

Mechanics

Physics 151

Lecture 20
Canonical Transformations
(Chapter 9)

What We Did Last Time

- Hamilton's Principle in the Hamiltonian formalism

- Derivation was simple $\delta I \equiv \delta \int_{t_1}^{t_2} (p_i \dot{q}_i - H(q, p, t)) dt = 0$

- Additional end-point constraints

$$\delta q(t_1) = \delta q(t_2) = \delta p(t_1) = \delta p(t_2) = 0$$

- Not strictly needed, but adds flexibility to the definition of the action integral

- This connects to: **Canonical Transformations**

- Principle of Least Action $\Delta \int_{t_1}^{t_2} p_i \dot{q}_i dt = 0$

Got into
this a bit

Canonical Transformation

- Goal: To find transformations

$$Q_i = Q_i(q_1, \dots, q_n, p_1, \dots, p_n, t) \quad P_i = P_i(q_1, \dots, q_n, p_1, \dots, p_n, t)$$

that satisfy Hamilton's equation of motion

$$\dot{q}_i = \frac{\partial H}{\partial p_i} \quad \dot{p}_i = -\frac{\partial H}{\partial q_i} \quad \longrightarrow \quad \dot{Q}_i = \frac{\partial K}{\partial P_i} \quad \dot{P}_i = -\frac{\partial K}{\partial Q_i}$$

- K is the transformed Hamiltonian $K = K(Q, P, t)$

- Hamilton's principle requires

$$\delta \int_{t_1}^{t_2} (p_i \dot{q}_i - H(q, p, t)) dt = 0 \quad \text{and} \quad \delta \int_{t_1}^{t_2} (P_i \dot{Q}_i - K(Q, P, t)) dt = 0$$

General Transformation

$$\delta \int_{t_1}^{t_2} (p_i \dot{q}_i - H(q, p, t)) dt = 0 \quad \text{and} \quad \delta \int_{t_1}^{t_2} (P_i \dot{Q}_i - K(Q, P, t)) dt = 0$$

- Two types of transformations are possible

- $P_i \dot{Q}_i - K = \lambda(p_i \dot{q}_i - H)$ ← Scale transformation

- $P_i \dot{Q}_i - K + \frac{dF}{dt} = p_i \dot{q}_i - H$ ← Canonical transformation

- Both satisfy Hamilton's principle

- Combined, we find

$$P_i \dot{Q}_i - K + \frac{dF}{dt} = \lambda(p_i \dot{q}_i - H) \quad \leftarrow \text{Extended Canonical transformation}$$

Scale Transformation

- We can always change the scale of (or unit we use to measure) coordinates and momenta

$$P_i = \nu p_i \quad Q_i = \mu q_i$$

- To satisfy Hamilton's principle, we can define

$$K(P, Q, t) = \mu\nu H(p, q, t)$$

$$\longrightarrow P_i \dot{Q}_i - K = \mu\nu (p_i \dot{q}_i - H) \longleftarrow \text{Scale transformation}$$

- This is trivial
- We now concentrate on – Canonical transformations

Canonical Transformation

$$P_i \dot{Q}_i - K + \frac{dF}{dt} = p_i \dot{q}_i - H$$

- Hamilton's principle

$$\delta \int_{t_1}^{t_2} (P_i \dot{Q}_i - K) dt = \delta \int_{t_1}^{t_2} \left(p_i \dot{q}_i - H - \frac{dF}{dt} \right) dt = -\delta [F]_{t_1}^{t_2} = 0$$

- Satisfied if $\delta p = \delta q = \delta P = \delta Q = 0$ at t_1 and t_2

- F can be any function of p_i, q_i, P_i, Q_i and t

- It defines a canonical transformation

- Call it the **generating function** of the transformation

or generator

Simple Example [1]

$$P_i \dot{Q}_i - K + \frac{dF}{dt} = p_i \dot{q}_i - H$$

- Try a generating function: $F = q_i P_i - Q_i P_i$
 - Canonical transformation generated by F is

$$P_i \dot{Q}_i - K + \frac{dF}{dt} = -K + (q_i - Q_i) \dot{P}_i + P_i \dot{q}_i = p_i \dot{q}_i - H$$

$$\Rightarrow Q_i = q_i \quad P_i = p_i \quad \Leftarrow \text{Identity transformation}$$

$$K = H$$

- OK, that was too simple
 - Let's push this one step further...

Simple Example [2]

$$P_i \dot{Q}_i - K + \frac{dF}{dt} = p_i \dot{q}_i - H$$

■ Let's try this one: $F = f_i(q_1, \dots, q_n, t) P_i - Q_i P_i$

■ f_i are arbitrary functions of $q_1 \dots q_n$ and t

$$P_i \dot{Q}_i - K + \frac{dF}{dt} = -K + (f_i - Q_i) \dot{P}_i + P_i \frac{\partial f_i}{\partial q_j} \dot{q}_j + \frac{\partial f_i}{\partial t} P_i = p_i \dot{q}_i - H$$

➡ $Q_i = f_i(q_1, \dots, q_n, t)$

All “point transformations” of generalized coordinates are covered

$$p_i = \frac{\partial f_j}{\partial q_i} P_j$$

Must invert these n equations to get P_i

$$K = H + \frac{\partial f_i}{\partial t} P_i$$

■ We can do all what we could do before

Arbitrariness

- Generating function $F \rightarrow$ a canonical transformation

- Opposite mapping is **not unique**

- There are many possible F s for each transformation

- e.g. add an arbitrary function of time $g(t)$ to F

$$P_i \dot{Q}_i - K + \frac{dF}{dt} \rightarrow P_i \dot{Q}_i - K + \frac{dF}{dt} + \frac{dg(t)}{dt}$$

Does not affect
the action integral

$$\Rightarrow K \rightarrow K + \frac{dg(t)}{dt}$$

Just modifies the Hamiltonian
without affecting physics

- F is arbitrary up to any function of time only

- So is the Hamiltonian

Finding the Generator

$$P_i \dot{Q}_i - K + \frac{dF}{dt} = p_i \dot{q}_i - H$$

- Let's look for a generating function
 - Suppose $K(Q, P, t) = H(q, p, t)$ for simplicity

$$\Rightarrow \frac{dF}{dt} = p_i \dot{q}_i - P_i \dot{Q}_i$$

- Easiest way to satisfy this would be

$$F = F(q, Q) \quad \frac{\partial F}{\partial q_i} = p_i \quad \frac{\partial F}{\partial Q_i} = -P_i$$

- Trivial example: $F(q, Q) = q_i Q_i$

$$\Rightarrow p_i = Q_i \quad P_i = -q_i$$

In the Hamiltonian formalism,
you can freely swap the
coordinates and the momenta

Type-1 Generator

$$P_i \dot{Q}_i - K + \frac{dF}{dt} = p_i \dot{q}_i - H$$

- $F = F(q, Q)$ is not very general

- It does not allow t -dependent transformation

- Fix this by extending to $F = F_1(q, Q, t)$ ← Call it **Type-1**

$$p_i = \frac{\partial F_1(q, Q, t)}{\partial q_i}$$

$$P_i = -\frac{\partial F_1(q, Q, t)}{\partial Q_i}$$

- This affects the Hamiltonian

$$\frac{dF}{dt} = \frac{\partial F_1}{\partial q_i} \dot{q}_i + \frac{\partial F_1}{\partial Q_i} \dot{Q}_i + \frac{\partial F_1}{\partial t} = p_i \dot{q}_i - P_i \dot{Q}_i + K - H$$

$$\Rightarrow K = H + \frac{\partial F_1}{\partial t}$$

Harmonic Oscillator

- Consider a 1-dimensional harmonic oscillator

$$H(q, p) = \frac{p^2}{2m} + \frac{kq^2}{2} = \frac{1}{2m} (p^2 + m^2 \omega^2 q^2) \quad \omega^2 \equiv \frac{k}{m}$$

- Sum of squares \rightarrow Can we make them sine and cosine?

- Suppose $p = f(P) \cos Q$ $q = \frac{f(P)}{m\omega} \sin Q$

$$\rightarrow K = H = \frac{\{f(P)\}^2}{2m} \quad \leftarrow Q \text{ is cyclic} \rightarrow P \text{ is constant}$$

- Trick is to find $f(P)$ so that the transformation is canonical
 - How?

Harmonic Oscillator

- Let's try a Type-1 generator

$$F_1(q, Q, t) \quad p = \frac{\partial F_1}{\partial q} \quad P = -\frac{\partial F_1}{\partial Q}$$

- Express p as a function of q and Q

$$p = f(P) \cos Q \quad q = \frac{f(P)}{m\omega} \sin Q \quad \Rightarrow \quad p = m\omega q \cot Q$$

- Integrate with q $\Rightarrow F_1 = \frac{m\omega q^2}{2} \cot Q$

$$\Rightarrow P = -\frac{\partial F_1}{\partial Q} = \frac{m\omega q^2}{2 \sin^2 Q}$$

We are getting somewhere

Harmonic Oscillator

$$p = \frac{\partial F_1}{\partial q} = m\omega q \cot Q$$

$$P = -\frac{\partial F_1}{\partial Q} = \frac{m\omega q^2}{2\sin^2 Q}$$

- We need to turn $H(q, p)$ into $K(Q, P)$
- Solve the above equations for q and p

$$q = \sqrt{\frac{2P}{m\omega}} \sin Q$$

$$p = \sqrt{2Pm\omega} \cos Q$$

- Now work out the Hamiltonian

$$K = H = \frac{1}{2m} (p^2 + m^2 \omega^2 q^2) = \omega P$$

- Things don't get much simpler than this...

Harmonic Oscillator

$$K = \omega P = E$$

- Solving the problem is trivial

$$P = \text{const} = \frac{E}{\omega} \quad \dot{Q} = \frac{\partial K}{\partial P} = \omega \quad Q = \omega t + \alpha$$

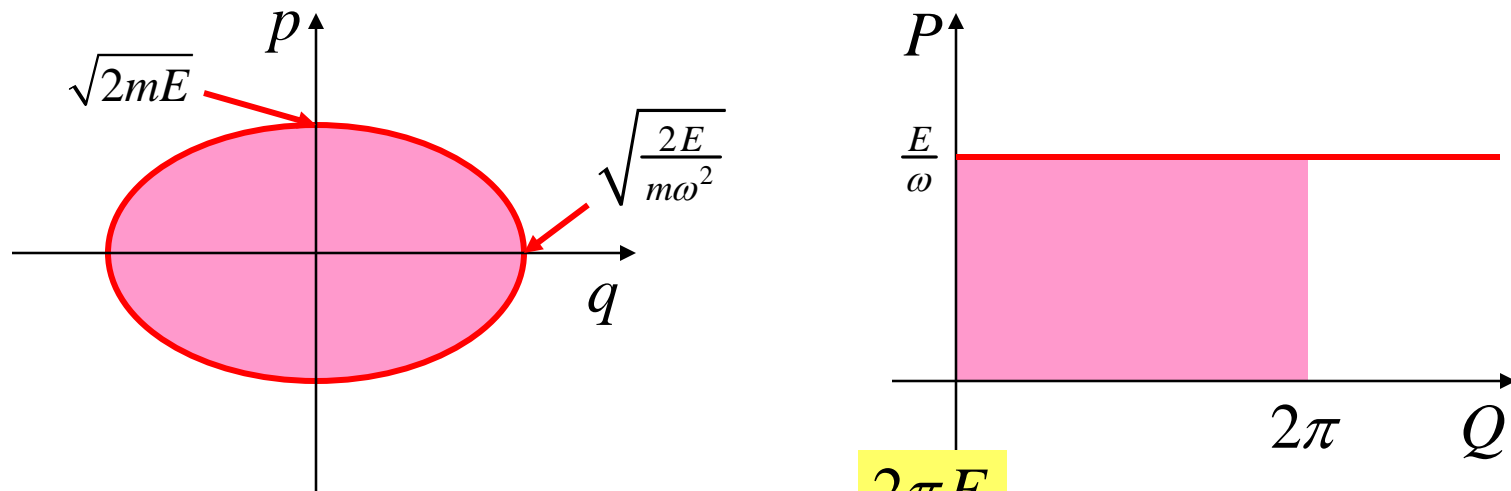


$$p = \sqrt{2Pm\omega} \cos Q = \sqrt{2mE} \cos(\omega t + \alpha)$$

$$q = \sqrt{\frac{2P}{m\omega}} \sin Q = \sqrt{\frac{2E}{m\omega^2}} \sin(\omega t + \alpha)$$

Phase Space

- Oscillator moves in the p - q and P - Q phase spaces



- One cycle draws the same area $\frac{2\pi E}{\omega}$ in both spaces
- The area swept by a cyclic system in the phase space is invariant

Will come back to this in Lecture 23

Other Types of Generators

- Type-1 generator $F = F_1(q, Q, t)$ is still not so general
 - Just try to find a generator for $Q_i = q_i$ $P_i = p_i$
- We need generating functions of different set of independent variables
 - In fact, we may have 4 basic types of them
 $F_1(q, Q, t)$ $F_2(q, P, t)$ $F_3(p, Q, t)$ $F_4(p, P, t)$
- We can derive them using the now-familiar rule
 - i.e. we can add any dF/dt inside the action integral

Type-2 Generator

- In the last lecture, I used $F = -q_i p_i$ to convert

$$\delta \int_{t_1}^{t_2} (p_i \dot{q}_i - H(q, p, t)) dt = 0 \quad \Rightarrow \quad \delta \int_{t_1}^{t_2} (-\dot{p}_i q_i - H(q, p, t)) dt = 0$$

- Switch the definition of canonical transformations

$$P_i \dot{Q}_i - K + \frac{dF}{dt} = p_i \dot{q}_i - H \quad \Rightarrow \quad -\dot{P}_i Q_i - K + \frac{dF}{dt} = p_i \dot{q}_i - H$$

$$\Rightarrow \frac{dF}{dt} = p_i \dot{q}_i + Q_i \dot{P}_i + K - H$$

- To satisfy this

$$F = F_2(q, P, t) \quad \frac{\partial F_2}{\partial q_i} = p_i \quad \frac{\partial F_2}{\partial P_i} = Q_i \quad K = H + \frac{\partial F_2}{\partial t}$$

Type-2 Generator

- If we go back to the original definition of generating

function $P_i \dot{Q}_i - K + \frac{dF}{dt} = p_i \dot{q}_i - H$

$$F = F_2(q, P, t) - Q_i P_i \quad \frac{\partial F_2}{\partial q_i} = p_i \quad \frac{\partial F_2}{\partial P_i} = Q_i \quad K = H + \frac{\partial F_2}{\partial t}$$

- Trivial case: $F_2 = q_i P_i$

$\rightarrow p_i = P_i \quad Q_i = q_i \quad \leftarrow \text{Identity transformation}$

- We push the same idea to define the other 2 types

Four Basic Generators

Generator	Derivatives	Trivial Case
$F_1(q, Q, t)$	$p_i = \frac{\partial F_1}{\partial q_i} \quad P_i = -\frac{\partial F_1}{\partial Q_i}$	$F_1 = q_i Q_i \quad \begin{matrix} Q_i = p_i \\ P_i = -q_i \end{matrix}$
$F_2(q, P, t) - Q_i P_i$	$p_i = \frac{\partial F_2}{\partial q_i} \quad Q_i = \frac{\partial F_2}{\partial P_i}$	$F_2 = q_i P_i \quad \begin{matrix} Q_i = q_i \\ P_i = p_i \end{matrix}$
$F_3(p, Q, t) + q_i p_i$	$q_i = -\frac{\partial F_3}{\partial p_i} \quad P_i = -\frac{\partial F_3}{\partial Q_i}$	$F_3 = p_i Q_i \quad \begin{matrix} Q_i = -q_i \\ P_i = -p_i \end{matrix}$
$F_4(p, P, t) + q_i p_i - Q_i P_i$	$q_i = -\frac{\partial F_4}{\partial p_i} \quad Q_i = \frac{\partial F_4}{\partial P_i}$	$F_4 = p_i P_i \quad \begin{matrix} Q_i = p_i \\ P_i = -q_i \end{matrix}$

Four Basic Generators

- The 4 types of generators are almost equivalent
 - It may look as if F_1 is special, but it isn't

$$P_i \dot{Q}_i - K + \frac{dF_1}{dt} = p_i \dot{q}_i - H$$

$$-\dot{P}_i Q_i - K + \frac{dF_2}{dt} = p_i \dot{q}_i - H$$

$$P_i \dot{Q}_i - K + \frac{dF_3}{dt} = -\dot{p}_i q_i - H$$

$$-\dot{P}_i Q_i - K + \frac{dF_4}{dt} = -\dot{p}_i q_i - H$$

There is no reason to consider any of these 4 definitions to be more fundamental than the others

We **arbitrarily** chose the first form (which happens to be the **Lagrangian form**) to write the generating functions in the table

Four Basic Generators

- Some canonical transformations cannot be generated by all 4 types
 - e.g. identity transf. is generated only by F_2 or F_3
- This does not present a fundamental problem
 - One can always swap coordinate and momentum
$$Q_i = p_i \quad P_i = -q_i$$
 - One can always change sign by scale transformation
$$Q_i = \pm q_i \quad P_i = \pm p_i$$
- These transformations make the 4 types practically equivalent

One More Example

- 1-dim system with $H = \frac{p^2}{2} + \frac{1}{2q^2}$

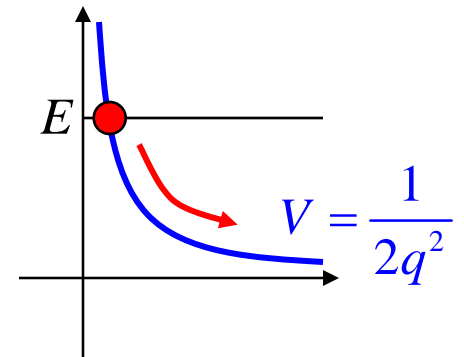
- Try $P = pq$

- Let's use Type-2

$$F = F_2(q, P, t)$$

$$\frac{\partial F_2}{\partial q} = p$$

$$\frac{\partial F_2}{\partial P} = Q$$



- Step 1: Express p with q and $P \Rightarrow$

$$p = \frac{P}{q}$$

- Step 2: Integrate with q to get

$$F_2 = P \log q \quad \leftarrow \text{assuming } q > 0$$

- Step 3: Differentiate to get $Q = \log q \Rightarrow$

$$q = e^Q$$

- Now we have a canonical transformation

One More Example

$$F_2 = P \log q \quad q = e^Q \quad p = \frac{P}{q} = P e^{-Q}$$

- Now rewrite the Hamiltonian

$$H = \frac{p^2}{2} + \frac{1}{2q^2} = \frac{P^2 + 1}{2} e^{-2Q} = E \quad \leftarrow \text{constant}$$

- Equation of motion: $\dot{P} = (P^2 + 1)e^{-2Q} = 2E$

$$\Rightarrow P = 2Et + C$$

$$\Rightarrow q = e^Q = \sqrt{\frac{P^2 + 1}{2E}} = \sqrt{2Et^2 + 2Ct + \frac{C^2 + 1}{2E}}$$

Summary

- Canonical transformations

$$P_i \dot{Q}_i - K + \frac{dF}{dt} = p_i \dot{q}_i - H$$

- Hamiltonian formalism is
invariant under canonical + scale transformations
- Generating functions define canonical transformations
- Four basic types of generating functions

$$F_1(q, Q, t) \quad F_2(q, P, t) \quad F_3(p, Q, t) \quad F_4(p, P, t)$$

- They are all practically equivalent

- Used it to simplify a harmonic oscillator

- Invariance of phase space area