

THE MEANING OF $\vec{R}'(t) = \frac{d\vec{R}}{dt} = \lim_{\Delta t \rightarrow 0} \frac{\Delta \vec{R}}{\Delta t}$

(courtesy of Prof. Kaz Tarui)

GIVEN: $\vec{R}(t) = \langle t, t^2 \rangle$ { $y = x^2$

COMPUTE: $\frac{\Delta \vec{R}}{\Delta t}$ FOR THE FOLLOWING TIME INTERVALS:

(A) $t=1$ TO $t=2$

$$\frac{\Delta \vec{R}}{\Delta t} = \frac{\vec{R}(2) - \vec{R}(1)}{2 - 1} = \frac{\langle \quad, \quad \rangle - \langle \quad, \quad \rangle}{2 - 1} = \langle \quad, \quad \rangle$$

(B) $t=1$ TO $t=1.5$

$$\frac{\Delta \vec{R}}{\Delta t} = \frac{\vec{R}(\quad) - \vec{R}(\quad)}{\quad - \quad} = \frac{\langle \quad, \quad \rangle - \langle \quad, \quad \rangle}{\quad - \quad} = \langle \quad, \quad \rangle$$

(C) $t=1$ TO $t=1.1$

$$\frac{\Delta \vec{R}}{\Delta t} = \frac{\vec{R}(\quad) - \vec{R}(\quad)}{\quad - \quad} = \frac{\langle \quad, \quad \rangle - \langle \quad, \quad \rangle}{\quad - \quad} = \langle \quad, \quad \rangle$$

