

# 1 Modeling Free Fall

1. Measure the height of the object above ground
2. Record time in seconds that it takes for object to hit the ground
3. Determine the quantitative relationship between the height and the time (a mathematical model)

Galileo makes some assumptions before experimenting:

1.  $F = ma$ : we already know the mathematical expression for force
2. Gravity is the only force acting on the object
3. Acceleration due to gravity is  $-32\frac{m}{s^2}$ .

$$\begin{aligned}mg &= my'' \\g &= y'' \\ \iint g &= \iint y'' \\ -16t^2 &= y + Ct + D \\ y &= -16t^2 + v_0t + y_0\end{aligned}$$

Galileo assumed that gravity was the only force, but what if air resistance is added? We know that air resistance acts opposite to the velocity. We now have

$$\begin{aligned}\kappa v - 32m &= mv' \\ v' &= 32 - \kappa_0 v\end{aligned}$$

## 2 Discrete Modeling

We can now consider a discrete case for modeling.

### 2.1 Credit Card Balancing

We can work with the equation

$$B_1 = B_0 - P$$

as a simple model for a credit card balance. We will eventually find that this model is very simplistic, and we will need to expand on it later. We have a recurrence relation where

$$\begin{aligned}B_2 &= B_1 - P \\ B_3 &= B_2 - P \\ &\dots\end{aligned}$$

Substituting into the recurrence relation tells us that

$$B_n = B_0 - nP.$$

We can reform the model to help use come up with a better representation of the situation. In the real world, credit cards often come with interest rates. Taking this into account gives us

$$B_{\text{new}} = (1 + r)B_{\text{old}} - P.$$

We again have a recurrence relation. We will let  $s = (1 + r)$ :

$$\begin{aligned} B_1 &= sB_0 - P \\ B_2 &= sB_1 - P = s^2B_0 - p(1 + s) \\ B_3 &= sB_2 - P = s^3B_0 - p(1 + s + s^2) \\ B_4 &= sB_3 - P = s^4B_0 - p(1 + s + s^2 + s^3) \\ &\dots \end{aligned}$$

We can derive a general solution of the form

$$\begin{aligned} B_n &= s^n B_0 - p(1 + s + s^2 + s^3 + \dots + s^{n-1}) \\ &= (1 + r)^n B_0 - p \left( \frac{(1 + r)^n - 1}{r} \right) \end{aligned}$$

### 2.1.1 Solving With Excel

We can use Excel to represent the model. We will consider the case where  $r = 1.5\%$  with an initial balance of \$1000, and \$10 per month on payments. In the A1 cell, we want to have

$$=(1.015)^{\wedge}A1 * 1000 - 10*((1.015)^{\wedge}A1-1)/0.015$$

## 3 Modeling Ordinary Differential Equation

Consider the following system of ODE's

$$\begin{bmatrix} Q'_1 \\ Q'_2 \\ Q'_3 \end{bmatrix}$$

We will use arbitrary values for the coefficient matrix. We want to solve the system using eigenvalues:

$$\begin{bmatrix} 5 - \lambda & 4 & 2 \\ 4 & 5 - \lambda & 2 \\ 2 & 2 & 2 - \lambda \end{bmatrix} = 0$$

We want to take the determinant of the matrix, but first we can do some row reductions:

$$\begin{bmatrix} 1 - \lambda & 0 & 0 \\ 4 & 9 - \lambda & 2 \\ 2 & 4 & 2 - \lambda \end{bmatrix}$$

Taking that determinant gives us

$$\lambda = 1 \quad \text{and} \quad \lambda = 10.$$

### 3.1 Modeling War

We will model the Nazi party and the Soviet Union military forces. We want to model the rate at which Soviet Tanks reduce as Nazi anti-tank guns decrease.

$$\begin{aligned} \frac{dx}{dt} &= -ay \\ \frac{dy}{dt} &= -bx \end{aligned}$$

In this system,  $x'$  represents the rate at which the Soviet tanks decreased, and  $y'$  represents the rate at which German anti-tank guns decrease. We will consider the battle of Kursk, during which the number of Soviet tanks decreased by 50% in the first hour. In this model,  $a$  is referred to as the anti-tank kill rate, where  $b$  is the tank kill rate. We can use separation of variables yields

$$\begin{aligned} \frac{ay^2}{2} + \frac{ay_0^2}{2} &= \frac{bx^2}{2} + \frac{bx_0^2}{2} \\ ay^2 - bx^2 &= C \end{aligned}$$

## 4 Agents

A Schelling Model is used to model things like segregation. Consider the following example:

x1	x2				
x3	o1		o2		
x4	x5	o3	o4	o5	
x6	o6			x7	x8
	o7	o8	x9	x10	x11
		o9	o10	o11	

We can consider the case where, in the first iteration, all the members of the grid who do not have three directly adjacent neighbors leave the area. In addition, x's want to be with other x's, and o's want to be with other o's.

x3	x6		o1	o2	
x4	x5	o3	o4		
	o6	x2	x1	x7	x8
o11	o7	o8	x9	x10	x11
		o5	o9	o10	

We can see that as the system changes, there will be a mass exodus of both types. In the first table, there was only 1 agent with no neighbors of the opposite type. By the second iteration, there are now 6 agents with no neighbors of the opposite type.

## 5 The Game of Life

The game of life is a mathematical model created by John Conway. The rules are as follows:

1. Birth Rule: If at time  $t$  a cell is dead (empty) and the cell has 3 live neighbors in any direction, then at time  $t + 1$  the cell becomes alive.
2. Death Rule: If at time  $t$  a live cell has 0 and 1 neighbors it dies of isolation, and if a live cell has 4 or more neighbors, it dies of overcrowding.
3. Survival Rule: If at time  $t$  a live cell has 2 or 3 live neighbors, then at time  $t + 1$ , the cell is still alive.