

## Übungsaufgaben zur VU Computermathematik Serie 6

Einige plot-Befehle und einige weitere Befehle (z.B. `coeff`, `degree`, `piecewise`) wurden in der VO noch nicht genauer besprochen. Dafür werden jeweils Hinweise gegeben. Konsultieren Sie für genauere Details die Maple-Hilfe.

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### Exercise 6.1. Parametric plots.

- a) The *Möbius strip* is a two-dimensional manifold in  $\mathbb{R}^3$  which is not orientable. A parametric representation is given by the coordinate functions

$$\begin{aligned}x(\varphi, t) &= \cos \varphi (r + t \cos(\varphi/2)) \\y(\varphi, t) &= \sin \varphi (r + t \cos(\varphi/2)) \quad (\varphi \in [0, 2\pi], t \in [-r, r]) \\z(\varphi, t) &= t \sin(\varphi/2)\end{aligned}$$

Here,  $2r$  is the width of the strip (for a given numerical value  $r > 0$ ).

Use `plot3d` and play with plot parameters in order to produce a nice plot:

```
plot3d([x(phi),t],y(phi,t),z(phi,t)],phi=0..2*Pi,t=-r..r,...);
```

- b) Given a curve in the plane in parametric form, e.g., the *Archimedian spiral*

$$\begin{aligned}x(\varphi) &= \varphi \cos \varphi \\y(\varphi) &= \varphi \sin \varphi\end{aligned} \quad (\varphi \geq 0)$$

you may expect that this can be plotted in analogy to a) using `plot` in the form

```
plot([x(phi),y(phi)],phi=0..phimax,...);
```

(with a chosen value for `phimax`). Try out – what happens? Consult the help page for `plot` to check how to realize such a two-dimensional *parametric plot*. Play with plot parameters in order to produce a nice plot of the spiral and of some other curve of your choice.

*Hint:* Note that you also can manipulate a plot interactively in various ways using the right mouse button or using the context menu shown on top when you click into the plot window.

### Exercise 6.2. Manipulating polynomials. Complex arithmetic and harmonic polynomials.

- a) Design a function `polcoe(p,z)` which expects a polynomial expression

$$c_0 + c_1 z + c_2 z^2 + \dots c_n z^n$$

in the variable `z` as arguments and returns the list of coefficients  $[c_0, c_1, \dots, c_n]$ .

*Hint:* Use `degree` and `coeff`.

- b) Design a function for the reverse operation.

- c) Choose an arbitrary polynomial  $p(z)$  with real or complex coefficients, e.g.  $p(z) = (3 + i)z^3 - iz^2 + 5z - 1 - i$ . Then, using

```
x,y:='x','y': assume(x,real): assume(y,real):
```

declare the variables `x,y` to represent *real* values. Now evaluate `p(x+I*y)` using `evalc`, and extract real and imaginary parts using `Re` and `Im`. This yields two bivariate polynomials  $u(x,y)$  and  $v(x,y)$  with real coefficients in the variables  $x$  and  $y$ . Now, evaluate (possibly using `simplify`)

$$\frac{d^2u}{dx^2} + \frac{d^2u}{dy^2} \quad \text{and} \quad \frac{d^2v}{dx^2} + \frac{d^2v}{dy^2}$$

What do you observe?

**Exercise 6.3.** *Smoothness analysis for a real function.*

Consider the function  $f: \mathbb{R} \rightarrow \mathbb{R}$ , defined by

$$f(x) = \sqrt{1 + x^2} + \sqrt{x^4 + \sqrt{x^6}}$$

- a) Use Maple to check whether  $f'$  and  $f''$  are well-defined and continuous at  $x = 0$ , possibly in the sense of continuous extension (*hebbare Unstetigkeit*).

*Hint:* Use `limit`.

- b) Generate a plot showing the graphs of  $f$ ,  $f'$ , and  $f''$  over an interval containing 0. Play with plot-parameters in order to produce a nice-looking plot.

**Exercise 6.4.** *Some elementary calculus.*

- a) Use Maple to perform a complete analysis (*Kurvendiskussion*) for the real function

$$f(x) = \arctan(x^3)$$

including a plot. Also, use `pointplot` and `display` from the `plots` package to add markers for special points (zeros, local minima, local maxima, turning points) to the plot. Use different colors.

- b) Same as a), for the real function

$$f(x) = \frac{(\ln x)^2}{x}$$

**Exercise 6.5.** *An extremal value problem.*

(See figure:) A rod is positioned as shown in the figure. Its length  $L$  depends on the angle  $\alpha$ , with  $L(\alpha) \rightarrow \infty$  for  $\alpha \downarrow 0$  and for  $\alpha \uparrow \frac{\pi}{2}$ .

For what angle  $\alpha \in (0, \frac{\pi}{2})$  does the length  $L = L(\alpha)$  become minimal?

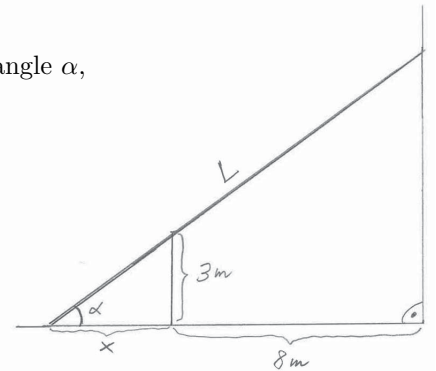
Determine the minimal length and the corresponding distance  $x$  (see figure).

Solve this problem with the help of Maple.

At the end, evaluate the results in floating point using `evalf`.

Also, give the resulting value for  $\alpha$  in degrees  $^\circ$ .

*Remark:* The minimal length is *not* given by  $L = 15$  m.



**Exercise 6.6.** *Functions defined in a piecewise way.*

Let a function  $f(x)$  defined in a piecewise manner, e.g.

$$f(x) := \begin{cases} -1, & x < 0 \\ 0, & x = 0 \\ 1 + x, & x > 0 \end{cases}$$

- a) Design a function which, using `if ... end if` or `'if'(...)`, implements this (or a similar) example.

Can you differentiate or integrate this function using `diff`, `D`, or `int`?

Can you plot it? If not, try `plot('f(x)', ...)`

- b) Alternative: Define the same function using the `piecewise` construct (look at the help page), and try again. Evaluate its indefinite integral and a definite integral.

- c) Assume that  $X$  is a strictly monotonically ordered list of numbers representing points on the real line, and let  $Y$  represent a list of function values, with `nops(Y) = nops(X) - 1`. Design a procedure `generate_stepfunction(X, Y)` which uses the `piecewise` construct to return the corresponding step function (*Treppenfunktion*)

$$f(x) := \begin{cases} 0, & x < x_1 \quad (\text{i.e., for } x \in (-\infty, x_1)) \\ y_1, & x < x_2 \quad (\text{i.e., for } x \in [x_1, x_2)) \\ y_2, & x < x_3 \quad (\text{i.e., for } x \in [x_2, x_3)) \\ \vdots & \vdots \\ y_{n-1}, & x < x_n \quad (\text{i.e., for } x \in [x_{n-1}, x_n)) \\ 0, & \text{otherwise} \quad (\text{i.e., for } x \geq x_n) \end{cases} \quad (n = \text{nops}(X))$$

Choose an example and plot the resulting step function.

*Hint:* Use `seq` to generate the `piecewise` construct.

**Exercise 6.7.** *Error analysis of some numerical integration methods.*

If a definite integral

$$J(f) := \int_a^b f(x) dx$$

cannot be exactly determined, numerical approximation methods are applied.<sup>1</sup> We consider simple examples of such methods which only require evaluation of some function values. For simplicity, we consider the case  $a = 0$  and  $b = h$ ; think of  $h$  as the length of a small interval. In the following,  $f$  is any function (not explicitly specified).

a) A simple integration scheme is the *trapezoidal rule* (with an obvious geometric interpretation)

$$T(f) := \frac{h}{2}(f(0) + f(h)) \approx J(f) = \int_0^h f(x) dx$$

Use `int` and `taylor` to compute the Taylor expansion of the error  $T(f) - J(f)$  with respect to the variable  $h$  at 0. What is the leading power of  $h$  in this expansion? (This is called the *order* of the approximation.) In what way does the leading error term depend on the integrand  $f$ ?

b) Now we construct a better approximation method. Use the ansatz

$$S(f) := h(a f(0) + b f(\frac{h}{2}) + a f(h))$$

and again use `taylor` to compute the Taylor expansion of the error  $S(f) - J(f)$ . Can you find coefficients  $a$  and  $b$  such that the leading power of  $h$  in this expansion is 5? In what way does the resulting leading error term depend on the integrand  $f$ ?

c) Test both numerical methods on a simple example (e.g.,  $f = \exp$ ,  $h = 0.1$ ) and compare the results. Use `evalf`.

**Exercise 6.8.** *Two small procedures.*

a) Design a procedure `checktype(A, t)` which does the same job as the function `checktype` from 5.4 d).

*Hint:* Use logical operations and `evalb` within a `for` loop.

b) Design a procedure `ismonotone(L)` which checks if a list  $L$  with numerical entries is [strictly] monotonously decreasing or increasing. Return

- $-2$  if the list is strictly monotonously decreasing,
- $-1$  if the list is monotonously decreasing but not strictly,
- $+1$  if the list is monotonously increasing but not strictly,
- $+2$  if the list is strictly monotonously increasing,
- *but:*  $0$  if all entries in the list are identical (which would be compatible with  $-1$  as well as  $+1$ ),
- `NULL` otherwise.

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<sup>1</sup> Remark: Some advanced numerical integration methods are implemented in Maple/`int`; they are activated if `int` is called with the option `numeric`.