

P318: SECTION 2

FEB 1

- TOTAL & PARTIAL DERIVATIVES
- CONFORMAL CORNELL COMMENTARIES
- HW2, ELLIPTIC INTEGRAL
- INDICES
- FORCES THAT DEPEND ON VELOCITY
- EFM, GAUGE TRANSFORMATIONS, (mention tangent space)
↳ if time
- comment on holonomic vs. nonholonomic

→ any q. re: PROB 7?

Remark for hw 2

IN GENERAL, $T \sim \dot{q}^2$

SO EULER-LAGRANGE EQNS $\sim \ddot{q} + f(q) = 0$

↳ in general, this is a hard 2nd order ODE

USE CONSERVATION LAWS!

$$E = T + V \sim (\dot{q})^2 + g(q) \Rightarrow \frac{dq}{dt} = \sqrt{-g(q)}$$

$$\Rightarrow \int_{t_0}^t dt \sim \int_{q(t_0)}^{q(t)} \frac{dq}{\sqrt{-g(q)}}$$

THIS IS STILL HARD TO INTEGRATE, BUT IT IS ~~AND~~ AN INTEGRAL OF A CLOSED FORM EXPRESSION.

TYPICALLY THE INTEGRAL IS NASTY, BUT CARRIES ALL INFO. EG CAN WRITE $t(q)$ PUNC. IN MATHEMATICS, $t(q)$ CARRIES SAME INFO AS $q(t)$.

⇒ ON HW: $t(q)$ SUFFICIENT IF INTEGRAL IS NASTY.

Remark 1a

WHAT IF MANY (> 1) COORDINATES, q_k ?

IDEALLY THERE ARE OTHER CONSERVED QUANTITIES

eg
$$p_1 = \frac{\partial L}{\partial \dot{q}_1}$$

$C \sim$ ~~1~~ ODE OF DEGREE 1

MAYBE USE THIS TO WRITE $\dot{q}_1 (\dot{q}_2, \dots, \dot{q}_N, q_1, q_2, \dots)$

Then plug into E to get ODE in one variable.

BUT: this is a red herring for HW #2!

stick falling problem - USE YOUR OWN INTUITION.

MT p.240

EXAMPLE: the pendulum

$$x = l \sin \theta \quad V = mgy$$

$$y = -l \cos \theta$$

↑ note sign!

things to note: cancel the m across the board

→ physical interp: $F = ma \sim -\nabla mgy$

→ note elliptic integral

EXAMPLE TO TRY ON YOUR OWN: DOUBLE PENDULUM

★ EFM

INDICES :

$$\frac{d}{dt} \frac{\partial L}{\partial \dot{q}_k} - \frac{\partial L}{\partial q_k} = 0$$

btw: DIM
ANALYSIS
RUBRIC

eg when no constraints, $g = \mathbb{I}$
so we write things like $\partial/\partial \vec{r}$
(short hand for each index)

but sometimes this can confuse us

REVIEW: $\vec{r}_i = x_i \hat{e}_i = (x_1, 0, 0) + (0, x_2, 0) + (0, 0, x_3)$

↑ ↖ basis vector
component

NOTE: IMPLIED SUM OF REPEATED INDICES

THEN WE CAN WORK COMPONENT-WISE :

$$(\vec{A} \cdot \vec{B})_i = A_j B_j = A_i \delta_{ij} B_j$$

↑ "dot product" → KRONECKER DELTA

$$(\vec{A} \times \vec{B})_i = \epsilon_{ijk} A_j B_k$$

↑ "cross product" → LEVI-CIVITA TENSOR
totally antisymmetric

w/ $\epsilon_{123} = +1$ (convention)

REMARK: ϵ 's USUALLY INDICATE THE GEOMETRIC
STRUCTURE OF THE THEORY! (eg. $A \times B \sim \text{AREA}$)
[cf. DIFF. FORMS, STOKES' THM]

in homework there's a problem where you are faced w/ $\vec{\nabla} \times (\vec{A} \times \vec{B})$. How to do?

- ① look up / rederive vector identities
- ② INDICES

$$\begin{aligned}
 (\vec{\nabla} \times (\vec{A} \times \vec{B}))_i &= \epsilon_{ijk} \partial_j (\vec{A} \times \vec{B})_k \\
 &= \epsilon_{ijk} \partial_j (\epsilon_{klm} A_l B_m) \\
 &= \epsilon_{ijk} \epsilon_{klm} \partial_j (A_l B_m) \\
 &= (\partial_j A_l) B_m + A_l \partial_j B_m
 \end{aligned}$$

Now suppose $A_l = (\vec{r})_l = x_l$
 WHAT IS $\partial_j x_l$?

$$\rightarrow \delta_{jl}$$

[ANYWAY, YOU GET SOMETHING HERE]

can we simplify? $\epsilon_{ijk} \epsilon_{klm}$ IS A 4 INDEX OBJECT. IT IS ROTATIONALLY COVARIANT (eg $\epsilon_{ijk} A_j B_k$ IS A PSEUDOSCALAR IF \vec{A}, \vec{B} ARE VECTORS). ONLY OTHER OBJECTS THAT WE HAVE ARE δ_{ij} .

so expect $\epsilon_{ijk} \epsilon_{klm} \sim (\delta\delta)_{ijlm}$

$$\epsilon_{ijk} \epsilon_{klm} \sim \delta_{ij} \delta_{km} - \delta_{ik} \delta_{jm} \ominus \delta_{im} \delta_{jl}$$

\swarrow
 not possible
 by symmetry

\nearrow
 RELATED BY, eg $i \leftrightarrow j$
 \Rightarrow MUST HAVE A
 RELATIVE SIGN!

$$\Rightarrow \epsilon_{ijk} \epsilon_{klm} = A (\delta_{ie} \delta_{jm} - \delta_{im} \delta_{je})$$

NOW CAN DETERMINE A:

$$\epsilon_{123} \epsilon_{312} = A (\delta_{11} \delta_{22} - \delta_{12} \delta_{21}) \Rightarrow A = 1.$$

$(+1) \uparrow (+1)$

must be 3.

all other terms vanish

\dagger similarly for, say, $\epsilon_{ijk} \epsilon_{kim}$.

VELOCITY-DEP FORCES

recall generalized EOM

$$F = \frac{d}{dt} \frac{\partial T}{\partial \dot{q}} - \frac{\partial T}{\partial q}$$

↑

$$F_{\text{cons}} + F_v \leftarrow \text{eg } F_{\text{spr}} = -kx$$

$$\Rightarrow F_v = \frac{d}{dt} \frac{\partial L}{\partial \dot{q}} - \frac{\partial L}{\partial q}$$

↑

$$\vec{F}_v = \vec{F}_v(\dot{q}) = \text{ ~~} \frac{\partial}{\partial \dot{q}} G(\dot{q}) \text{ }~~$$

$$\vec{F}_v(v) = - \frac{\partial}{\partial v} G(v)$$

↑ generalized

COMPONENT OF F COMING FROM v -DEP FORCE:

$$\begin{aligned} F_v &= \vec{F}_v \cdot \frac{\partial \vec{r}}{\partial \dot{q}} = -\vec{\nabla}_v G(\dot{q}) \cdot \frac{\partial \vec{r}}{\partial \dot{q}} \quad \text{DOT RULE} \\ &= -\vec{\nabla}_v G(\dot{q}) \cdot \frac{\partial \dot{r}}{\partial \dot{q}} \\ &= -\frac{\partial G(\dot{q})}{\partial \dot{q}} \end{aligned}$$

$$\Rightarrow \frac{d}{dt} \left(\frac{\partial L}{\partial \dot{q}} \right) - \frac{\partial L}{\partial q} + \frac{\partial G}{\partial \dot{q}} = 0$$

✂ SEE EXAMPLES

Another velocity dep force

$$F_{\text{mag}} = e \vec{v} \times \vec{B} \quad \leftarrow \text{see HW}$$

$$L = \frac{1}{2} m v^2 + e \vec{v} \cdot \vec{A}$$

↑ vector potential!

remark: describes a theory of a particle interacting w/ a [BACKGROUND] field

↳ does not describe backreaction on field
... how to describe?

⇒ PROBLEM of ∞ DOF

... also: how to make relativistic?

↳ can you think of a relativistic quantity to use for L ?

Gauge Sym

$$\text{full em } L: \frac{1}{2} m v^2 - e \phi(\mathbf{q}) + e \frac{c}{2} \vec{A}(\mathbf{q}) \cdot \vec{v}$$

$$\vec{A} \rightarrow \vec{A} + \nabla \lambda$$

$$\phi \rightarrow \phi - \dot{\lambda}$$

Gold (2)
1.22

⊗ PARTICLES falling w/ $G = \frac{1}{2} k v^2$

$$L = \frac{1}{2} m \dot{y}^2 - mgy$$

$$\text{Eom: } \frac{d}{dt} \frac{\partial L}{\partial \dot{y}} - \frac{\partial L}{\partial y} + \frac{\partial G}{\partial \dot{y}} = 0$$

↓

$$\Rightarrow \boxed{m \ddot{y} = mg - k \dot{y}}$$

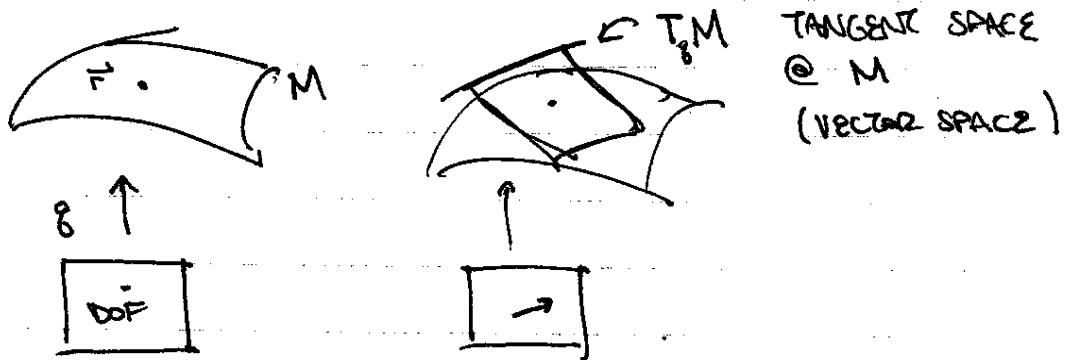
→ when $\dot{y} = mg/k$, $\ddot{y} = 0 \rightarrow$ terminal vel.

Geometry remarks

• CONFORMAL CORNELL

• $L: TM \rightarrow \mathbb{R}$

↑ tangent BUNDLE



The collection of points on M & their tangent spaces is called a tangent bundle.