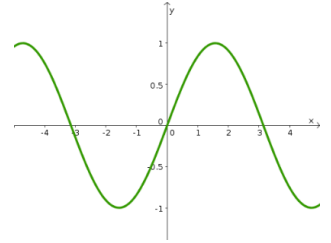


Max Min, Concavity, and Second Derivative Assignment - (Hand in)



All answers can and should be checked by graphing the function on your calculator or online graphing utility.

1. Describe the difference between *local* and *absolute* Max and Min Values.
2. Find the absolute max and min values for the following functions using the **closed interval method**:
 - a) $2x - 3x^{2/3}$ $[-1, 3]$
 - b) $2x^5 - 5x^2$ $[\frac{1}{2}, 2]$

Graph both functions to check your answer. Sketch the graph below.

3. Find the critical values of the following functions:

a) $f(x) = (x - 1)^2(x - 3)$

b) $h(x) = \frac{x^2}{x^2 - 1}$

c) $g(x) = \sqrt{x}(x - 3)$

Use written statement to answer the following questions:

4. What does $f'(x)$ tell you about $f(x)$?

5. What does $f''(x)$ tell you about $f(x)$?

6. If $f''(x) = 0$, what does this mean?

7. If $f''(x) > 0$, what does this mean?

8. If $f''(x) < 0$, what does this mean?

9. Find the **inflection points** for $f(x) = (x - 1)^2(x - 3)$ and determine what intervals $f(x)$ is concave up and concave down (**sketch a graph** to check your answer)

10. Use the *second derivative test* to find the **local** max and mins for the following functions:

a) $f(x) = x^3 - 3x + 1$

b) $f(x) = x^4 + 8x^3 + 50$

Bonus:

11. The **groovyness** of the all fun parties is dependent on the **tempo of the music played** according the scientifically formulated function:

$$\text{Groovyness}(x) = 2x^3 + 15x^2 - 36x \quad [0.5,3]$$

Where: x - is music tempo in(beats per second)

$G(x)$ - is groovyness as a function of music tempo - x



Determine the music tempo level between 0.5 and 3 (beats per second) that will create the maximum groovyness at a party.

Hint: use the closed interval method

Draw a graph of $G(x)$ below

Bonus:

12. Create your own max/min question (like #11) and show a complete solution with a graph.