## Hamilton's principle and Symmetries

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#### Action

For a mechanical system with generalized coordinates  $q_1$ ,  $q_2$ , in motion between times  $t_1$  and  $t_2$ , the action is defined as the integral

$$S[t_1, t_2] = \int_{t_1}^{t_2} dt L(q_1, q_2, \cdots, \dot{q}_1, \dot{q}_2, \cdots, t)$$

The value of the action depends on the world line of the particle  $\{q_1(t), q_2(t), \dots\}$ : it is a functional of the world line.



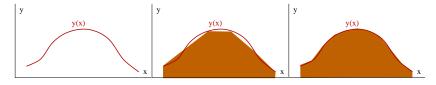
#### Hamilton's principle

The particle's actual trajectory is the one that minimizes the action subject to the boundary conditions imposed on it.

### Functionals: easy as $\pi$

An example of a functional of a curve: the area under a curve!

$$A[y] = \int_{x_i}^{x_f} dx y(x).$$



The area is a functional of the curve. Use Riemann sums to approximate the area in terms of N variables  $y(x_1)$ ,  $y(x_2)$ , etc.,

$$A[y] = h_N \sum_{i=1}^N y(x_i), \quad \text{where} \quad h_N = \frac{x_f - x_i}{N}.$$

Finding variations of the area with the curve is just calculus of many variables.

### Calculus of variations

Finding an extremum of a function involves setting its derivatives to zero and then solving the resulting equations. Checking whether an extremum is a maximum or minimum involves checking the sign of the second derivative. The minimum of a functional is similar. Make small variations  $\delta q_k(t)$  around a trajectory specified by  $q_k(t)$  and  $\dot{q}_k(t)$ . Since the boundary conditions are fixed, so  $\delta q_k(t_1) = \delta q_k(t_2) = 0$ . The variation of L under such a variation of the trajectory is

$$\delta L = \sum_{k} \delta q_{k} \frac{\partial L}{\partial q_{k}} + \frac{d}{dt} \left( \delta q_{k} \frac{\partial L}{\partial \dot{q}_{k}} \right) - \delta q_{k} \frac{d}{dt} \left( \frac{\partial L}{\partial \dot{q}_{k}} \right)$$

Now we put this inside the integral to evaluate  $\delta S$ . Since

$$\int_{t_1}^{t_2} dt \frac{d}{dt} \left( \delta q_k \frac{\partial L}{\partial \dot{q}_k} \right) = \delta q_k \frac{\partial L}{\partial \dot{q}_k} \bigg|_{t_1}^{t_2} = 0,$$

we recover the Euler-Lagrange equations.

### Two examples

Quartic oscillator  $\frac{1}{2}m\dot{q}^2 - \frac{1}{4}V_0q^4$  $V_0 q^3$ mġ  $m\ddot{q} + V_0 q^3 = 0$ EoM  $\ddot{a} + \zeta^2 a^3 = 0$ where  $\zeta^2 = \frac{V_0}{m}$  $t \to \Omega t$  $q \rightarrow q/\zeta$  $\ddot{a} + a^3 = 0$ 

Physical pendulum  $\frac{1}{2}m\ell^2\dot{\theta}^2 - mg\ell(1-\cos\theta)$  $-mg\ell \sin\theta$  $m\ell^2\dot{\theta}$  $m\ell^2\ddot{\theta} + mg\ell\sin\theta = 0$  $\ddot{\theta} + \Omega^2 \sin \theta = 0$ where  $\Omega^2 = \sqrt{\frac{g}{L}}$  $\ddot{\theta} + \sin \theta = 0$ 

### Numerical solutions

Minimization of the action can be carried out numerically very simply using a lattice discretization. Work with D degrees of freedom,  $q_1, q_2, \cdots q_D$ . Divide the time interval into N equal pieces. At times  $t_j = t_0 + jh_N$  use the notation  $q_k^j = q_k(t_j)$ , so that the action is a function of D(N-1) variables—

$$S = \frac{m_k}{2h_N^2} \sum_{k=1,j=1}^{D,N} \left( q_k^j - q_k^{j-1} \right)^2 - \sum_{j=1}^N V(q_1^j, q_2^j, \cdots, q_D^j)$$

$$= N^2 \sum_{j=1}^N \left[ \sum_{k=1}^D q_k^j q_k^{j-1} - \overline{V}(q_1^j, q_2^j, \cdots, q_D^j) \right].$$

In the second line we have assumed that units have been chosen so that  $m_k=1$  and  $t_N-t_0=1$ . Since V depends only the  $q_k$  at one fixed time, we have defined  $\overline{V}=V-N^2\sum_k(q_k^j)^2$ . The only connection between different times is the hopping term  $q_{\nu}^jq_{\nu}^{j-1}$ .

## An idiotically simple algorithm for minimization

There are many ways to minimize a function of many variables. A mindlessly simple algorithm is:

- **①** Choose a stopping criterion  $\epsilon$ .
- ② Start with a trajectory  $\{q_k^j\}$ . The corresponding value of the action is S.
- Select a random set of values  $\{q_k^{\prime j}\}$  and compute the corresponding value of the action, S'.
- $|S S'| < \epsilon$  then stop. The trajectory is now  $\{q_k^J\}$ .

### Minimization of a function of many variables

Can you think of other ways of minimizing the action which do not use the Euler-Lagrange equations?

### Two Problems

#### Problem 6: Simple harmonic motion

The Lagrangian for a simple harmonic oscillator becomes

$$L = \frac{1}{2}\dot{\theta}^2 - \frac{1}{2}\theta^2, \qquad \theta(0) = \frac{1}{2}, \ \theta(1) = -\frac{1}{2}.$$

Find the trajectory by numerical minimization.

#### Problem 7: The physical pendulum

The Lagrangian for the physical pendulum is

$$L = \frac{1}{2}\dot{\theta}^2 - (1 - \cos\theta), \qquad \theta(0) = \frac{1}{2}, \ \theta(1) = -\frac{1}{2}.$$

Find the trajectory by numerical minimization.

### Integrals of motion

Some constraints on the solutions of the equations of motion can be found without solving the full problem, *i.e.*, without giving *q*'s as functions of time. One example is of a free particle— in this case the integral of motion is the conserved value of the momentum. Similarly for a freely rotating body the conserved angular momentum is an integral of motion.

#### First integrals of motion

In general a first integral of motion is some relation

$$f(q_1, q_2, \cdots, \dot{q}_1, \dot{q}_2, \cdots, t) = \text{constant.}$$

They are called first integrals because the equations of motion involve  $\ddot{q}_k$ , *i.e.*, differential equations of the second order. However, these conditions "integrate" the equations once, so that they provide differential equations of first order.

## Symmetries of a system

For a free particle, any point in space looks the same as any other, because every point is free of forces. As a result, the Lagrangian is independent of the coordinates, i.e., V = constant.

For a freely rotating body, any orientation is the same as any other, since there is no moment that arises as it rotates. As a result, the Lagrangian is independent of the angle the body makes with respect to a fixed frame.

### Symmetries of mechanical systems

These notions of symmetry permit immediate generalization. We say that a system posseses a symmetry (or symmetries) if one (or more) of the generalized coordinates do not appear in the Lagrangian.

## Symmetries and integrals of motion

Write the Euler-Lagrange equations in the form

$$\dot{p}_k = \frac{\partial L}{\partial q_k}.$$

If a Lagrangian possesses a symmetry with respect to one of the generalized coordinates,  $q_k$ , then the right hand side vanishes. The symmetry leads to a first integral of motion, the conservation of the corresponding momentum.

#### Noether's Theorem

Every symmetry leads to a conservation law for the corresponding momentum. Generalized coordinates associated with such integrals of motion are called cyclic coordinates.

## Motion of a charged particle

#### Problem 8: Motion of a charged particle

What is the canonical momentum of a charged particle in a EM field? If the external fields are time-independent, then L does not depend explicitly on the time. In this case check whether T + V is conserved. system?

### Problem 9: A charged particle in a constant magnetic field

Are there any conserved quantities when a charged particle moves in a constant magnetic field and zero electric field? What does your analysis show about the general character of the trajectories?

### Problem 10: A charged particle around a magnetic monopole

A magnetic monopole is any source which produces a radial magnetic field. For a charged particle moving in the field of a fixed magnetic monopole, what are the conserved quantities?

# Scaling symmetries

Under a scaling  $L \to \lambda L$  the equations of motion and its solutions remain unchanged.

Assume that under a scaling of coordinates  $q_k \to \lambda q_k$ , the potential scales as  $V \to \lambda^\alpha V$ . Scale the time as  $t \to \lambda^\beta t$ ; the kinetic energy scales as  $T \to \lambda^{2(1-\beta)} T$ . For the Lagrangian to scale uniformly, one must have

$$2(1-\beta)=\alpha,$$
 i.e.  $\beta=1-\frac{\alpha}{2}.$ 

As a result, two trajectories related by scaling must obey the law

$$\frac{t'}{t} = \left(\frac{l'}{l}\right)^{(1-\alpha/2)}.$$

Then Kepler's third law that the cube of the distance of a planet from the sun is proportional to the square of its period of revolution implies  $\alpha = -1$ , *i.e.*, Newton's law of gravity.

## Keywords and References

### Keywor<u>ds</u>

action, world line, functional, lattice discretization, hopping term, algorithm, stopping criterion, first integral of motion, symmetry, conservation law, cyclic coordinates, Noether's theorem, scaling, Kepler's third law, Newton's law of gravity

#### References

Goldstein, Chapter 2 Landau, Chapter II