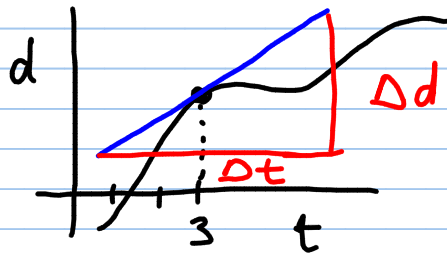


## Velocity and other Rates of Change (1.5)

$$v = \frac{\Delta d}{\Delta t}$$



"Instantaneous" velocity

$v = \frac{\Delta d}{\Delta t}$  and we want the velocity at exactly 3.0s, then our  $\Delta t = 0$

We can solve this the same way as we did the tangent problem. Which led us to:

$$\textcircled{1} \lim_{x \rightarrow a} \frac{f(x) - f(a)}{x - a} \quad \text{or} \quad \textcircled{2} \lim_{h \rightarrow 0} \frac{f(a+h) - f(a)}{h}$$

Ex 1 for a Falling object:  $d = v_0 t + \frac{1}{2} a t^2$

$$d = 4.9 t^2$$

What is  $v$  at exactly 3.0s?

"a"  $f(t) = 4.9 t^2$

$$v = \lim_{t \rightarrow 3} \frac{f(t) - f(3)}{t - 3} = \lim_{t \rightarrow 3} \frac{4.9 t^2 - 4.9(3^2)}{t - 3}$$

$$\rightarrow \lim_{t \rightarrow 3} \frac{4.9(t^2 - 9)}{(t - 3)}$$

$$= \lim_{t \rightarrow 3} \frac{4.9 \cancel{(t-3)}(t+3)}{\cancel{(t-3)}} = 4.9(3+3) = \underline{\underline{29.4 \text{ m/s}}}$$

Ex 2: The displacement (in m) of a particle moving in a straight line is given by:

$$s = t^2 + 2t$$

where  $t$  is time (s). Find the velocity after 3.0 s.  $\rightarrow a$

$$\begin{aligned}
 v(3) = m &= \lim_{h \rightarrow 0} \frac{f(3+h) - f(3)}{h} \\
 &= \lim_{h \rightarrow 0} \frac{(3+h)^2 + 2(3+h) - (3^2 + 2 \cdot 3)}{h} \\
 &= \lim_{h \rightarrow 0} \frac{\cancel{9} + 6h + h^2 + \cancel{6} + 2h - \cancel{9}}{h} \\
 &= \lim_{h \rightarrow 0} \frac{h^2 + 8h}{h} \\
 &= \lim_{h \rightarrow 0} \frac{\cancel{h}(h+8)}{\cancel{h}} = \underline{\underline{8 \text{ m/s}}}
 \end{aligned}$$

## Other Rates of Change:

$$\lim_{\Delta x \rightarrow 0} \frac{\Delta y}{\Delta x} \Rightarrow \lim_{x_2 \rightarrow x_1} \frac{f(x_2) - f(x_1)}{x_2 - x_1}$$

## Applications

Physics  $\rightarrow$  rate of change of disp.  
wrt time  $\rightarrow$  velocity  
 $\rightarrow \Delta v$  wrt  $\Delta t \rightarrow$  acceleration

Chemistry  $\rightarrow$  rate of change of [ ]  
wrt time

Manufacturing  $\rightarrow$  marginal cost,  
marginal profit'

$\rightarrow$  can all be interpreted as problems involving tangent lines.