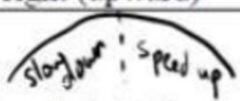
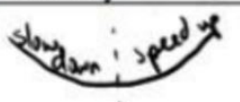


Application of Derivatives

Part One

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Condition	Event
$s < 0$	Object to the left (below) of the origin
$s = 0$	Object at the origin
$s > 0$	Object to the right (above) of the origin
$v < 0$	Moving to the left (downward)
$v = 0$	At rest
$v > 0$	Moving to the right (upward)
$a < 0$	<p><i>s-t graph concave down</i>  <i>slow down, speed up</i></p> <p>Acceleration directed to the left (downward)</p>
$a = 0$	Constant velocity
$a > 0$	<p><i>s-t graph concave up</i>  <i>slow down, speed up</i></p> <p>Acceleration directed to the right (upward)</p>

Condition	Event
$s \cdot v < 0$	Object moving toward the origin
$s \cdot v > 0$	Object moving away from the origin
$s \cdot a < 0$	Acceleration is directed toward the origin
$s \cdot a > 0$	Acceleration is directed away from the origin
$v \cdot a < 0$	Object is slowing down
$v \cdot a > 0$	Object is speeding up

1. Application of Derivatives Part One

1.1 Sketching

It is important to sketch out the function in the question to reveal all of its qualities (increasing/decreasing intervals, concave up/down, inflection points, etc). There is an algorithm to determine all of the details of the graph.

- From the original graph:
 - You must first **factor** to check if any **holes** are in the graph.
 - State **VA's** and **Domain**.
 - Find the **x and y intercepts**.
 - Find the **end behaviour**.
 - Look at the behaviour near **zeros** (x-intercepts) and **VA's**. (Remember - do this by looking at multiplicities of zeros)
 - *CAN BE SKIPPED*** - Find **positive and negative intervals** between zeros and VA's.
- From the first derivative:
 - Find **critical points**.
 - *CAN BE SKIPPED*** - Find **increasing/decreasing intervals**.
- From the second derivative:
 - Find possible **inflection points**.
 - Find **concave up/down intervals**.
 - Decide if the possible inflection points found are actual inflection points and classify the critical points using the 2nd derivative test.

Example 1:

Sketch and label all intercepts, asymptotes, critical points and inflection points. Show all justifying steps.

$$y = (x^{\frac{1}{3}})(x - 4)$$

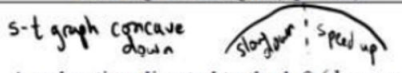

1. Cannot be factored any further. \therefore **no holes, or VA's. Domain** $x \in \mathbb{R}$

1. Find x and y intercepts.

$$\begin{aligned} &\text{x-intercept} \\ 0 &= (x^{\frac{1}{3}})(x - 4) \\ &\text{by property of zeros:} \\ &\therefore (0,0) \text{ and } (4,0) \end{aligned}$$

$$\begin{aligned} &\text{y-intercept} \\ y &= ((0)^{\frac{1}{3}})((0) - 4) \\ y &= (0)(-4) \\ y &= 0 \\ &\therefore (0,0) \end{aligned}$$

1.2 Velocity and Acceleration

Condition	Event
$s < 0$	Object to the left (below) of the origin
$s = 0$	Object at the origin
$s > 0$	Object to the right (above) of the origin
$v < 0$	Moving to the left (downward)
$v = 0$	At rest
$v > 0$	Moving to the right (upward)
$a < 0$	 Acceleration directed to the left (downward)
$a = 0$	Constant velocity
$a > 0$	 Acceleration directed to the right (upward)

Condition	Event
$s \cdot v < 0$	Object moving toward the origin
$s \cdot v > 0$	Object moving away from the origin
$s \cdot a < 0$	Acceleration is directed toward the origin
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$v \cdot a < 0$	Object is slowing down
$v \cdot a > 0$	Object is speeding up

Before we start doing problems involving velocity and acceleration, we must make sure we know these key definitions:

Displacement

Displacement is the **change in position** of an object. It is concerned with the initial position of an object to its final position.

$$\text{Displacement} = s(t)$$

Velocity

Velocity is speed over time.

$$\text{Velocity} = v(t) = \frac{ds}{dt} = \frac{\Delta s}{\Delta t}$$

Acceleration

Acceleration is concerned

negative acceleration \rightarrow decreasing velocity.
positive acceleration \rightarrow increasing velocity.

$$\text{Acceleration} = a(t) = \frac{d^2v}{dt^2}$$

Jerk/Turbulence:

$$\text{Jerk/Turbulence} = j(t) = \frac{da}{dt} = \frac{d^2v}{dt^2} = \frac{d^3s}{dt^3}$$

1.3 Other Applications

