

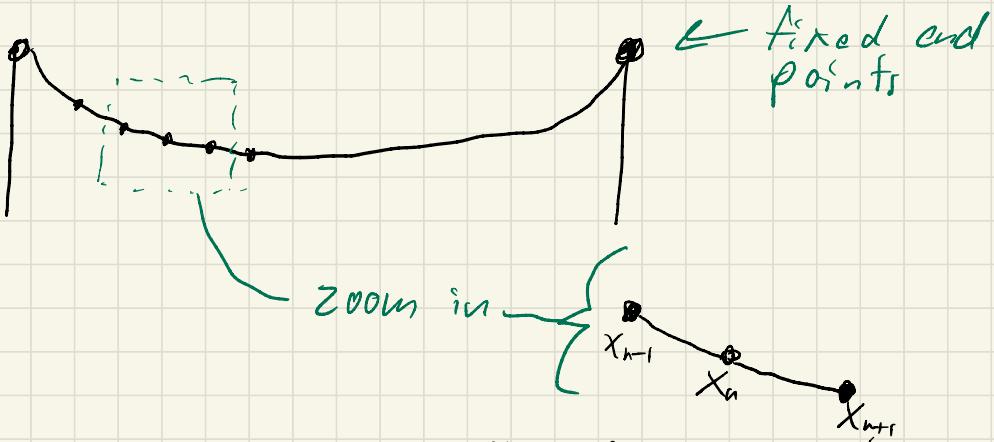
Last Time:

- Calculus of Variations Pt. 2
- Hanging Cable

Today:

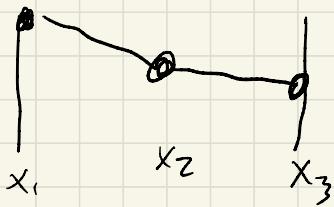
- Calculus of Variations Pt. 2
- Dynamics from Energy
- Lagrangian Mechanics
- Least-Action Principle

Another look at the Hanging Cable:



- If we zoom in a small subsection also has to be optimal (minimum potential energy).
- We can take any subsection and fix its endpoints to the free solutions.
- Looks exactly like the original problem just smaller

- Let's look at a subsection with only 3 discrete points:



$$\begin{aligned} s_n^2 &= \Delta x_n^2 + \Delta y_n^2 \\ &= \Delta x^2 + (y_{n+1} - y_n)^2 \\ \Rightarrow s_n &= \sqrt{1 + \left(\frac{y_{n+1} - y_n}{\Delta x}\right)^2} \Delta x \end{aligned}$$

$$U_n = \frac{1}{2} (y_{n+1} + y_n) \rho g s_n = \frac{1}{2} (y_{n+1} + y_n) \rho g \sqrt{1 + \left(\frac{y_{n+1} - y_n}{\Delta x}\right)^2} \Delta x$$

$$U = \sum U_n = U(y_1, y_2) + U(y_2, y_3)$$

- Length constraint:

$$S = \sum_n s_n = S(y_1, y_2) + S(y_2, y_3) = l_{1:3}$$

- Now we only have to minimize w.r.t. y_2

- KKT conditions:

$$\frac{\partial}{\partial y_2} [U(y_1, y_2, y_3) + \lambda S(y_1, y_2, y_3)] = 0$$

$$\Rightarrow \frac{\partial}{\partial y_2} [U(y_1, y_2, y_3) + U(y_2, y_3) + \lambda S(y_1, y_2) + \lambda S(y_2, y_3)] = 0$$

$$\Rightarrow \underbrace{D_2 U(y_1, y_2) + D_2 U(y_2, y_3) + \lambda D_2 S(y_1, y_2) + \lambda D_2 S(y_2, y_3)}_{=} = 0$$

"Discrete Euler-Lagrange Equation"

- This matches what we got last time by minimizing the whole sum.
- We got this by minimizing w.r.t. y_c , but I can use D_{EEL} to solve for any of y_1, y_2, y_3 given the other two.
- If we take continuum limit $\Delta x \rightarrow 0$

$$\frac{d}{dx} \left(\frac{\partial L}{\partial \dot{y}} \right) - \frac{\partial L}{\partial y} = 0 \quad \left. \begin{array}{l} \text{continuous} \\ \text{Euler-Lagrange} \\ \text{Equation} \end{array} \right)$$

$L = u(y, \dot{y}) + \lambda s(y, \dot{y})$

Lagrangian

- The fact that every sub-segment has to be optimal lets us derive local optimality conditions (Euler-Lagrange Equation).
- This is called the "Principle of Optimality" or "Bellman's Principle" and underlies optimal control, dynamic programming, and RL.
- We can also view this as an optimal control problem:

$$\min_{y(x)} U = \int_0^l u(y, \dot{y}) dx \quad \left. \begin{array}{l} \text{Potential} \\ \text{Energy} \end{array} \right)$$

s.t. $y(0) = y_0$ } end point
 $y(l) = y_l$ } conditions
 $s = l$

$$m \cdot u \\ x(t) \\ u(t) \\ J = \int_{t_0}^{t_f} l(x, u) dt + \gamma \text{ cost}$$

s.t. $\dot{x} = f(x, u)$ dynamics
 $x(0) = x_0$ initial state
 $x(t_f) = x_g$ goal state

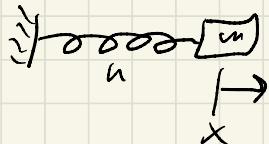
Correspondance:

$$\begin{array}{ccc} V & \longrightarrow & J \\ x & \longrightarrow & t \\ y(x) & \longrightarrow & x(t) \\ y(x) & \longrightarrow & u(t) \end{array}$$

$$\dot{y} = f(y, u) = u \quad \text{"dynamics constraint"}$$

Dynamics from Energy:

- Let's look at a spring-mass system:



$$m \ddot{x} = -kx$$

$$T = \frac{1}{2} m \dot{x}^2$$

kinetic energy

$$V = \frac{1}{2} k x^2$$

Potential Energy

- No damping \Rightarrow Total energy is conserved

$$T + V = \frac{1}{2} m \dot{x}^2 + \frac{1}{2} k x^2 = H$$

H constant

$$\Rightarrow \frac{d}{dt} H = m\ddot{x}\dot{x} + kx\ddot{x} = 0$$

- Divide by \dot{x}

$$\Rightarrow m\ddot{x} = -kx$$

- This works for any system of the form:

$$H = \frac{1}{2} \dot{q}^T M \dot{q} + U(q)$$

M constant mass matrix

$$\Rightarrow \dot{H} = \dot{q}^T M \ddot{q} + \frac{\partial q}{\partial q} \dot{q} = 0 = \dot{q}^T (M \ddot{q} + \nabla U(q))$$

$$\Rightarrow M \ddot{q} + \nabla U(q) = 0$$

- Doesn't work if $M(q)$ is not constant
- This is not coordinate invariant
- A slightly different setup that does work:

- Define $L = T - V$

$$- \text{Knowing } M\ddot{q} + \nabla V = 0$$

$$\Rightarrow \underbrace{\frac{d}{dt} \left(\frac{\partial L}{\partial \dot{q}} \right)}_{M\ddot{q}} - \underbrace{\frac{\partial L}{\partial q}}_{-\nabla V} = 0$$

- To show that $q' = f(q)$, $\dot{q}' = \frac{\partial f}{\partial q} \dot{q} = T(q) \dot{q}$ this is coordinate invariant.

$$\Rightarrow L(\dot{q}, \dot{q}') = L(f(q), T(q) \dot{q})$$

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

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

$\cancel{\text{cancel}}$

$$\Rightarrow \left[\frac{d}{dt} \left(\frac{\partial L}{\partial \dot{q}} \right) - \frac{\partial L}{\partial q} \right] T(q) = 0$$

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

- Euler-Lagrange equation is exactly the same in both q and q' coordinates.

- We also know that is the first-order necessary conditions for an optimization problem!

$$\underset{q(t)}{\text{min}} \quad S = \int_{t_0}^{t_f} \underbrace{L(q, \dot{q})}_{\text{"Action" }} dt \quad \text{"Lagrangian"}$$

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

- Minimization problem is called "Least-Action Principle" or "Hamilton's Principle".
 - Least-action is most general formulation of dynamics. Can derive others by making particular choices of L , q , etc.
 - Major advantage over Fermat's principle: can pick whatever coordinates I want for q .
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* Example: Pendulum



$$T = \frac{1}{2}mv^2 = \frac{1}{2}ml^2\dot{\theta}^2$$

$$V = mgq = mgl(1 - \cos(\theta))$$

$$L = T - V = \frac{1}{2}ml^2\dot{\theta}^2 - mgl(1 - \cos(\theta))$$

$$\frac{d}{dt} \left(\frac{\partial L}{\partial \dot{\theta}} \right) - \frac{\partial L}{\partial \theta} = ml^2\ddot{\theta} + mgl \sin(\theta) = 0$$