

Break-Ground:

Limits and velocity

Two young mathematicians discuss limits and instantaneous velocity.

Check out this dialogue between two calculus students (based on a true story):

Devyn: Hey Riley, I've been thinking about limits.

Riley: That is awesome.

Devyn: I know! You know limits remind me of something... How a GPS or a phone computes velocity!

Riley: Huh. A GPS can calculate our location. Then, to compute velocity from position, it must look at

$$\frac{\text{change in position}}{\text{change in time}}$$

Devyn: And then we study this as the change in time gets closer and closer to zero.

Riley: Just like with limits at zero, we can study something by looking **near** a point, but **not exactly at** a point.

Devyn: O.M.G. Life's a rich tapestry.

Riley: Poet, you know it.

Suppose you take a road trip from Columbus Ohio to Urbana-Champaign Illinois. Moreover, suppose your position is modeled by

$$s(t) = 36t^2 - 4.8t^3 \quad (\text{miles West of Columbus})$$

where t is measured in hours and runs from 0 to 5 hours.

Problem 1 *What is the average velocity for the entire trip?*

Hint: *Remember,*

$$\text{change in distance} = \text{rate} \cdot \text{change in time}.$$

Learning outcomes: Consider limits as behavior nearer and nearer to a point.

Hint: So,

$$\frac{\Delta \text{distance}}{\Delta \text{time}} = \text{rate}.$$

Hint: So,

$$\frac{\Delta \text{distance}}{\Delta \text{time}} = \frac{300}{5}.$$

The average velocity is miles per hour.

Problem 2 Use a calculator to estimate the instantaneous velocity at $t = 2$.

Hint: Remember,

$$\text{change in distance} = \text{rate} \cdot \text{change in time}.$$

Hint: So,

$$\frac{\Delta \text{distance}}{\Delta \text{time}} = \text{rate}.$$

Hint: Compute

$$\frac{36(2 + \Delta t)^2 - 4.8(2 + \Delta t)^3 - (36 \cdot 2^2 - 4.8 \cdot 2^3)}{\Delta t}$$

for smaller, and smaller values of Δt .

The instantaneous velocity, (rounded to the nearest tenth) is miles per hour.

Problem 3 Considering the work above, when we want to compute instantaneous velocity, we need to compute

$$\frac{\text{change in position}}{\text{change in time}}$$

when (choose all that apply):

Select All Correct Answers:

- (a) The “change in time” is zero.
- (b) The “change in time” gets closer and closer to zero. ✓
- (c) The “change in time” approaches zero. ✓

- (d) *The “change in time” is near zero.*
- (e) *The “change in time” goes to zero. ✓*

Computing average velocities for smaller, and smaller, values of Δt as we did above is tedious. Nevertheless, this is exactly how a GPS determines velocity from position! To avoid these tedious calculations, we would really like to have a formula.