

Let's assume Rudolph's nose is the same size as a tennis ball.

Then his nose has volume  $\frac{0.033^3 \times 4\pi}{3} \approx 1.51 \times 10^{-7} \text{ m}^3 = 0.151 \text{ L} \approx 150 \text{ ml}$ .

So in order to glow, we need  $1.5 \times 10^{13}$  molecules in his nose.

Since  $X$  halves every 10 minutes,  $X$  decreases by a factor of 1.0718 per minute.

Suppose we have  $Y$  bacterial cells.

As  $Y$  doubles every half an hour,  $Y$  increases by a factor of  $\sqrt[2]{2} \approx 1.0234$  per minute.

$X$  also increases by  $Y$  per minute as molecules are released.

Hence we find that:

$$\frac{dY}{dT} = 1.0234 Y \quad (i)$$

$$\frac{dX}{dT} = \frac{X}{1.0718} + Y \quad (ii)$$

To solve (i), suppose  $Y = Ae^{\lambda T}$ .

$$\Rightarrow \lambda Ae^{\lambda T} = 1.0234 e^{\lambda T}$$

$$\Rightarrow \lambda = 1.0234 \quad (\text{auxiliary equation})$$

$$\Rightarrow Y = Ae^{1.0234T} \quad (\text{general solution})$$

$$\Rightarrow Y = e^{1.0234T} \quad (\text{particular solution as } Y=1 \text{ at } T=0)$$

$$\Rightarrow \frac{dX}{dT} = \frac{X}{1.0718} + e^{1.0234T} \quad (\text{from (ii)})$$

To solve this, first consider  $\frac{dX}{dT} = \frac{X}{1.0718}$ .

$$\text{Trying } X = Ae^{\lambda T}$$

$$\lambda Ae^{\lambda T} = \frac{Ae^{\lambda T}}{1.0718}$$

$$\Rightarrow \lambda = 0.933$$

$$\Rightarrow X = Ae^{0.933T}, \quad A=1 \text{ as } X=1 \text{ at } T=0$$

$$\Rightarrow X = e^{0.933T} \quad (\text{complementary function})$$

Let's now consider  $\frac{dX}{dT} = e^{1.0234T}$ .

Integrating both sides:

$$X = 0.977 e^{1.0234T} + C, \quad C=0 \text{ as } X=1 \text{ at } T=0$$

$$\Rightarrow X = 0.977 e^{1.0234T} \quad (\text{particular solution})$$

Thus our general solution is:

$$X = e^{0.933T} + 0.977 e^{1.0234T}$$

(which from (i) & (ii) is strictly increasing)

After 24 hours,  $T = 6 \times 24 = 144$ .

Therefore  $X = 9.81 \times 10^{63}$  after 24 hours.

$9.81 \times 10^{63} > 1.5 \times 10^{13}$ , so we have enough molecules.

Therefore Rudolph's nose will glow in time!