

## Basic Differentiation Rules

*Instead of using the long limit definition for derivatives, there are a list of a dozen or so rules that provide shortcuts to taking derivatives.*

- Theorem: The constant rule

$$\frac{d}{dx}[c] = 0$$

$$\text{Ex: } \frac{d}{dx}[10] = 0$$

Guess the pattern:

$$f(x) = x^1 \rightarrow f'(x) = 1$$

$$f(x) = x^2 \rightarrow f'(x) = 2x$$

$$f(x) = x^3 \rightarrow f'(x) = 3x^2$$

- Theorem: The power rule

Let  $n$  be a rational number.

$$\frac{d}{dx}[x^n] = nx^{n-1}$$

$$\text{Ex: } \frac{d}{dx}[x^6] = 6x^5$$

**\*\*CAUTION**: You may need to rewrite  $f(x)$  to have negative exponents

$$\begin{aligned}\underline{\text{Ex:}} \quad \frac{d}{dx} \left[ \frac{1}{x^5} \right] &= \frac{d}{dx} [x^{-5}] \\ &= [-5x^{-6}] = \frac{-5}{x^6}\end{aligned}$$

- Find the equation of a tangent line:

1. Take  $f'(x)$
2. Compute slope at  $x = a$
3. Use slope and  $(a, f(a))$  to determine line

Ex: Find tangent line of  $f(x) = x^2$  at  $x = -2$

$$(-2, f(-2)) = (-2, 4)$$

$$f(x) = x^2$$

$$f'(x) = 2x$$

$$f'(-2) = -4 \leftarrow (\text{slope})$$

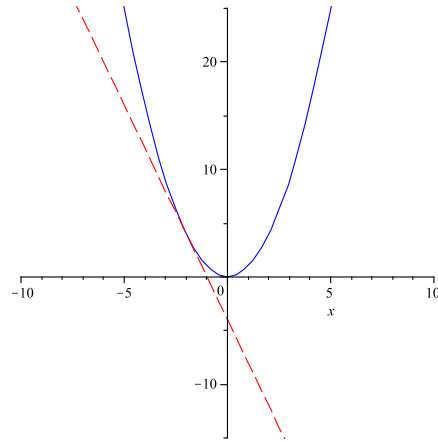
$$(y - y_1) = m(x - x_1)$$

$$y - 4 = -4(x - (-2))$$

$$y = -4x - 4 \leftarrow \text{Equation of tangent line}$$

- Theorem: Constant multiple rule

$$\frac{d}{dx} [c \cdot f(x)] = c \cdot \frac{d}{dx} [f(x)]$$



- Theorem: Sum and Difference rules

$$\frac{d}{dx}[f(x) \pm g(x)] = \frac{d}{dx}[f(x)] \pm \frac{d}{dx}[g(x)]$$

[\*\*This allows us to differentiate polynomials!]

Ex:  $\frac{d}{dx}[x^3 + 2x] = 3x^2 + 2$

Some trigonometric derivatives:

$$\frac{d}{dx}[\sin(x)] = \cos(x)$$

$$\frac{d}{dx}[\cos(x)] = -\sin(x)$$

### Physics

Let  $s(t)$  represent an object's position at time  $t$ .

$s(t)$  – position

$$v(t) = s'(t) - \text{velocity}$$

$$a(t) = v'(t) - \text{acceleration}$$

Position of a free falling object is given by:

$$s(t) = \frac{1}{2}gt^2 + v_0t + s_0$$

where,  $v_0$  is initial velocity,  $s_0$  is initial position, and  $g$  is earth's acceleration due to gravity (about  $-32ft/sec^2$  or  $-9.8m/sec^2$ )

**\*\*CAUTION:**

Instantaneous velocity at  $x = c$  means find  $f'(c)$ .

Average velocity over an interval  $[a, b]$  means the average slope:  $\frac{\text{rise}}{\text{run}} = \frac{f(b) - f(a)}{b - a}$

Ex: Section 2.2, number 93