

# a Hand-Waver's Guide

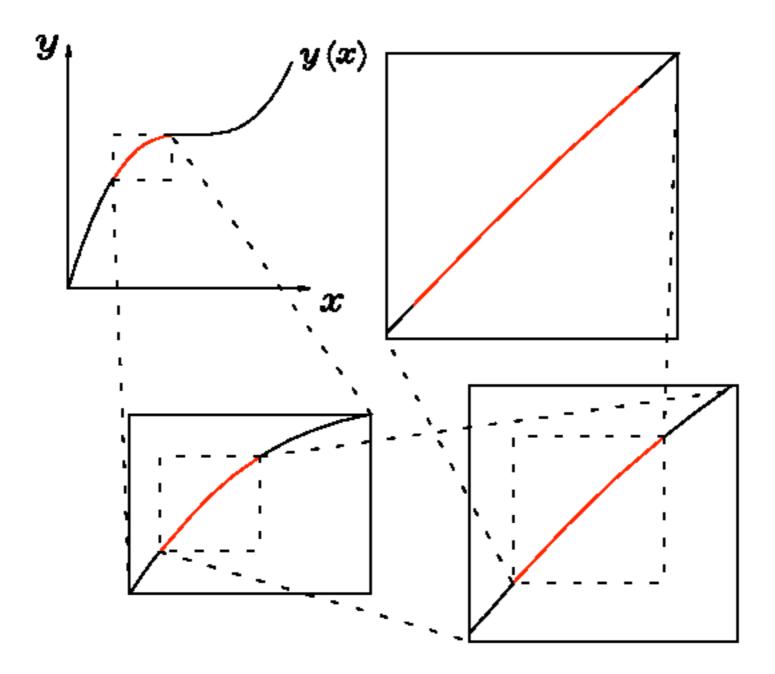
(blame **Jess**)

#### Rule 1:

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A curved line looks straight if you blow it up enough!

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#### **Rule 2:**

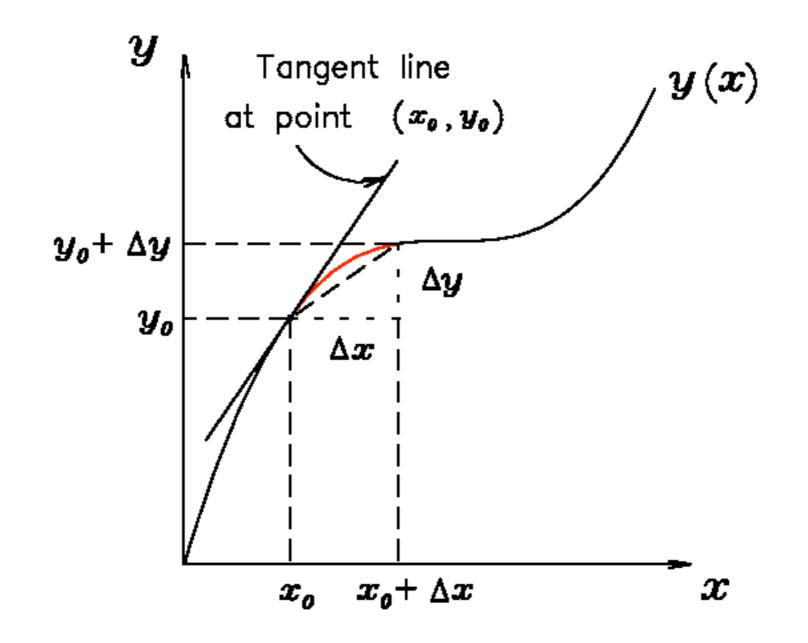
# **Rule 2:**

There are no discontinuities in the real, physical world.

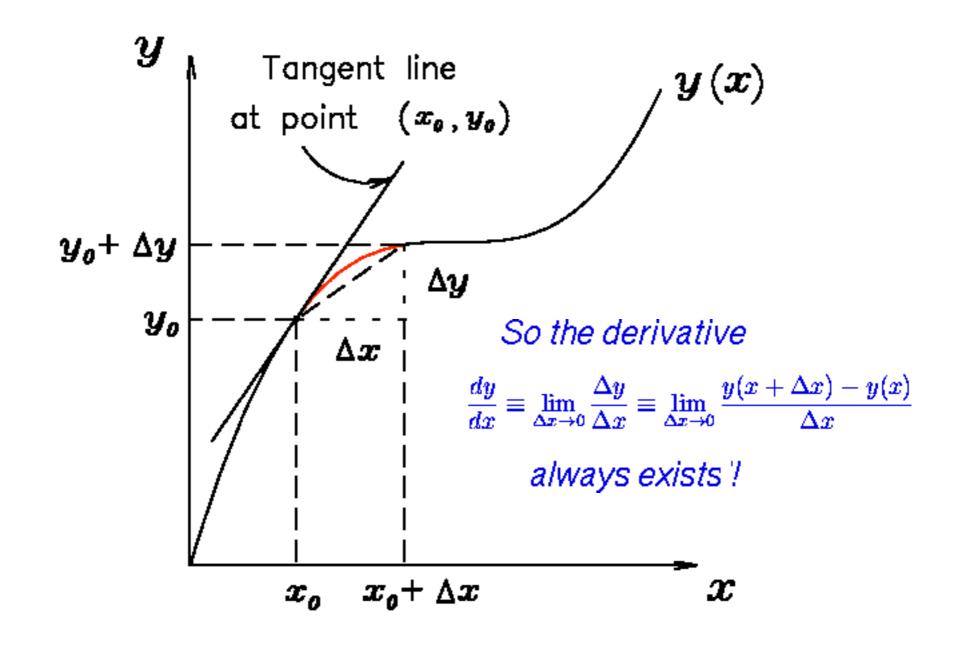
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#### ...but don't take my word for it!

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For Small Changes  $\Delta x$ :

 $\Delta y = y'(x)\Delta x$ 

# **Deriving the Product Law:**

If  $y(x) = f(x) \cdot g(x)$  then  $y(x + \Delta x) = f(x + \Delta x) \cdot g(x + \Delta x)$   $= [f(x) + f'(x) \cdot \Delta x] [g(x) + g'(x) \cdot \Delta x]$   $= f(x) \cdot g(x) + [f'(x) \cdot g(x) + f(x) \cdot g'(x)] \Delta x$   $+ [\Delta x]^2 f'(x) \cdot g'(x)$ 

Divide this through by  $\Delta x$  and we have

$$\frac{y(x + \Delta x)}{\Delta x} = \frac{y(x)}{\Delta x} + f'(x) \cdot g(x) + f(x) \cdot g'(x) + \Delta x \cdot f'(x) \cdot g'(x)$$

Note that  $y(x + \Delta x) - y(x) \models \Delta y$  and let  $\Delta x$  shrink to zero, and all that remains is

 $\frac{\Delta y}{\Delta x} \xrightarrow[\Delta x \to 0]{} y'(x) = f'(x) \cdot g(x) + f(x) \cdot g'(x) .$ 

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$$p = 1: \quad \frac{d}{dx}[x] = \frac{dx}{dx} = 1$$

$$p = 2:$$
  $\frac{d}{dx}[x^2] = \frac{d}{dx}[x \cdot x] = 1 \cdot x + x \cdot 1 = 2x$ 

$$p = 3:$$
  $\frac{d}{dx}[x^3] = \frac{d}{dx}[x \cdot x^2] = 1 \cdot x^2 + x \cdot 2x = 3x^2$ 

General: 
$$\frac{d}{dx}[x^p] = p \ x^{p-1}$$

# **Deriving the Chain Rule:**

**Function of a Function:** Suppose y is a function of x and x is in turn a function of t. Then if t changes by  $\Delta t$ , x changes by

$$\Delta x = \frac{dx}{dt} \cdot \Delta t$$

and y changes by

$$\Delta y = \frac{dy}{dx} \cdot \Delta x = \frac{dy}{dx} \cdot \frac{dx}{dt} \cdot \Delta t.$$

Dividing both sides by  $\Delta t$  gives

$$\frac{\Delta y}{\Delta t} = \frac{dy}{dx} \cdot \frac{dx}{dt}$$

and if we let  $\Delta t \to 0$  we get

$\frac{d}{dt}\left\{y[x(t)]\right\}$	=	dy	dx
		dx	$\overline{dt}$

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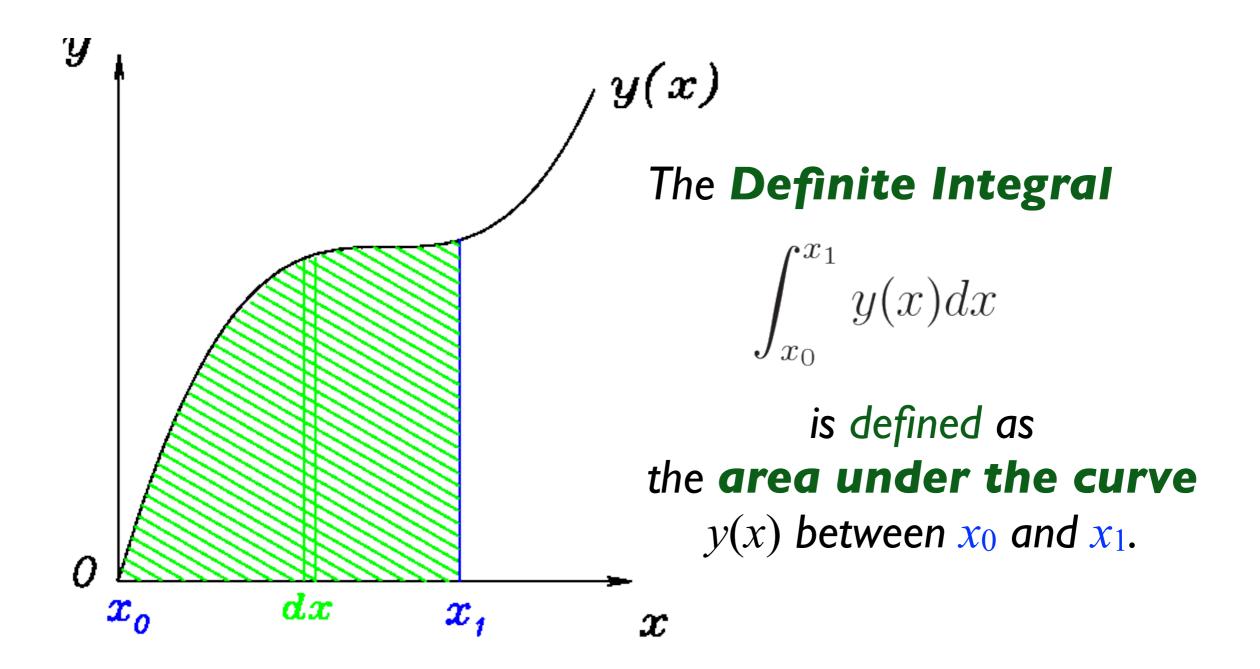
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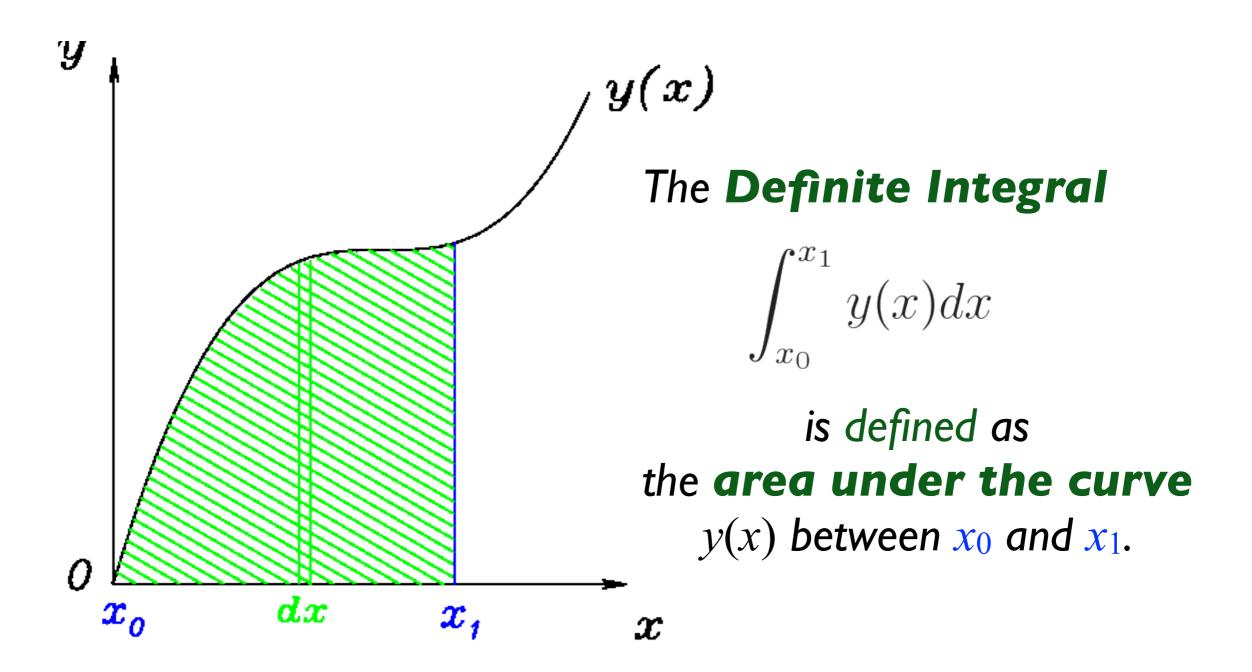
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Chain Rule: 
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# INTEGRALS



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It is described in terms of adding up many vertical "slices" of infinitesimal width dx and height y(x).



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If g(x) = 2 b x = df/dx, what is f(x)? Answer:  $f(x) = \int 2 b x dx = b x^2 + \text{const.}$ 

### of Indefinite Integrals (Antiderivatives)

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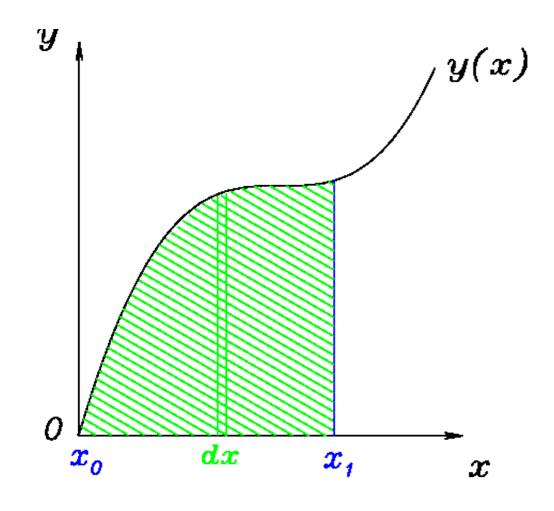
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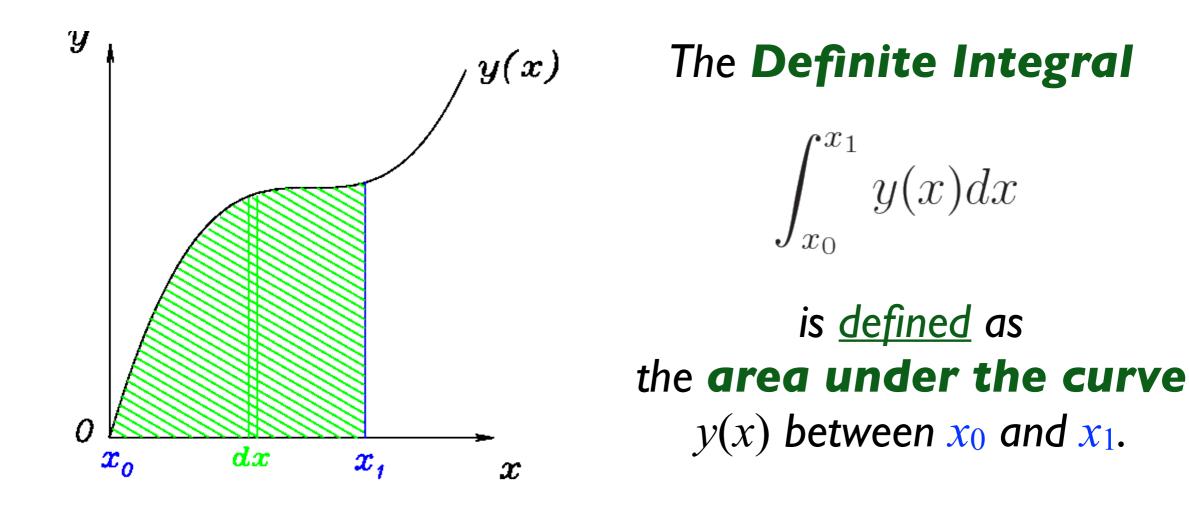
Try this: if  $g(x) = 1/x \equiv x^{-1} = \frac{df}{dx}$ , what is f(x)?



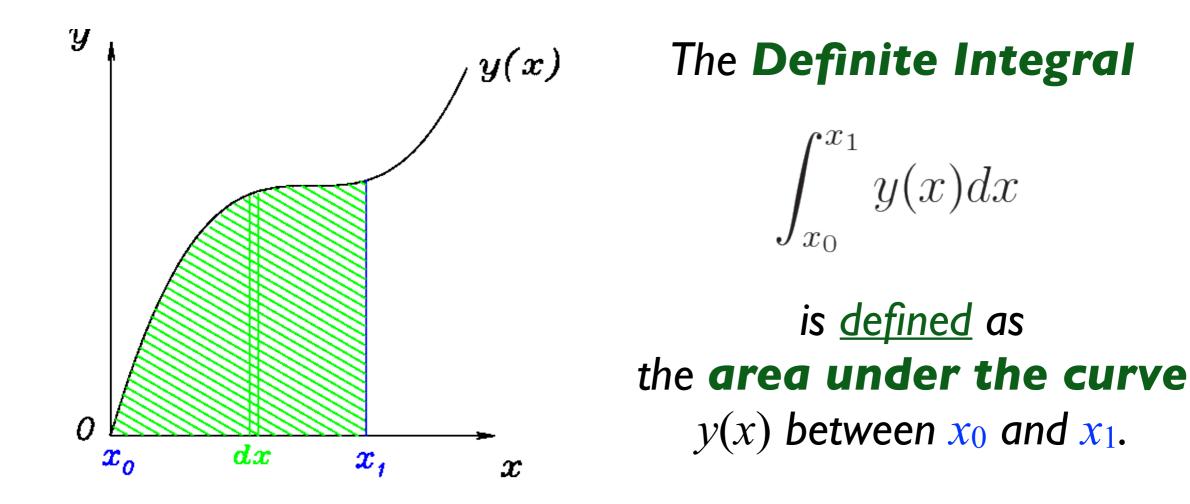
The **Definite Integral** 

$$\int_{x_0}^{x_1} y(x) dx$$

#### is <u>defined</u> as the **area under the curve** y(x) between $x_0$ and $x_1$ .



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$$\int_{x_0}^{x_1} y(x) dx = f(x_1) - f(x_0)$$





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,  $x_0 = 1$  and  $x_1 = 2$ , what is  $\int_{x_0}^{x_1} y(x) dx$  ?



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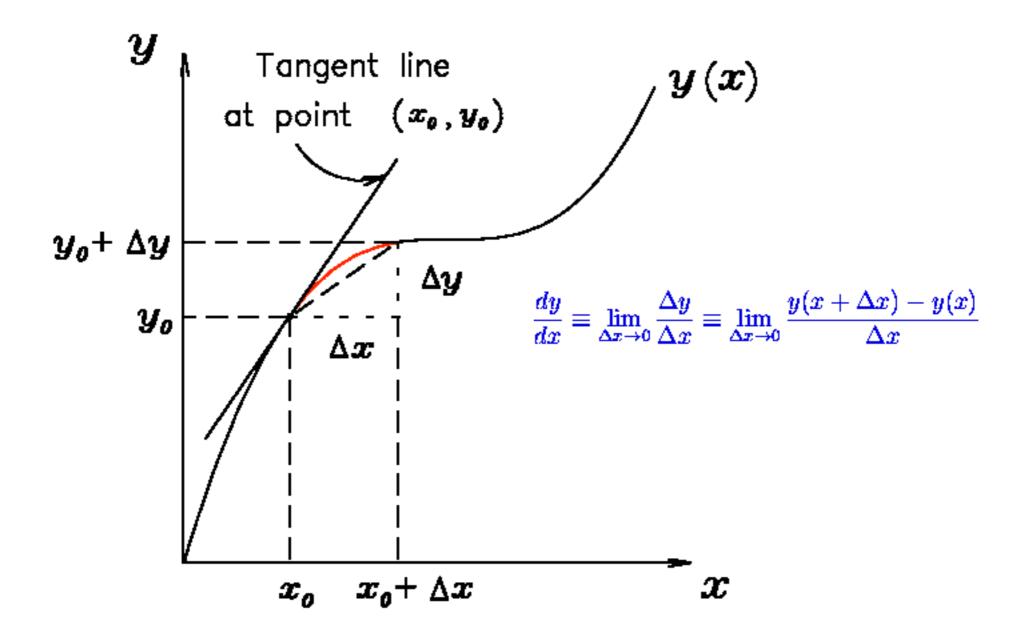


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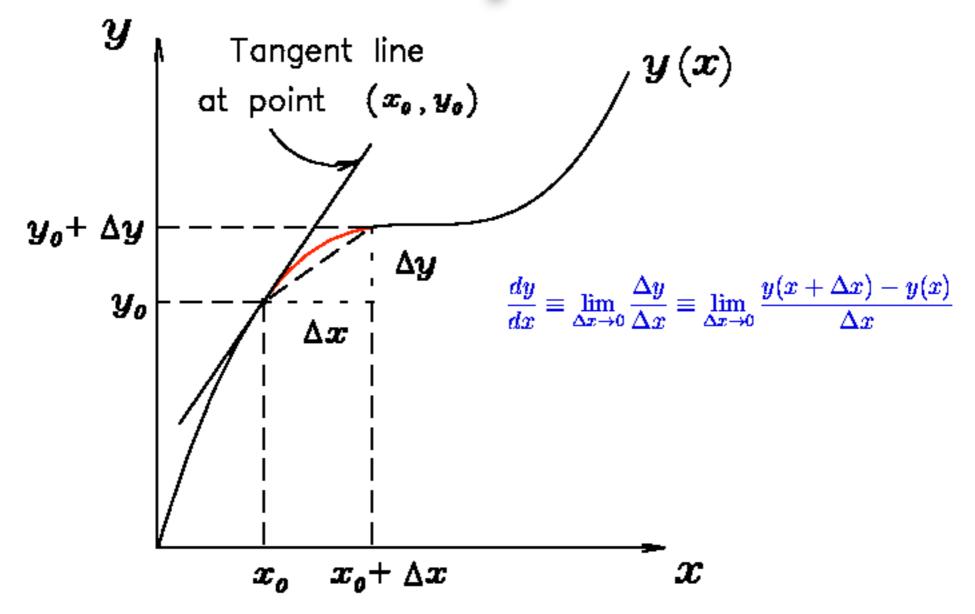
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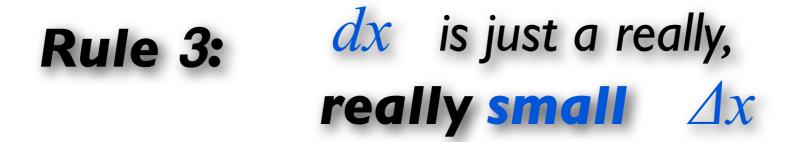
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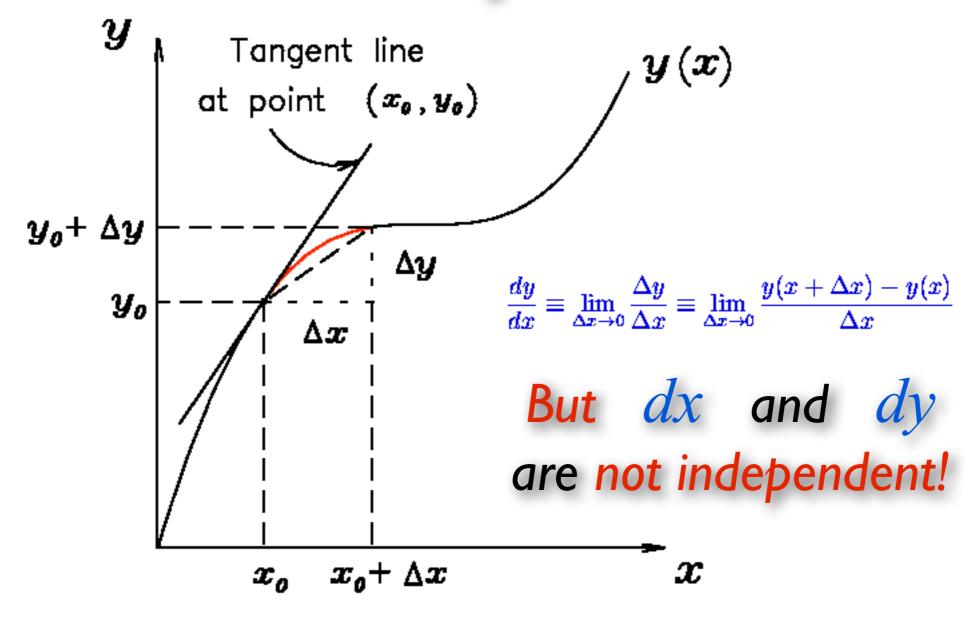
Answer: 
$$x_1^{-1} - x_0^{-1} = \frac{1/4}{-1/2} = \frac{1}{4}$$

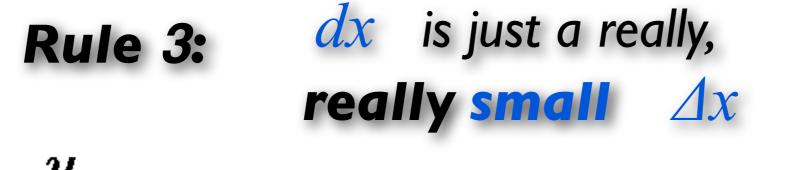


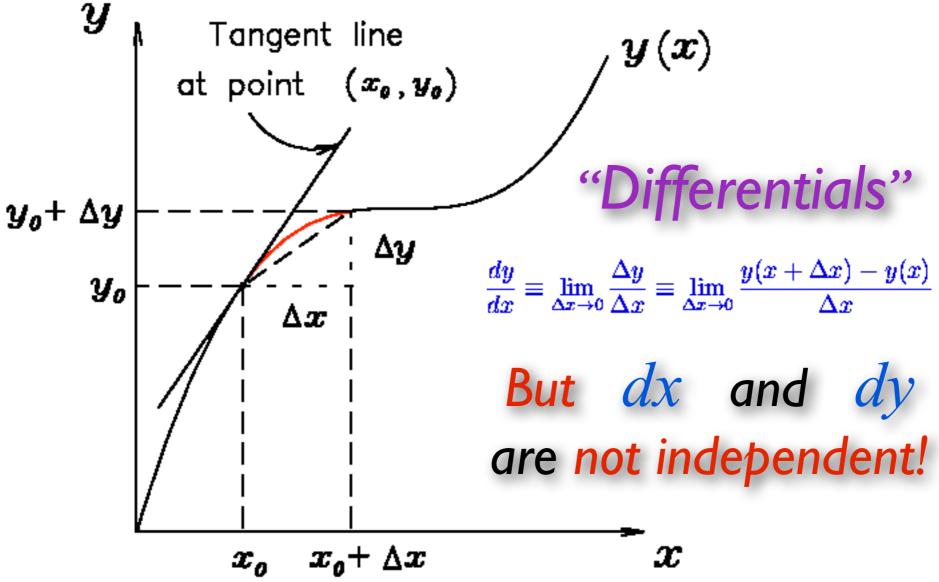












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 $F = m a \& a \equiv \frac{dv}{dt} \Rightarrow m \frac{dv}{dv} = F \frac{dt}{dt}$ 

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## **Rule 4:** If we're really, **really** careful and never forget that $\frac{dv}{dx}$ and $\frac{dt}{dt}$ are not independent,

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Momentum & Impulse

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*Kinetic Energy* & Work Cancel dt's & add  $F = m a \implies mv dv = F dx$ 



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> (Useful when we know the force as a function of position.)