Math 302: The Laplace Transform, I

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Image: A matched block of the second seco

A broad picture

A template used to solve problems in mathematics:

- Transfer your problem to a new problem in a new domain.
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Our next topic is the Laplace transform, used to solve differential equations by transfering from a time domain to a frequency domain.

Improper integrals

The Laplace transform is defined in terms of improper integrals, so let's briefly review them.

- Intuitively, $\int_0^{\infty} f(t) dt$ is the area of the region bounded by the two axes and the graph of f(t).
- (It's a little more complicated to handle positive area above the axis versus negative area below the axis, but that's the gist.)
- Formally, this improper integral is defined as a certain limit:

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A convergence theorem

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where f(t) is a function and s is a real number.

• If this integral converges for some value $s = s_0$, then it converges for all values $s > s_0$.

The idea: if $s > s_0$, then $e^{-st} < e^{-s_0t}$ for all t. So the area for s must be smaller than the area for s_0 .

The Laplace transform

Consider a function f(t) in the time domain t defined on $0 \le t < \infty$.

• The Laplace transform of *f*, written $\mathcal{L}[f]$ is a function in the frequency domain *s* defined as

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Examples:

•
$$\mathcal{L}[1](s) = \int_0^\infty e^{-st} dt = \frac{1}{s}$$

• $\mathcal{L}[t](s) = \int_0^\infty t e^{-st} dt = \frac{1}{s^2}$

This is what we computed two slides ago.

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The continuous version:

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- Instead of an infinite series we do an improper integral.

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- Let's rewrite this in base *e* instead of base *x*: $\int_{0}^{\infty} f(t)(e^{\log x})^{t} dt.$
- Now substitute $-s = \log x$:

$$\int_0^\infty f(t) e^{-st} \,\mathrm{d}t.$$

The Laplace transform is a linear operator. That is,

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 $\mathcal{L}[af + bg] = a\mathcal{L}[f] + b\mathcal{L}[g].$

(It is assumed that all inputs s to the Laplace transforms are large enough that everything is defined.)

This is not difficult to check, and it comes from the fact that integration is a linear operator.

The Laplace transform is one-to-one on continuous functions. That is, if f and g are continuous functions, then

• f = g if and only if $\mathcal{L}[f] = \mathcal{L}[g]$.

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Because the Laplace transform is one-to-one, it has an inverse, which we call the inverse Laplace transform. It too is a linear operator, because the inverse of a linear operator is linear.

There is a formula for the inverse Laplace transform, but it's based on complex integration, so I won't talk about it.

Computing Laplace transforms by hand

In use, you don't compute Laplace transforms by going back to the definition. Instead, you remember—or look up—the basic cases and use properties of the Laplace transform for more complicated inputs.

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• Compare to how you differentiate. You don't differentiate sin x by computing the limit

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by hand. Instead, you just remember $\frac{d}{dx} \sin x = \cos x$.

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We'll compute some examples by hand in lecture, but for homework you are encouraged to use a table of Laplace transforms, such as can be found on page 306 of your textbook.