

Closing Wed. Apr 6: HW_1A, 1B, 1C
Read newsletter and see new postings.
Read sections 5.2, 5.3, and 5.4.

Entry Tasks: Approximate the area under $f(x) = 1 + x^2$ from $x = 2$ to $x = 3$ using Riemann sums with $n = 4$ subdivisions and right endpoints.

$$\text{Step 1: } \Delta x = \frac{b-a}{n} =$$

$$\begin{aligned} \text{Step 2: } x_0 &= a & = \\ x_1 &= a + \Delta x & = \\ x_2 &= a + 2\Delta x & = \\ x_3 &= a + 3\Delta x & = \\ x_4 &= a + 4\Delta x & = \end{aligned}$$

$$\text{Pattern: } x_i = a + i \Delta x =$$

Step 3:

$$\text{Area of Rect 1} = f(x_1) \Delta x =$$

$$\text{Area of Rect 2} = f(x_2) \Delta x =$$

$$\text{Area of Rect 3} = f(x_3) \Delta x =$$

$$\text{Area of Rect 4} = f(x_4) \Delta x =$$

Pattern:

$$\sum_{i=1}^4 f(x_i) \Delta x =$$

Answer: Area \approx

What is the general pattern for any n ?

Another Quick Example:

Write down the general Riemann sum definition of the area from $x = 5$ to $x = 7$ under

$$f(x) = 3x + \sqrt{x}$$

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

$$x_i = a + i \Delta x =$$

$$\lim_{n \rightarrow \infty} \sum_{i=1}^n f(x_i) \Delta x =$$

Velocity/Distance and Reimann Sums

When velocity is a constant:

$$\text{Distance} = \text{Velocity} \times \text{Time}$$

If velocity is not constant, we can break the problem into subdivisions and approximate by assuming that velocity is constant over each subdivision.

Example: You are accelerating in a car. You get the following measurements of your velocity.

t (sec)	0	0.5	1.0	1.5	2.0
v(t) (ft/s)	0	6.2	10.8	14.9	18.1

Estimate the distance traveled from 0 to 2 seconds.

5.2 The Definite Integral

Def'n: We define the **definite integral** of **$f(x)$** from **$x = a$** to **$x = b$** by

$$\int_a^b f(x)dx = \lim_{n \rightarrow \infty} \sum_{i=1}^n f(x_i)\Delta x$$