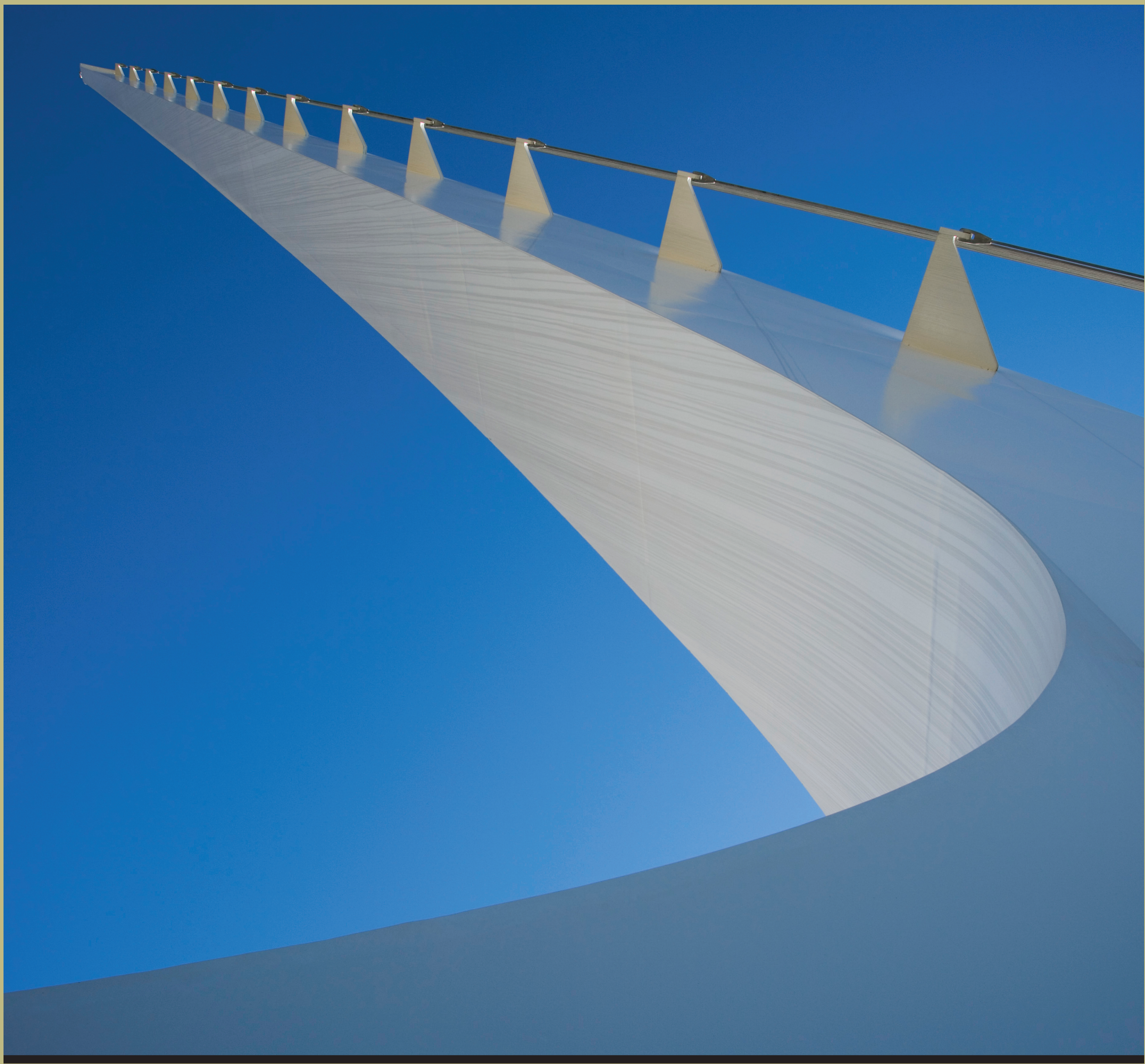

THOMAS' CALCULUS

Thirteenth Edition

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CALCULUS

Thirteenth Edition

Based on the original work by
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Preface

Thomas' Calculus, Thirteenth Edition, provides a modern introduction to calculus that focuses on conceptual understanding in developing the essential elements of a traditional course. This material supports a three-semester or four-quarter calculus sequence typically taken by students in mathematics, engineering, and the natural sciences. Precise explanations, thoughtfully chosen examples, superior figures, and time-tested exercise sets are the foundation of this text. We continue to improve this text in keeping with shifts in both the preparation and the ambitions of today's students, and the applications of calculus to a changing world.

Many of today's students have been exposed to the terminology and computational methods of calculus in high school. Despite this familiarity, their acquired algebra and trigonometry skills sometimes limit their ability to master calculus at the college level. In this text, we seek to balance students' prior experience in calculus with the algebraic skill development they may still need, without slowing their progress through calculus itself. We have taken care to provide enough review material (in the text and appendices), detailed solutions, and variety of examples and exercises, to support a complete understanding of calculus for students at varying levels. We present the material in a way to encourage student thinking, going beyond memorizing formulas and routine procedures, and we show students how to generalize key concepts once they are introduced. References are made throughout which tie a new concept to a related one that was studied earlier, or to a generalization they will see later on. After studying calculus from *Thomas*, students will have developed problem solving and reasoning abilities that will serve them well in many important aspects of their lives. Mastering this beautiful and creative subject, with its many practical applications across so many fields of endeavor, is its own reward. But the real gift of studying calculus is acquiring the ability to think logically and factually, and learning how to generalize conceptually. We intend this book to encourage and support those goals.

New to this Edition

In this new edition we further blend conceptual thinking with the overall logic and structure of single and multivariable calculus. We continue to improve clarity and precision, taking into account helpful suggestions from readers and users of our previous texts. While keeping a careful eye on length, we have created additional examples throughout the text. Numerous new exercises have been added at all levels of difficulty, but the focus in this revision has been on the mid-level exercises. A number of figures have been reworked and new ones added to improve visualization. We have written a new section on probability, which provides an important application of integration to the life sciences.

We have maintained the basic structure of the Table of Contents, and retained improvements from the twelfth edition. In keeping with this process, we have added more improvements throughout, which we detail here:

- **Functions** In discussing the use of software for graphing purposes, we added a brief subsection on least squares curve fitting, which allows students to take advantage of this widely used and available application. Prerequisite material continues to be reviewed in Appendices 1–3.
- **Continuity** We clarified the continuity definitions by confining the term “endpoints” to intervals instead of more general domains, and we moved the subsection on continuous extension of a function to the end of the continuity section.
- **Derivatives** We included a brief geometric insight justifying l’Hôpital’s Rule. We also enhanced and clarified the meaning of differentiability for functions of several variables, and added a result on the Chain Rule for functions defined along a path.
- **Integrals** We wrote a new section reviewing basic integration formulas and the Substitution Rule, using them in combination with algebraic and trigonometric identities, before presenting other techniques of integration.
- **Probability** We created a new section applying improper integrals to some commonly used probability distributions, including the exponential and normal distributions. Many examples and exercises apply to the life sciences.
- **Series** We now present the idea of absolute convergence before giving the Ratio and Root Tests, and then state these tests in their stronger form. Conditional convergence is introduced later on with the Alternating Series Test.
- **Multivariable and Vector Calculus** We give more geometric insight into the idea of multiple integrals, and we enhance the meaning of the Jacobian in using substitutions to evaluate them. The idea of surface integrals of vector fields now parallels the notion for line integrals of vector fields. We have improved our discussion of the divergence and curl of a vector field.
- **Exercises and Examples** Strong exercise sets are traditional with *Thomas’ Calculus*, and we continue to strengthen them with each new edition. Here, we have updated, changed, and added many new exercises and examples, with particular attention to including more applications to the life science areas and to contemporary problems. For instance, we updated an exercise on the growth of the U.S. GNP and added new exercises addressing drug concentrations and dosages, estimating the spill rate of a ruptured oil pipeline, and predicting rising costs for college tuition.

Continuing Features

RIGOR The level of rigor is consistent with that of earlier editions. We continue to distinguish between formal and informal discussions and to point out their differences. We think starting with a more intuitive, less formal, approach helps students understand a new or difficult concept so they can then appreciate its full mathematical precision and outcomes. We pay attention to defining ideas carefully and to proving theorems appropriate for calculus students, while mentioning deeper or subtler issues they would study in a more advanced course. Our organization and distinctions between informal and formal discussions give the instructor a degree of flexibility in the amount and depth of coverage of the various topics. For example, while we do not prove the Intermediate Value Theorem or the Extreme Value Theorem for continuous functions on $a \leq x \leq b$, we do state these theorems precisely, illustrate their meanings in numerous examples, and use them to prove other important results. Furthermore, for those instructors who desire greater depth of coverage, in Appendix 6 we discuss the reliance of the validity of these theorems on the completeness of the real numbers.

WRITING EXERCISES Writing exercises placed throughout the text ask students to explore and explain a variety of calculus concepts and applications. In addition, the end of each chapter contains a list of questions for students to review and summarize what they have learned. Many of these exercises make good writing assignments.

END-OF-CHAPTER REVIEWS AND PROJECTS In addition to problems appearing after each section, each chapter culminates with review questions, practice exercises covering the entire chapter, and a series of Additional and Advanced Exercises serving to include more challenging or synthesizing problems. Most chapters also include descriptions of several **Technology Application Projects** that can be worked by individual students or groups of students over a longer period of time. These projects require the use of a computer running *Mathematica* or *Maple* and additional material that is available over the Internet at **www.pearsonhighered.com/thomas** and in MyMathLab.

WRITING AND APPLICATIONS As always, this text continues to be easy to read, conversational, and mathematically rich. Each new topic is motivated by clear, easy-to-understand examples and is then reinforced by its application to real-world problems of immediate interest to students. A hallmark of this book has been the application of calculus to science and engineering. These applied problems have been updated, improved, and extended continually over the last several editions.

TECHNOLOGY In a course using the text, technology can be incorporated according to the taste of the instructor. Each section contains exercises requiring the use of technology; these are marked with a T if suitable for calculator or computer use, or they are labeled **Computer Explorations** if a computer algebra system (CAS, such as *Maple* or *Mathematica*) is required.

Additional Resources

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Multivariable Calculus (Chapters 10–16), ISBN 0-321-87901-5 | 978-0-321-87901-1
The *Instructor's Solutions Manual* contains complete worked-out solutions to all of the exercises in *Thomas' Calculus*.

STUDENT'S SOLUTIONS MANUAL

Single Variable Calculus (Chapters 1–11), ISBN 0-321-95500-5 | 978-0-321-95500-5
Multivariable Calculus (Chapters 10–16), ISBN 0-321-87897-3 | 978-0-321-87897-7
The *Student's Solutions Manual* is designed for the student and contains carefully worked-out solutions to all the odd-numbered exercises in *Thomas' Calculus*.

JUST-IN-TIME ALGEBRA AND TRIGONOMETRY FOR CALCULUS, Fourth Edition

ISBN 0-321-67104-X | 978-0-321-67104-2
Sharp algebra and trigonometry skills are critical to mastering calculus, and *Just-in-Time Algebra and Trigonometry for Calculus* by Guntram Mueller and Ronald I. Brent is designed to bolster these skills while students study calculus. As students make their way through calculus, this text is with them every step of the way, showing them the necessary algebra or trigonometry topics and pointing out potential problem spots. The easy-to-use table of contents has algebra and trigonometry topics arranged in the order in which students will need them as they study calculus.

Technology Resource Manuals

Maple Manual by Marie Vanisko, Carroll College
Mathematica Manual by Marie Vanisko, Carroll College
TI-Graphing Calculator Manual by Elaine McDonald-Newman, Sonoma State University
These manuals cover *Maple* 17, *Mathematica* 8, and the TI-83 Plus/TI-84 Plus and TI-89, respectively. Each manual provides detailed guidance for integrating a specific software package or graphing calculator throughout the course, including syntax and commands. These manuals are available to qualified instructors through the *Thomas' Calculus* Web site, **www.pearsonhighered.com/thomas**, and MyMathLab.

WEB SITE www.pearsonhighered.com/thomas

The *Thomas' Calculus* Web site contains the chapter on Second-Order Differential Equations, including odd-numbered answers, and provides the expanded historical biographies and essays referenced in the text. The Technology Resource Manuals and the **Technology Application Projects**, which can be used as projects by individual students or groups of students, are also available.

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The Video Lectures with Optional Captioning feature an engaging team of mathematics instructors who present comprehensive coverage of topics in the text. The lecturers' presentations include examples and exercises from the text and support an approach that emphasizes visualization and problem solving. Available only through MyMathLab and MathXL.

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MathXL® is the homework and assessment engine that runs MyMathLab. (MyMathLab is MathXL plus a learning management system.)

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MathXL is available to qualified adopters. For more information, visit our website at **www.mathxl.com**, or contact your Pearson representative.

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PowerPoint® Lecture Slides

These classroom presentation slides are geared specifically to the sequence and philosophy of the *Thomas' Calculus* series. Key graphics from the book are included to help bring the concepts alive in the classroom.These files are available to qualified instructors through the Pearson Instructor Resource Center, **www.pearsonhighered/irc**, and MyMathLab.

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1

Functions

OVERVIEW Functions are fundamental to the study of calculus. In this chapter we review what functions are and how they are pictured as graphs, how they are combined and transformed, and ways they can be classified. We review the trigonometric functions, and we discuss misrepresentations that can occur when using calculators and computers to obtain a function's graph. The real number system, Cartesian coordinates, straight lines, circles, parabolas, and ellipses are reviewed in the Appendices.

1.1 Functions and Their Graphs

Functions are a tool for describing the real world in mathematical terms. A function can be represented by an equation, a graph, a numerical table, or a verbal description; we will use all four representations throughout this book. This section reviews these function ideas.

Functions; Domain and Range

The temperature at which water boils depends on the elevation above sea level (the boiling point drops as you ascend). The interest paid on a cash investment depends on the length of time the investment is held. The area of a circle depends on the radius of the circle. The distance an object travels at constant speed along a straight-line path depends on the elapsed time.

In each case, the value of one variable quantity, say y, depends on the value of another variable quantity, which we might call x. We say that "y is a function of x" and write this symbolically as

$$y = f(x) \qquad (\text{"}y \text{ equals } f \text{ of } x\text{"}).$$

In this notation, the symbol f represents the function, the letter x is the **independent variable** representing the input value of f, and y is the **dependent variable** or output value of f at x.

DEFINITION A **function** f from a set D to a set Y is a rule that assigns a *unique* (single) element $f(x) \in Y$ to each element $x \in D$.

The set D of all possible input values is called the **domain** of the function. The set of all output values of $f(x)$ as x varies throughout D is called the **range** of the function. The range may not include every element in the set Y. The domain and range of a function can be any sets of objects, but often in calculus they are sets of real numbers interpreted as points of a coordinate line. (In Chapters 13–16, we will encounter functions for which the elements of the sets are points in the coordinate plane or in space.)

Often a function is given by a formula that describes how to calculate the output value from the input variable. For instance, the equation $A = \pi r^2$ is a rule that calculates the area A of a circle from its radius r (so r, interpreted as a length, can only be positive in this formula). When we define a function $y = f(x)$ with a formula and the domain is not stated explicitly or restricted by context, the domain is assumed to be the largest set of real x-values for which the formula gives real y-values, which is called the **natural domain**. If we want to restrict the domain in some way, we must say so. The domain of $y = x^2$ is the entire set of real numbers. To restrict the domain of the function to, say, positive values of x, we would write "$y = x^2, x > 0$."

Changing the domain to which we apply a formula usually changes the range as well. The range of $y = x^2$ is $[0, \infty)$. The range of $y = x^2, x \geq 2$, is the set of all numbers obtained by squaring numbers greater than or equal to 2. In set notation (see Appendix 1), the range is $\{x^2 | x \geq 2\}$ or $\{y | y \geq 4\}$ or $[4, \infty)$.

When the range of a function is a set of real numbers, the function is said to be **real-valued**. The domains and ranges of most real-valued functions of a real variable we consider are intervals or combinations of intervals. The intervals may be open, closed, or half open, and may be finite or infinite. Sometimes the range of a function is not easy to find.

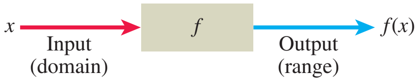


FIGURE 1.1 A diagram showing a function as a kind of machine.

A function f is like a machine that produces an output value $f(x)$ in its range whenever we feed it an input value x from its domain (Figure 1.1). The function keys on a calculator give an example of a function as a machine. For instance, the $\sqrt{x}$ key on a calculator gives an output value (the square root) whenever you enter a nonnegative number x and press the $\sqrt{x}$ key.

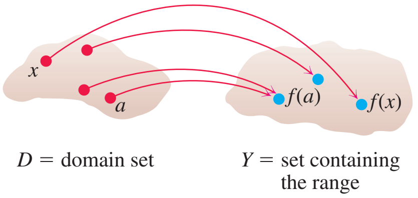


FIGURE 1.2 A function from a set D to a set Y assigns a unique element of Y to each element in D.

A function can also be pictured as an **arrow diagram** (Figure 1.2). Each arrow associates an element of the domain D with a unique or single element in the set Y. In Figure 1.2, the arrows indicate that $f(a)$ is associated with a, $f(x)$ is associated with x, and so on. Notice that a function can have the same *value* at two different input elements in the domain (as occurs with $f(a)$ in Figure 1.2), but each input element x is assigned a *single* output value $f(x)$.

EXAMPLE 1 Let's verify the natural domains and associated ranges of some simple functions. The domains in each case are the values of x for which the formula makes sense.

Function	Domain (x)	Range (y)
$y = x^2$	$(-\infty, \infty)$	$[0, \infty)$
$y = 1/x$	$(-\infty, 0) \cup (0, \infty)$	$(-\infty, 0) \cup (0, \infty)$
$y = \sqrt{x}$	$[0, \infty)$	$[0, \infty)$
$y = \sqrt{4 - x}$	$(-\infty, 4]$	$[0, \infty)$
$y = \sqrt{1 - x^2}$	$[-1, 1]$	$[0, 1]$

Solution The formula $y = x^2$ gives a real y-value for any real number x, so the domain is $(-\infty, \infty)$. The range of $y = x^2$ is $[0, \infty)$ because the square of any real number is nonnegative and every nonnegative number y is the square of its own square root, $y = \left(\sqrt{y}\right)^2$ for $y \geq 0$.

The formula $y = 1/x$ gives a real y-value for every x except $x = 0$. For consistency in the rules of arithmetic, *we cannot divide any number by zero*. The range of $y = 1/x$, the set of reciprocals of all nonzero real numbers, is the set of all nonzero real numbers, since $y = 1/(1/y)$. That is, for $y \neq 0$ the number $x = 1/y$ is the input assigned to the output value y.

The formula $y = \sqrt{x}$ gives a real y-value only if $x \geq 0$. The range of $y = \sqrt{x}$ is $[0, \infty)$ because every nonnegative number is some number's square root (namely, it is the square root of its own square).

In $y = \sqrt{4 - x}$, the quantity $4 - x$ cannot be negative. That is, $4 - x \geq 0$, or $x \leq 4$. The formula gives real y-values for all $x \leq 4$. The range of $\sqrt{4 - x}$ is $[0, \infty)$, the set of all nonnegative numbers.

The formula $y = \sqrt{1 - x^2}$ gives a real y-value for every x in the closed interval from -1 to 1. Outside this domain, $1 - x^2$ is negative and its square root is not a real number. The values of $1 - x^2$ vary from 0 to 1 on the given domain, and the square roots of these values do the same. The range of $\sqrt{1 - x^2}$ is $[0, 1]$. ■

Graphs of Functions

If f is a function with domain D, its **graph** consists of the points in the Cartesian plane whose coordinates are the input-output pairs for f. In set notation, the graph is

$$\{(x, f(x)) \mid x \in D\}.$$

The graph of the function $f(x) = x + 2$ is the set of points with coordinates (x, y) for which $y = x + 2$. Its graph is the straight line sketched in Figure 1.3.

The graph of a function f is a useful picture of its behavior. If (x, y) is a point on the graph, then $y = f(x)$ is the height of the graph above (or below) the point x. The height may be positive or negative, depending on the sign of $f(x)$ (Figure 1.4).

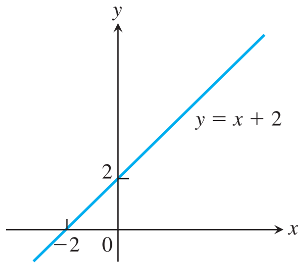


FIGURE 1.3 The graph of $f(x) = x + 2$ is the set of points (x, y) for which y has the value $x + 2$.

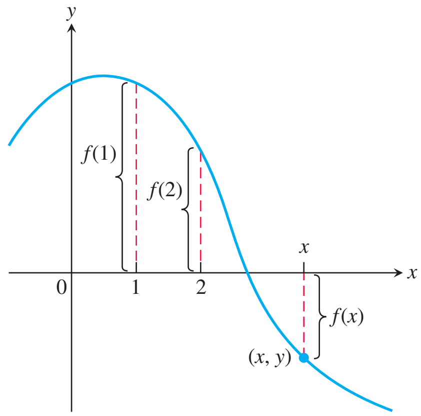


FIGURE 1.4 If (x, y) lies on the graph of f, then the value $y = f(x)$ is the height of the graph above the point x (or below x if $f(x)$ is negative).

x	$y = x^2$
-2	4
-1	1
0	0
1	1
$\frac{3}{2}$	$\frac{9}{4}$
2	4

EXAMPLE 2 Graph the function $y = x^2$ over the interval $[-2, 2]$.

Solution Make a table of xy-pairs that satisfy the equation $y = x^2$. Plot the points (x, y) whose coordinates appear in the table, and draw a *smooth* curve (labeled with its equation) through the plotted points (see Figure 1.5). ■

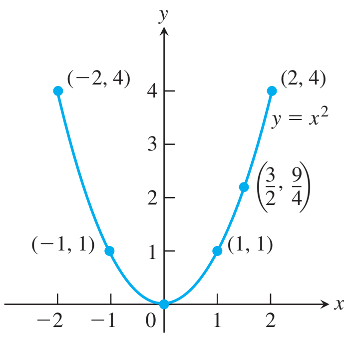
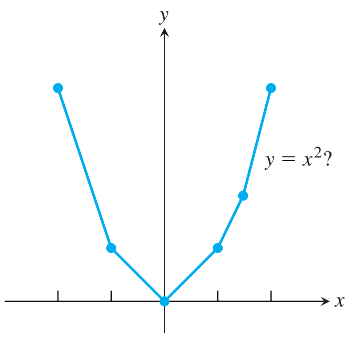
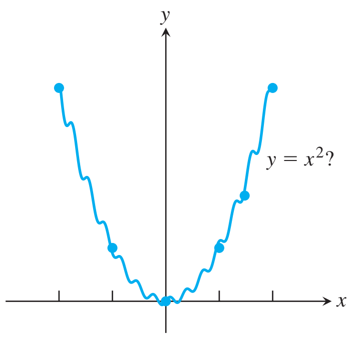


FIGURE 1.5 Graph of the function in Example 2.

How do we know that the graph of $y = x^2$ doesn't look like one of these curves?





To find out, we could plot more points. But how would we then connect *them*? The basic question still remains: How do we know for sure what the graph looks like between the points we plot? Calculus answers this question, as we will see in Chapter 4. Meanwhile, we will have to settle for plotting points and connecting them as best we can.

Representing a Function Numerically

We have seen how a function may be represented algebraically by a formula (the area function) and visually by a graph (Example 2). Another way to represent a function is **numerically**, through a table of values. Numerical representations are often used by engineers and experimental scientists. From an appropriate table of values, a graph of the function can be obtained using the method illustrated in Example 2, possibly with the aid of a computer. The graph consisting of only the points in the table is called a **scatterplot**.

EXAMPLE 3 Musical notes are pressure waves in the air. The data associated with Figure 1.6 give recorded pressure displacement versus time in seconds of a musical note produced by a tuning fork. The table provides a representation of the pressure function over time. If we first make a scatterplot and then connect approximately the data points (t, p) from the table, we obtain the graph shown in the figure.

Time	Pressure	Time	Pressure
0.00091	−0.080	0.00362	0.217
0.00108	0.200	0.00379	0.480
0.00125	0.480	0.00398	0.681
0.00144	0.693	0.00416	0.810
0.00162	0.816	0.00435	0.827
0.00180	0.844	0.00453	0.749
0.00198	0.771	0.00471	0.581
0.00216	0.603	0.00489	0.346
0.00234	0.368	0.00507	0.077
0.00253	0.099	0.00525	−0.164
0.00271	−0.141	0.00543	−0.320
0.00289	−0.309	0.00562	−0.354
0.00307	−0.348	0.00579	−0.248
0.00325	−0.248	0.00598	−0.035
0.00344	−0.041		

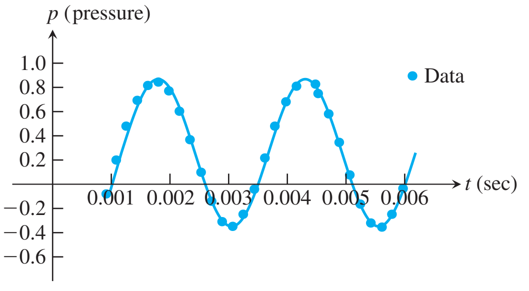


FIGURE 1.6 A smooth curve through the plotted points gives a graph of the pressure function represented by the accompanying tabled data (Example 3).

■

The Vertical Line Test for a Function

Not every curve in the coordinate plane can be the graph of a function. A function f can have only one value $f(x)$ for each x in its domain, so *no vertical* line can intersect the graph of a function more than once. If a is in the domain of the function f, then the vertical line $x = a$ will intersect the graph of f at the single point $(a, f(a))$.

A circle cannot be the graph of a function, since some vertical lines intersect the circle twice. The circle graphed in Figure 1.7a, however, does contain the graphs of functions of x, such as the upper semicircle defined by the function $f(x) = \sqrt{1 - x^2}$ and the lower semicircle defined by the function $g(x) = -\sqrt{1 - x^2}$ (Figures 1.7b and 1.7c).

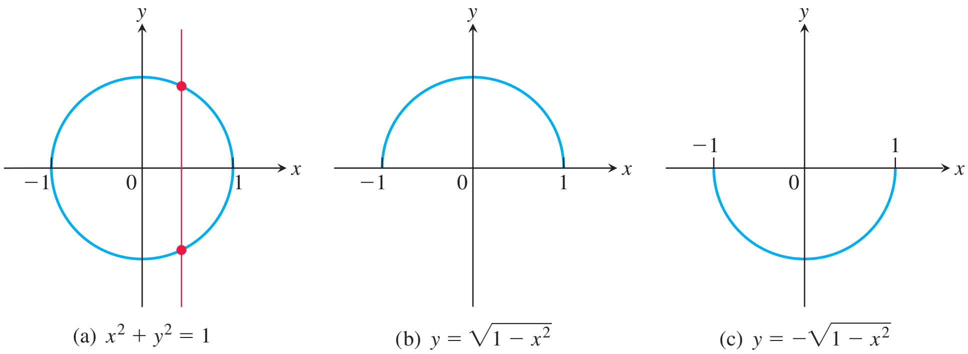


FIGURE 1.7 (a) The circle is not the graph of a function; it fails the vertical line test. (b) The upper semicircle is the graph of a function $f(x) = \sqrt{1 - x^2}$. (c) The lower semicircle is the graph of a function $g(x) = -\sqrt{1 - x^2}$.

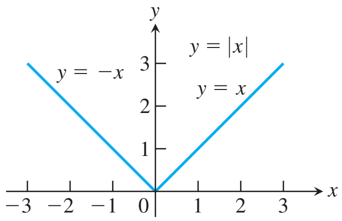


FIGURE 1.8 The absolute value function has domain $(-\infty, \infty)$ and range $[0, \infty)$.

Piecewise-Defined Functions

Sometimes a function is described in pieces by using different formulas on different parts of its domain. One example is the **absolute value function**

$$|x| = \begin{cases} x, & x \geq 0 \\ -x, & x < 0, \end{cases}$$

First formula
Second formula

whose graph is given in Figure 1.8. The right-hand side of the equation means that the function equals x if $x \geq 0$, and equals $-x$ if $x < 0$. Piecewise-defined functions often arise when real-world data are modeled. Here are some other examples.

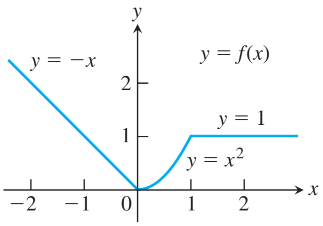


FIGURE 1.9 To graph the function $y = f(x)$ shown here, we apply different formulas to different parts of its domain (Example 4).

EXAMPLE 4 The function

$$f(x) = \begin{cases} -x, & x < 0 \\ x^2, & 0 \leq x \leq 1 \\ 1, & x > 1 \end{cases}$$

First formula
Second formula
Third formula

is defined on the entire real line but has values given by different formulas, depending on the position of x. The values of f are given by $y = -x$ when $x < 0$, $y = x^2$ when $0 \leq x \leq 1$, and $y = 1$ when $x > 1$. The function, however, is *just one function* whose domain is the entire set of real numbers (Figure 1.9). ■

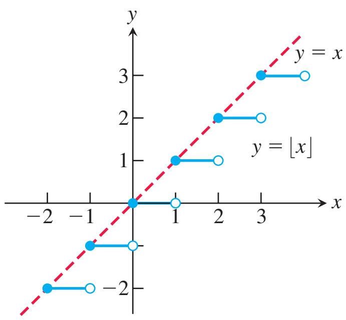


FIGURE 1.10 The graph of the greatest integer function $y = \lfloor x \rfloor$ lies on or below the line $y = x$, so it provides an integer floor for x (Example 5).

EXAMPLE 5 The function whose value at any number x is the *greatest integer less than or equal to* x is called the **greatest integer function** or the **integer floor function**. It is denoted $\lfloor x \rfloor$. Figure 1.10 shows the graph. Observe that

$$\lfloor 2.4 \rfloor = 2, \quad \lfloor 1.9 \rfloor = 1, \quad \lfloor 0 \rfloor = 0, \quad \lfloor -1.2 \rfloor = -2,$$
$$\lfloor 2 \rfloor = 2, \quad \lfloor 0.2 \rfloor = 0, \quad \lfloor -0.3 \rfloor = -1, \quad \lfloor -2 \rfloor = -2.$$ ■

EXAMPLE 6 The function whose value at any number x is the *smallest integer greater than or equal to* x is called the **least integer function** or the **integer ceiling function**. It is denoted $\lceil x \rceil$. Figure 1.11 shows the graph. For positive values of x, this function might represent, for example, the cost of parking x hours in a parking lot that charges \$1 for each hour or part of an hour. ■

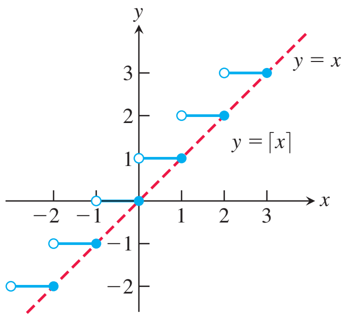


FIGURE 1.11 The graph of the least integer function $y = \lceil x \rceil$ lies on or above the line $y = x$, so it provides an integer ceiling for x (Example 6).

Increasing and Decreasing Functions

If the graph of a function *climbs* or *rises* as you move from left to right, we say that the function is *increasing*. If the graph *descends* or *falls* as you move from left to right, the function is *decreasing*.

DEFINITIONS Let f be a function defined on an interval I and let x_1 and x_2 be any two points in I.

1. If $f(x_2) > f(x_1)$ whenever $x_1 < x_2$, then f is said to be **increasing** on I.
2. If $f(x_2) < f(x_1)$ whenever $x_1 < x_2$, then f is said to be **decreasing** on I.

It is important to realize that the definitions of increasing and decreasing functions must be satisfied for *every* pair of points x_1 and x_2 in I with $x_1 < x_2$. Because we use the inequality $<$ to compare the function values, instead of $\leq$, it is sometimes said that f is *strictly* increasing or decreasing on I. The interval I may be finite (also called bounded) or infinite (unbounded) and by definition never consists of a single point (Appendix 1).

EXAMPLE 7 The function graphed in Figure 1.9 is decreasing on $(-\infty, 0]$ and increasing on $[0, 1]$. The function is neither increasing nor decreasing on the interval $[1, \infty)$ because of the strict inequalities used to compare the function values in the definitions. ■

Even Functions and Odd Functions: Symmetry

The graphs of *even* and *odd* functions have characteristic symmetry properties.

DEFINITIONS A function $y = f(x)$ is an

even function of x if $f(-x) = f(x)$,
odd function of x if $f(-x) = -f(x)$,

for every x in the function's domain.

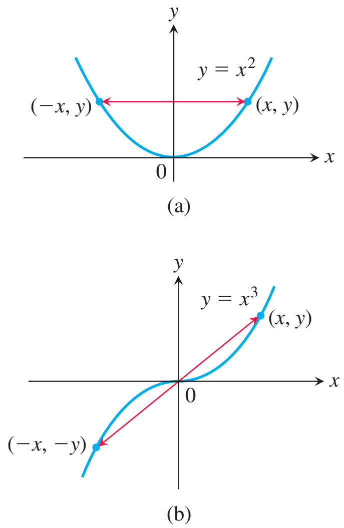


FIGURE 1.12 (a) The graph of $y = x^2$ (an even function) is symmetric about the y-axis. (b) The graph of $y = x^3$ (an odd function) is symmetric about the origin.

The names *even* and *odd* come from powers of x. If y is an even power of x, as in $y = x^2$ or $y = x^4$, it is an even function of x because $(-x)^2 = x^2$ and $(-x)^4 = x^4$. If y is an odd power of x, as in $y = x$ or $y = x^3$, it is an odd function of x because $(-x)^1 = -x$ and $(-x)^3 = -x^3$.

The graph of an even function is **symmetric about the y-axis**. Since $f(-x) = f(x)$, a point (x, y) lies on the graph if and only if the point $(-x, y)$ lies on the graph (Figure 1.12a). A reflection across the y-axis leaves the graph unchanged.

The graph of an odd function is **symmetric about the origin**. Since $f(-x) = -f(x)$, a point (x, y) lies on the graph if and only if the point $(-x, -y)$ lies on the graph (Figure 1.12b). Equivalently, a graph is symmetric about the origin if a rotation of 180° about the origin leaves the graph unchanged. Notice that the definitions imply that both x and $-x$ must be in the domain of f.

EXAMPLE 8 Here are several functions illustrating the definition.

$f(x) = x^2$	Even function: $(-x)^2 = x^2$ for all x; symmetry about y-axis.
$f(x) = x^2 + 1$	Even function: $(-x)^2 + 1 = x^2 + 1$ for all x; symmetry about y-axis (Figure 1.13a).
$f(x) = x$	Odd function: $(-x) = -x$ for all x; symmetry about the origin.
$f(x) = x + 1$	Not odd: $f(-x) = -x + 1$, but $-f(x) = -x - 1$. The two are not equal. Not even: $(-x) + 1 \neq x + 1$ for all $x \neq 0$ (Figure 1.13b). ■

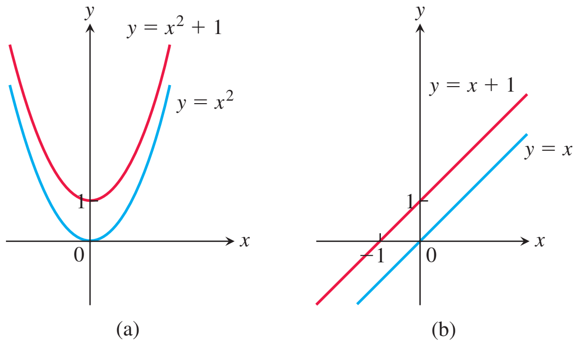


FIGURE 1.13 (a) When we add the constant term 1 to the function $y = x^2$, the resulting function $y = x^2 + 1$ is still even and its graph is still symmetric about the y-axis. (b) When we add the constant term 1 to the function $y = x$, the resulting function $y = x + 1$ is no longer odd, since the symmetry about the origin is lost. The function $y = x + 1$ is also not even (Example 8).

Common Functions

A variety of important types of functions are frequently encountered in calculus. We identify and briefly describe them here.

Linear Functions A function of the form $f(x) = mx + b$, for constants m and b, is called a **linear function**. Figure 1.14a shows an array of lines $f(x) = mx$ where $b = 0$, so these lines pass through the origin. The function $f(x) = x$ where $m = 1$ and $b = 0$ is called the **identity function**. Constant functions result when the slope $m = 0$ (Figure 1.14b). A linear function with positive slope whose graph passes through the origin is called a *proportionality* relationship.

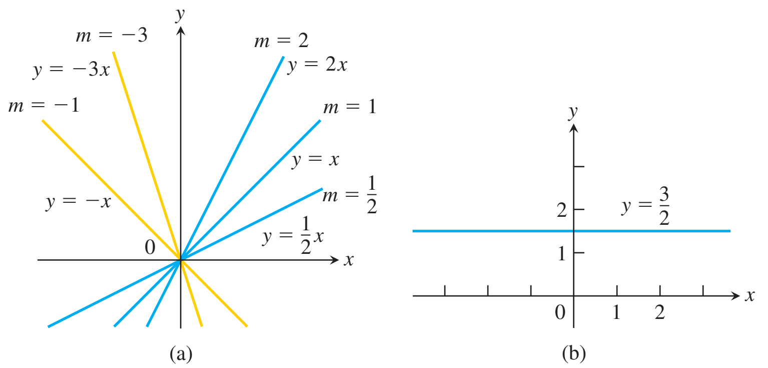


FIGURE 1.14 (a) Lines through the origin with slope m. (b) A constant function with slope $m = 0$.

> **DEFINITION** Two variables y and x are **proportional** (to one another) if one is always a constant multiple of the other; that is, if $y = kx$ for some nonzero constant k.

If the variable y is proportional to the reciprocal $1/x$, then sometimes it is said that y is **inversely proportional** to x (because $1/x$ is the multiplicative inverse of x).

Power Functions A function $f(x) = x^a$, where a is a constant, is called a **power function**. There are several important cases to consider.

(a) $a = n$, a positive integer.

The graphs of $f(x) = x^n$, for $n = 1, 2, 3, 4, 5$, are displayed in Figure 1.15. These functions are defined for all real values of x. Notice that as the power n gets larger, the curves tend to flatten toward the x-axis on the interval $(-1, 1)$, and to rise more steeply for $|x| > 1$. Each curve passes through the point $(1, 1)$ and through the origin. The graphs of functions with even powers are symmetric about the y-axis; those with odd powers are symmetric about the origin. The even-powered functions are decreasing on the interval $(-\infty, 0]$ and increasing on $[0, \infty)$; the odd-powered functions are increasing over the entire real line $(-\infty, \infty)$.

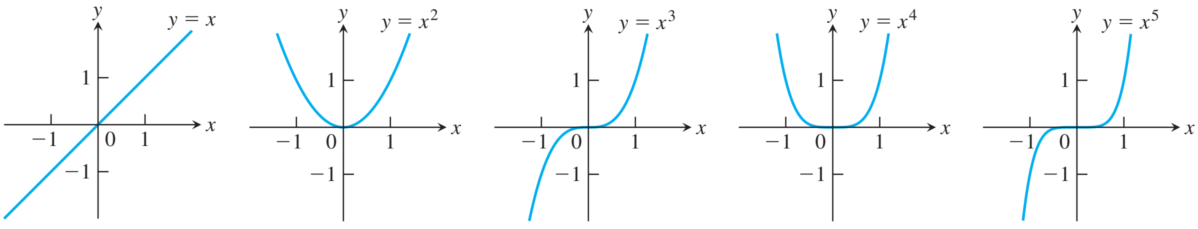


FIGURE 1.15 Graphs of $f(x) = x^n$, $n = 1, 2, 3, 4, 5$, defined for $-\infty < x < \infty$.

(b) $a = -1$ or $a = -2$.

The graphs of the functions $f(x) = x^{-1} = 1/x$ and $g(x) = x^{-2} = 1/x^2$ are shown in Figure 1.16. Both functions are defined for all $x \neq 0$ (you can never divide by zero). The graph of $y = 1/x$ is the hyperbola $xy = 1$, which approaches the coordinate axes far from the origin. The graph of $y = 1/x^2$ also approaches the coordinate axes. The graph of the function f is symmetric about the origin; f is decreasing on the intervals $(-\infty, 0)$ and $(0, \infty)$. The graph of the function g is symmetric about the y-axis; g is increasing on $(-\infty, 0)$ and decreasing on $(0, \infty)$.

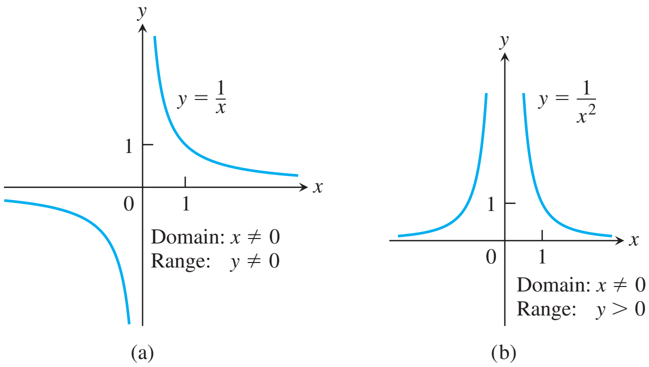


FIGURE 1.16 Graphs of the power functions $f(x) = x^a$ for part (a) $a = -1$ and for part (b) $a = -2$.

(c) $a = \frac{1}{2}, \frac{1}{3}, \frac{3}{2}$, and $\frac{2}{3}$.

The functions $f(x) = x^{1/2} = \sqrt{x}$ and $g(x) = x^{1/3} = \sqrt[3]{x}$ are the **square root** and **cube root** functions, respectively. The domain of the square root function is $[0, \infty)$, but the cube root function is defined for all real x. Their graphs are displayed in Figure 1.17, along with the graphs of $y = x^{3/2}$ and $y = x^{2/3}$. (Recall that $x^{3/2} = (x^{1/2})^3$ and $x^{2/3} = (x^{1/3})^2$.)

Polynomials A function p is a **polynomial** if

$$p(x) = a_n x^n + a_{n-1}x^{n-1} + \cdots + a_1 x + a_0$$

where n is a nonnegative integer and the numbers $a_0, a_1, a_2, \ldots, a_n$ are real constants (called the **coefficients** of the polynomial). All polynomials have domain $(-\infty, \infty)$. If the

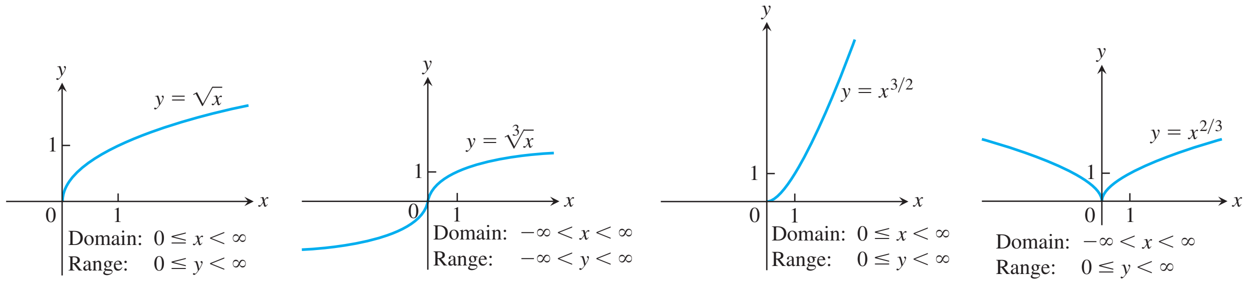


FIGURE 1.17 Graphs of the power functions $f(x) = x^a$ for $a = \frac{1}{2}, \frac{1}{3}, \frac{3}{2}$, and $\frac{2}{3}$.

leading coefficient $a_n \neq 0$ and $n > 0$, then n is called the **degree** of the polynomial. Linear functions with $m \neq 0$ are polynomials of degree 1. Polynomials of degree 2, usually written as $p(x) = ax^2 + bx + c$, are called **quadratic functions**. Likewise, **cubic functions** are polynomials $p(x) = ax^3 + bx^2 + cx + d$ of degree 3. Figure 1.18 shows the graphs of three polynomials. Techniques to graph polynomials are studied in Chapter 4.

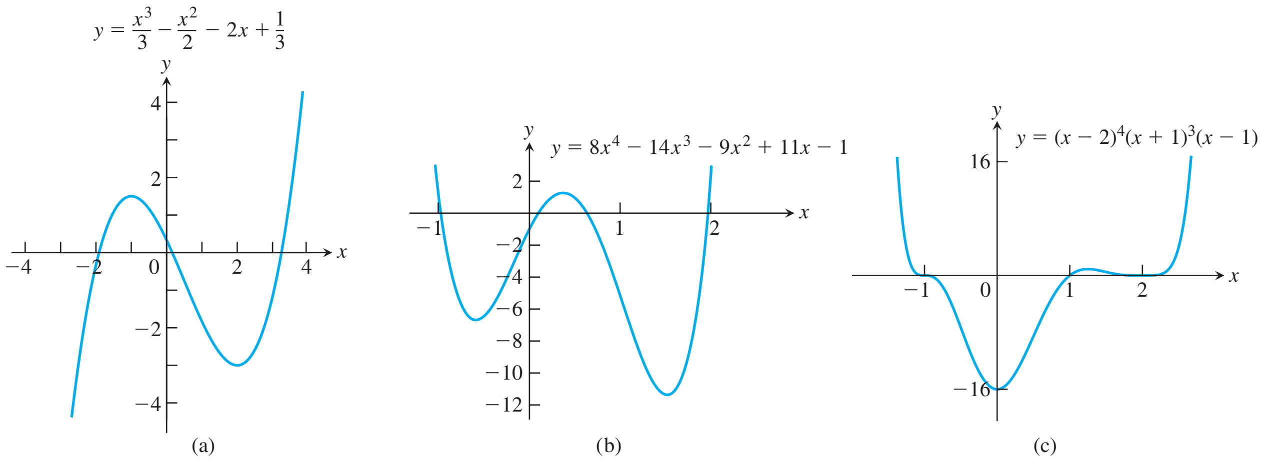


FIGURE 1.18 Graphs of three polynomial functions.

Rational Functions A **rational function** is a quotient or ratio $f(x) = p(x)/q(x)$, where p and q are polynomials. The domain of a rational function is the set of all real x for which $q(x) \neq 0$. The graphs of several rational functions are shown in Figure 1.19.

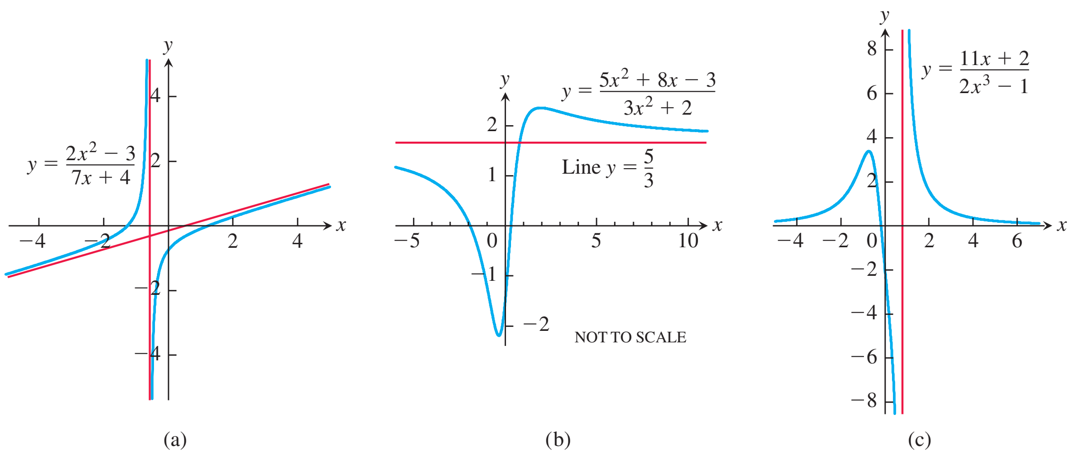


FIGURE 1.19 Graphs of three rational functions. The straight red lines approached by the graphs are called *asymptotes* and are not part of the graphs. We discuss asymptotes in Section 2.6.