Math 380 – Introduction to Mathematical Modeling

Course Description from Bulletin: This course provides an introduction to problem-driven (as opposed to method-driven) applications of mathematics with a focus on design and analysis of models using tools from all parts of mathematics. (3-0-3) (C)

Enrollment: Required for AM and Elective for other majors.

Textbook(s): Giordano, Fox, Horton, *A First Course in Mathematical Modeling, 5th edition*, Cengage, 2013.

Other required material: Use of computational software such as MATLAB or Mathematica, both widely available on campus.

Prerequisites: CS 104 or 105 or 115, MATH 251, MATH 252 (concurrent), MATH 332 (concurrent)

Objectives:

- 1. Students will develop an understanding of applied mathematics as a thought-process and a toolbox for the study of real-world phenomena from engineering, natural and social sciences.
- 2. Students will learn concepts and tools from different parts of mathematics continuous, discrete, and probabilistic as they are applied to build and refine models for various applications.
- 3. Students will study how to compare the modeling results to observations and how models can be improved.
- 4. Students will do an 8–10 week long project where they apply the modeling process to analyze an open ended real-life problem, with a deliverable of a project report and programming implementation.
- **5.** Students will develop good habits for understanding, communicating, and writing mathematical knowledge through classroom participation, homework, and projects.

Lecture schedule: 3 50 minute (or 2 75 minute) lectures per week

Course Outline: Hours

- 1. Discrete change in financial and biological population systems Difference equations and discrete dynamical systems, solutions and stability 5
 - 2. Physical models Proportionality and geometric similarity 3
- 3. Model fitting Errors, Chebyshev criterion, least squares criterion, linear regression, and data transformation 5
- 4. Discrete optimization models Linear optimization, geometric and algebraic solutions, integer programs and combinatorial optimization, binary decisions 3
- 5. Network models Graphs and networks, network flows, assignment problems, graph coloring, vertex covers, local search algorithms 5
- 6. Discrete probabilistic models Finite discrete time Markov chains and stationary distribution, component and system reliability 2
 - 7. Simulation Modeling Monte Carlo algorithms, random point generation,

queuing models 3	
8. Population models – Ordinary differential equations, equilibria, phase	
diagrams and solutions fields 4	
9. Competing species and predator-prey models – Dynamical systems, Euler's	
method, solving linear dynamical systems	5
10. Continuous optimization models – Multivariable optimization, gradient	
method, Lagrange multipliers, Newton's method 3	
11. Special topics – e.g., complex network models, game theoretic models	3

Assessment:	Homework	15-25%
	Semester Project	20-30%
	Mid-Term Exams	20-30%
	Final Exam	20-30%

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