

Summary of key points

- 1** If the displacement, s , is expressed as a function of t , then the velocity, v , can be expressed as

$$v = \frac{ds}{dt}$$

- 2** If the velocity, v , is expressed as a function of t , then the acceleration, a , can be expressed as

$$a = \frac{dv}{dt} = \frac{d^2s}{dt^2}$$

3

Differentiate

displacement $= s = \int v \, dt$

$\frac{ds}{dt} = \text{velocity} = v = \int a \, dt$

$\frac{dv}{dt} = \frac{d^2s}{dt^2} = \text{acceleration} = a$

Integrate

Variable acceleration 1

You can write displacement, velocity and acceleration as **functions of time**. This allows you to model the motion of an object which is moving in a straight line with variable acceleration.

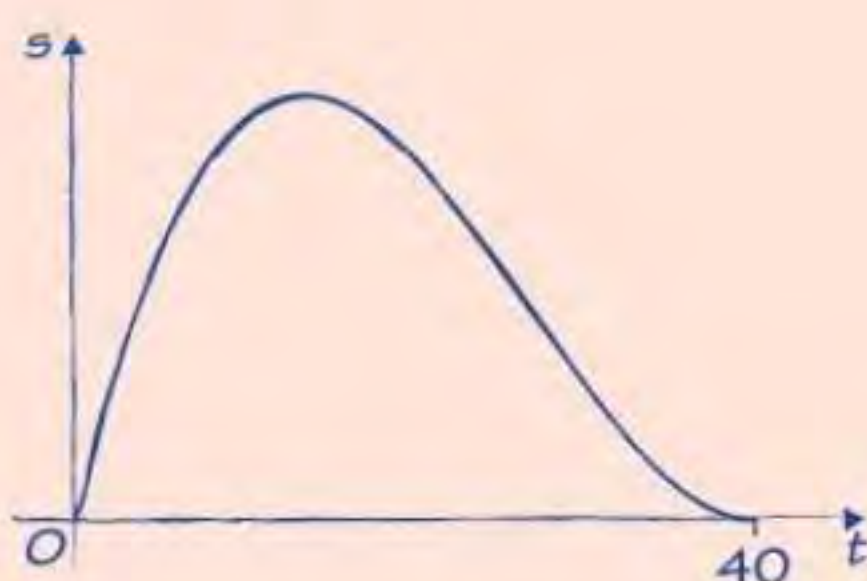
Worked example

A pipe-inspection robot travels along a straight section of sewer pipe. At time t minutes the distance, s metres, of the robot from its starting position is given by

$$s = \frac{t^3 - 80t^2 + 1600t}{50}, 0 \leq t \leq 40$$

- (a) Sketch a distance-time graph for the motion of the robot. (3 marks)

$$\begin{aligned} s &= \frac{1}{50}t(t^2 - 80t + 1600) \\ &= \frac{1}{50}t(t - 40)^2 \end{aligned}$$



- (b) Find the maximum distance of the robot from its starting position. (6 marks)

$$\frac{ds}{dt} = \frac{1}{50}(3t^2 - 160t + 1600)$$

$$0 = \frac{1}{50}(3t - 40)(t - 40)$$

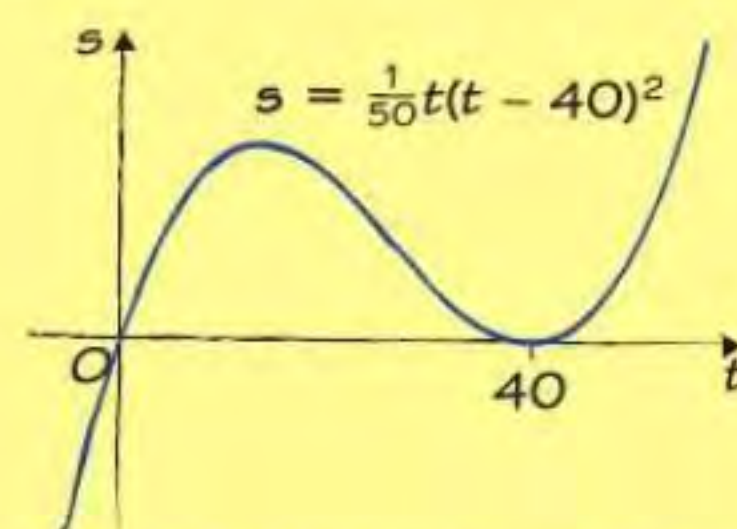
$$t = \frac{40}{3} \text{ or } t = 40$$

$$\text{When } t = \frac{40}{3},$$

$$\begin{aligned} s &= \frac{1}{50} \left(\left(\frac{40}{3} \right)^3 - 80 \left(\frac{40}{3} \right)^2 + 1600 \left(\frac{40}{3} \right) \right) \\ &= 189.62... \end{aligned}$$

The maximum distance of the robot from its starting point is 190 m (3 s.f.)

You need to know more information about how the function behaves before you can sketch the distance-time graph. You can take out a factor of t and then factorise the quadratic factor. The graph of $s = \frac{1}{50}t(t - 40)^2$ is a cubic graph with a positive coefficient of t^3 . It crosses the t -axis at $t = 0$ and touches it at $t = 40$:



There is more about sketching graphs of cubic functions on page 12.

The model provided is only valid for $0 \leq t \leq 40$. Make sure you only sketch the section of the graph for these values of t .

From your sketch you can see that $t = 40$ represents a minimum value, so reject that solution.

Maxima and minima

You can use differentiation to find any maximum and minimum values of a function of time. To find the maximum value of $s = f(t)$, differentiate and set $f'(t) = 0$. Solve to find t and then substitute this value back into $f(t)$.

The derivative of the displacement function represents the **velocity**. There is more about this on the next page. There is more about differentiating and finding minima and maxima on pages 39 and 40.

Now try this

A particle travels along the x -axis such that its distance, x m, from the origin at time t seconds is given by:

$$x = t^4 - 20t^3 + 96t^2, 0 \leq t \leq 8$$

- (a) Show that x is non-negative for all values in the given domain of t . (3 marks)
- (b) Find the maximum distance of the particle from the origin, and justify that it is a maximum. (8 marks)

Have a look at page 12 for a reminder about how **quartic** functions behave.

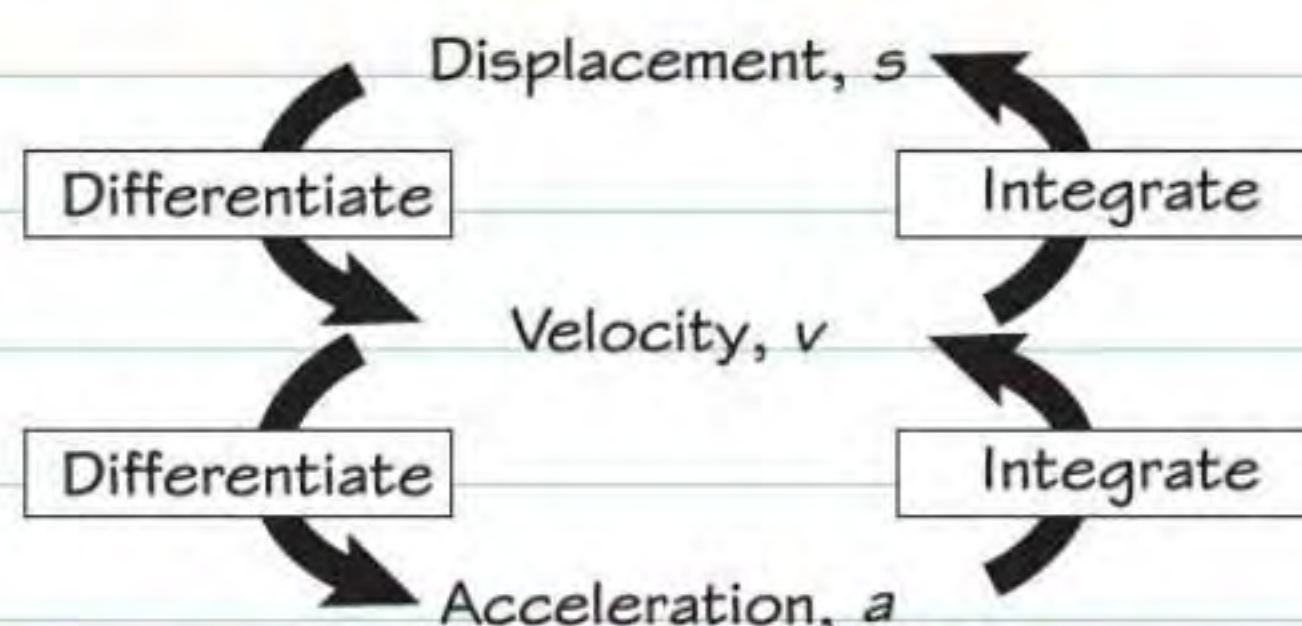
Had a look ☐Nearly there ☐Nailed it! ☐

Variable acceleration 2

Velocity is the rate of change of displacement, and acceleration is the rate of change of velocity.

$$v = \frac{ds}{dt} \text{ and } a = \frac{dv}{dt} = \frac{d^2s}{dt^2}$$

Integration is the **inverse** of differentiation, so you can integrate an expression for the velocity to find the displacement, or you can integrate an expression for the acceleration to find the velocity.



Worked example

A particle P moves along the x -axis, passing the origin at time $t = 0$, with velocity 17.6 m s^{-1} in the direction of x increasing.

After a time t seconds, the acceleration of P in the direction of x increasing is $4 - 0.2t \text{ m s}^{-2}$, $t \geq 0$.

Find

- (a) the time at which P comes instantaneously to rest. (6 marks)

$$v = \int (4 - 0.2t) dt$$

$$= 4t - 0.1t^2 + c$$

When $t = 0$, $v = 17.6$

$$17.6 = 4(0) - 0.1(0)^2 + c \Rightarrow c = 17.6$$

$$\text{So } v = 4t - 0.1t^2 + 17.6$$

Set $v = 0$ and solve:

$$-0.1t^2 + 4t + 17.6 = 0$$

$$t = -4 \text{ or } t = 44$$

P comes to rest after 44 seconds.

- (b) the distance travelled by the particle in the first two seconds of its motion. (4 marks)

$$s = \int_0^2 (4t - 0.1t^2 + 17.6) dt$$

$$= \left[2t^2 - \frac{1}{30}t^3 + 17.6t \right]_0^2$$

$$= \left(2(2)^2 - \frac{1}{30}(2)^3 + 17.6(2) \right) - 0$$

$$= 42.9 \text{ m (3 s.f.)}$$

Completing the function

An indefinite integral always produces a function with a **constant of integration**. You need to find this constant in order to use the function to solve numerical problems. When you integrate to find velocity or displacement, you might need to use a given value to find the constant of integration. If this is the value when $t = 0$ it is called an **initial condition**.

There is more about finding functions by integrating on page 43.

Problem solved!

Follow these steps for part (a):

1. Integrate the expression for the acceleration of P to find an expression for the velocity.
2. Use the initial conditions to find the value of the constant of integration.
3. Set the velocity equal to 0 and solve. The model is only valid for $t \geq 0$ so you can reject the negative root of the equation.

You will need to use problem-solving skills throughout your exam – **be prepared!**

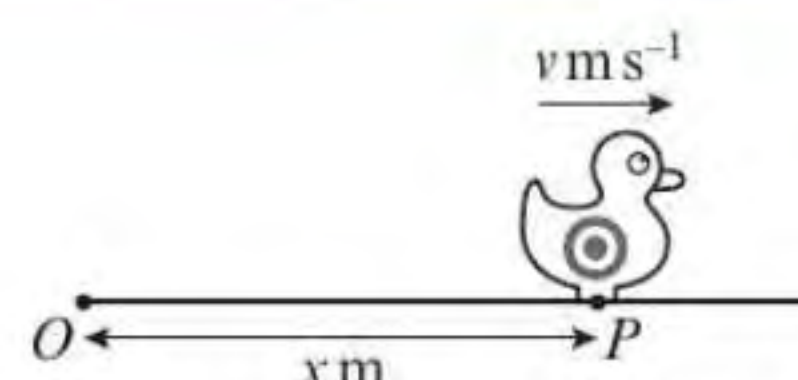


Now try this

A target in a fairground shooting range moves along a straight line. At time t seconds, its distance from a fixed point O is x m and its velocity, $v \text{ m s}^{-1}$, is given by: $v = 0.1\sqrt{t} - 0.2t$, $0 \leq t \leq 6$

When $t = 0$, $x = 4$.

- (a) Find the acceleration of the target when $t = 4$. (4 marks)



- (b) Find an expression for x , giving your answer in the form $x = f(t)$ (4 marks)
- (c) Find the value of x when $t = 5$. (1 mark)