

G.H RAISONI COLLEGE OF ENGINEERING AND MANAGEMENT.WAGHOLI.PUNE

An Autonomous Institute Affiliated To Savitribai Phule Pune University



APPLICATIONS OF DIFFERENTIAL EQUATIONS

IN MATHEMATICS, A DIFFERENTIAL EQUATION IS AN EQUATION THAT RELATES ONE OR MORE FUNCTIONS AND THEIR DERIVATIVES. IN APPLICATIONS, THE FUNCTIONS GENERALLY REPRESENT PHYSICAL QUANTITIES, THE DERIVATIVES REPRESENT THEIR RATES OF CHANGE, AND THE DIFFERENTIAL EQUATION DEFINES A RELATIONSHIP BETWEEN THE TWO. SUCH RELATIONS ARE COMMON; THEREFORE, DIFFERENTIAL EQUATIONS PLAY A PROMINENT ROLE IN MANY DISCIPLINES INCLUDING ENGINEERING, PHYSICS, ECONOMICS, AND BIOLOGY.

Invention Of Differential Equation

In mathematics, the history of differential equations traces the development of "differential equations" from calculus independently invented by English physicist Isaac Newton and German mathematician Gottfried Leibniz.

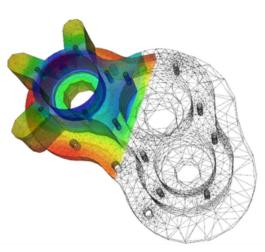


Isaac Newton listed three kinds of differential equations

$$\frac{dy}{dx} = f(x)$$

$$\frac{dy}{dx} = f(x, y)$$

$$x_1rac{\partial y}{\partial x_1}+x_2rac{\partial y}{\partial x_2}=y$$



Applications

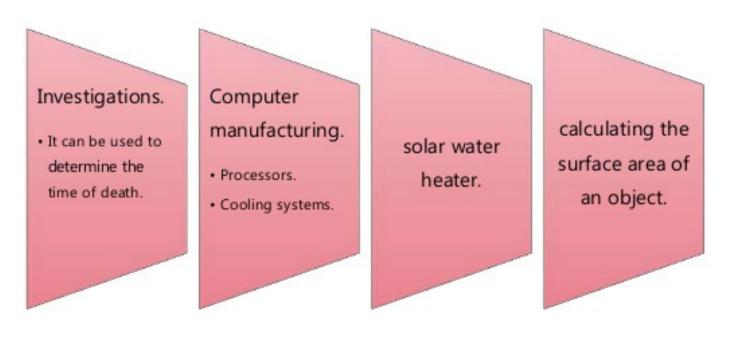
MODELLING WITH FIRST-ORDER EQUATIONS

- Newton's Law of Cooling
- Electrical Circuits

❖MODELLING FREE MECHANICAL OSCILLATIONS

- No Damping
- Light Damping
- Heavy Damping
- **❖MODELLING FORCED MECHANICAL OSCILLATIONS**
- **❖COMPUTER EXERCISE OR ACTIVITY**

Applications of newtons laws of cooling



Examples of differential equation

$$rac{du}{dx} = cu + x^2. \qquad \qquad L rac{d^2}{dx}$$

$$\frac{d^2u}{dx^2} - x\frac{du}{dx} + u = 0.$$

$$\frac{d^2u}{dx^2} + \omega^2u =$$

$$rac{du}{dx} = u^2 + 4$$

$$Lrac{d^2u}{dx^2}+g\sin u=0.$$

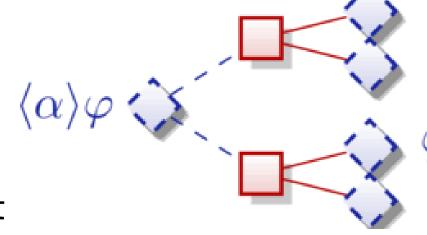
$$\frac{\partial u}{\partial t} + t \frac{\partial u}{\partial x} = 0.$$

$$\frac{\partial^2 u}{\partial x^2} + \frac{\partial^2 u}{\partial y^2} = 0.$$

$$\frac{\partial u}{\partial t} = 6u \frac{\partial u}{\partial x} - \frac{\partial^3 u}{\partial x^3}$$

Game app developement

Differential
equation are
greatly used in
game development



In a simple video game involving a jumping motion, a differential equation is used to model the velocity of a character after the command is given to returning them to the ground in a simulated gravitational field.