

# Systems of particles

$N$  particles  $\Rightarrow 3N$  coordinates

with  $k$  constraints  $\Rightarrow (3N-k)$  degrees of freedom

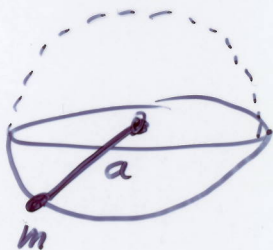
If the constraints are holonomic

$$h(\vec{r}_1, \vec{r}_2, \dots, \vec{r}_N, t) = 0 \checkmark$$

$$dh = 0 \checkmark$$

then you can choose  $(3N-k)$  generalized coordinates  $q_i$  consistent with the constraints and independent. These need not be lengths like  $\vec{r}_i$ ; they could be angles, also energy, angular momentum, even Fourier coefficients.

e.g. Spherical Pendulum



$$\vec{r}_1(q_1, q_2, \dots, q_{3N-k}, t)$$

$$\vec{r}_2(q_1, q_2, \dots, q_{3N-k}, t)$$

$$\vdots$$
$$\vec{r}_N(\dots)$$

$$h(x, y, z, t) = 0$$

$$x^2 + y^2 + z^2 - a^2 = 0$$

holonomic

$$x = a \sin \theta \cos \varphi$$

$$y = a \sin \theta \sin \varphi$$

$$z = a \cos \theta$$

$$q_1 = \theta$$

$$q_2 = \varphi$$

## d'Alembert's Principle

Split forces into forces of constraint  $\vec{f}^c$  and applied forces  $\vec{F}^a$ . Consider virtual displacements  $\delta\vec{r}_i$  of the system consistent with the constraints, at a given time  $t$ .

Not actual displacement  $d\vec{r}_i$  that occurs in time  $dt$  during which the forces of constraint may be changing.

Newton's 2nd Law  $\vec{F}_i = \dot{\vec{p}}_i \Rightarrow \vec{F}_i - \dot{\vec{p}}_i = 0$

$$\sum_{i=1}^N (\vec{F}_i - \dot{\vec{p}}_i) \cdot \delta\vec{r}_i = 0$$

$$\sum_i (\vec{F}_i^a - \dot{\vec{p}}_i) \cdot \delta\vec{r}_i + \sum_i \vec{f}_i^c \cdot \delta\vec{r}_i = 0$$

not useful because  $\vec{r}_1 \dots \vec{r}_N$  not independent.

Introduce generalized coordinates  $\{q_i, t\}$

These will be independent

$$\vec{r}_i(q_1, q_2, \dots, q_{3N-k}, t)$$

⋮

Velocity

$$\vec{v}_i = \dot{\vec{r}}_i = \frac{d\vec{r}_i}{dt} = \frac{\partial \vec{r}_i}{\partial t} + \sum_{j=1}^{3N-k} \frac{\partial \vec{r}_i}{\partial q_j} \frac{dq_j}{dt}$$
$$= \frac{\partial \vec{r}_i}{\partial t} + \sum_j \frac{\partial \vec{r}_i}{\partial q_j} \dot{q}_j$$

$$\frac{\partial \vec{v}_i}{\partial \dot{q}_k} = \frac{\partial}{\partial \dot{q}_k} \left[ \frac{\partial \vec{r}_i}{\partial t} + \sum_j \frac{\partial \vec{r}_i}{\partial q_j} \dot{q}_j \right] = 0 + \sum_j \frac{\partial \vec{r}_i}{\partial q_j} \delta_{jk}$$

canceling the dots

$$= \frac{\partial \vec{r}_i}{\partial q_k} \quad \frac{\partial \dot{q}_j}{\partial \dot{q}_k} = \frac{\partial q_j}{\partial q_k}$$

Virtual displacements

$$\delta \vec{r}_i = \sum_{j=1}^{3N-k} \frac{\partial \vec{r}_i}{\partial q_j} \delta q_j \quad \text{no time dependence}$$

Virtual Work

$$\sum_{i=1}^N \vec{F}_i^a \cdot \delta \vec{r}_i = \sum_j \sum_i \vec{F}_i^a \cdot \frac{\partial \vec{r}_i}{\partial q_j} \delta q_j \equiv \sum_j Q_j \delta q_j$$

Generalized "Force"  $Q_j = \sum_{i=1}^N \vec{F}_i^a \cdot \frac{\partial \vec{r}_i}{\partial q_j}$

free index  $\rightarrow$   $j$

summed index = dummy index  $\rightarrow$   $i$

$$\sum_{i=1}^N \dot{\vec{p}}_i \cdot \delta \vec{r}_i = \sum_i m_i \ddot{\vec{r}}_i \cdot \delta \vec{r}_i = \sum_j \left[ \sum_i m_i \ddot{\vec{r}}_i \cdot \frac{\partial \vec{r}_i}{\partial q_j} \right] \delta q_j$$


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$\sum_i m_i \ddot{\vec{r}}_i \cdot \frac{\partial \vec{r}_i}{\partial q_j}$  integrate by parts

$$\int_a^b u dv = uv \Big|_a^b - \int_a^b v du$$

$$\rightarrow = \sum_i \left[ \frac{d}{dt} \left( m_i \dot{\vec{r}}_i \cdot \frac{\partial \vec{r}_i}{\partial q_j} \right) - m_i \dot{\vec{r}}_i \cdot \frac{d}{dt} \left( \frac{\partial \vec{r}_i}{\partial q_j} \right) \right]$$


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$$\frac{d}{dt} \left( \frac{\partial \vec{r}_i}{\partial q_j} \right) = \frac{\partial^2 \vec{r}_i}{\partial t \partial q_j} + \sum_k \frac{\partial^2 \vec{r}_i}{\partial q_k \partial q_j} \dot{q}_k$$

$$= \frac{\partial}{\partial q_j} \left[ \frac{\partial \vec{r}_i}{\partial t} + \sum_k \frac{\partial \vec{r}_i}{\partial q_k} \dot{q}_k \right]$$

$$= \frac{\partial}{\partial q_j} \frac{d \vec{r}_i}{dt} = \frac{\partial \vec{v}_i}{\partial q_j} = \frac{\partial \dot{\vec{r}}_i}{\partial q_j}$$


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$$\frac{\partial \vec{r}_i}{\partial q_j} = \frac{\partial \dot{\vec{r}}_i}{\partial q_j} = \frac{\partial \vec{v}_i}{\partial q_j} \quad \text{previous page}$$