

Lecture 7

Statistics & Classical Mech

Office Hours:

130-230 Thursday and 10-11 Friday?

Statistics Reminder

$$\text{Mean } \langle x \rangle = \mu = \frac{1}{N} \sum_{i=1}^N x_i$$

$$\text{Var}(x) = \sigma^2 = \frac{1}{N} \sum_{i=1}^N (x_i - \mu)^2, \quad \sigma \text{ is std dev}$$

sometimes adjusted

$$\begin{aligned} \text{Var}(x) &= \frac{1}{N} \sum_{i=1}^N x_i^2 - 2\mu\mu + \mu^2 = \langle x^2 \rangle - 2\mu\langle x \rangle + \mu^2 \\ &= \langle x^2 \rangle - \langle x \rangle^2 \end{aligned}$$

$$\text{Var}(x) \geq 0 \Rightarrow \langle x^2 \rangle \geq \langle x \rangle^2$$

Let's look back at our random walks

$$\text{disp} = \sum_{i=1}^M m_i \quad (+a, -a) \text{ for each } m;$$

$$= a(N_+ - N_-) = a(2N_+ - M)$$

$$\begin{aligned} \langle d \rangle &= a \langle N_+ \rangle - a \langle N_- \rangle \xrightarrow{M \rightarrow \infty} aM(p_+ - p_-) \\ &\quad = 0 \text{ for } p_+ = p_- = \frac{1}{2} \\ &\quad aM(2p - 1) \quad \langle d \rangle^2 = a^2 M^2 (4p^2 - 4p + 1) \end{aligned}$$

$$\text{Var}(d) = \langle d^2 \rangle - \langle d \rangle^2$$

$$\langle d^2 \rangle = a^2 \langle (2N_+ - M)^2 \rangle = a^2 \langle 4N_+^2 - 4N_+M + M^2 \rangle$$

$$\begin{aligned} \text{Var}(N_+) &= Mp(1-p) = \langle N_+^2 \rangle - \langle N_+ \rangle^2 \\ \Rightarrow \langle N_+^2 \rangle &= Mp(1-p) + M^2 p^2 \end{aligned}$$

$$\text{Var}(d) = a^2 \left[4(Mp(1-p) + M^2 p^2) - 4M^2 p + M^2 \right]$$

$$= a^2 [4Mp(1-p)] \underset{\substack{\uparrow \\ p=1/2}}{=} Ma^2$$

$$\text{RMS } D \sim \sqrt{\langle d^2 \rangle} \rightarrow a\sqrt{M}$$

We saw for a real example how we can get

a series of X_i from a coin flip process.

Could also get X_{iti} from X_i by some rule, EG in MI
equations of motion (next)

X_i could also come from a series of measurements

Assumed that X_i come from underlying prob dist $P(x)$

e.g. $P(x)$



P has properties

$$\text{prob } x \in (a, b) = \int_a^b P(x) dx$$

Normalized

$$\int_{-\infty}^{\infty} P(x) dx = 1$$

< or proper range

For this continuous distribution

$$\langle A \rangle = \int A(x) P(x) dx$$

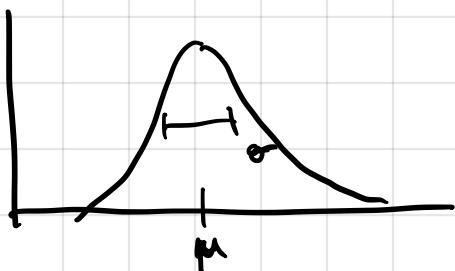
$$\mu = \langle x \rangle = \int x P(x) dx$$

$$\sigma^2 = \langle (x - \mu)^2 \rangle = \int (x - \mu)^2 P(x) dx = \int x^2 P(x) dx - \mu^2$$

μ & σ are fixed properties of dist

Name probability distributions?

Important example $P(x) = N(\mu, \sigma^2) = \frac{1}{\sqrt{2\pi\sigma^2}} e^{-(x-\mu)^2/2\sigma^2}$



If we sample from a dist and measure a quantity, feels like we should approx the true value

$$\mu_N = \frac{1}{N} \sum_{i=1}^N x_i \quad , \quad x_i \text{ measurements independent}$$

$$\langle \mu_N \rangle = \frac{1}{N} \sum \langle x_i \rangle = N\mu/N = \mu$$

$$\text{Var}(\mu_N) = \langle \mu_N^2 \rangle - \langle \mu_N \rangle^2$$

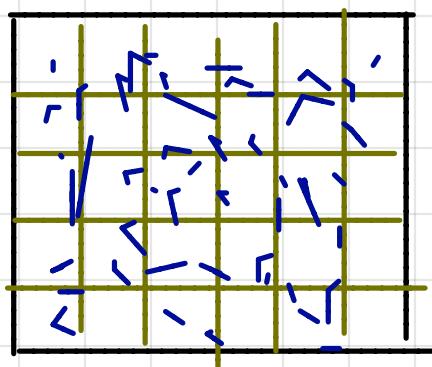
$$\begin{aligned} \langle \mu_N^2 \rangle &= \frac{1}{N^2} \sum_i \sum_j \langle x_i x_j \rangle = \frac{1}{N^2} \sum_i (\langle x_i \rangle^2 + (N-1)\mu^2) \\ \langle x_i x_j \rangle &= \langle x_i^2 \rangle, i=j \\ \langle x_i \rangle \langle x_j \rangle &= \mu^2 \quad \text{if } i=j \end{aligned}$$

$$= \frac{1}{N^2} \sum_i (\langle x_i \rangle^2 - \mu^2) + \frac{N^2 \mu^2}{N^2}$$

$$\Rightarrow \text{Var}(\mu_N) = \frac{1}{N^2} \sum_{i=1}^N \text{Var}(x_i) = \frac{1}{N} \text{Var}(x) = \sigma^2/N$$

$$\sigma_N = \sigma / \sqrt{N}, \quad \text{increasing ind samples gets } \mu_N \text{ closer to } \mu \text{ by factor } \sqrt{N}$$

In stat mech, imagine taking a large system



$$N_{\text{boxes}} = V / b^d$$

Compute A_i on any subsystem
Then $\text{Var}(A_i) \sim 1/N$

Bigger the system, the more a single measurement is reflective of true $\langle A \rangle$

Central limit theorem: If X_i taken from any $P(x)$

$$\text{Sample mean } \mu_N = \frac{1}{N} \sum_{i=1}^N X_i$$

$$P(\mu_N - \mu) \xrightarrow{N \rightarrow \infty} \mathcal{N}(0, \sigma^2/N)$$

Classical Mechanics

Assume our systems will be classical

$$\vec{r} = (\vec{r}_1, \vec{r}_2, \dots, \vec{r}_N)$$

$$\vec{v} = (\vec{v}_1, \vec{v}_2, \dots, \vec{v}_N)$$

$$\vec{a} = \frac{d\vec{v}}{dt} = \frac{d^2\vec{r}}{dt^2}$$

$$\vec{a} = \vec{v} = \ddot{\vec{r}}$$

Newton's Equations say $\vec{F} = m\vec{a}$ ie

$$m_i \ddot{r}_i = F_i(\vec{r}_1, \dots, \vec{r}_N), \quad 3N \text{ diff eq}$$

If we know $\vec{v}(0)$ and $\vec{r}(0)$, and $F(r)$,
everything is determined

If no friction, or dissipation, and know potential energy $U(\vec{r})$

$$\text{then } \vec{F}(\vec{r}) = -\nabla U(\vec{r}) \text{ ie}$$

$$F_i(\vec{r}) = -\frac{dU(r)}{dr_i} \quad (\text{no dep on vel})$$

The total E is kinetic + pot energy

$$E(\vec{r}, \vec{v}) = \frac{1}{2} m \vec{v}^2 + U(r) = \vec{p}^2/2m + U(r)$$

$$\text{momentum } p_i = v_i m_i$$

If $F = -\nabla U$, say these are conservative forces because E is const

$$\frac{dE}{dt} = \frac{1}{2} m (\vec{v} \cdot \vec{v} + \vec{v} \cdot \vec{v}) + \frac{dU(r)}{dt}$$

$$\text{chain rule} \quad \left[\frac{dx}{dt} = \sum_{i=1}^N \left(\frac{\partial x}{\partial r_i} \right) \frac{dr_i}{dt} = \sum \left(\frac{\partial x}{\partial t} \right) \dot{r}_i \right]$$

$$= \vec{m} \vec{v} \cdot \vec{a} + \sum \frac{\partial U}{\partial r_i} \dot{r}_i = \vec{v} \cdot \vec{F} - \vec{F} \cdot \vec{v} = 0$$

Lagrangian Mechanics

For conservative systems, there is another way to solve classical problems called Lagrangian Mechanics:

$$L(\vec{r}, \dot{\vec{r}}) = K(\vec{r}) - U(r)$$

Euler-Lagrange equations:

$$\frac{d}{dt} \left(\frac{\partial L}{\partial \dot{r}_i} \right) - \frac{\partial L}{\partial r_i} = 0 \quad (\text{Sec 1.6})$$

For $K = \frac{1}{2} m \dot{r}_i^2$, equiv to

$$m \ddot{r}_i = -\nabla U = F$$

Why is this helpful? It applies for other coordinates, ie where $q_i = f_i(\vec{r})$, could be diff func for each coord

Lagrangian Mech. is useful for some methods, but also leads to a second generalized set of EOMs, Ham. Mech.

$H(\vec{r}, \vec{p})$ is Hamiltonian and \vec{p} are "conj. mom."

In cartesian, $\vec{p} = \vec{m} \vec{v}$, but generalize to

$$p_i = \frac{\partial \mathcal{H}}{\partial \dot{q}_i} \quad [\text{Same for } K(q) = \frac{m \dot{q}_i^2}{2}]$$

$$K = \sum \frac{\dot{p}_i^2}{2m_i}, \quad \mathcal{H} = K + U(q)$$

$$\boxed{\begin{aligned} \dot{q}_i &= \frac{\partial \mathcal{H}}{\partial p_i}, \\ \dot{p}_i &= -\frac{\partial \mathcal{H}}{\partial q_i}. \end{aligned}}$$

\mathcal{H} generates dynamics in any coord system

The \mathcal{H} and L are connected by a "Legendre transform" [sec 1.5]

$$\mathcal{H}(p_i, q_i) = \sum_i \frac{\partial L}{\partial \dot{q}_i} \dot{q}_i - L = \sum_i \dot{q}_i p_i - L \quad \left[\begin{array}{l} \text{for cartesian,} \\ \sum m_i v_i^2 - \left(\frac{1}{2} \sum m_i v_i^2 - U \right) \\ = U + K \end{array} \right]$$

$$\frac{d\mathcal{H}(q, p)}{dt} = \sum_i \frac{\partial \mathcal{H}}{\partial q_i} \dot{q}_i + \frac{\partial \mathcal{H}}{\partial p_i} \dot{p}_i = \sum_i -\dot{p}_i \dot{q}_i + \dot{q}_i \dot{p}_i = 0$$