Exam 3 Review Sheet

Important Notice

Be sure that you know how to state and use the following theorems for the third exam:

- Theorem 1, page 216, existence of extrema on a closed interval
- Theorem 1, page 226, the Mean Value Theorem

Remember that any good theorem consists of an *hypothesis* and a *conclusion*, and that you must state each completely to receive full credit.

One of these theorems <u>will</u> appear on Exam 3!

Graphing, Extreme Values (Sections 2.7, 4.2-4.4 and Section 4.6

- Know what the *absolute maximum* and *absolute* maximum of a function on a closed interval are, and know that a *local maximum* and *local minimum* are.
- Know that a *critical point* of a function f(x) is a value c for which f'(c) = 0 or f'(c) does not exist
- Know Fermat's Theorem which states that if f(c) is a local minimum or a local maximum of f(x), then c is a critical point of f. Know that the converse is false (a point c can be a critical point but f(c) is neither a local maximum nor a local minimum. Consider $f(x) = x^3$ and c = 0.)
- Know that if f is continuous on [a, b] and differentiable on (a, b), then the minimum or maximum values of f occur either at critical points or at the endpoints a and b.
- Know the Mean Value Theorem and its relationship to Rolle's Theorem.
- Know the following consequences of the Mean Value Theorem:

- If f'(x) = 0 on an open interval I, then f(x) is constant on I

- If f'(x) > 0 for all x in an open interval I, then f(x) is increasing on I
- If f'(x) < 0 for all x in an open interval I, then f(x) is decreasing on I
- First Derivative Test: If c is a critial point, and f'(x) changes sign from + to at c, then f(c) is a local maximum. If f'(x) changes sign from to + at c, then f(c) is a local minimum.
- Know the *Second Derivative Test* for local maxima and local minima: if c is a critical point, then
 - if f''(c) < 0, then f(c) is a local maximum
 - if f''(c) > 0, then f(c) is a local minimum
 - if f''(c) = 0, then the second derivative test fails

Remember three basic examples for the second derivative test:

- If $f(x) = -x^2$, then f has a local (in fact global) maximum at 0, and f''(0) = -2
- If $f(x) = x^2$, then f has a local (in fact global) minimum at 0, and f''(0) = +2
- If $f(x) = x^3$, then f has neither a local maximum nor a local minimum at 0, and f''(0) = 0.
- Know that if f''(x) > 0 on an open interval I, then the graph of f is concave up on I, while if f''(x) < 0 on I, then the graph of f is concave down on I. Know that a point c where f'' changes sign is called a point of inflection.
- Know that, to graph a function using Calculus, you need to:
 - Find f'(x), find its critical points, and make a sign graph to determine intervals of increase and decrease and find local maxima and minima
 - Find f''(x), make a sign graph, and find intervals where f is concave up or concave down together with inflection points

- If graphing f on an infinite interval, find any horizontal asymptotes by determining limits at $\pm\infty$. Remember the techniques for finding limits at infinity from Section 2.7, especially Theorem 2 on page 102
- Evaluate f at any critical points or points of inflection, and determine x and y intercepts

Applied Optimization

- Know that to optimize means to find the "best," "most efficient," or "least costly" way of doing something. Know that, to solve an optimization, you need to find an *objective function* to be maximized or minimized and express it as a function of one variable. You'll then apply what you've learned about finding maxima and minima of functions to *optimize*.
- Know the three-step method for solving optimization problems:
- Step 1 Choose variables. Determine which quantities are relevant, often by drawing a diagram, and assign appropriate variables
- Step 2 Find the objective function and its interval of definition. Restate the original problem as an optimization problem for a function f over an interval. If f depends on more than one variable, use a constraint equation to write f as a function of only one variable.

Step 3 Optimize the objective function.

• Know that if the objective function is defined on a closed interval, you must check the endpoints. If the objective function is defined on an open interval, any maximum or minimum must occur at a critical point. To determine whether a maximum or minimum exists, you must analyze the behavior of f as it approaches the endpoints of the interval.

L'Hospital's Rule (Section 4.5)

- Know what an *indeterminate form* is (limits of the form 0/0, ∞/∞ , $0 \cdot \infty$, etc.-see the explanations and examples in section 4.5).
- Know L'Hospital's Rule, (Theorem 1 page 241) and L'Hospital's Rule for limits at infinity (Theorem 2 page 244)

• Know that L'Hospital's rule works for left- or right-hand limits

Linear Approximation and Newton's Method (Sections 4.1, 4.8

Both section 4.1 and 4.8 use the idea of approximating a function near a point (a, f(a)) by the function whose graph is the tangent to the graph of f(x) at x = a. That function is called the *linearization* of f(x) and is given by

$$L(x) = f(a) + f'(a)(x - a)$$

• Know that, if Δf is the change in f(x) due to a change Δx in its input, then the exact change is

$$\Delta f = f(a + \Delta x) - f(a)$$

and the *linear approximation* to Δf is

$$\Delta f \simeq f'(a) \Delta x.$$

- Know how to estimate small changes in the value of a function by linear approximation
- Know what *absolute error* and *percentage error* in an approximation are
- Know that Newton's method is a means of computing solutions to the equation f(x) = 0 when f is a differentiable function. Given an first guess x_0 , Newton's method generates a series of approximations x_1, x_2, x_3, \cdots by the formula

$$x_{n+1} = x_n - \frac{f(x_n)}{f'(x_n)}.$$

Understand Newton's method graphically (see, for example, the graphs on page 269).

Antiderivatives (Section 4.9)

- Know what an *antiderivative* of a function f(x) is. Know that the *general antiderivative* of a function f(x) takes the form F(x)+C where F'(x) = f(x) and C is a constant
- Know the basic rules for antidifferentiation: the power rule, the sum rule, the multiples rule, and the formulas for antiderivatives of "building block" functions like powers, trig functions, exponentials.
- Know that an antiderivative can be thought of as a solution to a *differential equation*

$$\frac{dy}{dx} = f(x)$$

and know what an *initial value problem* is.