

Initialization for Lagrangian Problems

Problem 3: Bead on a Rotating Hoop

check DBC for correct code

Remarks and outline

Solution

```
In[  ]:= Clear["Global` *"]
```

Part a

```
In[  ]:= x2rRule = {x, y, z} → {(r Sin[θ[#]] Cos[ω #]) &, (r Sin[θ[#]] Sin[ω #]) &, (r Cos[θ[#]]) &} // Thread ;
```

```
In[  ]:= ψRule = {θ → (π - ψ[#] & )};
```

```
In[  ]:= T = 1/2 m (x'[t]^2 + y'[t]^2 + z'[t]^2) /. x2rRule /. ψRule // Simplify
```

```
Out[  ]= 1/2 m r^2 (ω^2 Sin[ψ[t]]^2 + ψ'[t]^2)
```

```
In[  ]:= V = m g z[t] /. x2rRule /. ψRule // Simplify
```

```
Out[  ]= -g m r Cos[ψ[t]]
```

```
In[  ]:= L = (T - V)
```

```
Out[  ]= g m r Cos[ψ[t]] + 1/2 m r^2 (ω^2 Sin[ψ[t]]^2 + ψ'[t]^2)
```

```
In[  ]:= eq1 = EulerEquations [L, ψ[t], t]
```

```
Out[  ]= m r ((-g + r ω^2 Cos[ψ[t]]) Sin[ψ[t]] - r ψ''[t]) == 0
```

```
In[  ]:= ψSol = (Solve[eq1, ψ ''[t]] // Flatten) /. {g → ωc^2 r} // ExpandAll
```

```
Out[  ]= {ψ''[t] → -ωc^2 Sin[ψ[t]] + ω^2 Cos[ψ[t]] Sin[ψ[t]]}
```

```
In[  ]:= energy = (ψ '[t] × D[L, ψ '[t]] - L) /. {g → ωc^2 r} // Simplify
```

```
Out[  ]= -1/2 m r^2 (2 ωc^2 Cos[ψ[t]] + ω^2 Sin[ψ[t]]^2 - ψ'[t]^2)
```

```
In[  ]:= D[energy, t] /. ψSol /. {g → ωc^2 r} // Simplify
```

```
Out[  ]= 0
```

```
In[  ]:= FirstIntegrals [L, ψ[t], t] /. {g → ωc^2 r} // Simplify
```

```
Out[  ]= {FirstIntegral [t] → -1/2 m r^2 (2 ωc^2 Cos[ψ[t]] + ω^2 Sin[ψ[t]]^2 - ψ'[t]^2)}
```

Part b

```

In[ 0]:= Veff = energy // . {ψ'[t] → 0} // ExpandAll
Out[ 0]= -m r^2 ωc^2 Cos[ψ[t]] - 1/2 m r^2 ω^2 Sin[ψ[t]]^2

In[ 0]:= dVeff= D[Veff,ψ[t]]
Out[ 0]= m r^2 ωc^2 Sin[ψ[t]] - m r^2 ω^2 Cos[ψ[t]] Sin[ψ[t]]

In[ 0]:= (*sol=Solve[dVeff ==0,ψ[t],InverseFunctions→True ] *)
          sol = Solve[dVeff == 0, ψ[t], InverseFunctions → True ] /. C[1] → 0 // Simplify
Out[ 0]= {{ψ[t] → 0}, {ψ[t] → π}, {ψ[t] → ArcTan[ωc^2/ω^2, -Sqrt[ω^4 - ωc^4]/ω^2]}, {ψ[t] → ArcTan[ωc^2/ω^2, Sqrt[ω^4 - ωc^4]/ω^2]}}

In[ 0]:= (*{{ψ[t] → 0}, {ψ[t] → -ArcCos[ωc^2/ω^2]}, {ψ[t] → ArcCos[ωc^2/ω^2]}} -should output ^^^^^^^^*)
          testRule = -Sqrt[ω^2] ≤ ωc ≤ Sqrt[ω^2]
          sol = Simplify[Solve[dVeff == 0, ψ[t], Reals, InverseFunctions → True ] /. C[1] → 0,
                           Assumptions → testRule]
(*eqRule=Join[{{ψ[t]→π}},sol]*)(*THIS LINE IS OBSOLETE
BECAUSE THE FIX GIVES ALL THE EQUILIBRIUM POINTS*)

Out[ 0]= -Sqrt[ω^2] ≤ ωc ≤ Sqrt[ω^2]

Out[ 0]= {{ψ[t] → 0}, {ψ[t] → π}, {ψ[t] → -ArcCos[ωc^2/ω^2]}, {ψ[t] → ArcCos[ωc^2/ω^2]}}

```

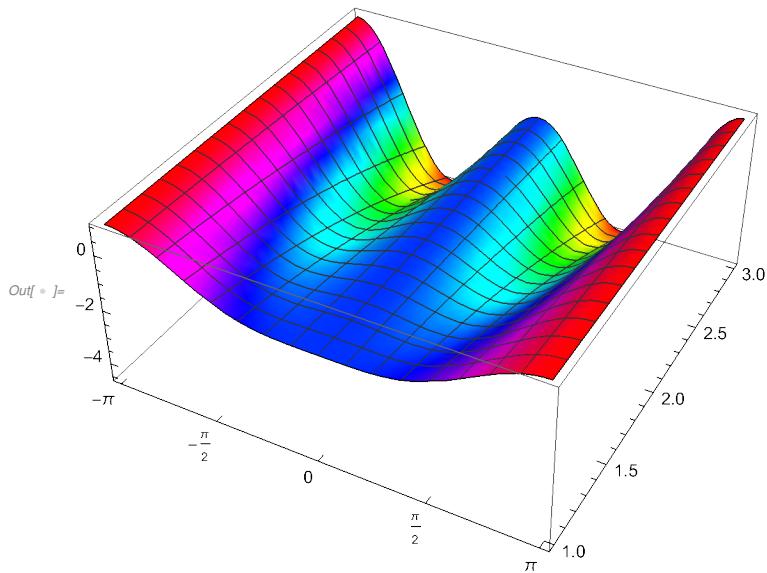
In[0]:= dVeff == 0 // . sol

Out[0]= {True, True, True, True}

In[0]:= (*{True, True, True, True} -should output ^^^^^^^^*)

In[0]:= values1 = {r → 1, ωc → 1, m → 1};

```
In[ = Plot3D[Evaluate[Veff /. values1], {ψ[t], -π, π}, {ω, 1, 3},
ColorFunction → Hue, Ticks → {π Range[-1, 1, 1/2], Automatic, Automatic}]
```



```
In[ = Plot[Evaluate[(Veff // .values1 /. ω → #1 &)] /@ {2, 0.2`}],
{ψ[t], -π, π}, Ticks → {-π, 0, π}, Automatic,
Epilog → {Hue[0.6`], AbsolutePointSize[6], Point /@ ({ψ[t], Veff} /. sol /. values1 /. ω → 2)}]
(*REPLACED ALL eqRule→sol*)
```

