

### 3.3 Separation of Variables (Cartesian Coords)

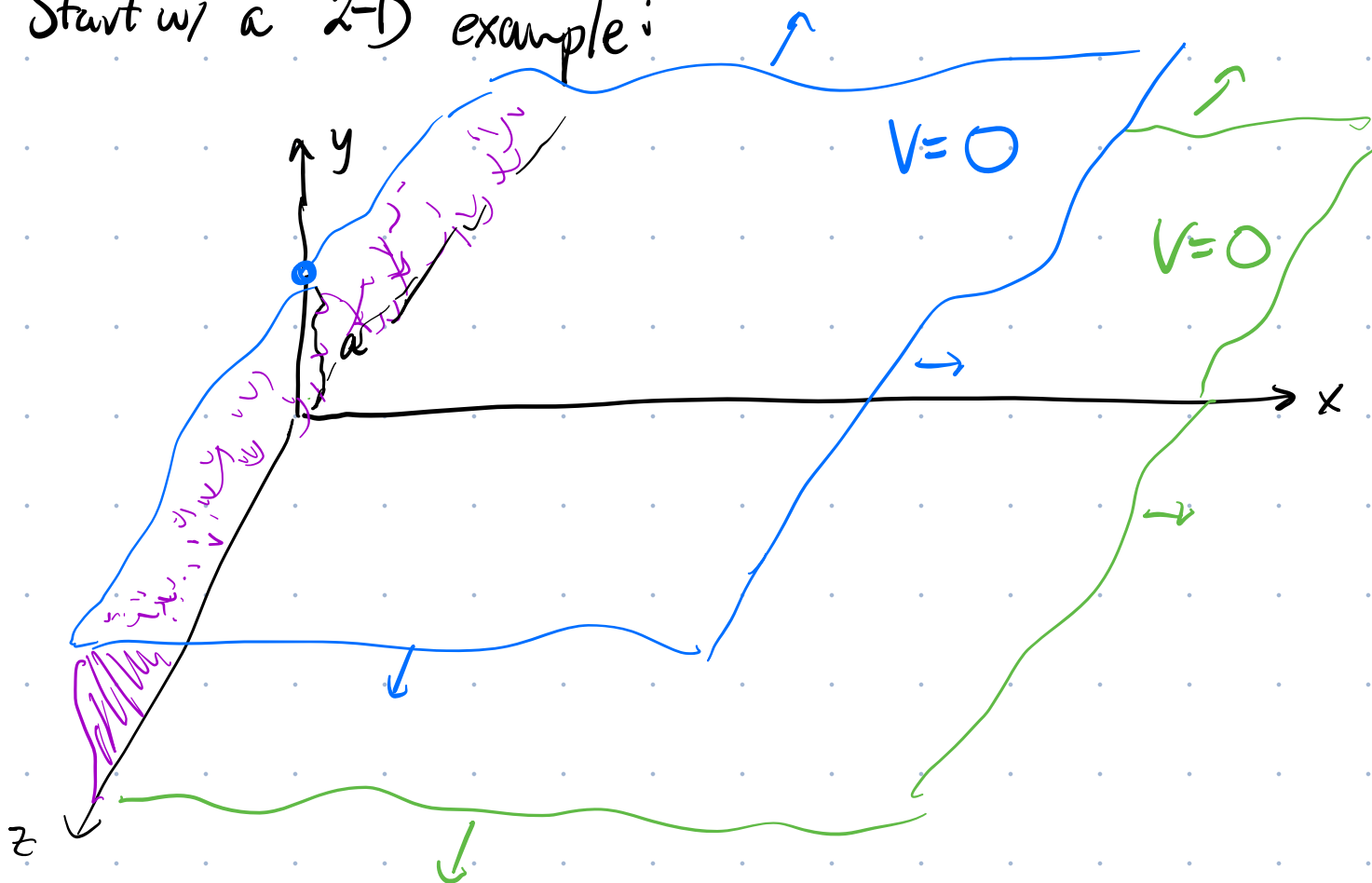
Attempt to solve the partial diff. eq'n

$$\nabla^2 V = \frac{\partial^2 V}{\partial x^2} + \frac{\partial^2 V}{\partial y^2} + \frac{\partial^2 V}{\partial z^2} \quad \text{directly}$$

assuming we can write

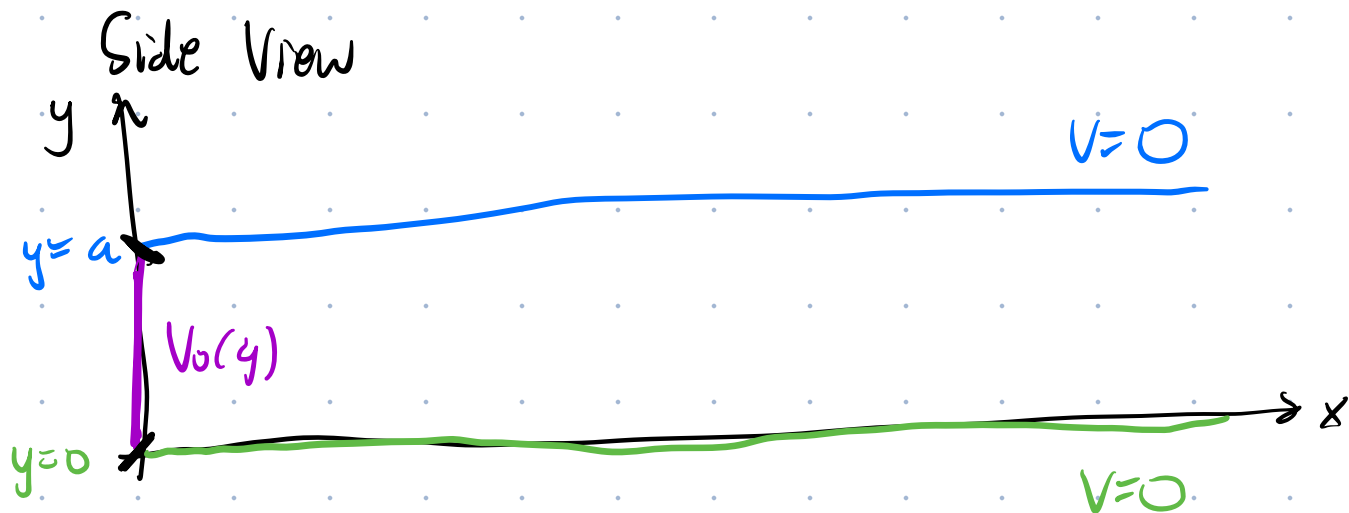
$$V(x, y, z) = X(x) Y(y) Z(z)$$

Start w/ a 2-D example:



There is a strip a long  $z$ -dir'n that is  
at a potential  $V = V_0(y)$

The strip extends from  $y=0$  to  $y=a$



boundary conditions:

- (i)  $V=0$  when  $y=0$
- (ii)  $V=0$  when  $y=a$
- (iii)  $V=0$  when  $x \rightarrow \infty$
- (iv)  $V=V_0(y)$  when  $x=0$

Last time, found that the sol'n below satisfies  
b.c.'s (i), (ii) & (iii)

$$V(x,y) = C' e^{-\frac{n\pi x}{a}} \sin\left(\frac{n\pi y}{a}\right)$$

This "sol'n" does not currently satisfy b.c. (iv)  
Still have to consider  $V(x=0) = V_0(y)$

However, any linear combination of  $e^{-kx} \sin ky$   
is also a sol'n to  $\nabla^2 V = 0$ .

Maybe we can construct

$$V(x, y) = \sum_{n=1}^{\infty} b_n e^{-kx} \sin ky$$

b.c.

Require:

$$V(0, y) = \sum_{n=1}^{\infty} b_n \sin ky = V_0(y)$$

Fourier series

Can select coefficients  $b_n$  s.t.  $V(0, y)$  matches  
any  $V_0(y)$ .

To go further, we need to specify form of  $V_0(y)$

Select  $V_0(y) = V_0$  (const).

Just like for Fourier series,  $b_n$  is found by evaluating

$$b_n = \frac{2}{a} \int_0^a \underbrace{V(0,y)}_{V_0} \sin\left(\frac{n\pi}{a}y\right) dy$$

$$= \frac{2V_0}{a} \int_0^a \sin\left(\frac{n\pi}{a}y\right) dy$$

$$= -\frac{2V_0}{a} \frac{a}{n\pi} \cos\left(\frac{n\pi}{a}y\right) \Big|_0^a$$

$$b_n = -\frac{2V_0}{n\pi} \left[ \underbrace{\cos(n\pi)}_{(-1)^n} - 1 \right]$$

$$b_n = -\frac{2V_0}{n\pi} \left[ (-1)^n - 1 \right]$$

$b_n = 0$  for  $n$  even

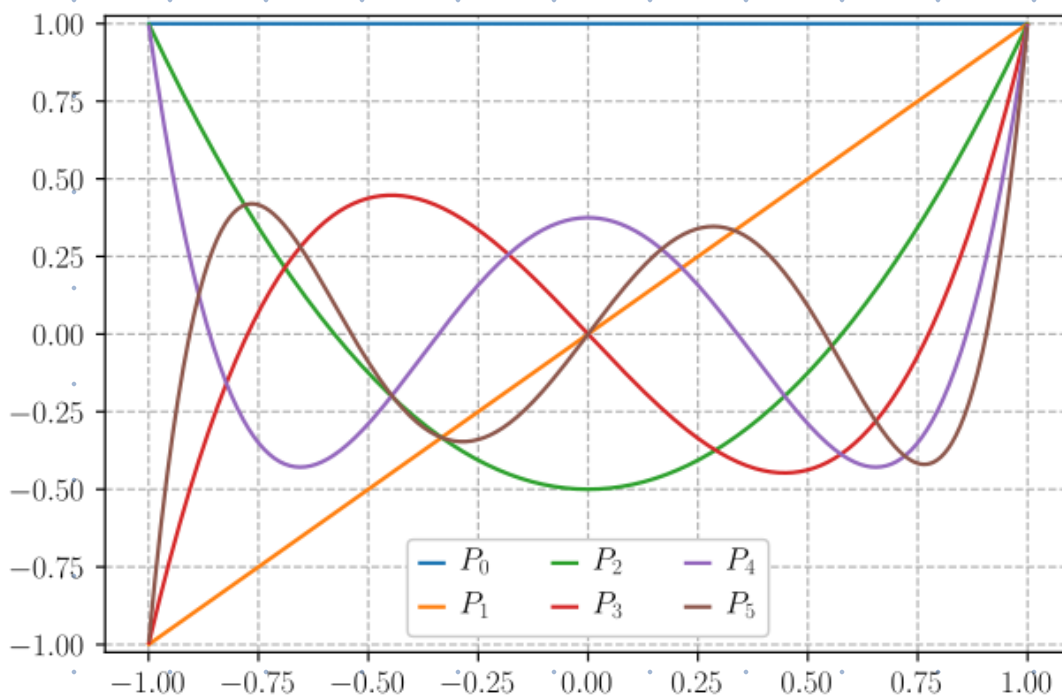
$$b_n = \frac{4V_0}{n\pi} \quad n \text{ odd}$$

The final sol'n for  $V(x,y)$  is:

$$V(x,y) = \sum_{\substack{n \text{ odd} \\ (1, 3, 5, 7, \dots)}}^{\infty} \frac{4V_0}{n\pi} e^{-\frac{n\pi x}{a}} \sin\left(\frac{n\pi y}{a}\right)$$

Legendre Polynomials  $P_l(x)$  will be interested in region  $-1 < x < 1$

$l$	$P_l(x)$	even/odd	$P_l(1)$	$P_l(-1)$
0	1	even	1	1
1	$x$	odd	1	-1
2	$\frac{1}{2}(3x^2 - 1)$	even	1	1
3	$\frac{1}{2}(5x^3 - 3x)$	odd	1	-1
4	$\frac{1}{8}(35x^4 - 30x^2 + 3)$	even	1	1
5	$\frac{1}{8}(63x^5 - 70x^3 + 15x)$	odd	1	-1
...	...	...	...	...



Legendre Polynomials arise as solutions to the following differential eq'n:

$$(1-x^2) \frac{d^2 y(x)}{dx^2} - 2x \frac{dy(x)}{dx} = -l(l+1)y(x) \quad \textcircled{\#}$$

where  $l = 0, 1, 2, \dots$  We're interested  $-1 < x < 1$

Seems arbitrary, but we will encounter  $\textcircled{\#}$  when solving  $\nabla^2 V = 0$  in spherical coords using separation of variables.

Consider  $l=0$  case of  $\textcircled{\#}$

$$(1-x^2) \frac{d^2 y}{dx^2} - 2x \frac{dy}{dx} = 0$$

$y=1$  is a sol'n

$$y = P_0(x) = 1$$

case  $l=1$

$$(1-x^2) \frac{d^2 y}{dx^2} - 2x \frac{dy}{dx} = -2y$$

$y=x$  is a sol'n

$$y = P_1(x) = x$$

case  $l=2$

$$(1-x^2) \frac{d^2y}{dx^2} - 2x \frac{dy}{dx} = -6y$$

Sol'n not obvious, try  $y = P_2(x) = \frac{1}{2}(3x^2 - 1)$

$$\frac{dy}{dx} = 3x \quad \frac{d^2y}{dx^2} = 3$$

$$3(1-x^2) - 2x(3x) = -6 \frac{1}{2}(3x^2 - 1)$$

$$\cancel{3} - \cancel{3x^2} - \cancel{6x^2} = -\cancel{9x^2} + \cancel{3} \quad \checkmark$$

$$y = P_2(x) = \frac{1}{2}(3x^2 - 1)$$

The Legendre Polynomials can be generated using the so-called Rodrigues Formula

$$P_l(x) = \frac{1}{2^l l!} \frac{d^{(l)}}{dx^{(l)}} (x^2 - 1)^l$$

$$P_0 = 1 \quad \checkmark$$

$$P_1 = \frac{1}{2} \frac{d}{dx} (x^2 - 1) = \frac{1}{2} 2x = x \quad \checkmark$$



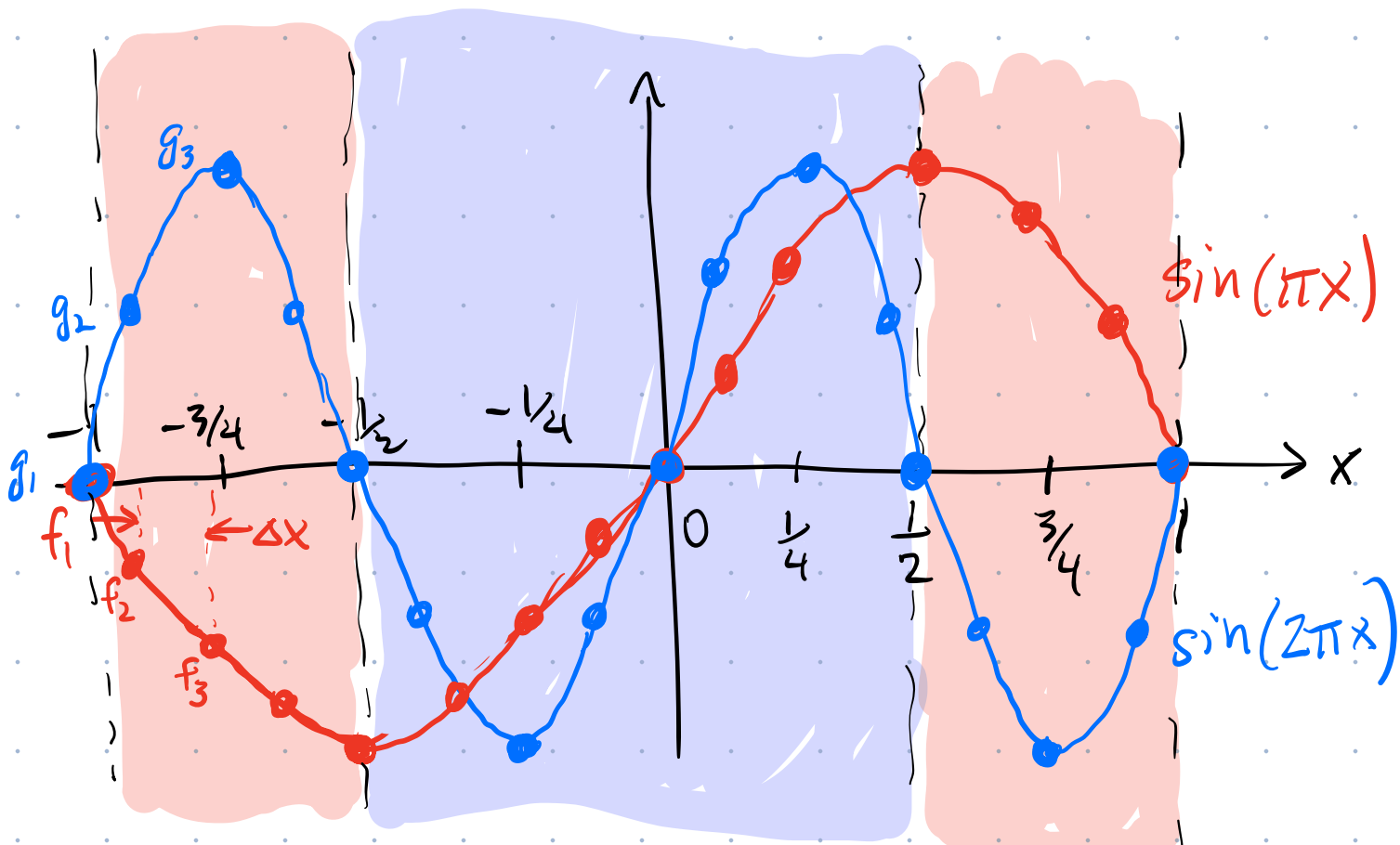
$$P_2 = \frac{1}{4 \cdot 2} \frac{d^2}{dx^2} (x^2 - 1)^2$$

$$= \frac{1}{8} \frac{d}{dx} \left[ 2(x^2 - 1)2x \right]$$

$$= \frac{1}{2} \frac{d}{dx} \left[ x^3 - x \right] = \frac{1}{2} \left[ 3x^2 - 1 \right] \checkmark$$

⋮

Aside: Let's consider  $\sin(\pi x)$  &  $\sin(2\pi x)$



$$\vec{f} = \begin{pmatrix} f_1 \\ f_2 \\ f_3 \\ \vdots \\ f_N \end{pmatrix}$$

$$\vec{g} = \begin{pmatrix} g_1 \\ g_2 \\ g_3 \\ \vdots \\ g_N \end{pmatrix}$$

$$\Delta x = \frac{b-a}{N}$$

$a < x < b$  domain  
 $N$ : no. of samples

Try to think about fens  $f(x)$  as vectors w/  
 components. Do this by sampling fens at evenly-  
 spaced interval  $\Delta x$ .

The components of the vectors are given by:

$$f_1 = f(x_1)$$

$$f_2 = f(x_2)$$

⋮

Want to construct something similar to a dot product, but for fns.

If have 3-D vectors  $\vec{v} = \begin{pmatrix} v_x \\ v_y \\ v_z \end{pmatrix}$   $\vec{u} = \begin{pmatrix} u_x \\ u_y \\ u_z \end{pmatrix}$

Then  $\vec{v} \cdot \vec{u} = (v_x \ v_y \ v_z) \begin{pmatrix} u_x \\ u_y \\ u_z \end{pmatrix} = \sum_{i=x,y,z} v_i u_i$

The analogous "inner product" for fns might be:

$$(f_1 \ f_2 \ f_3 \ \dots \ f_N) \begin{pmatrix} g_1 \\ g_2 \\ g_3 \\ \vdots \\ g_N \end{pmatrix} = \sum_{i=1}^N f_i g_i$$

$$\therefore \langle \vec{f}, \vec{g} \rangle = \sum_{i=1}^N f(x_i) g(x_i)$$

Problem w/ this definition of inner product is that as  $N$  increases, the value of the sum is not stable.

If this issue by multiplying by  $\Delta x = \frac{b-a}{N}$

$$\langle \vec{f}, \vec{g} \rangle = \sum_{i=1}^N f(x_i) g(x_i) \Delta x$$

In limit  $\Delta x \rightarrow 0$

$$\langle \vec{f}, \vec{g} \rangle = \int_a^b f(x) g(x) dx$$

If  $f(x)$  &  $g(x)$  are similar, find  $\langle \vec{f}, \vec{g} \rangle$  large.  
If " " " " very diff. " " small.

For  $f = \sin(\pi x)$  &  $g = \sin(2\pi x)$

$\langle f, g \rangle = 0 \Rightarrow f(x)$  &  $g(x)$  are orthogonal.

Check

$$\langle f(x), g(x) \rangle = \int_{-1}^1 \underbrace{\sin(m\pi x)}_{f(x)} \underbrace{\sin(n\pi x)}_{g(x)} dx = 0$$

$n, m$  integers

$m \neq n$ .

$\forall n, m$

with  $n \neq m$

$\therefore \sin(n\pi x)$  defines a set of orthogonal fns.

Consider 3-D vector space. A set of orthogonal vectors in that space are

$\hat{x}, \hat{y}, \hat{z}$ . It is possible to construct any vector  $\vec{v}$  in that space in terms of components along  $\hat{x}, \hat{y}, \hat{z}$ .

$$\begin{aligned}\vec{v} &= v_x \hat{x} + v_y \hat{y} + v_z \hat{z} \\ &= \underbrace{(\vec{v} \cdot \hat{x})}_{v_x} \hat{x} + (\vec{v} \cdot \hat{y}) \hat{y} + (\vec{v} \cdot \hat{z}) \hat{z}\end{aligned}$$

In a similar way, we can write any fun  $f(x)$  in terms of "components" aligned w/ the orthogonal basis fens  $\sin(n\pi x)$

$$\begin{aligned}f(x) &= \langle f(x), \sin \pi x \rangle \sin \pi x \\ &+ \langle f(x), \sin 2\pi x \rangle \sin 2\pi x \\ &+ \langle f(x), \sin 3\pi x \rangle \sin 3\pi x \\ &+ \dots\end{aligned}$$

$$\text{call } b_n = \langle f(x), \sin n\pi x \rangle$$

$$b_n = \int_{-1}^1 f(x) \sin n\pi x \, dx$$

$$f(x) = \sum_{n=1}^{\infty} b_n \sin n\pi x$$

Legendre Polynomials are another set of orthogonal fns.

$$f(x) = \underbrace{\langle f(x), P_0(x) \rangle}_{C_0} P_0(x) + \underbrace{\langle f(x), P_1(x) \rangle}_{C_1} P_1(x) + \dots + \underbrace{\langle f(x), P_l(x) \rangle}_{C_l} P_l(x)$$

$$f(x) = \sum_{l=0}^{\infty} C_l P_l(x)$$

$$\text{where } C_l = \int_{-1}^1 f(x) P_l(x) dx$$