

# The Necessary Components of Materials and Textbooks Used in Math Classes

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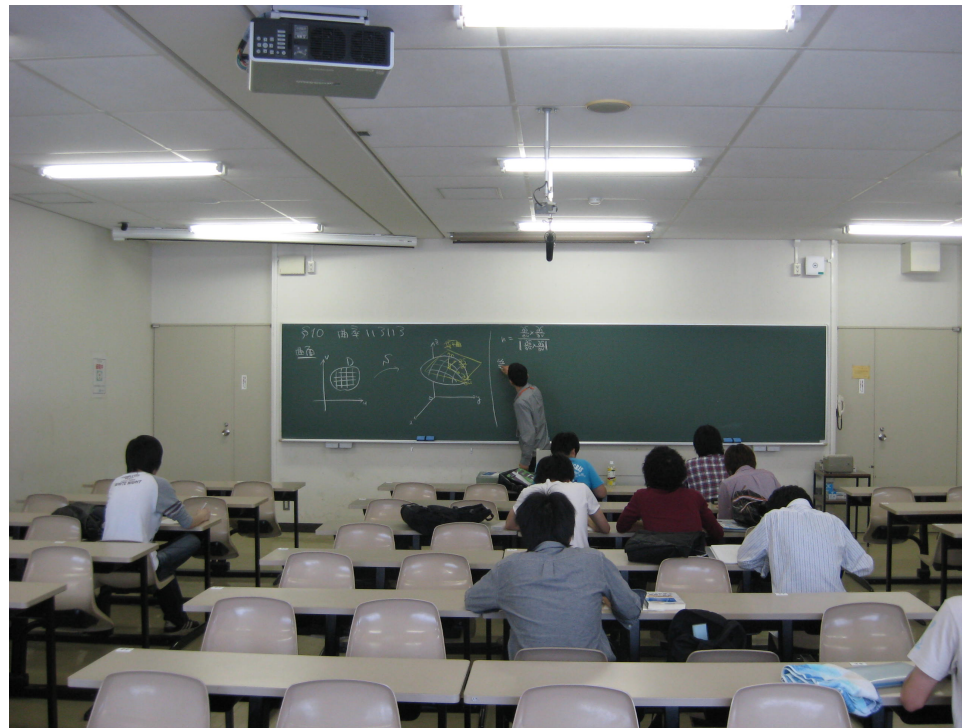
# ΚΕΤpic project

# Our Introduction

- (1) We are mathematics teachers in Japan.
- (2) We give lessons in collegiate math classes.

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# Our Introduction

- (1) We are mathematics teachers in Japan.
- (2) We give lessons in collegiate math classes.
- (3) We use printed materials together with textbooks.
- (4) We have been editing and publishing a series of textbooks.

# Our Introduction

- (5) We use  $\text{\LaTeX}$  and  $\text{\KerPic}$  on a daily basis to make materials and textbooks.
- (6) We developed  $\text{\KerPic}$  to make it easy into insert figures to  $\text{\LaTeX}$  documents.
- (7) We have brought up  $\text{\KerPic}$  to be more useful and comprehensive  $\text{\LaTeX}$  helper.

# What is $\text{KETpic}$

- (1) It is a CAS macro package for inserting graphs easily into  $\text{L}^{\text{A}}\text{T}_{\text{E}}\text{X}$  documents  
Maple, Mathematica, Maxima, Scilab, Matlab ( in part ), R
- (2) It is free downloadable from  
[www.ketpic.com](http://www.ketpic.com)
- (3) It has some  $\text{T}_{\text{E}}\text{X}$  macros generated by  $\text{KETpic}$  to help us make materials.



# Components of Materials

# Using T<sub>E</sub>X

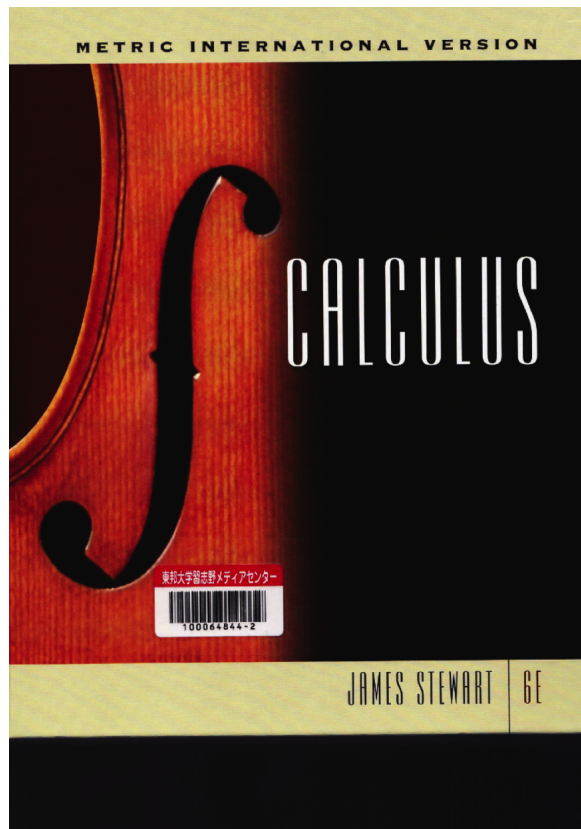
- (1) We can make documents with mathematical expressions easily and finely.
- (2) Materials and textbooks require various components from an educational perspective.
- (3) T<sub>E</sub>X itself cannot handle these components easily.
- (4) K<sub>E</sub>Tpic shores up this weakness of T<sub>E</sub>X.

# Necessary Components

- Sentences
- Mathematical Formulae
- Figures
- Symbols
- Tables
- Pointers, Highlighting
- Pagenation (Layout)

# Necessary Components

## Stewart's *Calculus*, Brook/Cole



Very heavy

Weight : 2500 g

Thickness : 4.5cm

Number of pages : 1300

With deep consideration from  
an educational point of view

# Plenty of Figures

It can be shown that the lower approximating sums also approach  $\frac{1}{3}$ , that is,

$$\lim_{n \rightarrow \infty} L_n = \frac{1}{3}$$

From Figures 8 and 9 it appears that, as  $n$  increases, both  $L_n$  and  $R_n$  become better and better approximations to the area of  $S$ . Therefore, we *define* the area  $A$  to be the limit of the sums of the areas of the approximating rectangles, that is,

$$A = \lim_{n \rightarrow \infty} R_n = \lim_{n \rightarrow \infty} L_n = \frac{1}{3}$$

**TEC** In Visual 5.1 you can create pictures like those in Figures 8 and 9 for other values of  $n$ .

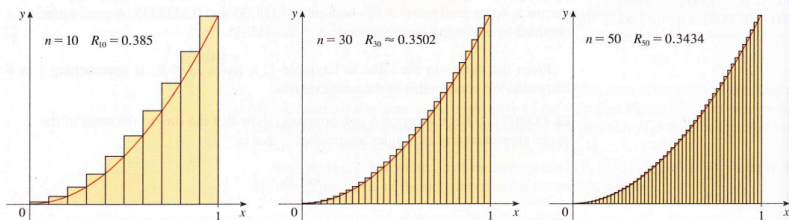


FIGURE 8

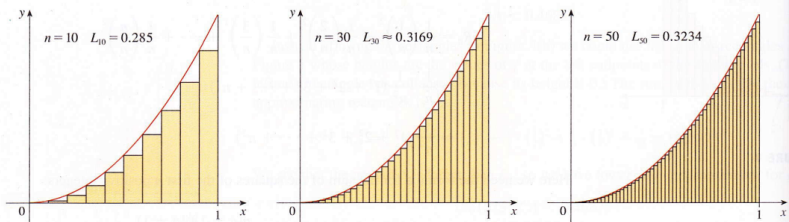


FIGURE 9

The area is the number that is smaller than all upper sums and larger than all lower sums

Let's apply the idea of Examples 1 and 2 to the more general region  $S$  of Figure 1. We start by subdividing  $S$  into  $n$  strips  $S_1, S_2, \dots, S_n$  of equal width as in Figure 10.

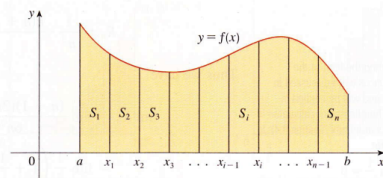


FIGURE 10

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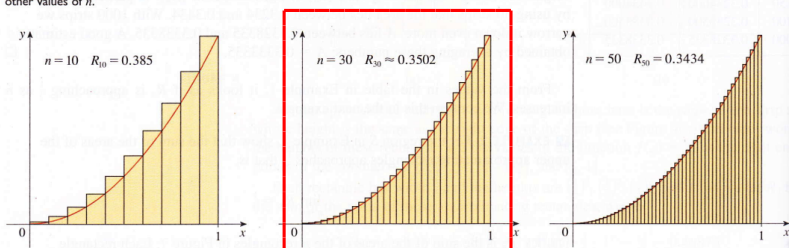


FIGURE 8

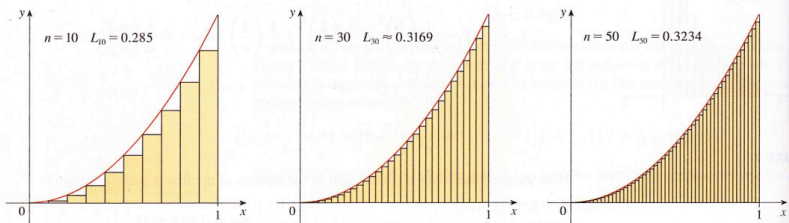


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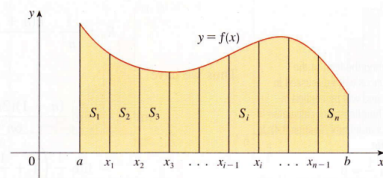
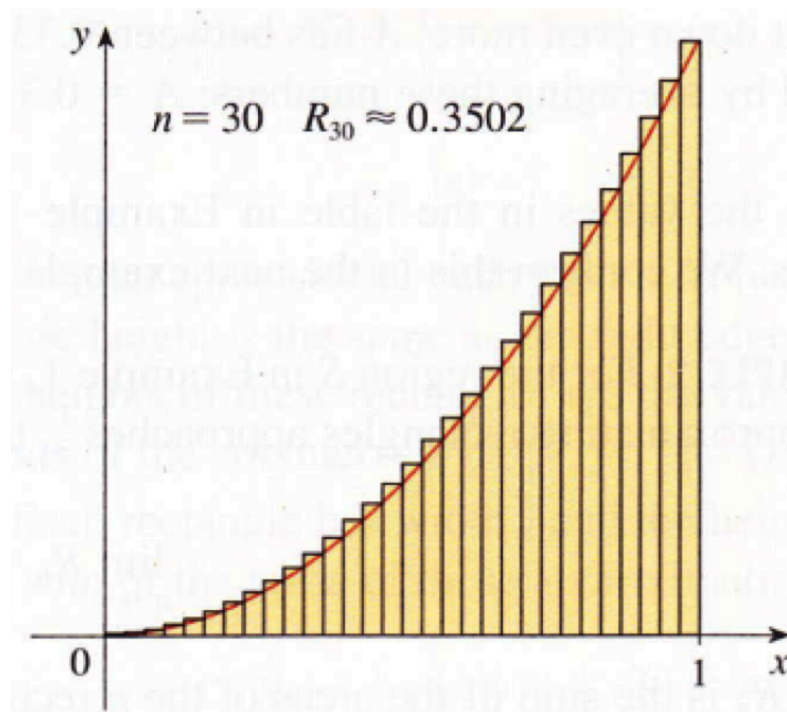
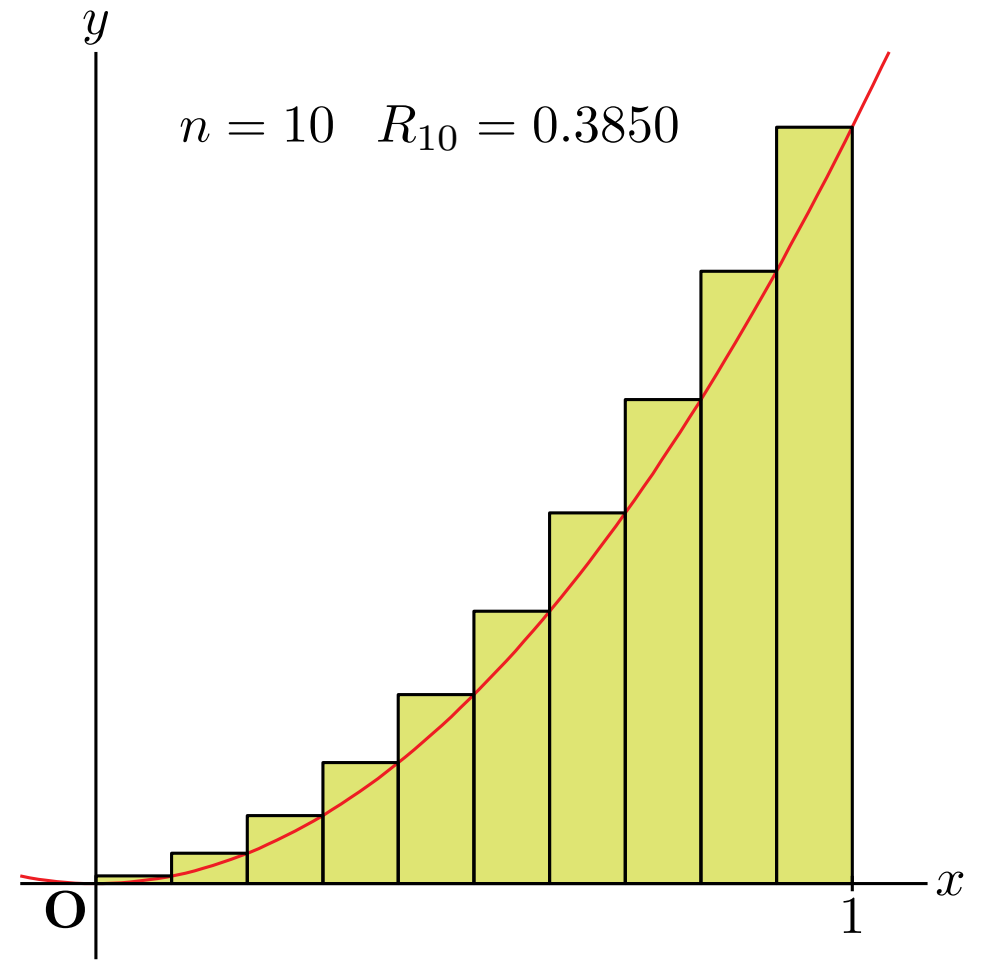


FIGURE 10

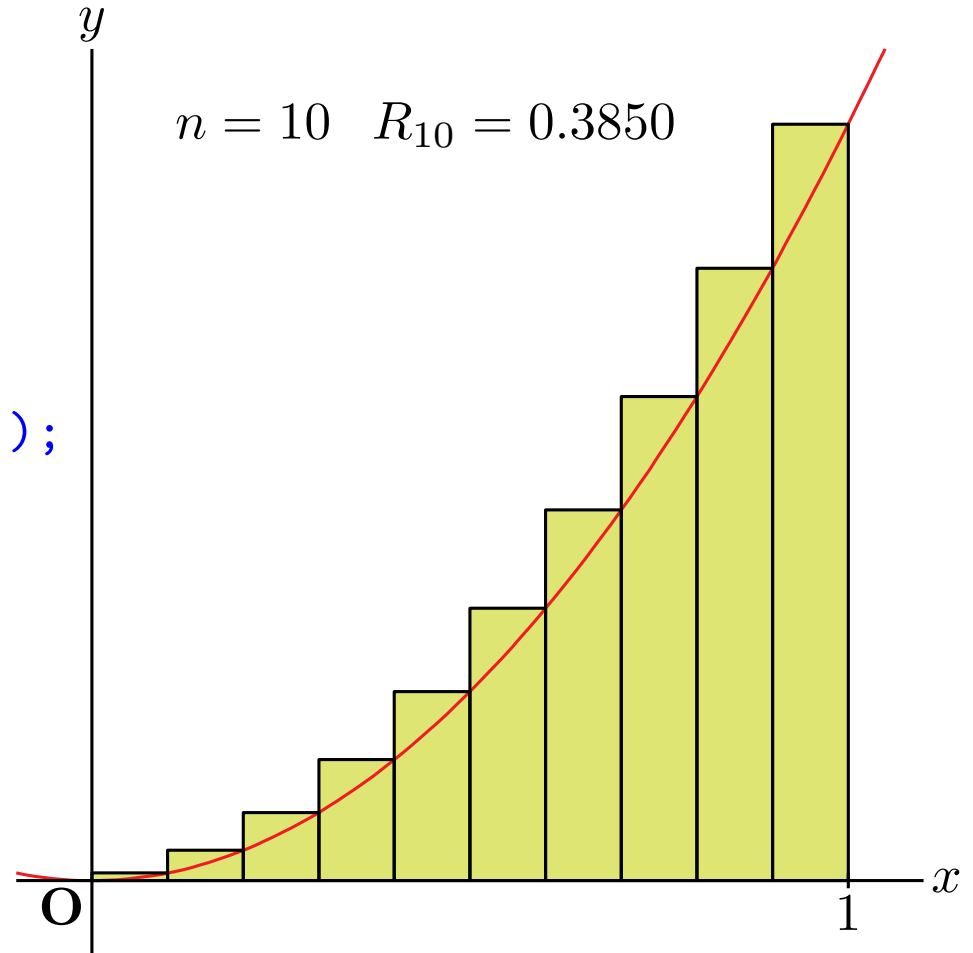


# КЕТpic's Way



# KE Tpic's Way

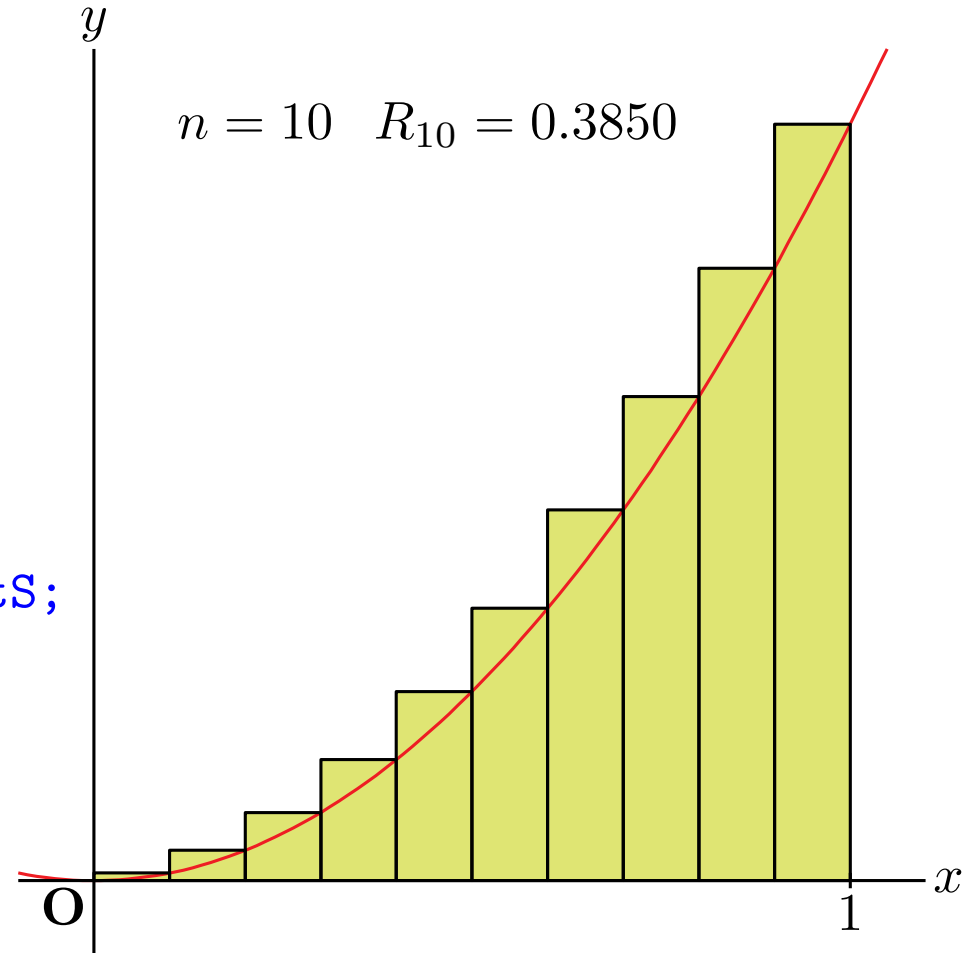
```
G1=Plotdata("x^2","x");
Dx=1/N;
G2=list(); Sum=0;
for I=1:N
  X1=Dx*(I-1);X2=Dx*I;Y2=X2^2;
  G2($+1)=Framedata([X1,X2],[0,Y2]);
  Sum=Sum+Dx*Y2;
end;
Openfile(Fname);
Beginpicture("5cm");
  Texcom("\color{GreenYellow}");
  Shade(G2);
```





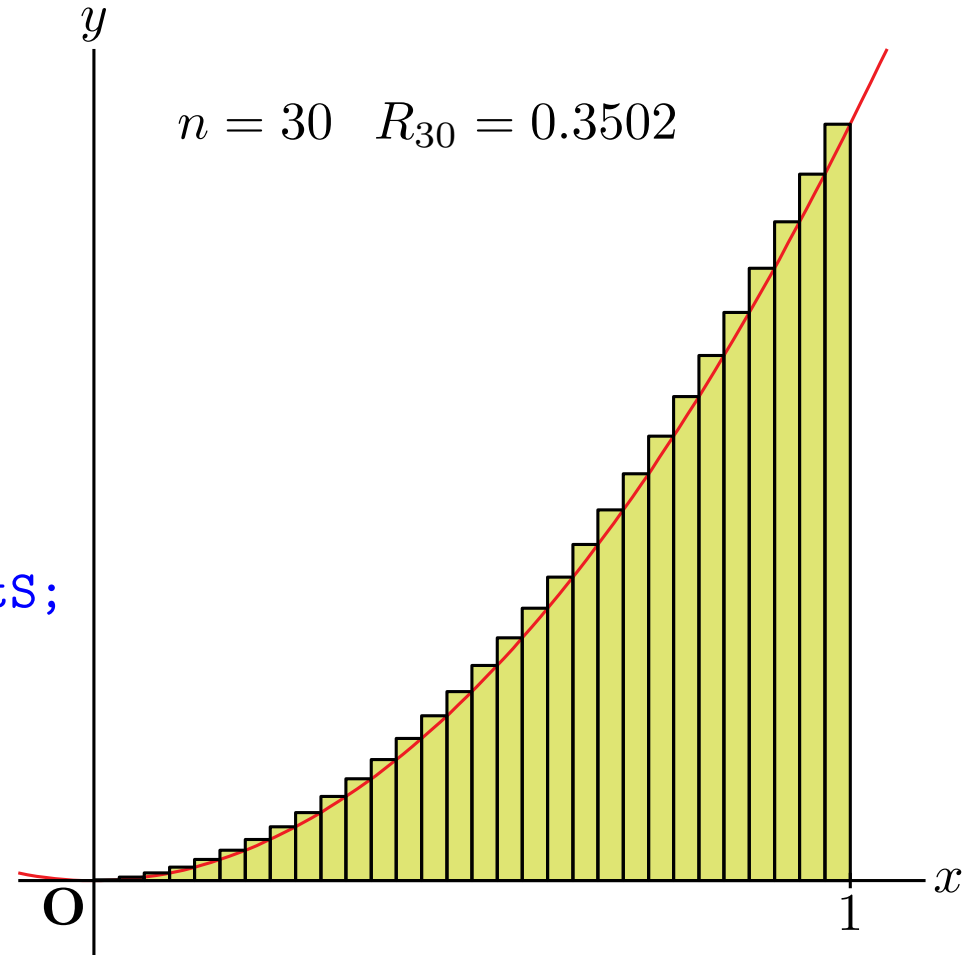
# KE<sub>E</sub>Tpic's Way

```
Texcom("\color{Red}");  
Drwline(G1);  
Texcom("\color{black}");  
Drwline(G2);  
FontSize("n");  
StN=string(N);  
StS=msprintf("%5.4f",Sum);  
Str="n="+StN+"R_{"+StN+"}="+StS;  
Expr([0,1],"e4",Str);  
Htickmark(1,"1");  
Endpicture(1);  
Closefile();
```



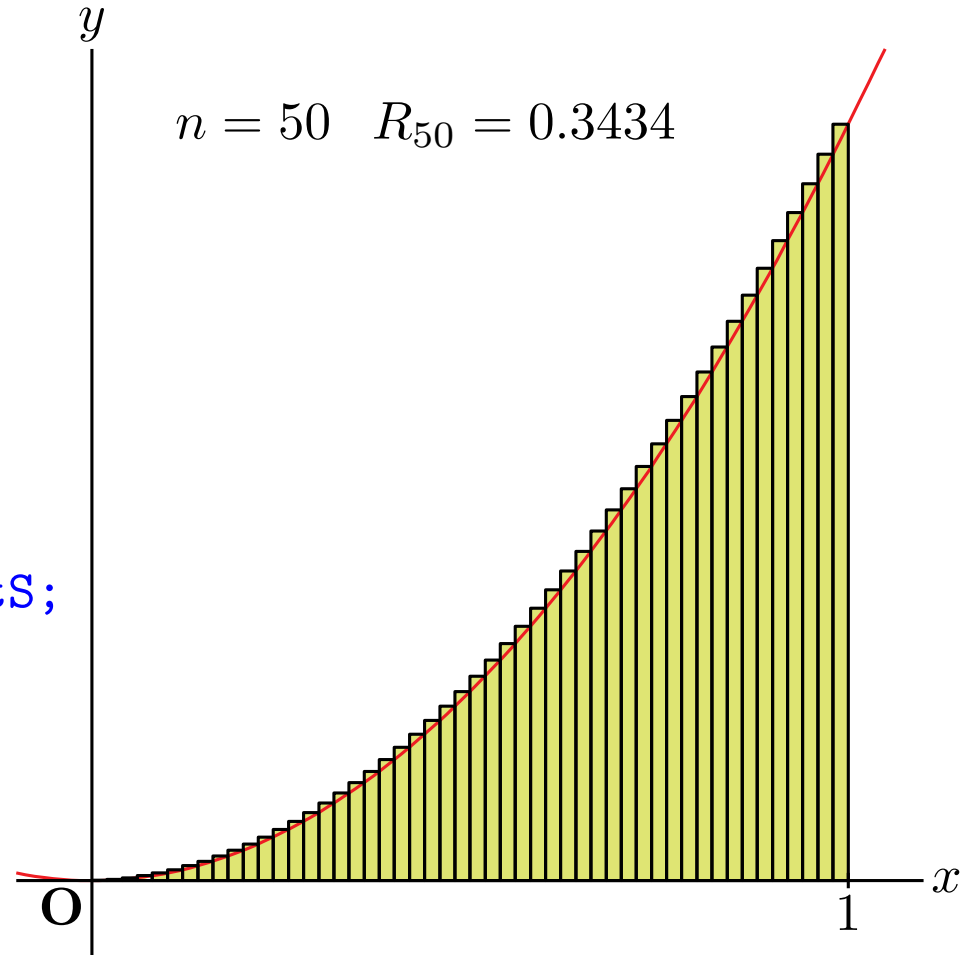
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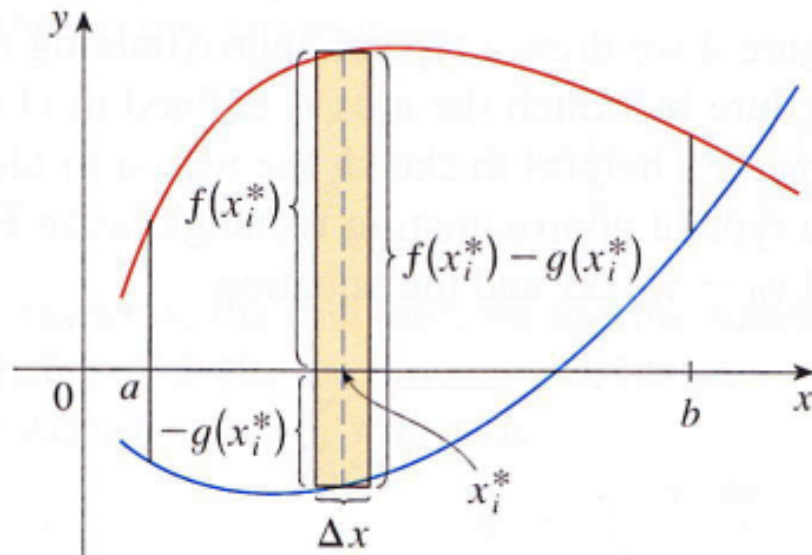
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```



# New Symbols and Pointers

is therefore an approximation to what we intuit

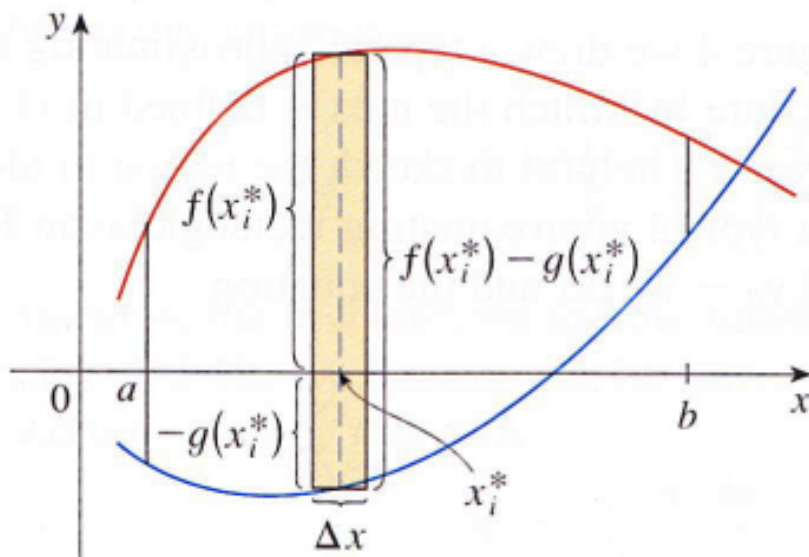


(a) Typical rectangle

This approximation appears to become better

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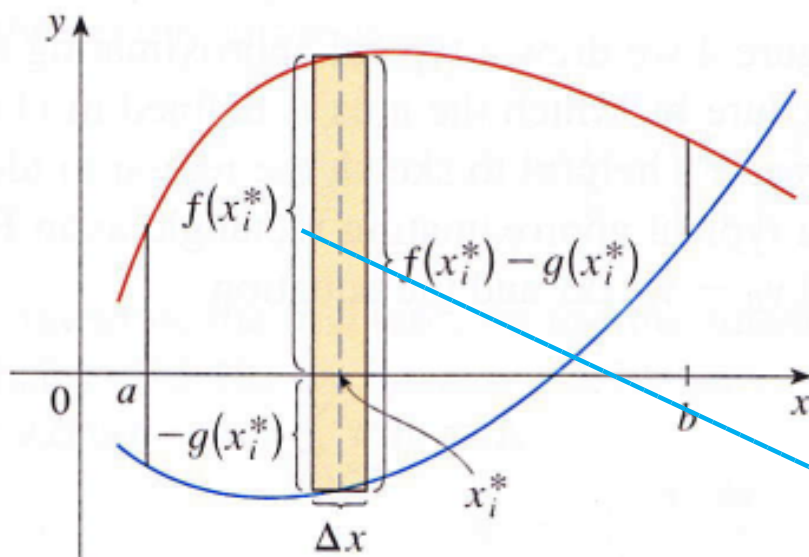
(a) Typical rectangle

This approximation appears to become better

$$\begin{cases} x + y + z = 2 \\ 2x - 3y - z = 5 \\ x + 3y = 2 \end{cases}$$

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(a) Typical rectangle

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# Tables

**SOLUTION**

$$f'(x) = 12x^3 - 12x^2 - 24x = 12x(x - 2)(x + 1)$$

To use the I/D Test we have to know where  $f'(x) > 0$  and where  $f'(x) < 0$ . This depends on the signs of the three factors of  $f'(x)$ , namely,  $12x$ ,  $x - 2$ , and  $x + 1$ . We divide the real line into intervals whose endpoints are the critical numbers  $-1$ ,  $0$ , and  $2$  and arrange our work in a chart. A plus sign indicates that the given expression is positive, and a minus sign indicates that it is negative. The last column of the chart gives the conclusion based on the I/D Test. For instance,  $f'(x) < 0$  for  $0 < x < 2$ , so  $f$  is decreasing on  $(0, 2)$ . (It would also be true to say that  $f$  is decreasing on the closed interval  $[0, 2]$ .)

Interval	$12x$	$x - 2$	$x + 1$	$f'(x)$	$f$
$x < -1$	-	-	-	-	decreasing on $(-\infty, -1)$
$-1 < x < 0$	-	-	+	+	increasing on $(-1, 0)$
$0 < x < 2$	+	-	+	-	decreasing on $(0, 2)$
$x > 2$	+	+	+	+	increasing on $(2, \infty)$

The graph of  $f$  shown in Figure 2 confirms the information in the chart. □

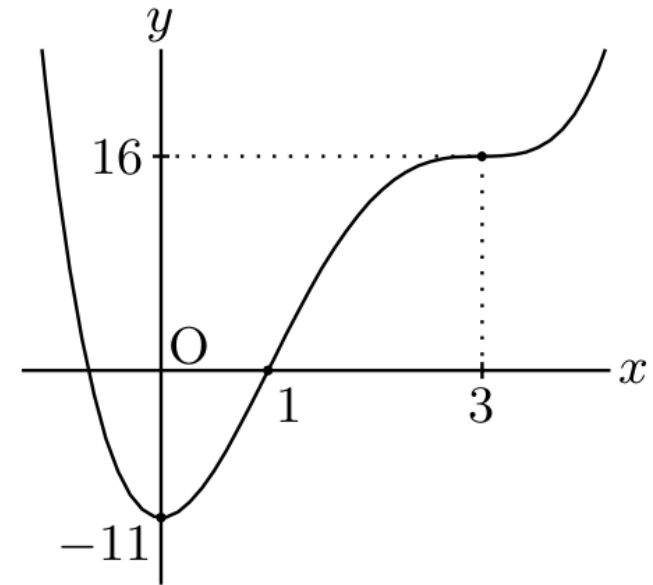
# Tables

$$y = x^4 - 2x^3$$

$$y' = 4x^3 - 6x^2$$

$$y'' = 12x^2 - 12x = 12x(x - 1)$$

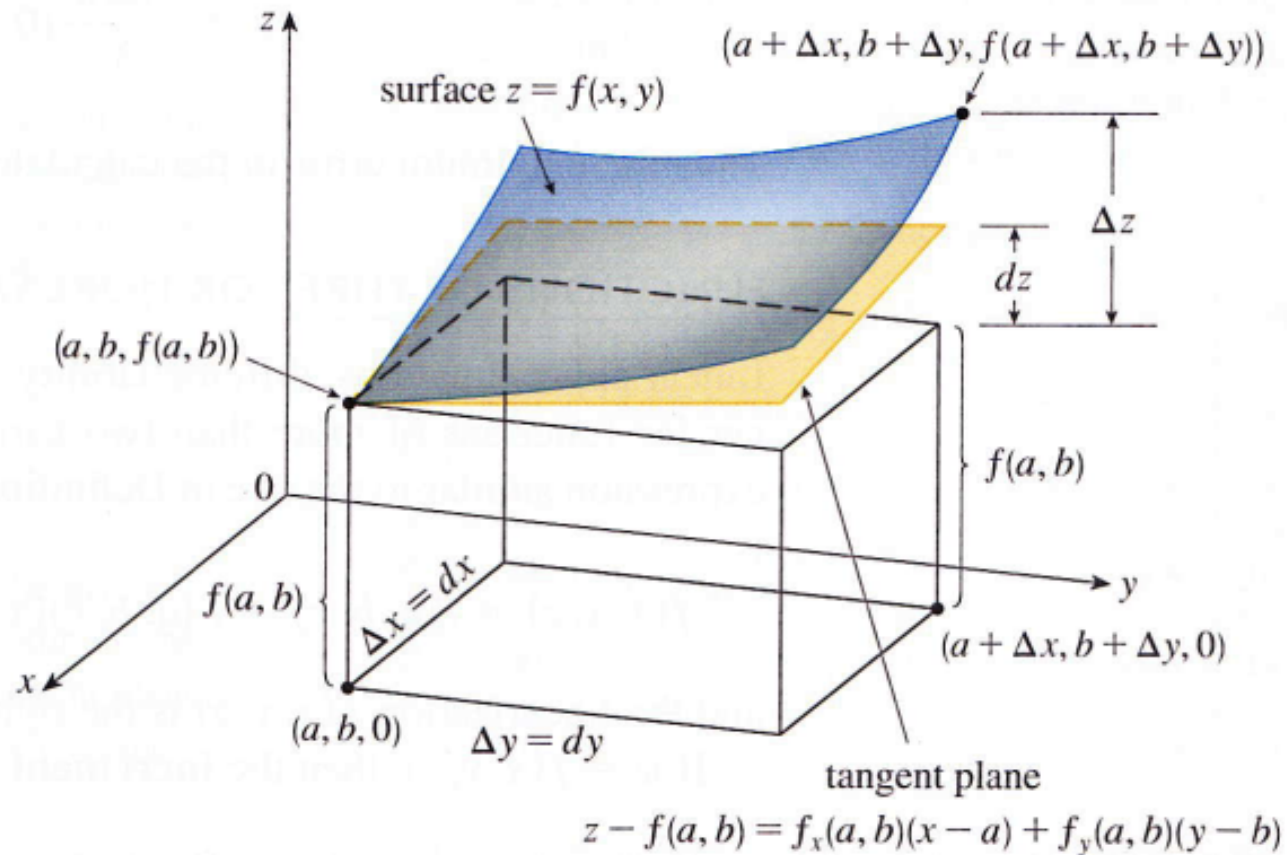
$x$	...	0	...	1	...	3	...
$y'$	-	0	+	+	+	0	+
$y''$	+	+	+	0	-	0	+
$y$	↘	-11	↗	0	↗	16	↗



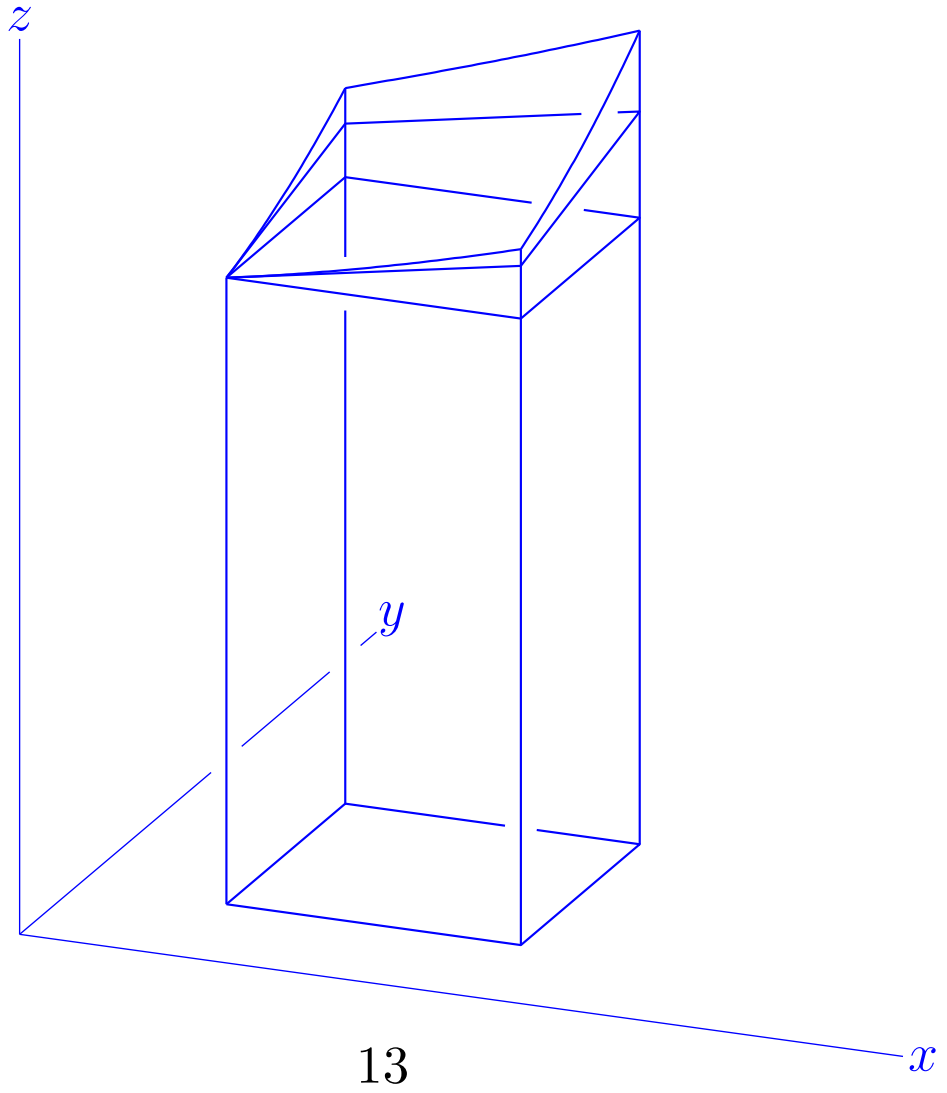


# 3D Figures(1)

the tangent plane, whereas  $\Delta z$  represents the change in height of the surface  $z = f(x, y)$  when  $(x, y)$  changes from  $(a, b)$  to  $(a + \Delta x, b + \Delta y)$ .

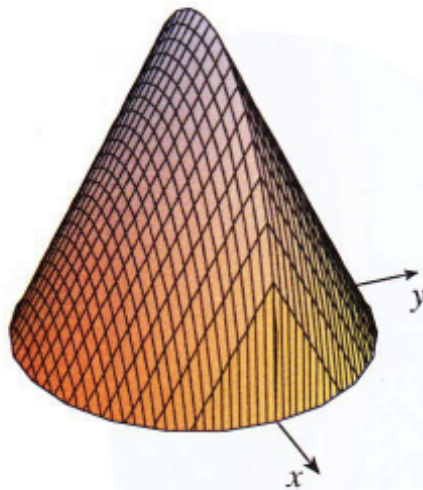


# 3D Figures(1)



# 3D Figures(2)

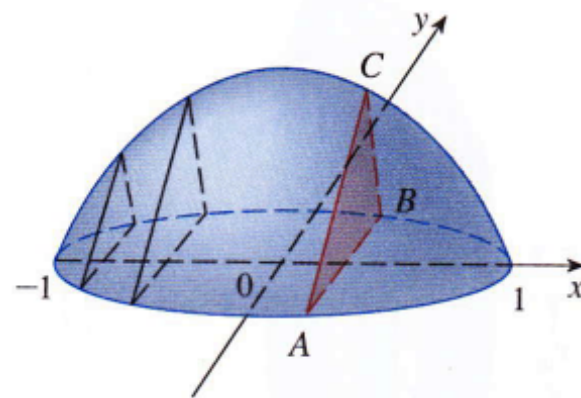
**TEC** Visual 6.2C shows how the solid in Figure 12 is generated.



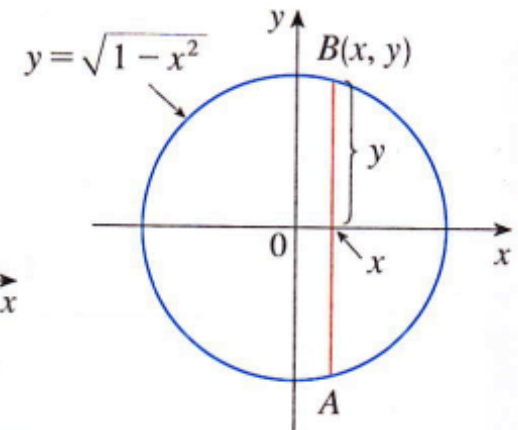
**FIGURE 12**  
Computer-generated picture  
of the solid in Example 7

**EXAMPLE 7** Figure 12 shows a solid with a circular base of radius 1. Cross sections perpendicular to the base are equilateral triangles. Find the volume of the solid.

**SOLUTION** Let's take the circle to be  $x^2 + y^2 = 1$ . The solid, its base, and a cross section at a distance  $x$  from the origin are shown in Figure 13.



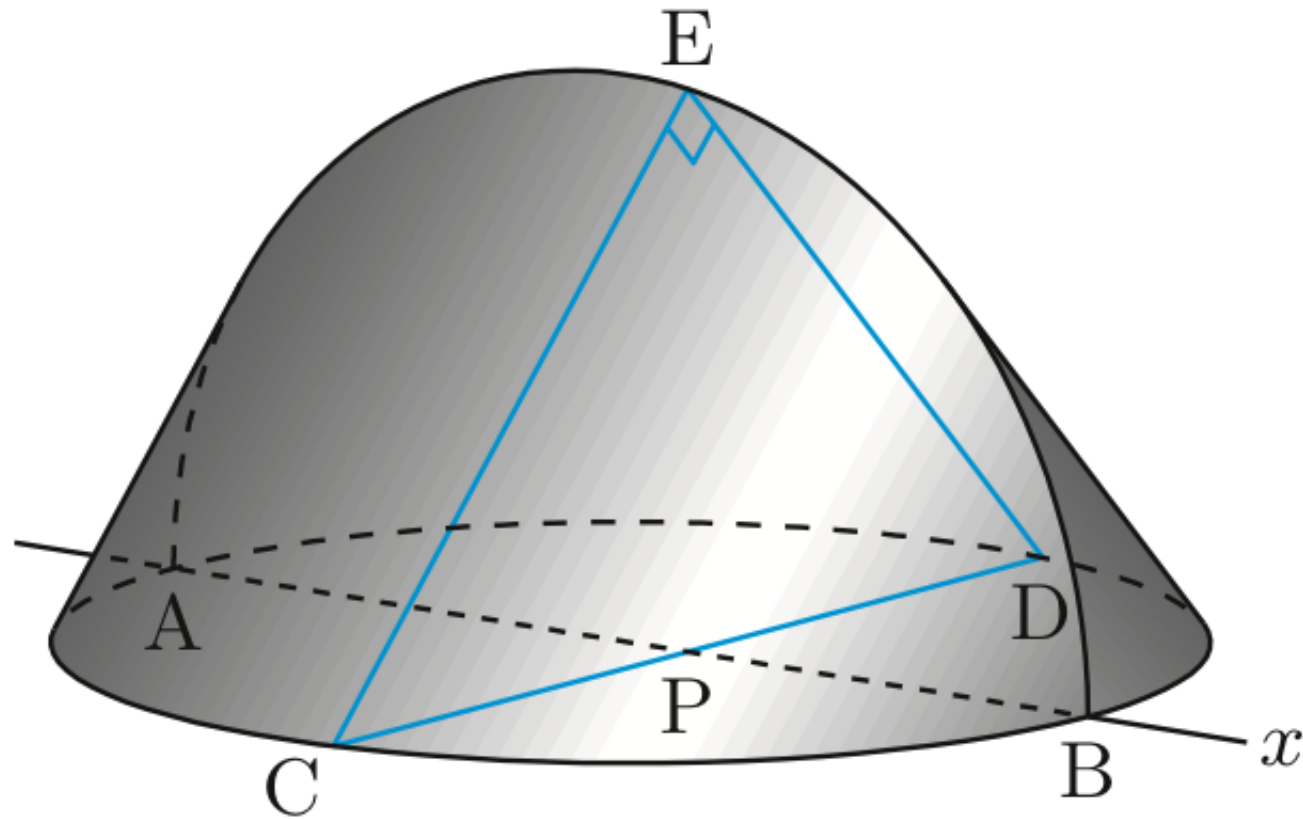
(a) The solid



(b) Its base

**FIGURE 13**

## 3D Figures(2)



# Future Works

# Developments of K<sub>E</sub>Tpic

K<sub>E</sub>Tpic is now developing  
in various directions  
with various teachers.

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And

K<sub>E</sub>Tpic will certainly become a  
comprehensive helper and  
more useful helper  
of teachers who make materials using T<sub>E</sub>X.