



# MATH 3290 Mathematical Modeling

## Overview of the course

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## Instructor

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## Teaching Assistant

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# Class time and venue

## Lecture

- Wednesday 9:30AM - 10:15AM, Science Centre L5;
- Friday 9:30AM - 11:15AM (15-min break), Mong Man Wai Bldg 710.

## Tutorial

- Wednesday 8:30AM - 9:15AM, Science Centre L5.
- **NO** tutorial this week.

## Course Webpage

<https://www.math.cuhk.edu.hk/course/2425/math3290>

# Course description

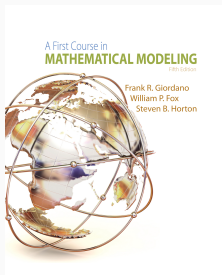
This course is an **introduction** to mathematical modeling.

We will cover some **basic mathematical tools** for the quantitative description of practical problems arising from physics, biology, economics and engineering. The use of these mathematical models allows us to **quantitatively** study and provide solutions to these problems.

The focus of this course is to give an overview of the **mathematical techniques** that are commonly used in practice, and illustrate the modeling procedure through some elementary examples.

You will get a taste of **mathematical modeling**.

We will follow closely:



*A First Course in Mathematical Modeling*  
by Giordano, Fox, Horton (5th Edition).

Lecture slides will be released at the [course webpage](#). We will not provide hard copies.

# Outline of the course

- The Modeling Process
- Modeling Change
- Model Fitting
- Experimental Modeling
- Simulation Modeling
- Optimization of Discrete Models
- Optimization of Continuous Models
- Modeling Using Graph Theory
- Modeling with a Differential Equation
- Modeling with Systems of Differential Equations

# Your background

You should be **good** at

- Linear algebra (e.g. MATH 1030, 2040);
- Multivariable calculus (e.g. MATH 2010, 2020);
- **Computing** (e.g. MATLAB, Python, C, C++, Excel, ...).

**Remark:** The models we will discuss are **deterministic models**. We will skip the discussion on most **stochastic models**, as these require knowledge in probability theory which is not assumed in this course, while stochastic models are widely used too.

# Assessment scheme

Your final grade depends on the following.

- **Assignment (15%)**
  - 3-4 assignments in total.
  - Both theoretical and computational (MATLAB, Python, Excel or C).
  - 1 – 2 problems will be graded for each assignment due to **limited** manpower.
  - You are encouraged to work on **optional** problems.
  - Submitting your assignments via Blackboard, late submissions are **not allowed**.
- **Midterm (35%), March 14, a closed-book 90-min exam.**
- **Final (50%), TBA, a closed-book two-hour exam.**



# Code of academic honesty

- Very high importance on **honesty** in academic work submitted by students.
- **Zero tolerance** on cheating and plagiarism.
- Any related offense will lead to disciplinary action including **termination** of studies.



Honesty in Academic  
Work: A Guide for  
Students and Teachers

# Don't Panic

- “All models are wrong, but some are useful”
  - This is not a **pure** mathematical course, we will seldom talk about theorems, lemmas etc.
  - Simple models are **not** always useful, but **popular**.
- “Rome wasn't built in a day”
  - In most scientific disciplines, mathematical models are **ubiquitous**.
  - The legacy from my own “Mathematical Modeling” course is the **coding ability**.
  - You may participate in some **mathematical modeling contests** (MCM/ICM and CUMCM).



# Some suggestions about computing languages/tools

Some assignments need you to write **codes**. However, computing performance/efficiency is not in our consideration, while the primary goal is **implementing algorithms** and **outputting your results in graphs or tables**.

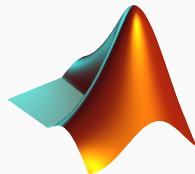
## Matlab



- **Out-of-the-box** usage
- A lot of **built-in** functions
- Easy to **draw graphs**
- **Free** student license...



- **Expensive** out of the school
- **Limited usages** beyond academic areas
- **Personally**, indexes in Matlab start from **1...**



# Some suggestions about computing languages/tools

## Python (Anaconda)



- Popularity, the default choice in machine learning...
- Anaconda (NumPy + SciPy + Matplotlib) provides all you needed
- Totally free and open
- It is a general programming language...



- Computing performance may not be satisfying (still at the same level with Matlab)



# Some suggestions about computing languages/tools

## Excel

- 👍 • user-friendly
- Easy to perform data analysis (draw figures)...
- 👎 • Programming on it may not be straightforward (Excel VBA)...

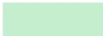




## C/C++, Fortran

- 👍 • Extremely efficient!
- 👎 • Extremely hard to configure for beginners
- It will be too heavy to perform data visualizations...



# Timetable

Week	Tut.	Lec.	Lec.		
1	1-8	1-8	1-10	Chap. 0, 2	 =No classes
2	1-15	1-15	1-17	Chap. 1	
3	1-22	1-22	1-24	Chap. 3	
4	1-29	1-29	1-31		
5	2-5	2-5	2-7	Chap. 4	
6	2-12	2-12	2-14	Chap. 5	
7	2-19	2-19	2-21	Chap. 7, 13	
8	2-26	2-26	2-28	Chap. 7, 13	 =Review class
9	3-5	3-5	3-7		
10	3-12	3-12	3-14		 =Midterm
11	3-19	3-19	3-21	Chap. 8	
12	3-26	3-26	3-28	Chap. 11	
13	4-2	4-2	4-4	Chap. 11, 12	
14	4-9	4-9	4-11	Chap. 12	
15	4-16	4-16	4-18		

# Brief description of contents

## Topics:

- Modeling by difference equations
- Model fitting and empirical modeling
- Simulation modeling
- Modeling by graph theory
- Optimization modeling, both discrete and continuous
- Modeling by differential equations

# Modeling by difference equations

Use **difference equations** to describe some behaviors, such as

$$a_{n+1} = 3a_n + 2, \quad b_{n+1} = 2b_n + 5b_{n-1}.$$

In above,  $a_n, b_n$  represent **quantities of interest**, and  $n$  usually represents **time**. These are **relations** of quantities of interest at various times.

One can use this to model (for example):

- some financial quantities, such as, loan, interest, ...
- drug concentration for medical applications,
- voting behaviors,
- ...

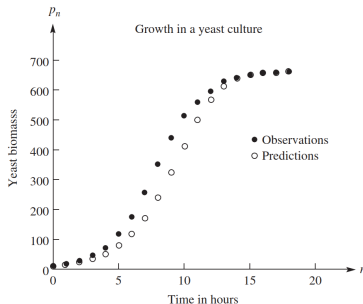


For example, we obtain the following model based on observations:

$$p_{n+1} = p_n + 0.00082(655 - p_n)p_n,$$

where  $p_n$  is concentration of yeast at time  $n$ .

Time in hours	Observation	Prediction
0	9.6	9.6
1	18.3	14.8
2	29.0	22.6
3	47.2	34.5
4	71.1	52.4
5	119.1	78.7
6	174.6	116.6
7	257.3	169.0
8	350.7	237.8
9	441.0	321.1
10	513.3	411.6
11	559.7	497.1
12	594.8	565.6
13	629.4	611.7
14	640.8	638.4
15	651.1	652.3
16	655.9	659.1
17	659.6	662.3
18	661.8	663.8



One can use this model for predictions.

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# Model fitting

To find a **mathematical relationship** among variables.

Typically, some known mathematical formulas are **assumed**, and one needs to determine **unknown parameters** (also called **parameter identifications**).

For example, the variable  $y$  depends on the quantities  $x$  and  $w$ . It is **known** that the relation has an expression

$$y = af(x) + bg(w) + ch(x, w),$$

where  $f(x)$ ,  $g(w)$  and  $h(x, w)$  are given functions.

We then use some mathematical principles to find the parameters  $a$ ,  $b$  and  $c$  that best describe the **data**.

Assume you are interested in finding the relationship between **weights**  $W$  and **lengths**  $l$  of a certain kind of fish, and the following **observations** are obtained.

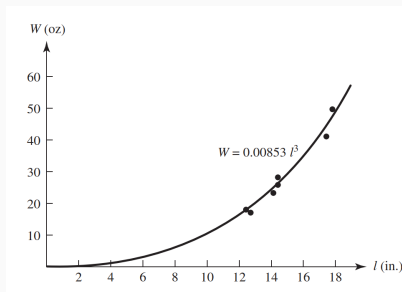
Length, $l$ (in.)	14.5	12.5	17.25	14.5	12.625	17.75	14.125	12.625
Weight, $W$ (oz)	27	17	41	26	17	49	23	16

Note, the **weight** (precisely, mass) should be a function of the **volume**.

Therefore, one should fit

$$W = c l^3,$$

where  $c$  is a **parameter**.



# Empirical modeling

To find a mathematical relationship among variables.

The exact mathematical relations among the variables are **not known**.

For example, the variable  $y$  depends on the quantities  $x$  and  $w$ . We need to find  $f(x, w)$  such that

$$y = f(x, w).$$

This problem is **harder**. Typically, one needs to get some measurement data.

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# Simulation modeling

In empirical modeling, one needs data.

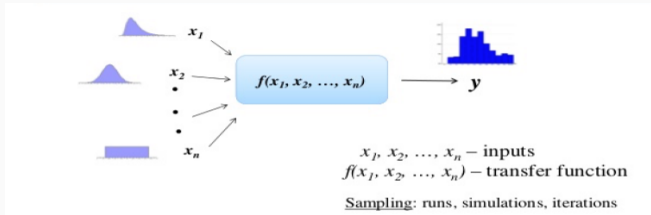
There are situations where experiments are expensive, or even impossible.

- It is harmful to inject certain drugs in body.
- Tests are expensive in the design of aircraft.

Therefore, one needs to **simulate** the situation. That is, we use **random numbers** to simulate the appearance of certain events.

We will discuss the basic idea of **Monte Carlo simulations**.

# Monte Carlo simulations



- The inputs are modeled by **random numbers** (with various **distributions**).
- The output  $y$  is computed by  $f$  (which is also a **random variable**).
- One obtains  $f$  by some knowledge such as measurement data.



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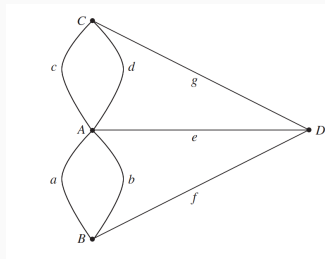
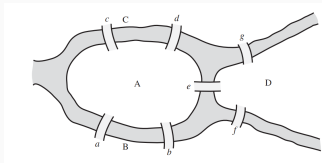
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# Modeling by graph theory

Some problems can be modeled by graphs.

A **graph**  $G$  contains 2 sets: a **vertex set**  $V(G)$  & an **edge set**  $E(G)$ .



*Seven Bridges of Königsberg*

# Example 1: Social network

A social network can be modeled by a graph:

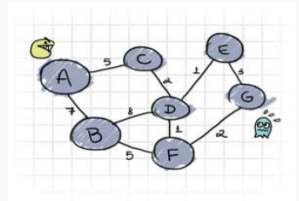
- Each user is considered as a **vertex**.
- Two users can form an **edge** if they are friends.
- One interesting problem is the **degree of separation**, it is the **shortest distance** between any 2 users.
- In 2016, the average degree of separation of Facebook users is 4.57.



## Example 2: Route planning

Route planning problem can be modeled by a graph:

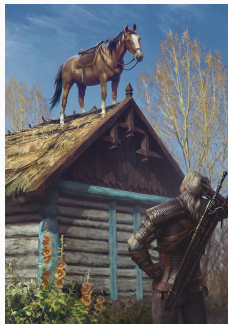
- Each road **intersection** is considered as a **vertex**.
- A road between two adjacent intersections is an **edge**.
- The problem is to find a path giving the **shortest distance** between 2 destinations.
- We see that there is a need to give **weights** to edges.



## Example 2: Route planning

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We consider optimization problems: find  $X^*$  such that

$$f(X) \text{ is optimized,}$$

where  $X = (x_1, \dots, x_n)$  are called decision variables.

- **Unconstrained:**  $f$  is optimized without restrictions on  $X$ .
- **Constrained:** there are restrictions on  $X$ .
  - Equalities:  $g_i(X) = b_i$ , for  $i = 1, 2, \dots, m$ .
  - Inequalities:  $g_i(X) \leq b_i$ , for  $i = 1, 2, \dots, m$ .
  - Mixed: both equalities and inequalities.

# Example

Find  $X^*$  such that

$f(X)$  is optimized

subject to  $g_i(X) = b_i$  or  $g_i(X) \leq b_i$

- $f$  can be profit to be maximized,  $g_i$  are some resource limitations.
- $f$  can be the risk to be minimized,  $g_i$  are expected earnings.

## Classifications

- $f$  and  $g_i$  are linear. This is **linear** programming.
- $f$  and  $g_i$  are linear and  $X$  integer. This is **integer** programming.
- $f$  and  $g_i$  is/are nonlinear. This is **non-linear** programming.



## Example: integer programming

Suppose:

- net profits of \$25 per table, and \$30 per bookcase;
- the carpenter has 690 units of wood, and 120 units of labor;
- each table requires 20 units of wood and 5 units of labor;
- each bookcase requires 30 units of wood and 4 units of labor.

We can then formulate the following

$$\text{maximize } 25x_1 + 30x_2$$

subjects to

$$20x_1 + 30x_2 \leq 690,$$

$$5x_1 + 4x_2 \leq 120,$$

where  $x_1 \geq 0$ ,  $x_2 \geq 0$  and  $x_1, x_2$  are **integers**.

## Example: portfolio optimization

Suppose that there are  $n$  assets. You want to invest a fixed amount of money. How do you allocate your investments?

Let  $x_i$  be the portion of money invested in the asset  $i$ .

Two important factors: **return** and **risk**

- Assume  $\mu_i$  is the average return of asset  $i$ . On average, you have the following return

$$\mu_1 x_1 + \mu_2 x_2 + \cdots + \mu_n x_n$$

- Risk is typically modeled by a  $n \times n$  **positive definite matrix**  $Q$ . The risk is

$$\frac{1}{2} x^T Q x$$

where  $x = (x_1, x_2, \cdots, x_n)^T$ . Risk is large if this number is big.

## Two common ways

- We find  $x_i$  so that

$$\text{maximize } \mu_1 x_1 + \cdots + \mu_n x_n - \frac{1}{2} x^T Q x$$

(maximize **return** at the same time minimize **risk**) subjects to

$$x_1 + \cdots + x_n = 1, \quad x_i \geq 0.$$

- Given a fixed number  $R$ , we find  $x_i$

$$\text{maximize } -\frac{1}{2} x^T Q x$$

subjects to

$$x_1 + \cdots + x_n = 1, \quad x_i \geq 0$$

and

$$\mu_1 x_1 + \cdots + \mu_n x_n \geq R$$

(minimize risk, and having return of **at least**  $R$ ).

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# Modeling by differential equations

Modeling quantities that change **continuously** in time (For example, populations, concentration of chemicals, etc.).

(Recall that, **difference equations** model quantities that change in **discrete** time intervals.)

A differential equation is an equation relating a quantity of interest and its **derivatives**, e.g.,

$$\frac{dx}{dt} = ax(b - x), \quad \frac{d^2y}{dt^2} + 2t \frac{dy}{dt} = 3y.$$

Derivatives represent **instantaneous change rates** of a quantity.

## Example: Drug dosage

We combine differential and difference equations in a model.

**Q:** How can the **doses** and the **time** between doses be adjusted to maintain a safe but effective concentration of drug?

**Assumption 1:** Decay of drug

Let  $C(t)$  be the concentration of the drug. Then we assume

$$\frac{dC}{dt} = -kC$$

where  $k > 0$  is the decay rate.

**Assumption 2:** Constant dosage

A dose of  $C_0$  is added at fixed time intervals of length  $T$ .

## Example: the SIR model

$S(t)$  = the number of **susceptible** population,

$I(t)$  = the number of **infected** population,

$R(t)$  = the number of **removed** population  
(either by death or recovery),

$N$  = the number of total population.

$$\frac{dS}{dt} = -\frac{\beta IS}{N},$$

$$\frac{dI}{dt} = \frac{\beta IS}{N} - \gamma I,$$

$$\frac{dR}{dt} = \gamma I.$$

This is a **simplified** model and is also far from the reality  
(vaccination, the possibility of re-infection, incubation, etc.).

# Finding solutions

We will discuss three ways to find solutions:

- **analytical solutions**, but only for simple cases;
- **graphical solutions**, may work for a more general class of differential equations to understand **qualitative** behaviors including long term behaviors;
- **numerical solutions**, can work for almost all cases, and one can obtain approximate values of solutions.



# Disclaimer

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