

# The Heat Equation

1-D.  $u(x, t) =$   $\left[ \begin{array}{l} \text{Temperature} \\ \text{at pt } x \in \mathbb{R} \\ \text{at time } t \end{array} \right.$

↑  
space

↑  
time

$$(*) \quad \frac{\partial u}{\partial t} = \frac{\partial^2 u}{\partial x^2}$$

write PDEs as  $u_t = u_{xx}$

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n-D.  $u(x_1, \dots, x_n, t)$

$$u_t = \sum_{i=1}^n u_{x_i x_i} \equiv \Delta u$$

↑  
The "Laplacian."

$$2-D \quad \Delta u = \frac{\partial^2 u}{\partial x^2} + \frac{\partial^2 u}{\partial y^2}$$

Smoothing:

$$u_t = u_{xx}$$

on

$$[0, \pi]$$

$\Rightarrow$

$u=0$  at endpts

$$u(x,t) = \sum_{n=1}^{\infty} a_n \sin(nx) e^{-n^2 t}$$

↑  
[exponential decay in  $t$ ]

$$\partial_t [e^{-n^2 t} \sin nx] = -n^2 [ \quad ]$$

$$\partial_x^2 = \text{same}$$

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$$u(x,0) = \sum a_n \sin nx$$

$$u(x,1000) = \sum a_n \sin nx e^{-1000 n^2}$$

↑ small

# Energy Decay

$$u_t = u_{xxx} \text{ on } [0, \pi]$$

$$\text{Energy} = \int_0^\pi u_x^2 dx$$

"  
 $E(t)$

$$u_x = 0 \text{ at } 0, \pi$$

Compute  $E'(t) =$

$$2 \int_0^\pi u_x u_{xt} dx$$

justify

$$= -2 \int_0^\pi u_{xx} u_t dx$$

$$u_t = u_{xxx} \Rightarrow$$

$$= -2 \int_0^\pi u_x^2 dx \leq 0$$

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Maximum Principle:

$$u_t = u_{xx} \quad \text{on} \quad [0, \pi]$$

$$u = 0 \quad \text{at} \quad 0, \pi$$

Def:

$$M(t) = \max_x u(x, t).$$

If  $M(t) > 0$ , then  
 $M(t) \rightarrow$

Sketch:

# Heat Eqn in Geometry

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Curve shortening flow

MCF

Ricc. Flow

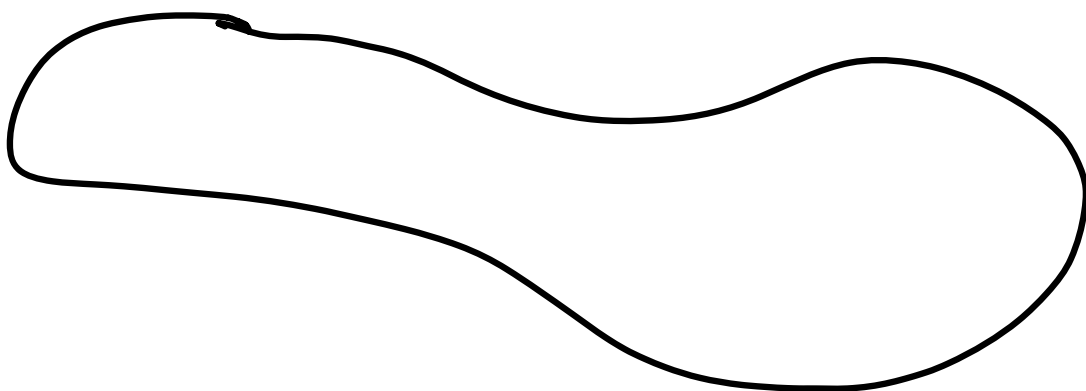
Harmonic Map Heat Flow

Inverse MCF — GR

Mfld,  $M$  Metric  $g$

$$g_t = -2 Ric_g$$

# Curve Shortening



$$\gamma(s, t) \in \mathbb{R}^2$$

normal  $\vec{n}$

$$\gamma_t = -k \vec{n}$$

↑  
curvature

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$$k \equiv \langle -\gamma_{ss}, \vec{n} \rangle$$

when  
 $|\gamma_s| = 1$

(arclength)

Level set

$$\gamma = \{u = c\}$$

$$k = \frac{\text{Hess}_u (\gamma_s, \gamma_s)}{|\nabla u|}$$

$$= \frac{\Delta u}{|\nabla u|} - \frac{\text{Hess}_u \left( \frac{\nabla u}{|\nabla u|}, \frac{\nabla u}{|\nabla u|} \right)}{|\nabla u|}$$

$$= \text{div} \left( \frac{\nabla u}{|\nabla u|} \right)$$

$\frac{\nabla u}{|\nabla u|} = \vec{n}$  is unit normal to level set.

# Arrival time

$u(x) =$  time that  $\gamma$   
goes through  $x$ .

$$-1 = |\nabla u| dw \left( \frac{\nabla u}{|\nabla u|} \right)$$

Same eq'n in all dom's.

Degenerate Elliptic PDE

Level sets of  $u$

describe the evolving  
curves

Energy of a function:

(Dirichlet)  $E(u)$

Const should

$$E(\text{const}) = 0$$

$E(u)$  measures how far from constant.

$$u_x = 0 \iff \text{const.}$$

$$E(u) = \int_0^{\pi} |u_x|^2$$

arbitrary, but smart,  
choice.

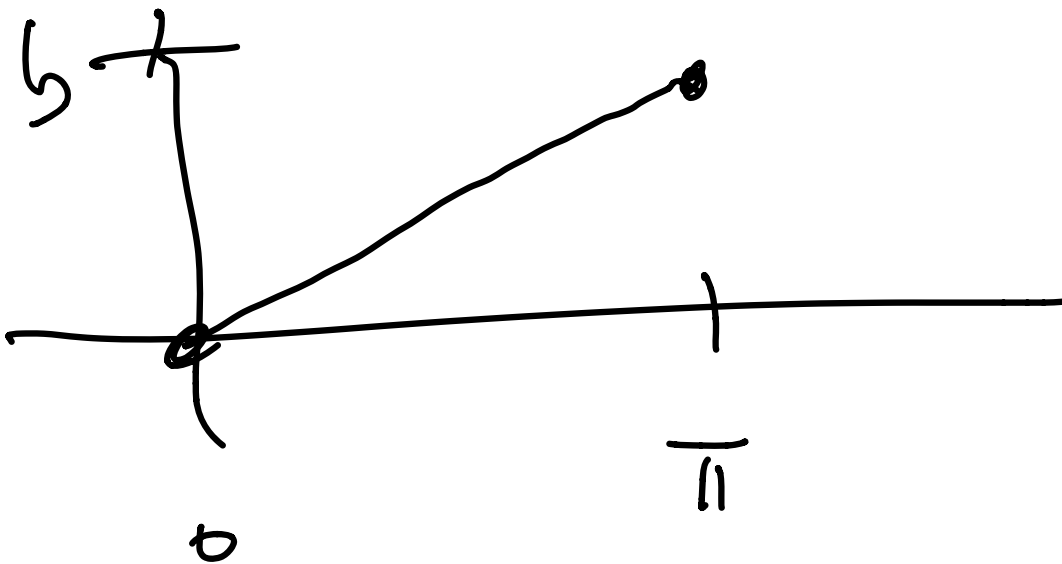
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Fix bdy values

$$u(0) = a$$

$$u(\pi) = b$$

Find  $u$  with least  
 $E(u)$



$v$  any other fin,  
that 0 at  $0, \pi$

$u + sv$  has right bdy values.

If  $u$  was best,

$$E(u + sv) \geq E(u)$$

$$\left. \frac{d}{ds} E(u + sv) \right|_{s=0} = 0$$

$$\frac{d}{ds} \int_0^{\pi} (u_x + s v_x)^2$$

$$= \frac{d}{ds} \int_0^{\pi} [u_x^2 + 2s u_x v_x + s^2 v_x^2]$$

↑  
no s

$$= \int_0^{\pi} [2 u_x v_x + 2s v_x^2]$$

bye-bye

0250 A4

$$\frac{d}{ds} \bigg|_{s=0} E(u+sv) = 0$$

$$= \int_0^\pi u_x v_x$$

$v u_x = 0$  at endpoints

$$0 = \int_0^\pi (v u_x)_x = \int_0^\pi v_x u_x + v u_{xx}$$

$\uparrow$

0

$\Rightarrow$

$\uparrow$   
also zero

$\Rightarrow$   $u$  must be, then

$$\int_0^{\pi} u_{xx} = 0$$

for any  $u$

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$$\Rightarrow u_{xx} = 0$$

$$u_x = \text{const}$$

$\Rightarrow u$  is linear

gradient flows

$u_{xx}$  is the  
"gradient of  $E$ "

$u_t = u_{xx}$  is a

gradient flow

that decreases  $E$

as rapidly as

possible.

Eigenfunctions in  $n-D$

$$\Delta u = 0$$

$(x^2 - y^2)$  on  $\mathbb{R}^2$

harmonic.

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$$u_t = \Delta u$$

As  $t \rightarrow \infty$  becomes harmonic

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$$\frac{d}{ds} E(u+sv) \Big|_{s=0}$$

$$= -2 \int v u_{xx}$$

Choose  $v$  to make  
 $E \downarrow$  best possible?

$$v = u_{xx} !!$$

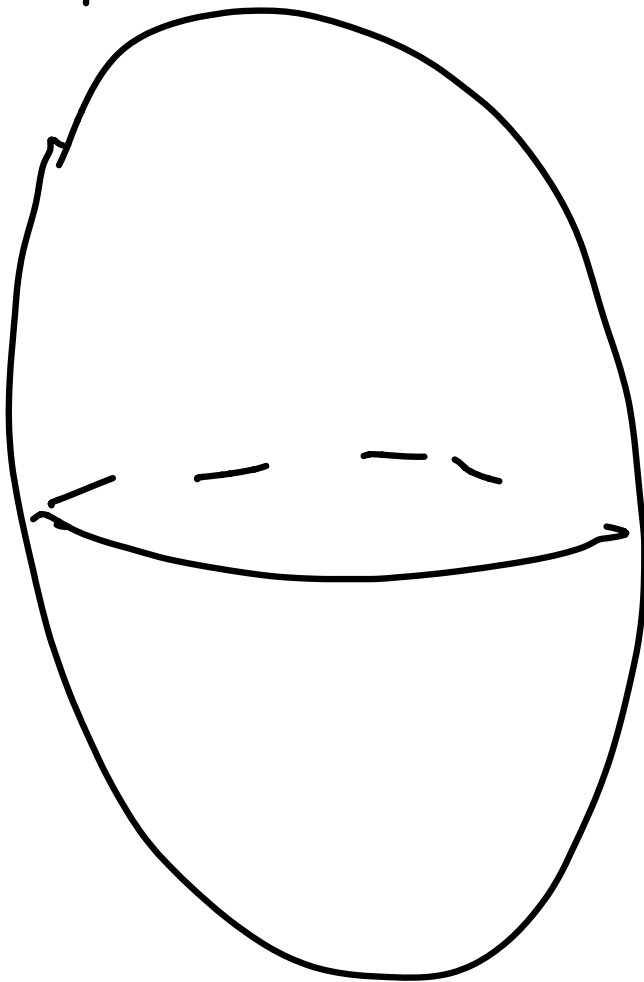
Way to change  $u$

move in  $u_{xx}$  direction

$$u \downarrow = u_{xx}$$

# Higher Dim's

Cvx  $\rightarrow$  Conc

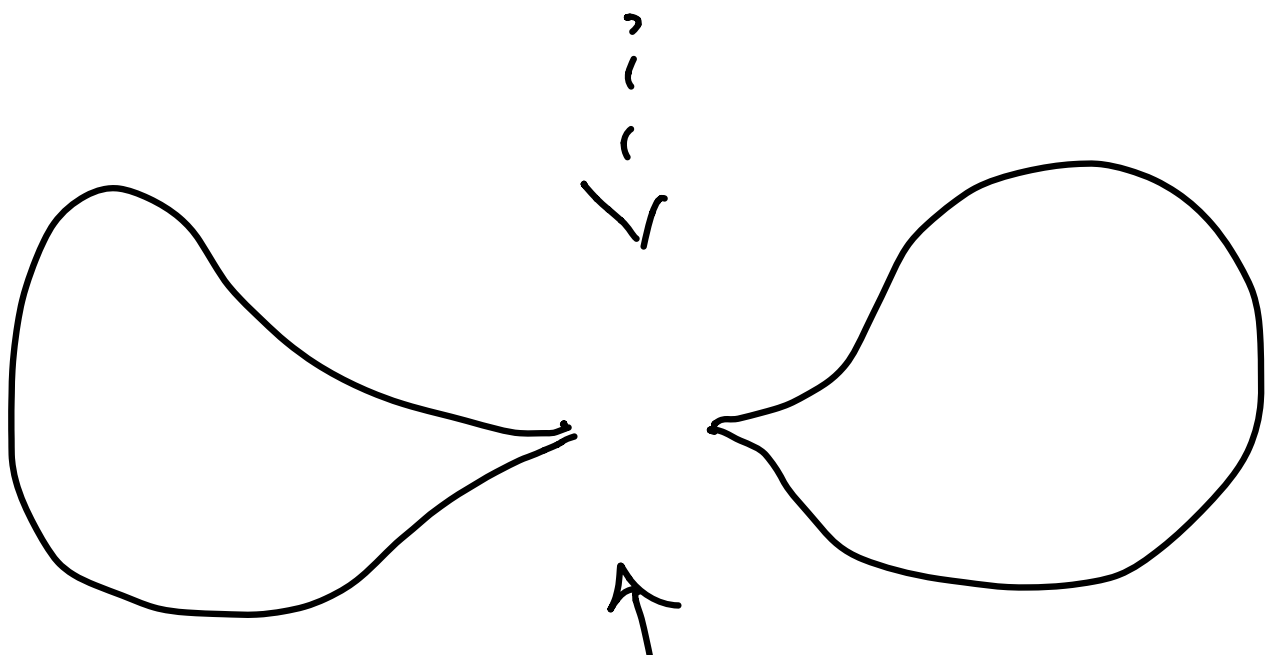
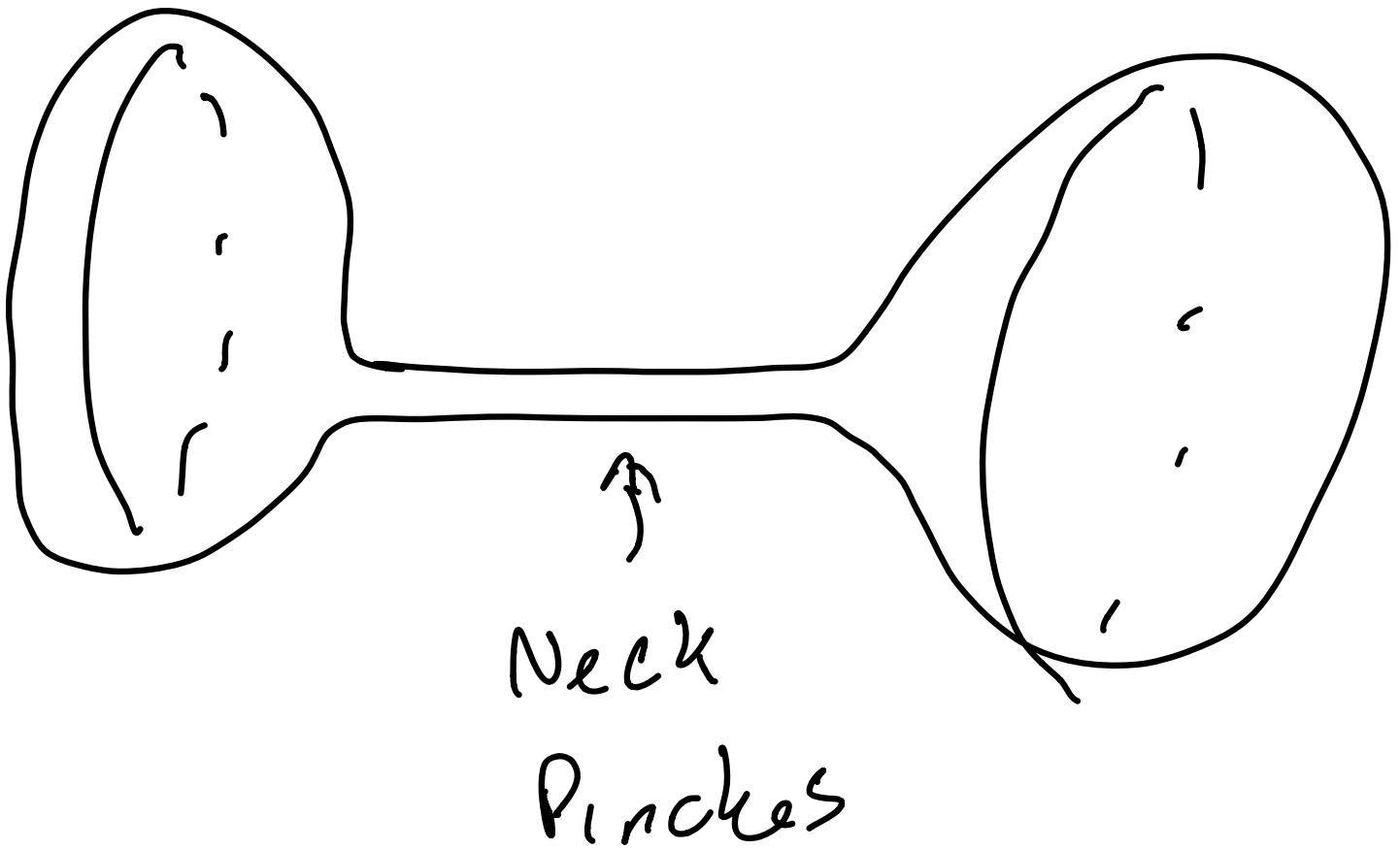


Disap.  
at  
round  
pt.

Horseshoe (dim = 2 ~~sp~~  
but not 1)

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Grayson Fails  
horribly.



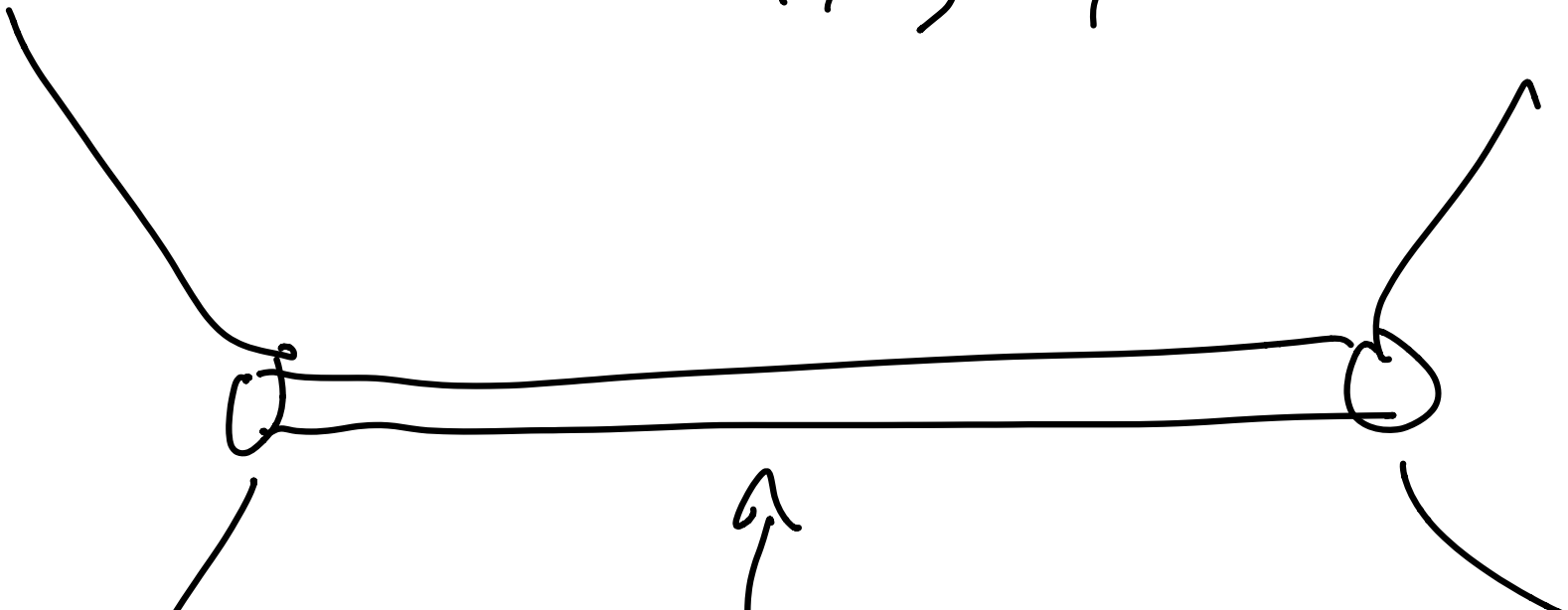
Disconnected  
at "neck pinch"

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Blow up Analysis At  
Sing's

Look just B4  
neck pinch +  
magnify



looks like cylinder