

2.2 : Linear Functions: Constant rate of change 10/10/17 (1)

Defⁿ: A linear function is a function of the form

$$f(x) = mx + b$$

Where b, m are ~~re~~ real numbers.

The graph of a linear function is a line.

The number ~~s~~ m is called the slope of the line, and the number b is usually called the y-intercept or the vertical intercept.

The slope tells you the vertical change/net change over a unit increase in the independent variable is m .

For $a, a+1$ the net change of $f(x) = mx + b$ is

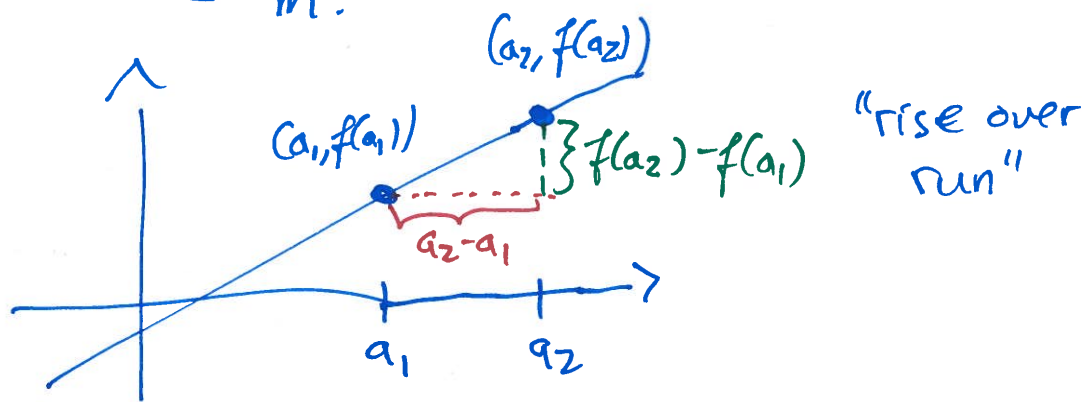
$$\begin{aligned} f(a+1) - f(a) &= m(a+1) + b - (ma + b) \\ &= ma + m + b - ma - b \\ &= m \end{aligned}$$

These are exactly the constant "first differences" in Ch. 1.

In fact, for any input values, say a_1, a_2 , $a_1 < a_2$

$$\frac{f(a_2) - f(a_1)}{a_2 - a_1} = \frac{(m a_2 + b) - (m a_1 + b)}{a_2 - a_1}$$

$$\begin{aligned}
 &= \frac{ma_2 + b - ma_1 - b}{a_2 - a_1} \\
 &= \frac{ma_2 - ma_1}{a_2 - a_1} \\
 &= \frac{m(a_2 - a_1)}{a_2 - a_1} \\
 &= m.
 \end{aligned}$$

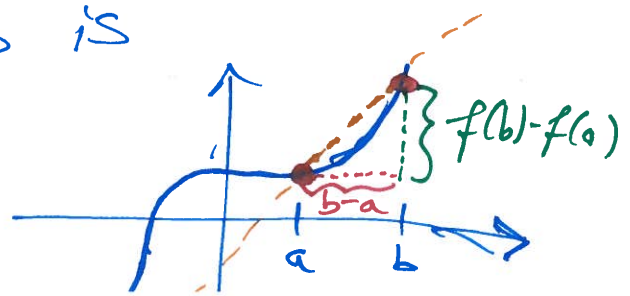


This is the average rate of change of the function $f(x)$. For lines, this is always constant and it is in fact the defining property of a line.

2.1: The average rate of change of an arbitrary function, f , from a to b is

$$\frac{f(b) - f(a)}{b - a}$$

Graphically, this is



The average rate of change of f from a to b ③
is the slope of the orange line above, which is called
the secant line.

E.g.: A car drives at a constant speed for 2
hours, and travels 60 miles; what is the speed
of the car at time $t = 1.5$ hours?

Say at time 0 the car is 0 miles away
from its starting location: these give 2 points,
 $(0, 0)$ and $(2, 60)$

The slope of the line is the speed at any point!

$$\frac{60 - 0}{2 - 0} = \frac{60}{2} = 30 \text{ mph.}$$

The line modeling the position of this car at
time t is (with respect to the starting point

$$s(t) = \frac{60}{2}t + 0 = 30t.$$

For any time, t , the average rate of change is the
speed of the car: 30 mph.

E.g.: If an object leaves your hand, thrown straight up,
with initial velocity, $v_0 \geq 0$, and no forces other
than gravity, acceleration -9.8 m/s^2 , act on the object,
then the height (position) relative to your hand

is modeled by the ~~q~~ function

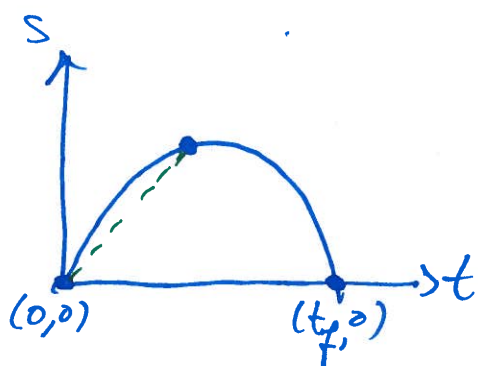
(4)

$$s(t) = -9.8t^2 + v_0t$$

What is the speed of the object at a given time, t_1 ?

- The answer is: you need calculus to answer this question.

The graph of s looks like



The average rate of change represents some sort of estimate to the speed.

2.2: Line between two points.

Two points (x_0, y_0) and (x_1, y_1) determine a unique line.

Compute the slope:

$$m = \frac{y_1 - y_0}{x_1 - x_0} = \frac{y_0 - y_1}{x_0 - x_1}$$

$$\left(\frac{y_1 - y_0}{x_1 - x_0} = \frac{-(y_0 - y_1)}{-(x_0 - x_1)} \right)$$

Eg: $(1, 5)$, $(7, 3)$


$$\frac{3 - 5}{7 - 1} = \frac{-2}{6} = -\frac{1}{3}$$


E.g.: $m = -\frac{1}{3}, (1, 5)$


⑥

$$\begin{aligned} y - 5 &= -\frac{1}{3}(x - 1) = -\frac{1}{3}x + \frac{1}{3} \\ \Rightarrow y &= -\frac{1}{3}x + \frac{1}{3} + 5 \\ &= -\frac{1}{3}x + \frac{1}{3} + \frac{15}{3} \\ &= -\frac{1}{3}x + \frac{16}{3}. \end{aligned}$$

Classification of Lines! $y = mx + b$

$m = 0$ $y = b$, horizontal lines 

$m > 0$  with varying degrees of steepness
the larger the m , the steeper the line

$m < 0$  same \nearrow
the larger the m in absolute value,
the steeper the line

