



## Basic Physics Course with MATLAB's Symbolic Toolbox and Live Editor

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### 4.1 Classical mechanics

#### *Trajectories*

Classical mechanics deals with objects. The objects are characterized by a name or pointer, and by context-independent properties. Object properties are first the mass  $m$  and its position  $\vec{r}$ . The position changes continuously over time, resulting in the trajectory  $\vec{r}(t)$  and velocity  $\vec{v} = \dot{\vec{r}}$ .

Content and dynamics are united by the requirement that for each point of the trajectory the velocity of the object is proportional to the momentum. Thus, the classical momentum becomes a function of time.

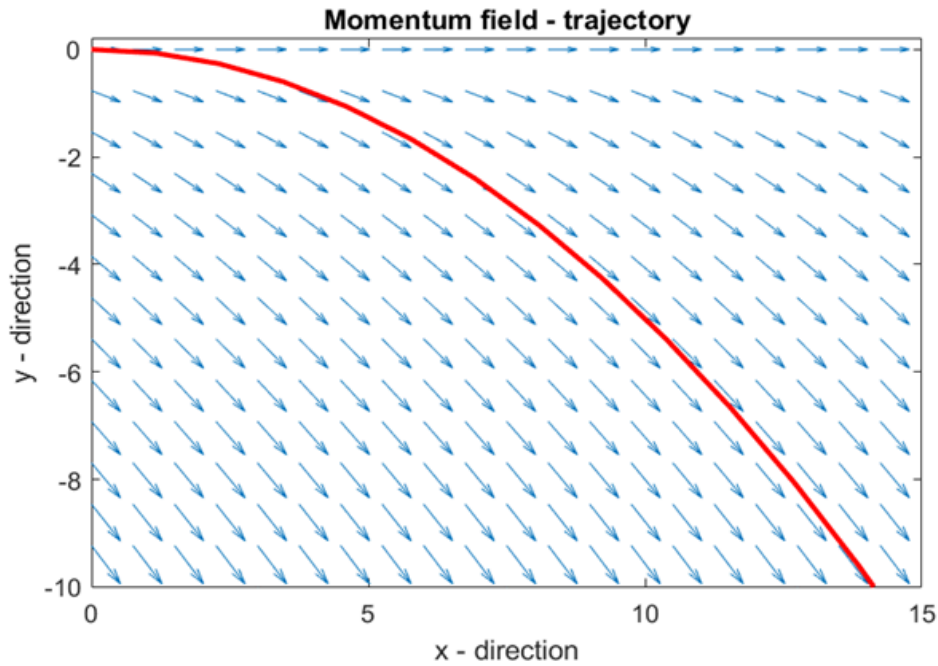
Fundamentals of classical mechanics : Objects (point particles)

Independent properties:	Mass	Position	Velocity
	$m$	$\vec{r}(t)$	$\vec{v}(t) = \dot{\vec{r}}(t)$

Unification of content and motion:  $\vec{p}(\vec{r}(t)) = \vec{p}(t) = m\dot{\vec{r}}(t)$

Trajectory: 
$$q^i(t) = q^i(t_0) + \frac{1}{m} \int_{t_0}^t \underbrace{g^{ik} p_k(q^j(t'))}_{mv^i(t')} dt'$$

(4-1)



*A trajectory is laid over the momentum field so that the velocity vector is proportional to the momentum vector everywhere*

In (4.1), the trajectory results from an integral equation which is generally difficult to solve. Usually, the trajectory is determined by a differential equation.

*Newtonian equation of motion from energy conservation*

$$\text{Energy:} \quad E = \frac{\vec{p}^2}{2m} + V(\vec{r}) = \text{const}$$

$$\text{Time derivative:} \quad 0 = \frac{dE}{dt} = \frac{\vec{p}}{m} \cdot \dot{\vec{p}} + \vec{\nabla} V(\vec{r}) \cdot \dot{\vec{r}} = \left( \dot{\vec{p}} + \vec{\nabla} V(\vec{r}) \right) \cdot \dot{\vec{r}}$$

$$\text{Newton's equation of motion:} \quad \dot{\vec{p}} = -\vec{\nabla} V(\vec{r}) = \vec{F}(\vec{r})$$

(4-2)

These equations can then be solved analytically or numerically.

*Separation of the variables and integration of the momentum*

In integrable systems, the separation of the individual degrees of freedom is achieved by selecting suitable coordinates. The trajectory can then be determined by solving one-dimensional integrals.

$$\text{Example:} \quad E = \frac{p_i g^{ii} p_i}{2m} + \frac{p_j g^{jk} p_k}{2m} + V(q^i) \quad j, k \neq i$$

$$\text{Separated momentum:} \quad p_i = \pm \sqrt{\frac{2m}{g^{ii}} \left( \underbrace{E - \frac{p_j g^{jk} p_k}{2m}}_{E_i = \text{const.}} - V(q^i) \right)}$$

(4-3)

$$\text{Time evolution: } t - t_0 = \int_{t_0}^t dt' = \int_{t_0}^t \overbrace{\frac{m \dot{q}^i}{g^{ii} p_i}}^{1=} dt' = \pm \int_{q^i(t_0)}^{q^i(t)} \sqrt{\frac{m}{2g^{ii} (E_i - V(q^i))}} dq^i$$

Trajectory:  $q^i(t)$  (by inverting the time evolution)

(4-4)

### Hamilton's equations (HE)

This is the most general representation of classical physics. It also allows us to determine 'trajectories' for generalized coordinates and non-integrable systems. The Hamiltonian  $H$  is introduced as a field of generalized coordinates and momenta. If the function value of  $H$  is constantly equal to the energy, the space coordinates and momenta are implicitly linked. The additional demand for  $\dot{q}^i = \frac{1}{m} g^{ij} p_j$  on the trajectory leads to the HE.

Hamiltonian	Momentum-position	further
$H(\vec{q}, \vec{p}) \equiv \frac{1}{2m} g^{ij} p_i p_j + V(\vec{q})$	$\dot{q}^i = \frac{1}{m} g^{ij} p_j$ <small><math>\vec{q} = \vec{q}(t), \vec{p} = \vec{p}(\vec{q}(t)) = \vec{p}(t)</math></small>	$\dot{q}^i = \frac{\partial H}{\partial p_i}$

(4-5)

On a trajectory, the Hamiltonian is equal to the energy, that is, constant.

Thereby it also follows the momentum change on the trajectory:

$$\dot{p}_i = \frac{d}{dt} \frac{\partial S}{\partial q^i} = \frac{\partial}{\partial q^i} \frac{\partial S}{\partial t} + \underbrace{\frac{\partial^2 S}{\partial q^i \partial q^j} \dot{q}^j}_{\substack{\frac{\partial p_j}{\partial q^i} \\ S(q(t)) \text{ on the trajectory!}}} = \frac{\partial^2 S}{\partial q^i \partial t} + \underbrace{\frac{\partial^2 S}{\partial q^i \partial q^j} \frac{\partial H}{\partial p_j}}_{\substack{\frac{\partial p_j}{\partial q^i} \\ \frac{d}{dq^i} \left( \frac{\partial S}{\partial t} + H \right) = \frac{d}{dq^i} (-E + H) = 0}} + \frac{\partial H}{\partial q^i} - \frac{\partial H}{\partial q^i} = - \frac{\partial H}{\partial q^i}$$

(4-6)

This is the popular formulation of classical mechanics:

$$HE: \begin{cases} \dot{q}^i = \frac{\partial H}{\partial p_i} \\ \dot{p}_i = - \frac{\partial H}{\partial q^i} \end{cases}$$

(4-7)

### Cyclic variables

If the Hamiltonian does not depend on a coordinate  $q^i$ , then the conjugate momentum  $p_i$  is a conserved quantity, that is a constant of the motion.

$$\begin{aligned} q^i \text{ cyclic: } & H \neq F(q^i) \\ HE: & \dot{p}_i = -\frac{\partial H}{\partial q^i} = 0 \\ \text{therefore: } & p_i = \text{const.} \end{aligned}$$

(4-8)

### Generalization

All possible forms of classical systems can be handled by choosing suitable coordinates .

- Holonomic constraints (independent of time)
- Rheonomic constraints (time-dependent)
- Many-body systems
- Continuous mass distribution (hydrodynamic, structural mechanics)
- Statistical treatment of many-body systems (thermodynamics)

(4-9)