

Today's Outline

I. Last word on constraints

II. Central Forces:
Reduction

Lecture 12
Sept. 26th, 2011

I. In lecture 9, p1/5
Fri. Sept. 16th, we showed that Hamilton's principle still holds when we vary over paths contained in the constraint surface,

$$\delta S = 0.$$

(variation over paths contained in constraint surface.)

This all boiled down to the

assumptions that our constraint forces were derivable from a potential and did no work (typical of many constraints).

One argument remains to be made: that this variational principle gives rise to the Euler-Lagrange equations in the generalized coords describing the independent motions within the constraint surface.

Recall our example of a 2D constraint surface in 3D space. Coords on surface, q_1 and q_2 , are independent. But this means that we can write

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

because ~~there~~ all other coordinates depend on q_1 and q_2 .

Our argument that

$$\delta S = 0$$

is just another way of saying that S is stationary for the physical path (similar to $df = 0$ in calculus). But we know what the conditions for

to be stationary are:

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

$$\frac{\partial \mathcal{L}}{\partial q_i} = \frac{d}{dt} \left(\frac{\partial \mathcal{L}}{\partial \dot{q}_i} \right) \quad (i=1,2) !$$

The constraints have been completely

II Central Forces: Reduction

We've setup the general formalism, now, let's apply it! Major application: the two body problem. — two bodies that experience an interaction force, between one another, but no external forces.

Examples: $U = - \frac{G m_1 m_2}{|\vec{r}_1 - \vec{r}_2|}$ gravitation

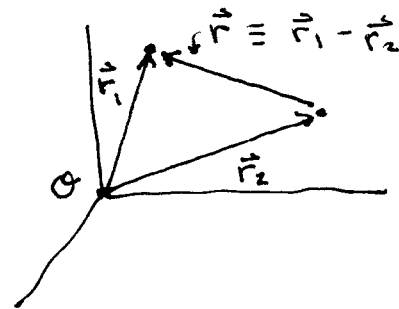
or $U = \frac{k q Q}{|\vec{r}_1 - \vec{r}_2|}$, $k = \frac{1}{4\pi\epsilon_0}$ Coulomb force

absorbed into our choice p2/5
of coordinates.



We've done it. Lagrangian mechanics provides a completely independent formulation of mechanics that is equivalent to Newton's. From here forward we can use whatever formulation is most convenient. I will do this!

3D
Space



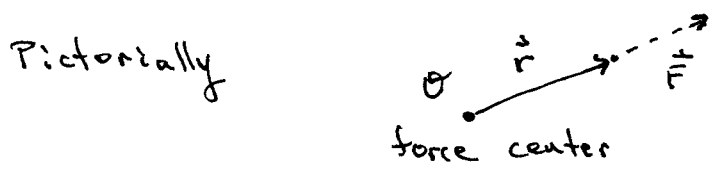
Our present (remarkable) goal is Reduction: show that these problems of 6 D.O.F. are equivalent to a 1 D.O.F. problem. This is not due to constraints; instead we will use symmetry and conservation laws (Noether's ideas).

Useful Definition: A central force is one for which the force is always directed toward or away from a fixed "force center."

If we take the center as the origin, O , then these are ~~(inward and/or outward)~~ radial forces:

magnitude; can be + or - and depends on \vec{r}

$$F(\vec{r}) = f(r) \hat{r}$$



If we assume our central force is derivable from a potential, $\vec{F} = -\vec{\nabla}U$, we have an interesting

We'll often drop 'conservative' but this isn't a great practice. End of useful definition.

In both examples above U only depends on $|\vec{r}_1 - \vec{r}_2| \equiv |\vec{r}| = r$ and we will call $\vec{r} \equiv \vec{r}_1 - \vec{r}_2$ the "relative position". This dependence is a manifestation of the translational invariance of these problems; Mathematically,

$$\vec{r}_1 \rightarrow \vec{r}_1 + \vec{E} \text{ and } \vec{r}_2 \rightarrow \vec{r}_2 + \vec{E}$$

gives rise to exactly the same potential and hence force btwn the two particles.

consequence for $f(\vec{r})$. In spherical coordinates

$$\vec{F} = -\vec{\nabla}U = -\frac{\partial U}{\partial r} \hat{r} - \frac{1}{r} \frac{\partial U}{\partial \theta} \hat{\theta} - \frac{1}{r \sin \theta} \frac{\partial U}{\partial \phi} \hat{\phi}$$

but \vec{F} is central, so, U is spher. symmetric!
 $\frac{\partial U}{\partial \theta} = 0$ and $\frac{\partial U}{\partial \phi} = 0 \Rightarrow U = U(r) = U(|\vec{r}|)$

therefore

$$f(\vec{r}) \equiv -\frac{\partial U(r)}{\partial r} = f(|\vec{r}|) = f(r)$$

and

$$\vec{F} = f(r) \hat{r} \quad \left(\begin{array}{l} \text{conservative} \\ \text{central} \\ \text{force} \end{array} \right)$$

Noether's thm. \Rightarrow there is a corresponding conserved quantity.

Here we can't translate the particles independently but only both together and this corresponds to conservation of total momentum.

(check it using Noether's thm!)

This all indicates that we want conglomerate general coordinates in addition to our relative ones \vec{r} .

Introduce the CM (center of mass) position:

$$\vec{R} = \frac{m_1 \vec{r}_1 + m_2 \vec{r}_2}{m_1 + m_2} = \frac{m_1 \vec{r}_1 + m_2 \vec{r}_2}{M}$$

Then

check it

$$\begin{aligned} \vec{r}_1 &= \vec{R} + \frac{m_2}{M} \vec{r} = \frac{m_1 \vec{r}_1 + m_2 \vec{r}_2}{M} + \frac{m_2 \vec{r}_1 - m_2 \vec{r}_2}{M} \\ &= \frac{(m_1 + m_2) \vec{r}_1}{M} = \vec{r}_1 \quad \checkmark \end{aligned}$$

and

$$\vec{r}_2 = \vec{R} - \frac{m_1}{M} \vec{r}$$

mass and a convenient short hand is

$$\mu \equiv \frac{m_1 m_2}{m_1 + m_2}$$

We call μ the "reduced mass." Then

$$\mathcal{L}_{rel} = \frac{1}{2} \mu \dot{\vec{r}}^2 - U(r)$$

is a Lagrangian that only depends on \vec{r} and $\dot{\vec{r}}$.

Let's look at E.O.M.s. For \vec{R} we have

$$\frac{\partial \mathcal{L}}{\partial R_i} = 0 = \frac{d}{dt} \left(\frac{\partial \mathcal{L}}{\partial \dot{R}_i} \right) = M \ddot{R}_i \quad (i=1,2,3)$$

Put this all into the (conservative) central force Lagrangian, P4/5

$$\mathcal{L} = \frac{1}{2} m_1 \dot{\vec{r}}_1^2 + \frac{1}{2} m_2 \dot{\vec{r}}_2^2 - U(r)$$

$$= \frac{1}{2} M \dot{\vec{R}}^2 + \left(\frac{1}{2} \frac{m_1 m_2}{M} \dot{\vec{r}}^2 - U(r) \right)$$

$$\equiv \mathcal{L}_{cm} + \mathcal{L}_{rel}$$

The quantity $\frac{m_1 m_2}{M}$ has units of

or $M \ddot{\vec{R}} = 0$.

This implies $M \ddot{\vec{R}} = m_1 \ddot{\vec{r}}_1 + m_2 \ddot{\vec{r}}_2 = \vec{p}_1 + \vec{p}_2 = \vec{P}_{tot}$ is constant!

The center of mass moves as if it were a free particle (at a constant ~~speed~~ ^{velocity}).

Idea: change reference frame to one in which $\dot{\vec{R}} = 0$ and $\vec{R} = 0$ (CM at origin) then

$$\mathcal{L} = \mathcal{L}_{rel}$$

Now, \mathcal{L} only depends on $\dot{\mathbf{r}}$
— we've reduced the problem
to 3 D.O.F.

Next time: Get rid of two
more and study the one
remaining D.O.F.