

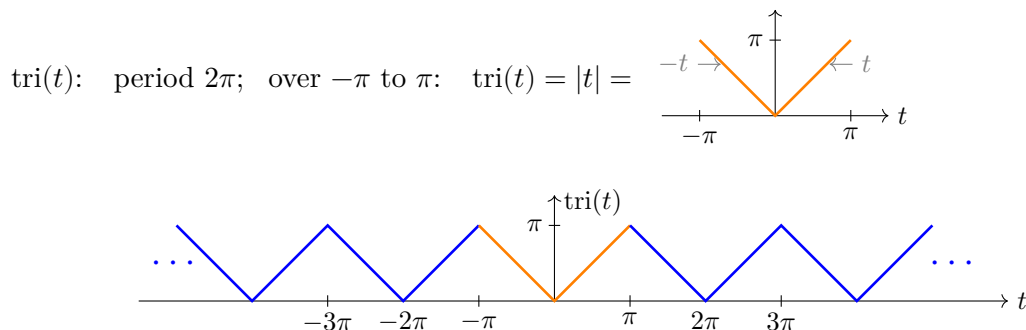
Topic 21: Fourier series (day 2)
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1 Agenda

- Finish yesterday's notes
- Fourier series of $\text{tri}(t)$
- Fourier approximation applet
- Decay rate of coefficients – heuristics

2 Standard triangle wave

(Also in yesterday's notes.)



Example 1. Compute the Fourier series of $\text{tri}(t)$.

Solution: Period = 2π , so $L = \pi \rightarrow \frac{n\pi}{L} = n$.

$$\begin{aligned} a_n &= \frac{1}{\pi} \int_{-\pi}^{\pi} \text{tri}(t) \cos(nt) dt \quad (\text{need to split into cases}) \\ &= \frac{1}{\pi} \int_{-\pi}^0 -t \cos(nt) dt + \frac{1}{\pi} \int_0^{\pi} t \cos(nt) dt \\ &= \dots \text{ (by parts or table lookup)} \\ &= \begin{cases} -\frac{4}{n^2\pi} & n \text{ odd} \\ 0 & n \text{ even.} \end{cases} \end{aligned}$$

$$a_0 = \frac{1}{\pi} \int_{-\pi}^{\pi} \text{tri}(t) dt = \frac{1}{\pi} \int_{-\pi}^0 -t dt + \frac{1}{\pi} \int_0^{\pi} t dt = \pi.$$

$$b_n = \frac{1}{\pi} \int_{-\pi}^{\pi} \text{tri}(t) \sin(nt) dt = \frac{1}{\pi} \int_{-\pi}^0 -t \sin(nt) dt + \frac{1}{\pi} \int_0^{\pi} t \sin(nt) dt = \dots = 0.$$

$$\text{So, } \boxed{\text{tri}(t) = \frac{\pi}{2} - \frac{4}{\pi} \sum_{n \text{ odd}} \frac{\cos(nt)}{n^2}}.$$

Note: we could have computed a_0 as $\frac{1}{\pi} \cdot \text{area} \left(\begin{array}{c} \uparrow \pi \\ \diagdown \quad \diagup \\ -\pi \quad \pi \\ \rightarrow t \end{array} \right) = \pi$.

3 Fourier approximation applet

<https://web.mit.edu/jorloff/www/OCW-ES1803/fourierapproximation.html>

4 Decay rates of coefficients (in Topic 22)

When a sequence goes to 0, we can talk about how fast it decays.

- $1/n$ goes to 0 as $n \rightarrow \infty$. We say it decays like $1/n$.
- $1/n^2$ goes to 0 faster than $1/n$. We say it decays like $1/n^2$.

We only care about the rough rate of decay. So we say $3/n$ decays like $1/n$ and $\frac{1}{n^2 + n}$ decays like $1/n^2$.

For series: the faster the coefficients decay, the faster the series converges.

Decay rate of Fourier coefficients

1. If $f(t)$ has a jump, then at least one of a_n or b_n decay like $1/n$. **Example:** $\text{sq}(t)$.
2. If $f(t)$ has a corner, then at least one of a_n or b_n decay like $1/n^2$. **Example:** $\text{tri}(t)$.
3. If $f(t)$ is smooth, then a_n, b_n decay like $1/n^3$ or faster. The smoother the function, the faster the decay.

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