

Math 2280-1
MTWTF 8:35-9:25
LCB 215

Monday
Jan. 11

HW for this Friday Jan. 15

hand in circled problems; show steps.

uncircled problems are optional.

A subset of the circled problems will be graded.

1.1 3, (6) 15 (16) (19) 27, (31) (34) (35) (36)
1.2 (6), 7, (13) (18) 19, (20) 29, (29) (33) (34) (39)

• syllabus

• what is a differential equation?

— n^{th} order DE: $F(x, y, y', y'', \dots, y^{(n)}) = 0$

i.e. an equation involving a variable "x" and an
(unknown) function $y(x)$ & its first n derivatives

• where do differential eqns come from?

— mathematical models, often of continuous dynamical systems in
which the variable "x" is actually time "t".

• goal:

— understand the "solution function(s)" $y(x)$, i.e. the functions for
which the differential equation is true.

Examples:

(1) In calculus you have seen

$$\frac{dP}{dt} = kP$$

$$\begin{aligned} "x" &= t \\ "y(x)" &= P(t) \end{aligned}$$

$k > 0$: population growth rate is proportional to population

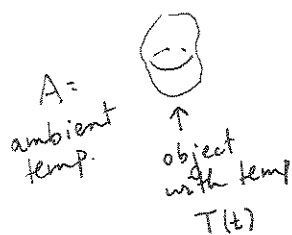
$k < 0$: " decay " " " "

Solve this DE!

Chain rule backwards

same as differentials (separable DE.)

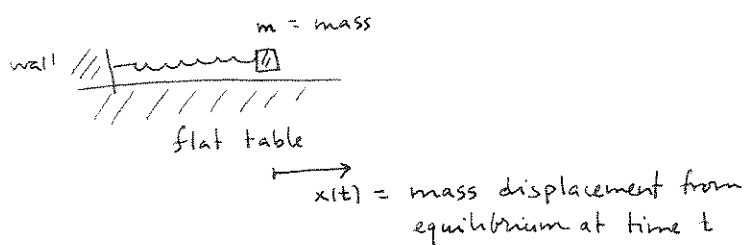
(2) Newton's Law of cooling



$$\frac{dT}{dt} = k(A - T)$$

"rate of change of temp is proportional to difference between temp and ambient temp"

(3) Spring-mass configuration



2nd order DE, from Newton's Law and "linearization"

$$m x''(t) = \underset{\text{mass}}{\text{net force on}} = -kx - cx'$$

mass. acceleration

Example: Consider the no-drag case,

* $x''(t) + 16x(t) = 0.$

- Show $x(t) = A \cos 4t + B \sin 4t$ solves this D.E.
- Solve the initial value problem for *,
with initial displacement = 1
initial velocity = 2

↑
If you assume force depends only on position x and velocity x' , $F = F(x, x')$ and $F(0, 0) = 0$ (no net forces at equilibrium)

then this is the linear part of the Taylor series for F , i.e. we ignore higher order terms.

k := Hooke's const
 c := coef of drag.

(4) We ended Math 2270 discussing discrete dynamical systems, in particular ones of the form

$$\begin{cases} \vec{x}(t+1) = A \vec{x}(t) \\ \vec{x}(0) = \vec{x}_0 \end{cases}$$

e.g. Coyote-roadrunner
Glucose-insulin
input-output models
Google voting game

These discrete dynamical systems are related to DDE's we shall study (starting in chapter 4)...

$$\vec{x}(t+1) = A \vec{x}(t)$$

$$\text{iff } \frac{\vec{x}(t+1) - \vec{x}(t)}{1} = (A - I) \vec{x}(t)$$

$$\text{iff } \frac{\vec{x}(t+\Delta t) - \vec{x}(t)}{\Delta t} = B \vec{x}(t) \quad (B = A - I, \Delta t = 1)$$

looks like the first order system of DE's

$$\begin{cases} \vec{x}'(t) = B \vec{x}(t) \\ \vec{x}(0) = \vec{x}_0 \end{cases}$$

(2) Newton's Law of cooling

murder mystery... a body is found at 3 A.M. temp = 85°
by 4 A.M. temp = 80°

$$65^{\circ} = A$$

about when did the murder occur?

$$\frac{dT}{dt} = k(A - T) \dots$$