

1 Properties of Legendre Polynomials

- (a) Use technology such as *Mathematica* or *Maple* or *Python* to find the first 5 Legendre polynomials. This question is simply asking you to find the command in your preferred computer algebra system and learn the syntax to call the polynomials.
- (b) Use Rodrigues' formula to calculate the first 3 Legendre polynomials. (You may use computer technology like *Mathematica* or *Maple* or *Python* to help with the derivatives. This question is asking you to find Rodrigues' formula (Googling it is fine) and learn how to use it to generate the Legendre polynomials.)

2 Legendre Polynomial Series for the Sine Function

Use your favorite technology tool (*e.g.* Maple, Mathematica, Matlab, Python, pencil) to generate the Legendre polynomial expansion to the function $f(z) = \sin(\pi z)$. How many terms do you need to include in a partial sum to get a “good” approximation to $f(z)$ for $-1 < z < 1$? What do you mean by a “good” approximation? How about the interval $-2 < z < 2$? How good is your approximation? Discuss your answers. Answer the same set of questions for the function $g(z) = \sin(3\pi z)$

3 Laplace's Equation in Polar Coordinates

- (a) Write down Laplace's equation in two dimensions in polar coordinates.
- (b) Use the separation of variables procedure to separate this partial differential equation into two ordinary differential equations.
- (c) Write down a complete set of eigenstates of the ϕ equation. Justify your answer. You do not NEED to calculate anything here, but if you quote some answer that you already know, say how/where you know the answer. DO NOT TRY TO SOLVE THE r EQUATION!

4 Chain rule for changing 1 independent variable

- (a) Use the chain rule to show that $\frac{d}{dt} = v \frac{d}{dx}$.
- (b) A point particle moving along the x -axis with an initial speed $v_0 \neq 0$ is subject to a linear drag force as described by the equation: $\frac{dv}{dt} = -\frac{b}{m}v$, where b and m are constants. Find $v(x)$.
- (c) Use the chain rule to represent the operator $\frac{d}{d\theta}$ in terms of the cartesian coordinate z on the unit sphere.
 - Hint 1: Draw a picture and think triangles.
 - Hint 2: Be sure to substitute all the θ 's for z 's.