Differentiation Rules

Computing derivative values through use of the *definition of derivative* (the limit we learned), can be extremely tedious, and sometimes very difficult. There are several shortcuts that we can use to compute derivatives more easily.

1. The Derivative of a Constant: $\frac{d}{dx}[c] =$ _____

2. The Power Rule:
$$\frac{d}{dx}[x^n] =$$

3. The Constant Multiple Rule:
$$\frac{d}{dx}[c \cdot f(x)] =$$

4. The Sum/Difference Rule:
$$\frac{d}{dx}[f(x)\pm g(x)] =$$

5. Derivative of Sine:
$$\frac{d}{dx}[\sin x] =$$

6. Derivative of Cosine:
$$\frac{d}{dx}[\cos x] =$$

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With these 6 rules together, we can differentiate many functions quickly and easily.

-examples- Find the derivative for each of the following.

a.
$$y = x^3 + 4x^2 + 9x - 15$$

b.
$$y = x^4 - 5x^3 + 7x^2 - 2x + 8$$

c.
$$f(x) = 4\sqrt{x} - \frac{5}{x^3} + \frac{x}{5}$$

d.
$$g(t) = 2t^3 - \frac{4}{t} + t$$

e.
$$y = \frac{3}{4x^5}$$

f.
$$g(t) = \frac{5t^3 - 4\sqrt{t}}{t^2}$$

g.
$$y = 3\sin t - \frac{\cos t}{6}$$

Applications.

1. Find the equation of the line tangent to the graph of $f(x) = -x^2 + 5x - 3$ when x = 2

2. Find where the curve in #1 has a horizontal tangent line.

RATES OF CHANGE: Remember that the derivative is a function that describes the slope of a curve. The slope of a curve can also represent the *rate of change* of one quantity with respect to another.

-example- A ball is thrown off a 450 ft. cliff with an initial velocity of -20 ft/sec. The position of the ball above the ground is given by the function:

$$s(t) = \frac{1}{2}gt^2 + v_0t + s_0$$
, where $g = -32 ft / \sec^2$, $v_0 = \text{initial velocity, and } s_0 = \text{initial height}$

- a. Write the function to represent the height of this ball at time *t*.
- b. Find the AVERAGE VELOCITY of the ball during the first 3 seconds of flight.

c. Find the INSTANTANEOUS VELOCITY at time t = 2.

DRAW A GRAPH TO REPRESENT THIS: