

國立臺灣海洋大學河海工程學系 2002 工程數學 (四) 第三次作業小考參考解答

1. G.E.: $u_x u_y = 1$, I.C.: $u(s, s) = 2.5 s$

Sol.

$$F(x, y, u, p, q) = u_x u_y - 1 = pq - 1$$

$$x_0 = s, y_0 = s, u_0 = 2.5 s$$

let $p = \lambda, q = \frac{1}{\lambda}$

$$\begin{cases} u - u_0 = p(\lambda)(x - x_0) + q(\lambda)(y - y_0) \\ 0 = p'(\lambda)(x - x_0) + q'(\lambda)(y - y_0) \end{cases} \Rightarrow \begin{cases} u - 2.5 s = \lambda(x - s) + \frac{1}{\lambda}(y - s) \\ 0 = (x - s) - \frac{1}{\lambda^2}(y - s) \end{cases}$$

消去 λ , 得 Monge Cone:

$$4(x - s)(y - s) = (u - 2.5 s)^2$$

求 p_0, q_0 :

$$\begin{cases} p_0 q_0 - 1 = 0 \\ u'_0(s) = p_0(s) x'_0(s) + q_0 y'_0(s) \end{cases} \Rightarrow \begin{cases} p_0 q_0 - 1 = 0 \\ 2.5 = p_0(s) + q_0(s) \end{cases}$$

use $p_0 = 0.5, q_0 = 2$

$$F = pq - 1, F_x = 0, F_y = 0, F_u = 0, F_p = q, F_q = p$$

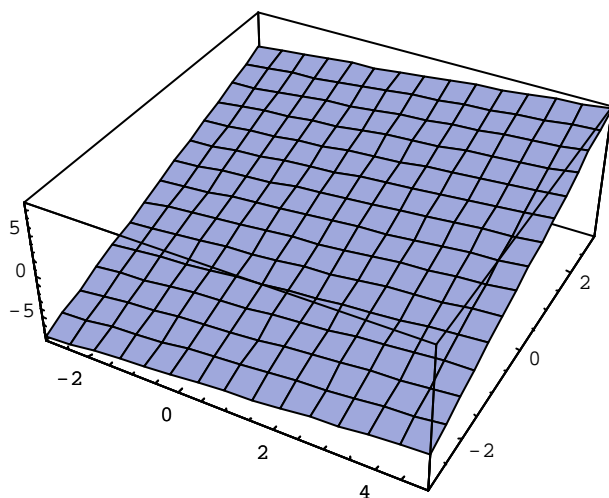
$$\text{check } \begin{vmatrix} F_p & F_q \\ x'_0(s) & y'_0(s) \end{vmatrix} = \begin{vmatrix} q & p \\ 1 & 1 \end{vmatrix} \neq 0$$

$$\begin{cases} \frac{dx}{dt} = F_p = q \\ \frac{dy}{dt} = F_q = p \\ \frac{du}{dt} = p F_p + q F_q = 2 p q \\ \frac{dp}{dt} = -F_x - p F_u = 0 \\ \frac{dq}{dt} = -F_y - q F_u = 0 \end{cases} \Rightarrow \begin{cases} x = 2 t + s \\ y = 0.5 t + s \\ u = 2 t + 2.5 s \\ p = 0.5 \\ q = 2 \end{cases}$$

$$\therefore u = \frac{1}{2} x + 2 y$$

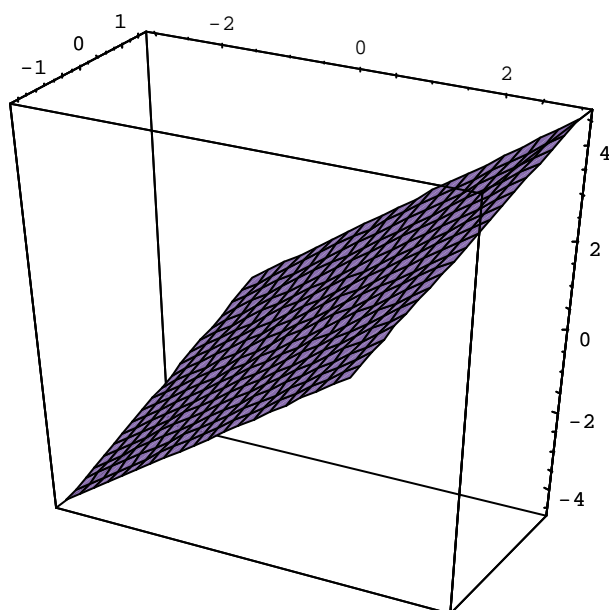
```
<< Graphics`ContourPlot3D`
```

```
a = Plot3D@0.5 x + 2 y, {x, -3, 5}, {y, -3, 3}
```



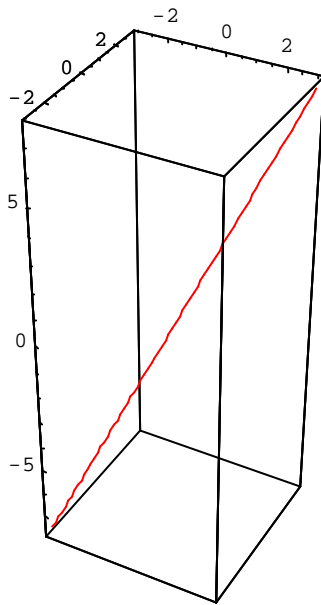
```
... SurfaceGraphics ...
```

```
b = ParametricPlot3D@{2 t + s, 0.5 t + s, 2 t + 2.5 s}, {t, -1, 1}, {s, -1, 1}, AspectRatio -> 1
```



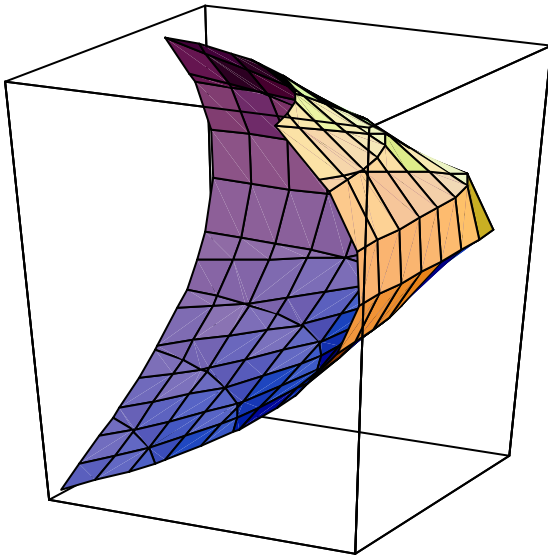
```
... Graphics3D ...
```

```
c = ParametricPlot3D@8s, s, 2.5 s, Hue@1D<, 8s, - 3, 3<D
```



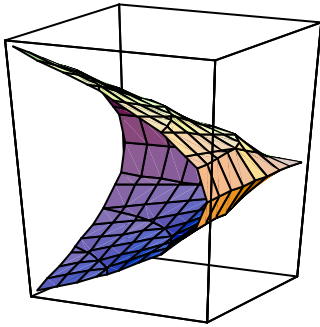
... Graphics3D ...

```
d = ContourPlot3D@Hx - 1L Hy - 1L - 11 Hu - 2.5L2,
8x, - 1, 1<, 8y, - 1, 1<, 8u, - 1.5, 4.5<, AspectRatio@ 1E
```



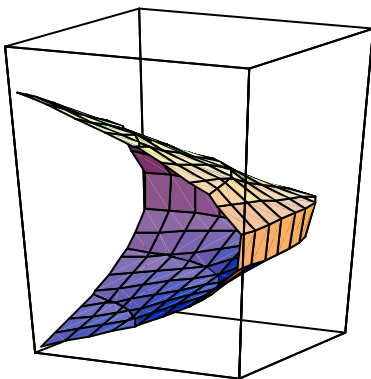
... Graphics3D ...

e = ContourPlot3D[HxL HyL - $\frac{1}{4}$ HuL², {x, -2, 0}, {y, -2, 0}, {u, -4, 4}, AspectRatio -> 1]



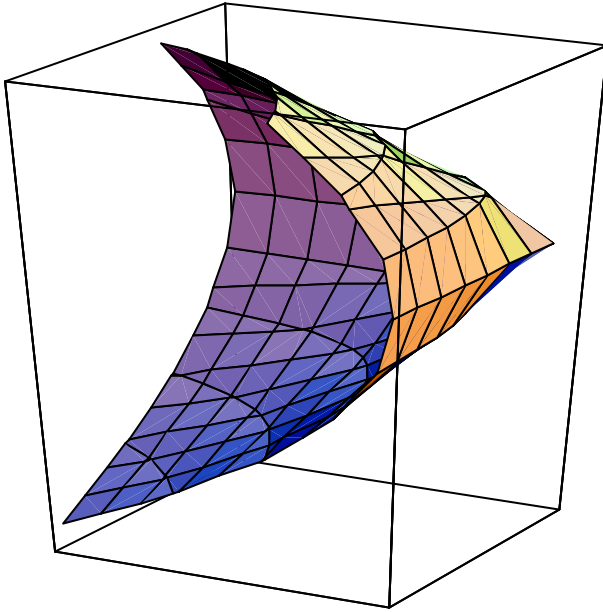
... Graphics3D ...

f = ContourPlot3D[Hx + 1L Hy + 1L - $\frac{1}{4}$ Hu + 2.5L²,
 {x, -2, -1}, {y, -2, -1}, {u, -4.5, 0}, AspectRatio -> 1]



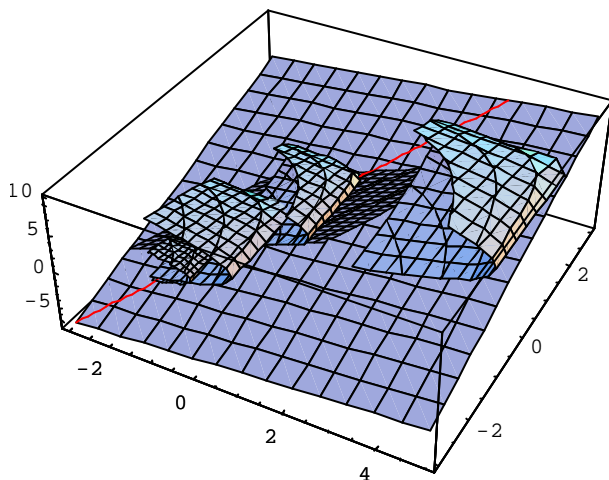
... Graphics3D ...

```
g = ContourPlot3D[Hx - 1 - 4L Hy - 1 - 1L -  $\frac{1}{4}$  Hu - 2.5 - 4L2,  
  {x, 2, 5}, {y, -1, 2}, {u, 0.5, 10}, AspectRatio -> 1]
```

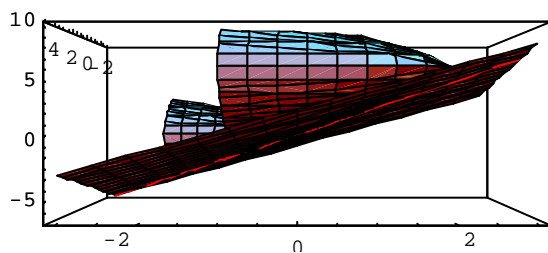


...Graphics3D...

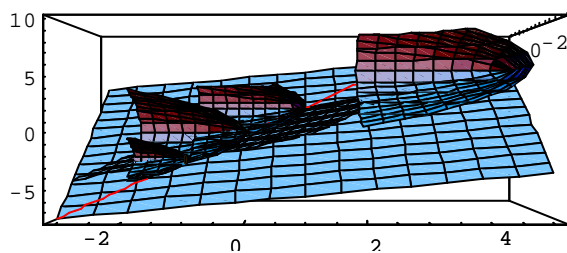
```
Show@a, b, c, d, e, f, gD  
Show%, ViewPoint -> 83.410, 0.000, 0.000<D  
Show%, ViewPoint -> 80.000, -4.000, 0.000<D  
Show%, ViewPoint -> 8-4.000, 0.000, 0.000<D
```



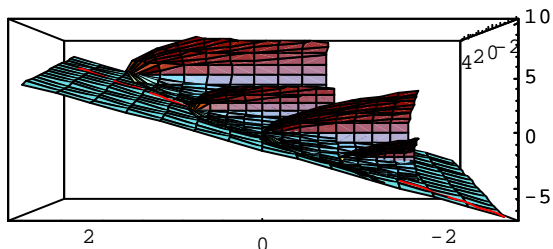
... Graphics3D ...



... Graphics3D ...



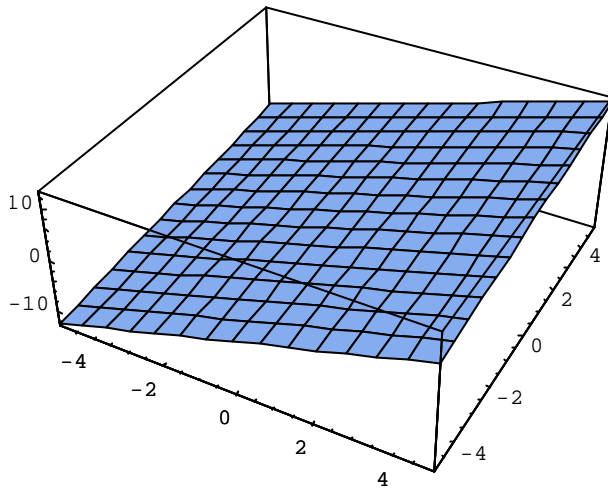
... Graphics3D ...



... Graphics3D ...

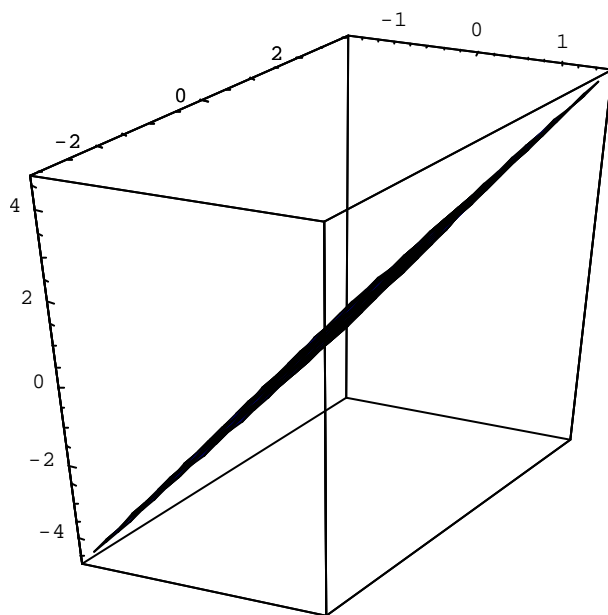
```
<< "Graphics`ContourPlot3D`"
```

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a = Plot3D@2 x + 0.5 y, {x, -5, 5}, {y, -5, 5}
```



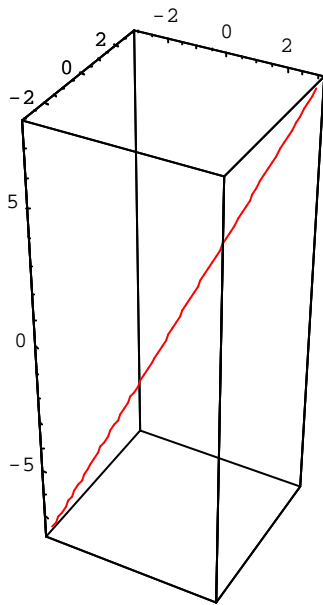
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... SurfaceGraphics ...
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b = ParametricPlot3D@{0.5 t + s, 2 t + s, 2 t + 2.5 s}, {t, -1, 1}, {s, -1, 1}, AspectRatio -> 1
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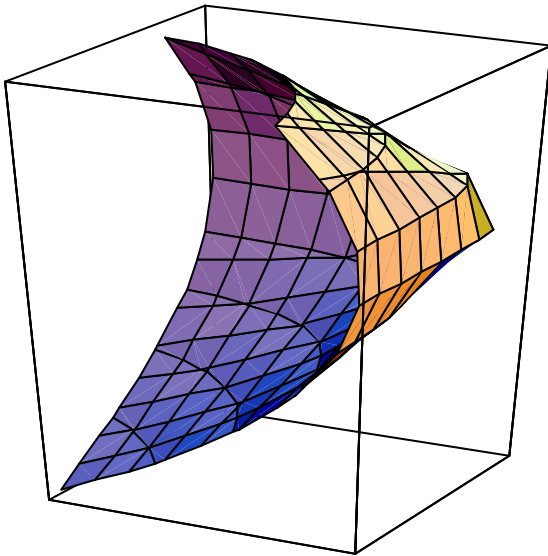
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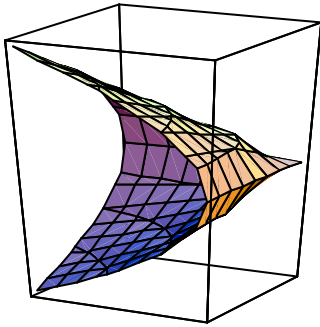
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8x, -1, 1<, 8y, -1, 1<, 8u, -1.5, 4.5<, AspectRatio@ 1E
```



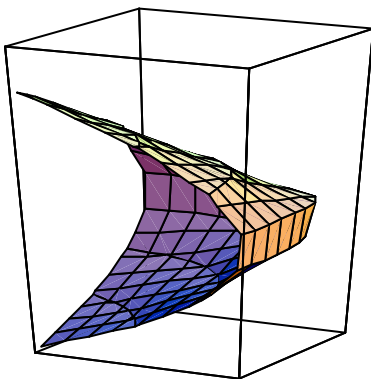
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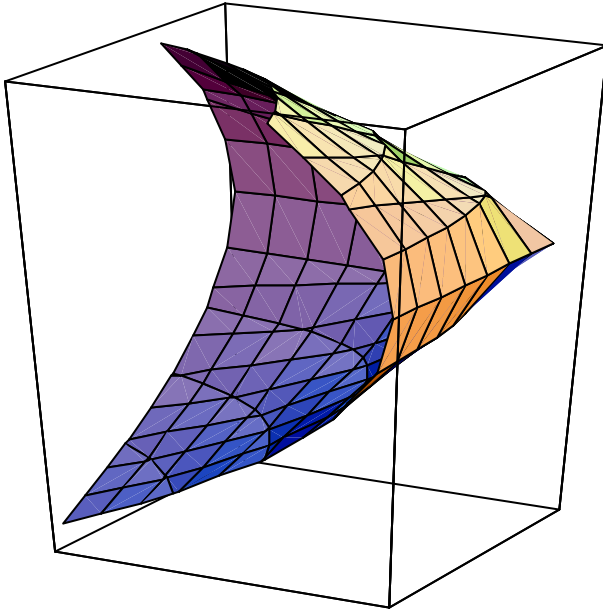
... Graphics3D ...

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 {x, -2, -1}, {y, -2, -1}, {u, -4.5, 0}, AspectRatio -> 1]



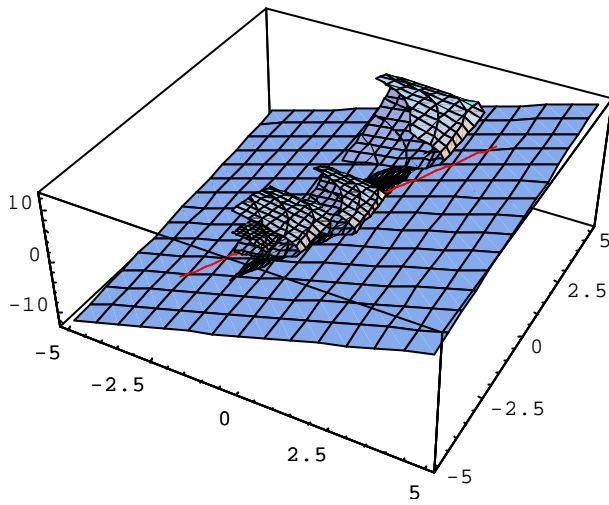
... Graphics3D ...

```
g = ContourPlot3D[Hx - 1 - 1L Hy - 1 - 4L -  $\frac{1}{4}$  Hu - 2.5 - 4L2,  
  {x, -1, 2}, {y, 2, 5}, {u, 0.5, 10}, AspectRatio -> 1]
```

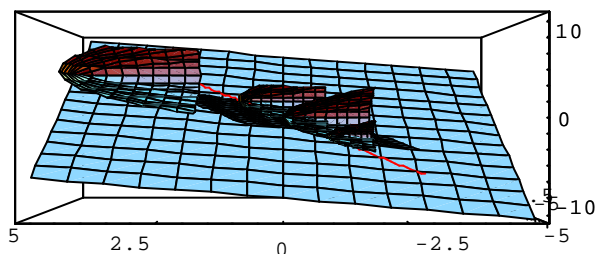


...Graphics3D...

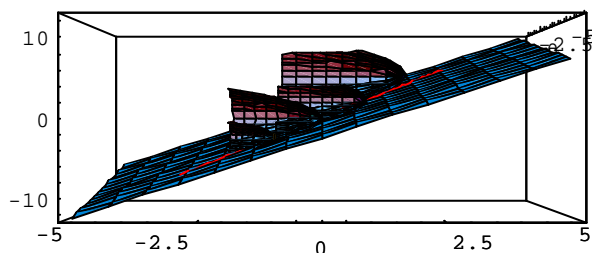
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Show@a, b, c, d, e, f, gD
Show%, ViewPoint -> 8- 3.410, 0.000, 0.000<D
Show%, ViewPoint -> 80.000, - 4.000, 0.000<D
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