

# PHY 209

## Space and Time in Elementary Physics

### Summary and Applications of Differential Calculus

#### Review of Differential Calculus

Recall that

$$\frac{d}{dt}(At^n) = Ant^{n-1},$$

where  $A$  is a constant.

Some examples:

$$\frac{d}{dt}(\text{constant}) = 0$$

$$\frac{d}{dt}(t) = 1$$

$$\frac{d}{dt}(At^2) = 2At$$

$$\frac{d}{dt}(At^3) = 3At^2$$

which is valid for all possible  $n$ , whether a positive integer, zero, negative, or even a non-integer. For example, for  $n = \frac{1}{2}$ :

$$\frac{d}{dt}(t^{\frac{1}{2}}) = \frac{1}{2}t^{\left(\frac{1}{2}-1\right)} = \frac{1}{2}t^{-\frac{1}{2}}$$

In other words, using  $t^{\frac{1}{2}} = \sqrt{t}$ ,

$$\frac{d}{dt}(\sqrt{t}) = \frac{1}{2\sqrt{t}}$$

Also, hopefully, you learned from "plotting a graph of the slopes" that  $\frac{d}{dt}(\sin t) = \cos t$  and  $\frac{d}{dt}(\cos t) = -\sin t$ . We could have obtained these expressions from the definition of the derivative. However, I felt that it was more important for you to get a feeling for what the derivative *means* first.

More generally,

$$\frac{d}{dt}(A \sin \omega t) = A\omega \cos \omega t \quad \frac{d}{dt}(A \cos \omega t) = -A\omega \sin \omega t.$$

To see this where this factor of  $\omega$  comes from, we could also follow the definition. But here is a quicker way:

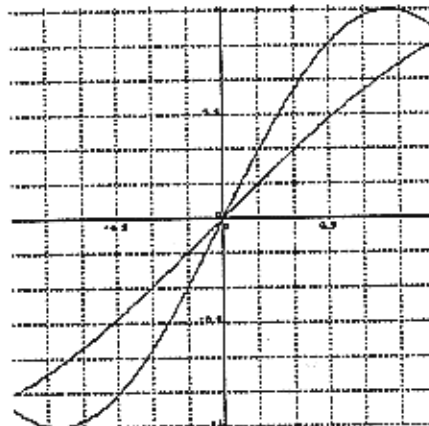
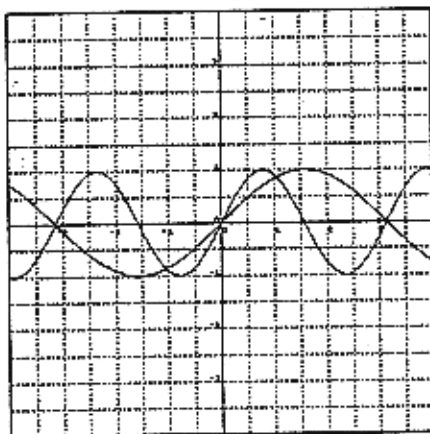
We already know that

$$\frac{d}{du}(A \sin u) = A \cos u,$$

where we use the running-variable  $u$ . (Don't let the use of an alternate symbol throw you... they're all just symbols anyway. What is important is the "functional relationship" between this function and its derivative.)

Now let us replace the variable  $u$  by  $\omega t$ , where  $\omega$  is a constant and  $t$  is running another variable:

$$\begin{aligned} \frac{d}{du}(A \sin u) &= A \cos u \\ \frac{d}{d[\omega t]}(A \sin[\omega t]) &= A \cos[\omega t] \\ \frac{1}{\omega} \frac{d}{dt}(A \sin \omega t) &= A \cos \omega t \\ \frac{d}{dt}(A \sin \omega t) &= A\omega \cos \omega t \end{aligned}$$



$y = \sin x$  and  $y = \sin 2x$ , normal and zoomed-in

### An application

One big application of calculus is **Optimization**—in other words, finding the optimum conditions for some situation.

Consider this problem:

Suppose we know that the position of a projectile obeys

$$y = y_0 + v_0 t - \frac{1}{2} g t^2$$

**Problem:** Find the value of  $t$  that makes the height a maximum—in other words, “How long do I have to wait until the projectile gets to its maximum height?”

At the time,  $t_{max}$ , when the particle reaches its maximum height,  $y_{max}$ , its [vertical] velocity (i.e., its rate-of-change of position with time) at that moment is zero. In other words,

$$\left. \frac{dy}{dt} \right|_{t=t_{max}} = 0.$$

Solving this equation for  $t_{max}$  will tell us how long we have to wait.

First, calculate the velocity (by taking the derivative of the position with respect to time):

$$\frac{dy}{dt} = v_0 - gt$$

Second, set this equal to zero for the choice  $t = t_{max}$  (since when we reach time  $t_{max}$ , the velocity is zero):

$$0 = v_0 - gt_{max}$$

Now, solve this equation for  $t_{max}$ :

$$t_{max} = \frac{v_0}{g}.$$

This is the time that you need to wait before the projectile reaches its highest point.

**Problem:** What is the maximum height of the projectile?

We know that the position as a function of time is given by

$$y = y_0 + v_0 t - \frac{1}{2}gt^2$$

and we know (from the previous problem) that the projectile reaches its maximum height at time  $t = t_{max} = \frac{v_0}{g}$ . So, we simply substitute for  $t$  in the first equation:

$$y = y_0 + v_0 \left[ \frac{v_0}{g} \right] - \frac{1}{2}g \left[ \frac{v_0}{g} \right]^2$$

and reduce the algebra

$$y = y_0 + \frac{v_0^2}{g} - \frac{1}{2} \frac{v_0^2}{g} = y_0 + \frac{v_0^2}{2g}$$

The maximum height is  $\frac{v_0^2}{2g}$  higher than your starting height  $y_0$ .

- Using the Range Formula  $R = \frac{2v_0^2}{g} \sin(2\theta)$ , find  $\theta_{max}$ , the value of  $\theta$  that makes  $R$  as a maximum. *Hint: Calculate  $\frac{dR}{d\theta}$ . That expression is equal to zero when  $R$  is at its maximum, and thus when  $\theta = \theta_{max}$ .*
- Find the maximum value for  $R$ .

A farmer has 20 meters of fence to enclose a rectangular area.  
What is the largest rectangular area that the farmer can enclose?

Well, for a rectangle with width  $x$  and height  $y$ , the area is

$$A = xy.$$

But the perimeter  $p = 2x + 2y$  is a constant, namely  $p = 20$  meters.

Observe that if I choose  $x = 0.1$  and  $y = 9.9$ , the area is 0.99.

If I choose  $x = 1$  and  $y = 9$ , the area is 9.

If I choose  $x = 3$  and  $y = 7$ , the area is 21.

If I choose  $x = 8$  and  $y = 2$ , the area is 16.

If I choose  $x = 9$  and  $y = 1$ , the area is 9.

But what should I choose to get the largest area?

You could almost guess that the answer is a square with side 5, using your intuition and using symmetry. Let's see how calculus would solve this problem.

So,

$$A = xy \quad (\text{constant})p = 2x + 2y$$

We can eliminate  $y$  from the pair of equations by solving  $p = 2x + 2y$  for  $y$

$$y = \frac{1}{2}(p - 2x).$$

So,

$$A = xy = x\left(\frac{1}{2}(p - 2x)\right) = \frac{1}{2}px - x^2.$$

To get the maximum possible value of  $A$ , we take the derivative of this function with respect to  $x$  and find the particular [critical] value of  $x$  that makes the derivative zero at that value. So,

$$\begin{aligned} \frac{d}{dx}A &= \frac{d}{dx}\left(\frac{1}{2}px - x^2\right) \\ &= \frac{d}{dx}\left(\frac{1}{2}px\right) - \frac{d}{dx}(x^2) \\ &= \frac{1}{2}p - 2x \end{aligned}$$

Recall that this tells us the slope of the graph of  $A$  vs.  $x$ . Note that, with  $p = 20$ ,  $\frac{dA}{dx} > 0$  for  $x < 5$  and  $\frac{dA}{dx} < 0$  for  $x > 5$ . In other words, as we

increase  $x$  from 0 towards 5, the area is increasing (hence, the positive sign of the derivative); as we increase  $x$  from 5 towards 10, the area is now decreasing (hence, the negative sign of the derivative). It must have been zero somewhere.

Setting  $\frac{dA}{dx} = 0$ ,

$$0 = \frac{d}{dx}A = \frac{1}{2}p - 2x$$

$$x = \frac{p}{4}$$

Hence, we find that when  $x = \frac{p}{4} = 5$ , that  $\frac{dA}{dx} = 0$  there, and, therefore, that  $A$  has reached its maximum value. Thus, we should choose  $x = 5$  to get the largest area.

But what is the corresponding value for  $y$ ? Go back to the equation for the perimeter  $p = 2x + 2y$  (or equivalently,  $y = \frac{1}{2}(p - 2x)$ ). With  $x = 5$  (and  $p = 20$ ), we find that  $y = 5$ . Hence, given  $p$ , we should form a square of side  $\frac{p}{4}$  to enclose the largest area.

#### Bonus (1 pt)

- A tin cylindrical can (with radius  $r$  and height  $h$ ) is to enclose a fixed volume  $v$ . How should we choose  $r$  (and  $h$ ) such that we use the least amount of tin? (*Hint: the volume of a cylindrical can is  $v = \pi r^2 h$ , and the total surface area of the tin can is  $A = 2\pi r h + 2 \cdot \pi r^2$  (the first term is the lateral region, the second term are the two lids of the can).* You might run into a cube-root along the way, but don't worry. If all turns out okay, you should get  $r = h/2$ .) You must show all your work to get credit.

#### Something profound in the Physical World

For some reason, which we don't understand, Nature likes to "optimize". In physics, there is a very powerful principle called the Principle of Least Action. Nearly every physical system has a physical quantity called the Action of that system. The principle of least action states that a physical system will behave to as to minimize this Action.

After Newton wrote down his law of motion for particles  $F = ma$ , other physicists and mathematicians discovered this principle which, suprisingly, has Newton's formula as a special case. In fact, this principle can come disguised as Fermat's Principle of Least Time for optics which says that light will travel between two points in a way which takes the shortest time. If there is time in class today, I will show you (using basic calculus) how the laws of geometrical optics, namely the Law of Reflection and the Law of Refraction, fall out of this principle.