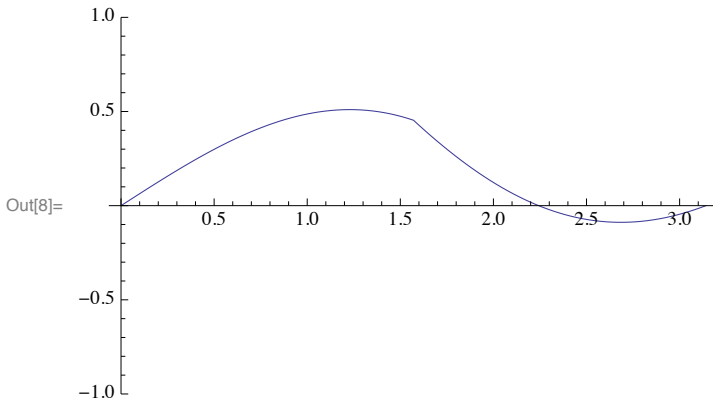


```
In[3]:= NN = 100; (** number of intervalle for [0,π], so we get NN+1 points! **)
      FF = 30; (** number of fourier coefficients **)
```

```
In[5]:= xPos[i_] := i  $\frac{\pi}{NN}$ ;
      HH := xPos[1] - xPos[0];
```

Let's choose some arbitrary initial condition for testing ...

```
In[7]:= u0 = Table[Cos[2.2 i / NN]  $\frac{2}{NN}$  { i < NN / 2, {i, 0, NN} }];
      ListPlot[{xPos[#], u0[# + 1]} & /@ Range[0, NN], Joined -> True, PlotRange -> {-1, 1}]
```



The fourier coefficients are (i guess)

$b_n = \int_0^\pi g(x) \sin(nx) dx$, because we have a discrete function this simplifies to

$$b_n = \sum_{i=1}^N \int_{x_{i-1}}^{x_i} \left(g_{i-1} + (g_i - g_{i-1}) \frac{x - x_{i-1}}{x_i - x_{i-1}} \right) \sin(nx) dx$$

The inner integral can be solved explicitly

(where $x_a = x_{i-1}$, $x_b = x_i$ and $g_{i-1} = g(x_a)$, $g_i = g(x_b)$, $h = x_b - x_a$):

$$\text{FullSimplify} \left[\int_{x_a}^{x_b} \left(g_a + (g_b - g_a) * \frac{(x-x_a)}{(x_b-x_a)} \right) \text{Sin}[n x] dx, \right.$$

Reals,

TransformationFunctions -> Prepend[

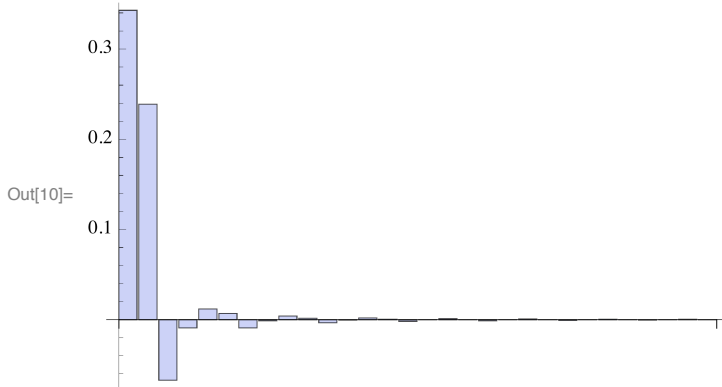
Function[x, x - #] & /@ Flatten@Map[{#, -#} &, {xb - xa == h} /. Equal -> Subtract], Automatic]

]

$$\frac{g_a h n \text{Cos}[n x_a] - g_b h n \text{Cos}[n x_b] + (g_a - g_b) (\text{Sin}[n x_a] - \text{Sin}[n x_b])}{h n^2}$$

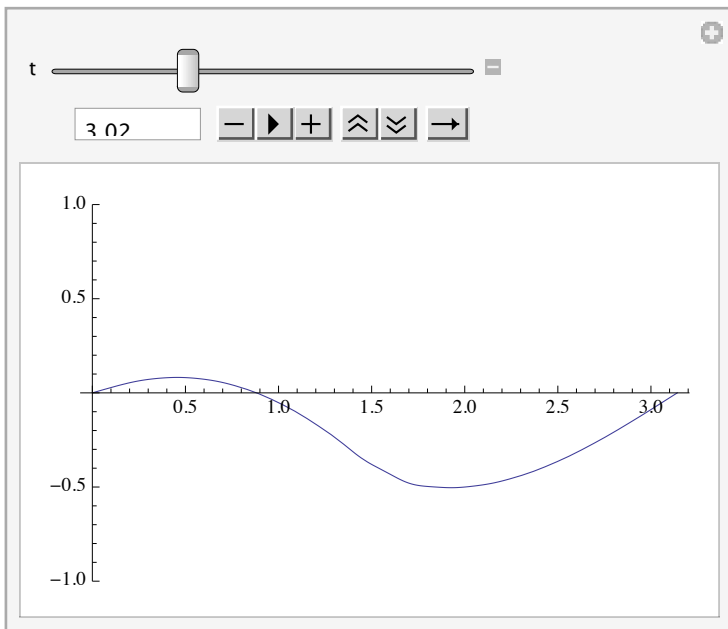
We can (if we wish to do so) use this term to directly compute the fourier coefficients:

```
In[9]:= b = Table[
  N[ $\frac{2}{\pi} \frac{1}{n^2} \sum_{i=1}^{NN} (u0[[i]] \text{HH} n \text{Cos}[n \text{xPos}[i - 1]] - u0[[i + 1]] \text{HH} n \text{Cos}[n \text{xPos}[i]] +$ 
    (u0[[i]] - u0[[i + 1]]) (Sin[n xPos[i - 1]] - Sin[n xPos[i]])],
  {n, 1, FF}
];
b // BarChart
```



The solution is then:

```
Manipulate[
  Plot[ $\sum_{n=1}^{FF} b[[n]] \text{Sin}[n x] \text{Cos}[n t]$ , {x, 0,  $\pi$ }, PlotRange -> {-1, 1}],
  {t, 0, 10}
]
```



We can look at the solution for all times directly:

```
Plot3D[  
   $\sum_{n=1}^{FF} b[n] \text{Sin}[n x] \text{Cos}[n t]$ , {x, 0,  $\pi$ }, {t, 0, 10},  
  AxesLabel -> {x, t, u},  
  Mesh -> {0, 11}  
]
```

