Math 46: Applied Math: Homework 8

due Wed May 25

p.345-346: #6.

- #2. a. [Hint: get the general solution with y held const]
 - d. [If you're ever unsure you have the right solution, substitute back into the PDE to check it works!] e.
- #3. You'll need to think how to satisfy the BC and IC, check it does. [Hint: subtract something].
- #1. Note this is 1D equivalent of the heat spreading function you studied in 3D in the early dimensional analysis worksheet.
- A) Write the integral solution of the 1D heat equation with the IC $f(x) = \sin \mu x$ for a constant 'wavenumber' μ , and change variable to show that $u(x,t) = T(t)\sin \mu x$, where T(t) is some nasty integral (make sure it's independent of x). Thus f(x) is an eigenfunction of the integral operator; this reminds you of blurring (convolving) an image, which is exactly what the heat equation does! Finally compute this integral by a trick: stick the above form for u into the PDE to solve for T(t), as in separation of variables from Math 23.

p.365-367: #3.

- #5. Here you derive that the radial part of the laplace operator in 3D cylindrical (or 2D polar) coordinates is $\frac{1}{r} \frac{\partial}{\partial r} (r \frac{\partial}{\partial r})$
- #11. Note that z is the only dimensionless parameter you can make from x, k and t. The situation is sticking an initially uniform-temperature rod against a hot oven at constant temperature; also it gives the probability of having hit the left wall in a random walk (see 6.2.4 for random walk connection).
- #13. Cute that energy method can work for some non-linear PDEs too.
- p.371-374: #5. easy if you look up the radial part of the 3D Laplacian operator
 - #6. Adapt the method from 1D. In fact $-\Delta$ is a 'positive operator'. Note the λ values would be eigenvalues of the Laplacian.
- **p.381-382**: #3. b. Use the result from a, which states that the L given is self-adjoint when certain BCs are imposed. [Hint: see proof we did for Fredholm operators (or, even, symmetric matrices), and it should not be hard].