

PHYSICAL INTERPRETATION AND STRENGTHENING
OF M. H. PROTTER'S METHOD FOR VIBRATING
NONHOMOGENEOUS MEMBRANES; ITS
ANALOGUE FOR SCHRÖDINGER'S
EQUATION

JOSEPH HERSCH

The origin of this work lies partly in *M. H. Protter's* method [7], [8], partly in two papers [3], [5], developing the idea, found in *Payne-Weinberger* [6], of auxiliary one-dimensional problems; the physical interpretation in § 3 rejoins that of [2] and [4].

1. We consider the first eigenvalue λ_1 of a nonhomogeneous membrane with specific mass $\rho(x, y) \geq 0$ covering a plane domain D and elastically supported (elastic coefficient $k(s)$) along its boundary Γ :

$$\Delta u + \lambda_1 \rho(x, y)u = 0 \text{ in } D, \quad \frac{\partial u}{\partial n} + k(s)u = 0 \text{ along } \Gamma,$$

where \vec{n} is the outward normal.

Every continuous and piecewise smooth function $v(x, y)$ furnishes an upper bound for λ_1 : By Rayleigh's principle

$$\lambda_1 = \text{Min}_v \frac{D(v) + \oint_{\Gamma} k(s)v^2 ds}{\iint_D \rho v^2 dA},$$

where ds is the length element, dA the element of area, and $D(v)$ the Dirichlet integral $\iint_D \text{grad}^2 v dA$. *The Minimum is realized if $v = u_1(x, y)$ (first eigenfunction, satisfying $\Delta u_1 + \lambda_1 \rho u_1 = 0$).*

In the opposite direction, we are here in search of a Maximum principle for λ_1 , from which we could calculate lower bounds.

2. Let us consider in D a sufficiently regular vector field \vec{p} (we shall discuss presently what discontinuities are allowed), satisfying the *condition*

$$(1) \quad \vec{p} \cdot \vec{n} \leq k(s) \quad \text{along } \Gamma.$$

$$\text{grad}^2 u_1 + (\vec{p}^2 - \text{div } \vec{p}) u_1^2 = -\text{div}(u_1^2 \vec{p}) + \text{grad}^2 u_1 + u_1^2 \vec{p}^2 + 2u_1 \text{grad } u_1 \cdot \vec{p}$$

$$= -\text{div}(u_1^2 \vec{p}) + (\text{grad } u_1 + u_1 \vec{p})^2 \geq -\text{div}(u_1^2 \vec{p}).$$

Let us integrate this inequality:

Received October 10, 1960. Battelle Memorial Institute, Geneva, and Swiss Federal Institute of Technology, Zürich.