

(A) REVIEW

- We have looked at the process of anti-differentiation (given the derivative, can we find the "original" equation?)
 Then we introduced the indefinite integral → which basically involved the same concept of finding an "original" equation since we could view the given equation as a derivative
- \circ We introduced the integration symbol \clubsuit \int
- Now we will move onto a second type of integral → the definite integral

(B) THE AREA PROBLEM

• to introduce the second kind of integral : Definite Integrals → we will take a look at "the Area Problem" → the area problem is to definite integrals what the tangent and rate of change problems are to derivatives. 4/15/13

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• The area problem will give us one of the interpretations of a definite integral and it will lead us to the definition of the definite integral.



(C) THE AREA PROBLEM – AN EXAMPLE

- To estimate the area under the curve, we will divide the are into simple rectangles as we can easily find the area of rectangles $\Rightarrow A = l \times w$
- Each rectangle will have a width of Δx which we calculate as (b a)/n where *b* represents the higher bound on the area (i.e. x = 3) and *a* represents the lower bound on the area (i.e. x = 0) and *n* represents the number of rectangles we want to construct
- The height of each rectangle is then simply calculated using the function equation
- Then the total area (as an estimate) is determined as we sum the areas of the numerous rectangles we have created under the curve
- $A_T = A_1 + A_2 + A_3 + \dots + A_n$
- We can visualize the process on the next slide



(C) THE AREA PROBLEM – AN EXAMPLE

In our previous slide, we used 6 rectangles which were constructed using a "right end point" (realize that both the use of 6 rectangles and the right end point are arbitrary!) → in an increasing function like f(x) = x² + 2 this creates an overestimate of the area under the curve

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• So let's change from the right end point to the left end point and see what happens



(C) THE AREA PROBLEM – AN EXAMPLE

- So our "left end point" method (now called a left rectangular approximation method LRAM) gives us an underestimate (in this example)
- Our "right end point" method (now called a right rectangular approximation method RRAM) gives us an overestimate (in this example)
- We can adjust our strategy in a variety of ways → one is by adjusting the "end point" → why not simply use a "midpoint" in each interval and get a mix of over- and under-estimates? → see next slide









- o Visual Calculus Riemann Sums
- And some further worked examples showing both a graphic and algebraic representation:

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- <u>http://mathworld.wolfram.com/</u> <u>RiemannSum.html</u>











 Let's put the are application: usin distance traveled 	a under t g a v-t gi l by the c	he curve i aph, we ca	dea into a an determi	physics ine the
• During a three h speed of his car (down the info on	our porti rate of cl the follo	on of a tri nange of di wing char	p, Mr. S no istance) an t:	otices the ad writes
	0	1	2	3
Time (hr)				6
Time (hr) Speed (m/h)	60	48	58	63







