

## Lecture 20: Antiderivatives

The definite integral  $\int_a^b f(t) dt$  is **signed area under the curve**. The area of the region below the curve is counted in a negative way. There is something else to mention:

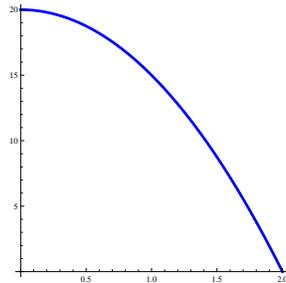
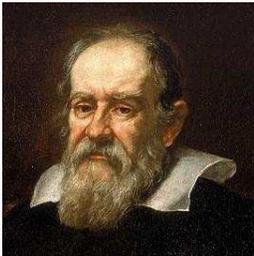
For every  $C$ , the function  $F(x) = \int_0^x f(t) dt + C$  is called an **anti-derivative** of  $g$ . The constant  $C$  is arbitrary and not fixed.

The fundamental theorem of calculus assured us that

The anti derivative gives us from a function  $f$  a function  $F$  which has the property that  $F' = f$ . Two different anti derivatives  $F$  differ only by a constant.

Finding the anti-derivative of a function is in general harder than finding the derivative. We will learn some techniques but it is in general not possible to give anti derivatives for even very simple functions.

- 1 Find the anti-derivative of  $f(x) = \sin(4x) + 20x^3 + 1/x$ . **Solution:** We can take the anti-derivative of each term separately. The anti derivative is  $F(x) = -\cos(4x)/4 + 4x^4 + \log(x) + C$ .
- 2 Find the anti derivative of  $f(x) = 1/\cos^2(x) + 1/(1-x)$ . **Solution:** we can find the anti derivatives of each term separately and add them up. The result is  $F(x) = \tan(x) + \log|1-x| + C$ .
- 3 **Galileo** measured **free fall**, a motion with constant acceleration. Assume  $s(t)$  is the height of the ball at time  $t$ . Assume the ball has zero velocity initially and is located at height  $s(0) = 20$ . We know that the velocity  $v(t)$  is the derivative of  $s(t)$  and the acceleration  $a(t)$  is constant equal to  $-10$ . So,  $v(t) = -10t + C$  is the antiderivative of  $a$ . By looking at  $v$  at time  $t = 0$  we see that  $C = v(0)$  is the initial velocity and so zero. We know now  $v(t) = -10t$ . We need now to compute the anti derivative of  $v(t)$ . This is  $s(t) = -10t^2/2 + C$ . Comparing  $t = 0$  shows  $C = 20$ . Now  $s(t) = 20 - 5t^2$ . The graph of  $s$  is a parabola. If we give the ball an additional horizontal velocity, such that time  $t$  is equal to  $x$  then  $s(x) = 20 - 5x^2$  is the visible trajectory. We see that jumping from 20 meters leads to a fall which lasts 2 seconds.



- 4 The **total cost** is the antiderivative of the **marginal cost** of a good. Both the marginal cost as well as the total cost are a function of the quantity produced. For instance, suppose the total cost of making  $x$  shoes is 300 and the total cost of making  $x+4$  shoes is 360 for all  $x$ . The marginal cost is  $60/4 = 15$  dollars. In general the marginal cost changes with the

number of goods. There is additional cost needed to produce one more shoe if 300 shoes are produced. **Problem:** Assume the marginal cost of a book is  $f(x) = 5 - x/100$  and that producing the first 10 books costs 1000 dollars. What is the total cost of producing 100 books? **Answer:** The anti derivative  $5 - x/100$  of  $f$  is  $F(x) = 5x - x^2/100 + C$  where  $C$  is a constant. By comparing  $F(10) = 1000$  we get  $50 - 100/100 + C = 1000$  and so  $C = 951$ . the result is  $951 + 5*100 - 10^2*100/100 = 1351$ . The average book prize has gone down from 100 to 13.51 dollars.

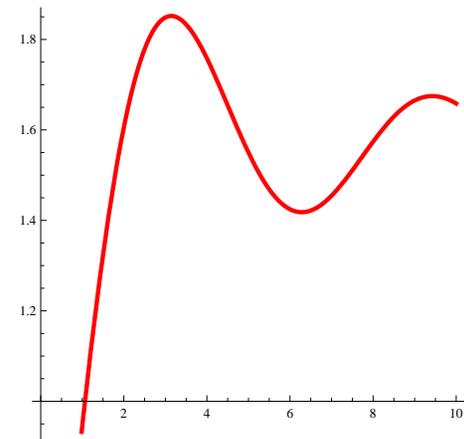
- 5 The **total revenue**  $F(x)$  is the antiderivative of the **marginal revenue**  $f(x)$ . Also these functions depend on the quantity  $x$  produced. We have  $F(x) = P(x)x$ , where  $P(x)$  is the prize. Then  $f(x) = F'(x) = P'(x)x + P$ . For a **perfect competitive market**,  $P'(x) = 0$  so that the prize is equal to the marginal revenue.

A function  $f$  is called **elementary**, if it can be constructed using addition, subtraction, multiplication, division, compositions from polynomials or roots. In other words, an elementary function is built up with functions like  $x^3, \sqrt{\cdot}, \exp, \log, \sin, \cos, \tan$  and  $\arcsin, \arccos, \arctan$ .

- 6 The function  $f(x) = \sin(\sin(\pi + \sqrt{x+x^2})) + \log(1 + \exp((x^6+1)/(x^2+1))) + (\arctan(e^x))^{1/3}$  is an elementary function.
- 7 The anti derivative of the sinc function is called the **sine-integral**

$$Si(x) = \int_0^x \frac{\sin(t)}{t} dt.$$

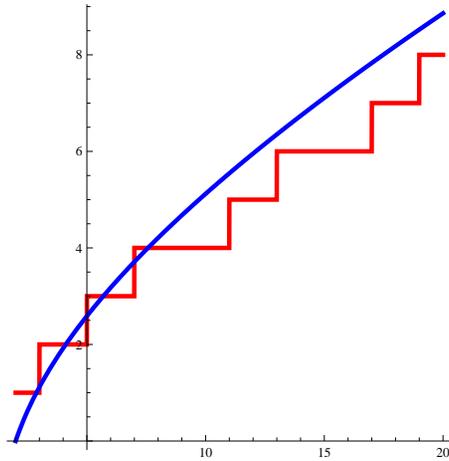
The function  $Si(x)$  is not an elementary function.



- 8 The **offset logarithmic integral** is defined as

$$Li(x) = \int_2^x \frac{dt}{\log(t)}$$

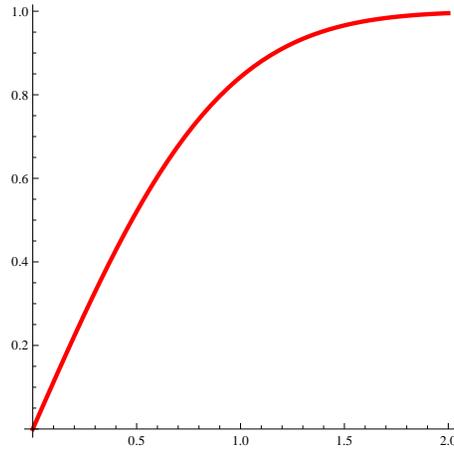
It is a specific anti-derivative. It is a good approximation of the number of prime numbers less than  $x$ . The graph below illustrates this. The second stair graph shows the number  $\pi(x)$  of primes below  $x$ . For example,  $\pi(10) = 4$  because 2, 3, 5, 7 are the only primes below it. The function  $Li$  is not an elementary function.



## 9 The error function

$$\operatorname{erf}(x) = \frac{2}{\sqrt{\pi}} \int_0^x e^{-t^2} dt$$

is important in statistics. It is not an elementary function.



The Mathematica command "Integrate" uses about 500 pages of Mathematica code and 600 pages of C code. <sup>1</sup> Before software was doing this, tables of integrals were used. These were thousands of pages thick books contains some integrals, which computer algebra systems have trouble with.

There are other integrals we can do, but Mathematica can not do. Especially definite integrals like  $\int_0^{2\pi} \sin(\sin(\sin(x))) dx$ .

What do we do when we have can not find the integral analytically? We can still compute it numerically. Here is an example: the function  $f(x) = \sin(\sin(x))$  also does not have an elementary anti-derivative. But you could compute the integral  $\int_0^x f(x) dx$  numerically with a computer algebra system like Mathematica:

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NIntegrate [ Sin [ Sin [ x ] ] , { x , 0 , 10 } ]
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One can approximate such a function also using trigonometric Polynomials and then integrate those. In the case,  $\sin(\sin(x))$ , the function  $0.88\operatorname{Sin}[x] + 0.04\operatorname{Sin}[3x]$  is already very close.

## Pillow problems

There is no homework over spring break. Here are some integration riddles to ponder. We will learn techniques to deal with them. If you can not crack them, no problem. Maybe pick one or two and keep thinking about it over spring break. They make also good pillow problems, problems to think about while falling asleep. Try it. Sometimes, you might know the answer in the morning. Maybe you can guess a function which has  $f(x)$  as a derivative.

1  $f(x) = 2 \log(x)/x$ .

2  $f(x) = \frac{1}{x^4-1}$ .

3  $f(x) = \cot^2(x)$ .

4  $f(x) = \cos^4(x)$ .

5  $f(x) = \frac{1}{x \log(x) \log(\log(x))}$ .

And a very tough one:

6  $f(x) = \cos(\log(x)) + \sin(\log(x))$ .

## Numerical evaluation

<sup>1</sup><http://reference.wolfram.com/legacy/v3/MainBook/A.9.5.html>