

# Mathematical Modeling

## A tutorial

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Network Theory and Computer Modeling in the Study of Religion  
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# A note on myself

June 1997: two exams on the same day

- János Kertész: Computer simulations (physics major)
- József Schweitzer: Jewish liturgy (Hebrew major)

*Anything common in these two topics?*

HOPEFULLY...

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- Analysis of DNA sequences using text analysis methods (physics major, supervisor: Tamás Vicsek)
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*From physics to linguistics: was it a big step?*

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# Let us create a calculating machine

The machine has to be able to sum up (two) numbers.

*Input:* Tamás Biró  
*Output:* István Czachesz  
*Programmer:* Luther Martin  
*Processing units:* everybody else

Only rule type allowed for each processing unit:

*if* you hear  $X_1$  [and  $X_2$  [and  $X_3 \dots$ ] ],  
*then* say  $Y_1$  to  $Z_1$  [and say  $Y_2$  to  $Z_2$  [and  $Y_3$  to  $Z_3$  [...]] ]

*20 minutes for the project!*



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# What have we learned?

- Computation  $\neq$  computers!
- Seemingly intelligent processes can be automated.
- Computational resources: memory (# of processing units) and time.
- Human resources: the time to create the program.
- Need to precisely define everything. Bugs and debugging.
- Continuous time vs. discrete time ticks.
- ...

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# David Marr: Three levels of analysis

1. **Computational level:** What does the system do? What is the function (i.e., mapping input onto output) performed by the system?  
E.g., summation; face recognition; ritual performance.
2. **Algorithmic/representational level:** How is it performed?  
Representations, and manipulations of those representation.  
E.g., summation digit-by-digit.
3. **Implementational/physical level:** How is this algorithm physically realized?  
E.g., in silico; wetware; workshop participants.

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# Methodologies in physics

- A. Experimental physics: data collection  
(exploratory research vs. hypothesis testing)
  
- B. Theoretical physics: mathematics for modeling the world/nature
  - + [Thought experiments]
  
  - + Computer simulations (e.g., Kertész and Vicsek)

*Analogy in other disciplines?*

# “Complicatedness” of theories

0. **Thought experiments:** handled mentally.
1. **Mathematical models:** handled analytically.
2. **Computer simulations:** can be more complex than mathematically tractable models, but simpler than real life.

*Are we happy with*

- *Level of abstraction?*
- *Simplifications?*

3. **Experiments:** complexities of real life controlled.
4. **Observations:** complexities of real life at their best.



# Numerical solution vs. analytic solution

$$1 + 2 + 3 + \dots + 98 + 99 + 100 = ?$$

- Numerical solution:** go and compute it with sheer force.  
 For more complex problems: often an approximate solution, only.
- Analytic solution:** clever math provides a closed formula.  
 Exact solution with pencil and paper  
 → on the condition that an analytic solution exists!

$$1 + 2 + \dots + 99 + 100 = \frac{100 \times (100 + 1)}{2} = 50 \times 101 = 5050$$

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# Issues with computer simulations

- Helps you better understand your theory/hypothesis.
- Forces you to formulate details of theory/hypothesis precisely.
- Faster. Can also be applied to past/remote/unreal conditions. Etc.
- Level of optimal abstractions:
  - If too simple: no connection to reality? *What do the results tell us?*
  - If too complex, too many parameters: easy to tweak the model. *What do the results tell us?*

→ Possible answer:

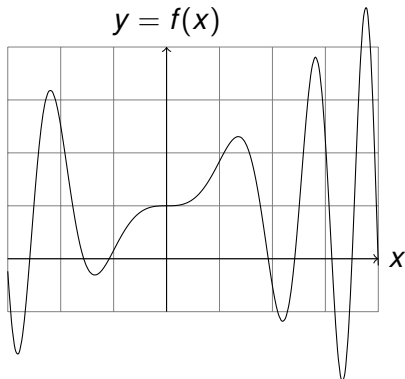
- Understand the behavior of the model as a function of its parameters.
- Seek results that are not too dependent on parameter setting.

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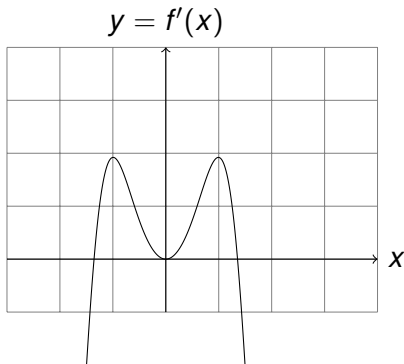
# Derivatives

[https://en.wikipedia.org/wiki/Derivative#/media/File:Tangent\\_function\\_animation.gif](https://en.wikipedia.org/wiki/Derivative#/media/File:Tangent_function_animation.gif)  
 Tangent\_function\_animation.gif



$$f(x) = x \sin(x^2) + 1$$

$$\Rightarrow f'(x) = \sin(x^2) + 2x^2 \cos(x^2)$$



# Derivatives

$f(x)$	$f'(x)$
$c$	$0$
$x$	$1$
$x^2$	$2x$
$x^3$	$3x^2$
$c \cdot f(x)$	$c \cdot f'(x)$
$f(x) + g(x)$	$f'(x) + g'(x)$
$e^x$	$e^x$
$\sin(x)$	$\cos(x)$
$\cos(x)$	$-\sin(x)$
$\dots$	$\dots$

# Differential equations

What is  $f(x)$ , if

$$f'(x) = 2x$$

Solution:

$$f(x) = x^2$$

$$f(x) = x^2 + c$$

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$$f(x) = c_1 \cdot \sin(x) + c_2 \cdot \cos(x)$$

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# Numerical solutions for differential equations

What is  $f(x)$ , if

$$f''(x) + x \cdot f'(x) - 2 \cdot x^2 \cdot f(x) + \cos(x^3) - 15 = 0$$

Solution:

Use computers to solve this problem.

Numerical solutions: e.g., using step-by-step approximations.

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# Population dynamics

$y(t)$ : size of the population at time  $t$ .

$\Delta y(t) = y(t+1) - y(t)$ : population growth at time  $t$ .

Suppose that population growth is equal to population size:

$$\begin{aligned}y(t+1) - y(t) &= y(t) \\y(t+1) &= 2y(t)\end{aligned}$$

Then:  $y(1) = 2y(0)$ ,  $y(2) = 2y(1) = 4y(0)$ ,  
 $y(3) = 2y(2) = 8y(0), \dots, y(t) = 2^t y(0)$ .

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$$y(t+1) - y(t) = y(t)$$

$$\Delta y(t) = y(t)$$

$$\frac{dy}{dt} = y'(t) = y(t)$$

And so:  $y(t) = e^t$ .

# Dynamic system

$1, 2, \dots, n$ : the components of the dynamics system.

$y_1(t), y_2(t), \dots, y_n(t)$ :

“value” of each component in the dynamics system at time  $t$ .

The equations defining the dynamic system (**discrete time!**):

$$y_1(t+1) = \dots y_1(t) + \dots y_2(t) + \dots y_n(t) + \dots t + \dots$$

$$y_2(t+1) = \dots y_1(t) + \dots y_2(t) + \dots y_n(t) + \dots t + \dots$$

...

$$y_n(t+1) = \dots y_1(t) + \dots y_2(t) + \dots y_n(t) + \dots t + \dots$$

So what functions are  $y_1(t), y_2(t), \dots, y_n(t)$ ?

Solve those differential equations either numerically, or analytically.

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The equations defining the dynamic system (**continuous time!**):

$$y_1'(t) = \dots y_1(t) + \dots y_2(t) + \dots y_n(t) + \dots t + \dots$$

$$y_2'(t) = \dots y_1(t) + \dots y_2(t) + \dots y_n(t) + \dots t + \dots$$

...

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*Anyway...*

*Thank you for your attention!*

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Tools for Optimality Theory

<http://www.birot.hu/OTKit/>

Work supported by:

