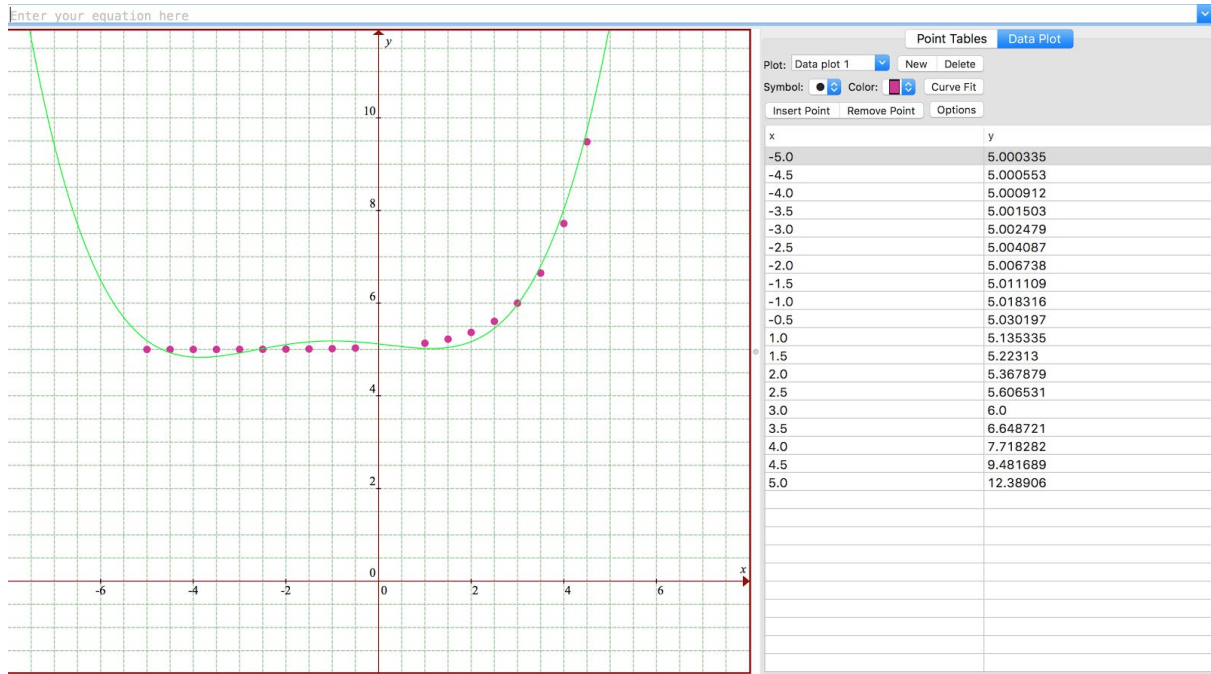




MOTION: Position, velocity and acceleration

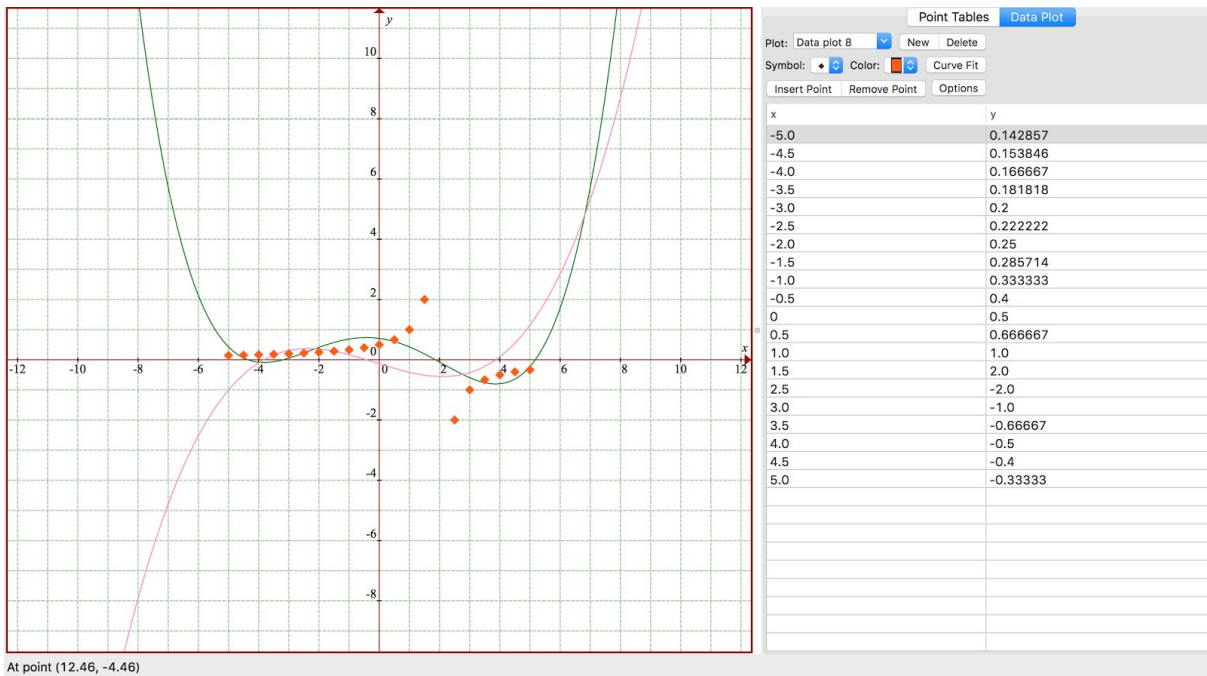
Second Partial Project

Paola Salazar A01570095
Carolina Salazar A01570190
Ana Cristina Lozano A01570195



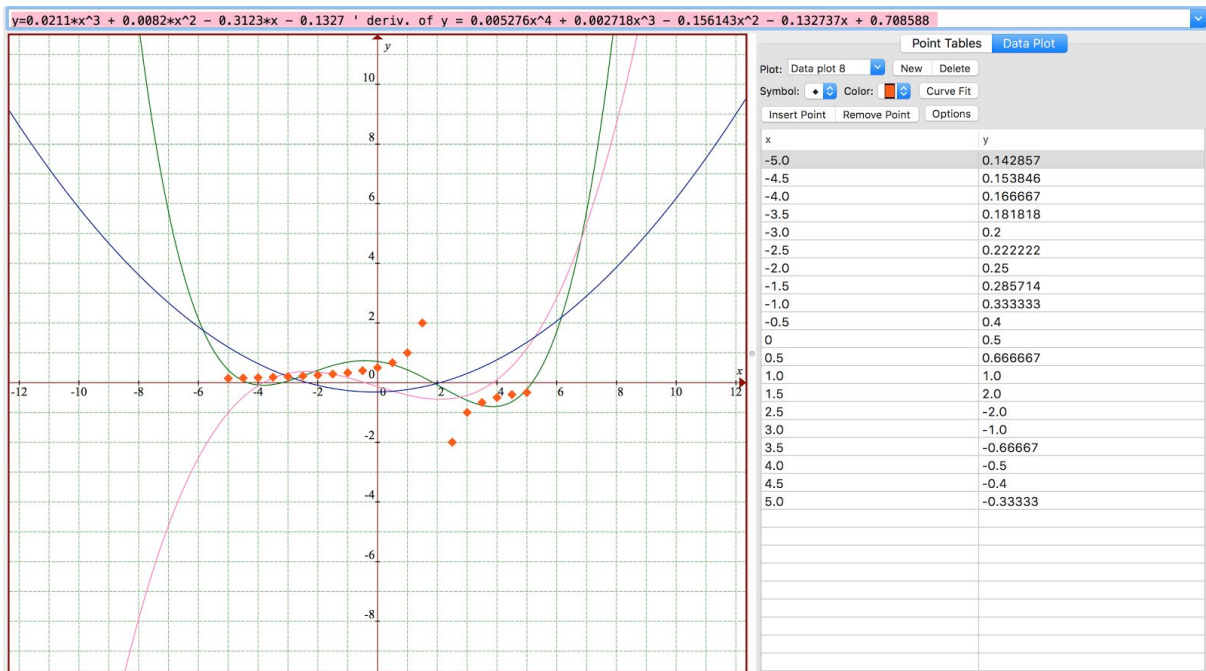
Original

Equation for position: $y = 0.005276x^4 + 0.002718x^3 - 0.156143x^2 - 0.132737x + 0.708588$



Derivative

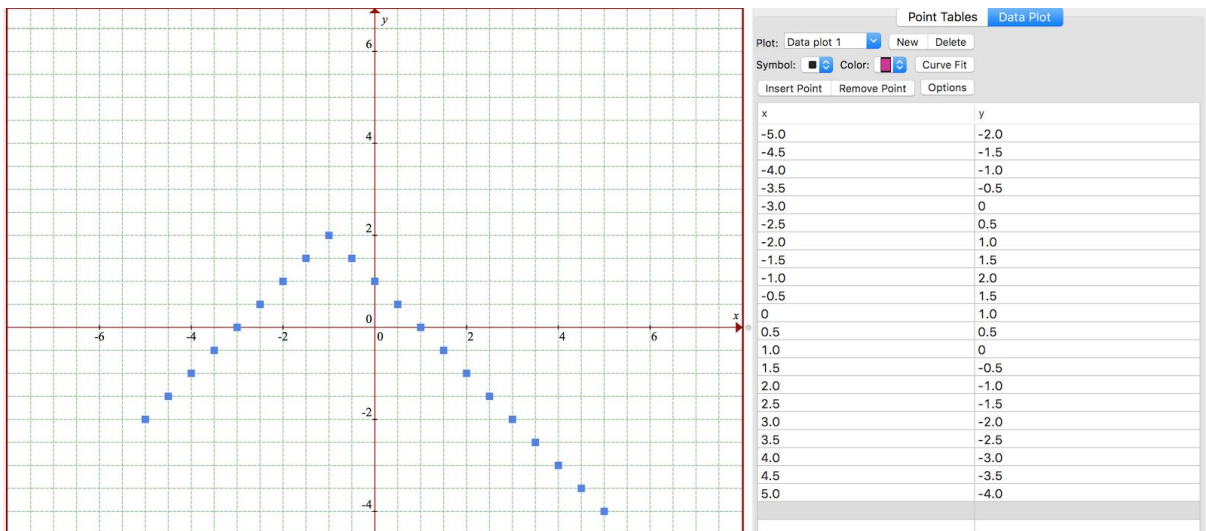
Equation for velocity: $y = 0.0211x^3 + 0.0082x^2 - 0.3123x - 0.1327$

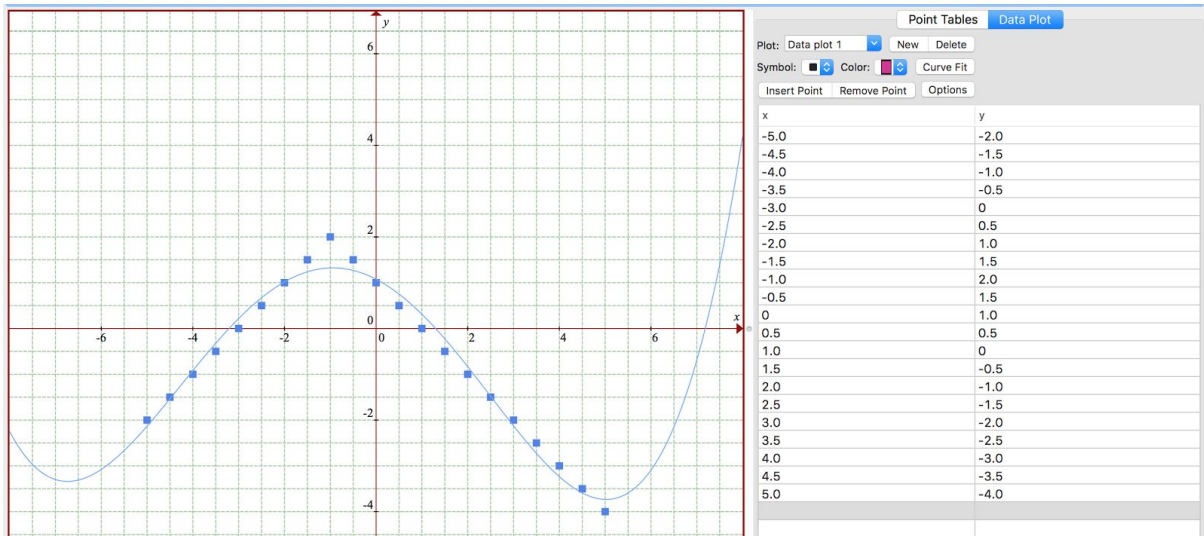


Second derivative

Equation for acceleration: $y = 0.0633x^2 + 0.0163x - 0.3123$

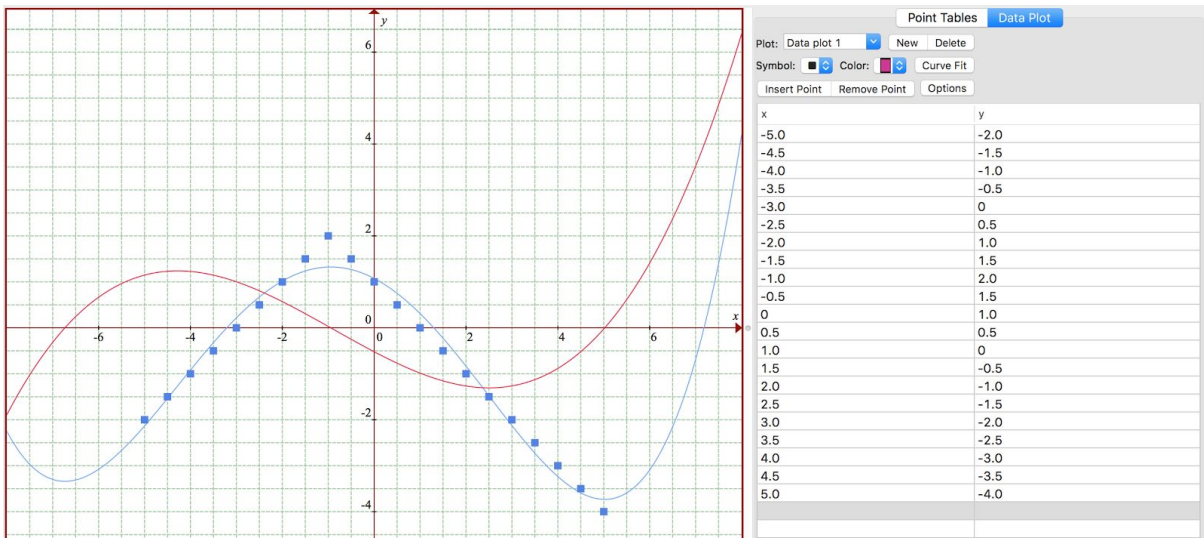
Table g(t)





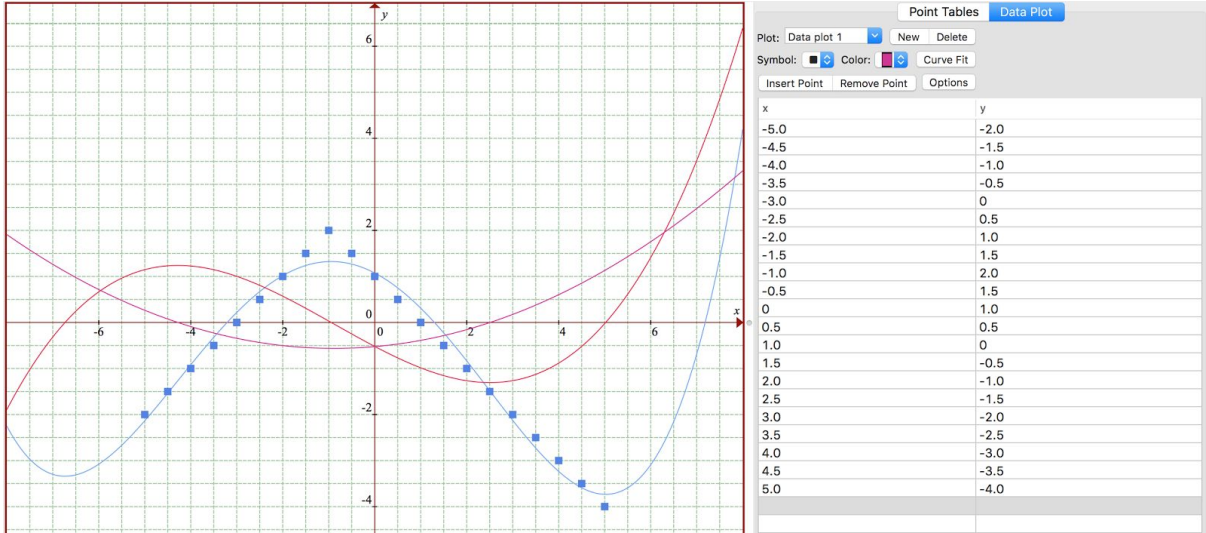
Original

Equation for position: $y = 0.004071x^4 + 0.014423x^3 - 0.262116x^2 - 0.520382x + 1.074703$



Derivative

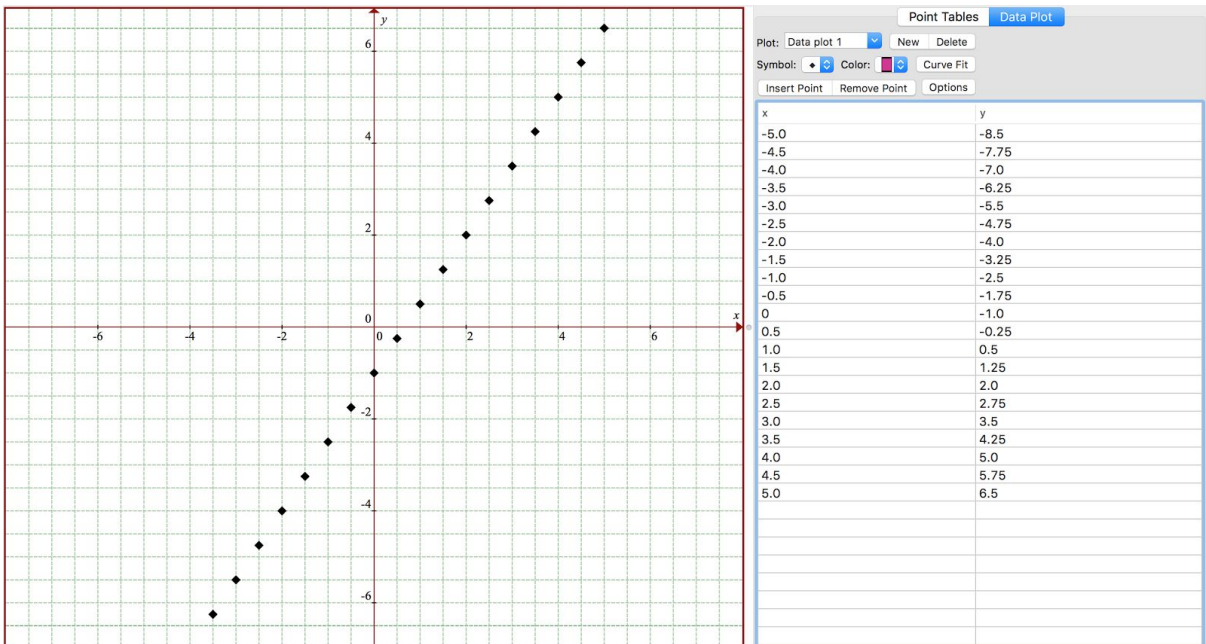
Equation for velocity: $y = 0.0163x^3 + 0.0433x^2 - 0.5242x - 0.5204$



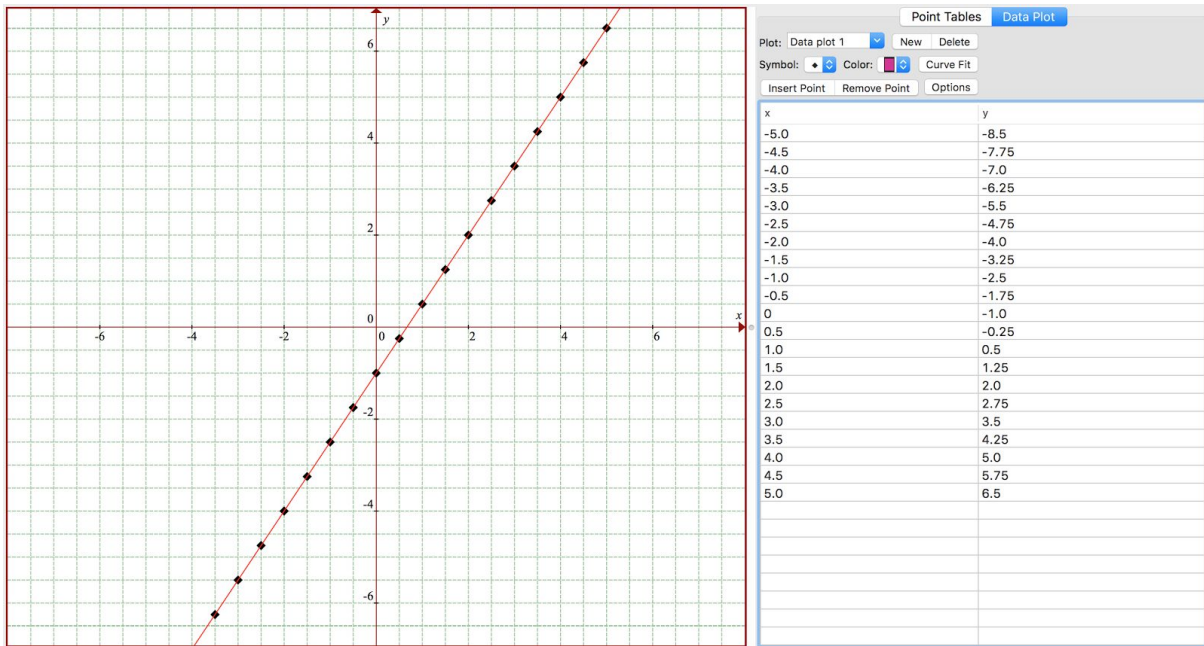
Second derivative

Equation for acceleration: $y=0.0489x^2 + 0.0865x - 0.5242$

Table h(t)

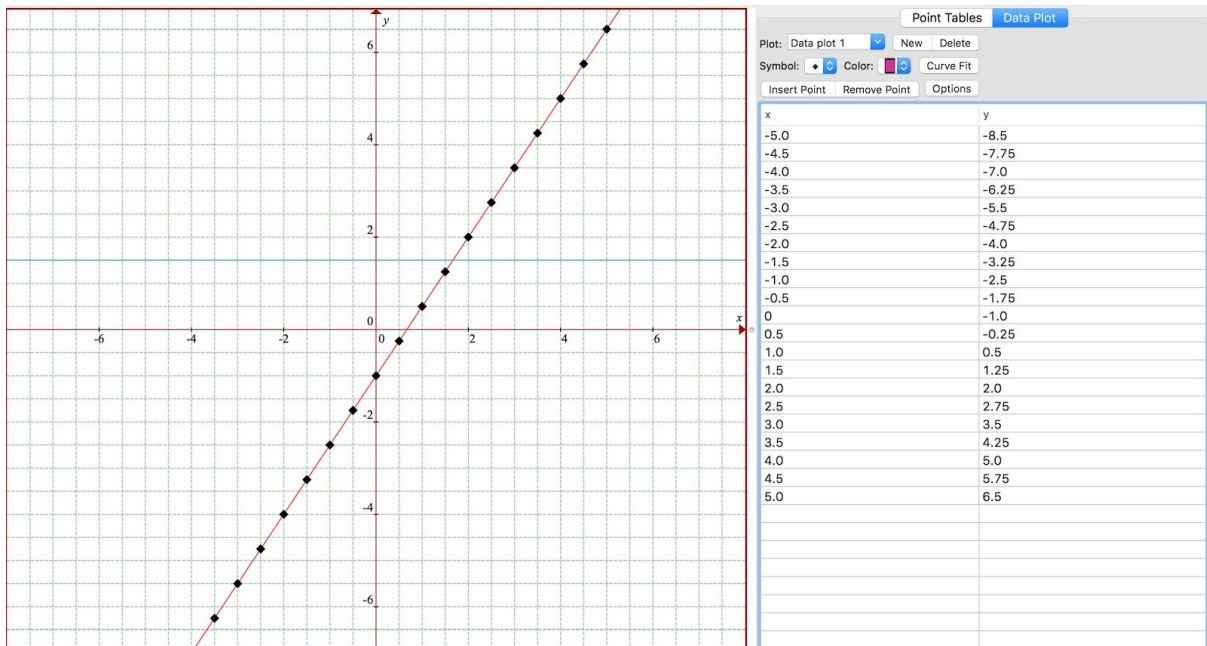


Scattered points



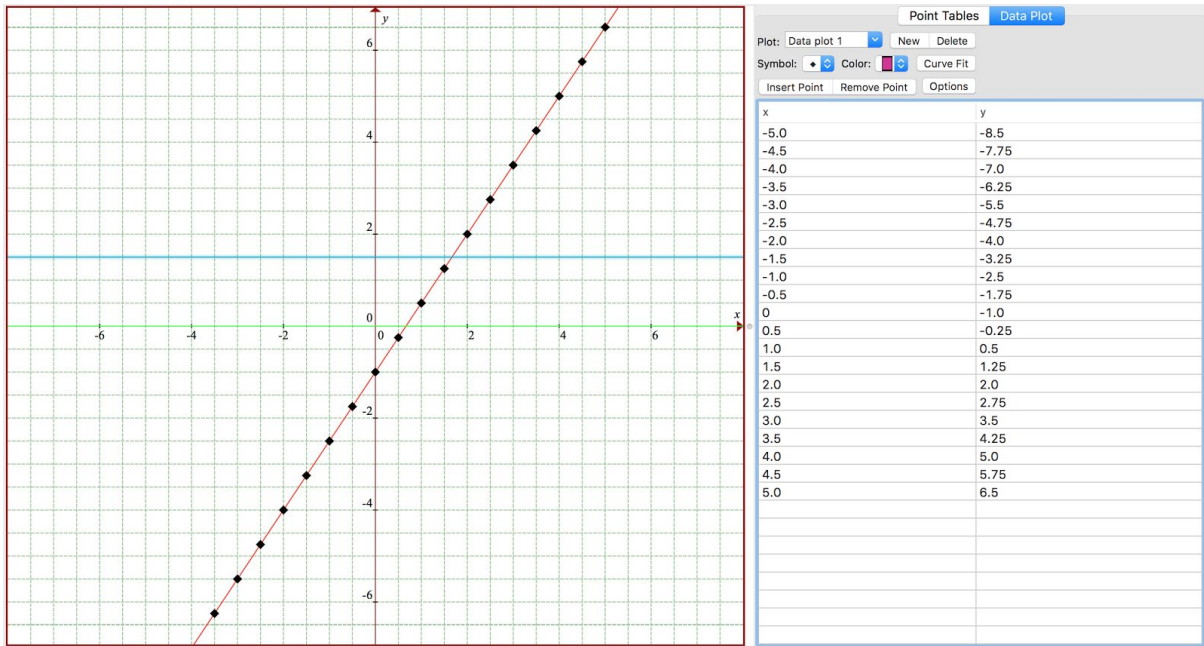
Original:

Equation for position: $y = 1.5x - 1.0$



Derivative

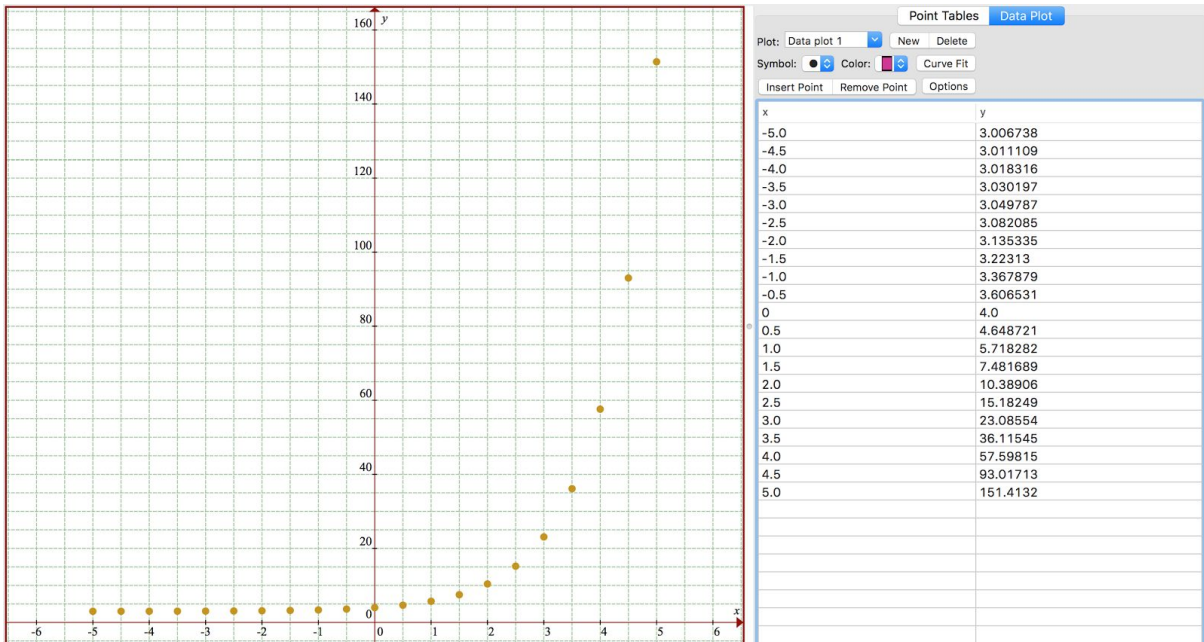
Equation for velocity: $y = 1.5$



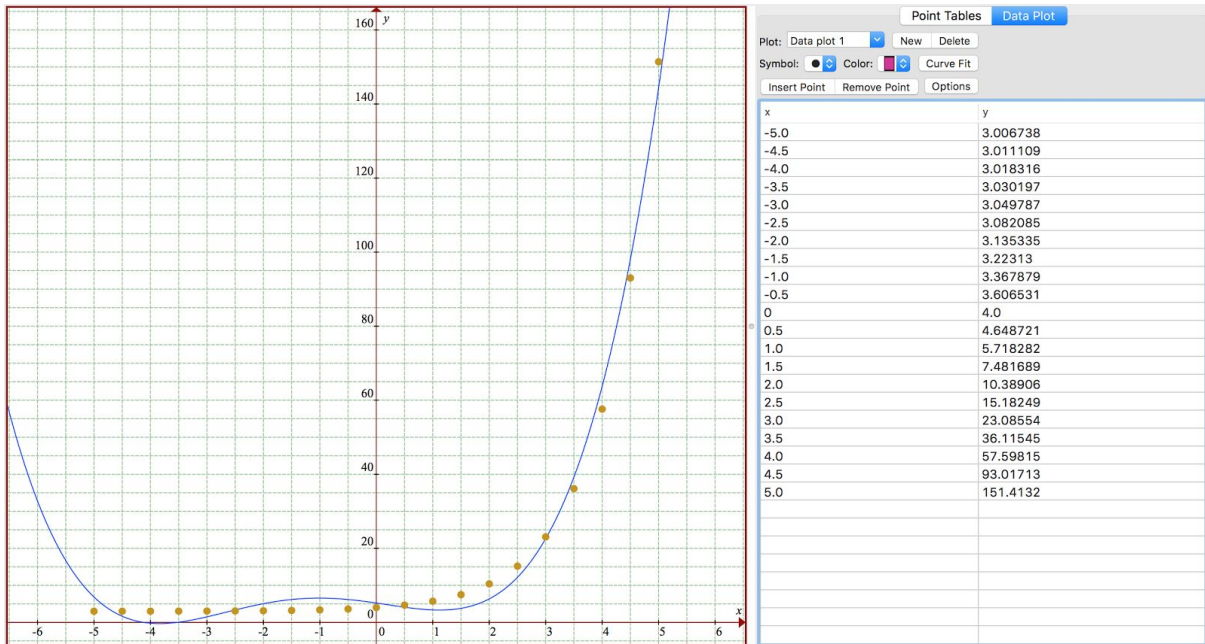
Second derivative

Equation for acceleration: $y=0$

Table F(t)

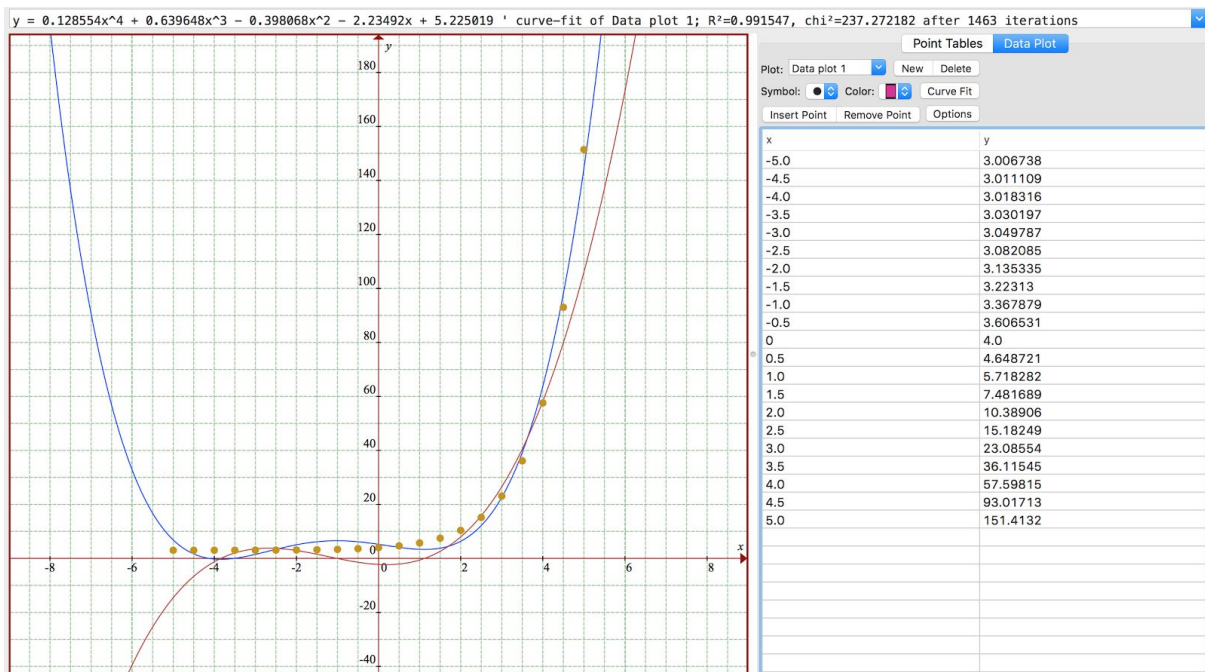


Scattered points



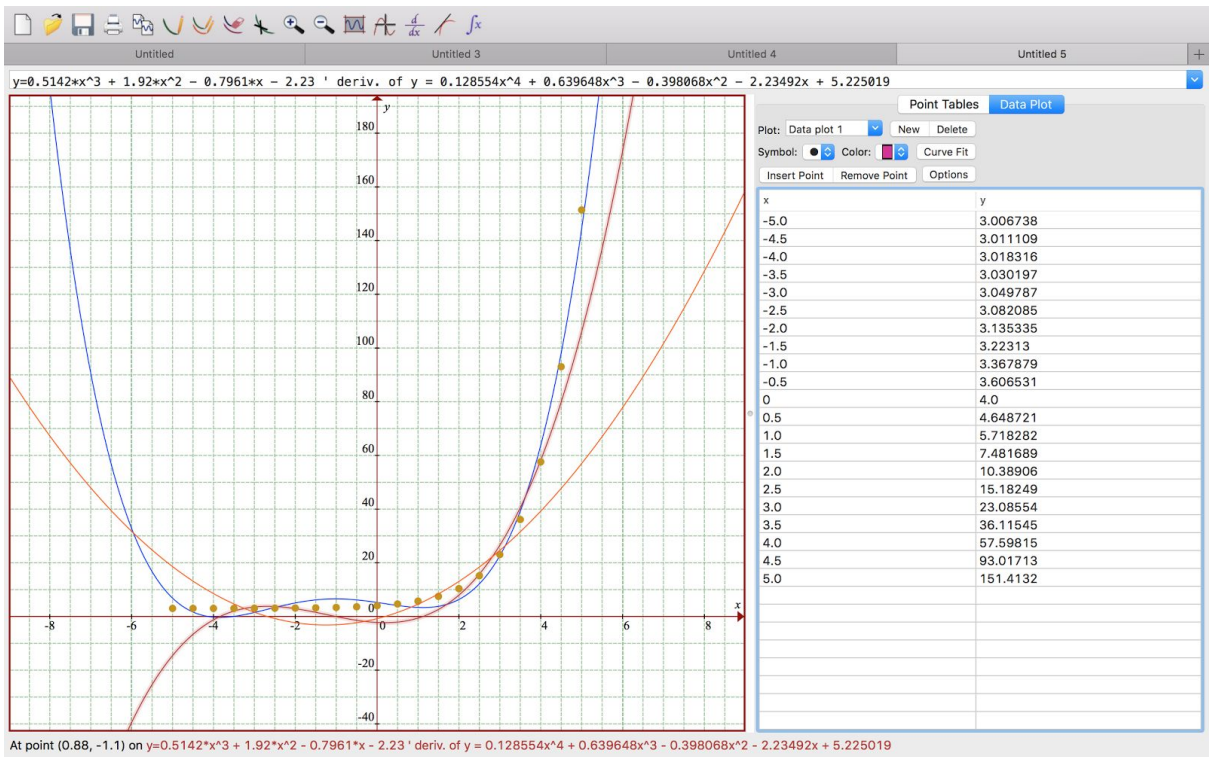
Original:

Equation for position: $y = 0.128554x^4 + 0.639648x^3 - 0.398068x^2 - 2.23492x + 5.225019$



Derivative:

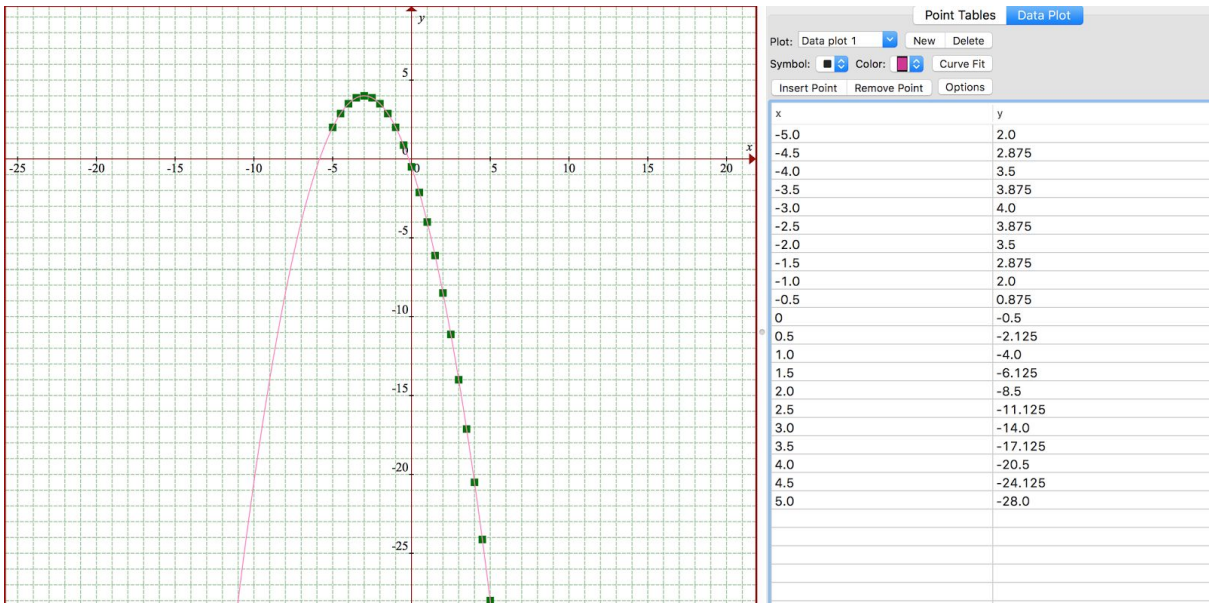
Equation for velocity: $y=0.5142x^3 + 1.92x^2 - 0.7961x - 2.23$



Second derivative:

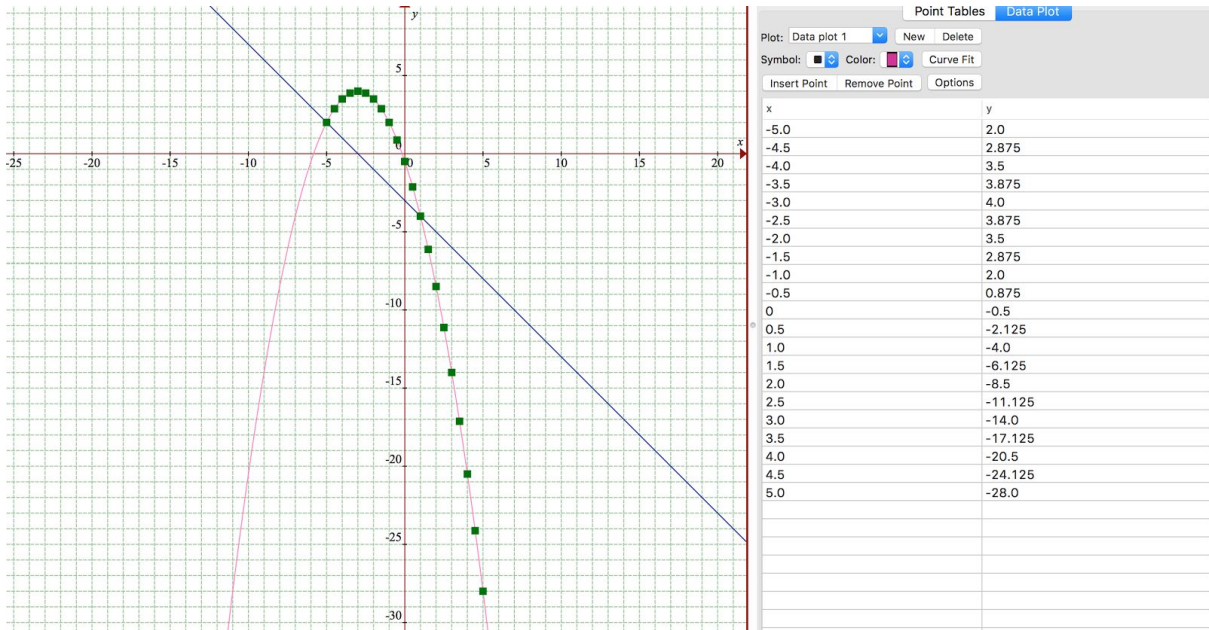
Equation for acceleration: $y=1.54x^2 + 3.84x - 0.7961$

Table G(t)



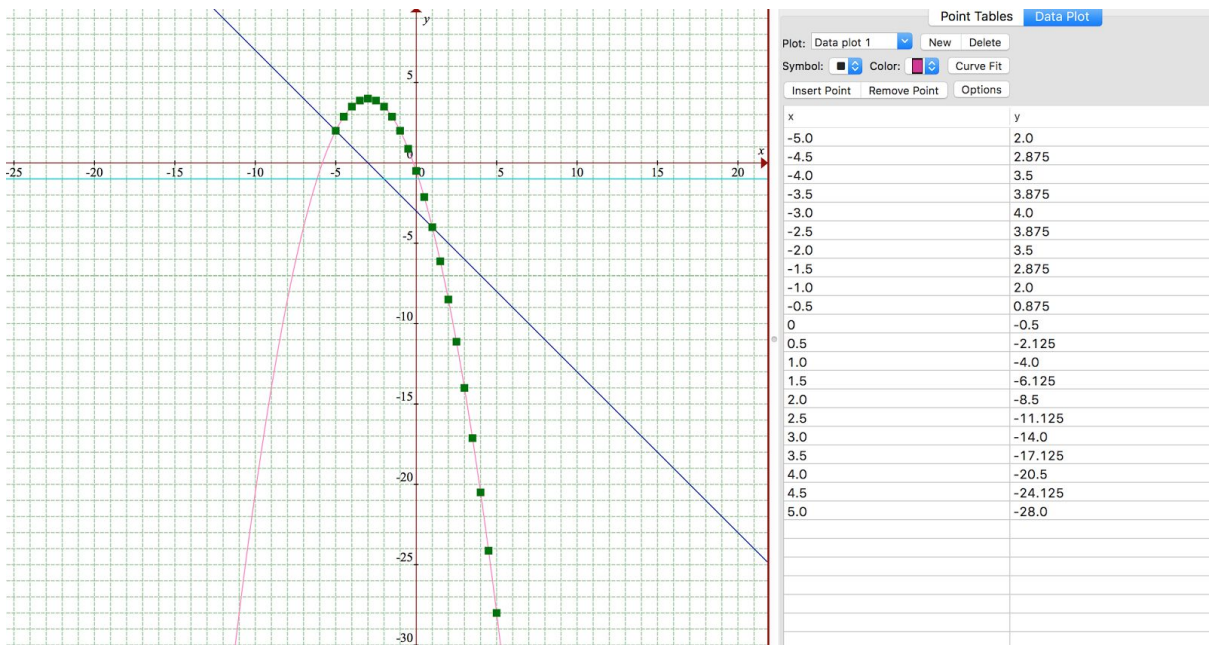
Original:

Equation for position: $y = -0.5x^2 - 3.0x - 0.5$



Derivative:

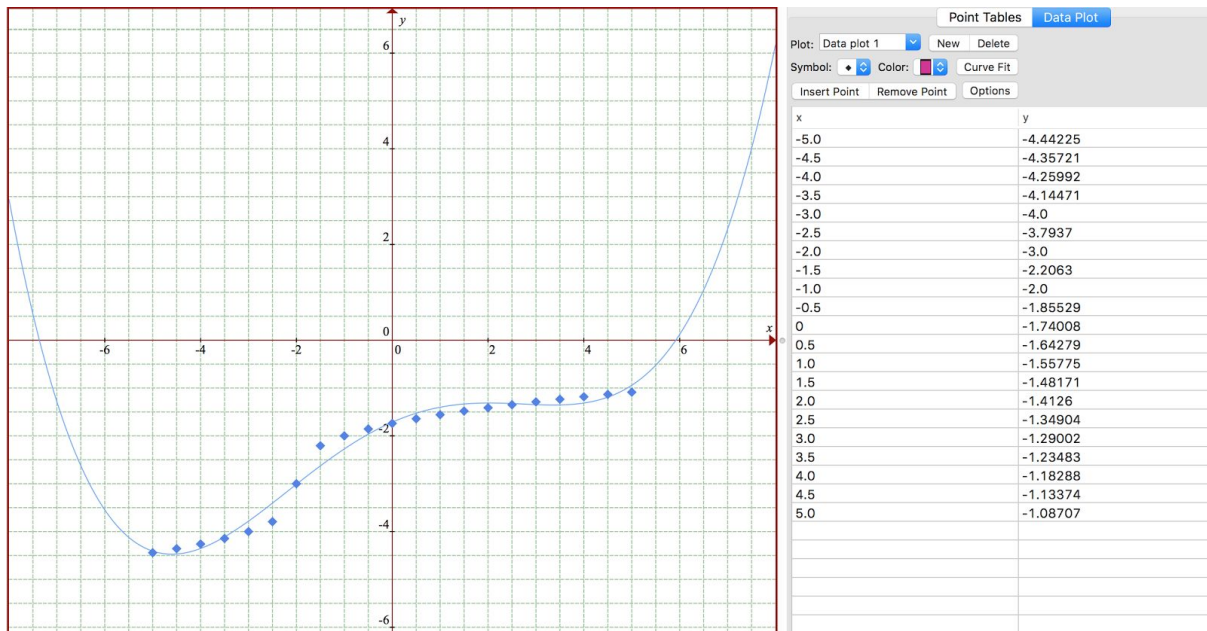
Equation for velocity: $y = -x - 3$



Second derivative:

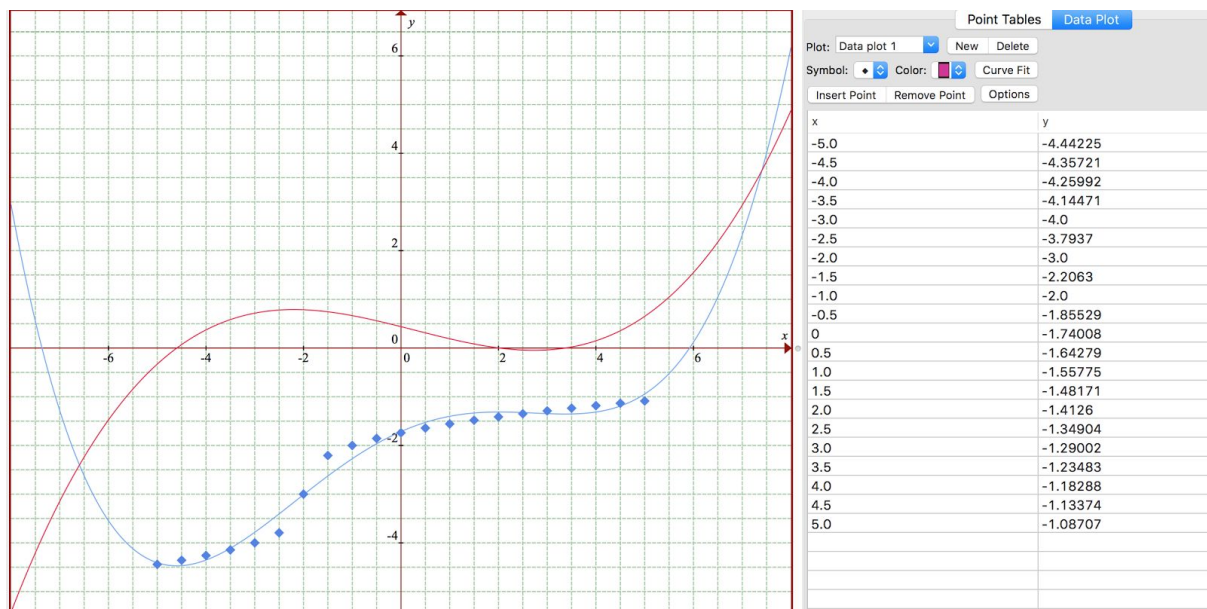
Equation for acceleration: $y = -1$

H(t)



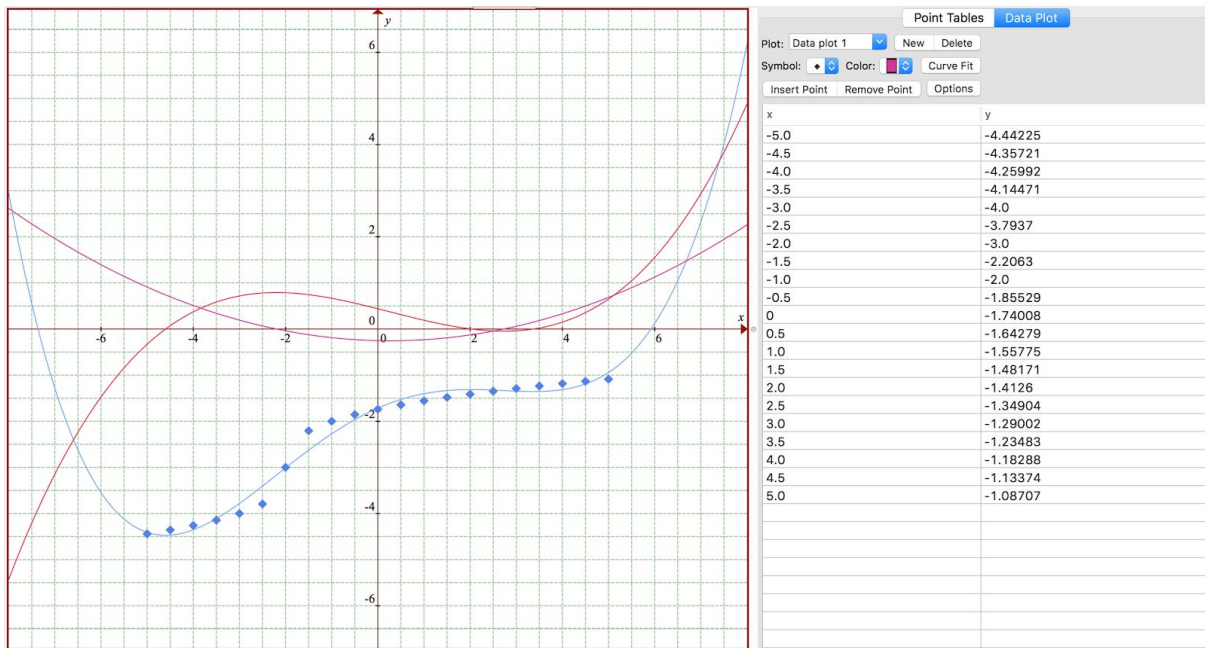
original:

Equation for position: $y = 0.0035x^4 - 0.003717x^3 - 0.125938x^2 + 0.439458x - 1.714742$



Derivative

Equation for velocity: $y = 0.014x^3 - 0.0112x^2 - 0.2519x + 0.4395$



Second derivative

Equation for acceleration: $y=0.042x^2 - 0.0223x - 0.2519$

Conclusions:

Paola Salazar

As shown in the different graphs and functions in order for us to get the result of the derivative the main procedure used was power rule since not one of the functions include a parenthesis and all of the original functions had an x elevated to a certain power. Because of the great availability of the program used (graphmatica) and the fact that it is free is great for people to use it in order to visually see real life problems.

Ana Cris Lozano

As a conclusion, I think that this project was very helpful for us to understand better how to apply derivatives in order to find velocity and acceleration given the equation of position. This made us realize how there is math in an everyday situation and we didn't even know. Also, using Graphmatica was very useful because with this software we could accomplish the project in an easier and faster way.

Caro Salazar

To conclude with this project, it was interesting to apply the class material to it. We can observe that in all our resulting graphs we needed to use power rule to get the derivatives, thanks to graphmatica we were able to solve all of these equations to turn them into graphs and it was really simple and useful to use.

Bibliography

How to Analyze Position, Velocity, and Acceleration with Differentiation. (n.d.).

Retrieved October 10, 2017, from

<http://www.dummies.com/education/math/calculus/how-to-analyze-position-velocity-and-acceleration-with-differentiation/>

Distance, Velocity, and Acceleration. (n.d.). Retrieved October 10, 2017, from

<https://www.cliffsnotes.com/study-guides/calculus/calculus/integration/distance-velocity-and-acceleration>

Prokup, N. (n.d.). Position, Velocity and Acceleration - Concept - Calculus Video by

Brightstorm. Retrieved October 10, 2017, from

<https://www.brightstorm.com/math/calculus/antiderivatives-and-differential-equations/position-velocity-and-acceleration/>