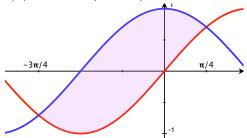
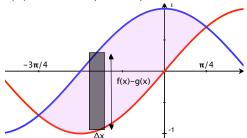
Suppose you want to calculate the area between $f(x) = \cos(x)$ and $g(x) = \sin(x)$ from $-3\pi/4$ to $\pi/4$:

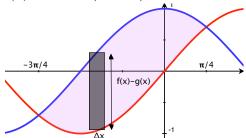


Suppose you want to calculate the area between $f(x) = \cos(x)$ and $g(x) = \sin(x)$ from $-3\pi/4$ to $\pi/4$:



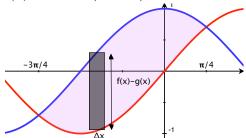
Thinking back to Riemann sums, we can approximate the area using rectangles:

Suppose you want to calculate the area between $f(x) = \cos(x)$ and $g(x) = \sin(x)$ from $-3\pi/4$ to $\pi/4$:



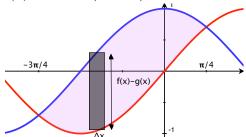
Thinking back to Riemann sums, we can approximate the area using rectangles: Divide $[-3\pi/4,\pi/4]$ into n intervals.

Suppose you want to calculate the area between $f(x) = \cos(x)$ and $g(x) = \sin(x)$ from $-3\pi/4$ to $\pi/4$:



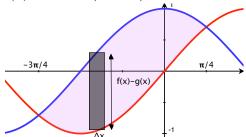
Thinking back to Riemann sums, we can approximate the area using rectangles: Divide $[-3\pi/4, \pi/4]$ into n intervals. Let $\Delta x = (\pi/4 - (-3\pi/4))/n = \pi/n$, and let $x_i = -3\pi/4 + i\Delta x$.

Suppose you want to calculate the area between $f(x) = \cos(x)$ and $g(x) = \sin(x)$ from $-3\pi/4$ to $\pi/4$:



Thinking back to Riemann sums, we can approximate the area using rectangles: Divide $[-3\pi/4, \pi/4]$ into n intervals. Let $\Delta x = (\pi/4 - (-3\pi/4))/n = \pi/n$, and let $x_i = -3\pi/4 + i\Delta x$. Then use rectangles with base Δx and height f(x) - g(x) (since $f(x) = \cos(x)$ is on top and $g(x) = \sin(x)$ is on bottom).

Suppose you want to calculate the area between $f(x) = \cos(x)$ and $g(x) = \sin(x)$ from $-3\pi/4$ to $\pi/4$:



Thinking back to Riemann sums, we can approximate the area using rectangles: Divide $[-3\pi/4, \pi/4]$ into n intervals. Let $\Delta x = (\pi/4 - (-3\pi/4))/n = \pi/n$, and let $x_i = -3\pi/4 + i\Delta x$. Then use rectangles with base Δx and height f(x) - g(x) (since $f(x) = \cos(x)$ is on top and $g(x) = \sin(x)$ is on bottom).

Area
$$\approx \sum_{i=1}^{n} \left(\frac{\pi}{n}\right) * \left(\cos(x_i) - \sin(x_i)\right).$$

The larger the n, the better the approximation.

The larger the n, the better the approximation. So

Area =
$$\lim_{n \to \infty} \sum_{i=1}^{n} \left(\frac{\pi}{n}\right) * (\cos(x_i) - \sin(x_i)).$$

The larger the n, the better the approximation. So

Area =
$$\lim_{n \to \infty} \sum_{i=1}^{n} \left(\frac{\pi}{n}\right) * (\cos(x_i) - \sin(x_i)).$$

But the left-hand side is exactly the definition of $\int_{-3\pi/4}^{\pi/4} \cos(x) - \sin(x) dx!$

The larger the n, the better the approximation. So

Area =
$$\lim_{n \to \infty} \sum_{i=1}^{n} \left(\frac{\pi}{n}\right) * (\cos(x_i) - \sin(x_i)).$$

But the left-hand side is exactly the definition of $\int_{-3\pi/4}^{\pi/4}\cos(x)-\sin(x)~dx!$ So

Area =
$$\int_{-3\pi/4}^{\pi/4} \cos(x) - \sin(x) \, dx$$

The larger the n, the better the approximation. So

Area =
$$\lim_{n \to \infty} \sum_{i=1}^{n} \left(\frac{\pi}{n}\right) * (\cos(x_i) - \sin(x_i)).$$

But the left-hand side is exactly the definition of $\int_{-3\pi/4}^{\pi/4} \cos(x) - \sin(x) dx!$ So

Area =
$$\int_{-3\pi/4}^{\pi/4} \cos(x) - \sin(x) \, dx = \sin(x) + \cos(x) \Big|_{-3\pi/4}^{\pi/4}$$

The larger the n, the better the approximation. So

Area =
$$\lim_{n \to \infty} \sum_{i=1}^{n} \left(\frac{\pi}{n}\right) * (\cos(x_i) - \sin(x_i)).$$

But the left-hand side is exactly the definition of $\int_{-3\pi/4}^{\pi/4} \cos(x) - \sin(x) dx!$ So

Area =
$$\int_{-3\pi/4}^{\pi/4} \cos(x) - \sin(x) \, dx = \sin(x) + \cos(x) \Big|_{-3\pi/4}^{\pi/4}$$
$$= 2(\sqrt{2}/2) - 2(-\sqrt{2}/2)$$

The larger the n, the better the approximation. So

Area =
$$\lim_{n \to \infty} \sum_{i=1}^{n} \left(\frac{\pi}{n}\right) * (\cos(x_i) - \sin(x_i)).$$

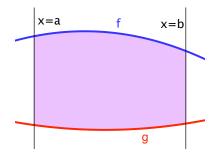
But the left-hand side is exactly the definition of $\int_{-3\pi/4}^{\pi/4} \cos(x) - \sin(x) dx!$ So

Area =
$$\int_{-3\pi/4}^{\pi/4} \cos(x) - \sin(x) \, dx = \sin(x) + \cos(x) \Big|_{-3\pi/4}^{\pi/4}$$
$$= 2(\sqrt{2}/2) - 2(-\sqrt{2}/2) = 2\sqrt{2}.$$

Areas between curves, in general:

The area A bounded between the curves y = f(x) and y = g(x)and the lines x = a and x = b, where $f(x) \ge g(x)$ over the interval [a, b], is given by

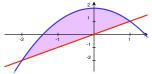
$$A = \int_{a}^{b} f(x) - g(x) \, dx.$$



- 1. Graph $f(x) = -x^2 + 2$ and g(x) = x on the same axes.
- 2. Verify that $f(x) \ge g(x)$ over the interval [0, 1] and draw a new picture that shows the area bounded between y = f(x), y = g(x), x = 0 and x = 1/2. Compute this area.

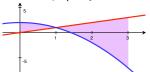
- 1. Graph $f(x) = -x^2 + 2$ and g(x) = x on the same axes.
- 2. Verify that $f(x) \ge g(x)$ over the interval [0,1] and draw a new picture that shows the area bounded between y = f(x), y = g(x), x = 0 and x = 1/2. Compute this area. Ans: 7/6

1. Notice that the graphs of $y = -x^2 + 2$ and y = x intersect twice, at x = -2 and x = 1, and that there's an area that's trapped between these two functions:



Set up the integral for the described area.

2. The area bounded by $y = -x^2 + 2$, y = x, x = 0 and x = 3 is actually in two pieces, one where $y = -x^2 + 2$ is on top and one where y = x is on top (they switch at x = 1):

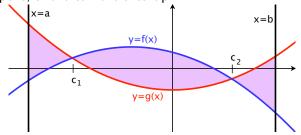


What are the two integrals whose sum is the described area?

Areas between curves, in general:

If bounds [a, b] are given:

- 1. If f > g over the whole interval, $A = \int_a^b f(x) g(x) dx$.
- 2. If the functions cross each other, compute where this happens, and break the area up:



$$A = \int_{a}^{c_{1}} g(x) - f(x) \, dx + \int_{c_{1}}^{c_{2}} f(x) - g(x) \, dx + \int_{c_{2}}^{b} g(x) - f(x) \, dx.$$

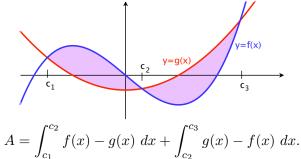
Areas between curves, in general:

If bounds are not given:

The problem will ask "find the area enclosed by the curves y = f(x) and y = g(x)". This means that the two curves will cross enough times to define an enclosed area:

- (a) Find the points of intersection c_1, c_2, \ldots
- (b) Decide which function is on top for each interval.
- (c) If f(x) > g(x) for over the interval $[c_i, c_{i+1}]$, the corresponding area is $A_i = \int_{c_i}^{c_{i+1}} f(x) g(x) dx$.

(d) Add up the areas of the pieces.



- 1. Graph $y = x^3$ and y = x on the same axes.
- 2. Compute the area bounded by $y = x^3$, y = x, x = 0, and x = 2.
- 3. Compute the area enclosed by $y = x^3$ and y = x.

Sanity check: your answers should all be positive! Always draw pictures!!!

- 1. Graph $y = x^3$ and y = x on the same axes.
- 2. Compute the area bounded by $y = x^3$, y = x, x = 0, and x = 2. Ans: 2.5
- 3. Compute the area enclosed by $y = x^3$ and y = x. Ans: 0.5

Sanity check: your answers should all be positive! Always draw pictures!!!

Sometimes, because of the resulting integration problem, it can be better to calculate your integral versus y instead of versus x.

Sometimes, because of the resulting integration problem, it can be better to calculate your integral versus y instead of versus x. Example: Compute the area above the x-axis, below

 $y = \arccos(x)$, for $0 \le x \le 1$:

Sometimes, because of the resulting integration problem, it can be better to calculate your integral versus y instead of versus x. Example: Compute the area above the x-axis, below

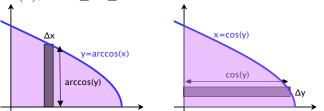
 $y = \arccos(x)$, for $0 \le x \le 1$:

Instead of starting with rectangles that have base Δx and height $\arccos(x),$ resulting in the integral

 $A = \int_0^1 \cos^{-1}(x) \, dx$ (use integration by parts),

Sometimes, because of the resulting integration problem, it can be better to calculate your integral versus y instead of versus x. Example: Compute the area above the x-axis, below

 $y = \arccos(x)$, for $0 \le x \le 1$:

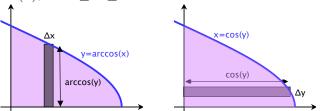


Instead of starting with rectangles that have base Δx and height $\arccos(x)$, resulting in the integral

 $A = \int_0^1 \cos^{-1}(x) \ dx \quad \text{(use integration by parts),}$ I could have rewritten $y = \arccos(x)$ as $x = \cos(y)$, and used rectangles that have height Δy and base $\cos(y)$

Sometimes, because of the resulting integration problem, it can be better to calculate your integral versus y instead of versus x. Example: Compute the area above the x-axis, below

 $y = \arccos(x)$, for $0 \le x \le 1$:



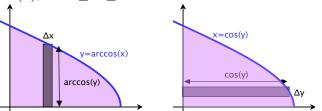
Instead of starting with rectangles that have base Δx and height $\arccos(x)$, resulting in the integral

 $A = \int_0^1 \cos^{-1}(x) \ dx \quad \text{(use integration by parts),}$ I could have rewritten $y = \arccos(x)$ as $x = \cos(y)$, and used rectangles that have height Δy and base $\cos(y)$, resulting in the integral

$$A = \int_0^{\pi/2} \cos(y) \, dy$$

Sometimes, because of the resulting integration problem, it can be better to calculate your integral versus y instead of versus x. Example: Compute the area above the x-axis, below

 $y = \arccos(x)$, for $0 \le x \le 1$:

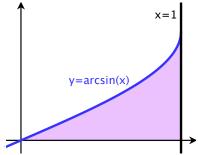


Instead of starting with rectangles that have base Δx and height $\arccos(x)$, resulting in the integral

 $A = \int_0^1 \cos^{-1}(x) \ dx \quad \text{(use integration by parts)},$ I could have rewritten $y = \arccos(x)$ as $x = \cos(y)$, and used rectangles that have height Δy and base $\cos(y)$, resulting in the integral

$$A = \int_0^{\pi/2} \cos(y) \, dy = \sin(y) \Big|_0^{\pi/2} = 1.$$

Calculate the area A bounded between $y=\arcsin(x),\,y=0,$ and x=1 in two ways:



- 1. Compute the standard way, with vertical rectangles, integrating versus x. You'll need to use integration by parts.
- 2. Compute using horizontal rectangles, integrating versus y. (Careful! In the previous example, the right function was $x = \cos(y)$ and the left function was x = 0. Now the right function is x = 1 and the left function is $x = \sin(y)$!)