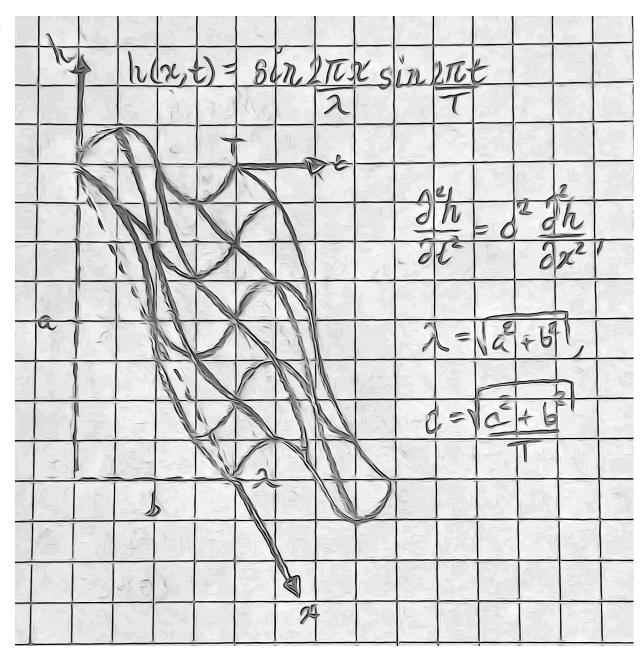
In [53]: from IPython.display import display, Math, Latex
import numpy as np
from sympy import \*

init\_printing()
display(Math(r'\text{1D Wave Equation },'))

1D Wave Equation,

$$\frac{\delta^2 h}{\delta t^2} = c^2 \frac{\delta^2 h}{\delta x^2}$$

Out[54]:



```
In [55]: a, b, x, t, T = symbols('a b x t T')
    px, py, pt = symbols('k_x k_y p_t') # 1, 2, np.sqrt(5)
    h, u, v = symbols('h u v', cls=Function)

L = Function("\lambda")(a,b)
    c = Function("c")(a,b,T)
    h = Function("h")(x, t) # f is a function of x and y

L = sqrt(a**2 + b**2)
    c = sqrt(a**2 + b**2)/T
    h = sin(2*pi/L*x)*sin(2*pi/T*t)
```

```
In [56]: # display h
          display(h)
          \sin\left(\frac{2\pi t}{T}\right)\sin\left(\frac{2\pi x}{\sqrt{a^2+b^2}}\right)
In [59]: # check solution -- should be 0
          import sympy
          hxx = sympy.diff(sympy.diff(h, x),x)
          htt = sympy.diff(sympy.diff(h, t),t)
          # wave equation 1d
          htt -c**2*hxx
Out[59]: ()
In [60]: import numpy as np
          import matplotlib.pyplot as plt
          from mpl toolkits import mplot3d
          %matplotlib inline
In [82]: | figure_a, figure b = 8, 4
          wave_length = np.sqrt(figure_a**2 + figure b**2)
          period = 4
          wave speed =wave length**2/period
          N = 20
          x = np.linspace(0, wave length, N)
          t = np.linspace(0, period + 1, N)
          \#x = np.linspace(0, wave length, N)
          #t = np.linspace(0, wave length, N)
          def height(x, t):
              return np.sin(2*np.pi/wave length*x)*np.sin(2*np.pi/period*t)
          X, T = np.meshgrid(x, t)
          H = height(X, T)
```

```
In [98]: %matplotlib notebook
    fig = plt.figure()
    ax = plt.axes(projection='3d')
    ax.plot_wireframe(T, X, H, color='black', rcount=7, ccount = 7)
    ax.set_title('Wire Mesh')
    ax.set_autoscaley_on(False)
    ax.set_xlabel('t')
    ax.set_ylabel('x')
    ax.set_zlabel('h');
    ax.set_zlabel('h');
    ax.set_zlim3d(0, wave_length+1)
    ax.set_ylim3d(0,period+1)
    ax.set_zlim3d(-5,5)

plt.axis('off')
    ax.grid(False);
```

