

Lagrangian

In CM, we have a variety of options for expressing eqns of motion:

$$m\ddot{\vec{r}} = \vec{F} \Rightarrow m\ddot{x}(t) = F_x, m\ddot{y}(t) = F_y, m\ddot{z}(t) = F_z(x)$$

these eqns look very different if they are written in, for example, spherical coordinates.

$$x = r \sin\theta \cos\phi \quad \text{hax:}$$

$$\dot{x} = \dot{r} \sin\theta \cos\phi + r \dot{\theta} \cos\theta \cos\phi - r \sin\theta \dot{\phi} \sin\phi$$

$$\ddot{x} = \dots$$

even if you could write these out easily - detangling the pieces from (x) would be "difficult."

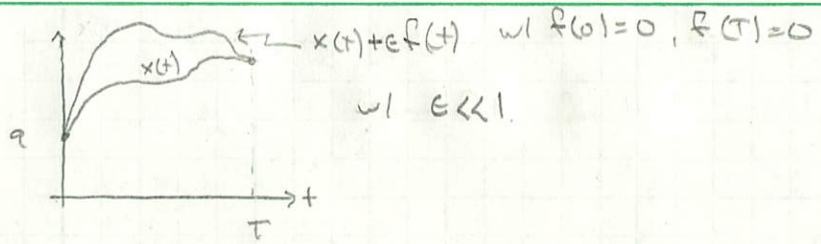
The "action" framework makes it so that all eqns of motion "look" the same.

$D=1$ - an action $S[x(t)]$ takes a function $x(t)$ & returns a #:

$$S[x(t)] = \int_0^T L(x(t), \dot{x}(t)) dt$$

the integral of the action

suppose we have some $x(t)$ that we like, & we want to change it slightly while keeping the end points fixed - i.e. $x(0) = a, x(T) = b$ or are - maybe those are based on observations at some spot.



? How does S respond to this change?

$$S[x(t) + \epsilon f(t)] = \int_0^T L(x + \epsilon f, \dot{x} + \epsilon \dot{f}) dt$$
$$\approx \underbrace{\int_0^T L(x, \dot{x}) dt}_{= S[x(t)]} + \underbrace{\epsilon \int_0^T \left[\frac{\partial L}{\partial x} f + \frac{\partial L}{\partial \dot{x}} \dot{f} \right] dt}_{= \delta S}$$

we can write the 2nd term of δS in terms of f itself using the b.c. for $f(t)$.

Note that $\int_0^T \frac{d}{dt} \left(\frac{\partial L}{\partial \dot{x}} f(t) \right) dt = \left(\frac{\partial L}{\partial \dot{x}} f(t) \right) \Big|_{t=0}^T = 0$ ($f(0) = f(T) = 0$)

end pt. calc

product rule "

$$\int_0^T f(t) \frac{d}{dt} \left(\frac{\partial L}{\partial \dot{x}} \right) dt + \int_0^T \frac{\partial L}{\partial \dot{x}} \dot{f} dt = 0$$

$$\Rightarrow \underbrace{\int_0^T \frac{\partial L}{\partial \dot{x}} \dot{f} dt}_{\text{our term in } \delta S} = - \int_0^T f(t) \frac{d}{dt} \left(\frac{\partial L}{\partial \dot{x}} \right) dt$$

$$\delta S = \int_0^T \left[\frac{\partial L}{\partial x} - \frac{d}{dt} \frac{\partial L}{\partial \dot{x}} \right] f(t) dt \quad (*)$$

We can define an "extremizing configuration" of S to be an $x(t) \vec{z}$

$$\delta S = 0 \quad \forall f(t)$$

a generalization of min. or max. to S .

(for a function $j(x)$, x is a min/max if
 $j(x + \epsilon h) = j(x) + \epsilon h \frac{dj}{dx}$ has $h \frac{dj}{dx} = 0 \quad \forall h$)

For δS in (1) to be zero $\forall f(t)$, we must have:

$$\frac{\partial L}{\partial x} - \frac{d}{dt} \frac{\partial L}{\partial \dot{x}} = 0 \quad (6)$$

The details of this "eqn. of motion" depend on what you take L to be.

IE $L = T - U = \frac{1}{2} m \dot{x}^2 - U$, a typical "Lagrangian" then the pieces of (6) are:

$$\frac{\partial L}{\partial x} = -\frac{\partial U}{\partial x} \quad \frac{\partial L}{\partial \dot{x}} = m \dot{x} \quad \rightarrow \quad \frac{d}{dt} \left(\frac{\partial L}{\partial \dot{x}} \right) = m \ddot{x}$$

so (6) reads:

$$-\frac{\partial U}{\partial x} - m \ddot{x} = 0 \quad \Rightarrow \quad m \ddot{x} = -\frac{\partial U}{\partial x} = F$$

what we recognize as Newton's 2nd Law

If you have additional coords, like y or z , you can write:

$$L = \frac{1}{2} m (\dot{x}^2 + \dot{y}^2 + \dot{z}^2) - U(x, y, z)$$

then you have 3 eqns of motion now:

$$-\frac{d}{dt} \frac{\partial L}{\partial \dot{x}} + \frac{\partial L}{\partial x} = 0, \quad -\frac{d}{dt} \frac{\partial L}{\partial \dot{y}} + \frac{\partial L}{\partial y} = 0 \quad \& \quad -\frac{d}{dt} \frac{\partial L}{\partial \dot{z}} + \frac{\partial L}{\partial z} = 0$$

recovering the 3 components of $\vec{F} = m\vec{a}$ in Cartesian coords.

The real advantage is that the eqns of motion are coord. independent.

example: $L = T - U$ in cylindrical coords:

$$L = \frac{1}{2} m (\dot{x}^2 + \dot{y}^2 + \dot{z}^2) - U(s, \phi, z)$$

$$x = s \cos \phi \quad \Rightarrow \quad \dot{x} = \dot{s} \cos \phi - s \dot{\phi} \sin \phi$$

$$y = s \sin \phi \quad \Rightarrow \quad \dot{y} = \dot{s} \sin \phi + s \dot{\phi} \cos \phi$$

$$\dot{x}^2 + \dot{y}^2 = \dot{s}^2 + s^2 \dot{\phi}^2$$

$$L = \frac{1}{2} m (\dot{s}^2 + s^2 \dot{\phi}^2 + \dot{z}^2) - U(s, \phi, z)$$

the eqns of motion are:

$$-\frac{d}{dt} \frac{\partial L}{\partial \dot{s}} + \frac{\partial L}{\partial s} = 0, \quad -\frac{d}{dt} \frac{\partial L}{\partial \dot{\phi}} + \frac{\partial L}{\partial \phi} = 0, \quad -\frac{d}{dt} \frac{\partial L}{\partial \dot{z}} + \frac{\partial L}{\partial z} = 0$$

Noether's Theorem

Suppose we have a Lagrangian like

$$L = \frac{1}{2} m (\dot{x}^2 + \dot{y}^2 + \dot{z}^2) - U(x, y, z) \quad (*)$$

i.e. on L that is independent of ϕ & z , then

$L(z+a) = L(z)$ the L is unchanged by $z \rightarrow z+a$
so $z \rightarrow z+a$ is a "symmetry" of L.

From the eqn. of motion,

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

$\frac{\partial L}{\partial \dot{z}} = m\dot{z}$ is a constant of the motion

Noether's theorem: symmetry \Rightarrow conservation.

Similarly, for (*), we have L unchanged by $\phi \rightarrow \phi + \alpha$ a rotation about the z-axis. This symmetry leads to a conserved quantity.

$$-\frac{d}{dt} \frac{\partial L}{\partial \dot{\phi}} + \frac{\partial L}{\partial \phi} = 0 \Rightarrow \frac{\partial L}{\partial \dot{\phi}} = m r^2 \dot{\phi} = L_z$$

\uparrow
z - angular momentum

E & M

$L = T - U$ for potential energy U - easy to introduce an electrostatic potential: $U = qV$
Coulomb.

but how to incorporate \vec{B} ?

We know that $A^\mu = \begin{pmatrix} V/c \\ \vec{A} \end{pmatrix} \rightarrow \dot{x}_\mu = \begin{pmatrix} -c \\ \vec{v} \end{pmatrix}$

$$q \sum_\mu A^\mu \dot{x}_\mu = -qV + q\vec{v} \cdot \vec{A}$$

This quantity is what appears in L. Presumably $q\vec{v} \cdot \vec{A}$ should come along for the ride...

$$L = \frac{1}{2} m v^2 - qV + q\vec{v} \cdot \vec{A}$$

the eqns of motion here lead directly to

$$m\ddot{\vec{r}} = q\vec{E} + q\vec{v} \times \vec{B}$$
$$= q(-\nabla V - \frac{\partial \vec{A}}{\partial t}) + q\vec{v} \times (\nabla \times \vec{A})$$