# Modelling Accumulations

The purpose of calculus is twofold:

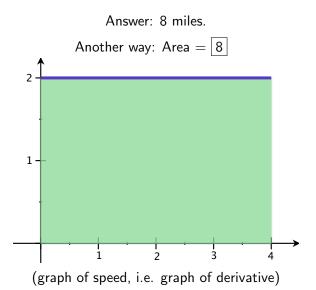
- 1. to find how something is changing, given what it's doing;
- 2. to find what something is doing, given how it's changing.

We did derivatives

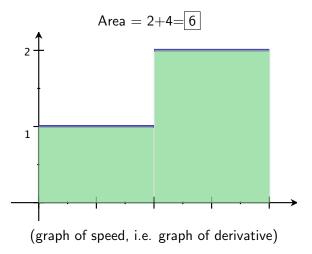
- (a) algebraically (derivative rules, what is the function?), and
- (b) **geometrically** (slopes, increasing/decreasing, what does it look like?)

We did antiderivatives algebraically (what is the function?). Today: geometric meaning of antiderivatives.

If you travel at 2 mph for 4 hours, how far have you gone?



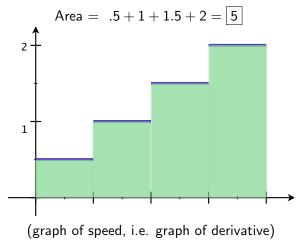
If you travel at 1 mph for 2 hours, and 2 mph for 2 hours, how far have you gone?



If you travel at

.5 mph for 1 hour, 1 mph for 1 hour, 1.5 mph for 1 hour, 2 mph for 1 hour,

how far have you gone?



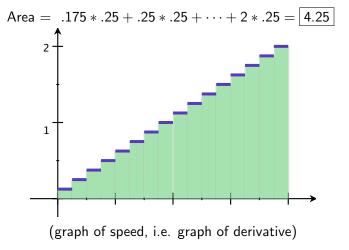
If you travel at

.175 mph for 1/4 hour, .25 mph for 1/4 hour,

. . .

2 mph for 1/4 hour,

how far have you gone?

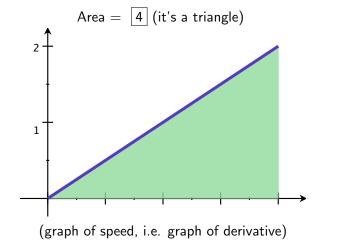


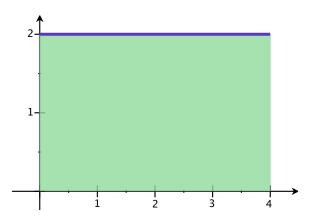
If you travel at  $\frac{1}{2}t$  mph for 4 hours, how far have you gone?

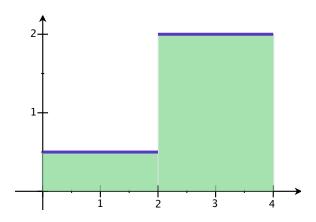
Check our answer using antiderivatives from last time:

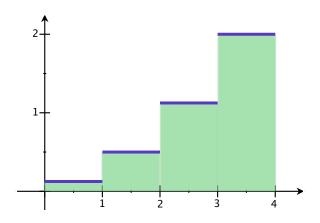
position = 
$$s(t) = \int \frac{1}{2}t \ dt = \frac{1}{4}t^2 + C$$

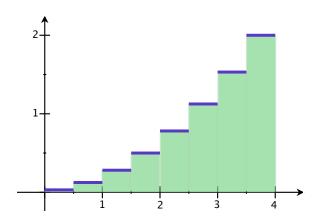
So distance =  $s(4) - s(0) = \frac{1}{4} * 16 + C - (\frac{1}{4} * 0 + C) = 4 \checkmark$ 

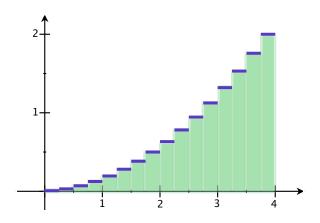


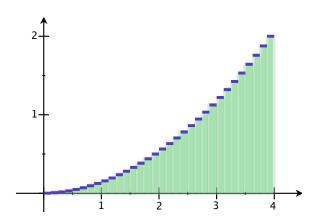


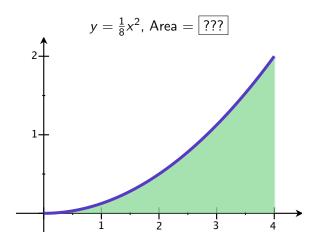




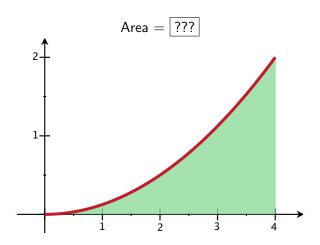




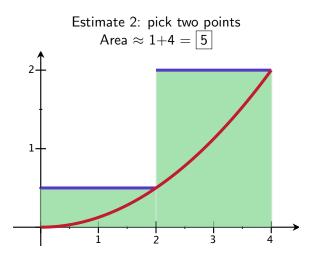


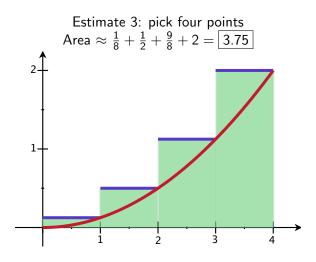


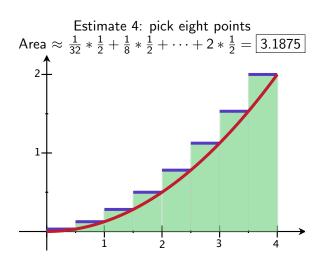
Estimate the area under the curve  $y = \frac{1}{8}x^2$  between x = 0 and x = 4:

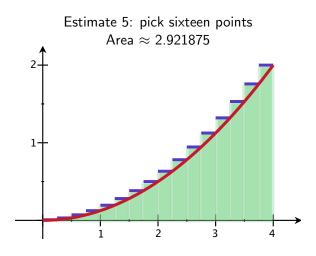


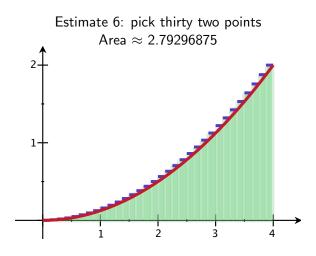
Estimate 1: pick the highest point Area  $\approx 8$ 









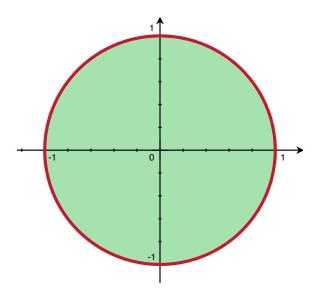


Compare to
$$S(t) = \int \frac{1}{8} t^{2} dt = \frac{1}{8} \cdot \frac{1}{3} t^{3} + C$$

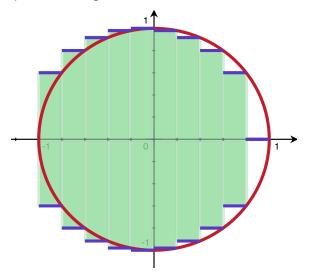
$$S(4) - S(0) = \frac{1}{8 \cdot 3} \left( 4^{3} - 0^{3} \right) + C - C$$

$$= \frac{4^{3}}{8 \cdot 3} = \frac{4 \cdot 2 \cdot 2 \cdot 4}{4 \cdot 2 \cdot 3} = \frac{8}{3}$$

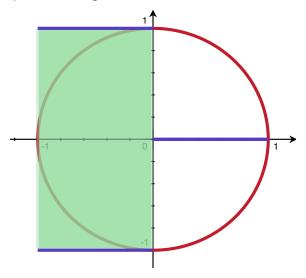
= 2.6



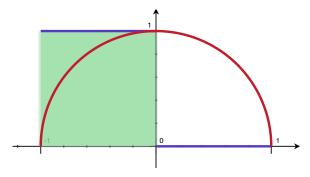
Divide it up into rectangles:



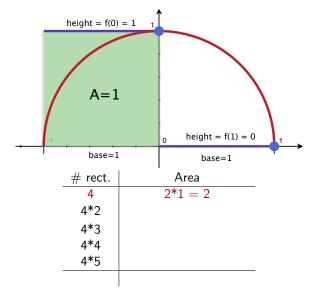
Divide it up into rectangles:



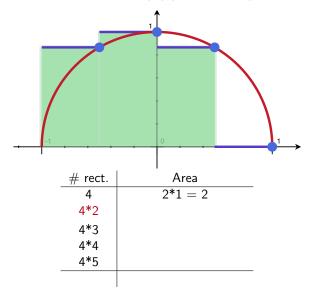
Divide it up into rectangles:



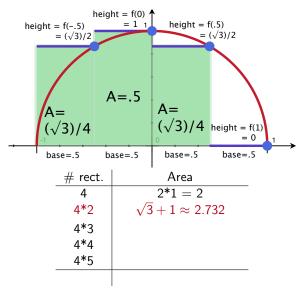
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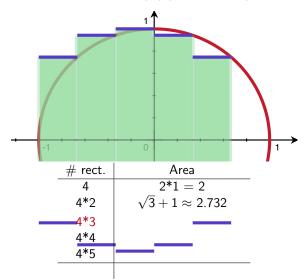
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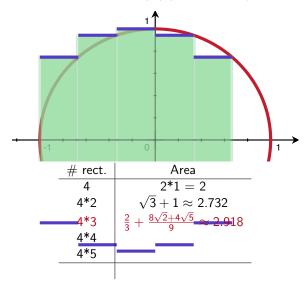
Divide it up into rectangles:



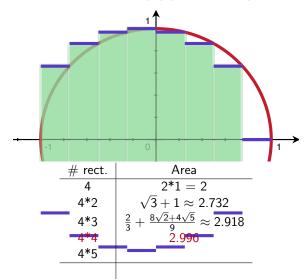
Divide it up into rectangles:



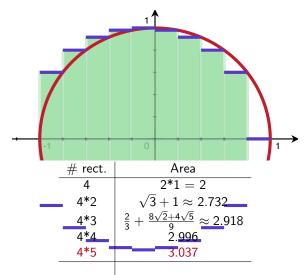
Divide it up into rectangles:



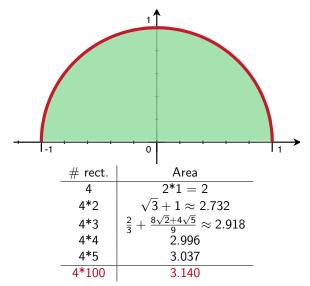
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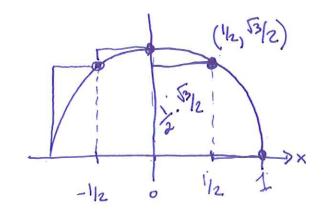
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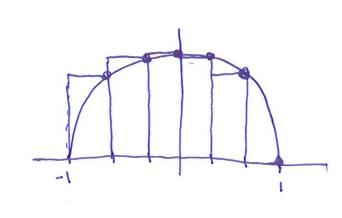


# Draw pictures and estimate area for 4\*2 and 4\*3 rectangles:



×	f(x)	a(rect)
1	0	0
1/2	1-1/4	13/4
6	1	1/2
-1/2	13/2	V3/4

f(x)= \(\tau\_{1-\times^{2}}\)
solve \(\times^{2}+y^{2}=1\) for \(\times^{2}+y^{2}=1\)



### **Numerical Integration**

Big idea: Estimating, and then taking a limit.

Let the number of pieces go to  $\infty$  i.e. let the base of the rectangle for to 0.

#### Good for:

- 1. Approximating accumulated change when the antiderivative is unavailable.
- Making precise the notion of 'area' (we'll also to lengths and volumes)

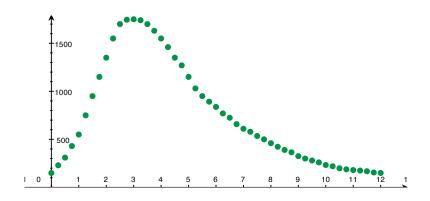
### Example: estimating volume using data

A small dam breaks on a river. The average flow out of the stream is given by the following:

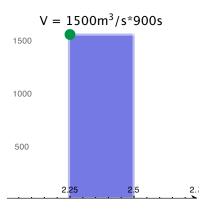
hours	$m^3/s$	hours	$m^3/s$	hours	$m^3/s$
0	150	4.25	1460	8.25	423
0.25	230	4.5	1350	8.5	390
0.5	310	4.75	1270	8.75	365
0.75	430	5	1150	9	325
1	550	5.25	1030	9.25	300
1.25	750	5.5	950	9.5	280
1.5	950	5.75	892	9.75	260
1.75	1150	6	837	10	233
2	1350	6.25	770	10.25	220
2.25	1550	6.5	725	10.5	199
2.5	1700	6.75	658	10.75	188
2.75	1745	7	610	11	180
3	1750	7.25	579	11.25	175
3.25	1740	7.5	535	11.5	168
3.5	1700	7.75	500	11.75	155
3.75	1630	8	460	12	150
4	1550				

## Example: estimating volume using data

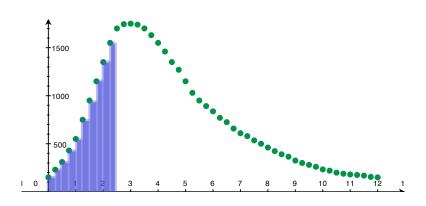
A small dam breaks on a river. The average flow out of the stream is given by the following:



# Over each time interval, we estimate the volume of water by Average rate $\times$ 900 s



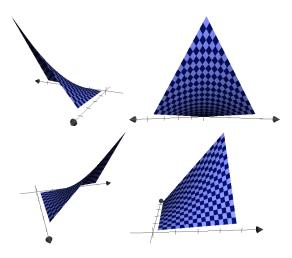
# Over each time interval, we estimate the volume of water by $\text{Average rate} \times 900 \text{ s}$



Over each time interval, we estimate the volume of water by  $\text{Average rate} \, \times \, 900 \, \, \text{s}$ 

hours	m <sup>3</sup>	hours	m <sup>3</sup>	hours	m <sup>3</sup>
0	135000	4.25	1314000	8.25	380700
0.25	207000	4.5	1215000	8.5	351000
0.5	279000	4.75	1143000	8.75	328500
0.75	387000	5	1035000	9	292500
1	495000	5.25	927000	9.25	270000
1.25	675000	5.5	855000	9.5	252000
1.5	855000	5.75	802800	9.75	234000
1.75	1035000	6	753300	10	209700
2	1215000	6.25	693000	10.25	198000
2.25	1395000	6.5	652500	10.5	179100
2.5	1530000	6.75	592200	10.75	169200
2.75	1570500	7	549000	11	162000
3	1575000	7.25	521100	11.25	157500
3.25	1566000	7.5	481500	11.5	151200
3.5	1530000	7.75	450000	11.75	139500
3.75	1467000	8	414000	12	135000
4	1395000			total=3	3,319,800

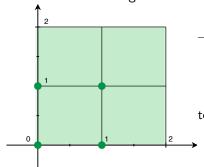
A tent is raised and has height given by xy over the  $2 \times 2$  grid where 0 < x < 2 and 0 < y < 2. What is the volume of the tent?



A tent is raised and has height given by xy over the  $2 \times 2$  grid where 0 < x < 2 and 0 < y < 2. What is the volume of the tent?

#### Estimate via boxes!

Volume = base \*height.



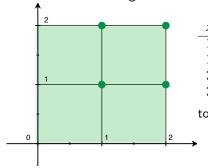
y	height = xy	volume
0	0	0 * 1
1	0	0 * 1
0	0	0 * 1
1	1	1 * 1
	0 1 0 1	0 0

total volume  $\approx 1$ 

A tent is raised and has height given by xy over the  $2 \times 2$  grid where 0 < x < 2 and 0 < y < 2. What is the volume of the tent?

#### Estimate via boxes!

Volume = base \*height.



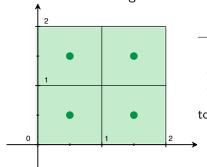
X	У	height = xy	volume
1	1	1	1 * 1
1	2	2	2 * 1
2	1	2	2 * 1
2	2	4	4 * 1

total volume  $\approx 9$ 

A tent is raised and has height given by xy over the  $2 \times 2$  grid where 0 < x < 2 and 0 < y < 2. What is the volume of the tent?

#### Estimate via boxes!

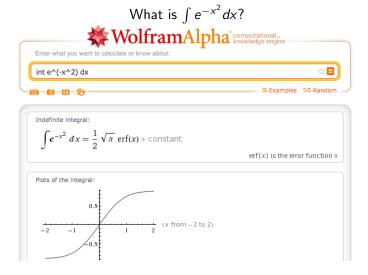
Volume = base \*height.



	I	La de la composición	
X	y	height = xy	volume
.5	.5	.25	.5 * 1
.5	1.5	.75	.75 * 1
1.5	.5	.75	.75 * 1
1.5	1.5	2.25	2.25 * 1

total volume  $\approx 4.25$ 

#### Example: functions without nice antiderivatives



From Wikipedia: "In mathematics, the error function (also called the Gauss error function) is a special function (non-elementary) of sigmoid shape which occurs in probability, statistics and partial differential equations."

We did rectangles, but we could use other shapes (that we know how to integrate under) to better represent the shape of the function.

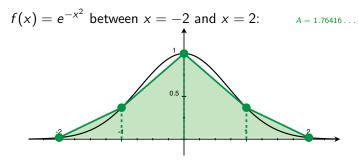
$$f(x) = e^{-x^2}$$
 between  $x = -2$  and  $x = 2$ :

A = 1.76416...

For *n* pieces,

for **rectangles** pick *n* points to draw *n* rectangles;  $A \approx 1.75407...$ 

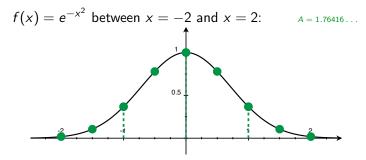
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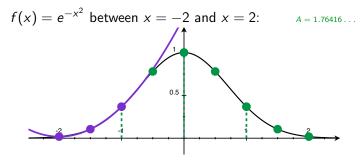
for **rectangles** pick n points to draw n rectangles;  $A \approx 1.75407...$  we could also use **trapezoids**, with n+1 points;  $A \approx 1.75407...$ 

We did rectangles, but we could use other shapes (that we know how to integrate under) to better represent the shape of the function.



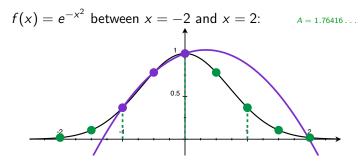
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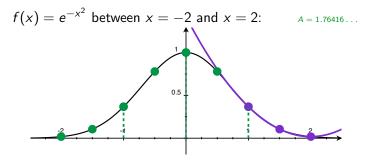
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 $A = 1.76416...$ 

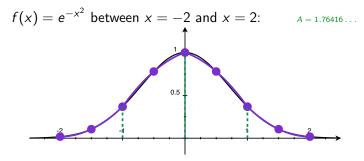
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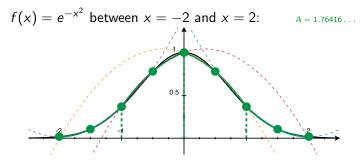
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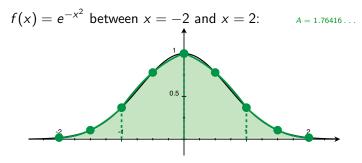
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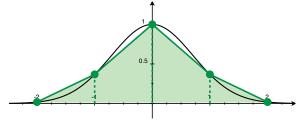
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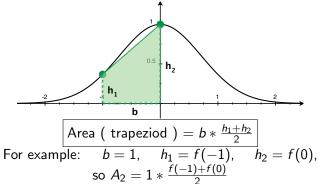


For *n* pieces,

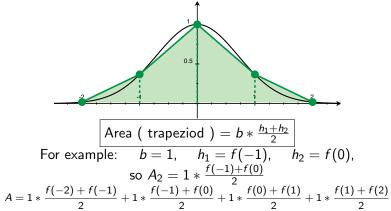
- \* For **rectangles**, know how to approximate by hand.
- \* For **trapezoids**, also know by hand:



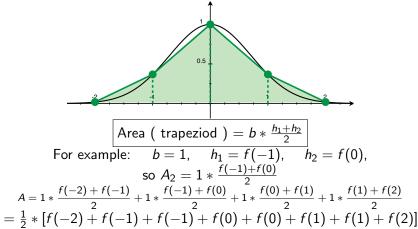
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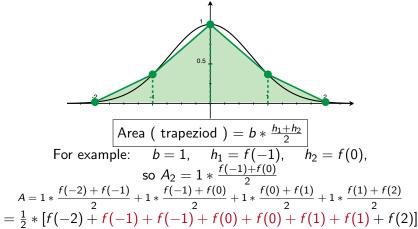
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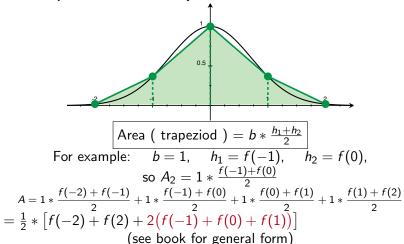
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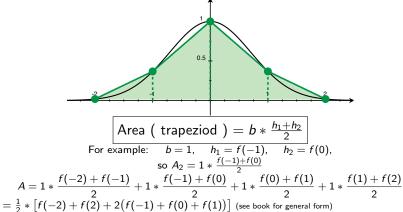
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- \* For rectangles, know how to approximate by hand.
- \* For **trapezoids**, also know by hand:



\* For **Simpson's rule** (parabolas), know how to use applet.

**Warning about conventions:** In the book and webwork, n is the number of "subintervals". In class and in the applet, n is the number of parabolas. So if webwork says n = 6, plug in n = 3 to the applet.

Read about error!

My: maximum of | du f(x)

our [a,b] total interval.

Stall .

14"1