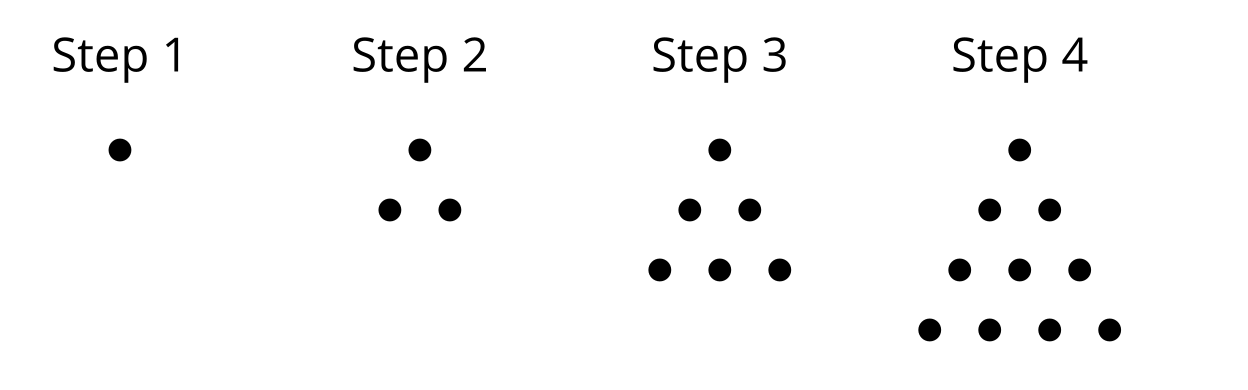
## Lesson 5: Sequences are Functions

* Let's learn how to define a sequence recursively.

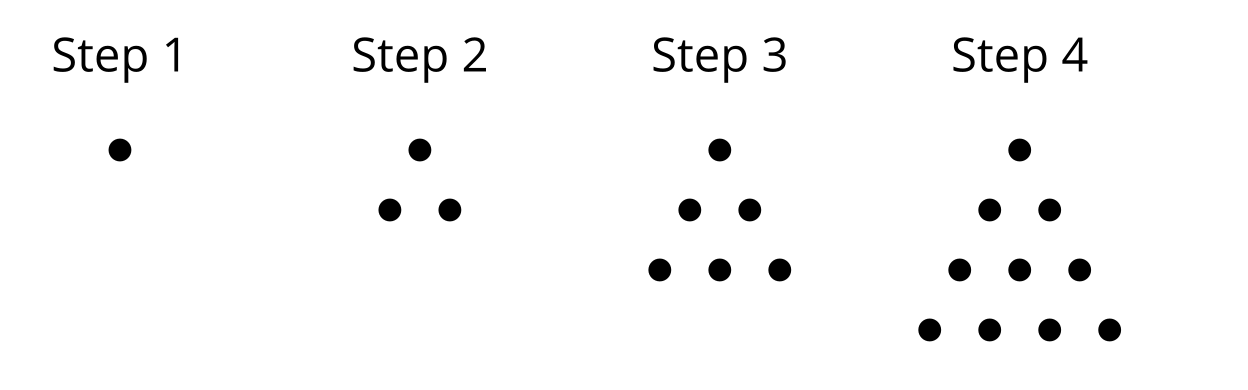
### 5.1: Bowling for Triangles (Part 1)

Describe how to produce one step of the pattern from the previous step.



### 5.2: Bowling for Triangles (Part 2)

Here is a visual pattern of dots. The number of dots is a function of the step number .



1. What values make sense for in this situation? What values don't make sense for ?
2. Complete the table for Steps 1 to 5.

|  |  |
| --- | --- |
| * 1 | * 1 |
| * 2 |  |
| * 3 |  |
| * 4 |  |
| * 5 |  |

1. Following the pattern in the table, write an equation for in terms of the previous step. Be prepared to explain your reasoning.

#### Are you ready for more?

Consider the same triangular pattern.

1. Is the sequence defined by the number of dots in each step arithmetic, geometric, or neither? Explain how you know.
2. Can you write an expression for the number of dots in Step  without using the value of from a previous step?

### 5.3: Let's Define Some Sequences

Use the first 5 terms of each sequence to state if the sequence is arithmetic, geometric, or neither. Next, define the sequence recursively using function notation.

1. : 30, 40, 50, 60, 70, . . .
2. : 80, 40, 20, 10, 5, 2.5, . . .
3. : 1, 2, 4, 8, 16, 32, . . .
4. : . . .
5. : 20, 13, 6, -1, -8, . . .
6. : 1, 3, 7, 15, 31, . . .

### Lesson 5 Summary

Sometimes we can define a sequence recursively. That is, we can describe how to calculate the next term in a sequence if we know the previous term.

Here’s a sequence: 6, 10, 14, 18, 22, . . . This is an arithmetic sequence, where each term is 4 more than the previous term. Since sequences are functions, let's call this sequence and then we can use function notation to write . Here, is the term, is the previous term, and + 4 represents the rate of change since is an arithmetic sequence.

When we define a function recursively, we also must say what the first term is. Without that, there would be no way of knowing if the sequence defined by started with 6 or 81 or any other number. Here, one possible initial condition is . (It could also make sense to number the terms starting with 0, using  and we'll talk more about this later.)

Combining this information gives the recursive definition: and for , where is an integer. We include the at the end since the value of at 1 is already given and the other terms in the sequence are generated by inputting integers larger than 1 into the definition.



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