

Appendix A3. Partial Differential Equations

The wave equation

The following entries show how Maple can be used to plot approximations to solutions of the wave equation on a finite domain: A string of length L with ends clamped at $x = 0$ and $x = L$. Let $u(x, t)$ denote the vertical displacement of the string at point x at time t . For small vibrations u satisfies the wave equation

$$u_{t,t} = c^2 u_{x,x}.$$

The letter c denotes a positive constant determined by the characteristics of the string. Separation of variables leads to solutions of the following form

$$U_N(x, t) = \sum_{n=1}^N \left(A_n \cos\left(\frac{c n \pi t}{L}\right) + B_n \sin\left(\frac{c n \pi t}{L}\right) \right) \sin\left(\frac{n \pi x}{L}\right), N \text{ a positive integer.}$$

See Ledger, Chapter 8, Section 3.

Set the string into motion

The string is set into motion at $t = 0$ by giving it an initial shape $f(x)$ and an initial velocity distribution, $g(x)$. Thus the coefficients A_n and B_n should be chosen so that the function

$$U_N(x, 0) = \sum_{n=1}^N A_n \sin\left(\frac{n \pi x}{L}\right)$$

approximates $f(x)$ on $[0, L]$ and the function

$$\left. \left(\frac{\partial}{\partial t} U_N(x, t) \right) \right|_{t=0} = \sum_{n=1}^N \frac{c n \pi B_n}{L} \sin\left(\frac{n \pi x}{L}\right)$$

approximates $g(x)$. Consequently, A_n is the Fourier sine series coefficient for $f(x)$ and $\frac{c n \pi B_n}{L}$ is the Fourier sine series coefficient for $g(x)$.

The following entries define the functions f and g , calculate A_n and B_n , then create various solution curves. We assume that $L = 1$, $c = 1$ and the string is initially stretched "tent like" over the x axis with the shape

$$f(x) = \text{piecewise}(x < 0.5, 0.2 x, 0.2 (1 - x))$$

Set it into motion with a finger flick at a point one quarter of the way from the left endpoint

$$g(t) = 0.1 \delta(t - 0.25)$$

You may, of course, change these to fit any situation that you would like to explore.

```
> L := 1: c := 1:
  f := x -> piecewise(x < L/2, 2/5*x, 2/5*(L-x)):
  g := x -> 1/10*Dirac(x - L/4):
```

```

An := 2/L*int(f(x)*sin(n*Pi*x/L), x=0..L):
Bn := L/(c*n*Pi)*2/L*int(g(x)*sin(n*Pi*x/L), x=0..L):

```

The following entry simplifies the formulas for An and Bn, then displays them.

```

> C := [An,Bn] assuming n::integer: 'An'=C[1], 'Bn'=C[2];

```

$$An = -\frac{2 \left(-2 \sin\left(\frac{1}{2} n \pi\right) + \cos\left(\frac{1}{2} n \pi\right) n \pi \right)}{5 n^2 \pi^2} + \frac{2 \left(\cos\left(\frac{1}{2} n \pi\right) n \pi + 2 \sin\left(\frac{1}{2} n \pi\right) \right)}{5 n^2 \pi^2}, Bn = \frac{\sin\left(\frac{1}{4} n \pi\right)}{5 n \pi}$$

This is the definition of U as a function of N, x , and t .

```

> U := (N,x,t) -> sum((An*cos(c*n*Pi*t/L)+Bn*sin(c*n*Pi*t/L))*sin(n*Pi*x/L),
n=1..N);

```

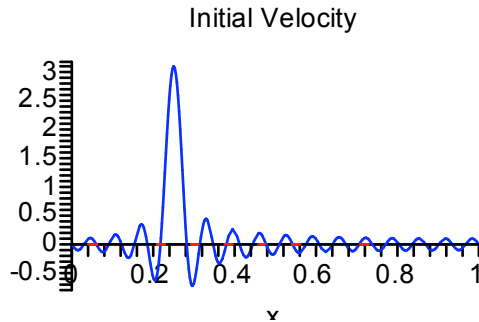
$$U := (N, x, t) \rightarrow \sum_{n=1}^N \left(An \cos\left(\frac{c n \pi t}{L}\right) + Bn \sin\left(\frac{c n \pi t}{L}\right) \right) \sin\left(\frac{n \pi x}{L}\right)$$

The first plot checks that the coefficients are correct for the velocity function g . (A check for the shape function f is made when we plot U at $t = 0$ below).

```

> plot( [g(x), sum(c*n*Pi*Bn/L*sin(n*Pi*x/L), n=1..30)], x=0..L,
color=[red,blue], title="Initial Velocity");

```



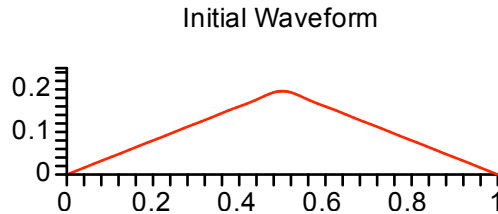
This curve is a typical approximation to a Dirac delta. The area under the curve is approximately $1/10$.

The plot of $U(20,x,0)$ shows that the An coefficients are also correct.

```

> plot( U(20,x,0), x=0..L, 0..0.25, ytickmarks=3,
title="Initial Waveform");

```

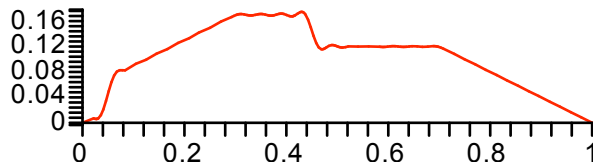


A snapshot of the waveform at $t = 0.2$:

```

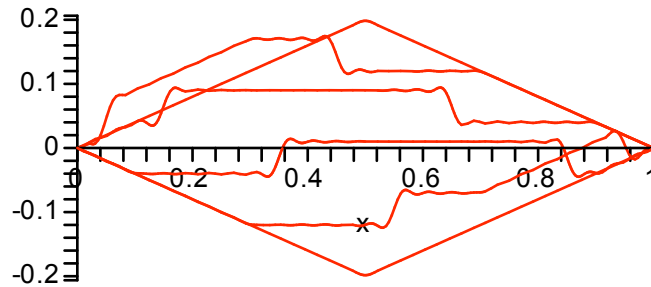
> plot( U(50,x,0.2), x=0..L, color=red);

```



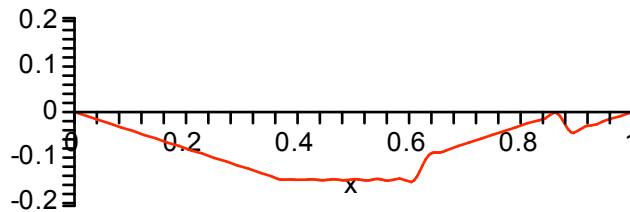
Five snapshots, one every 0.2 seconds:

```
> plot( [U(50,x,0.2*t)$t=0..5], x=0..L, color=red);
```



A movie (see the Help page for plots[animate]):

```
> plots[animate]( plot, [ U(50,x,t), x=0..L ], t=0..2, frames=40);
t = .87179
```



The waveform surface

```
> plot3d( U(50,x,t), x=0..L, t=0..2, axes=boxed, orientation=[-60,70],
lightmodel=light2 );
```

