3.3.4 Do you want to play a derivative game?

The First and Second Derivative Tests



MATH NOTES



Derivative Notations

In the examples you have been working with, for each function f(x) it was possible to find the slope of the graph y=f(x) at any point. These values give us a new function, the **derivative function** (or **slope function**). It has many different notations, all representing the derivative function.

f'(x) read as "f prime of x"

 $\frac{d}{dx} f(x)$ read as "the derivative of f(x) with respect to x"

 $\frac{dy}{dx}$ read as "dy, dx" or "dy over dx"

If y = f(x) is the graph of a function, the f'(x) represents the instantaneous rate of change (IROC) f(x) is changing. Note: The derivative at a point on a position graph represents the velocity.

f''(x) read as "f double prime of x"

$\frac{d}{dx}$	$\left(\frac{dy}{dx}\right)$ read as "the second derivative of f with respect toy"
<u>a</u>	$\frac{y^2y}{x^2}$ read as "the second derivative of y with respect to x"

3-124. THE SILENT BOARD GAME

Do not talk! Your teacher will draw a large curve on the board. It is your job to label it as completely as possible.

3-125. Walk-a-Wave Challenge

Your teacher will give you a limited amount of time to "walk" one cycle of a perfect sine wave and record it on a motion detector. Use $y = \sin x + 2$. Pay attention to concavity as you walk. When should you move quickly? When should you move slowly? The team with the best graph wins!

3-126. THE SECOND DERIVATIVE

- a. If f'(x) represents the rate of change of f(x), then what does f''(x) represent?
- b. Since concavity depends on how the slope is *changing*, the concavity must depend on the *slope of the slope*. What does this mean? Explain this in your own words.
- c. Examine the curves below and complete the table with the sign of f(x) and f''(x). The first entry has been done for you.

	Increasing or Decreasing? Walking away from the motion detector? or Walking towards the motion detector?	Concave Up or Concave Down? Getting faster? or Getting slower?	f'(x)	f"(x)
1	Increasing Away from motion detector	Concave Up Getting faster	Positive	Positive
\				

- d. How does the increasing or decreasing nature of a curve relate to f'(x)? How about f''(x)?
- e. How does the concavity of a curve relate to f''(x)? How about f'(x)?
- f. Does the direction you walk affect the concavity of the curve? Explain.
- **3-127.** Apply your theories from parts (d) and (e) of problem 3-126 to find where $y = x^3 12x$ is increasing and decreasing. Also, find the intervals for which $y = x^3 - 12x$ is concave up and concave down.
- **3-128.** The Math Notes box in Lesson 3.3.2 states that a point of inflection is a point where concavity changes. Since the point of inflection deals with concavity, it must be related to the second derivative.
 - a. Examine the graph of $y = x^3 12x$ and identify where the graph changes concavity. Where is the point of inflection?
 - b. What is special about y'' at the point of inflection?
- **3-129.** Thoroughly investigate the graph of $f(x) = x^3 12x + 4$. Identify all important qualities, such as where the function is increasing, decreasing, concave up and concave down. Also identify point(s) and intercepts and provide graphs of f'(x)and f''(x). Justify all statements graphically and analytically.



- **3-130.** Summarize your understanding of first and second derivatives. Include information regarding increasing, decreasing, concavity. Help (Html5)⇔Help (Java)
- **3-131.** The graph of f(x) is shown at right. Use the graph to list the following values in ascending (increasing) order: $\frac{f(3)-f(1)}{3-1}$

$$0, f'(1), f'(4),$$

Help (Html5) \Leftrightarrow Help (Java)

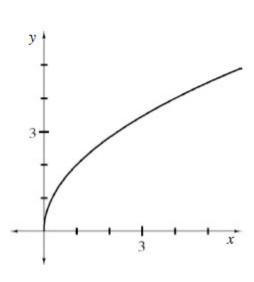
3-132. Without your calculator, find the equation of the tangent line to

$$g(z) = \frac{z^7 + 5z^6 - z^3}{z^2}$$
 at $z = 1$.



(Java)

3-133. If $f'(x) = -6x^{1/2} - \sin x$, find a possible function f(x). Then find another possible function. Help



3-134. For each of the following, find the second derivative with respect to x. Help (Html5) \Leftrightarrow Help (Java)



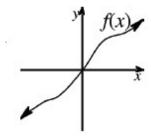
a.
$$y = 8x^{99}$$

b.
$$y = -3\sqrt{x}$$

c.
$$f(x) = \frac{2}{3}x - 6x^{-2}$$

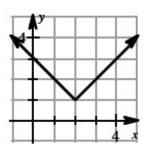
d.
$$f(x) = 7 - 2 \cos x$$

3-135. If a function f(x) is increasing, such as the one below, what must be true about f'(x)? Use this idea to determine algebraically where $f(x) = 3x^2 - 3x + 1$ is increasing. Help (Html5) \Leftrightarrow Help (Java)



3-136. Write a Riemann sum to estimate $A(f, 2 \le x \le 3)$ for f(x) = 9x - 2 with 20 left endpoint rectangles. Then compute the actual area geometrically and calculate the percent error. Help (Html5) \Leftrightarrow Help (Java)

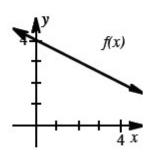
3-137. For the absolute value function shown below, something interesting happens to the tangent of the function at x = 2. Can you draw more than one tangent at x = 2? Do you think this function has any valid tangents at x = 2? Help (Html5) \Leftrightarrow Help (Java)

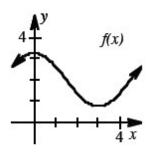


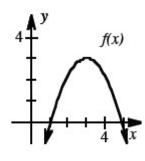
3-138. For each graph below: <u>Help (Html5)</u> ⇔ <u>Help (Java)</u>

i. Trace f(x) on your paper and write a slope statement for f(x).

ii. Sketch the graph of f'(x) using a different color.







c.

a.

3-139. While riding a roller coaster, the velocity in meters per second on a certain segment of track is represented by the function v(t) = -8t. Help (Html5) \Leftrightarrow Help (Java)

a. Sketch a graph of v(t) for $0 \le t \le 4$. What is the speed of the car at t = 4?

b.

b. Assuming that the car is 100 meters above ground at t = 0, where is the car at t = 4? How far is this drop?

3-140. Evaluate each limit. If the limit does not exist, say so but also state if y is approaching positive or negative infinity. Help (Html5) \Leftrightarrow Help (Java)

a.
$$\lim_{x \to -2} (2x^2 - 6x + 5)^2$$

b.
$$\lim_{x \to \infty} \frac{e^x + e^{-x}}{e^x - e^{-x}}$$

c.
$$\lim_{x \to 2^{-}} \frac{(x-1)(x-2)}{x+1}$$

d.
$$\lim_{x \to 2^{-}} \frac{x+2}{(x-1)(x-2)}$$