

Growth and Decay

- Notes:
1. While Q or $Q(t)$ is used in general description or formula, other mnemonics may be used, such as N)umber, P)opulation, M)ass, T)emperature, V)olume etc.
 2. Even $Q(t)$ is discrete in real life, it is taken as continuous real number in calculation, which is a good approximation when $Q(t)$ is large.
 3. The parameter is always t (time). Differentiation and Integration are with reference to t .

The Basics: Rate of change $\frac{dQ}{dt} \propto Q \Rightarrow \frac{dQ}{dt} = kQ$. (The measurement of k is s^{-1} (per second))

When $k > 0$, it is an exponential growth; when $k < 0$, it is an exponential decay. (No change when $k = 0$.)

(In some text, $k > 0$ is assumed, so a decay is indicated as $\frac{dQ}{dt} = -kQ$.)

The Function: If $\frac{dQ}{dt} = kQ$ then $Q(t) = Q_0 e^{kt}$, where $Q_0 = Q(0)$ or $Q(t) = A e^{kt}$, where $A = Q(0)$

$$\frac{dQ}{dt} = kQ$$

$$\frac{1}{Q} dQ = k dt$$

$$\int_{Q_0}^Q \frac{1}{Q} dQ = \int_0^t k dt$$

$$\left[\ln Q \right]_{Q_0}^Q = kt \quad (\text{Yes, } kt \text{ is "unitless" — } s \cdot s^{-1})$$

$$\ln \frac{Q}{Q_0} = kt$$

$$\frac{Q}{Q_0} = e^{kt}$$

$$Q = Q_0 e^{kt}$$

If $Q(t) = Q_0 e^{kt}$ then $\frac{dQ}{dt} = kQ$

$$\frac{dQ}{dt} = \frac{d}{dt} (Q_0 e^{kt}) = k Q_0 e^{kt} = kQ$$

Half Life of Decay: $t_{\frac{1}{2}} = \frac{1}{k} \ln \frac{1}{2} = -\frac{\ln 2}{k}$ (Note: $k < 0$ in order to make $t_{\frac{1}{2}} > 0$.)

$$\text{When } Q = \frac{Q_0}{2}, \quad Q_0 e^{kt} = \frac{Q_0}{2},$$

$$e^{kt} = \frac{1}{2}$$

$$kt = \ln \frac{1}{2}$$

$$t = \frac{1}{k} \ln \frac{1}{2}$$

Generally, when $Q = r Q_0$, $t_r = \frac{\ln r}{k}$. e.g. Population triple every 20 seconds: $20 = \frac{\ln 3}{k}$ or $k = \frac{\ln 3}{20}$.

Another example: in microorganism splits, $r = 2$ and the time between consecutive splits is $t_2 = \frac{\ln 2}{k}$.

Further ... The case of growth rate being directly proportional to the *entire* population is a special one. In real life, there may be a saturation point, where the growth or decay approaches zero.

Let the population be N and the *saturation* point be P . When $N \rightarrow P$, the rate of change $\frac{dN}{dt} \rightarrow 0$.

$$\frac{dN}{dt} \propto N - P \Rightarrow \frac{dN}{dt} = k(N - P)$$

$$\text{Let } M = N - P, \text{ then } \frac{dM}{dt} = \frac{dN}{dt} = k(N - P) = kM$$

$$\text{So } M = M_0 e^{kt}, \quad N - P = (N_0 - P) e^{kt}, \quad \boxed{N = P + A e^{kt}, \quad \text{where } A = N_0 - P}$$

Physically, the formula means that there is a part of the population being idle (as represented by P), and the growth or decay is based on the rest of the population only ($A = N_0 - P$).

Convergent: When $k < 0$, e^{kt} is getting smaller and approaches zero when $t \rightarrow +\infty$, so $N \rightarrow P$.

If $A < 0$, $N_0 < P$ and the population is initially less than P then grows towards P .

If $A > 0$, $N_0 > P$ and the population is initially more than P then decays towards P .

Divergent: When $k > 0$, e^{kt} is getting larger and approaches infinity when $t \rightarrow +\infty$.

If $A < 0$, $N_0 < P$ and the population is initially less than P then decays away from P towards $-\infty$.

If $A > 0$, $N_0 > P$ and the population is initially more than P then grows away from P towards $+\infty$.

Derived Use: When a problem is in the form of $\frac{dN}{dt}$ proportional to $N \pm C$ (a constant), the same can apply.

e.g. For a falling object in air, $\frac{dv}{dt} = g - kv$, $\frac{dv}{dt} = -k\left(v - \frac{g}{k}\right)$, one can derived that

$$v = \frac{g}{k} + \left(v_0 - \frac{g}{k}\right) e^{-kt}. \quad \text{If the object was initially at rest, } v_0 = 0 \text{ and } v = \frac{g}{k} (1 - e^{-kt}).$$

Newton's Law of Cooling

A system hotter than its surrounding will lose heat and gradually cool down towards an equilibrium temperature, which is assumed to be the surrounding temperature T_s . So it is a case of convergence ($k < 0$) with initial temperature higher than the surrounding ($T_0 > T_s$ or $A > 0$).

$$\frac{dT}{dt} = k(T - T_s), \quad \boxed{T = T_s + A e^{kt}, \quad \text{where } k < 0 \text{ and } A = T_0 - T_s > 0.}$$

If the surrounding matter has a limited heat capacity (e.g. in a heat isolated tank), its temperature will follow the same transformation, with the same T_s and k , but a different T_0 and therefore different A (where $A < 0$ as the surrounding is heating up towards T_s).

(The above discussion can apply to a cooler system in a hotter room, with the sign of A negated.)

Brine: Given a volume V of solution containing quantity Q of a certain substance, every unit of time v unit of solution with q of substance was let in, fully mixed, then let out, find $Q(t)$.

Every unit of time, the system is gaining q but losing $Q \cdot \frac{v}{V}$, so $\frac{dQ}{dt} = q - kQ$, where $k = \frac{v}{V}$.

$$\frac{dQ}{dt} = -k\left(Q - \frac{q}{k}\right), \quad Q = \frac{q}{k} + A e^{-kt}, \quad \text{where } A = Q_0 - \frac{q}{k} \quad \text{and} \quad k = \frac{v}{V}$$

$$Q = \frac{qV}{v} + \left(Q_0 - \frac{qV}{v}\right) e^{-\frac{vt}{V}} = V \left[\frac{q}{v} + \left(\frac{Q_0}{V} - \frac{q}{v}\right) e^{-kt} \right] = V [\rho + (\rho_0 - \rho) e^{-kt}]$$

$$\boxed{Q = V [\rho + (\rho_0 - \rho) e^{-kt}]}$$

where ρ_0 is the initial concentration, ρ is that of the "refreshment", and k is the "refreshment" ratio. The function always converges, becoming more concentrated if $\rho_0 < \rho$, i.e. $A < 0$.

Generally,
$$\boxed{Q = \frac{q}{k} + \left(Q_0 - \frac{q}{k}\right) e^{-kt}}$$

if there are q "new borns" every unit of time, and k is the "death rate" ($0 < k < 1$).