrt{4 - 4} = 0$$

Since $f(x) = 8 - 2x$ for $x < 4$, we have

$$\lim_{x \to 4^-} f(x) = \lim_{x \to 4^-} (8 - 2x) = 8 - 2 \cdot 4 = 0$$

The right- and left-hand limits are equal. Thus the limit exists and

$$\lim_{x \to 4} f(x) = 0$$

The graph of f is shown in Figure 5.

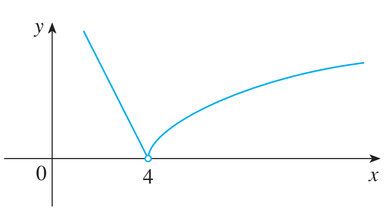


FIGURE 5

Other notations for $[\![x]\!]$ are $[x]$ and $\lfloor x \rfloor$. The greatest integer function is sometimes called the *floor function*.

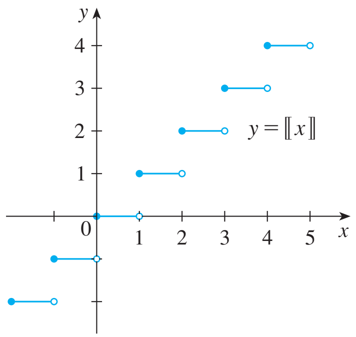


FIGURE 6
Greatest integer function

EXAMPLE 10 The **greatest integer function** is defined by $[\![x]\!]$ = the largest integer that is less than or equal to x. (For instance, $[\![4]\!] = 4$, $[\![4.8]\!] = 4$, $[\![\pi]\!] = 3$, $[\![\sqrt{2}]\!] = 1$, $[\![-\frac{1}{2}]\!] = -1$.) Show that $\lim_{x \to 3} [\![x]\!]$ does not exist.

SOLUTION The graph of the greatest integer function is shown in Figure 6. Since $[\![x]\!] = 3$ for $3 \leqslant x < 4$, we have

$$\lim_{x \to 3^+} [\![x]\!] = \lim_{x \to 3^+} 3 = 3$$

Since $[\![x]\!] = 2$ for $2 \leqslant x < 3$, we have

$$\lim_{x \to 3^-} [\![x]\!] = \lim_{x \to 3^-} 2 = 2$$

Because these one-sided limits are not equal, $\lim_{x \to 3} [\![x]\!]$ does not exist by Theorem 1.

The next two theorems give two additional properties of limits. Their proofs can be found in Appendix F.

2 Theorem If $f(x) \leqslant g(x)$ when x is near a (except possibly at a) and the limits of f and g both exist as x approaches a, then

$$\lim_{x \to a} f(x) \leqslant \lim_{x \to a} g(x)$$

3 The Squeeze Theorem If $f(x) \leqslant g(x) \leqslant h(x)$ when x is near a (except possibly at a) and

$$\lim_{x \to a} f(x) = \lim_{x \to a} h(x) = L$$

then
$$\lim_{x \to a} g(x) = L$$

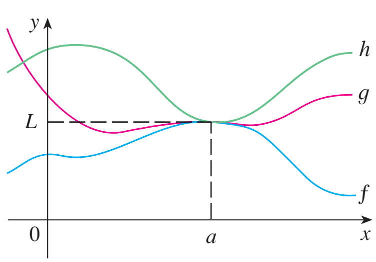


FIGURE 7

The Squeeze Theorem, which is sometimes called the Sandwich Theorem or the Pinching Theorem, is illustrated by Figure 7. It says that if $g(x)$ is squeezed between $f(x)$ and $h(x)$ near a, and if f and h have the same limit L at a, then g is forced to have the same limit L at a.

V EXAMPLE 11 Show that $\lim_{x \to 0} x^2 \sin \dfrac{1}{x} = 0$.

SOLUTION First note that we **cannot** use

$$\lim_{x \to 0} x^2 \sin \frac{1}{x} = \lim_{x \to 0} x^2 \cdot \lim_{x \to 0} \sin \frac{1}{x}$$

because $\lim_{x \to 0} \sin(1/x)$ does not exist (see Example 4 in Section 1.5).

Instead we apply the Squeeze Theorem, and so we need to find a function f smaller than $g(x) = x^2 \sin(1/x)$ and a function h bigger than g such that both $f(x)$ and $h(x)$