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VCE Mathematical Methods ¾ Applications of Differentiation [2.4]

Workbook

Outline:

Tangents and Normals Pg 2-9 Tangents Newton's Method Pg 18-32 Introduction to Newton's Method Minimising Error Optimisation Pg 10-17 Pg 10-17 Tolerance

Limitation of Newton's Method

Absolute Minimum and Maximum

Optimisation Problems

Learning Objectives:

MM34 [2.4.1] - Find Tangents and Normal
 MM34 [2.4.2] - Find Minimum and Maximum
 MM34 [2.4.3] - Apply Newton's Method to Find the Approximation of a Root and its Limitations



Section A: Tangents and Normals

Sub-Section: Tangents

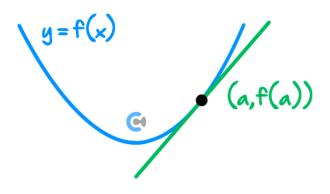


What are tangent lines?



Tangents

- A tangent is a linear line which just touches the curve.
- The gradient of a tangent line has to be equal to the gradient of the curve at the intersection.



 $m_{tangent} =$

Question 1 Walkthrough.

Find the equation of the tangent to $f(x) = x^2 + 4$ at x = 2.



Question	1
Chiesmon	

Find the equation of the tangent to $y = \sin(x)$ at $x = \frac{\pi}{6}$.



Question 3 Extension.	
Let $f(x) = xe^x$, find the equation of the line tangent to $f(x)$ that has a gradient of $2e$.	
Space for Personal Notes	



How do we do this on our tech?



Calculator Commands: Finding tangents on CAS

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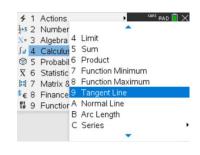
Mathematica

<< SuiteTools`

TangentLine[f[x], x, a]

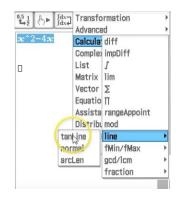
➤ TI-Nspire

Menu 4 9



tangentLine(f(x),x,a)

Casio Classpad



tangentLine(f(x),x,a)

Question 4 Tech-Active.

Find the equation of the tangent to $y = \sin(x)$ at $x = \frac{\pi}{6}$.



Sub-Section: Normal Lines



<u>Discussion:</u> Normal lines are perpendicular to tangent lines. How can we find the gradient of normal line?



Normals



- A normal is a linear line which is perpendicular to the tangent.
- The gradient of a normal line has to be equal to the **negative reciprocal** of the gradient of the curve at the intersection.

$$y = f(x)$$

(a,f(a))

Normal

$$m_{normal} =$$

Question 5 Walkthrough.

Find the equation of the normal to $f(x) = x^3 - 3x^2 + 5$ at x = 1.



Questio	n 6
Quesu	o nt

Find the equation of the normal to $y = e^{2x}$ at x = 0.



Question 7 Extension.	
Let $f(x) = \log_e(x+2)$. Find the equation of the normal to $f(x)$ that has a gradient of -1 .	
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How do we do this on our tech?



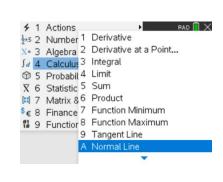
Calculator Commands: Finding normals on CAS

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- << SuiteTools`

NormalLine[f[x], x, a]

- ➤ TI-Nspire
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normalLine(f(x),x,a)

Casio Classpad



normalLine(f(x),x,a)

Question 8

Find the equation of the normal to $y = e^{2x}$ at x = 0.



Section B: Optimisation

Sub-Section: Absolute Minimum and Maximum



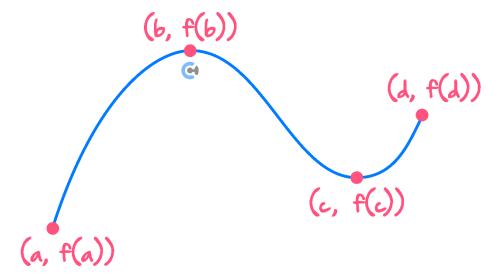
Discussion: Where could the absolute maximum and minimum value lie for a function?



Absolute Maximum and Minimum



- Absolute Maxima/Minima are the overall largest/smallest ______ for the given domain.
- They occur at either be an ______, or a ______.



Absolute Min: f(a)

Absolute Max: f(b)

- Steps
 - 1. Find stationary points and endpoints.
 - **2.** Find the largest/lowest y value for max/min.

Question 9 Walkthrough.

Find the maximum and minimum value of the function given below.

$$f: [-2,2] \to R, f(x) = x^3 - 3x + 4$$

NOTE: Find the endpoints and the turning points. Pick the largest y value for max and smallest y value for the minimum.



Active Recall: Steps for finding absolute minimum/maximum



- 1. Find ______ points and _____ points.



Question 10

Find the maximum and minimum value of the function given below.

$$f: [-1,3] \to R, f(x) = -12x - 3x^2 + 2x^3 - 1$$



Question 11 Extension.

Find the maximum and minimum value of the function given below.

$$f: \left(\frac{1}{2e}, e\right] \to R, f(x) = x \log_e(x)$$







<u>Calculator Commands:</u> Finding Absolute Max and Min for $x \in [a, b]$



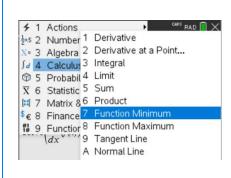
Mathematica

Maximize[$\{f[x], a \le x \le b\}, x$]

Minimize[$\{f[x], a \le x \le b\}, x$]

TI-Nspire

Menu 4 7 and Menu 4 8



fMax(f(x),x,a,b) fMin(f(x),x,a,b)

Casio Classpad



fMax(f(x),x,a,b)

fMin(f(x),x,a,b)

Question 12 Tech-Active.

Find the maximum and minimum value of the function given below.

$$f: [-5,2] \to R, f(x) = 2x^3 + 3x^2 - 72x - 16$$



Sub-Section: Optimisation Problems



Let's now take a look at their applications!



Optimisation Problems



- Applying absolute maxima and minima in a real-world setting.
- Steps:
 - 1. Construct a function for the subject you want to find the maximum or minimum of.
 - 2. Find its domain if appropriate.
 - **3.** Find its endpoints and turning points.
 - **4.** Identify the maximum or minimum *y* value.

Question 13 Walkthrough.

Find the maximum area of a rectangle whose perimeter is equal to 20 cm.

TIP: Always identify first what you want to solve the maximum of.







Active Recall: Steps for optimisation

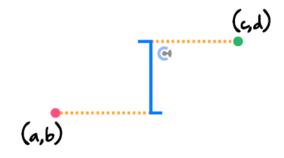


- 1. Construct a ______ for the subject you want to find the maximum or minimum of.
- **2.** Find its ______ if appropriate.
- **3.** Find its ______ and _____ points.
- **4.** Identify ______ or _____ *y* value.

REMINDER

0

Vertical distance between two functions.



 \blacktriangleright Simply find the difference between their y values.

Question 14

Find the minimum vertical distance between the functions $f(x) = x^2 + 16$ and g(x) = x - 10.





Two positive variables x and y are such that $x^2y=32$. Another variable z is given by z=x+y. Find the minimum value of z.

TIP: If there is no end point, simply look for the turning point!





Section C: Newton's Method

Sub-Section: Introduction to Newton's Method

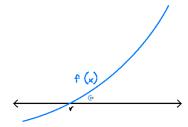


What is the Newton's method used for?



Context: Introduction to Newton's Method

Consider the function:



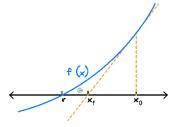
$$f(x) = x^2 - \sin(x)$$

Is it easy to find the x-intercept? [Easy, Meh, Impossible without CAS!]

What should we do now?

- Let's first draw a tangent at $x = x_0$.
- Compare the *x*-intercept of f(x) and the tangent.

Are they similar[Yes, No, they are too far away.]



This is Newton's method!

It approximates the _____using _____.



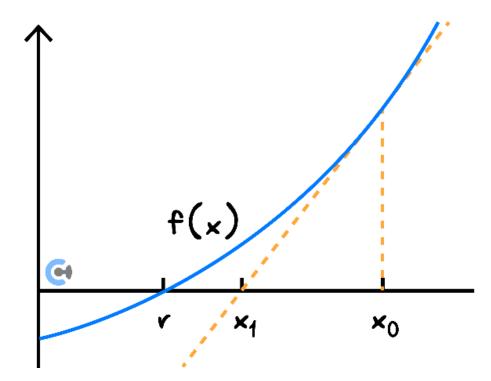
Question 16 Walkthrough. Tech-Active	Question	16	Walkthrough,	Tech-Active
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Estimate the x-intercept of f(x) = (x - 3)(x + 2) using the tangent made at x = 4. Determine the error of the approximation, giving your answer in 4 decimal places.



Is there a way to find x-intercept of tangent quickly?

<u>Exploration</u>: Finding x-intercepts of a tangent made at $x = x_0$



- Say tangent is made at _____ and the x-intercept of the tangent is _____.
- Then,

$$f'(x_0) =$$

Now rearrange for x₁ (x-intercept of the tangent);

$$x_0 - x_1 = \frac{f(x_0) - 0}{f'(x_0)}$$

$$x_1 =$$

• Where x_1 is the x-intercept of the tangent made at _____.



TIP: To memorise which one is on the bottom, remember "Denominator is the derivative" ("DD").





Let's try the previous question again using the formula above!

Question 17 Tech-Active.
Estimate the <i>x</i> -intercept of $f(x) = (x - 3)(x + 2)$ using the tangent made at $x = 4$. Determine the error of the approximation, giving your answer in 4 decimal places.



Sub-Section: Minimising Error



How do we minimise errors?

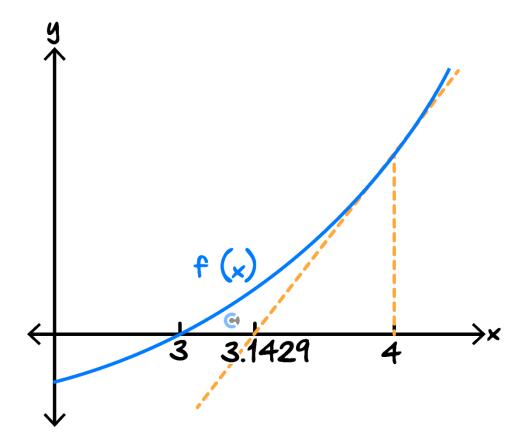


Where should the tangent be drawn for better accuracy?



Exploration: Minimise Error

We used the x-intercept of the tangent made at x = 4 and the error was 0.1429.



- To minimise error should we make the tangent closer or further from 3? [Closer/Further]
- If we didn't know the actual x-intercept (x = 3), at which x value should the next tangent be drawn?

x = _____





Let's try this out!

Question 18 Tech-Active.

a.	Estimate the x-intercept of $f(x) = (x - 3)(x + 2)$ using the tangent made at $x = 3.14286$. Determine the
	error of the approximation, giving your answer in 4 decimal places.

b. Is it more accurate than before?

c. Estimate the x-intercept of f(x) = (x - 3)(x + 2) using the tangent made at x = 3.00386. Determine the error of the approximation, giving your answer in 4 decimal places.

Discussion: Imagine if we repeated this process 10 times, what would happen to the error?

 $\begin{aligned} & \text{(i))} \cdot f(x_i) := \log(x+2) \\ & \text{(i)} := f'(x) \\ & \text{(i)} := \frac{1}{x+2} \end{aligned}$

 $\{x \in \{x \to -1\}\}$ $\{x \in \{x \to -1\}\}$ $\{x \in \{x \to -1\}\}$

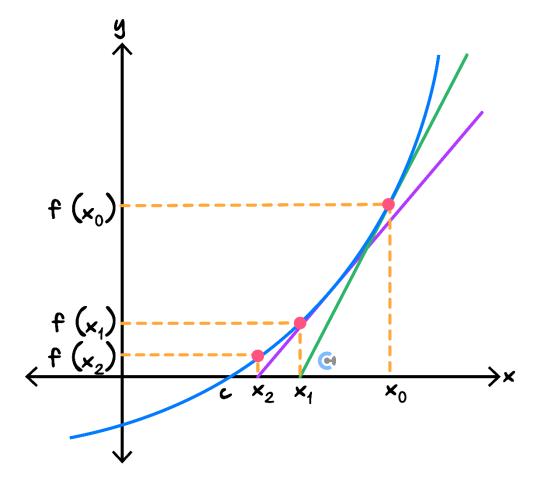




Performing the above process multiple times is called Newton's method!

Newton's Method

 \blacktriangleright It is a method of approximating the x-intercept using tangents.



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

Steps

- 1. Find the tangent at the x value given.
- 2. Find the x-intercept of the tangent using an iterative formula.
- **3.** Find the next tangent at the x = x-intercept of the previous tangent.
- **4.** Repeat until the value doesn't change by much.



Question 19 Walkthrough. Tech-Active.

Consider the function $f(x) = x^3 - 5$.

a. Show that Newton's method gives the iterative formula $x_{n+1} = \frac{2x_n^3 + 5}{3x_n^2}$.

b. Find the approximation of x-intercept of f(x) giving your answer correct to 4 decimal places. Start $x_0 = 2$.



Active Recall: Newton's Formula



$$x_{n+1} =$$

Question 20 Tech-Active.

Consider the function $f(x) = x^5 - 8$.

a. Show that Newton's method gives the iterative formula:

$$x_{n+1} = \frac{4x_n^5 + 8}{5x_n^4}$$

b. Find the approximation of x-intercept of f(x) giving your answer correct to 4 decimal places. Start $x_0 = 2$.



Sub-Section: Tolerance



Could the question tell us when to stop?



Tolerance



Definition: The maximum difference between x_n and x_{n+1} we can have when we stop the iteration.

We stop when $|x_{n+1} - x_n| < Tolerance$.

The question will give us the tolerance level.

NOTE: It is how much error we are willing to tolerate.



Question 21 Tech-Active.

Find the root of $f(x) = x^3 - 12$ using Newton's method with a tolerance of 0.01 and initial value of 3. Give your answer correct to two decimal places.





Question 22 Tech-Active.	
Find the root of $f(x) = 1 - x^2 e^{2x}$ using Newton's method with a tolerance of 0.001 and initial value of 1. O your answer correct to three decimal places.	Зive
Constant Demonstration	
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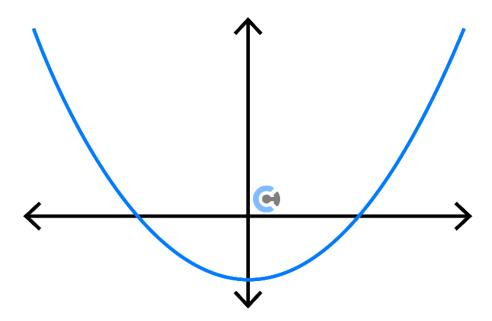




When does Newton's method not work?

Exploration: 1. Terminating Sequence

Consider the graph below.

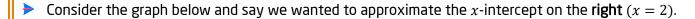


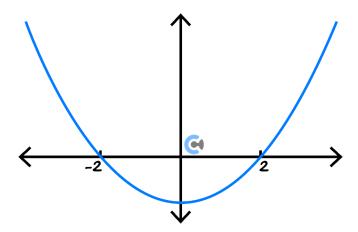
 \blacktriangleright What happens when $x_0 = 0$?

 \blacktriangleright Hence, when Newton's method reaches the x value of the stationary point, it ______.



Exploration: 2. Approximating the Wrong Root

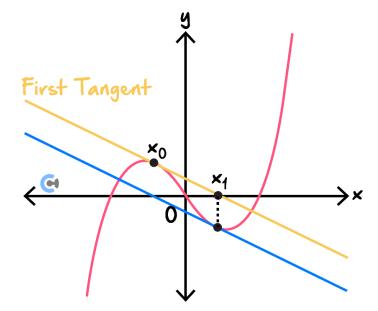




- What happens when $x_0 = -1$, do we approximate x = -2 or x = 2? [-2/2]
- ▶ When Newton's method starts at the wrong side of the turning point, it can approximate the

Exploration: 3. Oscillating Sequence

Consider the graph.



- What is the value of x_2 , the next term of the sequence?
- \blacktriangleright Hence, would Newton's method approximation get closer to the actual x-intercept at x=0? [Yes/No]



Limitation of Newton's Method



- Terminating Sequence: Occurs when we hit a stationary point.
- Approximating a Wrong Root: Occurs when we start on the wrong side.
- Oscillating Sequence: Occurs when we oscillate between two values without getting closer to the real root.

Question 23 Tech-Active.

Consider the function $f(x) = (x - 1)^2 - 1$.

a. Write down the Newton iteration formula for x_{n+1} .

b. What limitation of Newton's method do we get if $x_0 = 1$?



Question 24 Tech-Active.

Consider the function $f(x) = \frac{x}{\sqrt{x^2 + 1}}$.

a. Perform three iterations of Newton's method with starting point x = 1.

b. What limitation of Newton's method did we get here?





Contour Checklist

□ <u>Learning Objective</u>: [2.4.1] – Find Tangents and Normals

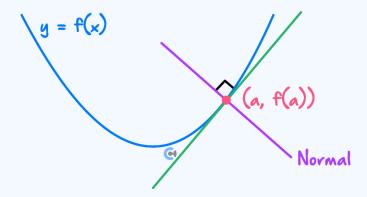
Key Takeaways

- A tangent is a linear line which just ______ the curve.
- ☐ The gradient of a tangent line has to be equal to the ______ of the curve at the intersection.

$$y = f(x)$$
(a, $f(a)$)

$$At(a, f(a)): m_{tangent} = \underline{\hspace{1cm}}$$

- Normals
 - A **normal** is a linear line which is ______ to the tangent.
 - The gradient of a normal line has to equal to the ______ of the gradient of the curve at the intersection.



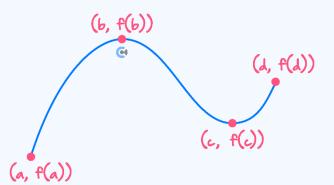
$$At(a, f(a)): m_{normal} = \underline{\hspace{1cm}}$$



□ <u>Learning Objective</u>: [2.4.2] - Find Minimum and Maximum

Key Takeaways

- Absolute Maximum and Minimum
 - O Absolute Maxima/Minima are the overall largest/smallest ______ for the given domain.
 - O They occur at either be an _______ or a ______



Absolute Min: _____

Absolute Max:

- Steps
 - 1. Find _____ points and ____ points
 - 2. Find the _____ y value for max/min.
- Steps for optimisation
 - 1. Construct a _____ for the subject you want to find the maximum or minimum of.
 - 2. Find its ______ if appropriate.
 - **3.** Find its ______ and _____ points.
 - **4.** Identify ______ or _____ *y* value.

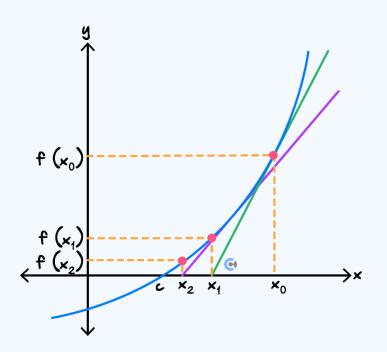


Learning Objective: [2.4.3] - Apply Newton's Method to Find the Approximation of a Root and its Limitations

Key Takeaways

Newton's Method

O It is a method of approximating the *x*-intercept using ______



$$x_{n+1} =$$

Steps

1. Find the $\underline{\hspace{1cm}}$ at the x value given.

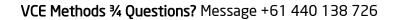
2. Find the _____ of the tangent using iterative formula.

3. Find the next tangent at the x =_____ of the previous tangent.

4. Repeat until the value doesn't change by much.

Tolerance: The maximum difference between x_n and x_{n+1} we can have when we stop the iteration.

We stop when $|x_{n+1} - x_n| <$ _____.





O Approximating a Wrong Root: Occurs when we start on the				
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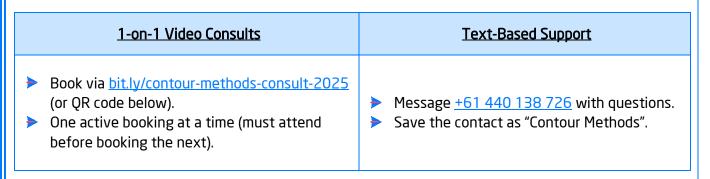
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