- Calculus can be applied to many real-life situations, in which a set of equations need to be maximized (e.g. to make a profit) or minimized (e.g. to reduce costs)
- You will often need to set up equations so learn the formulae for perimeter, area, total surface area and volume
- To maximize or minimize an equation, we will <u>differentiate</u> and put the equation <u>equal to 0</u>
  - ... i.e. the maximum or minimum point of an equation / graph is the <u>turning point and the gradient equals O!</u>

### Example 1:

The length of a rectangle is x and its breadth is (25 - x). Determine the dimensions of the rectangle in order for it to have a maximum area.

Area = length × breadth =  $x \times (25 - x)$ =  $25x - x^2$ 

What do we have to do to maximize or minimize?

$$Area = 25x - x^{2}$$

$$\frac{dArea}{dx} = 25 - 2x$$

$$0 = 25 - 2x$$

$$2x = 25$$

$$x = 12,5$$

Length = x = 12,5 units Breadth = 25 - x= 25 - 12,5= 12,5 units

Differentiate and put the equation equal to zero!

> But the question asked for the dimensions of the rectangle ...

#### Example 2:

A cylinder has a radius of x and a height of (300 - x). Find the value of x in order for the volume of the cylinder to be a maximum.

Volume =  $\pi r^2 h$ =  $\pi (x)^2 (300 - x)$ =  $300\pi x^2 - \pi x^3$  What do we have to do to maximize or minimize?

*Volume* =  $300\pi x^2 - \pi x^3$ Differentiate dVolume and put the  $x = 300\pi x - 3\pi x^2$ equation equal dxto zero!  $0 = 300\pi x - 3\pi x^2$  $0 = 100x - x^2$ Since the 0 = x(100 - x)question asked  $x = 0 \ or \ x = 100$ for a maximum, x = 100 ...  $Volume = 300\pi x^2 - \pi x^3$  $= 300\pi(100)^2 - \pi(100)^3$ = 6 283 185,31

CALCULUS-OPTIMISATION SPEED, VELOCITY AND ACCELERATION

Average speed is the distance travelled divided by the time taken.

 $Average speed = \frac{change in distance}{change in time}$ 

#### <u>Example 1</u>

I took 4 hours to travel to Johannesburg, a distance of 456km. Average speed  $=\frac{456}{4} = 114$  kph.



### **Example 2**

A stone falls at a distance of  $s(t) = 2x^2 - 3$  meters, where t is time in seconds. Determine the average speed of the stone as it falls. Note! s

represents

Distance travelled in ... distance and 2 seconds:  $s(2) = 2(2)^2 - 3 = 5$  m not speed! 3 seconds:  $s(3) = 2(3)^2 - 3 = 15$  m Average speed  $= \frac{15-5}{3-2} = 10$  m per sec



#### <u>Example 1</u>

Determine the velocity at 3 seconds, if the distance of a particle can be given by: s(t) = 20 - 5t (where t = seconds). s'(t) = -5. Note! s'(t) is the derivative of

distance = velocity!

CALCULUS-OPTIMISATION Speed, velocity and acceleration

#### **Example 2**

Determine the speed I was travelling at the exact time of 4 seconds, when the speed trap camera flashed after I had covered a distance of 120x meters.

Average speed  $=\frac{120x}{4} = 30x$  meters per sec Acceleration = d'(Speed)= 30 meters per second

### CALCULUS-OPTIMISATION SPEED, VELOCITY AND ACCELERATION

Instantaneous velocity – or ACCELERATION – is the velocity taken at one particular point in time
 Acceleration = derivative of velocity
 a = d'(Velocity)

#### Example 1

Determine the acceleration of a particle, if the velocity can be given by v(t) = 6t (where t = seconds). v'(t) = 6. Note! v'(t) is the derivative of velocity

= acceleration!

CALCULUS-OPTIMISATION Speed, velocity and acceleration

#### **Example 2**

If the distance of an object can be represented by the equation:  $s(t) = 4t^2 - 6t + 1$ , determine the acceleration of the object.

 $s(t) = 4t^2 - 6t + 1$  ... Distance s'(t) = 8t - 6 ... Velocity s''(t) = 8 ... Acceleration