

3.7 Variation of Parameters

Ex $y'' + 9y = 9 \sec^2 3x \quad 0 < x < \pi/6$

not a sum or product of poly., sine & cosine, exp.
und. coeff. will not work (easily)

lets solve $y'' + 9y = 0 \rightarrow y = C_1 \sin 3x + C_2 \cos 3x$

Lagrange found a way to find the general soln.
of the a.d.e. using the solution of $Ly = 0$ but replacing
 C_1 and C_2 by $u(x)$ and $v(x)$.

Assume $y = u(x) \sin 3x + v(x) \cos 3x$

$$y' = u \cdot 3 \cos 3x - v \cdot 3 \sin 3x + u' \sin 3x + v' \cos 3x$$

before we find y'' , consider that we will end up
with $y'' + 9y = 9 \sec^2 3x$ which will have 2 unknown functions,
 $u(x)$ and $v(x)$.

Since we will have a single eq. with 2 unknowns (functions),
we expect infinitely many solutions. Lets pick one that
makes our job easier:

$$u' \sin 3x + v' \cos 3x = 0$$

So

$$y' = 3u \cos 3x - 3v \sin 3x$$

$$y'' = -9u \sin 3x - 9v \cos 3x + 3u' \cos 3x - 3v' \sin 3x$$

$$y'' + 9y = 3u' \cos 3x - 3v' \sin 3x = 9 \sec^2 3x$$

$$\text{So } \begin{cases} 3u' \cos 3x - 3v' \sin 3x = 9 \sec^2 3x \\ u' \sin 3x + v' \cos 3x = 0 \end{cases}$$

2 eq. with 2 unknowns - solve

$$u' = \frac{\begin{vmatrix} 3 \sec^2 3x & -\sin 3x \\ 0 & \cos 3x \end{vmatrix}}{\begin{vmatrix} \cos 3x & -\sin 3x \\ \sin 3x & \cos 3x \end{vmatrix}} = \frac{3 \sec^2 3x \cos 3x}{\cos^2 3x + \sin^2 3x} = 3 \sec 3x$$

$$v' = \frac{\begin{vmatrix} \cos 3x & 3 \sec^2 3x \\ \sin 3x & 0 \end{vmatrix}}{1} = -3 \sec^2 3x \sin 3x = -3 \sec 3x \tan 3x$$

Now we integrate each to find $u(x)$, $v(x)$.

$$u(x) = \int 3 \sec 3x \, dx = \ln |\sec 3x + \tan 3x| + C_1$$

$$v(x) = \int (-3) \sec 3x \tan 3x \, dx = -\sec 3x + C_2$$

$$\text{So } y = \sin 3x (\ln |\sec 3x + \tan 3x| + C_1) + (-\sec 3x + C_2) \cos 3x$$

$$y = C_1 \sin 3x + C_2 \cos 3x + \sin 3x (\ln |\sec 3x + \tan 3x|) - 1$$

General Approach

Given $L[y] = y'' + p(x)y' + q(x)y = g(x)$

① Solve $L[y] = 0$ to find $y_c = c_1 y_1 + c_2 y_2$

② Replace c_1 and c_2 by functions of x , $u_1(x)$, $u_2(x)$.

③ Require that $u_1'(x) y_1(x) + u_2'(x) y_2(x) = 0$ 1

and substitute y into $L[y] = g(x)$ to get

$$u_1'(x) y_1'(x) + u_2'(x) y_2'(x) = g(x) \quad \text{[2]}$$

④ Solve 1 & 2 to find $u_1'(x)$, $u_2'(x)$

⑤ Integrate to find $u_1(x)$ & $u_2(x)$

General solution is $y = u_1(x) y_1(x) + u_2(x) y_2(x)$

both "sums" where
one term is constant
(from integration)

Why not use this all the time

- Integrals are sometimes difficult
- Can be tedious