#### Calculus 1 Why, where, who, when, how...?

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If you want to remember just one thing from this course:

The derivative is the slope of the function.

#### Theorem

- $f'(x_0) > 0 \Rightarrow f$  is increasing at  $x_0$
- $f'(x_0) < 0 \implies f$  is decreasing at  $x_0$
- the local maxima and minima of f are found by seeing where  $f(x_0)' = 0$  (and inspecting case by case).

# If you need to maximize/minimize something, you can do it with derivatives.

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(And check that it really is a minimum!)

## Calculus in science and real life

(Sect. 3.4)

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Annual rate of interest: 8%

After one year

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How does your speed change?

acceleration at time 
$$t_0 = \lim_{t \to t_0} \frac{v(t) - v(t_0)}{t - t_0} = v'(t_0) = f''(t_0).$$

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work for "short distance" 
$$dx = F(x) dx$$
  
total work from *a* to  $b = \int_{a}^{b} F(x) dx$ 

(Sect. 7.6)

#### Taylor polynomials and calculators



A computer doesn't really know what angles are...

Use Taylor approximations!

Special function that we saw a lot in the course:  $f(x) = e^{-x^2}$ .

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=  $x - \frac{x^3}{3} + \frac{x^5}{5 \times 2!} - \frac{x^7}{7 \times 3!} + \frac{x^9}{9 \times 4!} - \dots$   
=  $\sum_{n=0}^{+\infty} (-1)^n \frac{x^{2n+1}}{(2n+1)n!}$ 

# Differential equations in science

We put y(0) rabbits on an island.

The island can grow enough food to supply a population of L rabbits indefinitely.

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This is modeled by

$$\frac{dy}{dt} = ky\Big(1 - \frac{y}{L}\Big).$$

Newton's second law of motion:

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Simple harmonic motion (mass suspended by a spring):

$$\frac{d^2y}{dt^2} + \frac{k}{m}y = 0$$

where k is the spring constant.

# History

#### The word "calculus"



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When you study calculus from a more conceptual point of view, it's called "(mathematical) analysis".

- Ancient Greeks
- ...
- 17th century (Newton, Leibniz,...)

#### Newton vs. Leibniz





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- Big fight for the title of First & Coolest Developer of Calculus. They let the Royal Society in London decide.

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- Who was big friends with the Royal Society? Also Newton.

#### Galileo Galilei



(Before Newton and Leibniz)

# General stuff about math

- math that is developed because it is needed.
- math that is developed because it is fun.

- (In science) 99/100 experiments work  $\rightarrow$  True.
- (In math) It has to be always true. And you need to prove it.

If you just *believe* that something is correct and it's not, you end up making mistakes.

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- A circle may be drawn with any given point as center and any given radius.
- All right angles are equal.
- If two straight lines in a plane are met by another line, and if the sum of the internal angles on one side is less than two right angles, then the straight lines will meet if extended sufficiently on the side on which the sum of the angles is less than two right angles.

(Translated: Two non-parallel lines will meet at some point.)

Bla bla bla