

Geometry and calculus – circles, triangles, derivatives and integrals.

Show work – except for ♣ fill-in-blanks-problems (print .pdf from www.MotionGenesis.com ⇒ [Textbooks](#) ⇒ [Resources](#)).

1.1 ♣ Solving problems – what engineers do.

Understanding this material results from **doing** problems. Many problems are guided to help you synthesize processes (imitation). You are encouraged to work by yourself or with colleagues/instructors and use the textbook’s reference theory and other resources.

Confucius 500 B.C.

“I hear and I forget.
I see and I remember.
I and I understand.”

“By three methods we may learn wisdom:
First, by reflection, which is noblest;
Second, by imitation, which is easiest;
Third by experience, which is the bitterest.”



1.2 ♣ PEMDAS (Parentheses, Exponents, Multiplication/Division, Addition/Subtraction).

$$9 - 4 * 2 = \text{[yellow box]}$$

$$\frac{4 * 5 + 4}{2} + 5 = \text{[yellow box]}$$

$$36 / 3 * 3 - 12 = \text{[yellow box]}$$

$$2 * 5^2 - 25 = \text{[yellow box]}$$

$$\left[+\sqrt{(3^3 + 23)} * \frac{1}{2} * 2 + 2 + 3 \div 3 \right] * (5 + 6) = \text{[yellow box]}$$

$$-3^2 = \text{[yellow box]}$$

$$2^3^2 = \text{[yellow box]}$$

1.3 ♣ Unit conversions between U.S. and SI (Standard International). (Guess and check Section 2.3).

Complete each blank with one of the following numbers: 0.45, 1, 2.54, 32.2.

Length	1 inch \triangleq cm	Mass	1 lbm \approx kg	1 slug \approx lbm
Force	1 Newton \triangleq $\frac{\text{kg m}}{\text{s}^2}$	1 lbf \triangleq $\frac{\text{slug ft}}{\text{s}^2}$	1 lbf \approx $\frac{\text{lbm ft}}{\text{s}^2}$	

1.4 ♣ SohCahToa: Sine, cosine, tangent as ratios of sides of a right triangle. (Section 2.6)

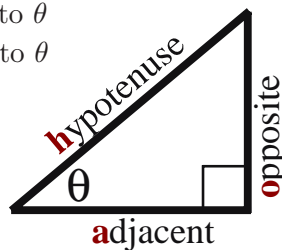
The following shows a **right triangle** with one of its angles labeled as θ .

Write definitions for sine, cosine, and tangent in terms of:

- **h**ypotenuse – the triangle’s longest side (opposite the 90° angle).
- **o**pposite – the side opposite to θ
- **a**djacent – the side adjacent to θ

Note: A mnemonic for these definitions is “**SohCahToa**”.

Note: A **right triangle** is a triangle with a 90° angle.



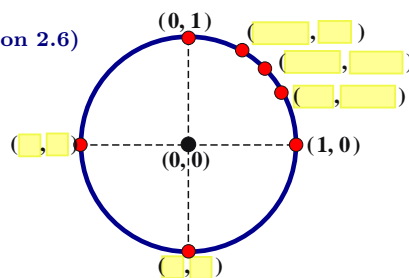
$$\sin(\theta) \triangleq \frac{\text{[yellow box]}}{\text{[yellow box]}}$$

$$\cos(\theta) \triangleq \frac{\text{[yellow box]}}{\text{[yellow box]}}$$

$$\tan(\theta) \triangleq \frac{\text{[yellow box]}}{\text{[yellow box]}} = \frac{\sin(\theta)}{\cos(\theta)}$$

1.5 ♣ Memorize common sines and cosine. (Section 2.6)

$\sin(0^\circ) = \text{[yellow box]}$	$\cos(0^\circ) = \text{[yellow box]}$
$\sin(30^\circ) = \text{[yellow box]}$	$\cos(30^\circ) = \text{[yellow box]}$
$\sin(45^\circ) = \text{[yellow box]}$	$\cos(45^\circ) = \text{[yellow box]}$
$\sin(60^\circ) = \text{[yellow box]}$	$\cos(60^\circ) = \text{[yellow box]}$
$\sin(90^\circ) = \text{[yellow box]}$	$\cos(90^\circ) = \text{[yellow box]}$



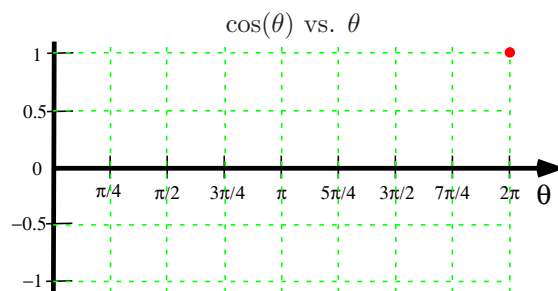
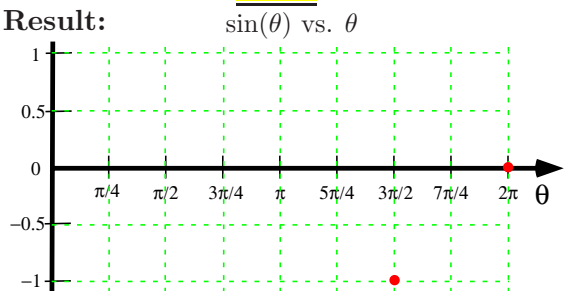
Label the coordinates of each point on the unit circle.

1.6 ♣ **Graphing sine and cosine - (a now-obvious invention from 1730 A.D.)** (Section 2.6.2)

Graph sine and cosine as functions of the angle θ in radians over the range $0 \leq \theta \leq 2\pi$.

The mathematician was first to regard sine and cosine as **functions** (not just ratios of sides of a triangle).

Result:



1.7 ♣ **Memorize sine and cosine addition formulas** (Section 2.6.1).

$$\sin(\alpha + \beta) = \sin(\alpha) \text{ } + \text{ } \quad \textit{Addition formula for sine}$$

$$\cos(\alpha + \beta) = \cos(\alpha) \text{ } \text{ } \quad \textit{Addition formula for cosine}$$

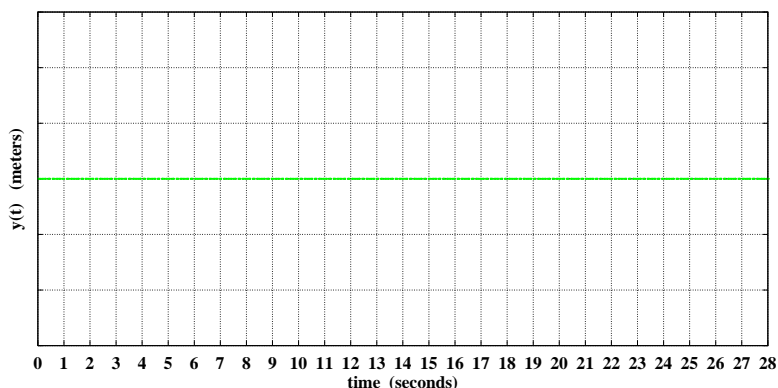
1.8 ♣ **Graph sine functions and identify amplitude, frequency, and phase** (Section 2.6.2).

For $0 \leq t \leq 28$ sec, graph the following functions (label your axes).

$$y_A(t) = 3 * \sin\left(\frac{\pi}{12} t\right)$$

$$y_B(t) = 3 * \sin\left(\frac{\pi}{12} t - \frac{\pi}{4}\right)$$

Since the **phase** of $y_B(t)$ is , $y_B(t)$ **leads/lags** $y_A(t)$.

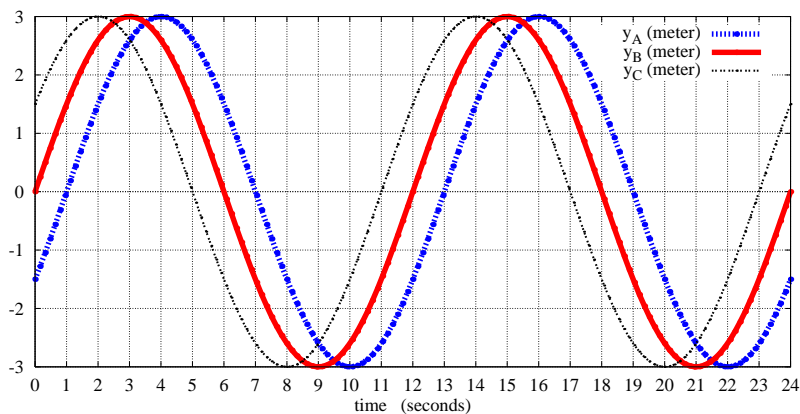


In general **negative/positive** phase is **lag** (later), which shifts a curve **left/right**.

In general **negative/positive** phase is **lead** (earlier), which shifts a curve **left/right**.

1.9 ♣ **Identifying amplitude, frequency, and phase for sine functions** (Section 2.6.2).

Graphed below are the time-dependent functions $y_A(t)$, $y_B(t)$, $y_C(t)$. Determine numerical values and units for their non-negative **amplitudes** B , non-negative **frequencies** Ω , and **phase** ϕ ($-\pi < \phi_i \leq \pi$).



$$y_i(t) = B \sin(\Omega t + \phi_i) \quad (i = A, B, C)$$

	Value	Units
$B =$	 	
$\Omega =$	 	
$\phi_A =$	 	
$\phi_B =$	 	
$\phi_C =$	 	

1.10 ♣ Ranges for arguments and return values for inverse trigonometric functions.

Determine all real return values and argument values for the following **real** trigonometric and inverse-trigonometric functions in computer languages such as Java, C++, MotionGenesis, and MATLAB®.

Possible return values	Function	Possible argument values	Note
$[-1, 1]$	$z = \cos(x)$	$[-\infty, \infty]$	
$[-1, 1]$	$z = \sin(x)$	$[-\infty, \infty]$	
$(-\infty, \infty)$	$z = \tan(x)$	$(-\infty, \infty)$	$x \neq \frac{-\pi}{2}, \frac{\pi}{2}, \frac{3\pi}{2}, \dots$
$[0, \pi]$	$z = \text{acos}(x)$	$[-1, 1]$	
$[-\frac{\pi}{2}, \frac{\pi}{2}]$	$z = \text{asin}(x)$	$[-1, 1]$	
$(-\infty, \infty)$	$z = \text{atan}(x)$	$(-\infty, \infty)$	
$(-\infty, \infty)$	$z = \text{atan2}(y, x)$	$(-\infty, \infty)$	$\text{atan2}(0, 0)$ is undefined

1.11 ♣ Notations for derivatives. (Section 2.8.1).

Date	Person	Symbols for 1 st , 2 nd , and 3 rd derivatives
1675		$\frac{dy}{dt}$ $\frac{d^2y}{dt^2}$ $\frac{d^3y}{dt^3}$
1675		\dot{y} \ddot{y} \dddot{y}
1797	(trained by Euler)	y' y'' y'''
1850	Cauchy/Weierstrauss	$\lim_{h \rightarrow 0} \frac{y(t+h) - y(t)}{h}$? ?
1786	Legendre (introduced partials then abandoned)	$\frac{\partial y}{\partial x}$ $\frac{\partial^2 y}{\partial x^2}$ $\frac{\partial^3 y}{\partial x^3}$
1841	Jacobi (re-introduced partials again)	

There was bitter rivalry between Newton and Leibniz, and the notations of Leibniz and Newton are not entangled. For example, $\frac{dy}{dt}$ is written in Leibniz's notation as $\frac{dy}{dt}$ or Newton's as y' .

1.12 ♣ Leibniz's shorthand notation for 3rd derivatives. (Section 2.8.1).

Write the explicit expression for the following 3rd derivative (so it only contains 1st derivatives).

Result:

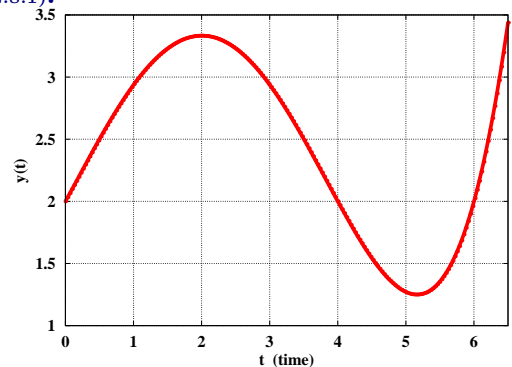
$$\frac{d^3y}{dt^3} \triangleq \frac{d}{dt} \left(\frac{dy}{dt} \right)$$

1.13 ♣ Geometric interpretation of a derivative. (Section 2.8.1).

Estimate the 1st-derivative of the function $y(t)$ shown to the right at $t = 0, 2, 4, 6$.

Pick your answers from: **-1, 0, 1, 2.**

Result: $\left. \frac{dy}{dt} \right|_{t=0} = \square$ $\left. \frac{dy}{dt} \right|_{t=2} = \square$
 $\left. \frac{dy}{dt} \right|_{t=4} = \square$ $\left. \frac{dy}{dt} \right|_{t=6} = \square$



Estimate the **sign** of the 2nd-derivative of $y(t)$ from the answers **-**, **0**, or **+**.

Answer **0** when the absolute value of the 2nd-derivative is estimated to be less than 0.5.

Result: $\left. \frac{d^2y}{dt^2} \right|_{t=0}$ is \square $\left. \frac{d^2y}{dt^2} \right|_{t=2}$ is \square $\left. \frac{d^2y}{dt^2} \right|_{t=4}$ is \square $\left. \frac{d^2y}{dt^2} \right|_{t=6}$ is \square

1.14 ♣ **Derivatives of commonly-encountered functions.** (Section 2.8.5).

Differentiate the following functions that depend on t (time). Ensure answers involving x are valid when x is either constant or depends on time, e.g., when $x = t^3$.

Result:

$$\frac{d}{dt} t^2 = \text{[]}$$

$$\frac{d}{dt} t^3 = \text{[]}$$

$$\frac{d}{dt} t^{47} = \text{[]}$$

$$\frac{d}{dt} \sin(t) = \text{[]}$$

$$\frac{d}{dt} \cos(t) = \text{[]}$$

$$\frac{d}{dt} \cos(x) = \text{[]}$$

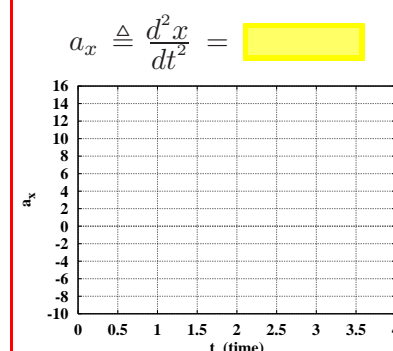
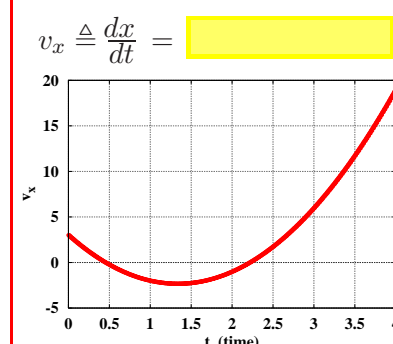
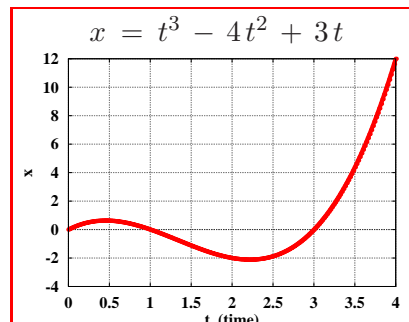
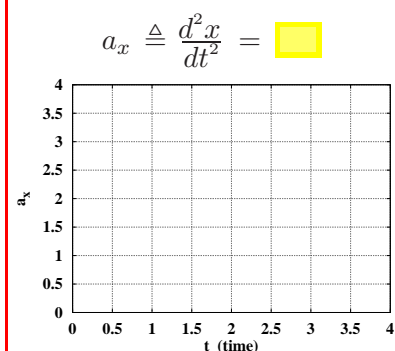
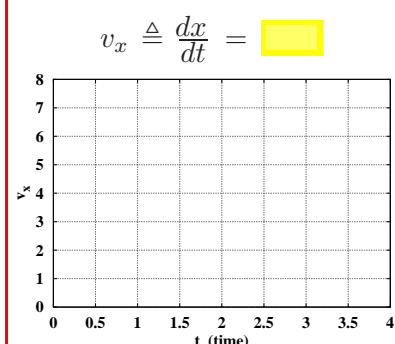
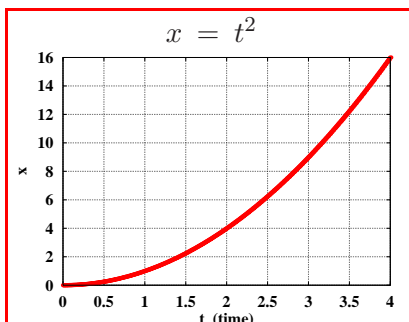
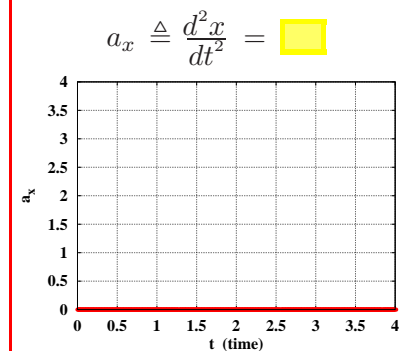
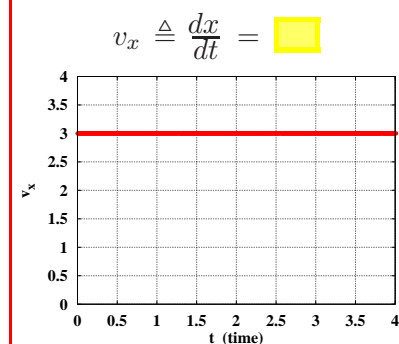
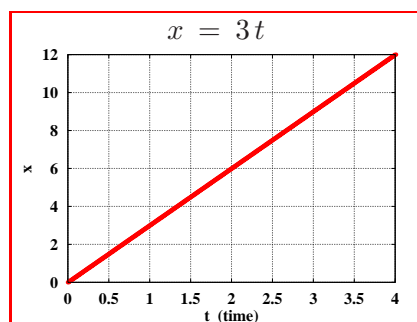
$$\frac{d}{dt} e^t = \text{[]}$$

$$\frac{d}{dt} \ln(t) = \text{[]}$$

$$\frac{d}{dt} \ln(x) = \text{[]}$$

1.15 ♣ **Geometric interpretations of a derivative.** (Section 2.8.1).

Complete the missing analytical statements and graph the missing functions.



1.16 ♣ **Good product rule for differentiation.** (Section 2.8.7).

The *good product rule for differentiation* that works when u and v are scalars, vectors, or matrices is (circle the correct answer):

$$\frac{d(u * v)}{dt} = \frac{du}{dt} * v + u * \frac{dv}{dt} \quad \frac{d(u * v)}{dt} = u * \frac{dv}{dt} + v * \frac{du}{dt} \quad \frac{d(u * v)}{dt} = v * \frac{du}{dt} + u * \frac{dv}{dt}$$

1.17 **Differentiating quotients: Use the product rule and exponents.** (Division - “Just say No”).

Although the “*quotient rule*” can be used to calculate the derivative with respect to t of the ratio of two functions $\frac{f(t)}{g(t)}$, it can be easier to rewrite the ratio as $f(t) * g(t)^{-1}$ then use the *product rule*. Use this idea to first rewrite the following ratio of two functions as a product and then use the *product rule* to calculate its derivative.

Result:

$$\frac{\ln(t)}{t^2} = \text{[]} \quad \frac{d}{dt} [\ln(t) / t^2] = \text{[]}$$

1.18 ♣ **Example of the “good product rule” for differentiation.** (Takes less than 2 minutes).

The “good” product rule is easy-to-use for *very quickly* differentiating complex expressions. Knowing x and y are variables that depend on the independent variable t (time), determine the ordinary time-derivative of the function f when¹

$$f(t) = \sin(t) * \cos(x + y) * (\dot{x})^2 * e^t * \ln(y) / x$$

Result:

$$\begin{aligned} \frac{df}{dt} &= \cos(t) * \cos(x + y) * (\dot{x})^2 * e^t * \ln(y) / x \\ &- \sin(t) * \sin(x + y) * (\dot{x} + \dot{y}) * (\dot{x})^2 * e^t * \ln(y) / x \\ &+ \text{[]} \\ &+ \text{[]} \\ &+ \text{[]} \\ &- \text{[]} \end{aligned}$$

1.19 **The amazing function e^x .** Example: The hyperbolic cosine and sine functions.

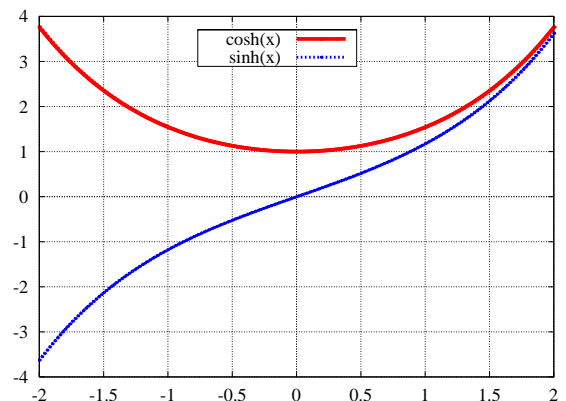
The *hyperbolic cosine* and *hyperbolic sine* functions are defined below and plotted to the right.

$$\cosh(x) \triangleq \frac{e^x + e^{-x}}{2} \quad \sinh(x) \triangleq \frac{e^x - e^{-x}}{2}$$

Show *how* to find their ordinary derivatives with respect to x in terms of hyperbolic functions.

Result:

$$\begin{aligned} \frac{d[\cosh(x)]}{dx} &= \text{[]} \\ \frac{d[\sinh(x)]}{dx} &= \text{[]} \end{aligned}$$



¹Symbols for the 1st and 2nd ordinary time-derivatives of x include $\frac{dx}{dt}$ and $\frac{d^2x}{dt^2}$ (introduced by *Leibniz*), \dot{x} and \ddot{x} (introduced by *Newton*), and x' and x'' (introduced by *Lagrange* and used by *MotionGenesis*).

1.24 **Differentiation concepts: What is dt ?** (Section 2.8.3).

A continuous function $z(t)$ depends on $x(t)$, $y(t)$, and time t as

$$z = x + y^2 \sin(t)$$

At a certain instant of time, $y = 1$ and z simplifies to

$$z = x + \sin(t)$$

Find the time-derivative of z at the instant when $y = 1$.

Result:

$$\left. \frac{dz}{dt} \right|_{y=1} = \text{[Yellow Box]}$$

1.25 ♣ **Differentiation concepts.** (Section 2.8.3 and previous problem).

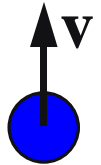
The scalar v measures a baseball's upward-velocity. Knowing $v = 0$ when the ball reaches maximum height near Earth ($g \approx 9.8 \frac{m}{s^2}$), decide if the following statement about v 's time derivative is true.

$$\frac{dv}{dt} = \frac{d(0)}{dt} = 0 \quad \text{True/False}$$

Explain:

[Yellow Box]

[Yellow Box]



1.26 ♣ **Integrals of commonly-encountered functions.** (Section 2.9).

Calculate the following indefinite integrals in terms of an indefinite constant C (regard t as positive).

Result:

$$\int t^2 dt = \text{[Yellow Box]}$$

$$\int t^3 dt = \text{[Yellow Box]}$$

$$\int t^8 dt = \text{[Yellow Box]}$$

$$\int t^{-3} dt = \text{[Yellow Box]}$$

$$\int t^{-2} dt = \text{[Yellow Box]}$$

$$\int t^{-1} dt = \text{[Yellow Box]}$$

$$\int \sin(t) dt = \text{[Yellow Box]}$$

$$\int \cos(t) dt = \text{[Yellow Box]}$$

$$\int e^t dt = \text{[Yellow Box]}$$

$$\int 5 dt = \text{[Yellow Box]}$$

$$\int 5/t dt = \text{[Yellow Box]}$$

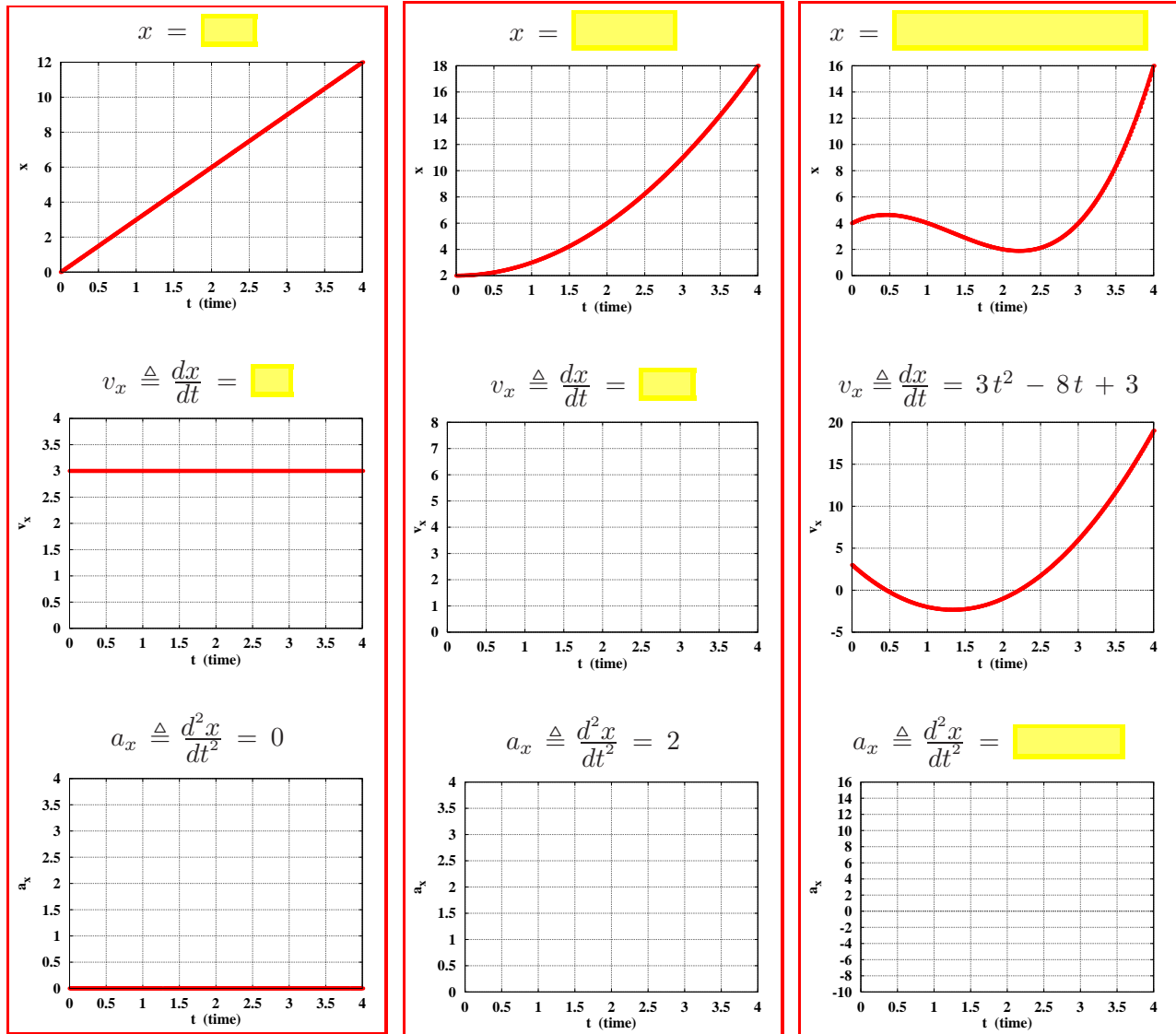
$$\int \left(5 + \frac{1}{t}\right) dt = \text{[Yellow Box]}$$



1.27 ♣ **Geometric interpretations of integrals.** (Section 2.9).

Complete the missing analytical statements and graph the missing functions.

Note: Constants of integration can be deduced from graphs.



1.28 ♣ **Optional: Math history** (.pdf at www.MotionGenesis.com ⇒ Textbooks ⇒ Resources).

Connect the mathematical event with its approximate date.

Date	Mathematical invention
2000 B.C.	Computer algorithms for calculating roots of polynomials and eigenvalues
800 A.D.	Babylonian number system (based on 60)
1800 A.D.	Invention of the number 0
1800 A.D.	Invention of complex plane (real and imaginary axes)
1900 A.D.	Widespread use of negative numbers
1950 A.D.	Invention of vectors