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### A Reviewon Calculusin Real Life Applications

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#### Abstract

Areas under curves, instantaneous rates of change, and curves are just few of the subjects covered by calculus, a branch of mathematics. With the help of real-world examples, this review paper explores the practical applications of differential and integral calculus. Aside from calculating the head injury criterion number and the arc length of a basketball throw, it may also be used to assess the rate of blood flow through an artery or vein at a specific time point.

Keywords:range of motion Tracking software and the Poisulae law

#### 1.Introduction

SIR ISAAC NEWTON and GOTTFRIED LEIBNIZ collaborated on the development of calculus, a branch of modern mathematics. Late in the 17th century, they were both working on motion-related issues. Calculus is a mathematical study of continuous change that focuses on comparing non-linear quantities. It's a common tool for calculating acceleration and velocity.

Derivatives and limits are used in differential calculus to examine changes in functions.

Analyzing changes to a function, y=f(x), is done by taking the differential of the function. "dx" is an additional real variable in the differential "dy," which is the derivative function of "f" with respect to x.

For example, lengths, areas, and volumes are all considered in integral calculus...

#### 2. Calculus In Basket Ball

There are many ways to calculate the arc of a shot in basketball, and one of them is using calculus. After being released from a shooter's hands, the basketball travels in a straight line toward the net.

The arc's route and length can be calculated theoretically based on the release angle and strength. Gravity has an effect on the ball while it is in the air.

#### 2.1 Findingthearclengthofabasketballthrow

The horizontal (X) and vertical (Y) directions of a basketball's travel path can be separated into two parts. The parametric equations for horizontal and vertical can be used to represent these two components.

If  $x(t) = x0 + v0 \cos(t)$ , then

regarding height,
y(t) is equal to zero at any given point in time.
+ v0 ;
What is the sin() of a number?
2where
The basketball's initial horizontal position is x0.
y0 is the basketball's initial vertical position.
The basketball's initial velocity is v0.
is the projection angle of the ball with respect to the x-axis. The gravitational acceleration g is 9.81 m/s2
T represents the elapsed period of time since the previous update.
x(t) and y(t) are the derivatives of t with regard to time t:
②S=??
as()t dy = v
sin(②)理理9.81t
2 <b>70</b> 2 <b>70</b>
The arc length equation can now be used to calculate the basketball's journey distance:
L = dS 2 - dS - dS -
2dy

The plus sign (+) indicates that ( )
2 1 is also known as the "death to" or just the "death to"
In order to find the arc length, we must first substitute the derivatives of x and y into the equation.
To put it another way, L = (v cos()) - L
The sum of 2 and (v)
the reciprocal of the product of and is 9.81t2
∫∝00
If we use (a-b)2, we can simplify this equation to give us the following result:
When you divide 19.62 by 2, the result is that L = 19.62.
In other words, the formula is as follows:
∫∝00
Example1
The arc length can be determined using the following method if the average velocity of a basketball throw is $2.24 \text{ m/s}$ , the angle of release is $45 \text{ degrees}$ , and the time t necessary for the ball to travel is approximately $2 \text{ seconds}$ .
There are two ways to express this:
The sin() + 96.24t2 dt is

∫∝00
L = I t2 dt2 t2 dt2 t2 dt2 t2 dt2 t2 dt2
=17.34m.
2.2 FindingtheVelocityRequiredForTheBasketballToEnterTheBasket
Shooting a basketball perfectly requires a player to know the following equation:
$f(x)=(-16\ 202 + (2220x)2x h2$
A v2 cos2 of zero is
0 20tilizing, one can determine the trajectory of a basketball.
2In the range 0 sin(2)32
3. Calculus Application In Head Injury Criterion
An impact's likelihood of inflicting damage to the brain is gauged by the Head Injury Criteria, or HIC. The greater the value, the greater the risk of injury. Vehicles, protective gear, and sporting equipment are all common targets for this test.
As a result of this practical application of calculus, every driver and passenger in a car today may be

assured that they are safe. The National Highway Traffic Safety Administration (NHTSA) in the United

States uses HIC to assign a star rating to each vehicle it inspects.

In the event of a collision, what happens to the vehicle?

As a result of the near-sudden stop, the car experiences an extremely large negative acceleration (tens of times larger than = 9.8m/s2)

Deceleration is often referred to as the absolute (positive) value of this negative acceleration.

There is no lasting damage because the impact is so brief (typical values of 100 to 250 milliseconds or so). During this moment, the car is subjected to enormous and potentially destructive forces.

When a car accident occurs, what happens to the driver (and any passengers)?

While driving, the body will shift and shake at various spots, causing the interior of the car to vibrate.

The skull, in particular, may experience substantial and short-lived fluctuations. "

The steering wheel, windshield, side windows, and headrest all contribute to accelerations.

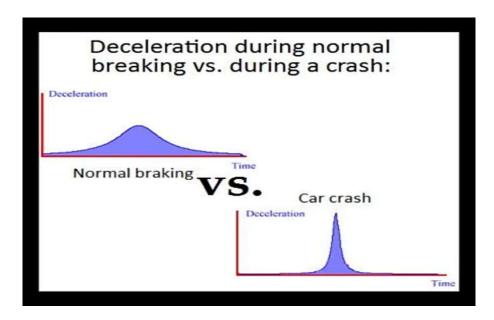
Even though these collisions occur only a few hundredths of a second, they can cause catastrophic or even fatal brain injuries. The HIC of automobiles must be tested by manufacturers to guarantee compliance with safety laws. In order to promote the safety of their vehicles, high-quality car manufacturers will work as hard as possible to keep the low.

It is possible for a car to come to a halt gradually, as in regular braking, or suddenly, as in a car accident.

The Head Injury Criterion (HIC) is a number and a criterion based on that value all rolled into one.

A person's head experiences a brief but extraordinarily large acceleration during an impact, which is used to determine the HIC value.

In the HIC criterion, the chance of head injury is associated with different ranges of the HIC number

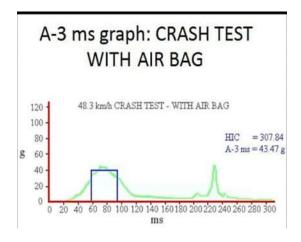


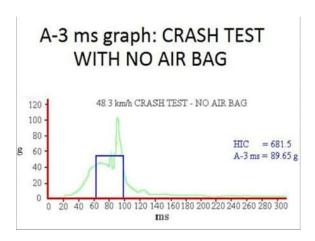
Since both graphs show the same amount of velocity being lost, there is a same amount of space below the curve. The rate of acceleration, on the other hand, is drastically different. Due to the high rate at which the vehicle loses speed, the passenger is subjected to substantially more force following a car crash.

### 4. Msgraph

Expressed as 9.8m/sec2 multiples, the vertical axis is the acceleration

The time in milliseconds is represented by the horizontal axis (t=0 marks the start of the collision).





5.The blue rectangle on the graph depicts the maximum deceleration over a three-millisecond time frame, which is used to calculate HIC.

From the graphs, it is clear that air bags significantly reduce the HIC value, which in turn dramatically enhances safety.

Currently, an HIC of 700 is considered adequate. As an adult, 90% of those with an HIC of 1000 will suffer moderate brain damage, and 55% will suffer severe damage.

The average value integration is used to determine the HIC.

#### **CalculationOfHicNumber**

Step1

The time-dependent acceleration of the head during a crash can be used to compute a number of things, including:

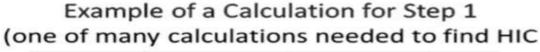
The average rate of acceleration from point t1 to point t2 in

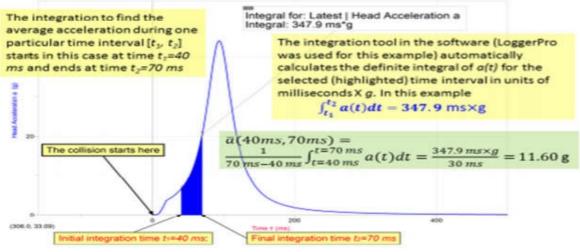
Crash.

in which an is equal to one and one-hundredth of a unit

When you subtract two numbers from each other, you get two numbers.

This does not necessary mean that time t1 and time t2 are necessarily the start and end points of the crash.





Any time period [t1, t2] over the overall time span of the crash [0, T] can (and must) be calculated as an average acceleration.

Longer than 3 mS, but less than 35 mS are utilized in practice. To me, the best options are either a 15-ms interval or a 30-ms interval:

At 70ms, the average acceleration is 11.60g. In the span [82 ms,103ms], the average acceleration is 41.69g.

Step2

Any time period [t1, t2] over the overall time span of the crash [0, T] can (and must) be calculated as an average acceleration.

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Step3The most HICs you can have is:

It is HIC=Max(t2(-t1)-t2)x(a)2.5

To put it another way,

In this case, a dt)2.5 for t1

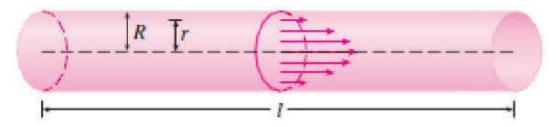
When you subtract two numbers from each other, you get two numbers.

In the previous equation, the maximum is evaluated over all crash time periods [t1, t2]. Essentially, the HIC is the sum of all of the second-step calculations.

the crash interval [0,T] covers all potential time intervals [t1, t2]. The HIC number would be 235.7 in our basic calculation using only two time intervals, but this is merely an approximate estimate because we have only evaluated two of the infinite number of time periods imaginable.

#### 6. DifferentialCalculusUsedToDetermineTheBloodflow

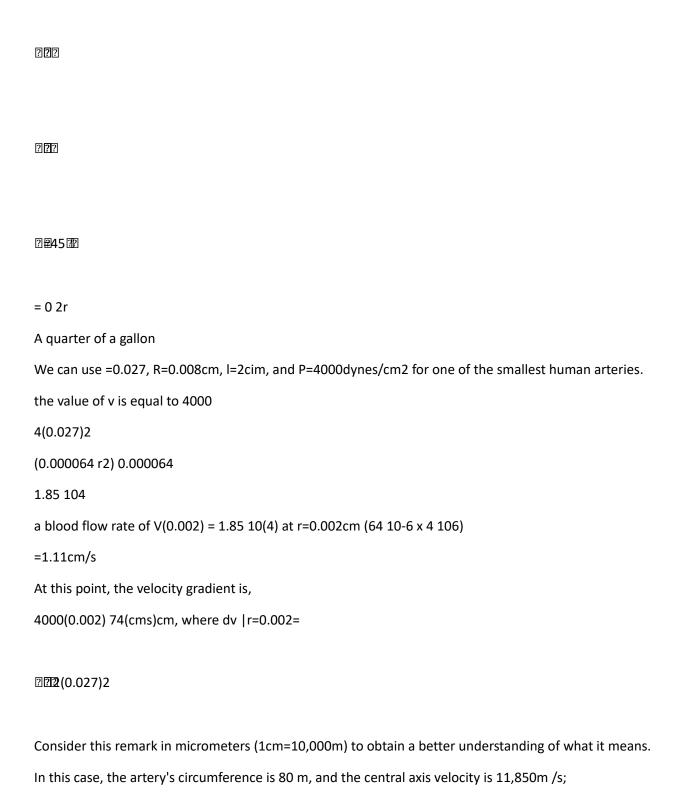
### Example2



In order to calculate the rate at which the heart pumps blood, as well as its output per unit time.

As the distance r from the axis grows, blood velocity v falls until it reaches zero at the tube's wall, due to the friction on the walls. In 1840, French surgeon Jean-louis-mariepoiseuile developed the law of laminar flow, which explains the link between v and r.

According to this rule,
v - P = v (R2-r2)
4222
In this equation, V represents the blood's viscosity and P is the tube's pressure differential. If P and I are fixed, then v has the domain [0,R] and is a function of r.
As we proceed from r=r1 to r=r2, the average rate of change in velocity is provided by,
v r lt is v(r2) = v(r1).=
r2 is less than r1
The velocity gradient, or the instantaneous rte of the change in velocity with respect to r, is obtained if we allow r to be zero.
Gradient in velocity=lim
r0 r 222
Equation 1 yields the following result:



At a distance of r=20, dv = 74(m/s)m, which means that dv falls to 11,110 m/s. 22

The velocity decreases by around 74 micrometers per second for each micrometer that we increase r to 20 nm.Begin a new direction.

#### 7.Conclusion

For the purpose of computing average integration, we used the loggerpro tool in this study to examine the use of calculus in real-world situations.

#### 8. References

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