

Übungsaufgaben zur VU Computermathematik

Serie 6

Exercise 6.1: *Limits and infinite series.*

a) Compute the following limits or infinite series:

$$\begin{array}{lll} \lim_{x \rightarrow 0} \frac{e^x - 1}{x} & \lim_{x \rightarrow 0} \frac{e^{|x|} - 1}{x} & \lim_{n \rightarrow \infty} \left(\frac{n-1}{n+1} \right)^n \\ \sum_{k=1}^{\infty} \frac{1}{k} & \lim_{n \rightarrow \infty} \left(\sum_{k=1}^n \frac{1}{k} - \ln n \right) & \text{(is this finite?)} \\ \sum_{k=1}^{\infty} \frac{1}{k^2} & \sum_{k=1}^{\infty} \frac{1}{k^{22}} & \end{array}$$

b) Geometric series: First declare that x represents some real value $\in (-1, 1)$ via

`assume(x>-1, x<1)`

Now, compute the values of the following series:

$$\sum_{k=1}^{\infty} x^k \quad \sum_{k=1}^{\infty} k^2 x^k \quad \sum_{k=1}^{\infty} k^{22} x^k$$

c) Some further series (maybe you already know the results):⁵

$$\sum_{k=1}^{\infty} \frac{(-1)^{k+1}}{k} \quad \sum_{k=1}^{\infty} \frac{(-1)^{k+1}}{k^2} \quad \sum_{k=0}^{\infty} \binom{c}{k} x^k \quad \text{for } c \text{ arbitrary, } x \in (-1, 1)$$

Exercise 6.2: *Calculus with real functions.*

a) Use Maple as a computational tool for analyzing the real function (*Kurvendiskussion*)

$$f(x) = \ln(x^2 + \sqrt{3}x + 1)$$

including nice plots of the function and its first and second derivatives.

b) Compute the indefinite integral of the function

$$f(x) = \frac{1}{1+x^6}$$

c) (*) Verify that the result obtained in **b)** is indeed correct by differentiating it. Use `simplify` – or whatever turns out to be useful (this appears not to be straightforward).

⁵ Here, $\binom{c}{k} = \frac{c(c-1)\cdots(c-k+1)}{k!}$ is the generalized binomial coefficient, a polynomial of degree k in the variable $c \in \mathbb{R}$. Use `binomial`.

Exercise 6.3: Taylor expansion.

- a) Use `taylor` to compute the Taylor expansion up to degree $n = 10$ about $x = 0$ for the function

$$f(x) = \sqrt{1+x}$$

and verify that this is in compliance with the binomial series expansion from Exercise 6.1 c).

- b) Use `convert(...,polynom)` to convert the Taylor expansion from a) into a polynomial $p_{10}(x)$ of degree $n = 10$. Plot this polynomial together with $f(x)$, e.g., first for $x \in [0, 1]$ and then for $x \in [0, 1.1]$.

What do you conclude from this plot? Also try to increase degree of the Taylor polynomial, e.g., up to $n = 20$. What do you observe?

- c) (*) The convergence of these Taylor approximations $p_n(x)$ of degree n , for $n \rightarrow \infty$, at $x = 1$ somewhat delicate to decide (of course, the answer to this question is well known).

Investigate this via numerical experiment, using `evalf` to compute $p_n(1) - f(1)$ up to $n = 100$ or even higher. What do you observe? Can you ‘decide’ on convergence for $n \rightarrow \infty$ on the basis of this numerical experiment?

Exercise 6.4: Taylor approximation.

Let f be a function with at least $n + 1$ continuous derivatives $f', f'', \dots, f^{(n+1)}$. For the Taylor polynomial $p_n(x; x_0)$ of degree n w.r.t. some point x_0 , we know

$$f(x) - p_n(x; x_0) = \frac{1}{n!} \int_{x_0}^x f^{(n+1)}(\xi) (x - \xi)^n d\xi$$

- a) Design a function `tayerr` which expects a function f , x_0 , x , and n as its arguments and which evaluates this error integral. Choose an example to test its correctness.
- b) Taylor polynomials are often used for practical numerical approximation of function values. For the function $f(x)$ from Exercise 6.3 this is not necessary since this can be directly evaluated in an accurate way. Now we consider the function

$$f(x) = \sqrt{1+x} - 1$$

satisfying $f(0) = 0$.

Set `Digits:=10` and use `evalf` to evaluate $f(x)$ numerically for $x = 2.0^{-10}$ and $x = 2.0^{-20}$. Compare the results with the ‘exact’ values obtained by setting `Digits:=20`, and compute the relative errors. We may expect 10 correct digits, i.e., a relative error somewhere near 10^{-10} . What do you observe?⁶

- c) Here, Taylor approximation helps. Use the formula from a) to decide what degree n you need such that the Taylor approximation $p_n(x; 0)$ has a relative approximation error $\approx 10^{-10}$ at $x = 2.0^{-10}$ and $x = 2.0^{-20}$, respectively. Test these approximations using `Digits:=10`.
- d) Same question as in b) for $x = 0.5$. What degree n would be required here? Anyway, is Taylor approximation required in this case in order to get 10 correct digits?

⁶ You learn more about this effect in a numerical analysis course.

Exercise 6.5: A function defined in a piecewise way.

We consider the functions $T_n: \mathbb{R} \rightarrow \mathbb{R}$ defined by⁷

$$T_n(x) = \begin{cases} \cos(n \arccos x), & |x| \leq 1 \\ \cosh(n \operatorname{arcosh} x), & |x| > 1 \end{cases} \quad (n \in \mathbb{N}_0)$$

- Design a function `T` which expects `x` and `n` as its arguments and which returns $T_n(x)$. Use `ifelse`. What happens if you call this function with a symbolic or a numerical argument `x`?
- Set, e.g., `n = 5` and try `plot(T(x,n),x=-1.1..1.1)`. What do you observe?
Then, try `plot('T(x,n)',x=-1.1..1.1)`. Can you explain this effect?
- Can you differentiate your function `T`?
- Use the `? piecewise` construct to define the same function. Call `T(x,n)` and see what happens. Can you differentiate this function?
Try `plot(T(x,n),x=-1.1..1.1)`.
- (*) Actually, $T_n(x)$ is a polynomial of degree n , the so-called *Chebyshev polynomial* of the first kind. Verify this by playing around with $\cos(n \arccos x)$ and $\cosh(n \operatorname{arcosh} x)$, e.g., for $n = 5$, using `expand` and `simplify[trig]`.

Exercise 6.6: A sequence of functions defined in a recursive way.

Functions or procedures can be defined recursively. As a very simple example, we consider the sequence of polynomials defined by $T_0(x) = 1$, $T_1(x) = x$, and⁸

$$T_n(x) = 2xT_{n-1}(x) - T_{n-2}(x) \quad \text{for } n \geq 2$$

- Implement $T_n(x)$ in form of a recursive Maple function. Use `ifelse`.
- Implement $T_n(x)$ in form of a recursive Maple procedure. Use `proc` and `if ... else ... end if`.
- Check the running time for evaluation of, e.g., $T_{30}(x)$ for both version. For this purpose, use the timer:

```
> n:=30; start:=time(): T(x,n); runtime:=time()-start;
```
- Repeat **b)**, **c)**, adding the declaration option `remember`: immediately after `proc(...)`. What do you observe?

Hint: option `remember` activates a so-called *remember table*. Each already computed function value is stored in an internal table (this requires some additional memory). Each time a function value is computed within the recursion, a table lookup is performed. If this value already has been computed, it is simply copied from the table.

Can you explain why the version with `remember` table runs much faster? Argue that the implementations **a)** and **b)** are stupid.

- Actually, implementing this in form of a recursion is an overkill. You can realize this by a simple `do` loop.

Implement this version in form of a procedure and compare the running time with that of version **d)**, e.g., for $n = 1000$.

⁷ For some odd reason, the Maple implementation of `arcosh` has the name `arccosh`.

Remark: `arccosh x` is complex for $x < -1$, but `cosh(arccosh x)` is again real.

⁸ These functions are identical with the functions $T_n(x)$ from Exercise 6.5.

Exercise 6.7: *An animated plot.*

- a) Use `plots[animate]` to produce a video displaying the functions $T_n(x)$ from Exercise 6.6 for $x \in [-1, 1]$ and n from 0 to 20.

Hint: Use `'f(x,n)'` instead of `f(x,n)`. With right mouse click on the initial frame you get access to the control panel where you can start the animation.

- b) Increase the resolution of the plot via setting the parameter `numpoints` to 1000. Also, play with the other plot parameters in order to generate a nice animation. Export your animation in form of an animated `.gif` file.

- c) You can also combine several single plots in the following way:

```
p[1] := plot(...): # save first plot structure
p[2] := plot(...): # save second plot structure
...
plots[display](p[1],p[2],...)
```

Use such a version to display several of the $T(x, n)$ in a single plot. With the option `insequence=true`, `display` again produces an animated plot.

- d) Repeat c) using different colors for the different plots s .

Hint: There are many ways to set the color. For instance, you may use the `plot/color` option together with the random number generator to produce random RGB values:

```
plot(...,color=ColorTools:-Color([rand()/10^12,rand()/10^12,rand()/10^12])
```

Exercise 6.8: *Graphics packages.*

Check the contents of the packages `?plots` and `?plottools`. Try some examples and prepare a presentation.
