Antiderivatives and Initial Value Problems

Warm up

If $\frac{d}{dx}f(x) = 2x$, what is $f(x)$?

Can you think of another function that $f(x)$ could be?

If $\frac{d}{dx}f(x) = 3x^2 + 1$, what is $f(x)$?

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

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Some other candidates:

$$f(x) = x^2 + 1, \quad x^2 - 2, \quad x^2 + 13\pi, \quad x^2 - 143.7$$

If $\frac{d}{dx}f(x) = 3x^2 + 1$, what is $f(x)$?

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

Can you think of another function that $f(x)$ could be?

Some other candidates:

$$f(x) = x^3 + x + 1, \quad x^3 + x - 2, \quad x^3 + x + 13\pi, \quad x^3 + x - 143.7$$

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1. An antiderivative of $f(x) = 2x$ is $F(x) = x^2$.
2. Another antiderivative of $f(x) = 2x$ is $F(x) = x^2 + 1$.
3. There are *lots* of antiderivatives of $f(x) = 2x$ which look like $F(x) = x^2 + C$.

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Example: All of the antiderivatives of $f(x) = 2x$ look like

$$F(x) = x^2 + C$$

for some constant C.

Notice: Every function $f(x)$ that has at least one antiderivative $F(x)$ has **infinitely many** antiderivatives

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$$\int x^2 \ dx = \frac{1}{3}x^3 + C, \qquad \text{because} \qquad \frac{d}{dx}(\frac{1}{3}x^3 + C) = \frac{1}{3} * 3x^2 = x^2$$

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$$\int x^{-3}\,dx = \tfrac{1}{-2}x^{-2} + C, \qquad \text{because} \qquad \tfrac{d}{dx}(\tfrac{1}{-2}x^{-2} + C) = x^{-3}$$

$$\int x^k\,dx = \tfrac{1}{k+1}x^{k+1} + C, \qquad \text{because} \qquad \tfrac{d}{dx}(\tfrac{1}{k+1}x^{k+1} + C) = x^k$$

Except!! What if $k = -1$?

Some important basic integrals

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Therefore,

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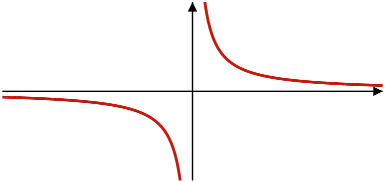

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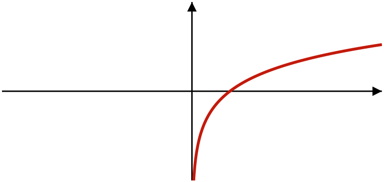

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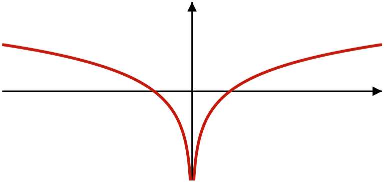

Theorem (Opposite of sum and constant rules). Suppose the functions $f(x)$ and $g(x)$ both have antiderivatives on the interval $[a, b]$. Then for any constant a, the functions $af(x)$ and $f(x) + g(x)$ have antiderivatives on $[a, b]$, given by

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To come later: "Opposite of chain rule" is called u-substitution, and "opposite of product rule" is called integration by parts. For now: most derivative rules make a mess; antiderivatives have to clean up that mess, which is not always possible using elementary functions!

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A solution to a differential equation is a function you can plug in that satisfies the equation.
For example, $y = e^{5x}$ is a solution to the differential equation above since

$$\frac{d}{dx}e^{5x} = 5e^{5x},$$

so

$$\frac{dy}{dx} - 5y = (5e^{5x}) - 5(e^{5x}) = 0. \quad \checkmark$$

Simplest differential equations: antiderivatives

Finding an antiderivative can also be thought of as solving a differential equation:

"Solve the differential equation $\frac{d}{dx}y = x^2$."

Answer: $$y = \int x^2 dx = \frac{1}{3}x^3 + C.$$

Check: $$\frac{d}{dx}\frac{1}{3}x^3 + C. = \frac{1}{3} * 3 * x^2 + 0 = x^2 \quad \checkmark$$

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$$y = x^2 - \cos(x) + C$$

(2) Check that $\cos(x) + \sin(x)$ is a solution to $\dfrac{d^2y}{dx^2} + y = 0$.

$$\frac{d}{dx}y = \frac{d}{dx}(\cos(x) + \sin(x)) = -\sin(x) + \cos(x), \quad \text{so}$$

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

Therefore, $\dfrac{d^2y}{dx^2} + y = -(\cos(x)+\sin(x)) + (\cos(x)+\sin(x)) = 0$ ✓

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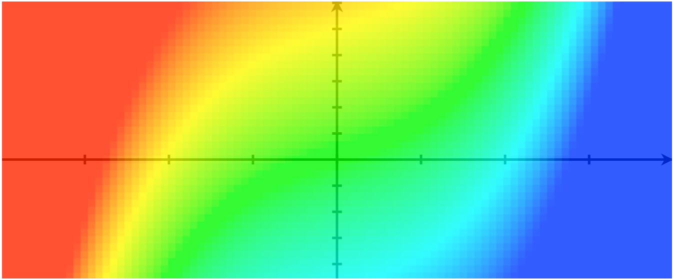
general solution: $y = \frac{1}{3}x^3 + x + C$



Initial value problems

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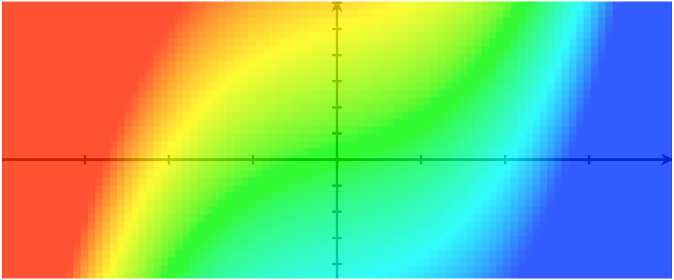

Each color corresponds to a choice of C.

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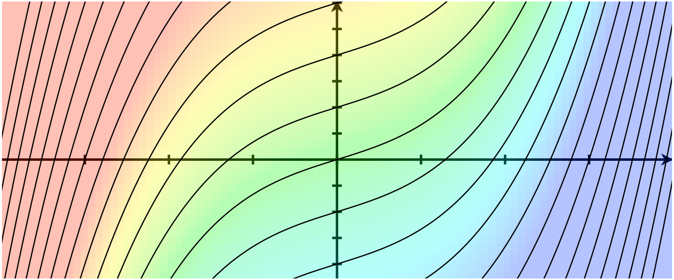

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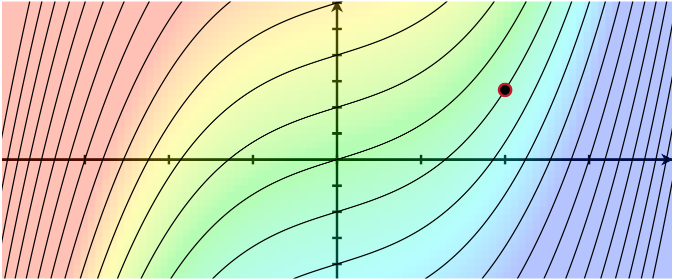

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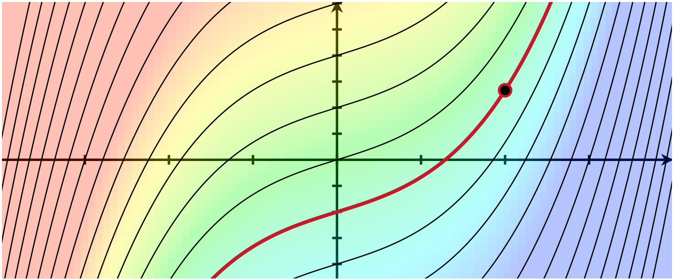

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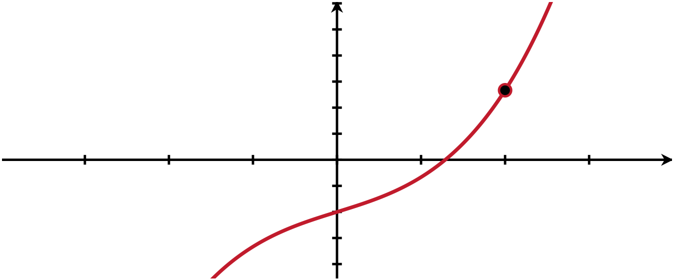
Red cuve is the *particular* solution.

Initial value problems

Find a solution to the differential equation $\frac{d}{dx}y = x^2 + 1$ which *also* satisfies $y(2) = 8/3$.

general solution:	$y = \frac{1}{3}x^3 + x + C$
particular solution:	$y = \frac{1}{3}x^3 + x - 2$



Each color corresponds to a choice of C.

Red cuve is the *particular* solution.

Definition

An initial-value problem is a differential equation together with enough additional conditions to specify the constants of integration that appear in the general solution.

The particular solution of the problem is then a function that satisfies both the differential equation and also the additional conditions.

Solve the initial value problem

$$\frac{dy}{dx} = 2x + \sin(x)$$

subject to $y(0) = 0$.

Solve the initial value problem

$$\frac{dy}{dx} = 2x + \sin(x)$$

subject to $y(0) = 0$.

general solution: $y = x^2 - \cos(x) + C$

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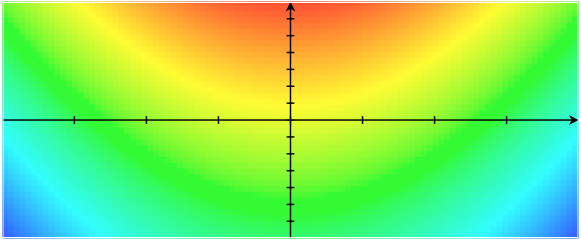

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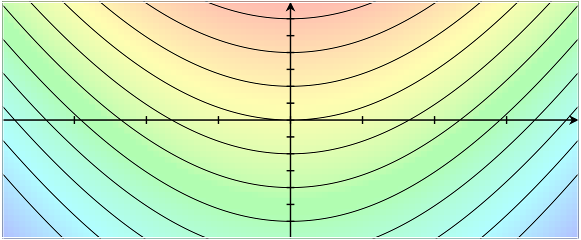

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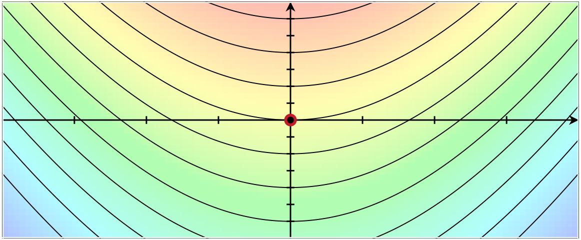

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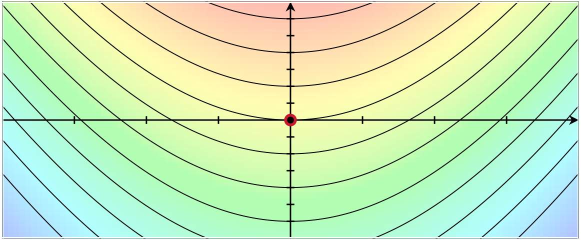

Algebraically: get a particular solution by solving

$$\mathbf{0} = \mathbf{y(0)} = (0)^2 - \cos(0) + C = -1 + C \quad \text{(for } C\text{)}$$

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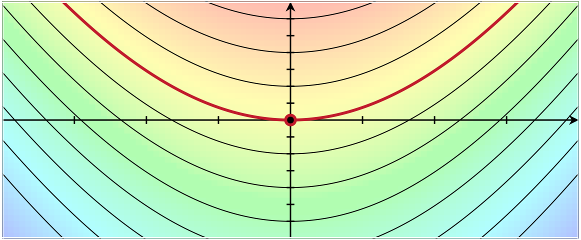

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$$\mathbf{0} = \mathbf{y(0)} = (0)^2 - \cos(0) + C = -1 + C \quad \text{(for } C\text{)}$$

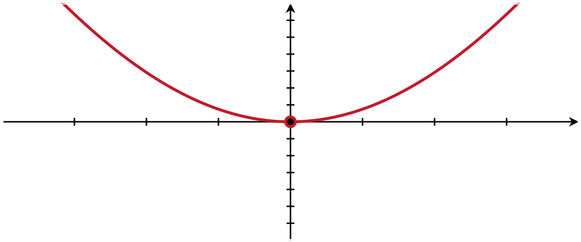
$C = 1$, so $\boxed{y = x^2 - \cos(x) + 1.}$

Solve the initial value problem

$$\frac{dy}{dx} = 2x + \sin(x)$$

subject to $y(0) = 0$.

general solution: $y = x^2 - \cos(x) + C$



Algebraically: get a particular solution by solving

$\mathbf{0} = \mathbf{y}(\mathbf{0}) = (0)^2 - \cos(0) + C = -1 + C$ (for C)

$C = 1$, so $y = x^2 - \cos(x) + 1.$

Solve the initial-value problem $y'' = \cos x,\ y'(\frac{\pi}{2}) = 2,\ y(\frac{\pi}{2}) = 3\pi.$

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Step 1: Calculate the antiderivative of $\cos(x)$ to find the general solution for y'.

Step 2: Plug in the values $y'(\frac{\pi}{2}) = 2$ to calculate C.

Step 3: Write down the *particular* solution for y'.

Step 4: Calculate the antiderivative of your particular solution in Step 3 to find the *general solution for* y.

Step 5: Plug in the values $y(\frac{\pi}{2}) = 3\pi$ to solve for the new constant.

Step 6: Write down the *particular* solution for y.

Solve the initial-value problem $y'' = \cos x,\ y'(\frac{\pi}{2}) = 2,\ y(\frac{\pi}{2}) = 3\pi.$

Step 1: Calculate the antiderivative of $\cos(x)$ to find the general solution for y'. Ans: $\boxed{y' = \sin(x) + C}$

Step 2: Plug in the values $y'(\frac{\pi}{2}) = 2$ to calculate C.
Ans: $2 = \sin(\pi/2) + C = 1 + C$, so $\boxed{C = 1}$

Step 3: Write down the *particular* solution for y'. Ans: $\boxed{y' = \sin(x) + 1}$

Step 4: Calculate the antiderivative of your particular solution in Step 3 to find the *general solution for* y.
Ans: $\boxed{y = -\cos(x) + x + D}$

Step 5: Plug in the values $y(\frac{\pi}{2}) = 3\pi$ to solve for the new constant.
Ans: $3\pi = -\cos(\pi/2) + \pi/2 + D = \pi/2 + D$ so $\boxed{D = 5\pi/2}$

Step 6: Write down the *particular* solution for y.
Ans: $\boxed{y = -\cos(x) + x + 5\pi/2}$

Word problem:
An object dropped from a cliff has acceleration $a = -9.8\ m/sec^2$ under the influence of gravity. What is the function $s(t)$ that models its height at time t?

Initial value problem:
Solve
$$\frac{d^2 s}{dt^2} = -9.8, \qquad s(0) = s_0,\ s'(0) = 0.$$

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Word problem:
Suppose that a baseball is thrown upward from the roof of a 100 meter high building. It hits the street below eight seconds later. What was the initial velocity of the baseball, and how high did it rise above the street before beginning its descent?

Initial value problem:
Solve

$$\frac{d^2s}{dt^2} = -9.8, \qquad s(0) = 100,\ s(8) = 0.$$

Use your solution to
(1) calculate $s'(0)$, and
(2) solve $s'(t_1) = 0$ for t_1 and calculate $s(t_1)$.

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And now for something completely different. . .

(Help with reading sections 5.1 and 5.2.)

And now for something completely different...

(Help with reading sections 5.1 and 5.2.)

$$1 + 2 =$$

$$1 + 2 + 3 =$$

$$1 + 2 + 3 + 4 =$$

$$1 + 2 + 3 + 4 + 5 =$$

And now for something completely different...

(Help with reading sections 5.1 and 5.2.)

$$1 + 2 = 3$$

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And now for something completely different...

(Help with reading sections 5.1 and 5.2.)

$$1 + 2 = 3$$

$$1 + 2 + 3 = 6$$

$$1 + 2 + 3 + 4 =$$

$$1 + 2 + 3 + 4 + 5 =$$

And now for something completely different...

(Help with reading sections 5.1 and 5.2.)

$$1 + 2 = 3$$

$$1 + 2 + 3 = 6$$

$$1 + 2 + 3 + 4 = 10$$

$$1 + 2 + 3 + 4 + 5 =$$

And now for something completely different. . .

(Help with reading sections 5.1 and 5.2.)

$$1 + 2 = 3$$

$$1 + 2 + 3 = 6$$

$$1 + 2 + 3 + 4 = 10$$

$$1 + 2 + 3 + 4 + 5 = 15$$

And now for something completely different...

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$$1 + 2 = 3$$

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$$1 + 2 + 3 + 4 = 10$$

$$1 + 2 + 3 + 4 + 5 = 15$$

$$1 + 2 + \cdots + 99 + 100$$

And now for something completely different...

(Help with reading sections 5.1 and 5.2.)

$$
\begin{aligned}
1 + 2 &= 3 \\
1 + 2 + 3 &= 6 \\
1 + 2 + 3 + 4 &= 10 \\
1 + 2 + 3 + 4 + 5 &= 15 \\
1 + 2 + \cdots + 99 + 100 &= (1 + 100) + (2 + 99) + (3 + 98) \\
&\qquad + \cdots + (50 + 51)
\end{aligned}
$$

And now for something completely different...

(Help with reading sections 5.1 and 5.2.)

$$\begin{aligned}
1+2 &= 3 \\
1+2+3 &= 6 \\
1+2+3+4 &= 10 \\
1+2+3+4+5 &= 15 \\
1+2+\cdots+99+100 &= (1+100)+(2+99)+(3+98) \\
&\qquad +\cdots+(50+51) \\
&= 101+101+101+\cdots+101
\end{aligned}$$

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$$
\begin{aligned}
1 + 2 &= 3 \\
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1 + 2 + 3 + 4 &= 10 \\
1 + 2 + 3 + 4 + 5 &= 15 \\
1 + 2 + \cdots + 99 + 100 &= (1 + 100) + (2 + 99) + (3 + 98) \\
&\qquad + \cdots + (50 + 51) \\
&= 101 + 101 + 101 + \cdots + 101 \\
&= 50 \cdot 101
\end{aligned}
$$

And now for something completely different...

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$$

$$1+2+\cdots+100+101$$

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1+2+\cdots+100+101 &= (1+101)+(2+100)+(3+99)\\
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&\qquad +\cdots+(50+52)+51 \\
&= 102+102+102+\cdots+102+51
\end{aligned}
$$

And now for something completely different...

(Help with reading sections 5.1 and 5.2.)

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1+2+\cdots+100+101 &= (1+101)+(2+100)+(3+99)\\
&\qquad +\cdots+(50+52)+51\\
&= 102+102+102+\cdots+102+51\\
&= 50\cdot 102+51 = (50.5)\cdot 102
\end{aligned}
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\begin{aligned}
1+2 &= 3 \\
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1+2+\cdots+99+100 &= (1+100)+(2+99)+(3+98) \\
&\qquad +\cdots+(50+51) \\
&= 101+101+101+\cdots+101 \\
&= 50\cdot 101 = \boxed{\frac{100}{2}\cdot(100+1)} \\
1+2+\cdots+100+101 &= (1+101)+(2+100)+(3+99) \\
&\qquad +\cdots+(50+52)+51 \\
&= 102+102+102+\cdots+102+51 \\
&= 50\cdot 102+51 = (50.5)\cdot 102 = \boxed{\frac{101}{2}\cdot(101+1)}
\end{aligned}
$$

And now for something completely different...

(Help with reading sections 5.1 and 5.2.)

$$
\begin{aligned}
1+2 &= 3 = \tfrac{2}{2}\cdot(2+1)\\
1+2+3 &= 6 = \tfrac{3}{2}\cdot(3+1)\\
1+2+3+4 &= 10 = \tfrac{4}{2}\cdot(4+1)\\
1+2+3+4+5 &= 15 = \tfrac{5}{2}\cdot(5+1)\\
1+2+\cdots+99+100 &= (1+100)+(2+99)+(3+98)\\
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Thing 1: In general, for $n \geq 0$ an integer,

$$1+2+\cdots+n = \frac{n}{2}(n+1).$$

And now for something completely different...

(Help with reading sections 5.1 and 5.2.)

$$\begin{aligned}
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\end{aligned}$$

Thing 1: In general, for $n \geq 0$ an integer,

$$1+2+\cdots+n = \frac{n}{2}(n+1).$$

Thing 2: We have a notation for writing long sums compactly, called sigma notation.

Sigma notation

Let $f(x)$ be a function of integers, and let $a \leq b$ be integers. Then

$$\sum_{i=a}^{b} f(i) = f(a) + f(a+1) + f(a+2) + \cdots + f(b).$$

Sigma notation

Let $f(x)$ be a function of integers, and let $a \leq b$ be integers. Then

$$\sum_{i=a}^{b} f(i) = f(a) + f(a+1) + f(a+2) + \cdots + f(b).$$

Namely,

$\sum$	means add up (sum)
$i =$	means i is your variable (index)
$i = a$	means start plugging in at a
$\sum^{b}$	means stop plugging in at b
$f(i)$	means plug i into $f(x)$

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$$\sum_{i=a}^{b} f(i) = f(a) + f(a+1) + f(a+2) + \cdots + f(b).$$

For example,

$$\sum_{i=1}^{5} i = 1 + 2 + 3 + 4 + 5,$$

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For example,

$$\sum_{i=1}^{5} i = 1 + 2 + 3 + 4 + 5,$$

$$\sum_{i=-2}^{5} i^2 = (-2)^1 + (-1)^2 + 0^2 + 1^2 + 2^2 + 3^2 + 4^2 + 5^2,$$

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$$\sum_{i=-2}^{5} i^2 = (-2)^1 + (-1)^2 + 0^2 + 1^2 + 2^2 + 3^2 + 4^2 + 5^2,$$

and

$$\sum_{i=0}^{3} i^2 + 1 = (0^2 + 1) + (1^2 + 1) + (2^2 + 1) + (3^2 + 1)$$

Sigma notation

Let $f(x)$ be a function of integers, and let $a \leq b$ be integers. Then

$$\sum_{i=a}^{b} f(i) = f(a) + f(a+1) + f(a+2) + \cdots + f(b).$$

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and

$$\sum_{i=0}^{3} i^2 + 1 = (0^2 + 1) + (1^2 + 1) + (2^2 + 1) + (3^2 + 1)$$

$$= (0^2 + 1^2 + 2^2 + 3^2) + (1 + 1 + 1 + 1)$$

Sigma notation

Let $f(x)$ be a function of integers, and let $a \leq b$ be integers. Then

$$\sum_{i=a}^{b} f(i) = f(a) + f(a+1) + f(a+2) + \cdots + f(b).$$

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and

$$\sum_{i=0}^{3} i^2 + 1 = (0^2+1) + (1^2+1) + (2^2+1) + (3^2+1)$$

$$= (0^2 + 1^2 + 2^2 + 3^2) + (1 + 1 + 1 + 1) = \sum_{i=0}^{3} i^2 + \sum_{i=0}^{3} 1.$$

Sigma notation: some identities

We've seen

$$\sum_{i=1}^{n} i = \frac{n}{2}(n+1)$$

$$\sum_{i=a}^{b} f(i) + g(i) = \sum_{i=a}^{b} f(i) + \sum_{i=a}^{b} g(i).$$

Sigma notation: some identities

We've seen

$$\sum_{i=1}^{n} i = \frac{n}{2}(n+1)$$

$$\sum_{i=a}^{b} f(i) + g(i) = \sum_{i=a}^{b} f(i) + \sum_{i=a}^{b} g(i).$$

Distributive law:

$$\sum_{i=a}^{b} cf(i) = c\sum_{i=a}^{b} f(i).$$

More identities in Section 5.2.

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Why??? It turns out that antiderivatives are related to area trapped between curves. We'll both see why this is true, and learn how to estimate antiderivatives when computing them exactly is impossible. (Think: derivative rules are great, but sometimes you just *need* limits.)