

Recap:

- Discussed how to compute the "extremum" of an integral:

$$\text{If } J = \int_{t_0}^{t_1} f[x(t), \dot{x}(t); t] dt$$

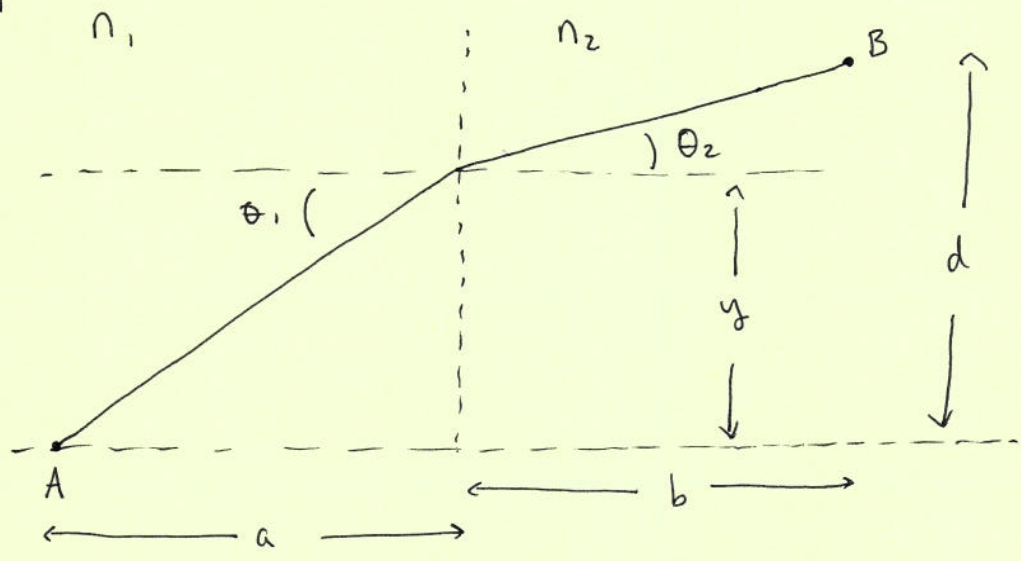
then the "trajectory" $x(t)$ can be found by requiring that f satisfy Euler's equation:

$$\frac{\partial f}{\partial x} - \frac{d}{dt} \frac{\partial f}{\partial \dot{x}} = 0$$

- Relevance to us: Physical systems are often characterized by some integrated quantity for which nature "chooses" the path that minimizes it. These techniques allow us to figure out a path to the solution that is relatively quick and painless.

Famous example of this: Fermat's principle and light.

Light incident on some medium will "choose" the path which makes the travel time shortest.



Light travels at $v_1 = c/n_1$ in medium 1, and at $v_2 = c/n_2$ in medium 2.

Total travel time:
$$T = \frac{\sqrt{a^2 + y^2}}{v_1} + \frac{\sqrt{b^2 + (d-y)^2}}{v_2}$$

Minimize:

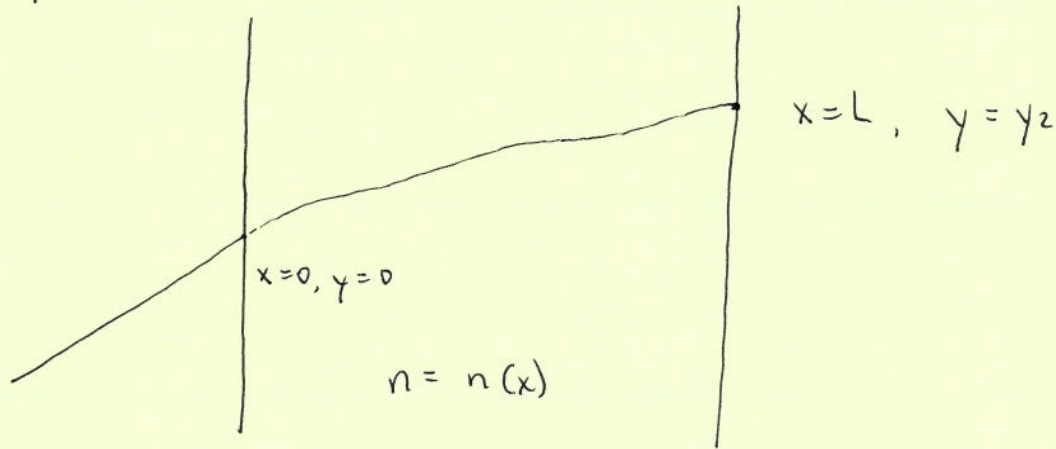
$$\frac{dT}{dy} = \frac{y}{v_1 \sqrt{a^2 + y^2}} - \frac{(d-y)}{v_2 \sqrt{b^2 + (d-y)^2}}$$

$$= \frac{\sin \theta_1}{v_1} - \frac{\sin \theta_2}{v_2} = 0$$

$$\rightarrow \frac{v_1}{v_2} = \frac{n_2}{n_1} = \frac{\sin \theta_1}{\sin \theta_2}$$

Snell's law.

More complicated version: if index of refraction varies with position, use Euler equation to analyze:



$$T = \int_0^L dx \frac{\sqrt{1 + (y')^2}}{c/n(x)}$$

Apply Euler: $\frac{\partial f}{\partial y} - \frac{d}{dx} \frac{\partial f}{\partial y'} = 0$, $f = \frac{n(x)\sqrt{1+(y')^2}}{c}$

$$\frac{\partial f}{\partial y} = 0, \quad \frac{\partial f}{\partial y'} = \frac{y' n(x)}{c \sqrt{1+(y')^2}}$$

$$\frac{\partial f}{\partial y} - \frac{d}{dx} \frac{\partial f}{\partial y'} = 0 \rightarrow \frac{y' n(x)}{c \sqrt{1+(y')^2}} = \text{Constant}$$

$$\rightarrow \frac{dy}{dx} = \frac{A}{\sqrt{n(x)^2 - A^2}}$$

Match slope at $x=0$ (choose A appropriately), then integrate differential equation to build trajectory light follows.

Key application in physics: Lagrangian mechanics.

All of mechanics can be reproduced by looking for minima of the "action" S , defined by

$$S = \int L dt$$

where $L = K - U =$ (kinetic energy) - (potential energy) is the "Lagrangian."

For detailed justification of this, take 8-09! To get some intuition, consider a 1-D problem:

$$K = \frac{1}{2} m \dot{x}^2, \quad U = U(x)$$

Apply Euler: $\frac{\partial L}{\partial x} - \frac{d}{dt} \frac{\partial L}{\partial \dot{x}} = 0$

$$\frac{\partial L}{\partial x} = - \frac{\partial U}{\partial x} \equiv F, \text{ force due to gradient of potential energy.}$$

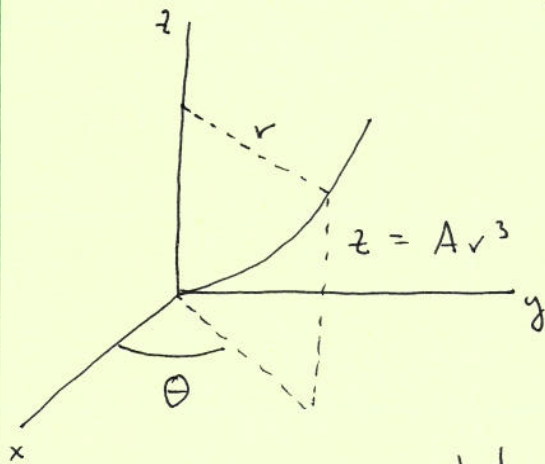
$$\frac{\partial L}{\partial \dot{x}} = m \dot{x} \equiv p, \text{ momentum of a mass } m \text{ with speed } \dot{x}.$$

→ Euler equation implies $F = \frac{dp}{dt}$ Usual Newtonian force law!

Beyond this example, Lagrangian can depend on any number of coordinates.

Particular value: Allows us to easily introduce constraints.

Example: A bead slides without friction along a wire bent into the shape $z = A r^3$



When the wire is spun about the z axis, centrifugal force moves the ~~bead~~ bead out to a distance $r = R$ from the axis. What is the relationship between the radius R and the angular velocity ω ?

Assume initially that the bead is free to move however it "wants". Then,

$$K = \frac{1}{2} m (\dot{r}^2 + \dot{z}^2 + r^2 \dot{\theta}^2)$$

Now, insert constraints: $\dot{\theta} = \omega$, $\dot{z} = (A \dot{r}^3)$
 $= 3 A r^2 \dot{r}$

So, $K = \frac{1}{2} m (\dot{r}^2 + 9 A^2 r^4 \dot{r}^2 + r^2 \omega^2)$

The potential energy is $U = mgz = mg A r^3$

So, $L = K - U$

$$= \frac{1}{2} m (\dot{r}^2 + 9 A^2 r^4 \dot{r}^2 + r^2 \omega^2) - mg A r^3$$

→ Notice it only depends on $r, \dot{r}!$

Apply Euler's equations:

$$\frac{\partial L}{\partial r} = \frac{1}{2} m (36 A^2 r^3 \dot{r}^2 + 2 r \omega^2) - 3 m g A r^2$$

$$= m r (18 A^2 r^2 \dot{r}^2 + \omega^2 - 3 g A r)$$

$$\frac{\partial L}{\partial \dot{r}} = \frac{1}{2} m (2 \dot{r} + 18 A^2 r^4 \dot{r})$$

$$= m (\dot{r} + 9 A^2 r^4 \dot{r})$$

$$\frac{d}{dt} \frac{\partial L}{\partial \dot{r}} = m (\ddot{r} + 9 A^2 r^4 \ddot{r} + 36 A^2 r^3 \dot{r}^2)$$

$$\frac{\partial L}{\partial r} - \frac{d}{dt} \frac{\partial L}{\partial \dot{r}} = 0$$

$$\rightarrow -\ddot{r} (1 + 9 A^2 r^4) + \dot{r}^2 (18 A^2 r^3 - 36 A^2 r^3) + r (\omega^2 - 3 g A r) = 0$$

$$\rightarrow \ddot{r} (1 + 9 A^2 r^4) + \dot{r}^2 (18 A^2 r^3) + r (3 g A r - \omega^2) = 0$$

When in equilibrium, $\dot{r} = 0$, $\ddot{r} = 0$, $r = R$:

$$3 g A R - \omega^2 = 0$$

$$\rightarrow R = \frac{\omega^2}{3 g A}$$

$$\rightarrow \omega = \sqrt{3 g A R}$$

Particularly important feature for our purposes: The Lagrangian helps us identify quantities which are conserved in our system.

To proceed, useful to make a definition. We saw earlier in 1-D that $\partial L / \partial \dot{x} = m \dot{x} = p$, the momentum. This is so useful that we define a "generalized momentum" this way for any coordinate system:

$$p_q \equiv \frac{\partial L}{\partial \dot{q}} \quad q \equiv \text{some coordinate in our analysis.}$$

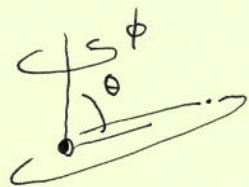
Note that p_q might not even have the same units as momentum - but, it will play a role like momentum in our analysis. We call it the momentum "conjugate" to the coordinate q .

Now, suppose the Lagrangian is independent of coordinate q : $\partial L / \partial q = 0$. Then, by Euler's equation,

$$\frac{d}{dt} \frac{\partial L}{\partial \dot{q}} = 0 \rightarrow p_q \equiv \frac{\partial L}{\partial \dot{q}} \text{ is constant}$$

In words: if L is independent of coordinate q , the momentum conjugate to q is a constant.

Example: Consider a body in orbit in a spherical potential:



$$K = \frac{1}{2} m (\dot{r}^2 + r^2 \dot{\theta}^2 + r^2 \sin^2 \theta \dot{\phi}^2)$$

$$u = u(r)$$

$$L = \frac{m}{2} (\dot{r}^2 + r^2 \dot{\theta}^2 + r^2 \sin^2 \theta \dot{\phi}^2) - u(r)$$

$$\frac{\partial L}{\partial r} \neq 0$$

$$\frac{\partial L}{\partial \theta} \neq 0$$

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

$$\rightarrow p_{\phi} = \frac{\partial L}{\partial \dot{\phi}} = m r^2 \sin^2 \theta \dot{\phi} = \text{constant}$$

Symmetry of Lagrangian lets us immediately identify p_{ϕ} as a conserved constant in this problem.

p_{ϕ} is in fact the angular momentum associated with this motion.

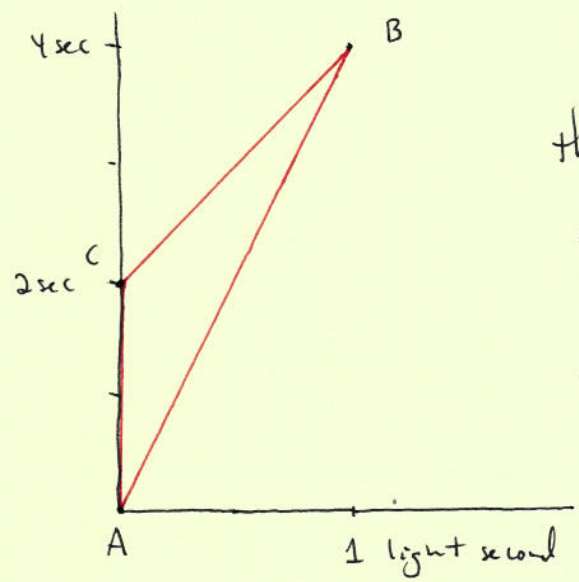
Result is an example of "Noether's theorem": Any symmetry of the system is associated with a conservation law.

Key thing that we will shortly take advantage of!

Application relevant to this class: Computing trajectories of bodies in spacetime.

Imagine some body travels from event A ($x=0, t=0$) to event B ($x=1 \text{ light second}, t=4 \text{ sec}$)

Consider two paths that it uses to do this: Direct path from A to B, and an indirect path through event C ($x=0, t=2 \text{ sec}$):



Question: On which path does the body age more A to B, or A to C to B?

Answer this by comparing proper time accumulated on the two trajectories: Easily done using the fact that

$$\Delta s^2 = -c^2 \Delta \tau^2$$

$$A \rightarrow B: \Delta \tau = \left[(4 \text{ sec})^2 - (1 \text{ light sec}/c)^2 \right]^{1/2}$$

$$= \sqrt{15} \text{ sec} \approx 3.87 \text{ sec}$$

$$A \rightarrow C: \Delta \tau = 2 \text{ sec}$$

$$C \rightarrow B: \Delta \tau = \left[(2 \text{ sec})^2 - (1 \text{ light sec}/c)^2 \right]^{1/2}$$

$$= \sqrt{3} \text{ sec} \approx 1.73 \text{ sec}$$

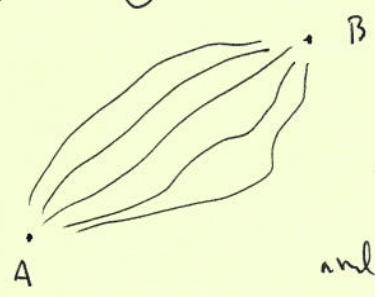
So $\Delta\tau_{A \rightarrow B} = 3.87 \text{ sec}$ is greater than

$$\Delta\tau_{A \rightarrow C \rightarrow B} = 3.73 \text{ sec.}$$

Is there a lower bound on the aging we can experience? Yes: $\Delta\tau = 0!$ This is the limit we approach if the trajectory is made up of a sequence of segments that go at the speed of light.

→ We can never actually achieve this limit. As a consequence, when we consider proper time, the interesting extremum is the maximum.

Using calculus of variations, we can determine which path gives us the maximum of accumulated proper time:



Which has largest $\Delta\tau$?

Take our formula for invariant interval, and consider the infinitesimal limit:

$$c^2 d\tau^2 = c^2 dt^2 - dx^2 - dy^2 - dz^2$$

$$\rightarrow d\tau = dt \sqrt{1 - \frac{(dx/dt)^2}{c^2}}$$

$$\tau_{A \rightarrow B} = \int_A^B dt \sqrt{1 - \frac{\dot{x}^2}{c^2}}$$

Put $f(x, \dot{x}) = \sqrt{1 - \frac{\dot{x}^2}{c^2}}$

$$\frac{\partial f}{\partial x} - \frac{d}{dt} \frac{\partial f}{\partial \dot{x}} = 0$$

$$\frac{\partial f}{\partial x} = 0$$

$$\frac{\partial f}{\partial \dot{x}} = \frac{-\dot{x}/c^2}{\sqrt{1 - \dot{x}^2/c^2}}$$

$$\rightarrow \frac{d}{dt} \left[\frac{-\dot{x}/c^2}{\sqrt{1 - \dot{x}^2/c^2}} \right] = 0$$

$$\rightarrow \dot{x} = \text{constant}$$

Include y , and z , find 3 separate equations which tell us in addition

$$\dot{y} = \text{constant}$$

$$\dot{z} = \text{constant}$$

In other words, "maximal aging" means moving at constant speed - no forces or accelerations.

\rightarrow The unaccelerated trajectory is the one that maximizes the observer's accumulated proper time.