

# Summary

01/29/24

①

•  $S[q(t)] = \int_{t_1}^{t_2} dt \quad L(q, \dot{q}, t)$       actional functional.

$q = (q_1, q_2, \dots, q_n)$       generalized coord.'s,  $n = \#$  of DOF.

$L =$  Lagrangian.

• physical paths  $q(t) \rightarrow \delta S = 0$       (Hamilton's principle)

$$\delta S = 0 \Rightarrow \frac{d}{dt} \frac{\partial L}{\partial \dot{q}_i} = \frac{\partial L}{\partial q_i} \quad (\text{Euler-Lagrange eqn.'s})$$

$\rightarrow n$  second-order diff. eq.'s for  $q_i(t)$ .

Q: What is  $L$ ?

$\rightarrow$  use symmetry to constrain form of  $L$ .

• inertial frames

$\rightarrow$  postulate there exist privileged frames of reference s.t. the following properties hold:

- (i) space is homogeneous (no preferred pt. in space).
- (ii) space is isotropic (no preferred direction).
- (iii) time is homogeneous (no preferred time).

Such frames are called "inertial frames".

$\rightarrow$  now explore consequences for  $L$ .



(2) 01/29/24

Start w/ the case of a single free particle.

use Cartesian coord.'s:  $q \rightarrow \vec{r}$ ,  $\dot{q} \rightarrow \vec{v}$ ,  $L = L(\vec{r}, \vec{v}, t)$ .

(i) homog. of space:

$$L(\vec{r}, \vec{v}, t) = L(\vec{r} + \vec{a}, \vec{v}, t)$$

for arbitrary translation  $\vec{a}$ .

$$\Rightarrow L(\vec{r}, \vec{v}, t) = L(\vec{v}, t); \text{ i.e., } L \text{ indep. of } \vec{r}.$$

[more formally: take  $\vec{a} = \vec{\epsilon}$  to be a small translation & expand to first order:

$$L(\vec{r} + \vec{\epsilon}, \vec{v}, t) \simeq L(\vec{r}, \vec{v}, t) + \frac{\partial L}{\partial \vec{r}} \cdot \vec{\epsilon} = L(\vec{r}, \vec{v}, t)$$

$$\Rightarrow \frac{\partial L}{\partial \vec{r}} \cdot \vec{\epsilon} = 0.$$

Since  $\vec{\epsilon}$  is arbitrary, this means  $\frac{\partial L}{\partial \vec{r}} = 0$

& hence  $L$  is indep. of  $\vec{r}$

(ii) isotropy

$L(\vec{v}, t)$  can only depend on dot products  $\vec{v} \cdot \vec{v} = v^2$

$$\Rightarrow L(\vec{v}, t) = L(v^2, t).$$

(iii) homog. of time:

$$L(v^2, t) = L(v^2) \quad (\text{same argument as (i)}).$$



So, we have found that, in an inertial frame (which we defined in terms of symmetry properties), the Lagrangian for a free particle is  $L = L(v^2)$ .

Q: What does this mean for the motion in such a frame?

→ E.-L. eqn's:  $\frac{d}{dt} \frac{\partial L}{\partial \vec{v}} = \frac{\partial L}{\partial \vec{r}} \stackrel{=0}{=} 0$  (since  $L = L(v^2)$ )

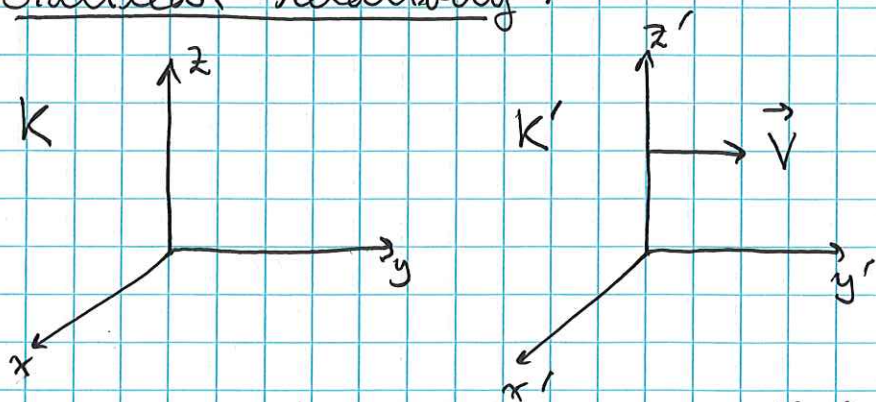
$\Rightarrow \frac{\partial L}{\partial \vec{v}} = \text{const. in time.}$

$\Rightarrow \vec{v} = \text{const.}$ , since  $L$  depends only on  $\vec{v}$ .

$\Rightarrow$  In an inertial frame, free particles move w/ const. velocity  $\vec{v}$  (law of inertia).

• We can further constrain the form of  $L$  for a free particle by invoking the principle of

Galilean relativity:



If  $K$  = inertial frame &  $K'$  is another frame moving w/ const. velocity  $\vec{V}$  w.r.t  $K$ , then  $K'$  = inertial frame. & all laws of physics same in  $K$  &  $K'$



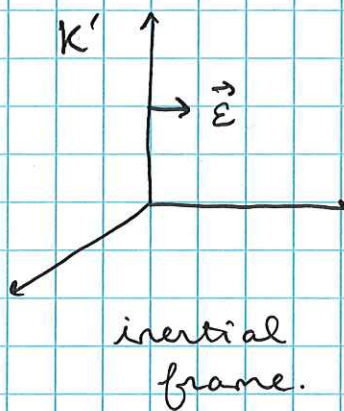
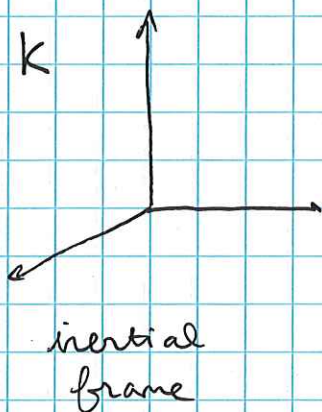
⇒ preferred class of frames (inertial) but no single preferred frame.

mathematically: 
$$\left. \begin{aligned} \vec{r} &= \vec{r}' + \vec{V}t \\ t &= t' \end{aligned} \right\} \text{Galilean transform.}'n$$

→ maps free particle solutions to free particle solutions.

Gal.

• Principle of relativity + prop.'s of inertial frames fix the Lagrangian for a free particle:



suppose velocity  $\vec{E}$  = small.

$$\left. \begin{aligned} \vec{r} &= \vec{r}' + \vec{E}t \\ t &= t' \\ \vec{v} &= \vec{v}' + \vec{E} \end{aligned} \right\} \text{Gal. transform.}'n.$$

K:  $L = L(v^2)$  (by prop. of inertial frame).

K':  $L' = L(v'^2)$  " "

$$\approx L(v^2 - 2\vec{v} \cdot \vec{E})$$

$$\approx L(v^2) - \frac{\partial L}{\partial v_i} (2\vec{v} \cdot \vec{E})$$



- The difference btwn. ~~Lagrangians~~ Lagrangians in frames  $K$  &  $K'$  is thus:

$$L' - L \approx - \frac{\partial L}{\partial v^2} (2 \vec{v} \cdot \vec{E})$$

- According to Gal. princ. of relativity, EOM in  $K$  &  $K'$  must be same.  $\Rightarrow L' - L = \frac{df(\vec{r}, t)}{dt}$  (HW 1 & Lec. 2)

$$\Rightarrow \vec{v} \cdot \left( -2 \frac{\partial L}{\partial v^2} \vec{E} \right) = \frac{d}{dt} f(\vec{r}, t). \quad (*)$$

- now, dep. of  $df/dt$  on  $\vec{v}$  is linear:

$$\frac{d}{dt} f(\vec{r}, t) = \frac{\partial f}{\partial \vec{r}} \cdot \vec{v} + \frac{\partial f}{\partial t} \equiv \vec{\alpha} \cdot \vec{v} + \beta$$

$$\text{w/ } \vec{\alpha} = \vec{\alpha}(\vec{r}, t) \quad \& \quad \beta = \beta(\vec{r}, t).$$

- Comparing to  $(*)$ , we conclude  $\frac{\partial L}{\partial v^2} = \text{const. fn. of } v^2$ .

$$\Rightarrow L \sim v^2$$

$$\& \text{ we write } \boxed{L = \frac{1}{2} m v^2} \quad (\text{free particle}).$$

$\rightarrow$  in our approach, this defines the "mass"  $m$  of a particle.

Q: Is  $m$  arbitrary?

$\rightarrow$  see end of notes for discussion of "principle of additivity"



Useful to record  $v^2$  in various coord.'s:

$$d\vec{s} = \vec{v} dt \Rightarrow ds^2 = v^2 dt^2$$

$$\Rightarrow v^2 = \frac{(ds^2)}{(dt^2)}$$

that is, to obtain  $v^2$  in various coord. systems, ~~it's~~ we may simply write down  $ds^2$  & then formally divide by  $dt^2$

(i) Cartesian:  $ds^2 = dx^2 + dy^2 + dz^2$

$$\Rightarrow v^2 = \dot{x}^2 + \dot{y}^2 + \dot{z}^2$$

(ii) Cylindrical:  $ds^2 = dr^2 + r^2 d\phi^2 + dz^2$

$$\Rightarrow v^2 = \dot{r}^2 + r^2 \dot{\phi}^2 + \dot{z}^2$$

(iii) Polar:  $ds^2 = dr^2 + r^2 d\theta^2 + r^2 \sin^2 \theta d\phi^2$

$$\Rightarrow v^2 = \dot{r}^2 + r^2 \dot{\theta}^2 + r^2 \sin^2 \theta \dot{\phi}^2$$

Interactions btwn. particles:

$$L = \underbrace{\sum_{a=1}^N \frac{1}{2} m_a v_a^2}_{\text{"kinetic energy" (T)}} - \underbrace{U(\vec{r}_1, \vec{r}_2, \dots, \vec{r}_N)}_{\text{"potential energy" (U)}}$$

$a$  = particle label  
 $N$  = # of part.

$$\Rightarrow L = T - U.$$



Now consider the E-L eqn.'s:

$$\frac{d}{dt} \frac{\partial L}{\partial \vec{v}_a} = \frac{\partial L}{\partial \vec{r}_a} \quad (a=1, \dots, N)$$

$$\Rightarrow m \vec{\dot{v}}_a = - \frac{\partial U(\vec{r}_1, \dots, \vec{r}_N)}{\partial \vec{r}_a}$$



$\vec{F}_a$ , force on particle  $a$

( $\rightarrow$  Newton's 2nd law)

Q: Is  $m$  arbitrary?

$\rightarrow$  A system of  $N$  non-interacting particles should be understood as the limit of a system in which particles are far separated s.t. their interactions may be ignored

$$\Rightarrow L_{\text{non-interacting}} = \lim L = \sum_{a=1}^N L_a = \sum_{a=1}^N \frac{1}{2} m_a v_a^2$$

$\Rightarrow$  EOM only invariant under rescaling of  $L$ , not individual  $L_a$ .

$\Rightarrow$  ratios of particle masses are physically meaningful. overall rescaling  $\leftrightarrow$  choice of mass unit