

Jan 19, 2014

The Area Problem

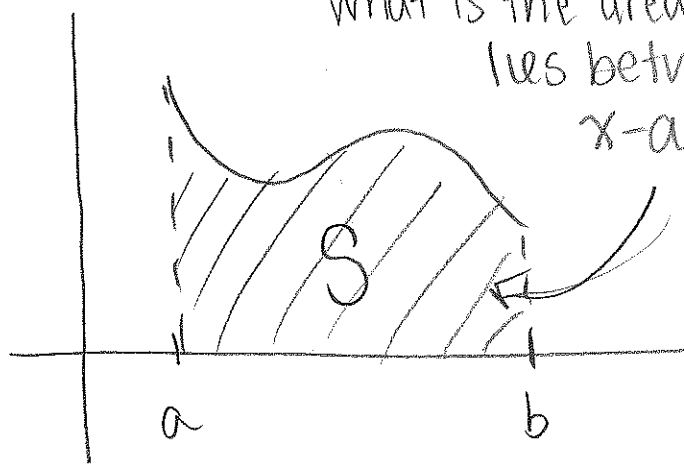
Tangent line problem led up to derivatives

Area Problem leads to "integrals" (which we will ultimately discover are antiderivatives).

What is the area problem?

Given function $f(x)$ defined from a to b :

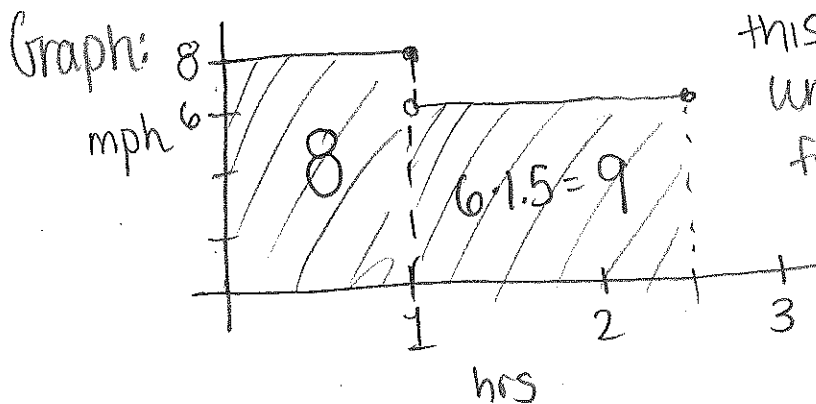
What is the area of the region that lies between f and the x -axis?



Why do we care?

- Let's say a marathon runner goes 8 mph for 1 hour and 6 mph for another 1 1/2 hours. How far did the runner travel?

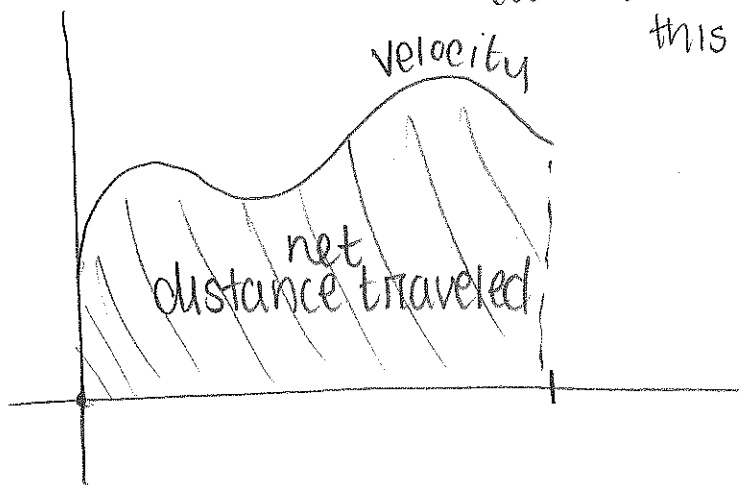
$$8 \cdot 1 + 6 \cdot 1.5 = 8 + 9 = \boxed{17} \text{ mi.}$$



this is the area under the graph from 0 to 1.5

In general: area under velocity curve
will be net distance traveled:

(we'll see more about
this later)



So, area: we know some formulas for area

$$A = w \cdot l$$

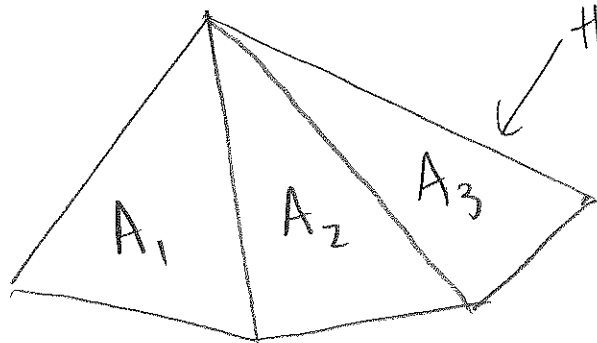
$$A = \pi r^2$$

A circle with a horizontal radius line drawn from the center to the right edge, labeled 'r'.

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

A triangle with a dashed vertical line from the top vertex to the base, labeled 'h'. The base is labeled 'b'.

We also know area is additive



the area of this entire shape
is the sum of the area
of the parts

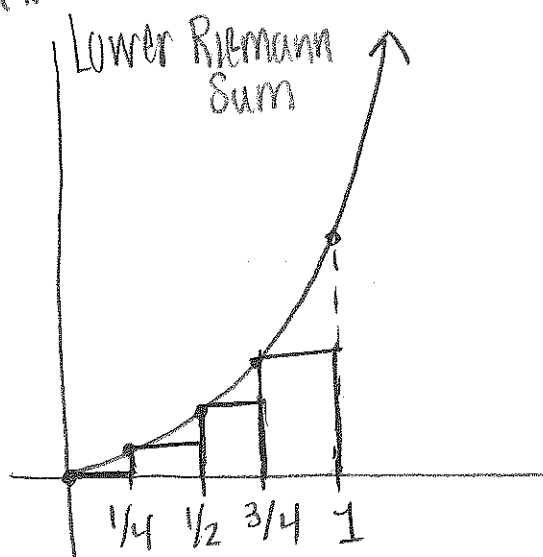
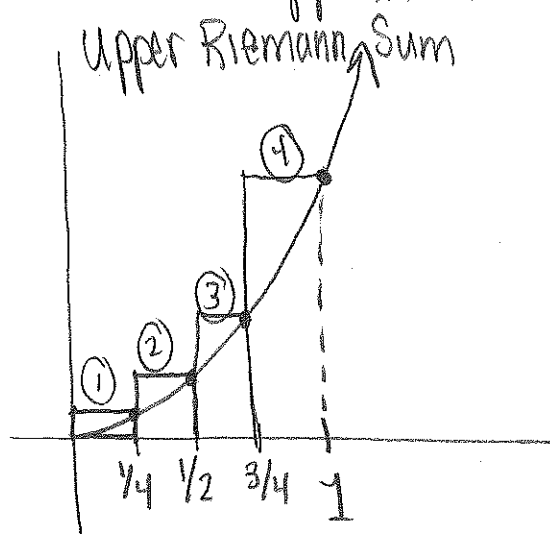
$$\text{Area} = A_1 + A_2 + A_3$$

But how do we get the area of S ?

Let's start in the same way we did for tangent lines, by approximating.

Ex: $f(x) = x^2$. Approximate area under $f(x)$ from 0 to 1.

We are really good with areas of rectangles. Let's use these to approximate area



add up the area of these rectangles
width of rectangles is $\frac{1}{4}$
height is height of function

$$\textcircled{1} \quad \frac{1}{4} \cdot f\left(\frac{1}{4}\right) = \frac{1}{4} \cdot \frac{1}{16} = \frac{1}{64}$$

$$\textcircled{2} \quad \frac{1}{4} \cdot f\left(\frac{1}{2}\right) = \frac{1}{4} \cdot \frac{1}{4} = \frac{1}{16}$$

$$\textcircled{3} \quad \frac{1}{4} \cdot f\left(\frac{3}{4}\right) = \frac{1}{4} \cdot \frac{9}{16} = \frac{9}{64}$$

$$\textcircled{4} \quad \frac{1}{4} \cdot f(1) = \frac{1}{4}$$

$$\textcircled{1} + \textcircled{2} + \textcircled{3} + \textcircled{4} = \frac{15}{32}$$

area w/ these rectangles is

$$0^2 \cdot \frac{1}{4} + \left(\frac{1}{4}\right)^2 \cdot \frac{1}{4} + \left(\frac{1}{2}\right)^2 \cdot \frac{1}{4} + \left(\frac{3}{4}\right)^2 \cdot \frac{1}{4} = \frac{7}{32}$$

So

$$\frac{7}{32} < \text{Area} < \frac{15}{32}$$

if we use more rectangles, we get a better estimate of area.

Estimating w/ Rectangles Like this are called Riemann Sums

To estimate the area under
a function $f(x)$ between a and b :

(1) Decide how many rectangles you will use.

This # is n .

(2) Divide interval $[a, b]$ into n equal intervals,

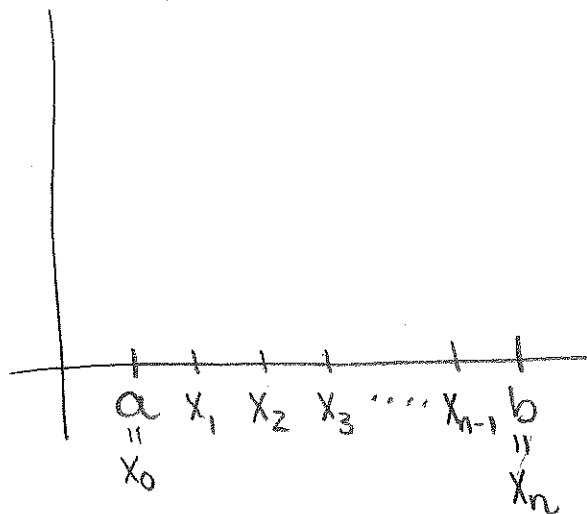
$[x_0, x_1]$

$[x_1, x_2]$

$[x_2, x_3]$

\vdots

$[x_{n-1}, x_n]$



The x_i 's can be figured
out as follows:

Let Δx be the width of rectangles we will draw.

$$\text{Then } \Delta x = \frac{b-a}{n}$$

$$\text{So } x_0 = a$$

$$x_1 = a + \Delta x$$

$$x_2 = a + 2\Delta x$$

\vdots

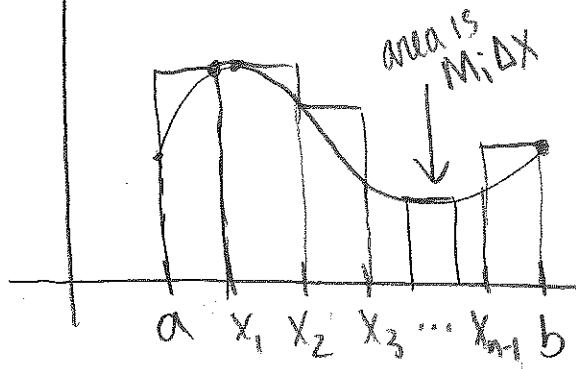
$$x_n = a + n \cdot \Delta x = b$$

$$\mathcal{P} = \{x_0, x_1, x_2, \dots, x_n\} \text{ (Partition)}$$

just a list telling us where to draw rectangles

Upper Riemann Sum: (overestimate)

draw rectangles that cover
all the area



Let M_i be the max value of f in an interval $[x_{i-1}, x_i]$
area of the corresponding rectangle is

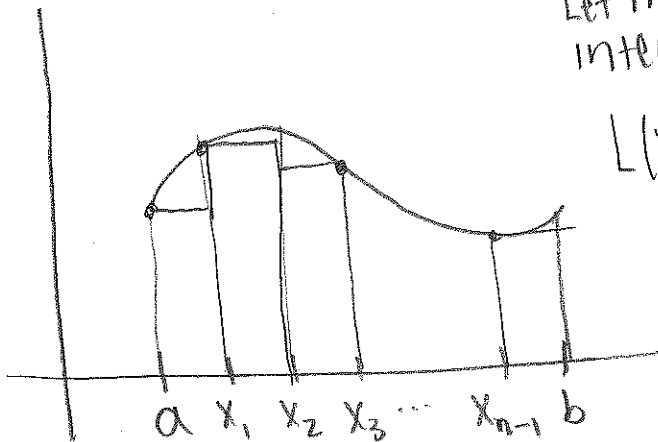
$$M_i \cdot \Delta X$$

Total area is
$$U(f, P) = \underbrace{M_1}_{\substack{\text{upper} \\ \text{func}}} \underbrace{\Delta X}_{\substack{\text{width} \\ \text{partition}}} + M_2 \Delta X + M_3 \Delta X + \dots + M_n \Delta X$$

Lower Riemann Sum: (underestimate)

Let m_i be smallest value in
interval $[x_{i-1}, x_i]$

$$L(f, P) = m_1 \Delta X + m_2 \Delta X + \dots + m_n \Delta X$$



Idea: we will let # rectangles go to ∞ .
($n \rightarrow \infty$)

Sigma Notation

A way to write addition more succinctly

- f is a function
- m, n are #'s w/ $m \leq n$

$$f(m) + f(m+1) + f(m+2) + \dots + f(n-1) + f(n)$$
$$= \sum_{i=m}^n f(i)$$

n upper bound
 $i=m$ lower bound
Place holder
what is being added

Ex: $\sum_{i=1}^n i = 1 + 2 + 3 + \dots + n$

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

$$\sum_{i=1}^n i^2 = 1^2 + 2^2 + 3^2 + \dots + n^2$$

So we can write

over-approximation

$$\left\{ \begin{aligned} U(f, P) &= M_1 \Delta x + M_2 \Delta x + \dots + M_n \Delta x \\ &= \sum_{i=1}^n M_i \Delta x \end{aligned} \right.$$

under-approx

$$\left\{ \begin{aligned} L(f, P) &= m_1 \Delta x + m_2 \Delta x + \dots + m_n \Delta x \\ &= \sum_{i=1}^n m_i \Delta x \end{aligned} \right.$$

Defin of Area:

Let A be area under $f(x)$ from a to b ,

then $A = \lim_{n \rightarrow \infty} \sum_{i=1}^n m_i \Delta x$

The Riemann Integral

If there is a value t s.t.

$$U(f, P) > t > L(f, P)$$

For any # of rectangles n then

$$t = \int_a^b f(x) dx$$

$$\int_a^b f(x) dx = \text{area under } f(x) \text{ from } a \text{ to } b.$$

Ex: Back to $f(x) = x^2$ from 0 to 1.
Notice x^2 is increasing on this interval.

Approx w/ $n = 8$ rectangles:

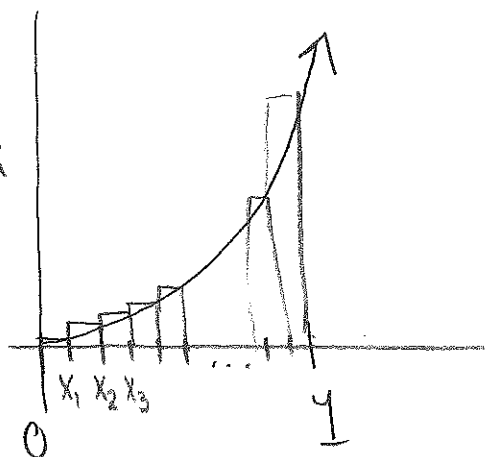
$$U(f, P) = M_1 \Delta x + M_2 \Delta x + \dots + M_8 \Delta x \\ = f(x_1) \Delta x + f(x_2) \Delta x + \dots + f(x_8) \Delta x$$

$$\Delta x = \frac{b-a}{n} = \frac{1-0}{8} = \frac{1}{8}$$

$$x_0 = 0 \quad x_3 = 3/8$$

$$x_1 = 1/8 \quad \vdots$$

$$x_2 = 1/4 \quad x_i = 0 + i \cdot \frac{1}{8} = i \cdot \frac{1}{8}$$



max value
 M_i on $[x_{i-1}, x_i]$ is $f(x_i) = x_i^2$

$$= f\left(\frac{1}{8}\right)\left(\frac{1}{8}\right) + f\left(\frac{2}{8}\right)\left(\frac{1}{8}\right) + \dots + f\left(\frac{8}{8}\right)\left(\frac{1}{8}\right)$$

$$= \sum_{i=1}^8 f\left(\frac{i}{8}\right) \frac{1}{8} = \sum_{i=1}^8 \left(\frac{i}{8}\right)^2 \frac{1}{8} = \left(\frac{1}{8}\right)^2 \left(\frac{1}{8}\right) + \left(\frac{2}{8}\right)^2 \left(\frac{1}{8}\right) + \dots + \left(\frac{8}{8}\right)^2 \left(\frac{1}{8}\right)$$