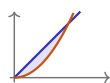


Applications of Integration

AP Calculus AB • Unit 8

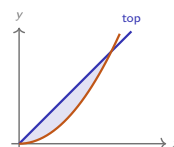
AP Calculus AB



Applications of Integration

What we will cover

- 1 Average value of a function
- 2 Motion with integrals
- 3 Net change in context
- 4 Area between curves
- 5 Volumes by cross section
- 6 Volumes of revolution



1

Average value

Applications of Integration

Average value

Average value of a function

The **average value** 平均值 over $[a, b]$:

$$f_{\text{avg}} = \frac{1}{b-a} \int_a^b f(x) dx.$$

It is the **constant height** of a rectangle on $[a, b]$ with the **same area** as under f .

Do **not** confuse it with the **average rate of change** (which divides the **change in f** by the interval).

Average value of $f(x) = x^2$ on $[0, 3]$

$$\frac{1}{3} \int_0^3 x^2 dx = \frac{1}{3} \left[\frac{x^3}{3} \right]_0^3 = 3.$$

Applications of Integration

Average value

Position, Velocity, and Acceleration Using Integrals

Integration reverses the motion links of Unit 4.

- **Displacement** 位移 (net change in position) $= \int_{t_1}^{t_2} v(t) dt$.
- **Total distance travelled** 总路程 $= \int_{t_1}^{t_2} |v(t)| dt$ – integrate **speed**, so direction changes add up instead of cancelling.
- **Position** at a later time $= x(t_1) + \int_{t_1}^t v(s) ds$; **velocity** from acceleration $= v(t_1) + \int a$.

2

Motion

Motion, run backwards

Integration reverses Unit 4's links:

- **displacement** 位移 $= \int_{t_1}^{t_2} v(t) dt$
- **total distance** 总路程 $= \int_{t_1}^{t_2} |v(t)| dt$
- **position** $= x(t_1) + \int_{t_1}^t v(s) ds$

The displacement-vs-distance distinction (that absolute value) is a **classic graded point**.

Net change in an applied context

The **net change** 净变化 theorem is the everyday tool:

$$\text{final} = \text{initial} + \int_a^b (\text{rate}) dt.$$

"How much water is in the tank at $t = 5$ "
 $= \text{start} + \int_0^5 (\text{in} - \text{out}) dt.$

Watch the **signs** (in minus out) and the **units**.

Many multi-part FRQs are built entirely on this idea – often paired with "write, but do not evaluate," an integral expression.

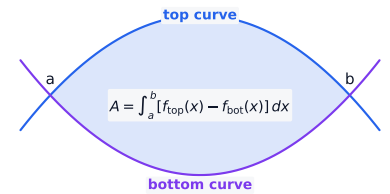
3 Area between curves

Area between two curves

On $[a, b]$ with f on top and g below:

$$A = \int_a^b [f(x) - g(x)] dx.$$

Find the **intersections** first to set the limits, and always subtract **bottom from top**.

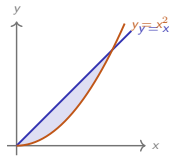


Worked example – the area between $y = x$ and $y = x^2$

Find the enclosed area

They cross at $x = 0$ and $x = 1$; on $(0, 1)$ the line is on top:

$$\begin{aligned} A &= \int_0^1 (x - x^2) dx = \left[\frac{x^2}{2} - \frac{x^3}{3} \right]_0^1 \\ &= \frac{1}{2} - \frac{1}{3} = \frac{1}{6}. \end{aligned}$$



Horizontal slices, and more than two crossings

Slice in y

$$A = \int_c^d [x_{\text{right}}(y) - x_{\text{left}}(y)] dy$$

Choose x - or y -slices to keep **one** top/bottom pair over the whole region.

Several crossings

$$A = \int_a^b |f(x) - g(x)| dx$$

or **split into a sum** at each crossing – decide which curve is higher on each piece.

4 Volumes

Volumes with known cross sections

If a solid has a known **cross section** 横截面 perpendicular to an axis, the volume is the integral of its **area**:

$$V = \int_a^b A(x) dx.$$

The exam phrase “the base of a solid... cross sections are squares” signals exactly this.

square of side s : $A = s^2$

rectangle, height k s: $A = k s^2$

equilateral triangle: $A = \frac{\sqrt{3}}{4} s^2$

semicircle, diameter s : $A = \frac{\pi}{8} s^2$

Set the shape's key length equal to the slice length $s(x) = f(x) - g(x)$, then integrate.

Volumes of revolution – the disc method

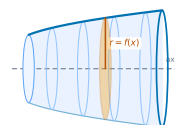
Revolving a region about an axis makes a **solid of revolution** 旋转体. If the region **touches** the axis, each slice is a **disc** 圆盘:

$$V = \pi \int_a^b [r(x)]^2 dx.$$

About the y -axis: express x as a function of y and integrate in y .

Volumes of revolution – the disc method, in detail

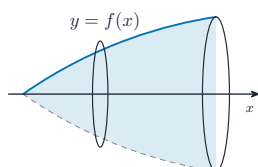
rotate $y = f(x)$ about the x -axis



$$V = \pi \int_a^b [f(x)]^2 dx \quad (\text{disk method about the } x\text{-axis})$$

Revolving a region about an axis makes a **solid of revolution** 旋转体. Where the region **touches** the axis, every slice is a **disc** 圆盘.

Volume with the Disc Method (About the x - or y -Axis)



rotate the region around the x -axis to sweep a solid

Rotating a region about an axis sweeps out a solid of revolution

Volumes with Cross Sections: Squares and Rectangles



A potter shaping a vessel: solids of revolution are volumes formed by rotating a plane region

Exam tips

- Area between curves is $\int (\text{top} - \text{bottom}) dx$ – find the intersection points for the limits and keep top minus bottom.
- For a **volume of revolution**, add up disc/washer cross-sections of area πr^2 (or $\pi(R^2 - r^2)$).
- The **average value** of f on $[a, b]$ is $\frac{1}{b-a} \int_a^b f dx$.
- Accumulated change is $\int$ of a rate: total = initial value + $\int_a^b (\text{rate}) dt$.
- Integration means "adding up infinitely many tiny pieces" – set up the integrand as one thin slice.

5

Recap

Unit 8 – key takeaways

1 Average value

$\frac{1}{b-a} \int_a^b f$ – not the average rate of change

2 Motion

displacement integrates v ;
distance integrates $|v|$

3 Net change

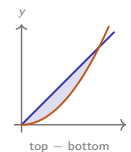
final = initial + $\int$ rate – watch signs and units

4 Area & volume

top minus bottom; $V = \int A(x) dx$;
discs use πr^2

Check yourself

- 1 Which integral gives total distance, $\int v$ or $\int |v|$?
- 2 Find the area between $y = x$ and $y = x^2$.
- 3 Write the average value of f on $[a, b]$.
- 4 A solid's cross sections are squares of side $s(x)$. Give V .



Answers 1. $\int |v|$ 2. $\frac{1}{6}$ 3. $\frac{1}{b-a} \int_a^b f$ 4. $V = \int_a^b [s(x)]^2 dx$