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1. LIMITS

1.1. **Instantaneous velocity.** Object thrown vertically from height $h_0 = 1\text{ m}$ and with initial velocity $v_0 = 10\text{ m/s}$. Height (in m) at time t (in s):

$$h(t) = h_0 + v_0 t - \frac{1}{2}gt^2 = 1 + 10t - 5t^2$$

with the approximation $g \simeq 10\text{ m/s}^2$ for the gravitational acceleration.

Question: What is the velocity at time $t = 0.5\text{ s}$?

Average velocity over time interval $[\frac{1}{2}, \frac{1}{2} + T]$:

$$\frac{\text{change in position}}{\text{change in time}} = \frac{h(\frac{1}{2} + T) - h(\frac{1}{2})}{\frac{1}{2} + T - \frac{1}{2}} = \frac{h(\frac{1}{2} + T) - h(\frac{1}{2})}{T}$$

Velocity at $t = \frac{1}{2}$ = Instantaneous velocity at time moment $t = \frac{1}{2}$

Estimated by average velocity over $[\frac{1}{2}, \frac{1}{2} + T]$ for T close to 0.

Problem: Can't plug in $T = 0$ (division by 0).

Solution: Look what happens around $T = 0$ but not at $T = 0$.

Algebraic computation:

$$\begin{aligned} h\left(\frac{1}{2} + T\right) - h\left(\frac{1}{2}\right) &= \left(1 + 10\left(\frac{1}{2} + T\right) - 5\left(\frac{1}{2} + T\right)^2\right) \\ &\quad - \left(1 + 10\frac{1}{2} - 5\left(\frac{1}{2}\right)^2\right) = 5T - 5T^2. \end{aligned}$$

Then: Average velocity on $[\frac{1}{2}, \frac{1}{2} + T]$:

$$\frac{h(\frac{1}{2} + T) - h(\frac{1}{2})}{T} = \frac{5T - 5T^2}{T} = 5 - 5T.$$

Question: What value do we *expect* for $5 - 5T$ as T is close to 0?

Graphically: $5 - 5T$ is close to 5 as T is close to 0.

Question: Can we keep the average velocity within 0.01 from 5?

$$\begin{aligned} 5 - 0.01 < 5 - 5T < 5 + 0.01 &\iff \\ -0.01 < -5T < 0.01 &\iff \\ -0.002 < T < 0.002 & \end{aligned}$$

Hence if we keep T within 0.002 from 0, the average velocity on $[\frac{1}{2}, \frac{1}{2} + T]$ stays within 0.01 of 5.

Can we do better than 0.01? Yes, if we keep T even closer to 0.

1.2. Definition of Limit. Mathematical Concept:

Limit of a function at a point.

Ingredients:

- point a ;
- Function f , defined around a but not necessarily at a .

Definition: A value L is the limit of the function f at the point a (limit of $f(x)$ as x approaches a) if

we can keep the values of $f(x)$ as close to L as we want by keeping the values of x close enough to a , but not equal to a .

Notation:

$$L = \lim_{x \rightarrow a} f(x)$$

Remarks:

- The value $f(a)$, if the function is defined at a , is irrelevant.
- If such a value L exists, it is unique (justifying *the* limit and not *a* limit.)

With the new terminology and notation:

$$\lim_{T \rightarrow 0} (5 - 5T) = 5$$

1.3. Slope of tangent line. Another interpretation:

Plot the graph of $h(t) = 1 + 10t - 5t^2$.

Average velocity over $[\frac{1}{2}, \frac{1}{2} + T]$:

$$\frac{h(\frac{1}{2} + T) - h(\frac{1}{2})}{\frac{1}{2} + T - \frac{1}{2}}$$

and that is the slope of the line through the points $P = (\frac{1}{2}, h(\frac{1}{2}))$ and $Q = (\frac{1}{2} + T, h(\frac{1}{2} + T))$, which is secant to the graph.

As $T \rightarrow 0$, the secant line appears to become tangent to the graph at the point P . Hence:

$$\begin{aligned} \text{Average velocity} &\iff \text{Slope of secant line} \iff \frac{h(\frac{1}{2} + T) - h(\frac{1}{2})}{\frac{1}{2} + T - \frac{1}{2}} \\ \text{Instantaneous velocity} &\iff \text{Slope of tangent line} \iff \lim_{T \rightarrow 0} \frac{h(\frac{1}{2} + T) - h(\frac{1}{2})}{\frac{1}{2} + T - \frac{1}{2}} \end{aligned}$$

1.4. **Second example.** Heavy object attached to horizontal spring. At natural length, give an impulse. Object starts moving with initial velocity v_0 .

Motion: oscillation about the initial position.

$x(t)$ = position (in *cm*) at time t (in *s*).

Measured from initial position ($x(0) = 0$) in the direction of v_0 .

Possible rule for x : (from laws of physics and higher math):

$$x(t) = 2 \sin(3\pi t)$$

Question: What was the initial velocity v_0 ?

v_0 = Instantaneous velocity at time $t = 0$

$$v_0 = \lim_{T \rightarrow 0} \frac{x(T) - x(0)}{T - 0} = \lim_{T \rightarrow 0} \frac{2 \sin(3\pi T)}{T}$$

Problems:

- Can't plug in $T = 0$;
- Can't use algebra to simplify.

Solution: Try to estimate the limit through numerical approximations.

$$\begin{aligned} T = 0.01 &\implies \frac{2 \sin(3\pi T)}{T} \simeq 18.8217... \\ T = 0.001 &\implies \frac{2 \sin(3\pi T)}{T} \simeq 18.8493... \\ T = 0.0001 &\implies \frac{2 \sin(3\pi T)}{T} \simeq 18.8496... \end{aligned}$$

It appears that as T is close to 0, the average velocity on $[0, T]$ clusters around some value L and $L \simeq 18.849...$ It is reasonable to assume that

$$v_0 = \lim_{T \rightarrow 0} \frac{2 \sin(3\pi T)}{T} \simeq 18.849... \text{ cm/s} .$$

1.5. Determining limits.

- Graphically
- Analytically
- Numerically

Major Warning: If we know that

$$\lim_{x \rightarrow a} f(x)$$

exists, we can estimate it numerically by using values of x close to a . Otherwise, the numerical approach can produce false readings:

Example: Determine

$$\lim_{x \rightarrow 0} \sin\left(\frac{\pi}{x}\right).$$

Use the numerical approach:

$$x = 0.01 \implies \sin\left(\frac{\pi}{x}\right) = \sin 100\pi = 0$$

$$x = 0.001 \implies \sin\left(\frac{\pi}{x}\right) = \sin 1000\pi = 0$$

$$x = 0.0001 \implies \sin\left(\frac{\pi}{x}\right) = \sin 10000\pi = 0$$

It appears that

$$\lim_{x \rightarrow 0} \sin\left(\frac{\pi}{x}\right)$$

is likely to be 0. However, for

$$x = \frac{2}{5} \implies \sin\left(\frac{\pi}{x}\right) = \sin \frac{5\pi}{2} = \sin \frac{\pi}{2} = 1$$

$$x = \frac{2}{2009} \implies \sin\left(\frac{\pi}{x}\right) = \sin \frac{2009\pi}{2} = \sin \frac{\pi}{2} = 1$$

$$x = \frac{2}{200009} \implies \sin\left(\frac{\pi}{x}\right) = \sin \frac{200009\pi}{2} = \sin \frac{\pi}{2} = 1$$

so now it **appears** that

$$\lim_{x \rightarrow 0} \sin\left(\frac{\pi}{x}\right)$$

is likely to be 1.

Conclusion: if by considering different sets of choices (different ways of approaching a) you get conflicting information about the clustering value, then the limit does not exist. Hence:

$$\lim_{x \rightarrow 0} \sin\left(\frac{\pi}{x}\right).$$

does not exist.

Potential solution: if unsure about the existence of the limit, check using *random* values approaching a .