

Model's

1. population growth

Let $P = P(t)$ be the size of a population

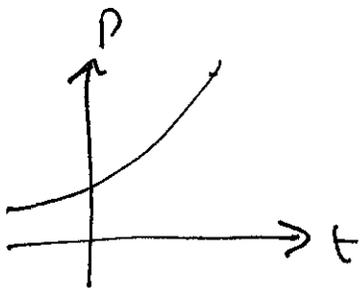
& $\frac{dP}{dt}$ the rate of change.

One model is

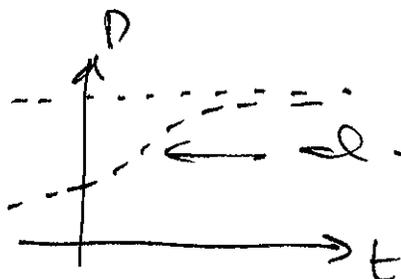
$$\frac{dP}{dt} = kP \quad - \text{larger populations change faster than smaller ones} \\ (k \text{ const} > 0)$$

Solⁿ (to be shown later)

$$P(t) = P_0 e^{kt}, \quad P_0 - \text{initial population}$$



← suggest given enough time population grows unburdened.



← expect this - so new model!

suppose there's a max, say 1 Million people¹⁻²
b/c land, food etc

so P - population size

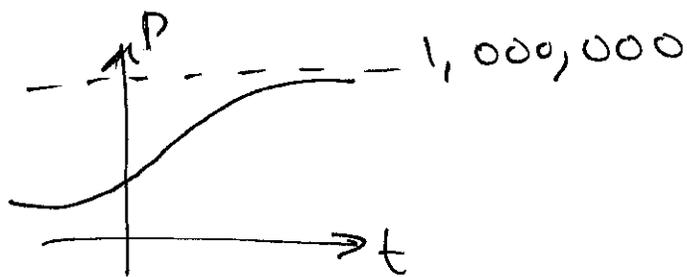
$1,000,000 - P$ - available spots

New Model

$$\frac{dP}{dt} \propto P \quad \text{;} \quad \frac{dP}{dt} \propto 1,000,000 - P$$

model $\frac{dP}{dt} = kP(1,000,000 - P) \quad P(0) = P_0$

Does this new ~~farm~~ [↑] give a solⁿ like \rightarrow



Cooling

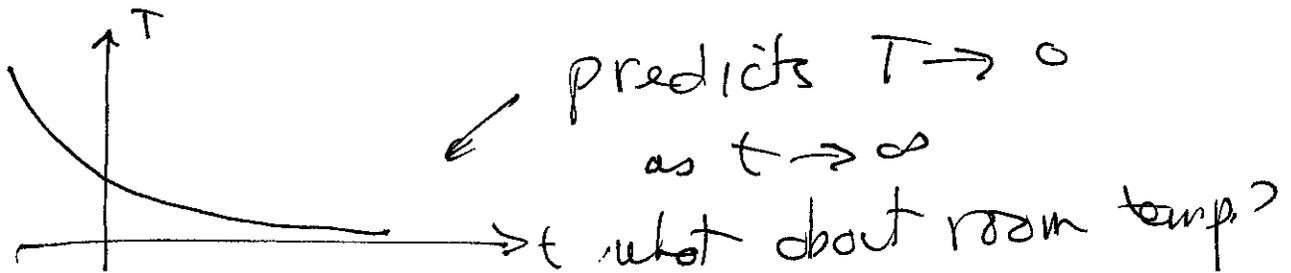
suppose we have a cake in the oven (400°F)
and we bring it into a room at 70°F .
so what happens? The cake cools to
room temp.

Model 1

Let $T = T(t)$ temp of cold

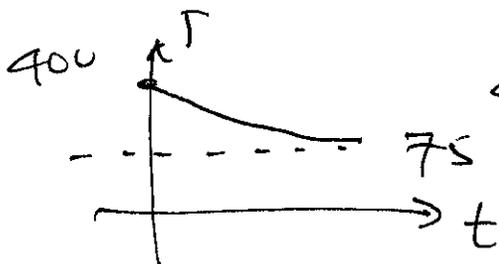
$$\frac{dT}{dt} = kT \quad (k < 0 \text{ cooling})$$

$$T = T_0 e^{-kt}$$

New Model

$$\frac{dT}{dt} = k(T - T_0) \quad T_0 = 70^\circ \text{F room temp}$$

$$T(0) = 400$$



← with this be the temp curve?

3. Falling Bodies

1-4



$$F = ma = m \frac{d^2s}{dt^2} = -mg$$

$$s = s(t)$$

$$\frac{d^2s}{dt^2} = -g$$

v_0 - initial velocity



$$s(t) = -\frac{1}{2}gt^2 + v_0t + s_0$$

s_0 - initial position

$$v(t) = -gt + v_0$$

If we're high enough $v(t)$ will be very large. Prob. - no air resistance

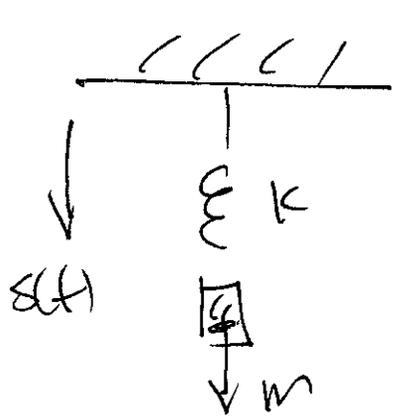
Model $\frac{dv}{dt} = a$ so $\frac{dv}{dt} = -g$

$$\frac{dv}{dt} = -g + kv, \quad \frac{dv}{dt} = -g + kv^2$$

If we solve these they will

$$\lim_{t \rightarrow \infty} v(t) \rightarrow v_{\max} \quad \text{terminal velocity}$$

4. Spring-mass System



$$F = ma = m \frac{d^2s}{dt^2}$$

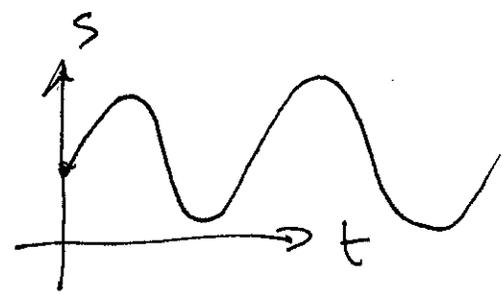
restoring force - Hooke's Law

$$F = -kx$$

so $m \frac{d^2s}{dt^2} = -kx$ or $\frac{d^2s}{dt^2} + \omega^2 s = 0$

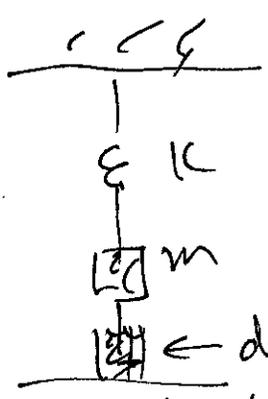
when $\omega^2 = \frac{k}{m}$

$s(t) = C_1 \sin \omega t + C_2 \cos \omega t$ (will slow later)



oscillatory

not good if this is your car.

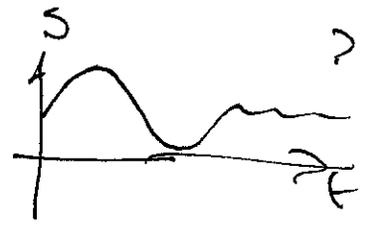


$$F = F_{\downarrow} - F_{\uparrow}$$

$$m \frac{d^2s}{dt^2} = -kx - \lambda \frac{ds}{dt}$$

λ - constant
depends on velocity

will this predict



← damper
shock absorber