

12/4/2021

Today: a bit of classical mechanics.

Noether's principle.

(M, ω) phase space of a physical system

a point in M encodes a state of our system.
positions + velocities/momenta of the particles

The Hamiltonian = energy function

$$H: M \longrightarrow \mathbb{R}$$

generates a v. field $X \in \mathfrak{X}(M)$

whose flow is time evolution.

The flow
in

canonical coordinates: its trajectories are

$$(q_j(t), p_j(t)) \quad \text{s.t.}$$

$$\dot{q}_j = \frac{\partial H}{\partial p_j}, \quad \dot{p}_j = -\frac{\partial H}{\partial q_j}$$

Symmetries: $G \curvearrowright (M, \omega) \xrightarrow{\mu} \mathfrak{g}^*$
s.t. H is G -invariant.

Theorem "Conservation of momentum":

The coordinates of μ are preserved
under time evolution.

$$\text{Proof } \mathcal{L}_X \mu^\xi = \{\mu^\xi, H\} = -\mathcal{L}_{\sum_M} H = 0 \quad \text{if } H \text{ is } G\text{-invariant} \quad \forall \xi \in \mathfrak{g}$$

"Shortcut to Hamiltonian mechanics"

n particles. positions: $q_i \in \mathbb{R}^3$
 $i=1, \dots, n$

masses: m_i

potential:

$$U = U(q_1, \dots, q_n): (\mathbb{R}^3)^n \longrightarrow \mathbb{R}$$

Newton's equations: $m_i \ddot{q}_i = -\text{grad } U$
 $\underbrace{\ddot{q}_i}_{\text{acceleration}}$

e.g. gravitation:
$$U = - \sum_{\substack{i,j \\ i \neq j}} \frac{m_i m_j}{\|x_i - x_j\|} G$$

$$m_i \ddot{x}_i = \sum_{\substack{j \\ j \neq i}} \frac{m_i m_j (x_j - x_i)}{\|x_j - x_i\|^3} G$$

Momentum coordinates: $P_i = m_i \dot{q}_i \in \mathbb{R}^3$

$Q = \mathbb{R}^{3n}$
metric given at each pt by the matrix
identifies TQ with T^*Q

$$\begin{pmatrix} m_1 & & & 0 \\ & m_1 & & \\ & & \ddots & \\ & & & m_n & & 0 \\ & & & & \ddots & \\ & & & & & m_n \end{pmatrix}$$

Energy function:

$$H = \underbrace{\sum_i \frac{1}{2} m_i \|\dot{\vec{q}}_i\|^2}_{\text{kinetic energy}} + \underbrace{U(\vec{q})}_{\text{potential energy}}$$

$$= \sum \frac{1}{2m_i} \|p_i\|^2 + U(\vec{q})$$

"momentum"
phase space : coordinates $q_i \in \mathbb{R}^3$
 $\& p_i \in \mathbb{R}^3$

Newton equations $\Leftrightarrow$ Hamilton's equations:

$$\frac{dP_i}{dt} = - \frac{\partial H}{\partial q_i}, \quad \frac{dq_i}{dt} = \frac{\partial H}{\partial P_i}$$

$$m_i \ddot{q}_i = - \frac{\partial U}{\partial q_i}$$

$$g_i = \frac{P_i}{m_i}$$

Geometric mechanics

- Kinematics: configuration space, phase space
- Dynamics: equations of motion
= time evolution

configuration of a system:
list of positions of its particles

Configuration space:
 $Q = \{\text{all possible configurations}\}$
modelled by a smooth manifold.

State of a system:
list of positions & velocities/momenta
of its particles

"Velocity phase space" = $\{\text{states}\} = TQ \cong T^*Q$

holonomic system $\nearrow$ TQ $\nwarrow$ Legendre transform T^*Q

Lagrangian mechanics $\quad$ Hamiltonian mechanics

Note Newton's equations were 2nd order ODEs on Q .
 $\Leftrightarrow$ 1st order ODE TQ
i.e. vector field

Holonomic: constraints on velocities
only come from constraints on positions.

Noholonomic example: ball rolling on table
without sliding.

$$Q = \mathbb{R}^2 \times SO(3)$$

$$\text{Velocity phase space} = E \neq TQ$$

The $SO(3)$ -velocity determines the $\mathbb{R}^2$ -velocity.

Examples of holonomic systems:

	Q	TQ
n noncolliding particles	$(\mathbb{R}^3)^n \setminus \text{diagonals}$	$((\mathbb{R}^3)^n \setminus \text{diagonals}) \times (\mathbb{R}^3)^n$
planar pendulum	S^1	$S^1 \times \mathbb{R}$
spherical pendulum	S^2	$TS^2 \neq S^2 \times \mathbb{R}^2$
rigid body attached at one point	$SO(3)$	$SO(3) \times \mathbb{R}^3$
rigid body	$SE(3)$ $= SO(3) \times \mathbb{R}^3$	$SE(3) \times \mathbb{R}^6$
Robot with 4 bodies & 3 joints	$Q \subseteq SE(3)^4$	TQ



Lagrangian mechanics . in TQ

motion determined by the Lagrangian

$$L: TQ \longrightarrow \mathbb{R}.$$

e.g. $L = \text{kinetic energy} - \text{potential energy}$

action of a path $\gamma: [a, b] \longrightarrow Q$

is
$$A_\gamma := \int_a^b L(\gamma, \dot{\gamma}) dt$$

action functional: $\{\gamma\} \longrightarrow \mathbb{R}$

$$\gamma \mapsto A_\gamma$$

Hamilton's principle of least action:

the physical path is stationary

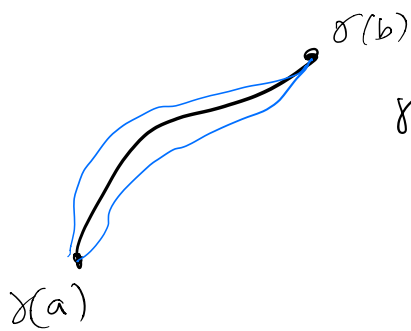
for the action functional

among variations with fixed endpoints:

$$\gamma: [a, b] \longrightarrow Q$$

variation: $\gamma_\varepsilon: [a, b] \longrightarrow Q \quad \varepsilon \in \mathbb{R}$

s.t. $\gamma_\varepsilon(a) = \gamma(a), \quad \gamma_\varepsilon(b) = \gamma(b), \quad \gamma'_0 = \gamma$
 $\neq$



γ stationary means: $\forall$ such γ_ϵ

$$\left. \frac{d}{d\epsilon} \right|_{\epsilon=0} A_{\gamma_\epsilon} = 0$$

global

- γ is stationary for A_γ
iff γ satisfies Euler-Lagrange
equations
- infinitesimal

in adapted coordinates:

$$\text{for } L = L(x, v) : \quad \frac{d}{dt} \frac{\partial L}{\partial v} = \frac{\partial L}{\partial x}$$

Legendre transform.

Lagrangian
formalism



Hamiltonian
formalism.

Given $L = L(x, v) : TQ \longrightarrow \mathbb{R}$.

Produce • $\Psi : TQ \longrightarrow T^*Q$

if Ψ is invertible: • $H : T^*Q \longrightarrow \mathbb{R}$

Thm $\gamma: [a, b] \rightarrow Q$
 satisfies Euler-Lagrange for L

$\Leftrightarrow \Psi(\gamma, \dot{\gamma}): [a, b] \rightarrow T^*Q$

satisfies Hamilton's equations for H .

Moreover, every solution of Hamilton's equations for H has this form.

The Legendre transform.

In adapted coordinates: $\Psi(x, v) = (x, p)$

where $\forall j \quad p_j = \frac{\partial L}{\partial v_j}$.

without coordinates:

$\forall x \in Q$ Let $f: L|_{T_x Q} : T_x Q \rightarrow \mathbb{R}$

$\forall u \in T_x Q \quad df|_u \in T_x^* Q$

Ψ takes $\underset{\uparrow}{u} \in T_x Q$ to this element of $T_x^* Q$

i.e. Ψ is the "vertical differential" of $L: TQ \rightarrow \mathbb{R}$
 "differential along the fibres"

If $\psi: TQ \rightarrow T^*Q$ is invertible

Take $H: T^*Q \rightarrow \mathbb{R}$ to be

$$H = \langle p, v \rangle - L(x, v)$$

$$\begin{array}{ccc} & \nearrow & \uparrow \\ T^*Q & & TQ \end{array}$$

where $v = v(x, p)$

In our example, $\psi: TQ \rightarrow T^*Q$

comes from the R. metric $(m_1, m_2, \dots)$

$$L = \sum \frac{1}{2} m_i \|v_i\|^2 - U(\vec{q})$$

$$\langle p, v \rangle = \sum_i m_i \|v_i\|^2$$

$$\langle p, v \rangle - L(x, v) = \sum \frac{1}{2} m_i \|v_i\|^2 + U(\vec{q})$$

$$\begin{array}{ccc} & \nearrow & \\ v = v(x, p) & & \sum \frac{1}{2m_i} \|p_i\|^2 + U(\vec{q}) \end{array}$$