

Legendre Polynomials

> restart;

Maple has a package of orthogonal functions called Orthopoly.

This package must first be called up:

> with(orthopoly);

[G, H, L, P, T, U]

(1)

The P's are the Legendre Polynomials, for example to see a few of them:

> P(0, cos(θ)); P(1, cos(θ)); P(2, cos(θ)); P(3, cos(θ)); P(4, cos(θ)); P(5, cos(θ)); P(6, cos(θ));

$$\begin{aligned} & 1 \\ & \cos(\theta) \\ & -\frac{1}{2} + \frac{3}{2} \cos(\theta)^2 \\ & \frac{5}{2} \cos(\theta)^3 - \frac{3}{2} \cos(\theta) \\ & \frac{3}{8} + \frac{35}{8} \cos(\theta)^4 - \frac{15}{4} \cos(\theta)^2 \\ & \frac{63}{8} \cos(\theta)^5 - \frac{35}{4} \cos(\theta)^3 + \frac{15}{8} \cos(\theta) \\ & -\frac{5}{16} + \frac{231}{16} \cos(\theta)^6 - \frac{315}{16} \cos(\theta)^4 + \frac{105}{16} \cos(\theta)^2 \end{aligned}$$

(2)

>

plot the first few Legendre polynomials

> plot([P(0, cos(θ)), P(1, cos(θ)), P(2, cos(θ)), P(3, cos(θ)), P(4, cos(θ)), P(5, cos(θ))], θ = 0 .. π);

$$\left. \begin{array}{l} > \int_{-1}^1 P(2, x) \cdot P(2, x) \, dx; \\ \hline \end{array} \right\} \frac{2}{5} \quad (6)$$

$$\left. \begin{array}{l} > \int_{-1}^1 P(3, x) \cdot P(3, x) \, dx; \\ \hline \end{array} \right\} \frac{2}{7} \quad (7)$$

$$\left. \begin{array}{l} > \int_{-1}^1 P(4, x) \cdot P(4, x) \, dx; \\ \hline \end{array} \right\} \frac{2}{9} \quad (8)$$

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