

Applications of Calculus to the Physical World

- **Velocity as a Derivative**

The velocity of a particle, moving in a straight line, so that its position is x at time t , then velocity is the derivative of the position / equation. Can be written as \dot{x}

- **Acceleration as Derivative**

The acceleration is the derivative of the velocity or the 2nd derivative of the original equation. Can be written as \ddot{x}

- **Velocity and Acceleration Involving Integration**

If a particle moves along a straight line so that at time t , its position is x , its velocity is v and its acceleration is a then:

$$v = \frac{dx}{dt} \quad \text{and thus} \quad x = \int v \, dt$$

$$a = \frac{dv}{dt} \quad \text{and thus} \quad v = \int a \, dt$$

- **Derivation of Formulae for Constant Acceleration**

$$\begin{aligned} v &= u + at \\ s &= ut + \frac{1}{2}at^2 \\ v^2 &= u^2 + 2as \end{aligned}$$

where:

a is constant acceleration

u is initial velocity

t is time

v is velocity

s is change in displacement

- **Velocity as a function of position**

Velocity is a function of x , with velocity; we can find t by reciprocating.

- **Acceleration as a function of position**

- Acceleration as a function of x

- for a moving particle, if the position and velocity at time t are x and v respectively then:

$$\frac{d^2x}{dt^2} = \frac{d}{dx} \left(\frac{1}{2} v^2 \right) = v \frac{dv}{dx} = a$$

- **Parabolic Motion Under Gravity: Projectiles**

For a projectile with initial velocity v in the direction making an angle θ with the horizontal, then for motion:

In the x -direction: $\ddot{x} = 0$, $\dot{x} = V\cos\theta$, $x = Vt\cos\theta$

In the y -direction: $\ddot{y} = -g$, $\dot{y} = -gt + V\sin\theta$, $y = -\frac{1}{2}gt^2 + Vt\sin\theta$,

- **Simple Harmonic Motion**

For the particle P moving in SHM ($-n^2x$) and assuming the conditions when $t=0$, $v=0$ and $x=a$ then: $v^2 = n^2(a^2 - x^2)$ and $x = a \cos nt$

If $x = a \cos nt$, then $v = -an \sin nt$ and $f = -an^2 \cos nt$ if $\ddot{x} = -n^2x$, then the period is $T = \frac{2\pi}{n}$

- **Alternate treatment for SHM**

A point moving in a straight line is describing SHM if: $x = a\cos(nt + \alpha)$ where a , n and α are constants and $a > 0$ and $n > 0$.

$$\dot{x}^2 = v^2 = n^2(a^2 - x^2) \text{ and } \ddot{x} = -n^2x$$

period is $T = \frac{2\pi}{n}$, frequency is $\frac{n}{2\pi}$