Course Notes

Mathematical Models, Spring 2015

Queens College, Math 245

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http://qcpages.qc.edu/~chanusa/courses/245/15/

What is a model?

A model is an object or concept used to represent something else. It converts reality to a form we can comprehend.

- Reality: How to understand the aerodynamics of an airplane? Model: Use a model airplane or a computer simulation.
- Reality: Politics flows between left-wing and right-wing ideas.
 Model: Think of public opinion as a pendulum.

A mathematical model is a model involving mathematical concepts.

IN THIS CLASS:

We take real-world situations and represent them using mathematics.

- ▶ Model the position of a falling object by **function fitting**.
- ► Model people waiting using a **computer simulation**.
- ▶ Model allocating resources using a system of inequalities.

Then we must analyze our models to determine their applicability.

Why should we model?

As scientists, we want to understand how the world works.





Steps of the Modeling Process

Goal: Understand what is involved in "mathematical modeling".

First Step: Formulation.

- State the question. If the question is vague, make it precise. If the question is too big, subdivide it into manageable parts.
- Identify factors. Decide which quantities influence the behavior. Determine relationships between the quantities.

[Important: we are introducing

 Describe mathematically. Assign each quantity a variable. Represent each relationship with an equation.

Motivating Example: Gravity by Galileo

Example. In Galileo's time, a key question changed from: Why do objects fall? -to- How do objects fall?

(Philosophical question) (Describe a falling object's velocity)

First Step: Formulation.

- State the question. (Precise! What is an answer?) What formula describes an object's position as it falls?
- Identify factors. Galileo chose only distance, time, and velocity. Other variables?:

Simplifying Assumption: Velocity is proportional to the distance fallen.

Describe mathematically.

Assign variables. Call distance x, time t, and velocity v.

Then relationships give equations:

Velocity and distance are related: $v = \frac{dx}{dt}$.

And *proportional* means v = ax for some constant *a*. (Goal?)

Steps of the Modeling Process

- ▶ After the formulation step, we have variables and equations.
- ▶ Do some analysis to develop mathematical conclusions.

Second Step: Mathematical Manipulation.

This may entail one or more of:

- Calculations
 Proving a theorem
- Solving an equation
 Other...

In our gravity example,

We have both $v = \frac{dx}{dt}$ and v = ax. Set them equal.

This gives the (differential) equation: $\frac{dx}{dt} = ax$.

Solving gives the equation $x(t) = ke^{at}$ for constants *a* and *k*.

Something is not quite right...

Steps of the Modeling Process

We have a mathematical conclusion, but does it give a "right answer"?

The most important step of the modeling process is:

Third Step: Evaluation.

Translate the results back to the real-world situation and ask questions:

- ▶ Has the model explained the real-world observations?
- ▶ Are the answers we found accurate enough?
- Were our assumptions good assumptions?
- ▶ What are the strengths and weaknesses of our model?
- Did we make any mistakes in our mathematical manipulations?

If there are any problems,

- **Go back** to the First Step, Formulation.
- Change your assumptions!
- ► Start the modeling process over.

Motivating Example: Gravity by Galileo

Third Step: Evaluation.

Our mathematical calculations imply that the position of a falling object is $x(t) = ke^{at}$.

In our real-world situation, we can set initial position to be 0. Mathematically, x(0) = 0.

This lets us solve for k in our equation: $0 = x(0) = ke^{a0} = ke^{0} = k.$

So k = 0. Plugging into our equation implies x(t) = 0.

In words, this means that our object stays at rest for all t.

EPIC FAIL!

Perhaps the proportionality assumption is incorrect?

Motivating Example: Gravity by Galileo

First Step: Formulation.

Alternate assumption: The velocity is proportional to the time it has been falling. In particular, the velocity increases by 32 ft/sec. Mathematically, we have the equations v = 32t and $v = \frac{dx}{dt}$.

Second Step: Mathematical Manipulation.

Integrating gives $x(t) = 16t^2 + C$.

Since x(0) = 0 we can find C = 0.

Therefore an object falling from rest has position $x(t) = 16t^2$.

Third Step: **Evaluation**.

This function agrees well with observations in many instances.

(Although not all!)

The Modeling Process

This chart summarizes the modeling process.



To do well in this class:

Come to class prepared.

- Print out and read over course notes.
- Read assigned sections before class.

Form good study groups.

- Discuss homework and classwork.
- Final project is a group project.
- You will depend on this group.

Put in the time.

- ▶ Three credits = (at least) nine hours / week out of class.
- Homework stresses key concepts from class; learning takes time.

Stay in contact.

- If you are confused, ask questions (in class and out).
- ▶ Don't fall behind in coursework or project.
- ▶ I need to understand your concerns.

Homework posted online; Email me by Monday.

Choosing a problem statement.

Group Activity. Arrange yourselves into groups of four or five people, with people you **don't know**.

- ▶ Introduce yourself. (your name, where you're from, your major)
- ▶ Fill out the front of your notecard:
 - ▶ Write your name. (Stylize if you wish.)
 - ▶ Write a few words related to your name.
 - Draw something in the remaining space.
- Discuss with your groupmates why you wrote what you wrote.
- Exchange contact information. (phone / email / other)
- ▶ Work in your group on the worksheet.