

Limits

consider the function

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

If we sub in $x=1$ we have a problem.

we have $\frac{0}{0}$ which means nothing, so

we wish to explore this function some more

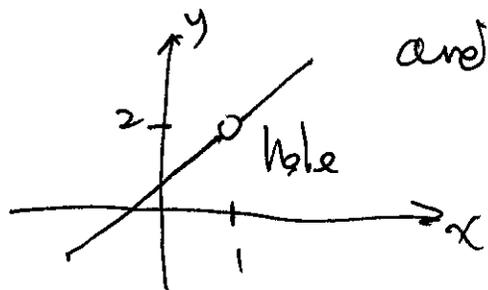
we will look at it

(1) graphically

(2) numerically

(3) analytically

If we graph the function we get
and getting close to $x=1$



$$\lim_{x \rightarrow 1} \frac{x^2 - 1}{x - 1} = 2$$

Numerically - then we create a table 22

x	0.5	0.9	0.99	0.999	1	1.001	1.01	1.1
f(x)	1.5	1.9	1.99	1.999	2	2.001	2.01	2.1

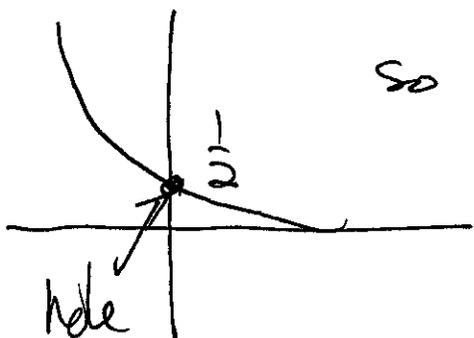
and from the table we see

$$\lim_{x \rightarrow 1} \frac{x^2 - 1}{x - 1} = 2 \quad \text{the same}$$

Ex 2 $\lim_{x \rightarrow 0} \frac{\sqrt{x+1} - 1}{x} = \frac{0}{0}$ "direct substitution"

so we look at $f(x) = \frac{\sqrt{x+1} - 1}{x}$

graphically & numerical



so the graph says

$$\lim_{x \rightarrow 0} \frac{\sqrt{x+1} - 1}{x} = \frac{1}{2}$$

Next, we create a table so

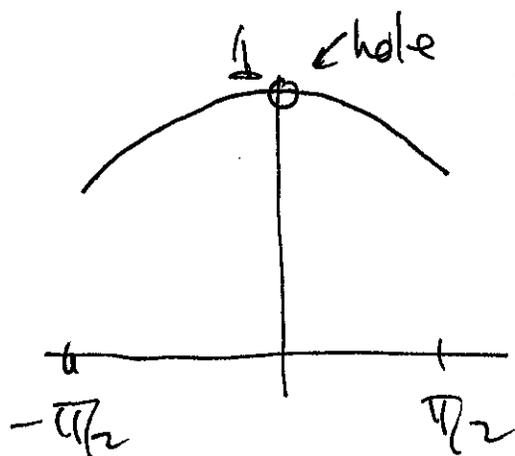
x	-0.1	-0.01	-0.001	0
$f(x)$	-0.5132	-0.5013	-0.5001	$?$

x	0	0.001	0.01	0.1
$f(x)$	$?$	0.4999	0.4988	0.4981

and the table says

$$\lim_{x \rightarrow 0} \frac{\sqrt{x+1} - 1}{x} = \frac{1}{2}$$

$$\text{ex } \lim_{x \rightarrow 0} \frac{\sin x}{x} = \frac{0}{0}$$



From the graph we

$$\text{see } \lim_{x \rightarrow 0} \frac{\sin x}{x} = 1$$

Table

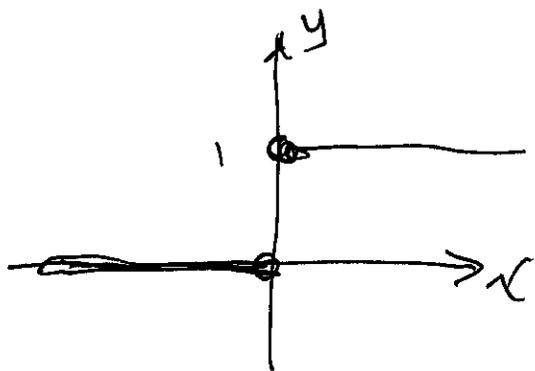
x	-0.1	-0.01	-0.001	0	0.001	0.01	0.1
$f(x)$.9983	.9999	1	?	1	.9999	.9983

and the table says

$$\lim_{x \rightarrow 0} \frac{\sin x}{x}$$

It's important to realize that limits don't always exist. Consider for example

$$f(x) = \begin{cases} 0 & x < 0 \\ 1 & x \geq 0 \end{cases}$$



Here's the graph

$$\lim_{x \rightarrow 0^-} f(x) = 0$$

Not the

$$\lim_{x \rightarrow 0^+} f(x) = 1$$

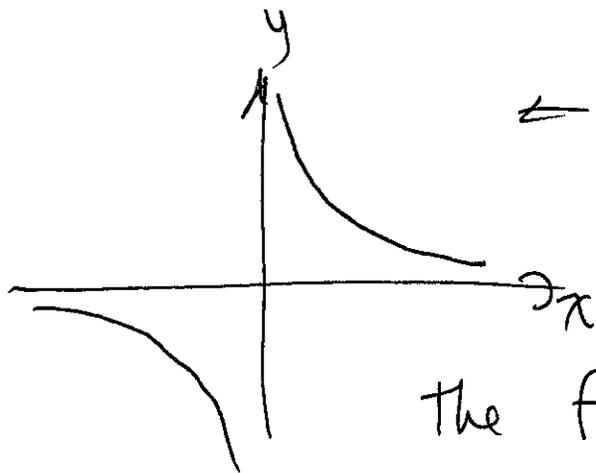
same

These are what are called "one" side limits

Consider

$$f(x) = \frac{1}{x}$$

2-5



← here of the graph

we see as $x \rightarrow 0^+$, 0^-

the function becomes unbounded

$$\text{So } \lim_{x \rightarrow 0^-} \frac{1}{x} = -\infty$$

DNE - (does not exist)

$$\lim_{x \rightarrow 0^+} \frac{1}{x} = +\infty$$