

# Overview

- 1) Warmup : Specify problem  
D'Alemberts principle.  
Lagrange Eq.
- 2) Lagrange  $\longleftrightarrow$  Hamiltons Principle.  
Calc of variations
- 3) Kepler Problem  
And variations, scattering theory
- 4) Rigid Body
- 5) "
- 6) Small Oscillations : Pert. theory
- 7) Relativity
- 8) Hamilton Eq of motion.  
Legendre Tx
- 9) Canonical Tx  
Treat  $x, \dot{x}$  equally  
Poisson Bracket  
connection to QM
- 10) Hamilton - Jacobi Theory
- 11) Canonical PT.
- 12) Field Theory

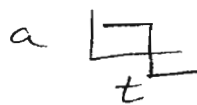
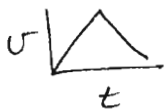
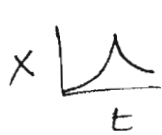
## Traditional Approach

Goal: describe motion of obj

Input: I.C. and applied Forces

Need  $x$ ,  $\dot{x}$  and  $F$

Why not  $\ddot{x}$ ,  $\dddot{x}$ ?



Not continuous

Newton 2nd Law:  $F = m a = m \ddot{x}$

$$\Rightarrow x(t) = \int_0^t dt' \int_0^{t'} dt'' \frac{F(t'')}{m}$$

$$\vec{F} = m \vec{a} \equiv \frac{d\vec{p}}{dt}$$

General Observation:

$$\vec{F} = 0 \Rightarrow \vec{p} = \text{const} \quad \underline{\text{Prove:}}$$

Rot. Analogue:

$$\vec{\tau} = 0 \Rightarrow \vec{L} = \text{const}$$

Proof:  $\tau = r \times F$        $L = r \times p$

$$r \times \vec{F} = r \times \frac{dp}{dt}$$

$$\tau = \frac{dL}{dt}$$

Trivial Here. Generalize in Hamiltonian Formulation  
Cyclic coordinate  $\rightarrow$  const of motion

Work

$$W = F \Delta z$$

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$$W_{12} = \int_1^2 \vec{F} \cdot d\vec{s} = T_2 - T_1 \quad \text{for const. } m$$

work done by external force

Special case

$$\vec{F} = -\vec{\nabla} V \sim -\frac{dV}{d\vec{s}}$$

$$\vec{F} \cdot d\vec{s} = -dV$$

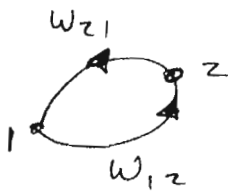
$$\int_1^2 \vec{F} \cdot d\vec{s} = -(V_2 - V_1) = V_1 - V_2 = W_{12} = T_2 - T_1$$

$$\infty \quad T_1 + V_1 = T_2 + V_2 \quad \text{E conservation}$$

$$\begin{aligned} F dx &= m \ddot{x} dx \\ &= m \dot{v} dx \\ &= m \frac{dv}{dt} dx \\ &= m \left( \frac{dx}{dt} \right) dv \\ &= m v dv \\ \int &\Rightarrow \frac{1}{2} m v^2 \end{aligned}$$

Practical Result:

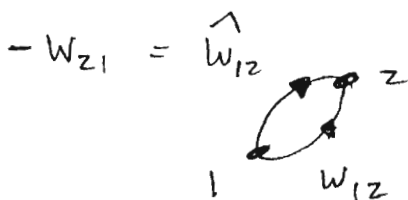
$$\oint \vec{F} \cdot d\vec{s} = \lim_{z \rightarrow 1} \int_1^z \vec{F} \cdot d\vec{s} = \lim (V_1 - V_z) = V_1 - V_1 = 0$$



$$W_{12} + W_{z1} = 0$$

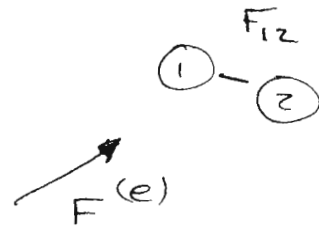
$$W_{12} = -W_{z1}$$

$$\Rightarrow W_{12} = +\hat{W}_{12}$$



# System of Particles

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~~$\vec{P} = \sum \vec{p}_i = \sum m_i \vec{v}_i$~~

$$\sum_i \dot{\vec{p}}_i = \vec{F} = \sum_{i,j} \vec{F}_{ji} + \sum_i \vec{F}_i^{(e)}$$

$$\frac{d^2}{dt^2} \sum_i m_i \vec{x}_i \equiv \frac{d^2}{dt^2} M \vec{R}_{cm}$$

$$\dot{\vec{P}} = m \dot{\vec{v}} = m \ddot{\vec{x}}$$

where  $M = \sum m$  Tot M

$$\vec{R}_{cm} = \frac{\sum m_i \vec{r}_i}{M}$$

CM

Newton's 3rd Law  $\Rightarrow F_{ij} + F_{ji} = 0$

Internal forces cancel

$$\vec{P}_{cm} = M \frac{d^2 \vec{R}_{cm}}{dt^2} = 0 + \sum_i \vec{F}_i^{(e)} = \vec{F}^{(e)}$$

Rot Analogue:  $\frac{d\vec{L}_{cm}}{dt} = \vec{N}^{(e)}$

# Constraints

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holonomic  $F(r_i \dots, t) = 0$   
 non-holonomic  $F(r_i \dots, t) \geq 0$   
 rheonomous  $F(r \dots, t)$   
 scleronomous  $F(r \dots, t)$

holo: whole

rheo: flowing  
 sclero: hard

	$h$	$n-h$
$r$	$F(t) = 0$	$F(t) \geq 0$
$s$	$F(0) = 0$	$F(0) \geq 0$

## Examples ???

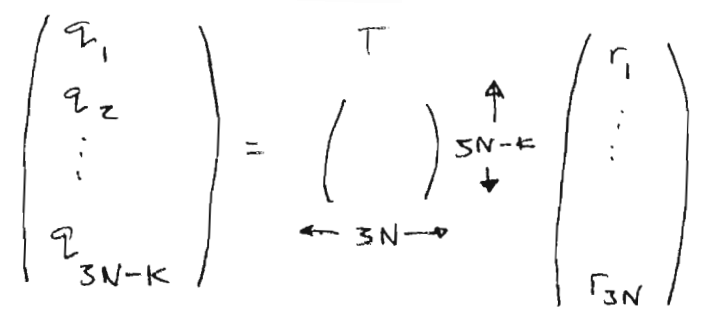
### Simple Case holonomic:

$N$  particles  
 $3N$  dimensions  
 $K$  constraints  
 $3N-K$  indep. coord.

### Generalized coordinates

Trans Form:  
 IF linear  $\Rightarrow$   
 and scleronomous

ANSWER



Example:  $x, y \Rightarrow x - y = L$

$q_1 = x$  one ind.

Non-Holonomic

$x, y,$

$x \geq 0$

can not eliminate variable

Also: Disk rolling on plane w/out slipping

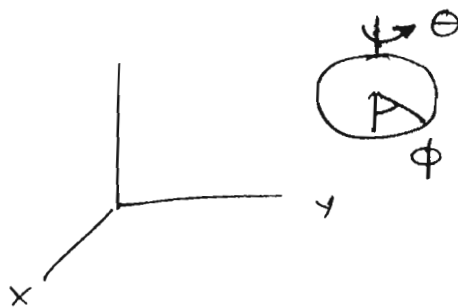
$x, y, \phi, \theta$

$x, y$  cm. of disk  
 $\theta$  orient.  
 $\phi$  ang. distance

For radius  $r$ :

$$r \dot{\phi} = \sqrt{\dot{x}^2 + \dot{y}^2} = v$$

can not eliminate variable.



Note, can go in loop

$$\text{s.t. } \{x, y, \theta\}_0 = \{x, y, \theta\}_1$$

but  $\phi_0 \neq \phi_1$

can not eliminate  $\phi$

# D'Laemberts Principle

$$\dot{P} = F = F_{\text{applied}} + F_{\text{const.}} = F^{(a)} + F$$

Trick: Use work.

Why? Because  $F_{\text{const}}$  usually does no work

$$W = F \cdot \delta r = \vec{F}^{(a)} \cdot \delta \vec{r} + \vec{F} \cdot \delta \vec{r} = \dot{P} \cdot \delta r$$

↑ Virtual displacement at Fixed time

↘ = 0  
usually

$$\sum_i (F_i^{(a)} - \dot{P}_i) \cdot \delta r_i = 0$$

Change variables to  $q$ 's

$$\sum_i \left[ Q_i - \left\{ \frac{d}{dt} \left( \frac{\partial T}{\partial \dot{q}_i} \right) - \frac{\partial T}{\partial q_i} \right\} \right] \delta q_i = 0$$

↑ Generalized Force

↑ curvature of coordinates  
(= 0 for cartesian)

$$Q_i = \sum_j \vec{F}_j^{(a)} \cdot \frac{\partial \vec{r}_j}{\partial q_i}$$

$$T = \frac{1}{2} m v^2$$
$$\frac{\partial T}{\partial x} = 0$$

Since above holds for any  $\delta q_i$ , and  $q_i$  are independent

$$\frac{d}{dt} \left( \frac{\partial T}{\partial \dot{q}_i} \right) - \frac{\partial T}{\partial q_i} = Q_i$$

For each  $i$  separately.

For The portion of  $F$  s.t.  $F = -\nabla V$  8

$$\vec{F}_i = -\vec{\nabla} V_i$$

$$Q_i = \sum_j \vec{F}_j \cdot \frac{\partial \vec{r}_j}{\partial \dot{q}_i} = - \sum_j \vec{\nabla}_j V \cdot \frac{\partial \vec{r}_j}{\partial \dot{q}_i} = - \frac{\partial V}{\partial \dot{q}_i}$$

Since  $\frac{\partial V}{\partial \dot{q}_i} = 0$   $V$  is independent of velocity

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$$\frac{d}{dt} \left( \frac{\partial L}{\partial \dot{q}_i} \right) - \frac{\partial L}{\partial q_i} = Q_i \quad \text{or} \quad = 0$$

↑ For the remaining forces only

$$L = T - V$$

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