

Todays

Mechanics

P1/H

I Least time

II Euler's method in
the calc values of variations

III An example of Euler's
method

Day 6

I. Found the relation

between the full width at
half max (FWHM) and the
quality factor

$$Q = \frac{FWHM}{\omega_0}$$

- Extensively motivated the
calculus of variations. E.g.
can find E.O.M. in any coordinates.

Reviewed the chain rule.

It doesn't matter what you call
the slots of a function, the
partial derivative w.r.t. a
particular slot is always well-
defined. For, $f = f(x, y, z)$,
the notations

$$\frac{\partial f}{\partial x} = \frac{\partial f}{\partial x^y} = \frac{\partial f}{\partial x^z} = f_x$$

all mean the same thing.

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III Euler's Method

Suppose that the curve in Figure 1
represents the integral

$$I = \int_{x_1}^{x_2} f(x, y(x), y'(x)) dx$$

We want to find an equation
that determines this curve $y(x)$.
We will proceed in an approximate
manner, similar to a Riemann sum
in calculus:

$y(x)$

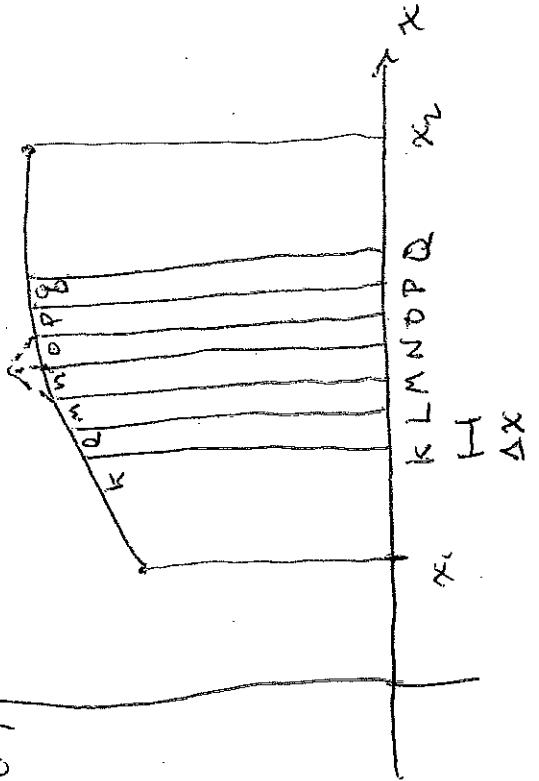


Figure 1

- (1) Divide the interval between $x=x_1$
and $x=x_2$ into many subintervals
of width Δx .
- (2) Approximate the integral by a
sum

$$I = \int_{x_1}^{x_2} f(x, y, y') dx \approx \sum_{x=x_1}^{x_2} f(x, y_i, y'_i) \Delta x$$

In each term of this sum evaluate

f at the initial pt, e.g. x_n , $y(x_n) = y_n$
for interval $[x_n, x_0]$.

- (3) Approximate the derivative
 $y' = \frac{dy}{dx}$ by the slope of the straight
line connecting the end pts of the
interval. That is,

$$y'_n = \frac{\Delta y}{\Delta x} = \frac{y_n - y_m}{\Delta x} \approx y'(x_m)$$

All of these approximations become
excellent in the limit of many
subintervals, i.e., as $\Delta x \rightarrow 0$.

Let's do it: 03/4

Now, let's change y_n (see dashed lines in Fig. 1). This changes the sum,

$$\frac{\partial}{\partial x} \left(\sum_{x=x_1}^{x_n} f(x, y) \Delta x \right)$$

The sum no longer depends on the whole path just the values of f at the discrete pts, x_1, y_1 and y_n .

$$= \frac{\partial}{\partial x} \left(\dots + f(x_n, y_n) \Delta x \right)$$

+ terms not involving y_n

$$= \frac{\partial}{\partial x} \left(\dots + f(x_n, y_n, \frac{\partial y}{\partial x}) \Delta x \right)$$

where $\frac{\partial y}{\partial x} = \frac{dy}{dx}$

$$= \frac{\partial}{\partial x} \left(\dots + f(x_n, y_n, \frac{\partial y}{\partial x} - \Delta x) \Delta x \right)$$

where $\frac{\partial y}{\partial x} - \Delta x = \frac{dy}{dx} - \Delta x$

N.B.: Important distinction between partial and total derivatives here.

$$0 = \left(\frac{\partial f}{\partial x} - \frac{\partial f}{\partial x} \right) - x \cdot \frac{\partial f}{\partial x}$$

Setting this equal to zero and rearranging gives,

$$0 = \left(x \frac{\partial f}{\partial x}(x, y) - \sum_{x=x_1}^n \frac{\partial f}{\partial x}(x, y) \right) = 0$$

Euler's method is nice because it is closely tied to the geometry of Lagrange's method, which is mathematically slicker.

Next lecture we will look at Euler's method.

$0 = \left(\frac{\partial f}{\partial x} - \frac{\partial f}{\partial x} \right) - \frac{\partial f}{\partial x}$
$0 = \left(\frac{\partial f}{\partial x} - \frac{\partial f}{\partial x} \right) T - \frac{\partial f}{\partial x}$
Dividing by Δx , principle

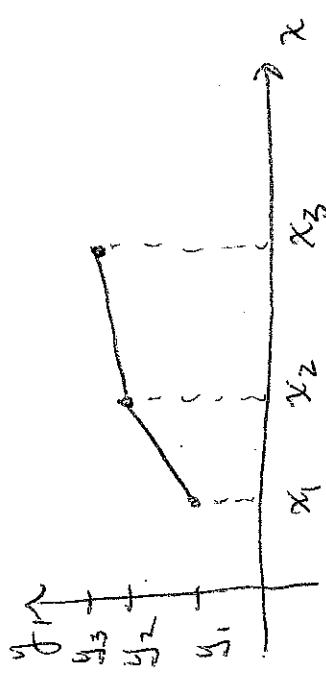
In the limit $\Delta x \rightarrow 0$ this is

$0 = \left(\frac{\partial f}{\partial x} - \frac{\partial f}{\partial x} \right) \frac{\Delta x}{\Delta x} - \frac{\partial f}{\partial x}$
$0 = \left(\frac{\partial f}{\partial x} - \frac{\partial f}{\partial x} \right) 1 - \frac{\partial f}{\partial x}$

III Let's do an example to illustrate this.

Q: What is the shortest path connecting two points in the xy-plane?

Focus first on (x_1, y_1) and (x_3, y_3)



So we impose,

$$\frac{\partial L}{\partial y_2} = 0$$

$$\Rightarrow \frac{1}{2} \sqrt{\Delta x^2 + (\Delta y)^2} - 2 \frac{(y_2 - y_1)}{\sqrt{\Delta x^2 + (\Delta y)^2}} + \frac{1}{2} \sqrt{\Delta x^2 + (\Delta y)^2} - 2 \frac{(y_3 - y_2)}{\sqrt{\Delta x^2 + (\Delta y)^2}} = 0$$

$$\Rightarrow \frac{y_2 - y_1}{\sqrt{\Delta x^2 + (\Delta y)^2}} = \frac{y_3 - y_2}{\sqrt{\Delta x^2 + (\Delta y)^2}}$$

Factor out Δx^2 to find

The length of the path depends on our choice of (x_2, y_2) . This length is

$$\begin{aligned} L &= \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2} + \sqrt{(x_3 - x_2)^2 + (y_3 - y_2)^2} \\ &= \sqrt{\Delta x^2 + (y_2 - y_1)^2} + \sqrt{\Delta x^2 + (y_3 - y_2)^2} \end{aligned}$$

We want to choose y_2 such that L is a minimum.

$$\begin{aligned} \frac{(y_2 - y_1)/\Delta x}{1 - \frac{(y_2 - y_1)^2}{\Delta x^2}} &= \frac{(y_3 - y_2)/\Delta x}{1 - \frac{(y_3 - y_2)^2}{\Delta x^2}} \\ \text{and we get equality if } \left(\frac{y_2 - y_1}{\Delta x} \right) &= \left(\frac{y_3 - y_2}{\Delta x} \right) \end{aligned}$$

that is, if the slope is constant!
It's a straight line!!