

★ Integrals as General & Particular Solutions:

Warmup: List as many integration rules as you can

(power rule, u-substitution, integration by parts
 trig substitution, trig fns, $\frac{1}{x}$, e^x , $\ln x$)
 Review these methods as necessary.

Today: Simple ODE:

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

linear
1st order

RHS only depends on x
no y terms

Solve by integrating both sides wrt x

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

$$y(x) = \int f(x) dx + C$$

This is the general solution to (*)

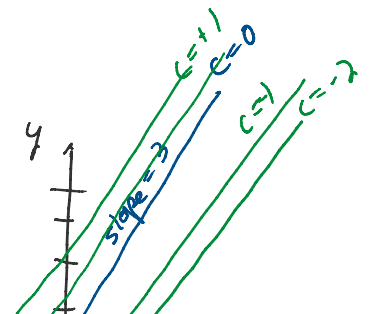
Ex: Consider the IVP:

$$\left\{ \begin{array}{l} \frac{dy}{dx} = 3 \\ y(0) = 1 \end{array} \right\}$$

1. Solve ODE
2. Satisfy the initial condition

1. Solve the ODE \rightarrow integrate

$$\int \frac{dy}{dx} dx = \int 3 dx$$

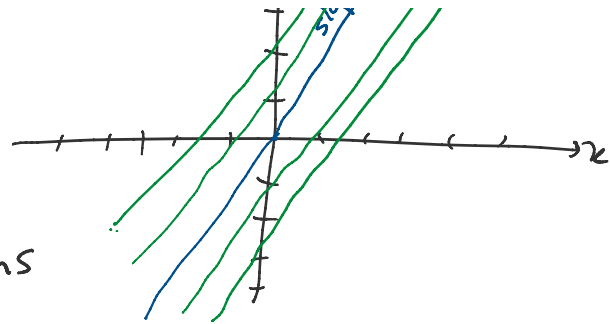


$$\int \frac{dy}{dx} dx = \int 3 dx$$

$$y(x) = 3x + C$$

general solution

This gives a family of solutions



2. Satisfy the initial condition

$$y(0) = 1 = [3x + C]_{x=0} = C \rightarrow \boxed{C=1}$$

solution to IVP: $\boxed{y(x) = 3x + 1}$

called a particular solution

• describes a single solution

Q: What happens if we have a 2nd order ODE?

$$\frac{d^2 y}{dx^2} = 2x$$

← RHS depends only on x
(no y or $\frac{dy}{dx}$)

→ Integrate twice!

$$\int \frac{d^2 y}{dx^2} dx = \int 2x dx$$

$$\frac{dy}{dx} = \frac{2x^2}{2} + C_1$$

→ integrate again

$$\int \frac{dy}{dx} dx = \int x^2 + C_1 dx$$

$$\boxed{y(x) = \frac{x^3}{3} + C_1 x + C_2}$$

general solution

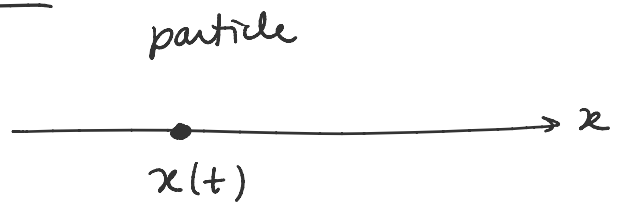
Note: 2 unknown parameters C_1 and C_2
... families of solns

Note: 2 unknown parameters c_1, c_2
called a 2-parameter family of solns

→ Need 2 initial conditions to select c_1 and c_2
to get a particular solution.

II. Velocity - Acceleration Models

particle moving in x -direction



$x(t)$ - position

$v(t) = \frac{dx}{dt}$ velocity

$a(t) = \frac{dv}{dt} = \frac{d^2x}{dt^2}$ acceleration

Newton's 2nd Law of Motion:

Force $F(t)$ acts on particle (in x -direction)

m - mass of particle

$$m a(t) = F(t)$$

If the force $F(t)$ is known

$$x'' = a(t) = \frac{F(t)}{m}$$

$x'' = \frac{F(t)}{m}$ is an ODE!

Ex: (constant acceleration)

Assume $F(t) = F$ is constant

then $a = F/m$ is also constant

IVP: $\begin{cases} x'' = a \\ \dots \end{cases}$

$x(0) = x_0$

2nd order
linear ODE

$$\text{IVP: } \begin{cases} x'' = a \\ v(0) = v_0 \\ x(0) = x_0 \end{cases}$$

$\underbrace{v(0) = v_0}_{\text{initial velocity}}$
 $\underbrace{x(0) = x_0}_{\text{initial position}}$

1. Solve the ODE \rightarrow integrating twice
2. Satisfy the initial conditions

$$\begin{aligned} \rightarrow 1. \quad \int x'' dt &= \int a dt \\ v = x' &= at + C_1 \\ \int x' dt &= \int at + C_1 dt \\ x(t) &= \frac{at^2}{2} + C_1 t + C_2 \end{aligned}$$

general solution

\rightarrow 2. Satisfy initial conditions

$$v(0) = v_0 = [at + C_1]_{t=0} = C_1$$

$$\rightarrow \boxed{C_1 = v_0}$$

$$x(0) = x_0 = \left[\frac{at^2}{2} + C_1 t + C_2 \right]_{t=0} = C_2$$

$$\boxed{C_2 = x_0}$$

Particular solution is

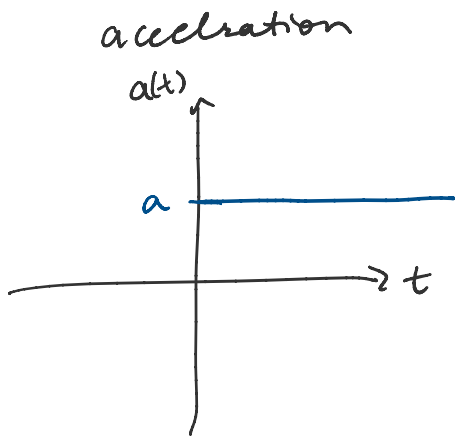
$$\boxed{x(t) = \frac{1}{2}at^2 + v_0 t + x_0}$$

Note: when a is constant, we know $v(t)$ and $x(t)$ for all time t

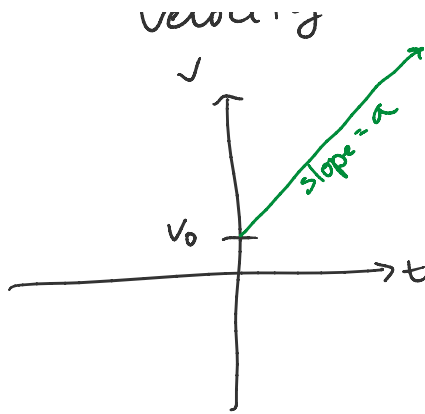
acceleration
 $a(t)$

velocity
 v

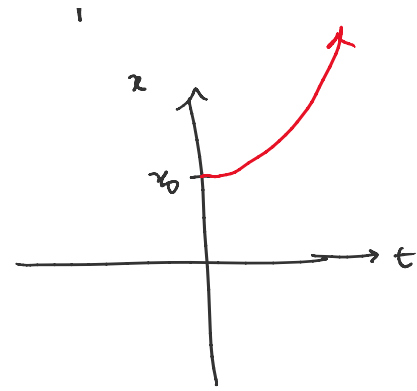
position
 x



$a(t) = a$
constant

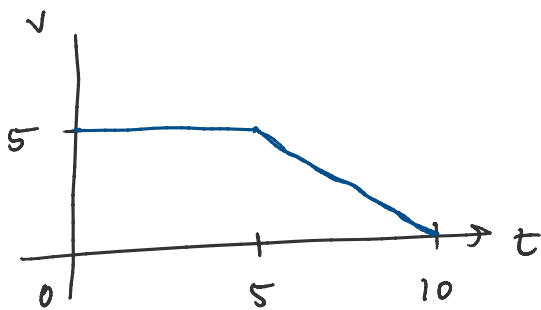


$v(t) = at + v_0$
linear



$x(t) = \frac{1}{2}at^2 + v_0t + x_0$
quadratic

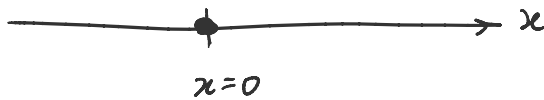
Ex: A particle travels with the following velocity



Draw the position of the particle $x(t)$

Assume that $x(0) = 0$

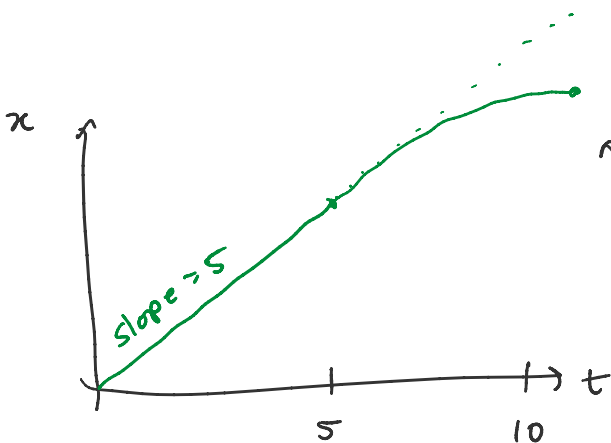
Remember $x(t) = \int v(t) dt$



$0 \leq t \leq 5$ particle moves right with vel = 5

$5 < t \leq 10$ particle slows down

at $t=10$ vel = 0



quadratic curve underneath the line w/ slope = 5.

Ex: Consider a moving particle with

$a(t) = \cos(t)$

$v_0 = 1$

$x_0 = -1$

Find the position $x(t)$

IVP:
$$\begin{cases} x'' = \cos(t) \\ x'(0) = 1 \end{cases} \quad x(0) = -1$$

2nd order, linear
RHS depends on t

1. Solve the ODE \rightarrow integrating $\times 2$
2. Satisfy the initial conditions

$\rightarrow 1.$
$$\int x'' dt = \int \cos(t) dt$$
$$x' = \sin(t) + C_1 \rightarrow \text{velocity}$$

$$\int x' dt = \int \sin(t) + C_1 dt$$

$$x(t) = -\cos(t) + C_1 t + C_2$$

general solution

$\rightarrow 2,$ initial conditions

$$x'(0) = 1 = \left[\sin(t) + C_1 \right] \Big|_{t=0} = C_1$$

$\rightarrow \boxed{C_1 = 1}$

$$x(0) = -1 = \left[-\cos(t) + C_1 t + C_2 \right] \Big|_{t=0} = -1 + C_2$$

$\boxed{C_2 = 0}$

particular solution

$$x(t) = -\cos(t) + t = \boxed{t - \cos(t)}$$

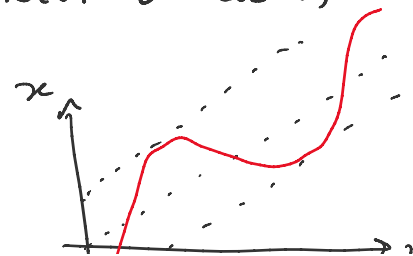
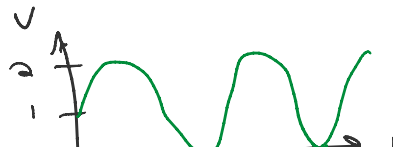
So we have:

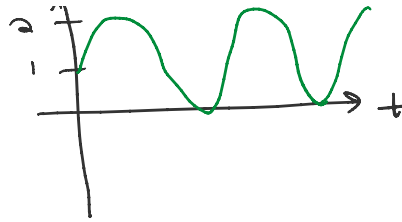
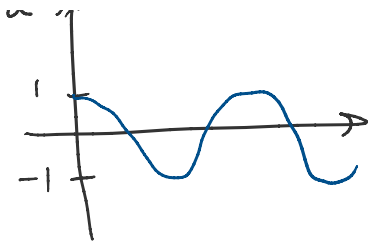
$$a(t) = \cos(t)$$

$$v(t) = \sin(t) + 1$$

$$x(t) = t - \cos(t)$$

plot these





$x(t)$ oscillates with amplitude 1 around $x=t$

Ex: See 1.2 #24

A ball is dropped from the top of a 400ft bldg

(a) How long does it take to reach the ground?

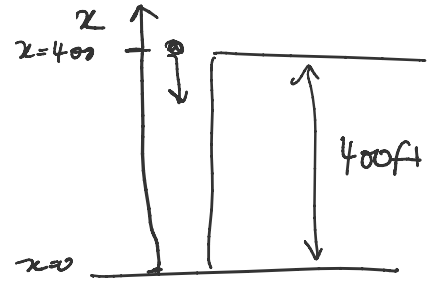
(b) With what speed does it strike the ground?

acceleration $a = g = -32 \text{ ft/s}^2$

($g = -9.8 \text{ m/s}^2$)

$v_0 = 0$ (dropped from rest)

$x_0 = 400$



IVP:
$$\begin{cases} x'' = -32 \\ x'(0) = 0 \end{cases} \quad x(0) = 400$$

1. Integrate twice

$$\int x'' dt = \int -32 dt$$

$$v = x' = -32t + C_1 \quad \text{velocity}$$

$$\int x' dt = \int -32t + C_1 dt$$

$$x(t) = -\frac{32t^2}{2} + C_1 t + C_2 \quad \text{general solution}$$

2. Satisfy the initial conditions

$$x'(0) = 0 = [-32t + C_1] \Big|_{t=0} = \boxed{C_1 = 0}$$

$$x'(0) = 0 = \left[-32t + c_1 \right] \Big|_{t=0} = c_1$$

$$x(0) = 400 = \left[-16t^2 + c_1 t + c_2 \right] \Big|_{t=0} = c_2 = 400$$

particular solution

$$x(t) = -16t^2 + 400$$

(a) How long until the ball hits the ground?
find t so that $x(t) = 0$

$$x(t) = -16t^2 + 400 = 0$$

$$400 = 16t^2$$

$$25 = t^2$$

$$t = 5 \text{ s}$$

(b) With what speed does the ball strike the ground?
find v at $t=5$

$$v(t) = -32t$$

$$v = \left[-32t \right] \Big|_{t=5} = -160 \text{ ft/s}$$

So far we have studied

Type	Eqn	Solution methods
1st order linear (only x terms on RHS)	$\frac{dy}{dx} = f(x)$	direct integration $y(x) = \int f(x) dx + C$
2nd order linear	$\frac{d^2y}{dx^2} = f(x)$	integrate twice

2nd order
linear
(only x terms RHS)

$$\frac{d^2y}{dx^2} = f(x)$$

twice
