

Integration & rules ^{integration}

EBA 1980

Spring 23

Lecture 1

- About me: Nawn, bakgmann osv.
- About the course:

Lectures:

Problem sessions:

→ Lecture plan, lecture notes, exercise sheets, messages & info: Itselearning.

Exams

- Course paper EBA 29103 + retake exams
- Final exam EBA 29104

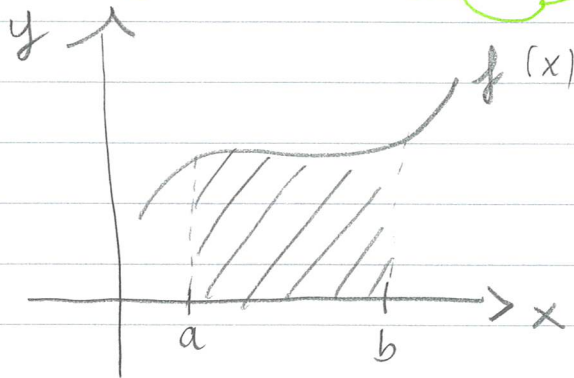
Topics

- Integration
- Matrix and vector computations
- Functions in two variables
& everything from last semester.

Definite integrals

Def: (Definite integral) $\int_a^b f(x) dx =$ area of the region between the graph of f and the x-axis in $[a, b]$

Bounds of integration a and b
 function we are integrating $f(x)$
 integration sign \int
 the integration variable x

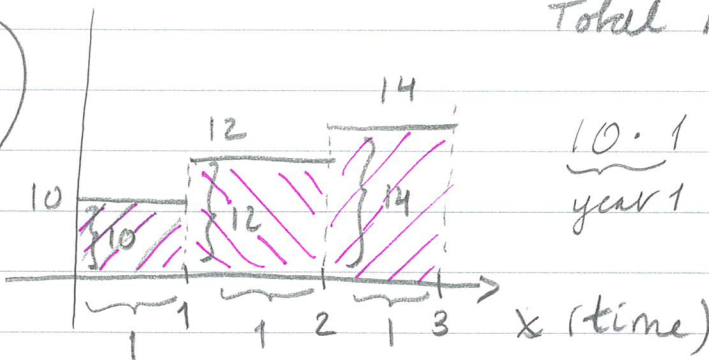


ASSUMPTIONS

- i) $f(x)$ is a continuous function on $[a, b]$.
- ii) $f(x) \geq 0$ on $[a, b]$.
- iii) $a < b$.

Ex: Rental income over 3 years

Assume rent changed once per year



Total rental income:

$$10 \cdot 1 + 12 \cdot 1 + 14 \cdot 1 = 36$$

year 1
year 2
year 3

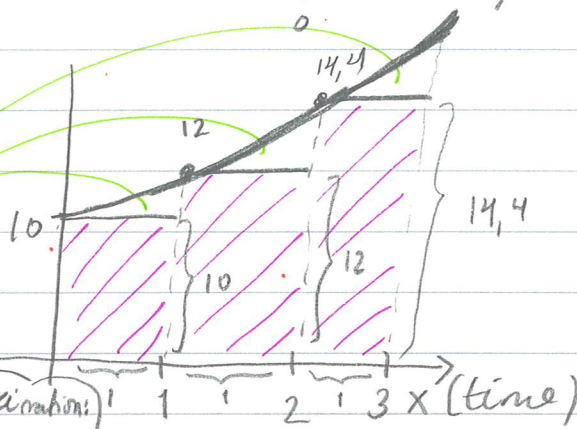
Now: Assume we have a continuously changing rent;

$$f(x) = 10 \cdot 1,2^x$$

rent

Total rent income over 3 years

$$= \int_0^3 10 \cdot 1,2^x = \text{area under the graph between } [0, 3]$$



NOTE:

This sum is an approximation.

We are missing some bits of area which should have been included

$$f(0) \cdot 1 + f(1) \cdot 1 + f(2) \cdot 1 \approx 10 \cdot 1 + 12 \cdot 1 + 14,4 \cdot 1 = 36,4$$

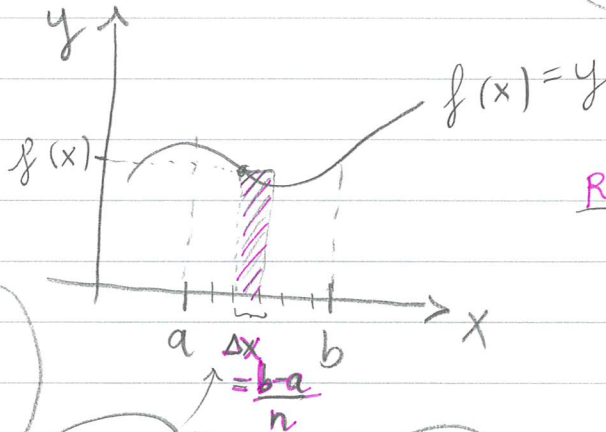
Riemann sum

How could we make the approximation better?

EXERCISE!

Idea: Make increments smaller

Note: In general



Rectangle has area:

$$f(x) \Delta x \rightarrow f(x) dx \quad \text{as } n \rightarrow \infty$$

Cut up into n pieces

NB: Lots of ways to make these shapes: Choose left pt., right pt., upper value, lower value etc. For integrable functions these all become the same

(This is the main idea & intuition; How do we calculate these integrals?)

Anti-derivatives & indefinite integrals

Def: (Antiderivative)

An antiderivative of a function $f(x)$ is a function $F(x)$ s.t. $F'(x) = f(x)$.

Ex: $f(x) = 2x \Rightarrow$
 $F(x) = x^2$

because

$$F'(x) = (x^2)' = 2x$$

Q: Can you think of another antiderivative of $f(x)$?

Say:

$$F(x) = x^2 + 1, \text{ because } F'(x) = (x^2 + 1)' = 2x$$

Or more generally:

$$F(x) = x^2 + C, \text{ because } F'(x) = (x^2 + C)' = 2x$$

Fact: If $f(x)$ has an antiderivative $F(x)$, then any other antiderivative can be written $F(x) + C$ where C is a constant

Def: (Indefinite integral)

The indefinite integral of a function $f(x)$ is

$$\int f(x) dx = F(x) + C \quad \leftarrow \text{all antiderivatives of } f(x)$$

where $F'(x) = f(x)$.

^{"basic"}
The antiderivative of $2x$

Ex:

$$\int 2x dx = x^2 + C$$

Recall previous example

a general constant, called the integration constant

Integration rules

→ How can we compute $\int f(x) dx$?

$$\text{Ex: } \int 3 + x + x^2 dx = 3x + \frac{1}{2}x^2 + \frac{1}{3}x^3 + C$$

integration constant

Check: Differentiate the answer:

$$(3x + \frac{1}{2}x^2 + \frac{1}{3}x^3)' = 3 + \frac{1}{2} \cdot 2x + \frac{1}{3} \cdot 3x^2$$

$$= 3 + x + x^2$$

Integration rules

To check that these are true; Differentiate RHS & see that you get what's inside the integral

i) Power rule: $\int x^n dx = \frac{x^{n+1}}{n+1} + C$ ($n \neq -1$)

ii) $\int \frac{1}{x} dx = \ln|x| + C$

NOTE: Absolute value \rightarrow \ln only def. for pos. input

Integral of sum is sum of integrals:

iii) $\int u(x) + v(x) dx = \int u(x) dx + \int v(x) dx$

Constants can be moved outside the integral

iv) $\int c \cdot u(x) dx = c \int u(x) dx$ (c is a constant)

Multiplicative constants

v) Exponentials:

$\int e^x dx = e^x + C$

Because $(e^x)' = e^x$

$\int a^x dx = \frac{1}{\ln(a)} a^x + C$ ($a > 0$)

Because $(a^x)' = a^x \ln(a)$

Note: Need to add integration constant C whenever solving an indefinite integral.

Ex: $\int 3x^5 dx = 3 \int x^5 dx = 3 \frac{x^6}{6} + C = \frac{1}{2} x^6 + C$

Ex: $\int 3x^5 + 6x^{12} dx = \int 3x^5 dx + \int 6x^{12} dx$

EXERCISE!

$= \frac{1}{2} x^6 + 6 \frac{x^{13}}{13} + C$

see prev. ex.

Can always say: $C_1 + C_2 = C$

Even though we solve two indef. int. it's enough to add one const.