

Math 107

Topics since the third exam's review sheet

Note: The final exam covers topics from all of our review sheets for the semester.

Work

In physics, one studies the behavior of objects when acted upon by various *forces*. Newton's Laws provide the basic connection between a force acting on an object and the effect it has on its motion:

$$F = ma ; \quad \text{Force} = \text{mass} \times \text{acceleration}$$

Two basic quantities to compute, when you know the force, are *impulse* and *work*.

Impulse measures the effect of a force over time. If a constant force F is applied to an object, over a time interval of length T , then the impulse imparted to the object is $\text{Impulse} = J = F \cdot T$. But typically the force being applied will not be constant. Then we do what we usually do: look at the impulse generated by the force over a short time interval (where the force is effectively constant), and add up the impulses imparted over all of these little intervals.

$$J \approx \sum F(t_i) \Delta t , \text{ which looks suspiciously like an integral. So we define } J = \int_0^T F(t) dt$$

But in classical physics, where $F(t) = m \cdot a(t) = m \cdot x''(t)$, if we can treat m as a constant, then we can integrate F , so

$$J = m \cdot x'(T) - m \cdot x'(0) = m \cdot v(T) - m \cdot v(0)$$

is the change of momentum of the object.

In physics, *work* represents force being applied across a distance. If a constant force F is applied to an object, which moves the object a distance D , then the work done on the object is $W = F \cdot D$. Again, if the force applied across this distance is not constant, then we interpret work, instead, as an integral, by cutting the distance covered into small pieces of length Δx :

$$W \approx \sum F(x_i) \Delta x , \text{ so } W = \int_0^D F(x) dx$$

An interesting application of these ideas comes when trying to compute the amount of work necessary to pump out a tank of some known shape. If the tank has height D (we will think of the top of the tank as being at $x = D$ and the bottom being at $x = 0$), and at height x our cross-section of the tank has area $A(x)$, then if (as when we computed volume) we think of the fluid in the tank as being a stack of cylinders with height Δx , the work necessary to lift the slice at height x to the top of the tank will be

$$W = (\text{force})(\text{distance}) = (m \cdot g) \cdot (D - x) = ((A(x) \cdot \Delta x) \rho g) \cdot (D - x)$$

where ρ is the density of the fluid, m = mass = (volume)(density), and g is the acceleration due to gravity (which provides the force we need to overcome to push the fluid up out of the tank), and $D - x$ is the distance that the slice must be lifted. Therefore, the work done to empty the tank is approximated by a sum of such quantities, which in turn models a definite integral; the work done in emptying the tank is

$$W = \rho g \int_0^D (D - x) A(x) dx$$

In English units, ρg is typically reported in pounds per cubic foot, $A(x) dx$ has units of cubic feet, and $D - x$ is feet, so the integral has units of foot-pounds.

Math 107: a checklist of topics encountered

Techniques of integration

u -Substitution

Integration by Parts

Trigonometric Substitution

Trigonometric Integrals

reduction formulas

Partial Fractions

Numerical Integration

trapezoid rule, error estimates

Improper Integrals

convergence, (limit) comparison theorem

Applications of Integration

Volume by Slicing

Volume by Cylindrical Shells

Arclength

Exponential Growth and Decay

Work

Sequences and Series

n -th Term Test

Geometric Series

exact calculation of sums

Comparison/Limit Comparison Tests

Integral Test

Ratio(n) and Root Tests

Absolute and Conditional Convergence

alternating series test, remainder estimate

Power Series

radius of convergence, term-by-term differentiation and integration

Taylor Series

Taylor's Theorem, remainder estimates

Polar Coordinates

Polar coordinates vs. Cartesian coordinates

Polar Curves

slopes of tangents

area enclosed by curve

arclength

Vectors

Coordinate representation, Length

Angle, Dot product

orthogonal projection

Lines in 3-dimensional space

distance from a point to a line

Vector-valued Functions

Parametrized curves in space

Differentiation and Antidifferentiation

position, from velocity, from acceleration

Arclength