

(1)

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MATH-237-S4

HW#2

$$8) \frac{dx}{dt} = 3xt^2 \Rightarrow \frac{dx}{dt} \cdot \frac{1}{3x} = t^2 \Rightarrow \int \frac{dx}{3x} = \int t^2 dt$$

$$\Rightarrow \frac{1}{3} \int \frac{1}{x} dx = \frac{1}{3} t^3 + C \Rightarrow \frac{1}{3} \ln|x| = \frac{1}{3} t^3 + C \Rightarrow \ln|x| = t^3 + C$$

$$\Rightarrow e^{\ln|x|} = e^{t^3+C} \Rightarrow x = e^{t^3} \cdot e^C \Rightarrow \boxed{x = \tilde{C} \cdot e^{t^3}}$$

$$11) x \cdot \frac{dv}{dx} = \frac{1-4v^2}{3v} \Rightarrow \int \frac{3v}{1-4v^2} dv = \int \frac{dx}{x} \Rightarrow -\frac{3}{8} \ln|1-4v^2| = \ln|x| + C$$

$$\Rightarrow \ln|1-4v^2| = \ln|x^{-8/3}| + C \Rightarrow e^{\ln|1-4v^2|} = e^{\ln|x^{-8/3}| + C} \Rightarrow 1-4v^2 = x^{-8/3} \cdot \tilde{C}$$

$$\Rightarrow v^2 = \frac{\tilde{C} x^{-8/3} - 1}{-4} \Rightarrow v = \pm \sqrt{\frac{\tilde{C} x^{-8/3} - 1}{-4}} \quad v(1) = -1 \Rightarrow -1 = \pm \sqrt{\frac{\tilde{C} - 1}{-4}} \quad \begin{array}{l} \text{negative works} \\ \text{positive doesn't} \end{array}$$

$$\boxed{v = -\sqrt{\frac{-3x^{-8/3} - 1}{-4}}}$$

$$(-1)^2 = \frac{\tilde{C} - 1}{-4}$$

$$-4 = \tilde{C} - 1 \Rightarrow -3 = \tilde{C}$$

$$18) y' = x^3(1-y), y(0) = 3$$

$$\frac{dy}{dx} = x^3(1-y) \Rightarrow \frac{dy}{(1-y)} = x^3 dx \Rightarrow -\ln|1-y| = \frac{1}{4} x^4 + C$$

$$\Rightarrow e^{\ln|1-y|} = e^{-\frac{1}{4} x^4 + C} \Rightarrow 1-y = e^{-\frac{1}{4} x^4} \cdot e^C \Rightarrow -y = \tilde{C} e^{-\frac{1}{4} x^4} - 1$$

$$3 = -\tilde{C} e^{-\frac{1}{4} \cdot 0^4} + 1 \Rightarrow 3 = \tilde{C} \cdot 1 + 1 \Rightarrow 2 = \tilde{C}$$

$$\boxed{y = 2e^{-\frac{1}{4} x^4} + 1}$$

$$23) \frac{dy}{dt} = 2t \cos^2 y, y(0) = \frac{\pi}{4}$$

$$\Rightarrow \int \frac{1}{2} \sec^2 y dy = \int t dt \Rightarrow \frac{1}{2} \int \sec^2 y dy = \frac{t^2}{2} \Rightarrow \tan y = t^2 + C$$

$$\tan\left(\frac{\pi}{4}\right) = 0^2 + C \Rightarrow 1 = C$$

$$\tan(y) = t^2 + 1 \Rightarrow \boxed{y = \arctan(t^2 + 1)}$$



(2)

$$24) \frac{dy}{dx} = 8x^3 e^{-2y}, \quad y(1) = 0$$

$$\Rightarrow \int \frac{1}{e^{-2y}} dy = \int 8x^3 dx \Rightarrow \frac{e^{2y}}{2} = 2x^4 + C \Rightarrow$$

$$y(1) = 0 \Rightarrow \frac{e^{2(0)}}{2} = 2(1)^4 + C \Rightarrow \frac{1}{2} = 2 + C \Rightarrow -\frac{3}{2} = C$$

$$\Rightarrow \frac{e^{2y}}{2} = 2x^4 - \frac{3}{2} \Rightarrow e^{2y} = 4x^4 - 3 \Rightarrow \ln(e^{2y}) = \ln(4x^4 - 3)$$

$$\Rightarrow 2y = \ln(4x^4 - 3) \Rightarrow y = \frac{1}{2} \ln(4x^4 - 3)$$

$$13) \frac{dv}{dt} = g - kv \Rightarrow v = \frac{e^{-kt} \cdot \tilde{C} - g}{-k} \Rightarrow \int dz = \int \frac{\tilde{C} e^{-kt} - g}{-k} dt$$

$$\Rightarrow z = -\frac{(g \cdot e^{-kt} - g)}{k} \Rightarrow \int dz = \int \frac{-(g \cdot e^{-kt} - g)}{k} dt$$

$$z = \int \frac{-g e^{-kt}}{k} dt - \int \frac{g}{k} dt \Rightarrow z = \frac{-g}{k} \left( \frac{-e^{-kt}}{k} \right) + \frac{gt}{k} + C$$

$$\Rightarrow z(0) = z_0 \Rightarrow z_0 = \frac{g e^{-k(0)}}{k^2} + \frac{g(0)}{k} + C \Rightarrow z_0 = \frac{g}{k^2} \Rightarrow z_0 = \frac{g}{k^2} + C$$

$$\Rightarrow \frac{g e^{-kt}}{k^2} + \frac{gt}{k} + z_0 - \frac{g}{k^2} = z \Rightarrow \frac{g(e^{-kt} - 1)}{k^2} + \frac{gt}{k} + z_0 = z$$

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1 function snow(N)
2     clf; colordef black %make it night time
3     if nargin==0,N=50; end %if not specified, make 50 snowflakes
4
5     %make some random snow info
6     for n=1:N
7         xv(n)=(-1)^randi(2)*rand; yv(n)=(-1)^randi(2)*rand; %random (x,y)
8         z0(n)=(-1)^randi(2)*rand; %random initial heights
9     end
10    g=9.81; %acceleation of gravity in m/s^2
11    k=5; %drag parameter to play with
12    % increasing k increases the size of the snow particles at the end of run
13    for t=0:0.01:1000
14        %%YOUR MISSION: EDIT LINE BELOW TO INCORPORATE DRAG
15        %%z=z0+1/2*g*t^2; %here, z is positive down
16        z = z0 + (g.*t./k) + g.*(exp(-k .* t) - 1)./(k.^2);
17        %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
18        z(z>1.2)=1.2; % snow collects on ground
19        plot3(xv,yv,-z,'w.','markersize',t*20+0.1); %snow gets bigger as it falls
20        axis equal;axis([-1.2 1.2 -1.2 1.2 -1.2 1.2]); box on; view(45,30); %make it look nice
21        drawnow
22        if max(-z)<=-1.2
23            break %stop when all snow has fallen
24        end
25    end
26

```

