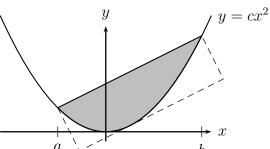
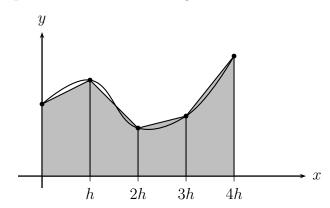
Douglass Houghton Workshop, Section 1, Wed 1/4/12

Worksheet Archimedes

- 1. Find the volume of a plastic cup, using any method you like. What assumptions do you need to make? What measurements?
- 2. (a) Find the area of the shaded region in the picture to the right. Make the answer as simple as possible.
 - (b) Find the area of the dashed rectangle, which is tangent to the curve.



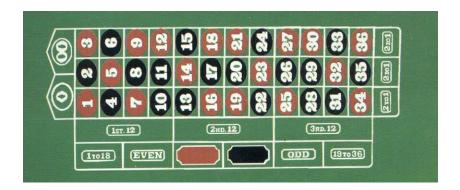
3. Last fall we talked a lot about left-hand and right-hand sums for approximating integrals. You may have thought to yourself: "Rectangles seem like a very poor approximation for the area under a curve. There's all that wasted space at the top. Can't we do better?" The truth is that rectangles are the simplest way to approximate a definite integral, but we can do better. The simplest improvement would be to use trapezoids instead of rectangles:



Suppose we have $f(0) = y_0, f(h) = y_1, \dots, f(4h) = y_4$.

- (a) Write a formula in terms of the y's for the left-hand sum approximation of $\int_0^{4h} f(x)dx$ with 4 rectangles.
- (b) Write a similar formula for the right-hand sum approximation of $\int_0^{4h} f(x)dx$.
- (c) Find the area of the leftmost trapezoid in terms of h, y_0 , and y_1 .
- (d) Write a formula for the trapezoid approximation of $\int_0^{4h} f(x)dx$, with 4 trapezoids. How is it related to the formulas you found in (a) and (b)?
- (e) How can you do better than trapezoids? Hint: First we approximated the curve with constant functions, then with line segments. What could we try next?

- 4. Find an example of a function for which
 - (a) The left-hand, right-hand, and trapezoid estimates for n=4 are all underestimates.
 - (b) The left-hand, right-hand, and trapezoid estimates for n=4 are all overestimates.
 - (c) The LH and RH estimates are too high, but the trapezoid estimate is too low (again for n = 4).
- 5. Find the area of the finite region that is bounded by the y-axis, the line y = 1, and the graph of $y = x^{1/4}$ in two ways:
 - (a) By integrating with respect to x and
 - (b) By writing x as a function of y and integrating with respect to y.
- 6. Let's calculate some probabilities for Roulette.



- (a) Suppose I put a chip on "3". That means I win if and only if the ball lands on 3. What is the probability that I win?
- (b) Fill in the table to the right with probabilities of winning the bets shown.
- (c) Suppose I keep putting a dollar chip on "red" all night long, say for 200 games. On average, how many times will I win?
- (d) The red bet pays 1:1, meaning that if I win, then I get my original dollar back, plus one more dollar. If I start the night with \$200, what is the least I can have at the end? What's the most? What will I have on an average night?

Bet	Prob
1 or 2	
1 or 2 or 4 or 5	
odd	
red	
both odd and red	
either odd or red	