

§ 8.3: Trigonometric Integrals

3 Diagonals: The product of two vertexes of the diagonal is 1.

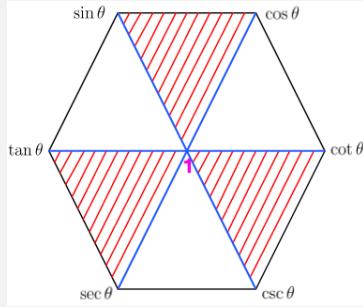
3 Shadow Triangles: Sum of squares of top two vertexes equals to the square of bottom vertex.

Diagonals:

$$\sin \theta \cdot \csc \theta = 1$$

$$\tan \theta \cdot \cot \theta = 1$$

$$\sec \theta \cdot \cos \theta = 1$$



Shadow Triangles:

$$\sin^2 \theta + \cos^2 \theta = 1^2$$

$$\tan^2 \theta + 1^2 = \sec^2 \theta$$

$$1^2 + \cot^2 \theta = \csc^2 \theta$$

$$\sin(x+y) = \sin(x)\cos(y) + \sin(y)\cos(x)$$

$$\cos(x+y) = \cos(x)\cos(y) - \sin(x)\sin(y)$$

Specially, let $x = y$ and we obtain the **double/half-angle formulas**:

$$\sin(2x) = 2\sin(x)\cos(x)$$

$$\cos(2x) = \cos^2(x) - \sin^2(x)$$

$$= 2\cos^2(x) - 1 \quad \Rightarrow \cos^2(x) = \frac{1 + \cos(2x)}{2}$$

$$= 1 - 2\sin^2(x) \quad \Rightarrow \sin^2(x) = \frac{1 - \cos(2x)}{2}$$

Products of Powers of Sines and Cosines

$$\int \sin^m(x) \cos^n(x) dx, \quad \text{where } m \text{ and } n \text{ are non-negative integers.}$$

- If both m and n are even, we substitute (**Half-angle formulas**)

$$\sin^2(x) = \frac{1 - \cos(2x)}{2}, \quad \cos^2(x) = \frac{1 + \cos(2x)}{2},$$

to reduce the integrand to one in lower power of $\cos(2x)$.

- Otherwise, we assume $m = 2k + 1$ is odd (*similarly for n is odd*) and we write

$$\sin^m(x) = \sin^{2k+1}(x) = \sin^{2k}(x) \cdot \sin(x) = (1 - \cos^2(x))^k \cdot \sin(x).$$

Then we make a u -substitution: $u = \cos(x)$.

Example 1: Find $\int \sin^3(x) dx.$

Example 2: Find $\int \sin^5(x) \cos^2(x) dx.$

Example 3: Find

$$\int \sin^2(x) \cos^4(x) dx.$$

Eliminating Square Roots

Example 4: Evaluate $\int_0^{\frac{\pi}{4}} \sqrt{1 + \cos(4x)} dx.$

Integral of Powers of $\tan x$ and $\sec x$

Example 5: Evaluate

$$\int \tan^4(x) dx.$$

Example 6: Evaluate

$$\int \tan^4(x) \sec^4(x) dx.$$

Example 7*: Evaluate

$$\int \sec^3(x) dx.$$

- $\tan^2(x) + 1 = \sec^2(x)$

- $(\tan(x))' = \sec^2(x), \quad \int \sec^2(x) dx = \tan(x) + C$

- $(\sec(x))' = \sec(x) \tan(x), \quad \int \sec(x) \tan(x) dx = \sec(x) + C$