

Math 2120

3/24/20

Tuesday



9.4 continued...

Ex: Find the first three terms in the Maclaurin series for $f(x) = e^x \sin(x)$

Taylor series with $a=0$

both converge for all x

$$f(x) = e^x \sin(x)$$

$$= \left(1 + x + \frac{x^2}{2!} + \frac{x^3}{3!} + \dots \right) \left(x - \frac{x^3}{3!} + \frac{x^5}{5!} - \dots \right)$$

$$= x + x^2 + \underbrace{1 \cdot \left(-\frac{x^3}{3!} \right) + \frac{x^2}{2!} \cdot x}_{x^3 \text{ term}} + \dots$$

$$3! = 6, 2! = 2$$

$$= x + x^2 + \left(-\frac{1}{6} + \frac{1}{2} \right) x^3 + \dots$$

$$= x + x^2 + \frac{1}{3} x^3 + \dots$$

Converge for all x

Ex: Same question with $f(x) = \tan(x)$

$$\tan(x) = \frac{\sin(x)}{\cos(x)} = \frac{x - \frac{x^3}{3!} + \frac{x^5}{5!} - \frac{x^7}{7!} + \dots}{1 - \frac{x^2}{2!} + \frac{x^4}{4!} - \frac{x^6}{6!} + \dots}$$

cos(x) ↓

tan(x) →

sin(x) →

$$1 - \frac{x^2}{2} + \frac{x^4}{24} - \dots \left[\begin{array}{l} X + \frac{1}{3}X^3 + \frac{2}{15}X^5 + \dots \\ X - \frac{x^3}{6} + \frac{x^5}{120} - \dots \\ - (X - \frac{x^3}{2} + \frac{x^5}{24} - \dots) \end{array} \right]$$

- 2! = 2
- 3! = 6
- 4! = 24
- 5! = 120
- 6! = 720

$$0 + (-\frac{1}{6} + \frac{1}{2})x^3 + (\frac{1}{120} - \frac{1}{24})x^5 - \dots$$

$$\rightarrow \frac{1}{3}x^3 - \frac{1}{30}x^5 - \dots$$

$$- (\frac{1}{3}x^3 - \frac{1}{6}x^5 + \dots)$$

$$\frac{0 + (-\frac{1}{30} + \frac{1}{6})x^5 + \dots}{\frac{2}{15}x^5 + \dots}$$

$$- (\frac{2}{15}x^5 - \frac{1}{15}x^7 + \dots)$$

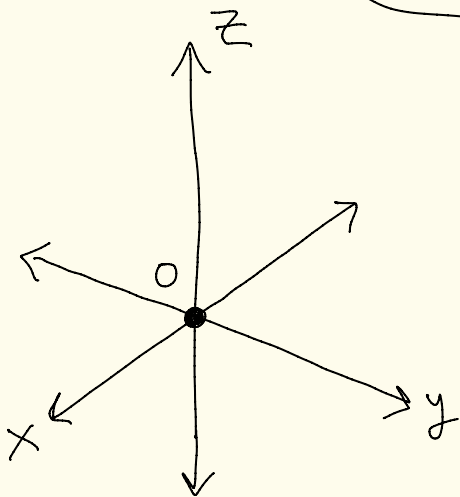
$$0 + ? x^7 + \dots$$

$$\tan(x) = x + \frac{1}{3}x^3 + \frac{2}{15}x^5 + \dots$$

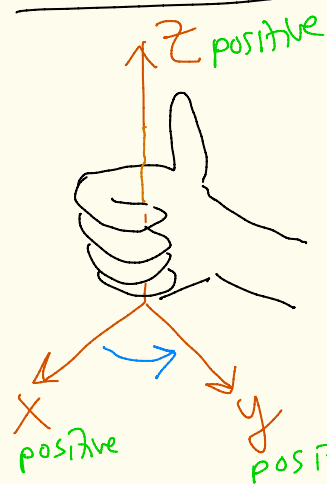
11.1 / 11.2 - Vectors in the plane

Vectors in 3d

pg 3



To represent 3d space, we choose a fixed point O (the origin) and three directed lines through O that are perpendicular to each other, called the x -axis, y -axis, and z -axis (the coordinate axis).



The direction of the z -axis is determined by the right-hand rule. If you curl the fingers in your right hand around the z -axis in the direction of a 90° counter-clockwise rotation from the positive x -axis to the positive y -axis, then your thumb points in the positive z direction.

