Lecture 8

Mon. 9.17.2018

Quadratic form geometry and development of mechanics of Lagrange and Hamilton

(Ch. 12 of Unit 1 and Ch. 4-5 of Unit 7)

Review of partial differential calculus

Chain rule and order $\partial^2\Psi/\partial x\partial y = \partial^2\Psi/\partial y\partial x$ symmetry

Scaling transformation between Lagrangian and Hamiltonian views of KE

Introducing 0^{th} Lagrange and 0^{th} Hamilton differential equations of mechanics

Introducing 1^{st} Lagrange and 1^{st} Hamilton differential equations of mechanics

Introducing the Poincare´ and Legendre contact transformations

Geometry of Legendre contact transformation (Preview of Unit 8 relativistic quantum mechanics)

Example from thermodynamics

Legendre transform: special case of General Contact Transformation (lights,camera, ACTION!)

An elementary contact transformation from sophomore physics

Algebra-calculus development of "The Volcanoes of Io" and "The Atoms of NIST"

Intuitive-geometric development of " " " and " " "

Link ⇒ CoulIt - Simulation of the *Volcanoes of Io*

Link ⇒ RelaWavity - Physical Terms *H(p) & L(u)*

A running collection of links to course-relevant sites and articles

2018 CMwBang! site

Class YouTube Channel

You-Tube site displays related videos world-wide

AIP publications

AJP article on superball dynamics

AAPT summer reading

These *are* hot off the presses. Out in MISC for quick reference.
https://modphys.hosted.uark.edu//ETC/MISC/Sorting_ultracold_atoms_in_a_three-dimensional_optical_lattice_in_a_realization_of_Maxwell%e2%80%99s_demon_-_Kumar-n-2018.pdf
https://modphys.hosted.uark.edu//ETC/MISC/Synthetic_three-dimensional_atomic_structures_assembled_atom_by_atom_-_Barredo-n-2018.pdf

Older ones:
https://modphys.hosted.uark.edu//ETC/MISC/Wave–particle_duality_of_C60_molecules_-_arndt-ltn-1999.pdf
https://modphys.hosted.uark.edu//ETC/MISC/Optical_Vortex_Knots_–_One_Photon__At_A_Time_-_Tempone-Wiltshire-Sr-2018.pdf

"Relawavity" and quantum basis of Lagrangian & Hamiltonian mechanics:
2-CW laser wave: https://modphys.hosted.uark.edu/markup/BohrItWeb.html?scenario=-30104&xPhasorFactor=0.5
Lagrangian vs Hamiltonian: https://modphys.hosted.uark.edu/markup/RelaWavityWeb.html?plotType=4,5&sigmaInd=0&swordLineWidth=3

Web Resources

Web Resources - front page

UAF Physics UTube channel

"Texts"

Classical Mechanics with a Bang!

Quantum Theory for the Computer Age

Principles of Symmetry, Dynamics, and Spectroscopy

Modern Physics and its Classical Foundations

Classes

2014 AMOP

2017 Group Theory for QM

2018 AMOP

2018 Adv Mechanics

AMOP Ch 0 Space-Time Symmetry - 2019
Seminar at Rochester Institute of Optics, Auxiliary slides, June 19, 2018

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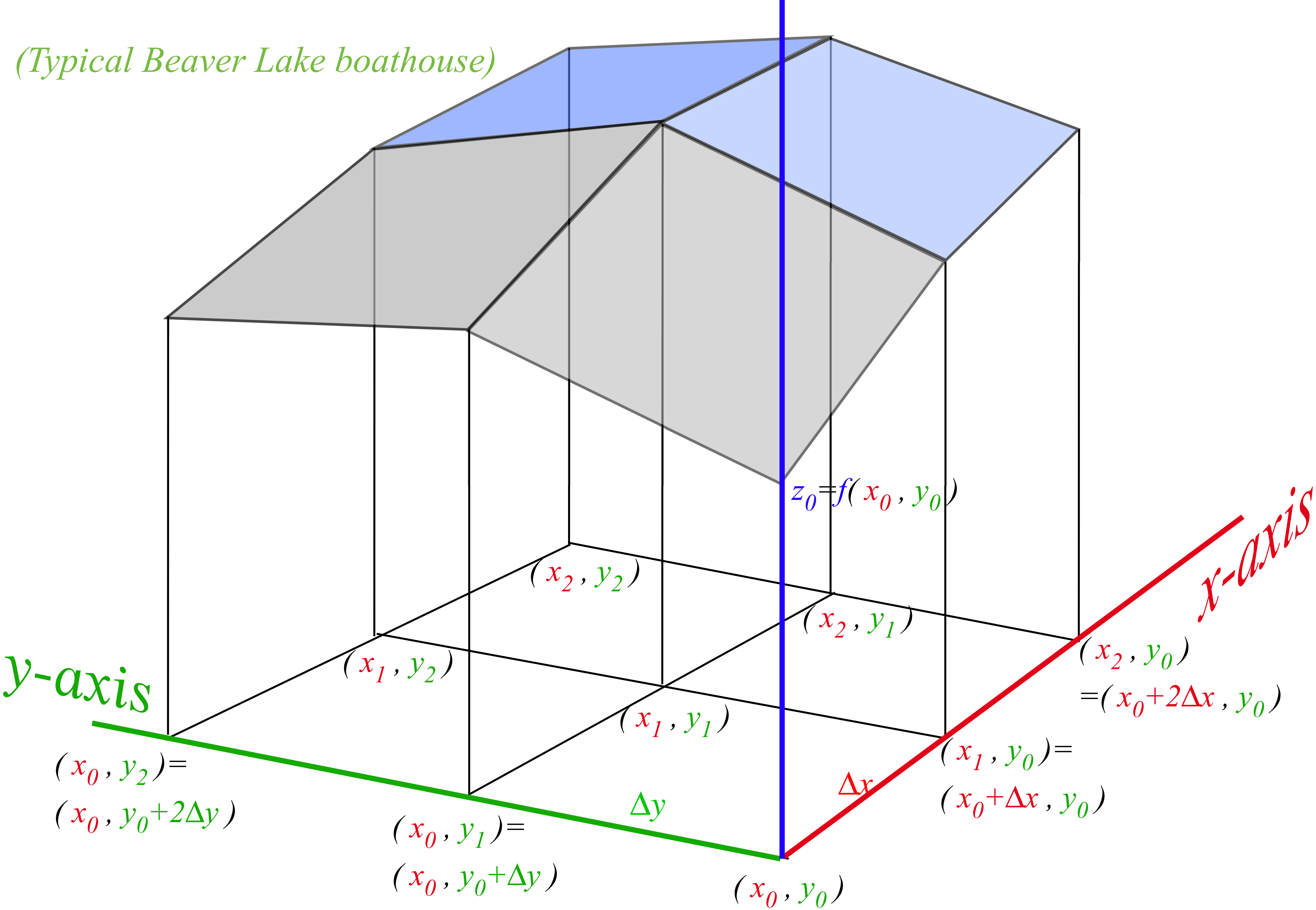
Begin with a function z=f(z) of 2-dimensions (x,y) and plotted in 3-D *(Then approximate by cells and tiles.)*



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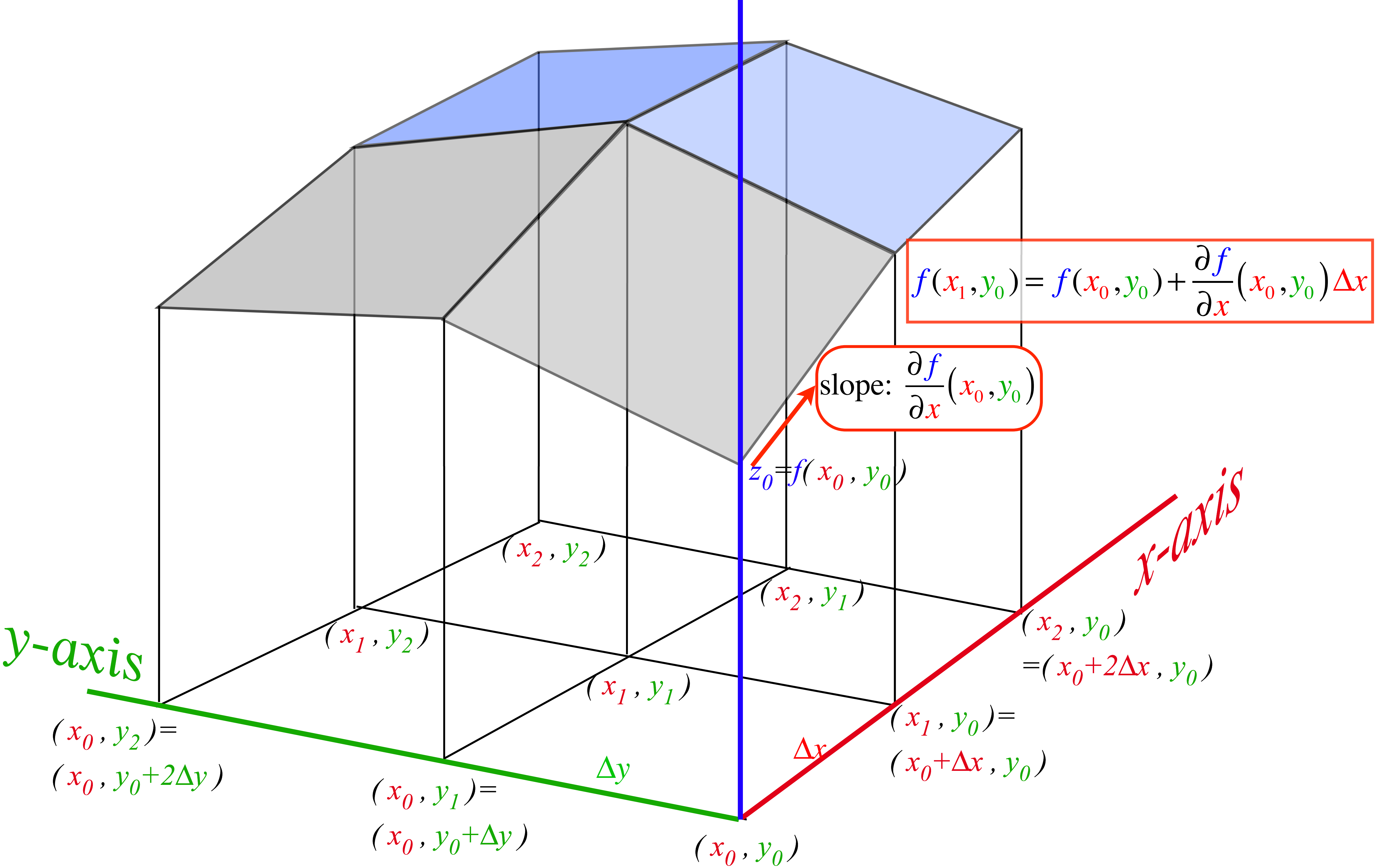

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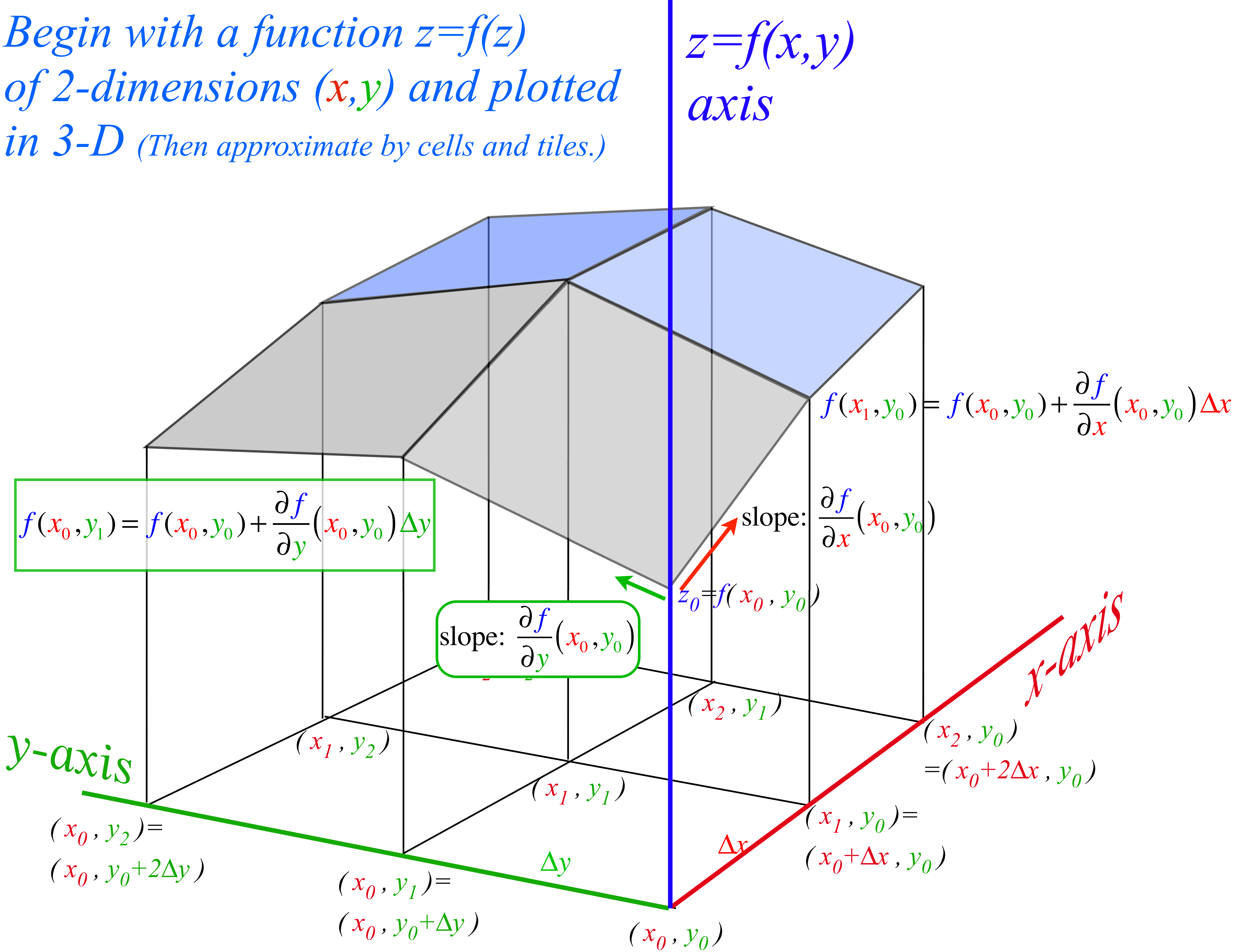

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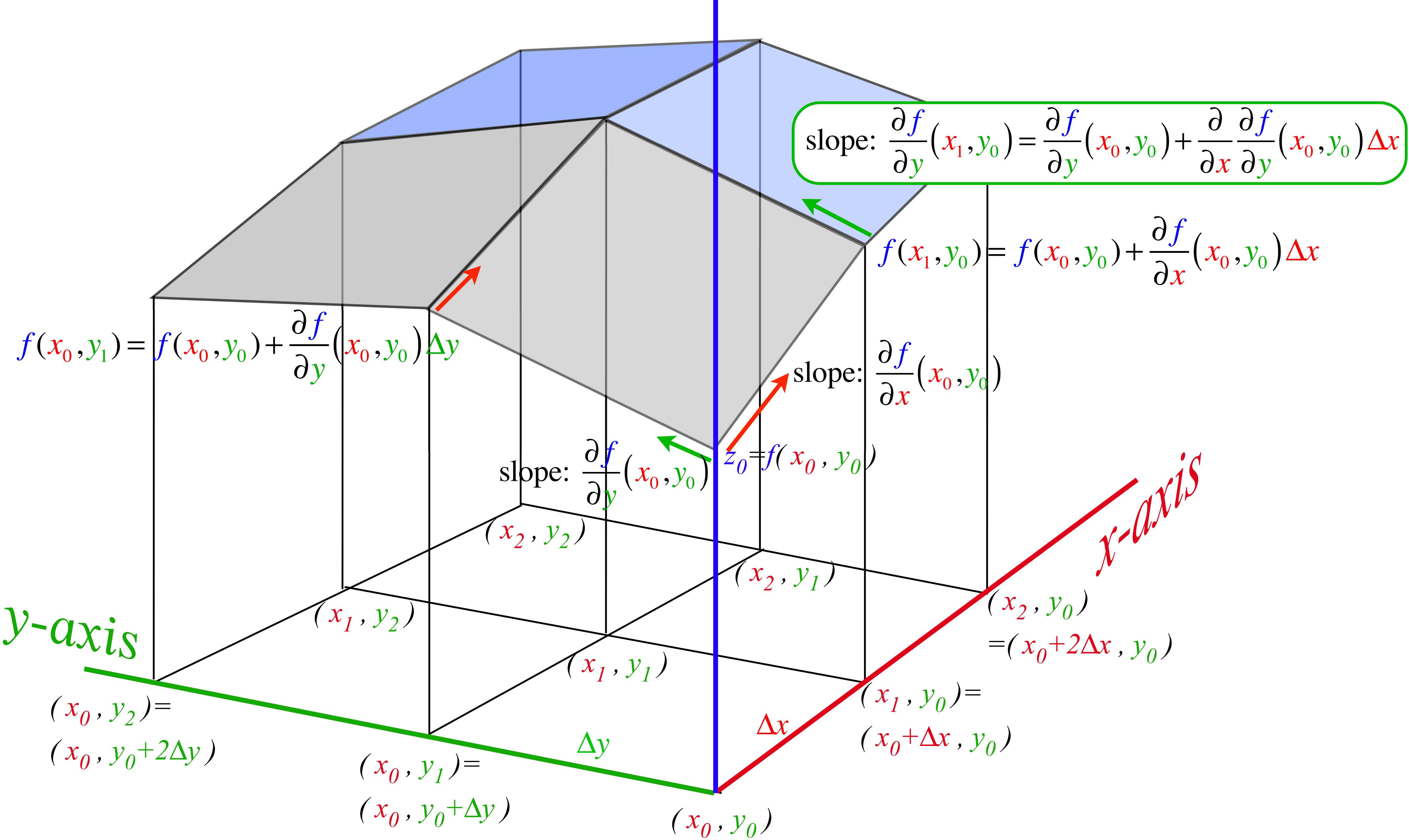

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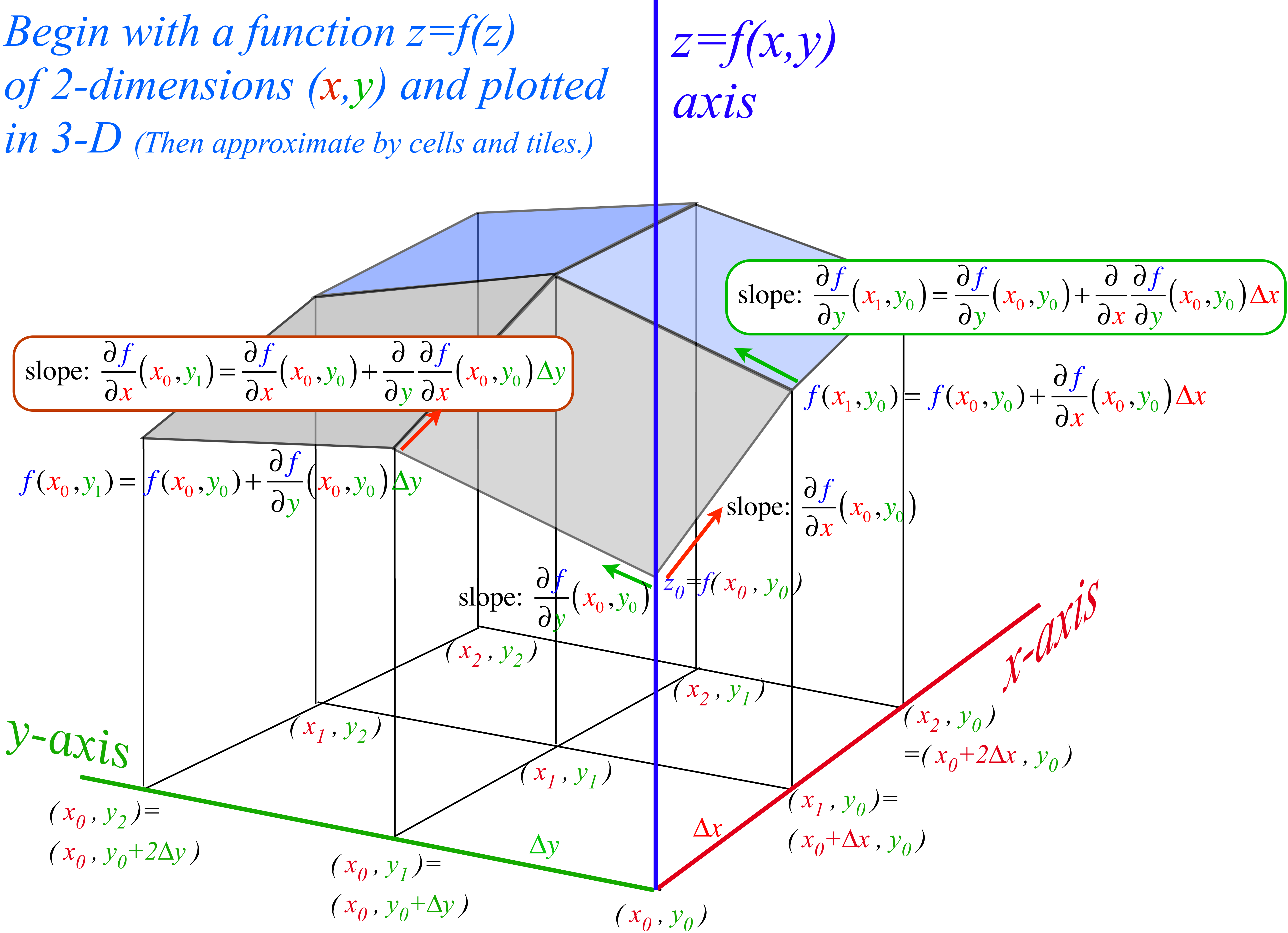

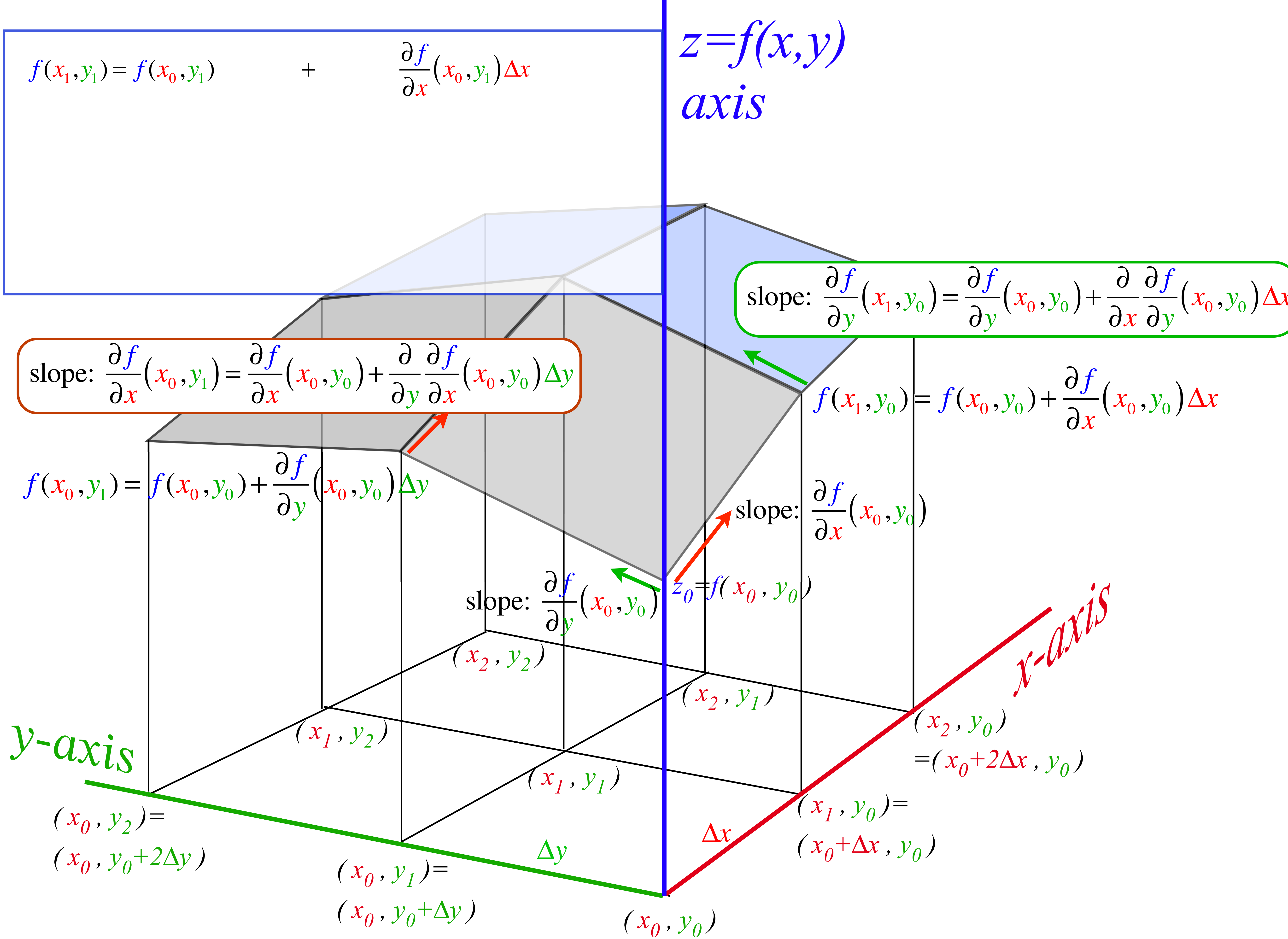

f(x1,y1) = f(x0,y1) + ∂f/∂x (x0,y1) Δx
z=f(x,y) axis
slope: ∂f/∂y (x1,y0) = ∂f/∂y (x0,y0) + ∂/∂x ∂f/∂y (x0,y0) Δx
slope: ∂f/∂x (x0,y1) = ∂f/∂x (x0,y0) + ∂/∂y ∂f/∂x (x0,y0) Δy
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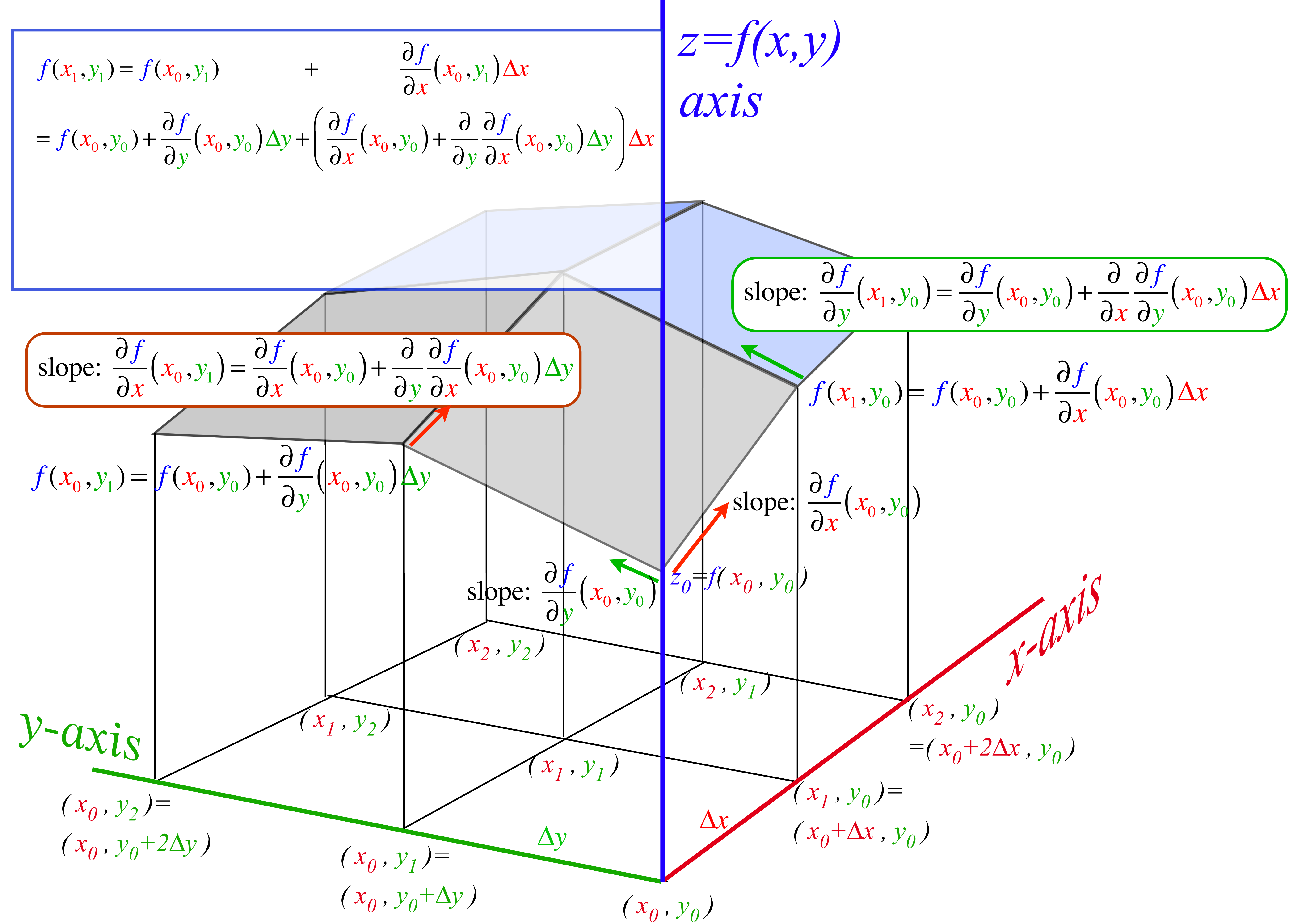
f(x0,y1) = f(x0,y0) + ∂f/∂y (x0,y0) Δy
slope: ∂f/∂x (x0,y0)
slope: ∂f/∂y (x0,y0)
z0=f(x0 , y0)
(x2 , y2)
(x2 , y1)
(x1 , y2)
(x2 , y0)
=(x0+2Δx , y0)
x-axis
y-axis
(x1 , y1)
(x1 , y0)=
(x0+Δx , y0)
(x0 , y2)=
(x0 , y0+2Δy)
Δx
Δy
(x0 , y1)=
(x0 , y0+Δy)
(x0 , y0)



$f(x_1,y_1) = f(x_0,y_1) + \frac{\partial f}{\partial x}(x_0,y_1)\Delta x$
$= f(x_0,y_0) + \frac{\partial f}{\partial y}(x_0,y_0)\Delta y + \left(\frac{\partial f}{\partial x}(x_0,y_0) + \frac{\partial}{\partial y}\frac{\partial f}{\partial x}(x_0,y_0)\Delta y\right)\Delta x$
z=f(x,y) axis
slope: $\frac{\partial f}{\partial y}(x_1,y_0) = \frac{\partial f}{\partial y}(x_0,y_0) + \frac{\partial}{\partial x}\frac{\partial f}{\partial y}(x_0,y_0)\Delta x$
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Δx
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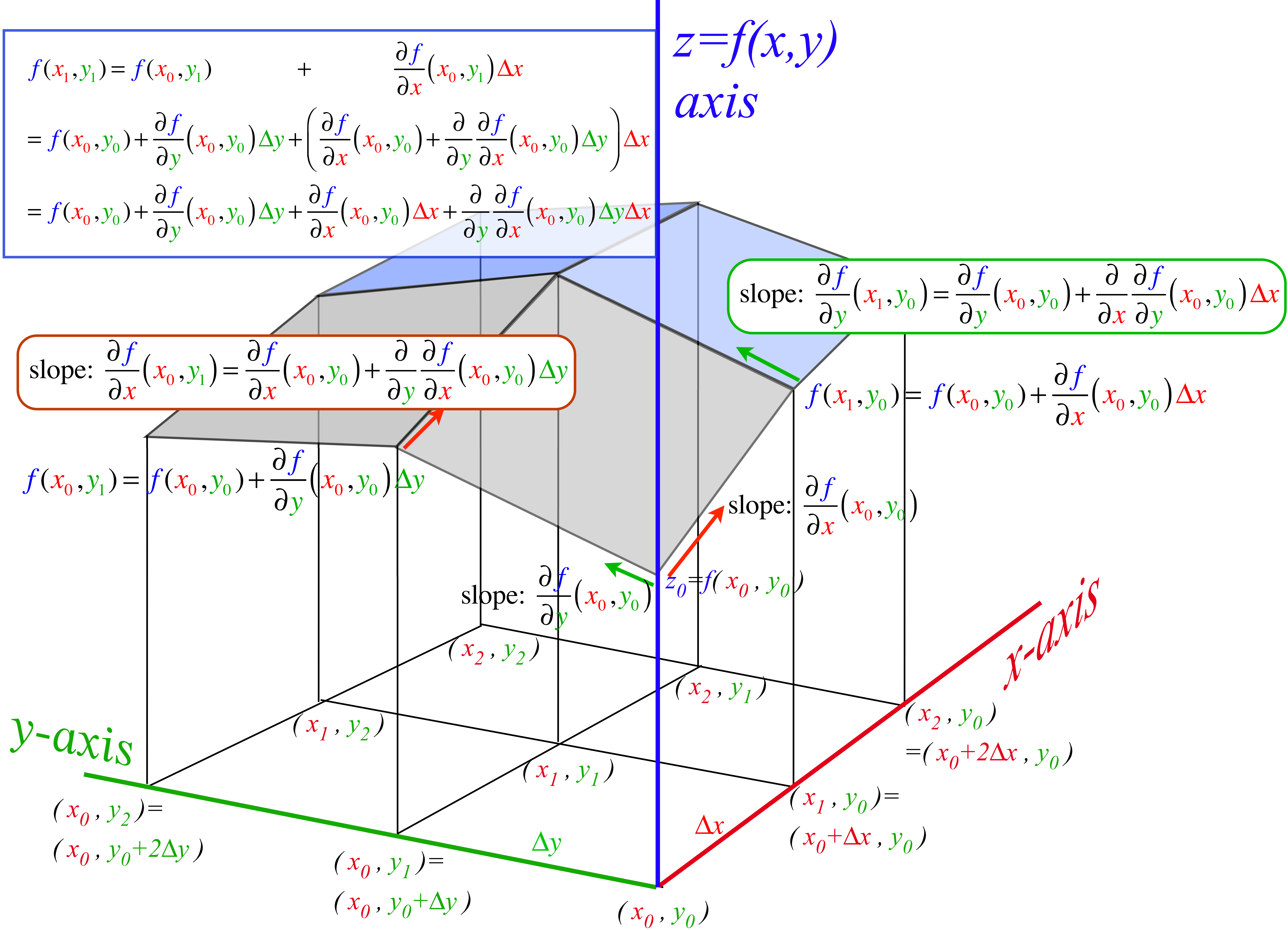
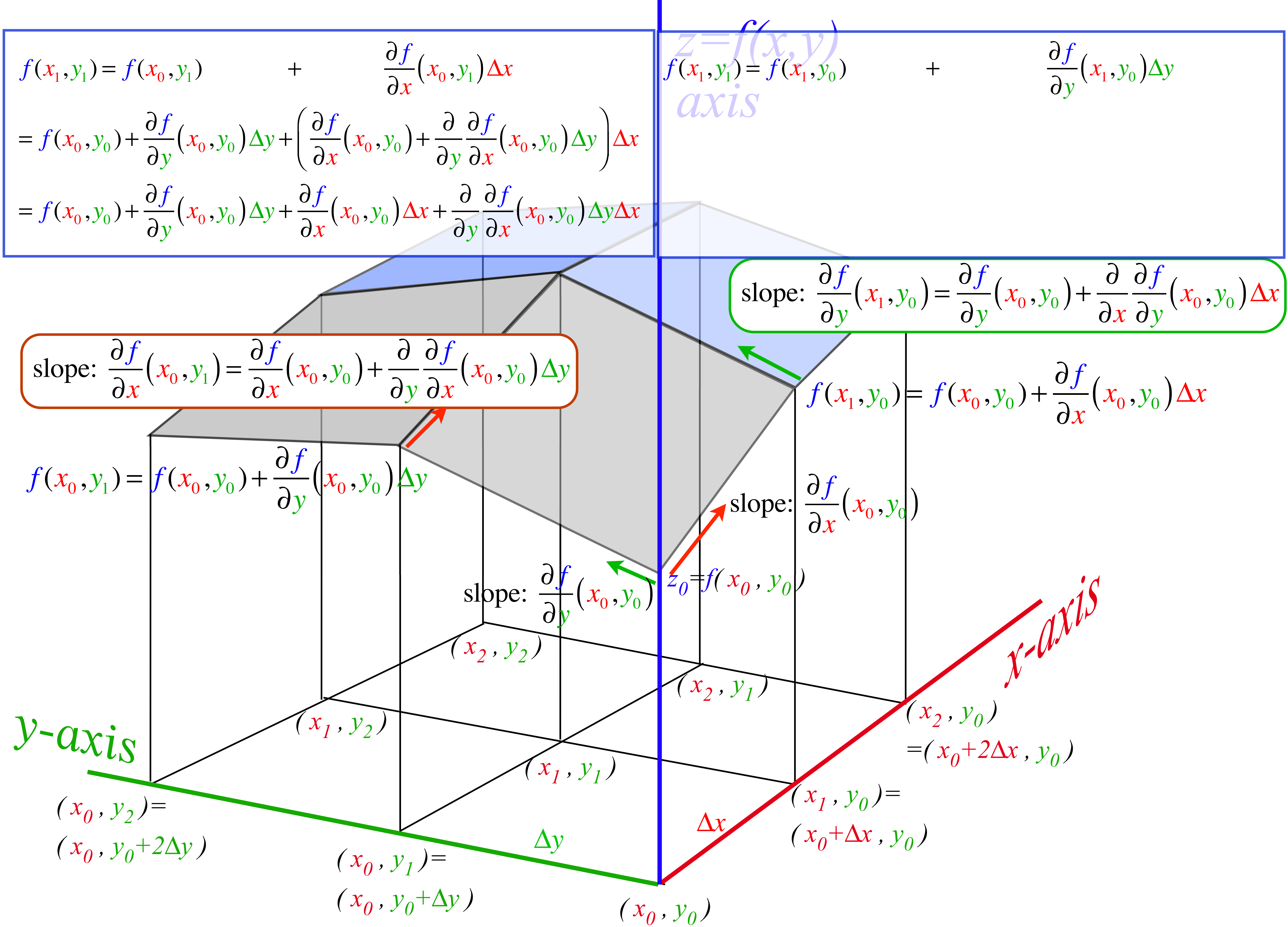
$$f(x_1,y_1) = f(x_0,y_1) + \frac{\partial f}{\partial x}(x_0,y_1)\Delta x$$

$$= f(x_0,y_0) + \frac{\partial f}{\partial y}(x_0,y_0)\Delta y + \left(\frac{\partial f}{\partial x}(x_0,y_0) + \frac{\partial}{\partial y}\frac{\partial f}{\partial x}(x_0,y_0)\Delta y\right)\Delta x$$

$$= f(x_0,y_0) + \frac{\partial f}{\partial y}(x_0,y_0)\Delta y + \frac{\partial f}{\partial x}(x_0,y_0)\Delta x + \frac{\partial}{\partial y}\frac{\partial f}{\partial x}(x_0,y_0)\Delta y\Delta x$$





$f(x_1,y_1)=f(x_0,y_1) + \frac{\partial f}{\partial x}(x_0,y_1)\Delta x$
$= f(x_0,y_0)+\frac{\partial f}{\partial y}(x_0,y_0)\Delta y+\left(\frac{\partial f}{\partial x}(x_0,y_0)+\frac{\partial}{\partial y}\frac{\partial f}{\partial x}(x_0,y_0)\Delta y\right)\Delta x$
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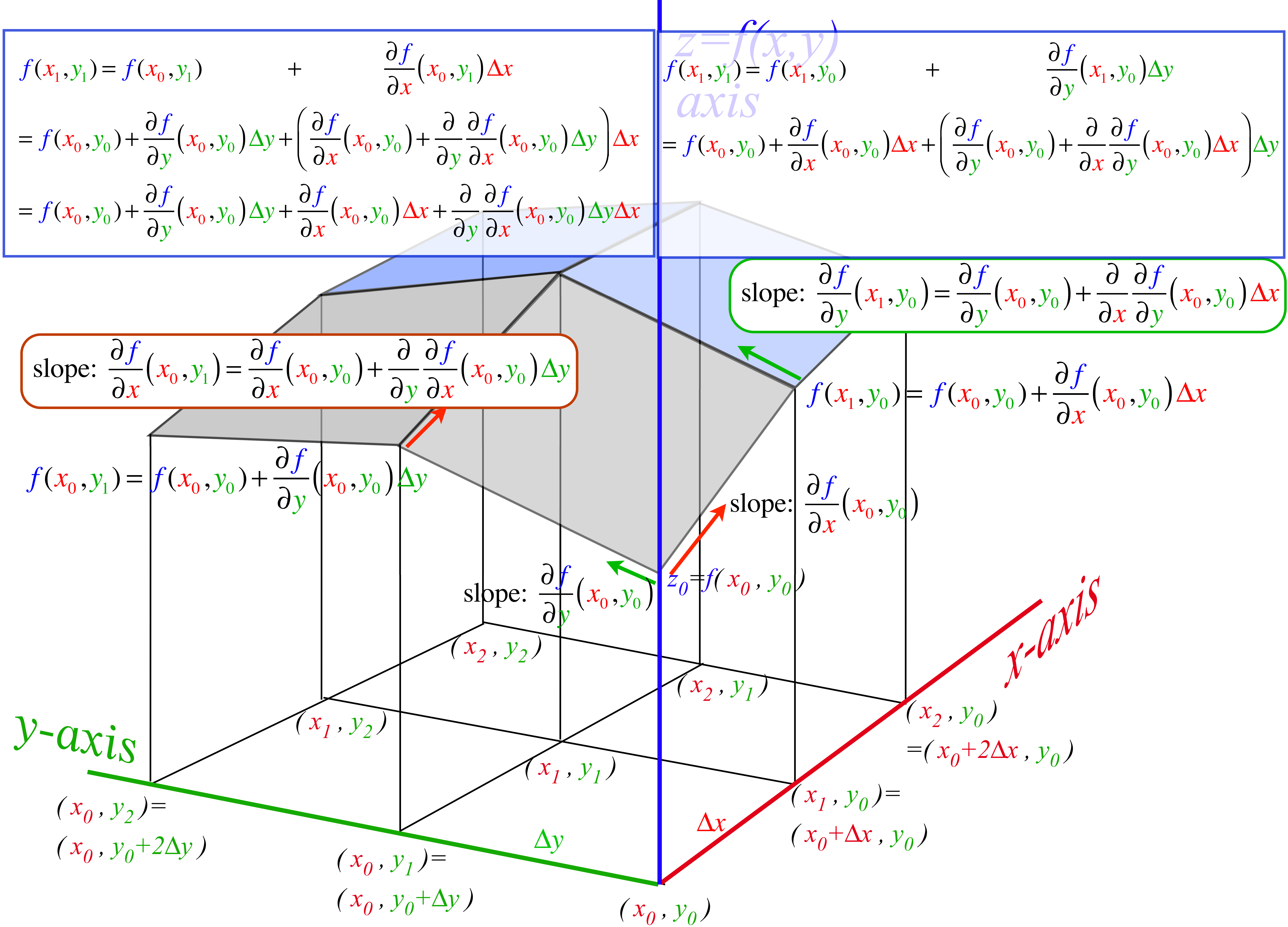

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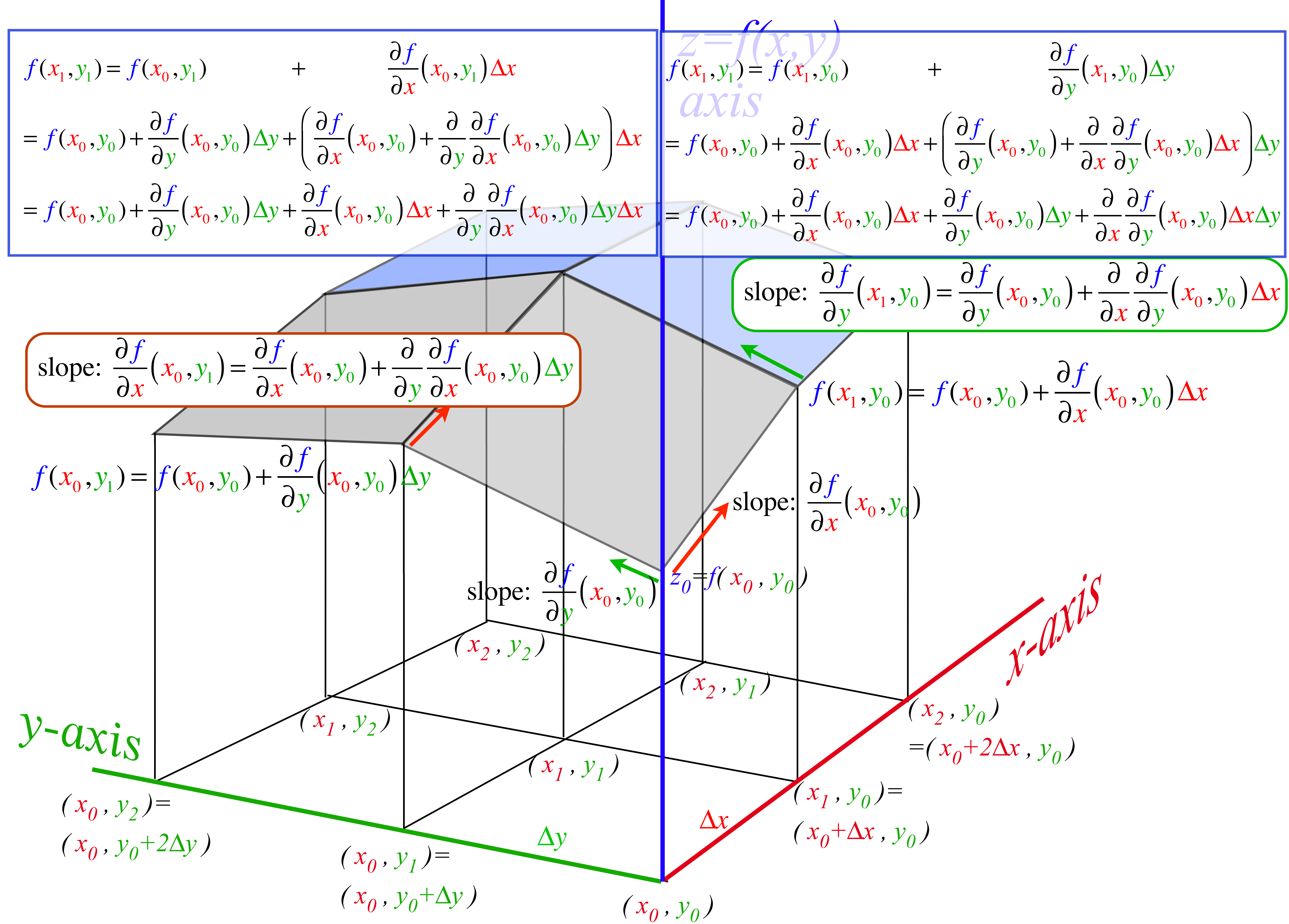

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What the geometry indicates....(Two important results)

$$f(x_1, y_1) = f(x_0, y_0) + \frac{\partial f}{\partial x}\left(x_0, y_0\right)\Delta x + \frac{\partial f}{\partial y}\left(x_0, y_0\right)\Delta y + \frac{\partial}{\partial y}\frac{\partial f}{\partial x}\left(x_0, y_0\right)\Delta x \Delta y$$

$$= f(x_0, y_0) + \frac{\partial f}{\partial y}\left(x_0, y_0\right)\Delta y + \frac{\partial f}{\partial x}\left(x_0, y_0\right)\Delta x + \frac{\partial}{\partial x}\frac{\partial f}{\partial y}\left(x_0, y_0\right)\Delta y \Delta x$$

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If $f(x,y)$ is contiuous around (x_0,y_0) and (x_1,y_1) then $\frac{\partial}{\partial y}\frac{\partial f}{\partial x}$ equals $\frac{\partial}{\partial x}\frac{\partial f}{\partial y}$

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1. Chain rules

$$\left[f(x_1,y_1) - f(x_0,y_0)\right] = df = \frac{\partial f}{\partial x}(x_0,y_0)dx + \frac{\partial f}{\partial y}(x_0,y_0)dy \ldots_{(keep\ 1^{st}-order\ terms\ only!)}$$

$$\frac{df}{dt} = \frac{\partial f}{\partial x}(x_0,y_0)\frac{dx}{dt} + \frac{\partial f}{\partial y}(x_0,y_0)\frac{dy}{dt}$$

$$\dot{f} = \frac{\partial f}{\partial x}\dot{x} + \frac{\partial f}{\partial y}\dot{y} \qquad (shorthand\ notation)$$

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$$f(x_1,y_1) = f(x_0,y_0) + \frac{\partial f}{\partial x}(x_0,y_0)\Delta x + \frac{\partial f}{\partial y}(x_0,y_0)\Delta y + \frac{\partial}{\partial y}\frac{\partial f}{\partial x}(x_0,y_0)\Delta x \Delta y$$

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1. Chain rules

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$$\dot{f} = \frac{\partial f}{\partial x}\dot{x} + \frac{\partial f}{\partial y}\dot{y} \quad (shorthand\ notation) \quad = \partial_x f\,\dot{x} + \partial_y f\,\dot{y}$$

2. Symmetry of partial deriv. ordering

(pay attention to the 2^{nd} – order terms, too!)

$$\frac{\partial}{\partial y}\frac{\partial f}{\partial x} = \frac{\partial}{\partial x}\frac{\partial f}{\partial y} \quad \text{or:} \quad \frac{\partial^2 f}{\partial y \partial x} = \frac{\partial^2 f}{\partial x \partial y} \quad \text{or:} \quad \partial_y \partial_x f = \partial_x \partial_y f$$

(shorthand notation)

What the geometry indicates....(Two important results)

$$f(x_1,y_1) = f(x_0,y_0) + \frac{\partial f}{\partial x}(x_0,y_0)\Delta x + \frac{\partial f}{\partial y}(x_0,y_0)\Delta y + \frac{\partial}{\partial y}\frac{\partial f}{\partial x}(x_0,y_0)\Delta x \Delta y$$

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$$\left[f(x_1,y_1) - f(x_0,y_0)\right] = df = \frac{\partial f}{\partial x}(x_0,y_0)dx + \frac{\partial f}{\partial y}(x_0,y_0)dy \ldots_{(keep\ 1^{st}-order\ terms\ only!)}$$

$$\frac{df}{dt} = \frac{\partial f}{\partial x}(x_0,y_0)\frac{dx}{dt} + \frac{\partial f}{\partial y}(x_0,y_0)\frac{dy}{dt}$$

$$\dot{f} = \frac{\partial f}{\partial x}\dot{x} + \frac{\partial f}{\partial y}\dot{y} \quad (shorthand\ notation) \quad = \partial_x f\,\dot{x} + \partial_y f\,\dot{y}$$

2. Symmetry of partial deriv. ordering

(pay attention to the 2^{nd}-order terms, too!)

$$\frac{\partial}{\partial y}\frac{\partial f}{\partial x} = \frac{\partial}{\partial x}\frac{\partial f}{\partial y} \quad \text{or:} \quad \frac{\partial^2 f}{\partial y \partial x} = \frac{\partial^2 f}{\partial x \partial y} \quad \text{or:} \quad \partial_y \partial_x f = \partial_x \partial_y f$$

(shorthand notation)

$$Let: \vec{\nabla} = \begin{pmatrix} \partial_x & \partial_y \end{pmatrix} \quad so: \vec{\nabla} f \bullet \mathbf{dr} = \begin{pmatrix} \partial_x f & \partial_y f \end{pmatrix} \bullet \begin{pmatrix} dx \\ dy \end{pmatrix} = \partial_x f\, dx + \partial_y f\, dy = df$$

Review of partial differential calculus

Chain rule and order $\partial^2\Psi/\partial x\partial y = \partial^2\Psi/\partial y\partial x$ symmetry

→ *Scaling transformation between Lagrangian and Hamiltonian views of KE*

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Intuitive-geometric development of " " " and " " "

Three ways to express energy: Consider kinetic energy (KE) first

1. **Lagrangian** is explicit function of **velocity**: $\mathbf{v} = \begin{pmatrix} v_1 \\ v_2 \end{pmatrix}$

$$L(v_k\ldots) = \tfrac{1}{2}(m_1 v_1^2 + m_2 v_2^2 + \ldots) = L(\mathbf{v}\ldots) = \tfrac{1}{2}\mathbf{v}\bullet\mathbf{M}\bullet\mathbf{v} + \ldots = \tfrac{1}{2}\begin{pmatrix} v_1 & v_2 \end{pmatrix}\begin{pmatrix} m_1 & 0 \\ 0 & m_2 \end{pmatrix}\begin{pmatrix} v_1 \\ v_2 \end{pmatrix} + \ldots$$

2. **"Estrangian"** is explicit function of **R**-rescaled velocity:

(or l'Estrangian

or: **"speedinum"** V $\mathbf{V} = \mathbf{R}\bullet\mathbf{v}$ or: $\begin{pmatrix} V_1 \\ V_2 \end{pmatrix} = \begin{pmatrix} \sqrt{m_1} & 0 \\ 0 & \sqrt{m_2} \end{pmatrix}\begin{pmatrix} v_1 \\ v_2 \end{pmatrix}$

$$E(V_k\ldots) = \tfrac{1}{2}(V_1^2 + V_2^2 + \ldots) = E(\mathbf{V}\ldots) = \tfrac{1}{2}\mathbf{V}\bullet\mathbf{1}\bullet\mathbf{V} + \ldots = \tfrac{1}{2}\begin{pmatrix} V_1 & V_2 \end{pmatrix}\begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}\begin{pmatrix} V_1 \\ V_2 \end{pmatrix} + \ldots$$

3. **Hamiltonian** is explicit function of **M=R**^{2}-rescaled velocity:

or: **momentum p** $\mathbf{p} = \mathbf{M}\bullet\mathbf{v}$ or: $\begin{pmatrix} p_1 \\ p_2 \end{pmatrix} = \begin{pmatrix} m_1 & 0 \\ 0 & m_2 \end{pmatrix}\begin{pmatrix} v_1 \\ v_2 \end{pmatrix} = \begin{pmatrix} m_1 v_1 \\ m_2 v_2 \end{pmatrix}$

$$H(p_k\ldots) = \tfrac{1}{2}\left(\frac{p_1^2}{m_1} + \frac{p_2^2}{m_2} + \ldots\right) = H(\mathbf{p}\ldots) = \tfrac{1}{2}\mathbf{p}\bullet\mathbf{M}^{-1}\bullet\mathbf{p} + \ldots = \tfrac{1}{2}\begin{pmatrix} p_1 & p_2 \end{pmatrix}\begin{pmatrix} 1/m_1 & 0 \\ 0 & 1/m_2 \end{pmatrix}\begin{pmatrix} p_1 \\ p_2 \end{pmatrix} + \ldots$$

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Introducing the (partial$\frac{\partial ?}{\partial ?}$) differential equations of mechanics

Starts out with simple demands for explicit-dependence, "loyalty" or "fealty to the colors"

Lagrangian *and* ***Estrangian***
have *<u>no</u>* *explicit dependence*
on ***momentum*** $\mathbf{p}=\mathbf{M}\bullet\mathbf{v}$

$$\frac{\partial L}{\partial p_k} \equiv 0 \equiv \frac{\partial E}{\partial p_k}$$

Hamiltonian *and* ***Estrangian***
have *<u>no</u>* *explicit dependence*
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$$\frac{\partial H}{\partial v_k} \equiv 0 \equiv \frac{\partial E}{\partial v_k}$$

Lagrangian *and* ***Hamiltonian***
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***Lagrangian** and **Hamiltonian** have no explicit dependence on **speedinum** $\mathbf{V}=\mathbf{M}^{1/2}\bullet\mathbf{v}$*

$$\frac{\partial L}{\partial V_k} \equiv 0 \equiv \frac{\partial H}{\partial V_k}$$

Such non-dependencies hold in spite of "under-the-table" matrix and partial-differential connections†

$$\nabla_v L = \frac{\partial L}{\partial \mathbf{v}} = \frac{\partial}{\partial \mathbf{v}} \frac{\mathbf{v}\bullet\mathbf{M}\bullet\mathbf{v}}{2} = \mathbf{M}\bullet\mathbf{v} = \mathbf{p}$$

$$\begin{pmatrix} \frac{\partial L}{\partial v_1} \\ \frac{\partial L}{\partial v_2} \end{pmatrix} = \begin{pmatrix} m_1 & 0 \\ 0 & m_2 \end{pmatrix} \begin{pmatrix} v_1 \\ v_2 \end{pmatrix} = \begin{pmatrix} p_1 \\ p_2 \end{pmatrix}$$

Lagrange's 1st equation(s)

$$\frac{\partial L}{\partial v_k} = p_k \quad \text{or:} \quad \frac{\partial L}{\partial \mathbf{v}} = \mathbf{p}$$

$$\nabla_p H = \mathbf{v} = \frac{\partial H}{\partial \mathbf{p}} = \frac{\partial}{\partial \mathbf{p}} \frac{\mathbf{p}\bullet\mathbf{M}^{-1}\bullet\mathbf{p}}{2} = \mathbf{M}^{-1}\bullet\mathbf{p} = \mathbf{v}$$

$$\begin{pmatrix} \frac{\partial H}{\partial p_1} \\ \frac{\partial H}{\partial p_2} \end{pmatrix} = \begin{pmatrix} m_1^{-1} & 0 \\ 0 & m_2^{-1} \end{pmatrix} \begin{pmatrix} p_1 \\ p_2 \end{pmatrix} = \begin{pmatrix} v_1 \\ v_2 \end{pmatrix}$$

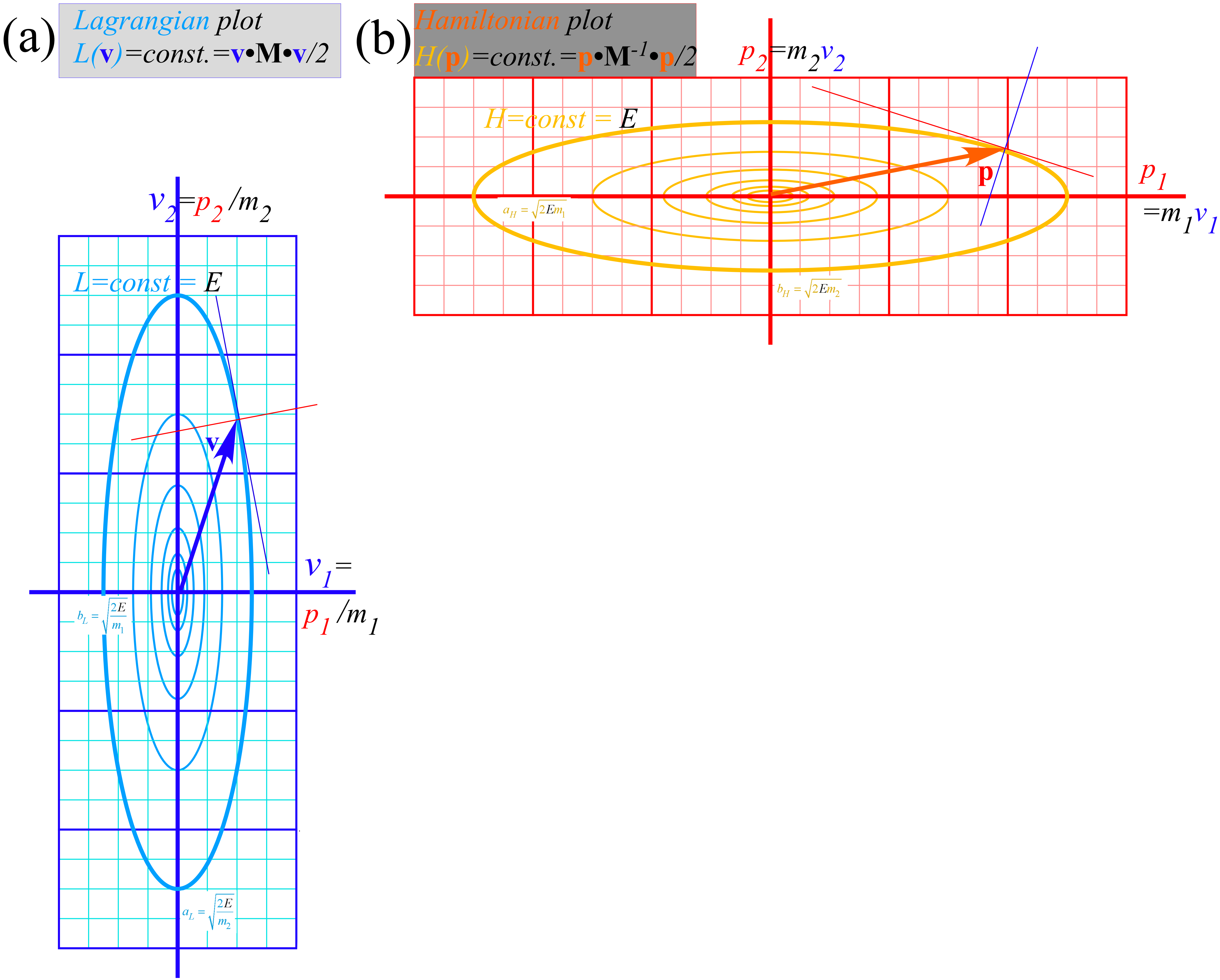
Hamilton's 1st equation(s)

$$\frac{\partial H}{\partial p_k} = v_k \quad \text{or:} \quad \frac{\partial H}{\partial \mathbf{p}} = \mathbf{v}$$

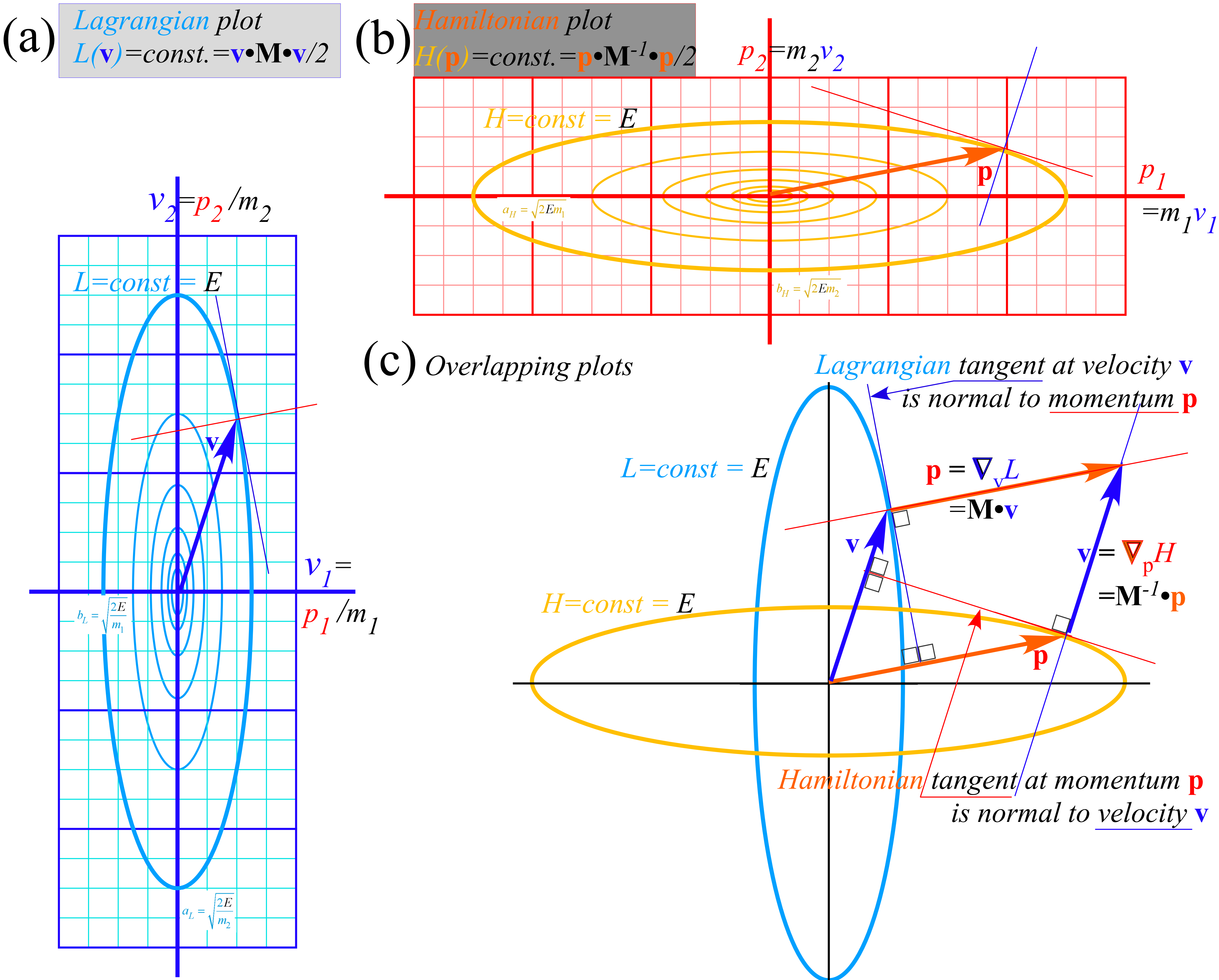
Estrangian is neglected for now. (It is related to dual ellipse geometry in Lecture 7 p. 71-79 and 80-85)

†non-dependency due to stationary-value effects as shown on p. 28-31

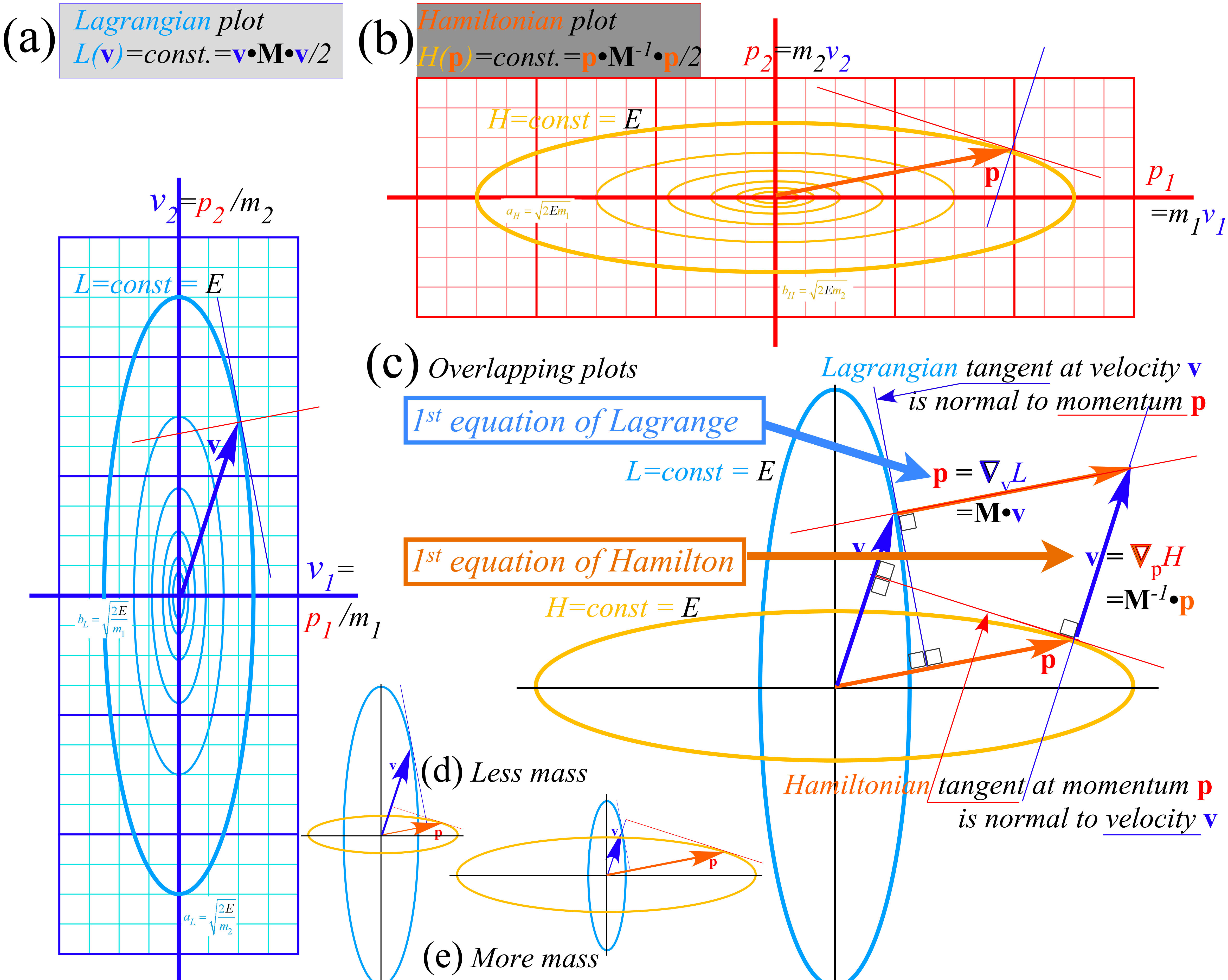
Unit 1
Fig. 12.2



Unit 1
Fig. 12.2



Unit 1
Fig. 12.2



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Given matrix relation: $\mathbf{p}=\mathbf{M}\cdot\mathbf{v}$ *or its inverse:* $\mathbf{v}=\mathbf{M}^{-1}\cdot\mathbf{p}$ *you might be tempted to rewrite*

Q-forms $L(\mathbf{v}..)=(1/2)\mathbf{v}\cdot\mathbf{M}\cdot\mathbf{v}$ *or* $H(\mathbf{p}..)=(1/2)\mathbf{p}\cdot\mathbf{M}^{-1}\cdot\mathbf{p}$ *to be* $H=(1/2)\mathbf{p}\cdot\mathbf{v}$ *or equivalently* $L=(1/2)\mathbf{v}\cdot\mathbf{p}$.

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Numerically-CORRECT, but Differentially-WRONG!

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Numerically-CORRECT, but Differentially-WRONG! *(In classical physics* $\mathbf{p}\cdot\mathbf{v}$ *and* $\mathbf{v}\cdot\mathbf{p}$ *are identical)*

Instead try: $H(\mathbf{p}..)=\mathbf{p}\cdot\mathbf{v}-(1/2)\mathbf{v}\cdot\mathbf{p}=\mathbf{p}\cdot\mathbf{v}-L(\mathbf{v}..)$ *or else:* $L(\mathbf{v}..)=\mathbf{p}\cdot\mathbf{v}-H(\mathbf{p}..)$

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That is ... the ***Legendre contact transformation***

$$L(\mathbf{v})=\mathbf{p}\bullet\mathbf{v}-H(\mathbf{p}) \qquad \text{or:} \qquad H(\mathbf{p})=\mathbf{p}\bullet\mathbf{v}-L(\mathbf{v})$$

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Now explicit dependency (non)-relations give the right derivatives

$$\frac{\partial L(\mathbf{v})}{\partial \mathbf{p}}=\frac{\partial}{\partial \mathbf{p}}\mathbf{p}\bullet\mathbf{v}-\frac{\partial H(\mathbf{p})}{\partial \mathbf{p}} \qquad \frac{\partial H(\mathbf{p})}{\partial \mathbf{v}}=\frac{\partial}{\partial \mathbf{v}}\mathbf{p}\bullet\mathbf{v}-\frac{\partial L(\mathbf{v})}{\partial \mathbf{v}}$$

$$0=\mathbf{v}-\frac{\partial H(\mathbf{p})}{\partial \mathbf{p}} \qquad 0=\mathbf{p}-\frac{\partial L(\mathbf{v})}{\partial \mathbf{v}}$$

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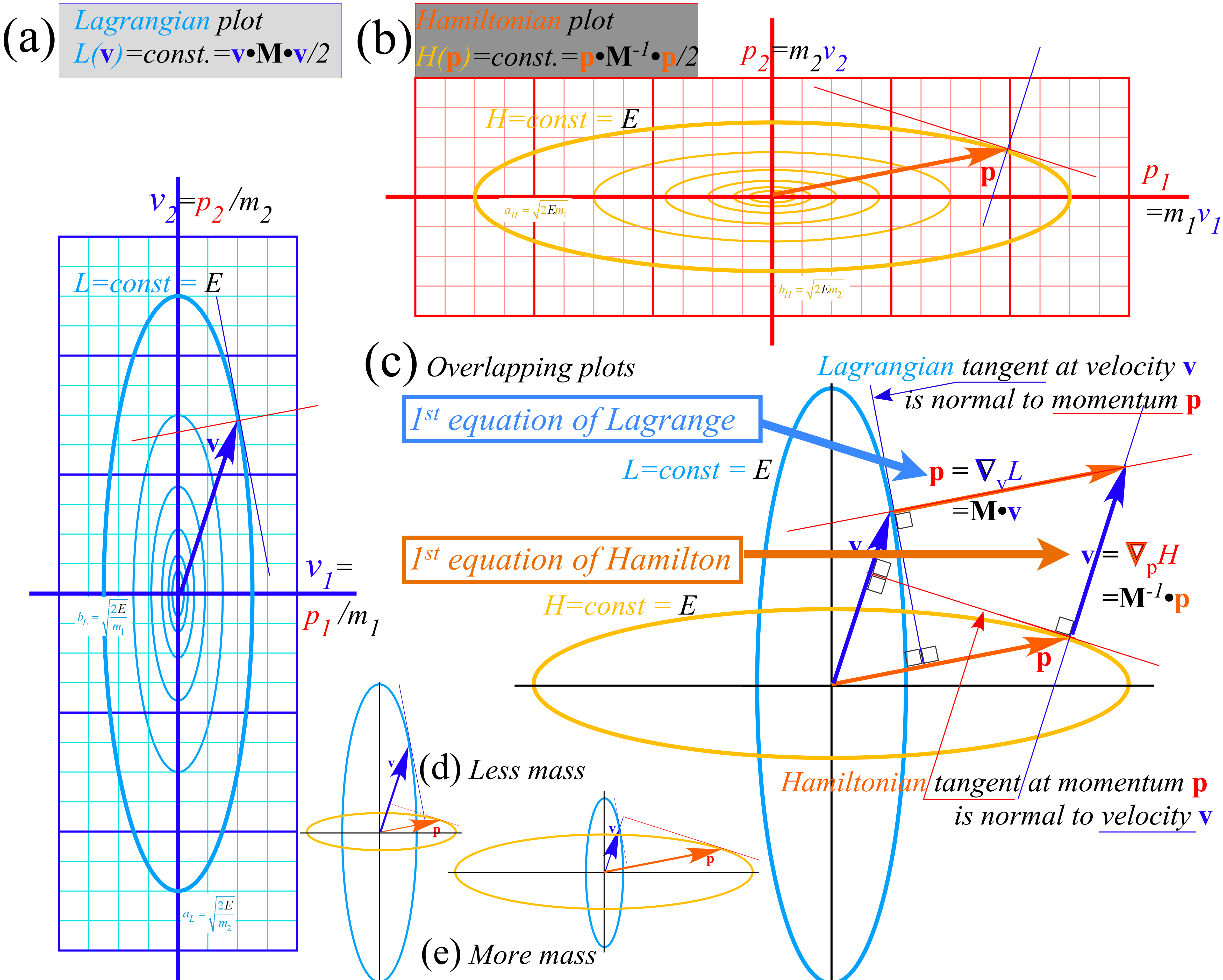
$$0=\mathbf{v}-\frac{\partial H(\mathbf{p})}{\partial \mathbf{p}} \qquad 0=\mathbf{p}-\frac{\partial L(\mathbf{v})}{\partial \mathbf{v}}$$

That is *Hamilton's 1st equation(s)* *and* *Lagrange's 1st equation(s)*

$$\mathbf{v}=\frac{\partial H(\mathbf{p})}{\partial \mathbf{p}} \qquad \mathbf{p}=\frac{\partial L(\mathbf{v})}{\partial \mathbf{v}}$$

Unit 1

Fig. 12.2



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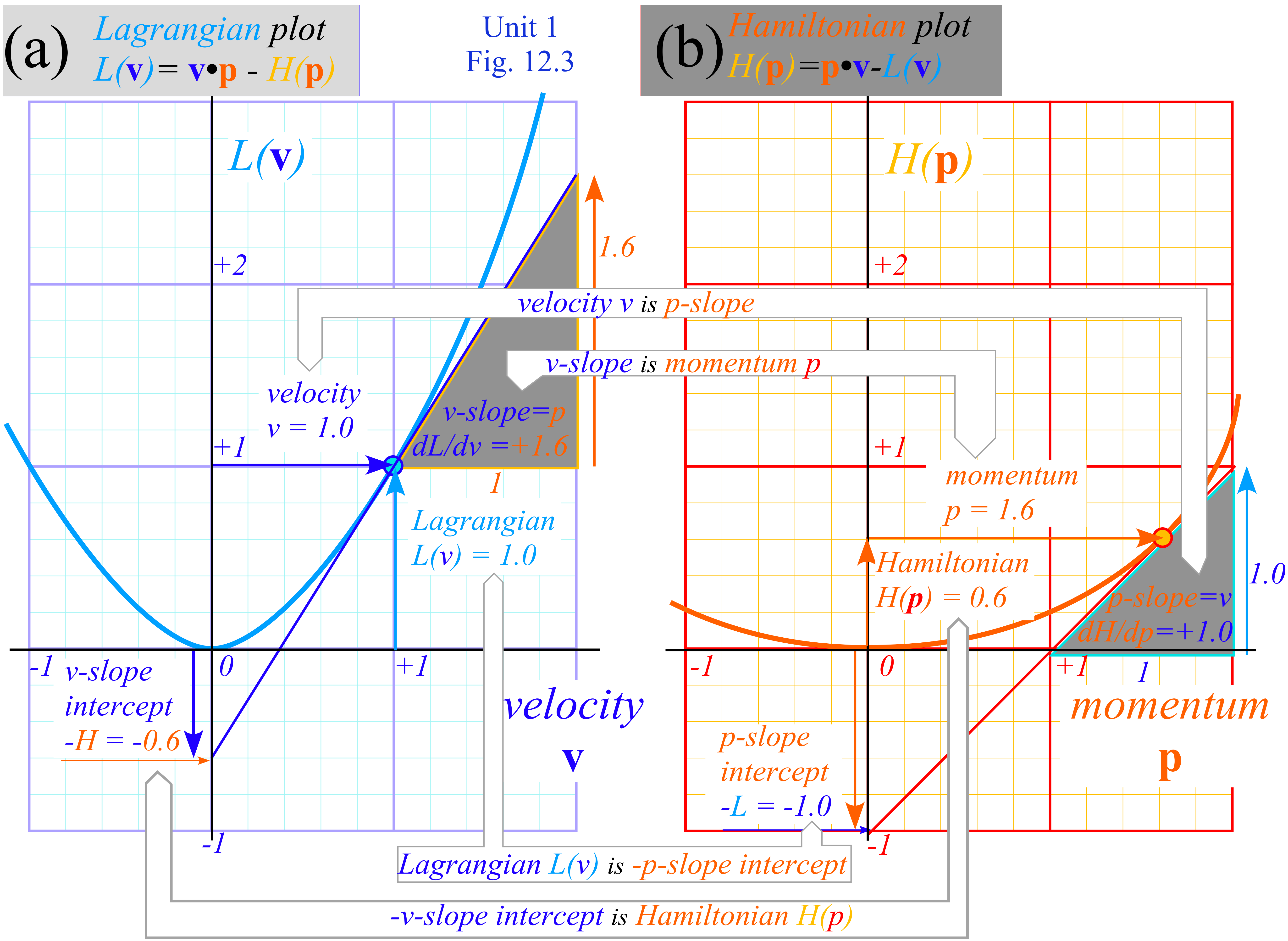
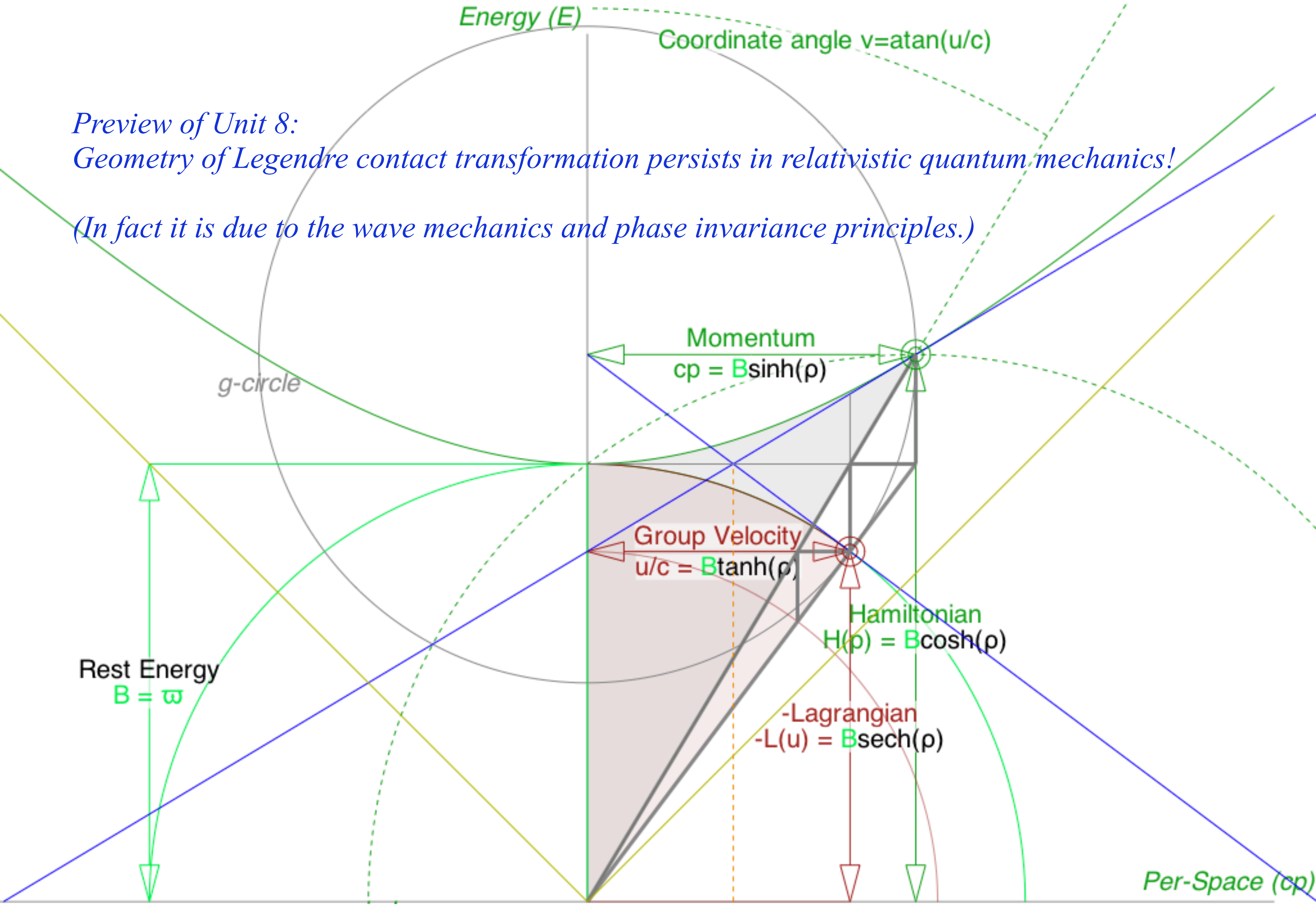


(a) Lagrangian plot
L(v)= v•p - H(p)
Unit 1
Fig. 12.3
(b) Hamiltonian plot
H(p)=p•v-L(v)
L(v)
+2
1.6
velocity v is p-slope
v-slope is momentum p
velocity
v = 1.0
v-slope=p
dL/dv =+1.6
+1
1
Lagrangian
L(v) = 1.0
-1
v-slope
intercept
-H = -0.6
0
+1
velocity
v
-1
H(p)
+2
+1
momentum
p = 1.6
Hamiltonian
H(p) = 0.6
1.0
p-slope=v
dH/dp=+1.0
-1
0
+1
1
momentum
p
p-slope
intercept
-L = -1.0
-1
Lagrangian L(v) is -p-slope intercept
-v-slope intercept is Hamiltonian H(p)

Preview of Unit 8:
Geometry of Legendre contact transformation persists in relativistic quantum mechanics!

(In fact it is due to the wave mechanics and phase invariance principles.)



Link ⇒ RelaWavity - Physical Terms H(p) & L(u)

"Relawavity" and quantum basis of Lagrangian & Hamiltonian mechanics:

2-CW laser wave

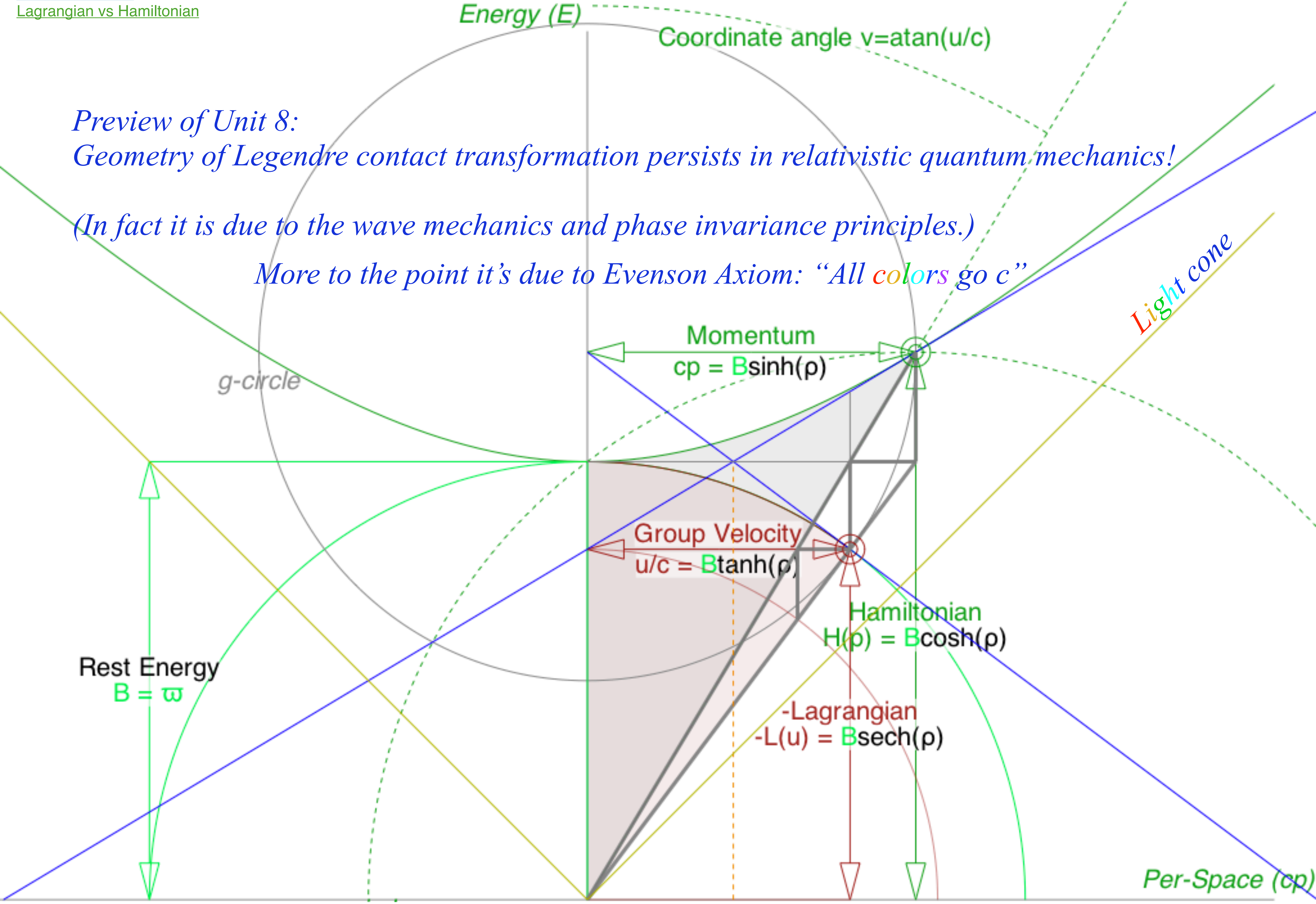
Lagrangian vs Hamiltonian

Preview of Unit 8:

Geometry of Legendre contact transformation persists in relativistic quantum mechanics!

(In fact it is due to the wave mechanics and phase invariance principles.)

More to the point it's due to Evenson Axiom: "All colors go c"



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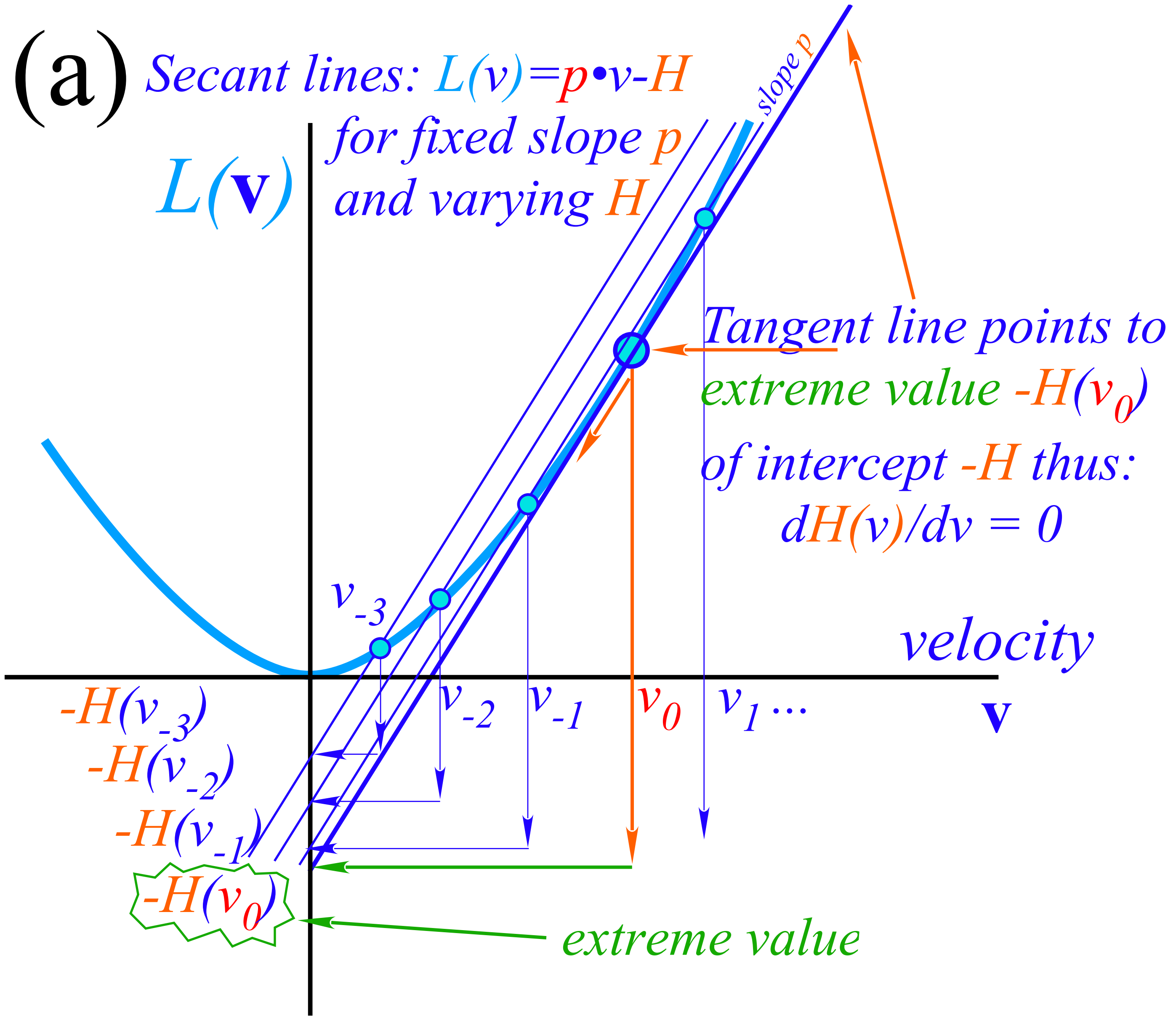
How Legendre contact transformations work...(to make $\frac{\partial H}{\partial v}=0$ or $\frac{\partial L}{\partial p}=0$)

Secant lines $L(\mathbf{v}) = p \bullet v - H$ *of fixed slope* $p=\frac{\partial L}{\partial v}$
and decreasing intercept $-H(v_{-2}) > -H(v_{-1}) > \ldots$
for increasing velocity $v_{-2} > v_{-1} > \ldots > v_0$
lead to unique tangent to $L(\mathbf{v})$*-curve at the tangent contact point* $v=v_0$ *that has* *max* $H(p\ v_0)$
Thus $\frac{\partial H}{\partial v}=0$

Unit 1
Fig. 12.4



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tangent contact point $v=v_0$ *that has* *<u>max</u>* $H(p\ v_0)$
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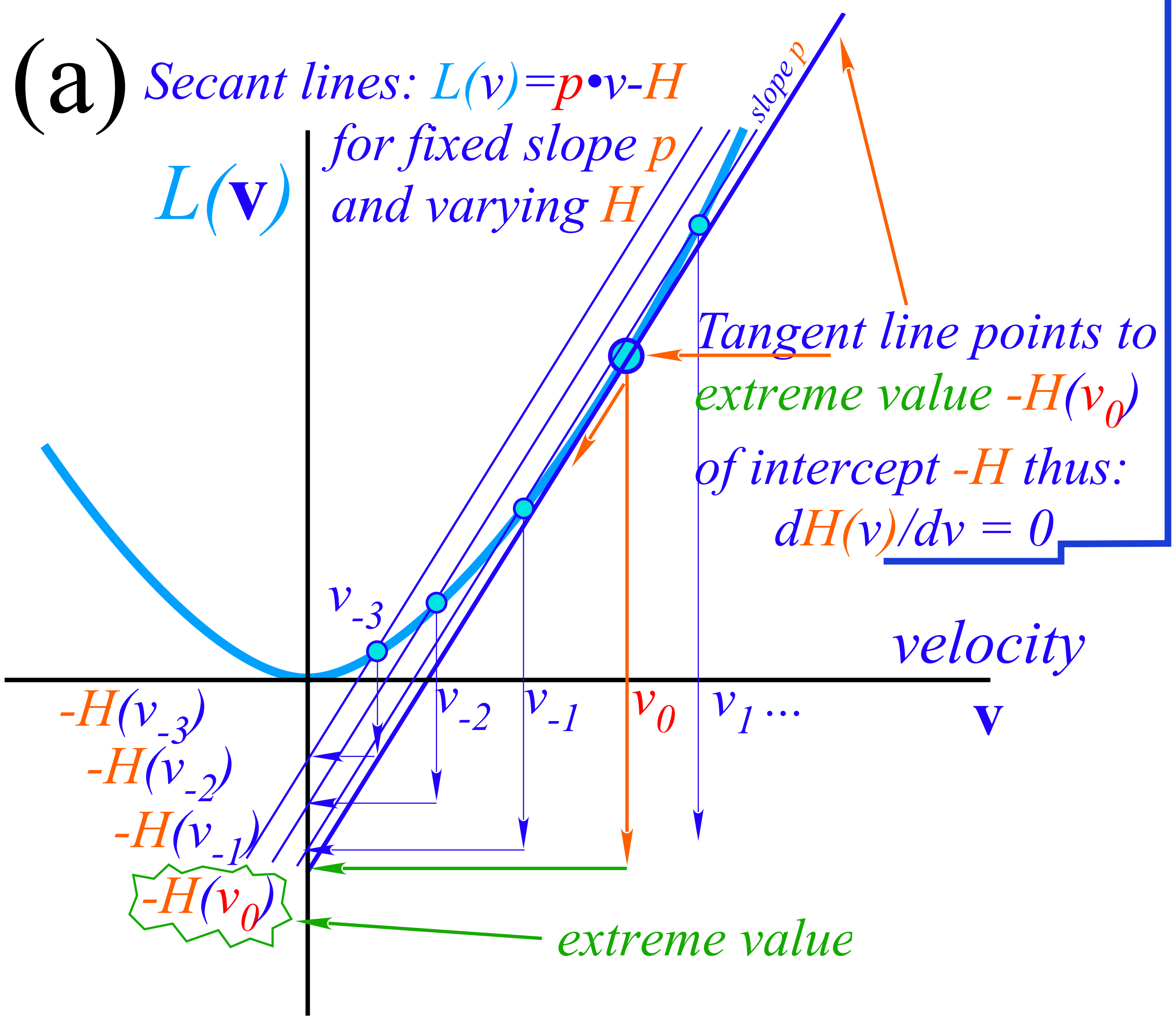
Unit 1
Fig. 12.4



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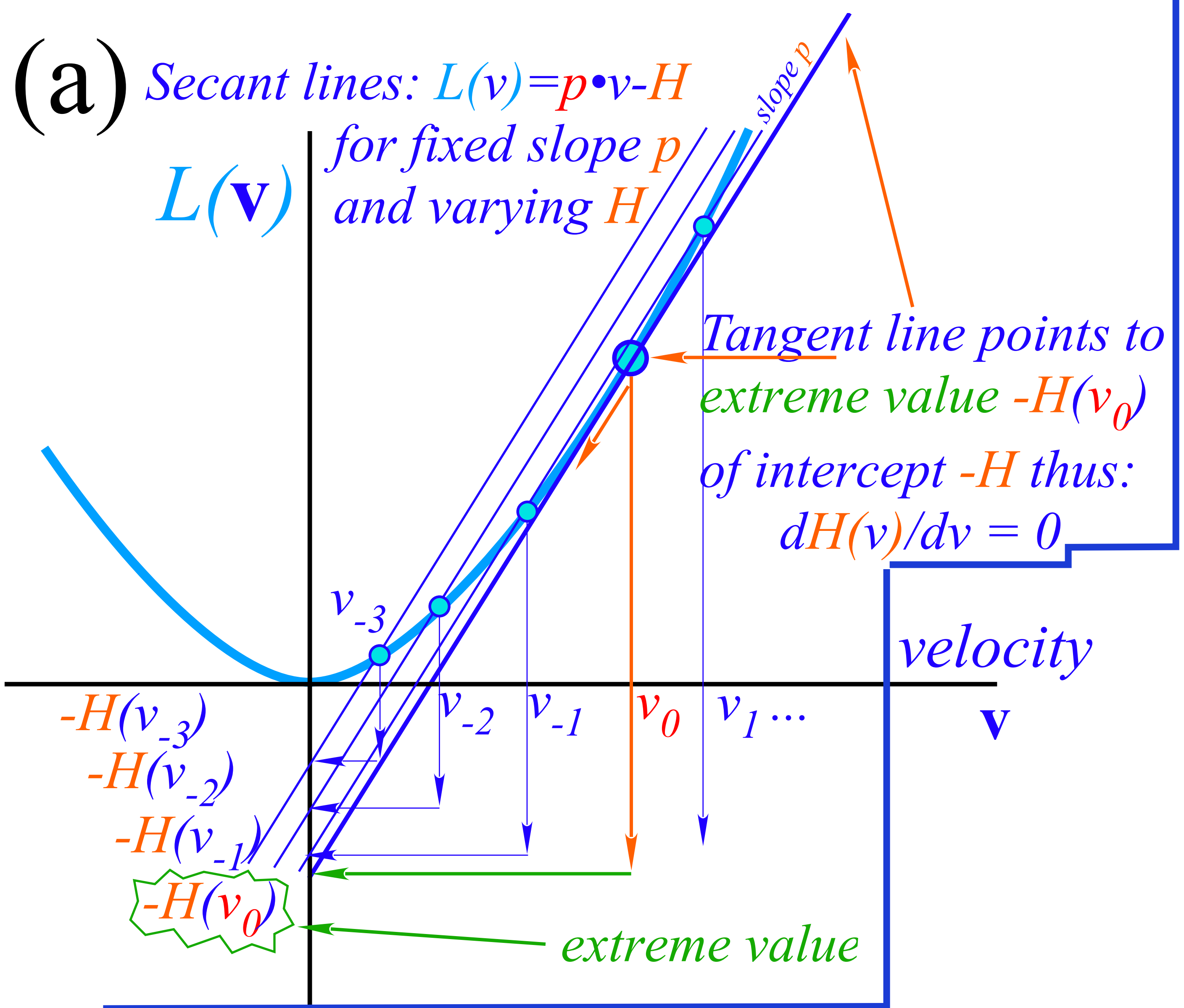
Unit 1
Fig. 12.4



$\frac{\partial H}{\partial v}=0$ at each point $v=\frac{\partial H}{\partial p}$ of $L(v)$ with slope $p=\frac{\partial L}{\partial v}$

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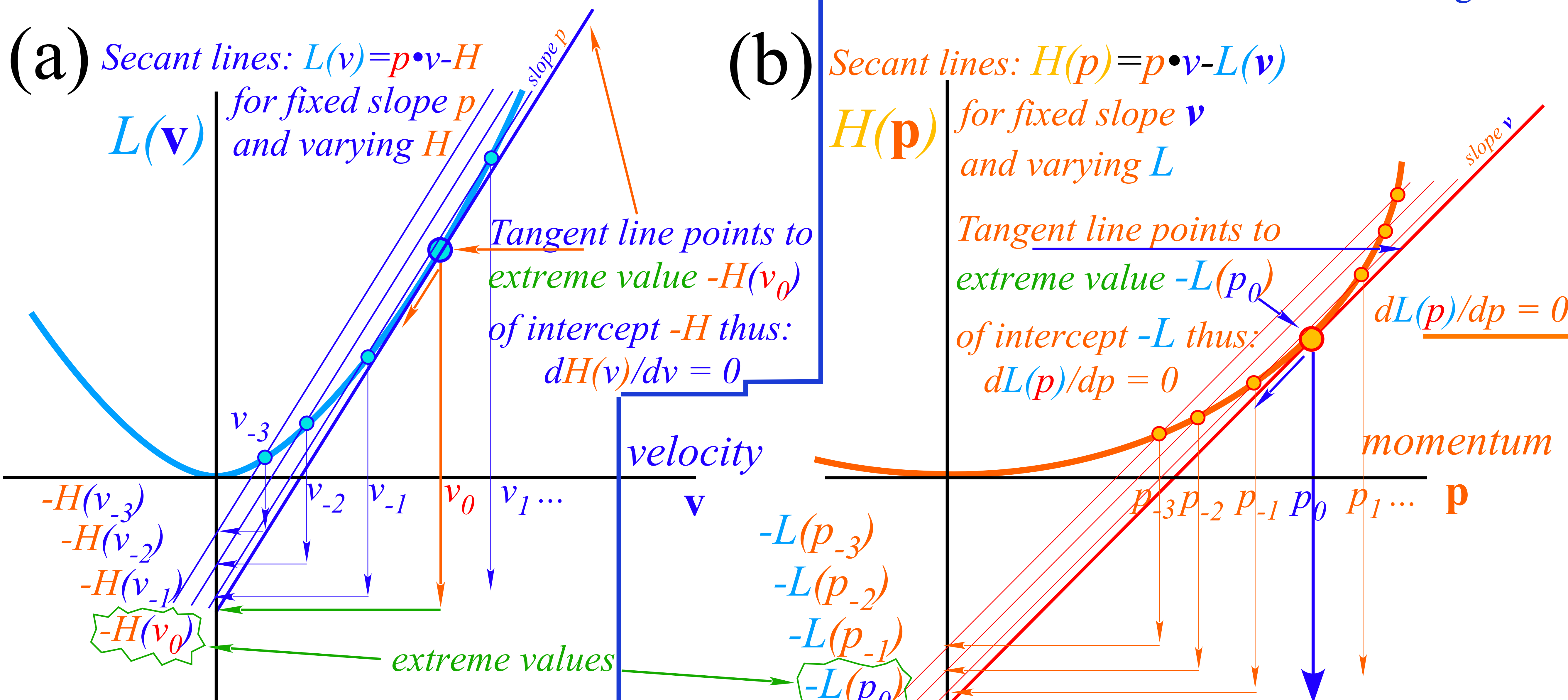
(Similarly...)

Unit 1
Fig. 12.4



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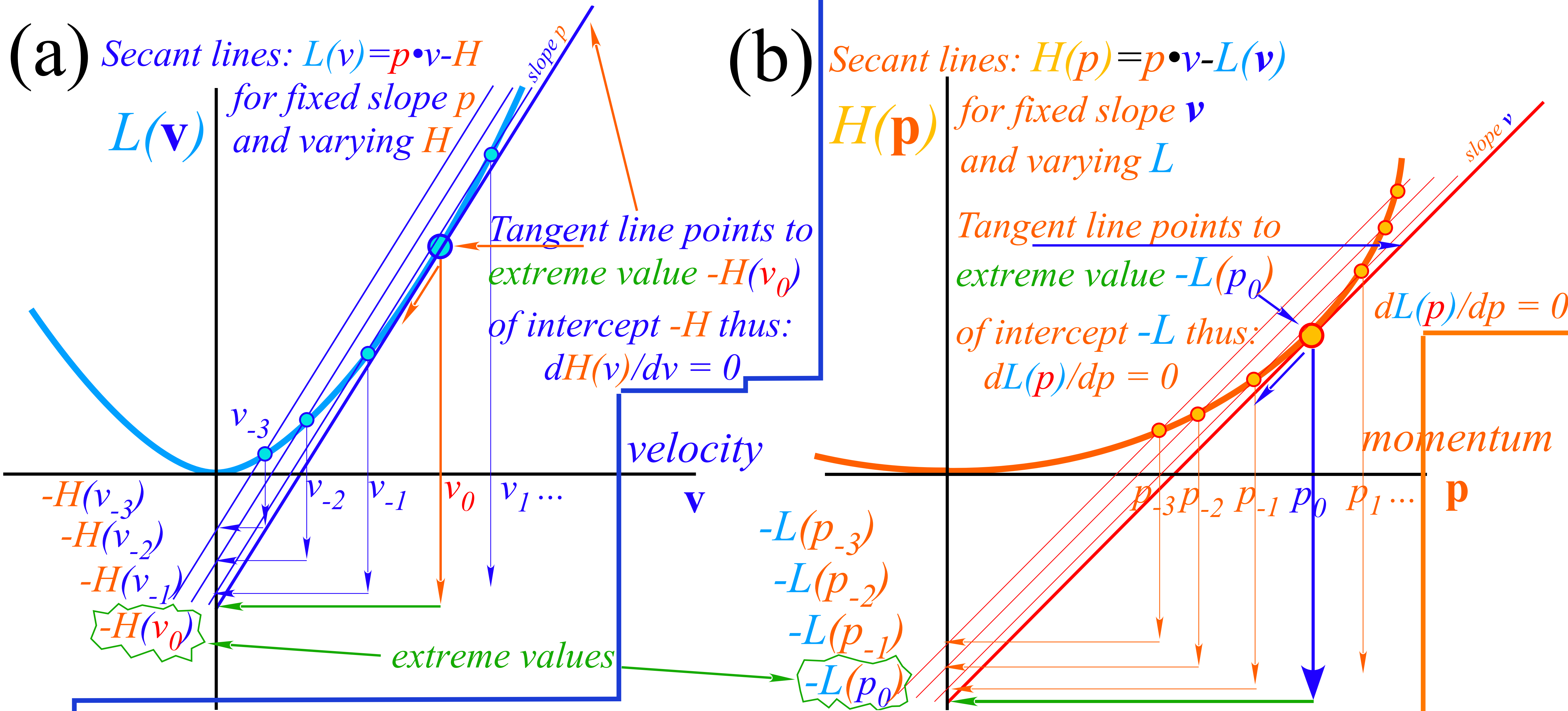
Unit 1
Fig. 12.4



$\frac{\partial H}{\partial v}=0$ at each point $v=\frac{\partial H}{\partial p}$ of $L(v)$ with slope $p=\frac{\partial L}{\partial v}$

$\frac{\partial L}{\partial p}=0$ at each point $p=\frac{\partial L}{\partial v}$ of $H(p)$ with slope $v=\frac{\partial H}{\partial p}$

Review of partial differential calculus

Chain rule and order $\partial^2\Psi/\partial x\partial y = \partial^2\Psi/\partial y\partial x$ symmetry

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Introducing 0^th Lagrange and 0^th Hamilton differential equations of mechanics

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Geometry of Legendre contact transformation (Preview of Unit 8 relativistic quantum mechanics)

→ *Example from thermodynamics*

Legendre transform: special case of General Contact Transformation (lights,camera, ACTION!)

An elementary contact transformation from sophomore physics

Algebra-calculus development of "The Volcanoes of Io" and "The Atoms of NIST"

Intuitive-geometric development of " " " and " " "

Example of Legendre contact transformation in thermodynamics

Internal energy U(S,V) is defined as a function of entropy *S* and volume *V*.

A new function *enthalpy H(S,P)* depends on entropy and *pressure P*.

It is a Legendre transform $H(S,P)=P\cdot V+U$ of energy *U(S,V)* to new variable $P=-(\frac{\partial U}{\partial V})_S$.

Example of Legendre contact transformation in thermodynamics

Lagrangian $L(r,v)$ position r velocity v

Internal energy U(S,V) is defined as a function of entropy S and volume V.

Hamiltonian $H(r,p)$ position r *momentum* p

A new function *enthalpy H(S,P)* depends on entropy and *pressure* P.

$H(r,p) = p \cdot v - L$ Lagrangian $L(r,v)$ $p = (\frac{\partial L}{\partial v})_r$

It is a Legendre transform $H(S,P)=P\cdot V+U$ of energy $U(S,V)$ to new variable $P = -(\frac{\partial U}{\partial V})_S$.

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It is a Legendre transform $H(S,P)=P\cdot V+U$ of energy $U(S,V)$ to new variable $P = -(\frac{\partial U}{\partial V})_S$.

Except for ±signs, it's our Hamiltonian $H(p)=p\cdot v-L(v)$ going from Lagrangian $L(v)$

to use new variable momentum $p = (\frac{\partial L}{\partial v})_x$.

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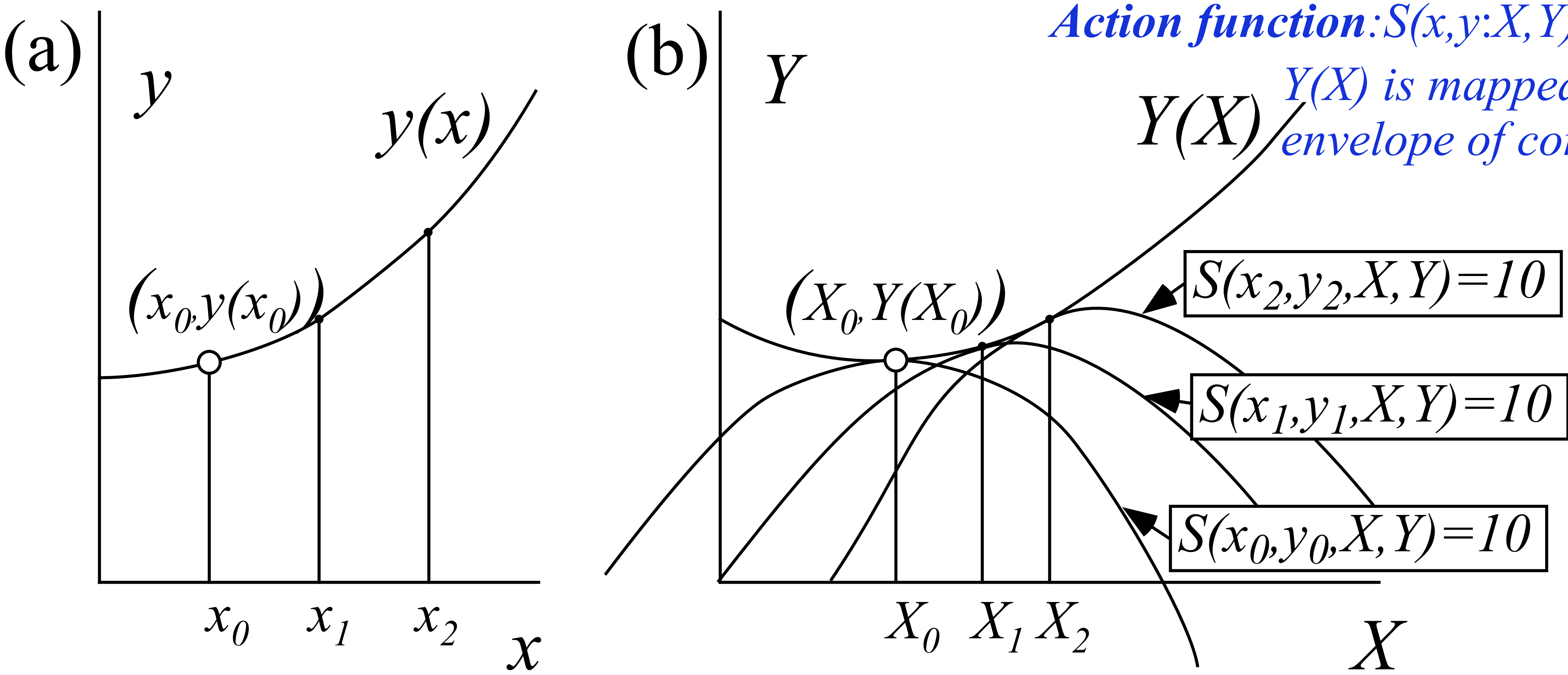
Legendre transform: special case of General Contact Transformation

Active-Contact-Transformation Generator or
***Action function**: $S(x,y{:}X,Y)$=const. does mapping.*
$Y(X)$ is mapped from $y(x)$ as an envelope of contacting S=const. curves.



Unit 1
Fig. 12.7

Legendre transform: special case of General Contact Transformation

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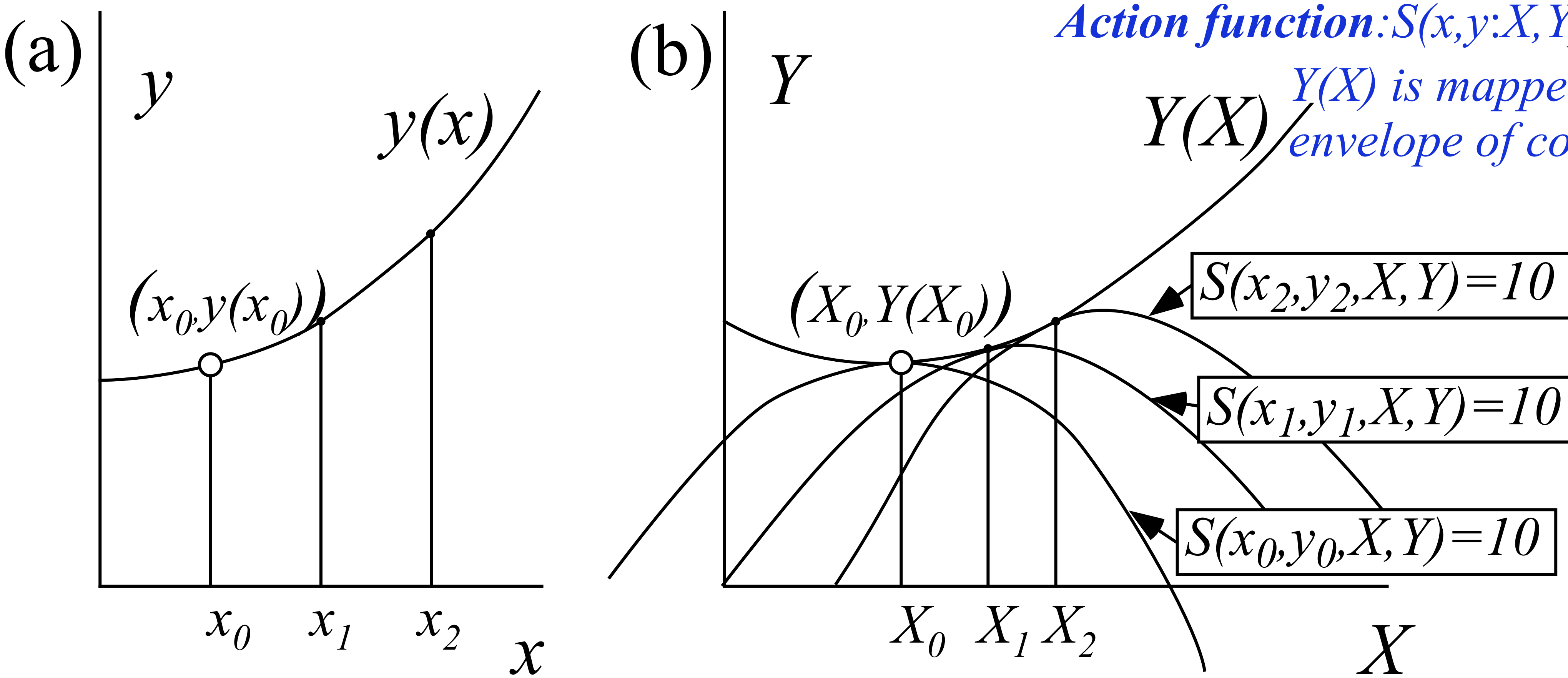
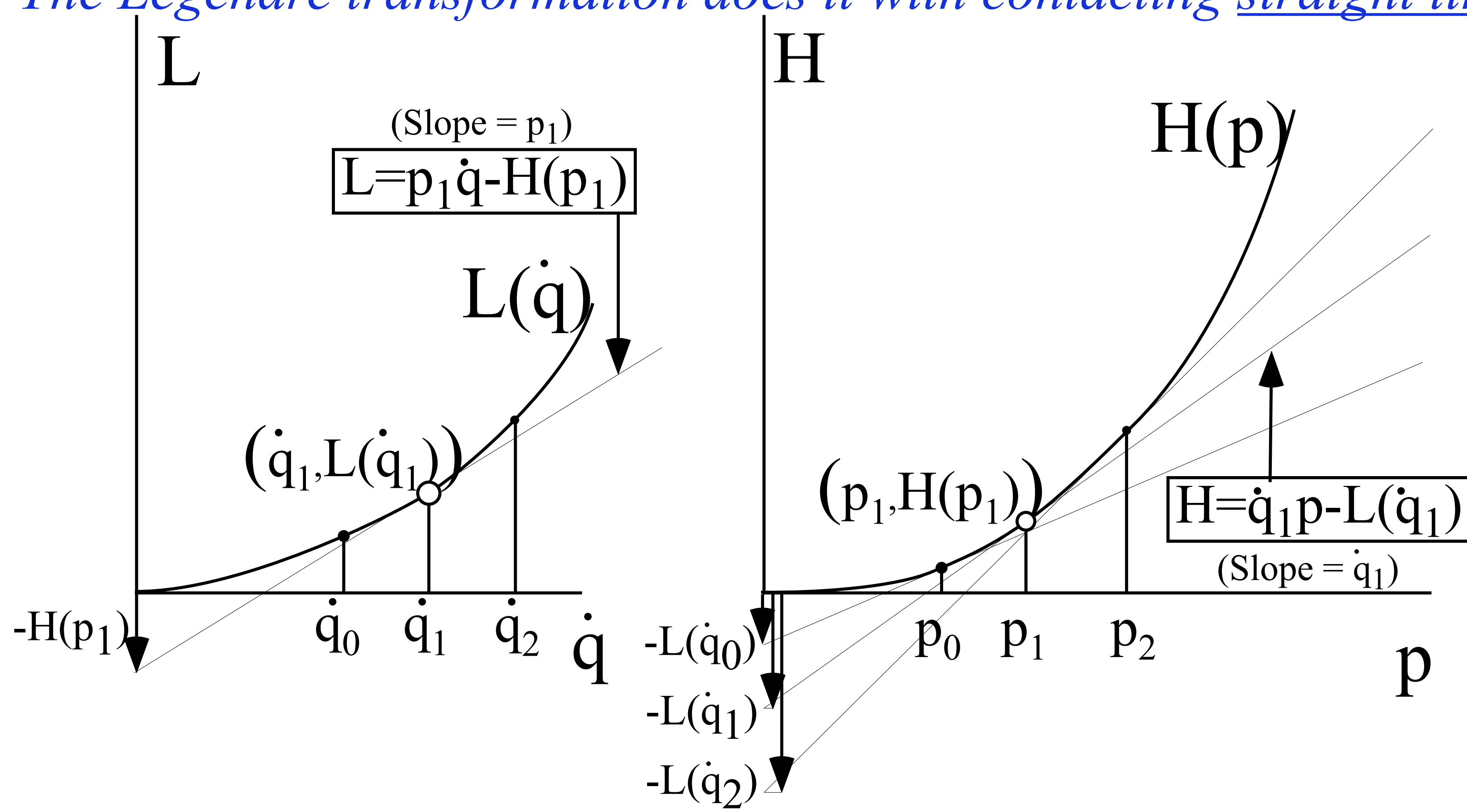


Unit 1
Fig. 12.7

The Legendre transformation does it with contacting straight line tangents.



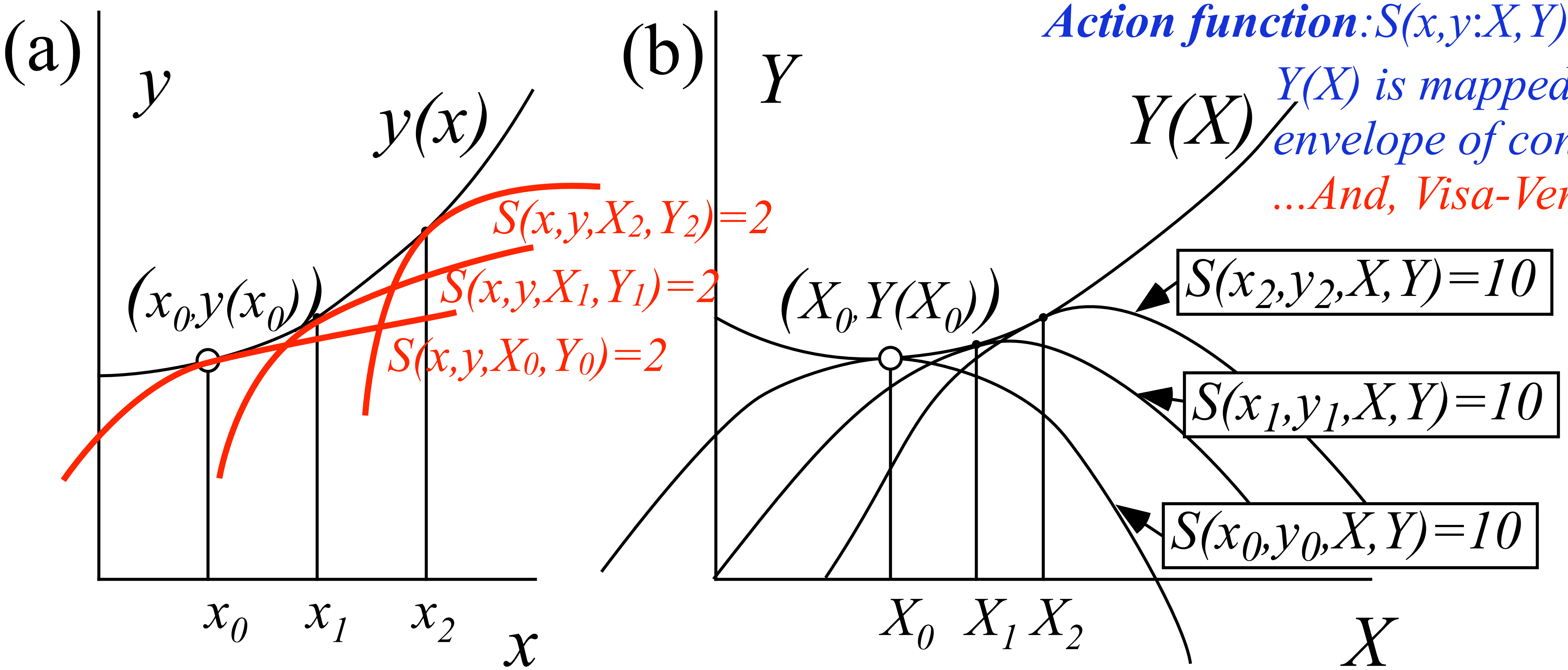
Unit 1
Fig. 12.9

Legendre transform: special case of General Contact Transformation

Active-Contact-Transformation Generator or ***Action function****: S(x,y:X,Y)=const. does mapping.*

Y(X) is mapped from y(x) as an envelope of contacting S=const. curves.

...And, Visa-Versa !...



Unit 1
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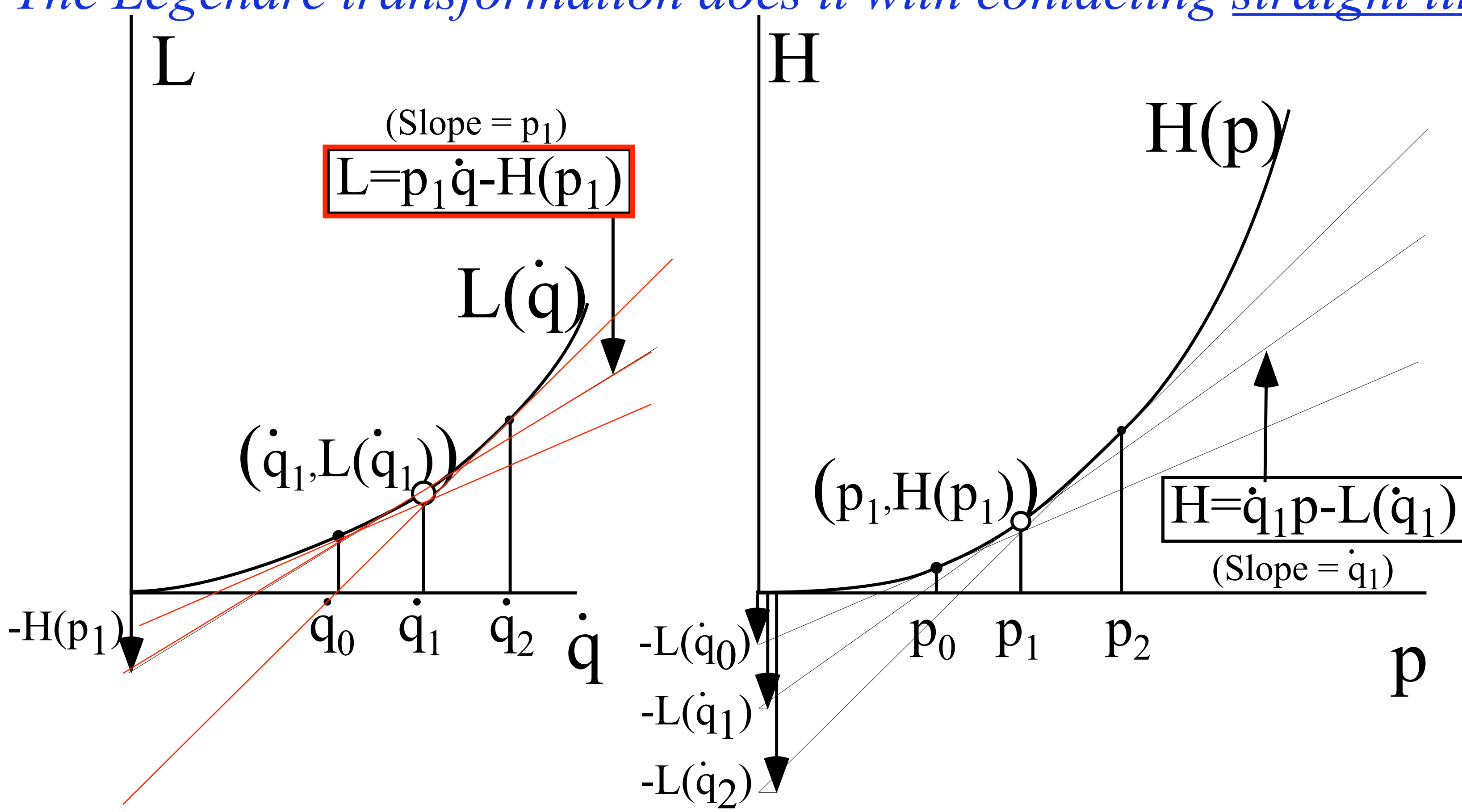

Unit 1
Fig. 12.9

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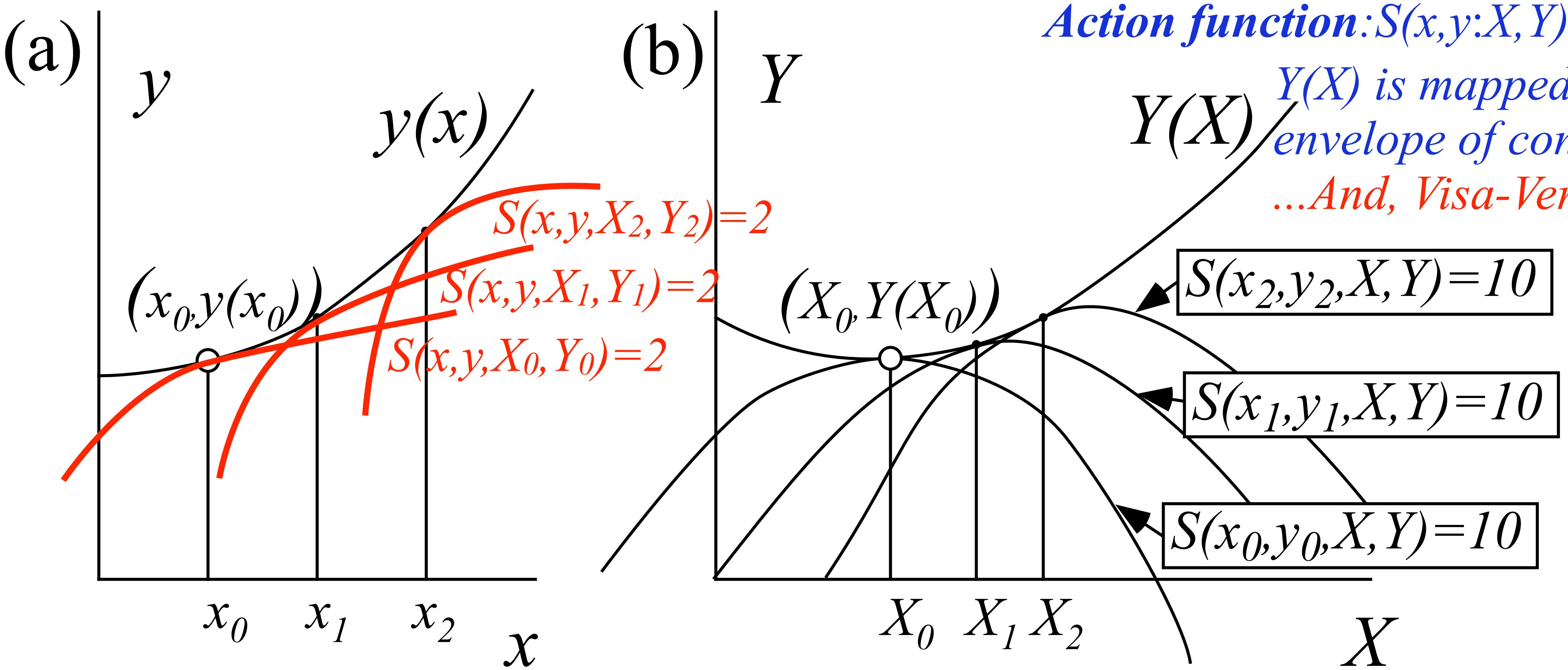
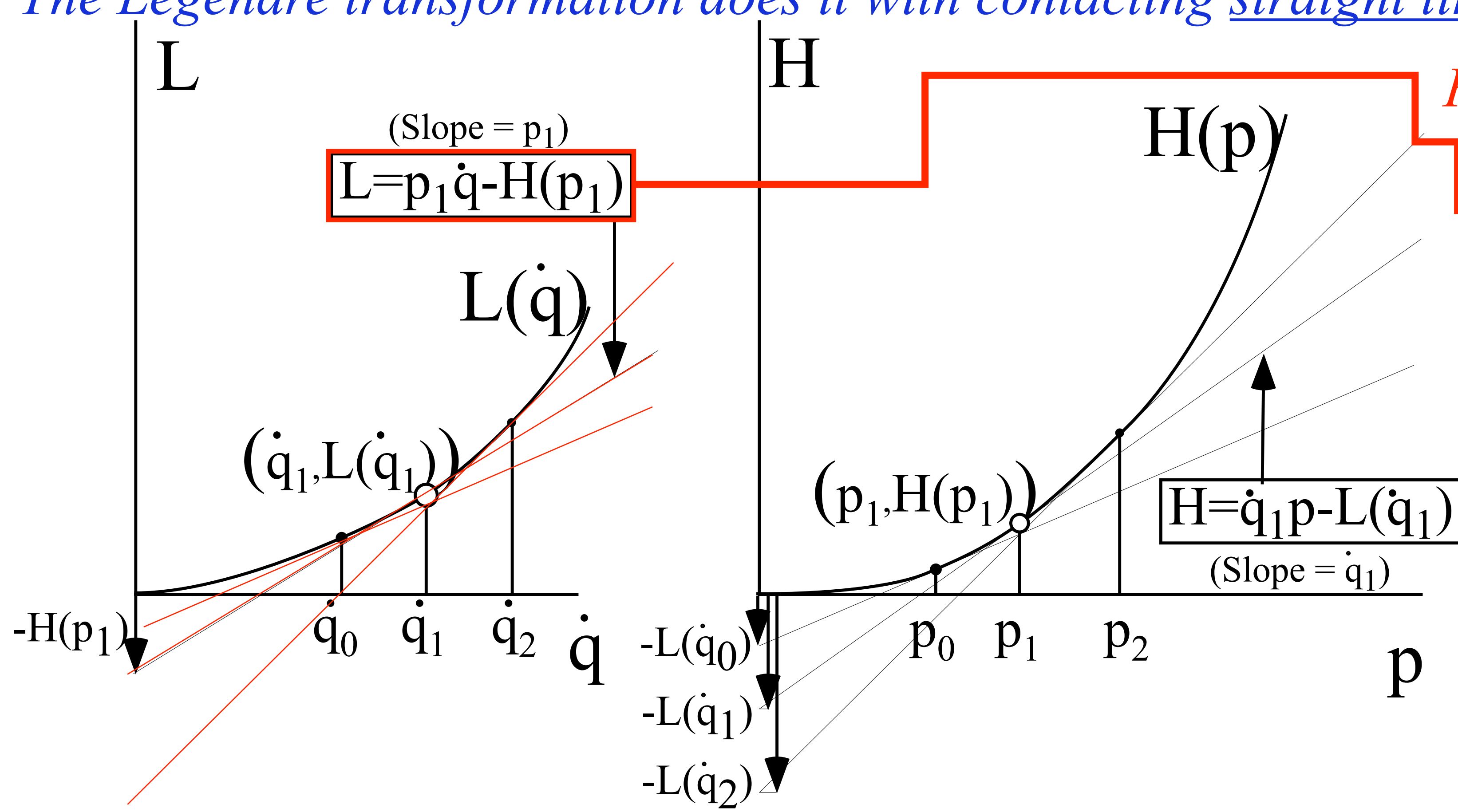


Unit 1
Fig. 12.7

The Legendre transformation does it with contacting *<u>straight line</u>* *tangents.*



Poincare's differential action

$$dS = L\,dt = p\cdot\dot{q}\,dt - H\cdot dt$$
$$= p\cdot dq - H\cdot dt$$

Unit 1
Fig. 12.9

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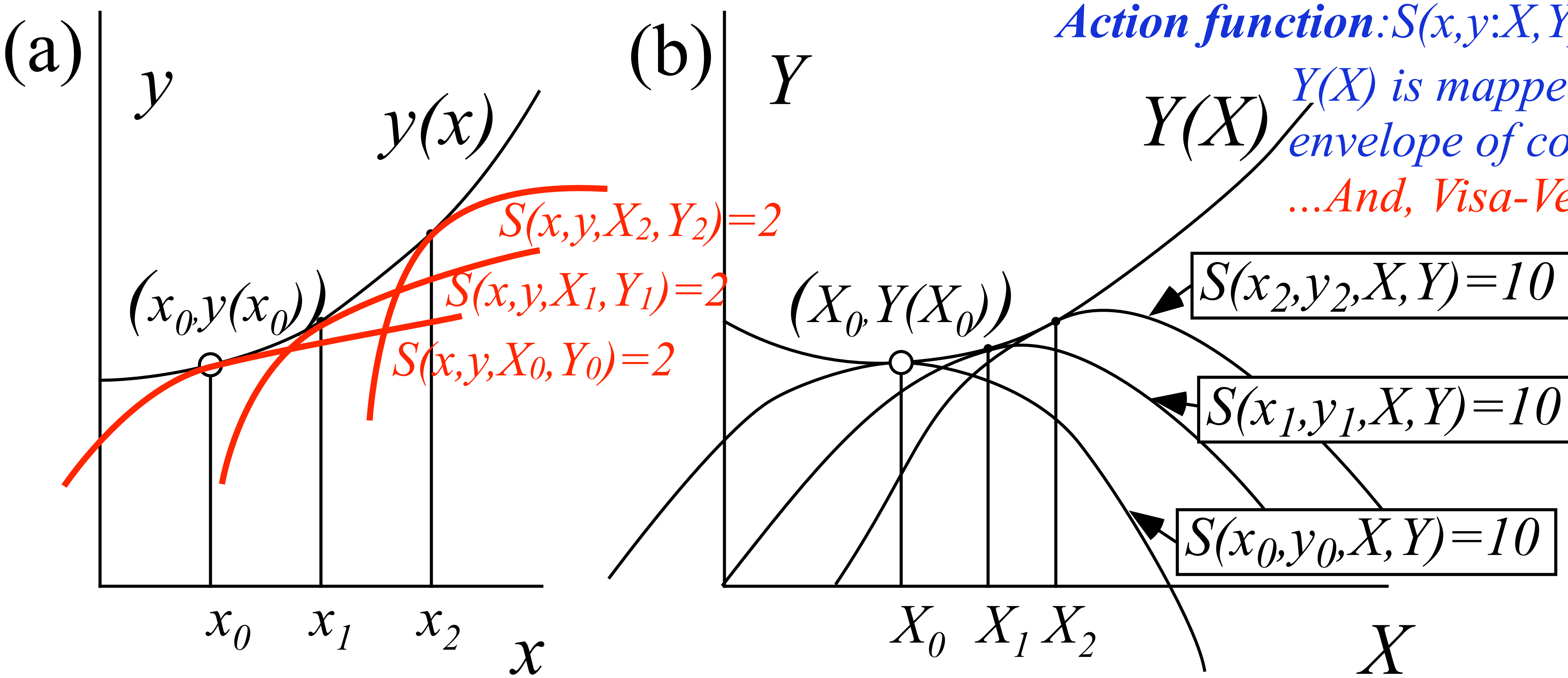
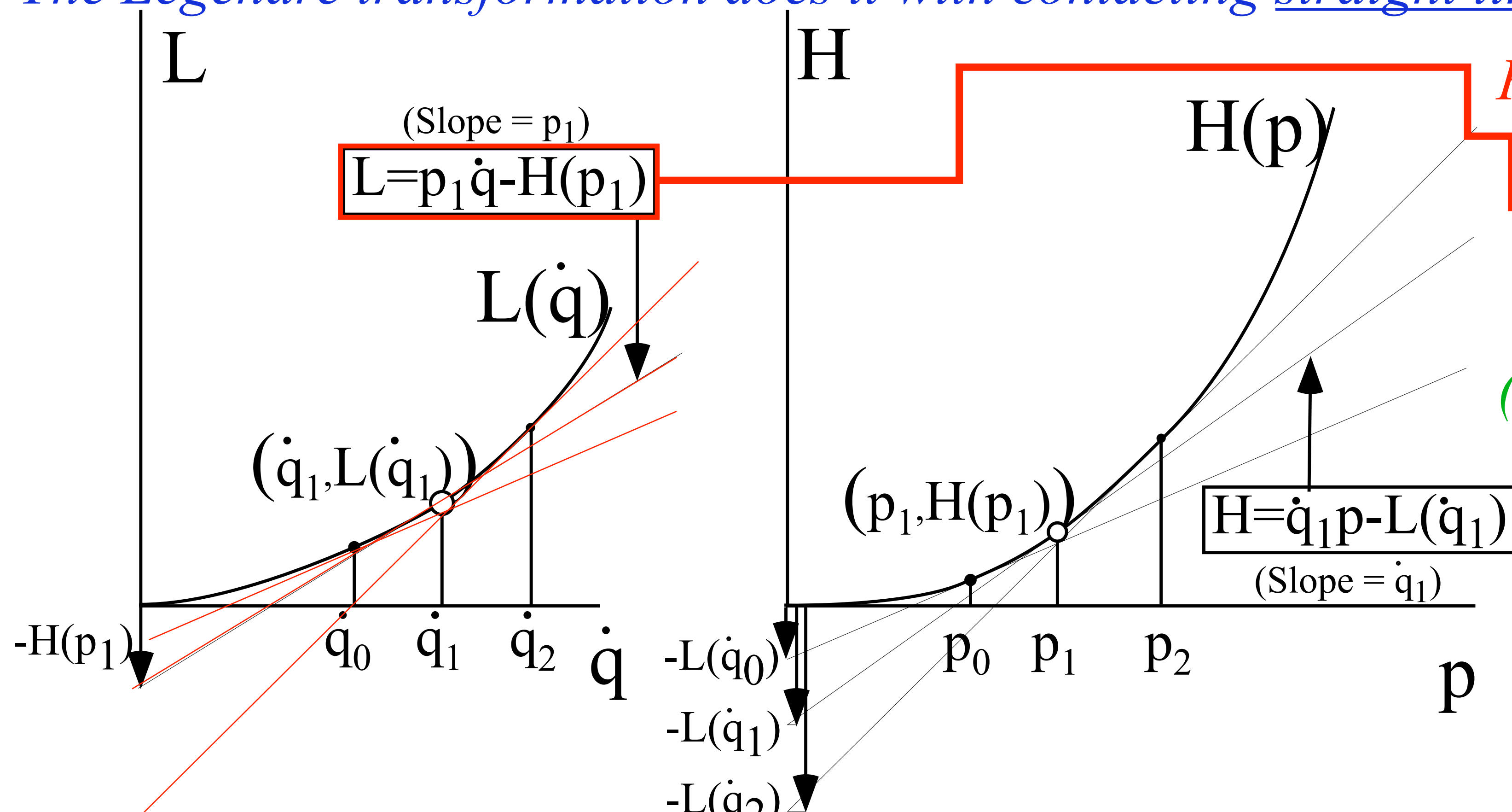


Unit 1
Fig. 12.7

The Legendre transformation does it with contacting straight line tangents.



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$$dS = L\,dt = p\cdot \dot{q}\,dt - H\cdot dt$$
$$= p\cdot dq - H\cdot dt$$

$$dS = L\,dt = \hbar k\cdot dr - \hbar\omega\cdot dt$$

(Quantum phase differential)

Unit 1
Fig. 12.9

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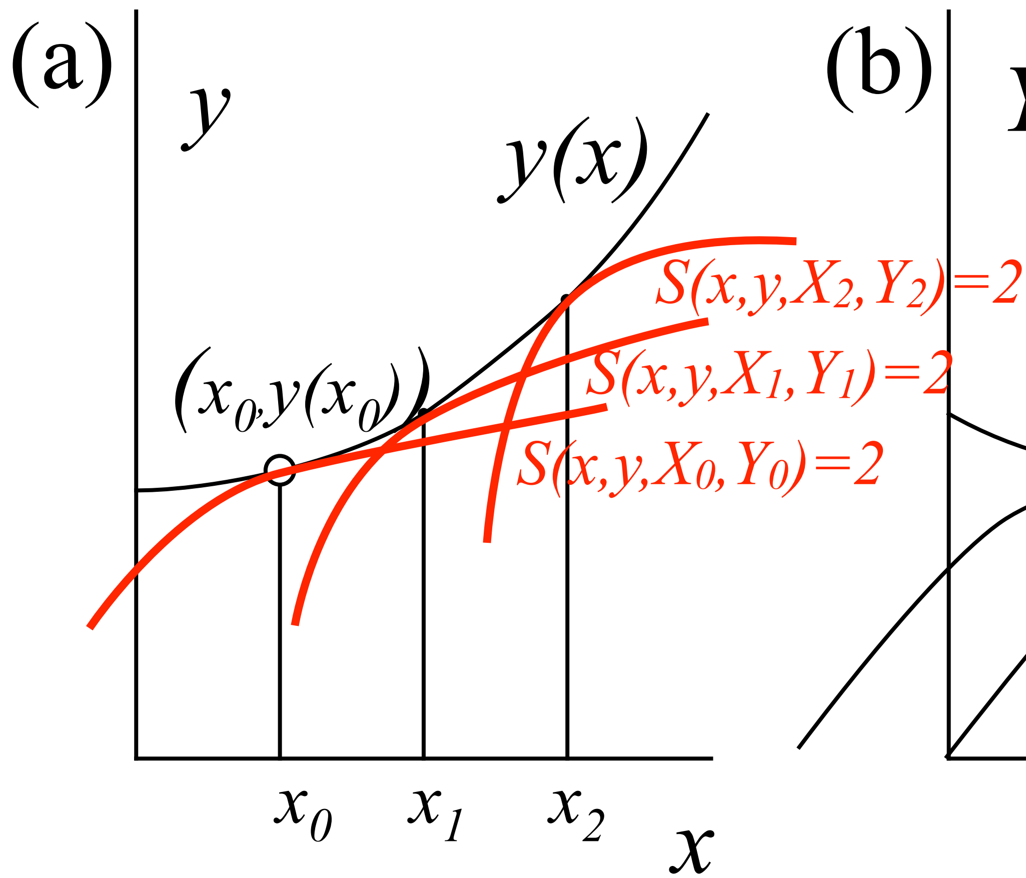
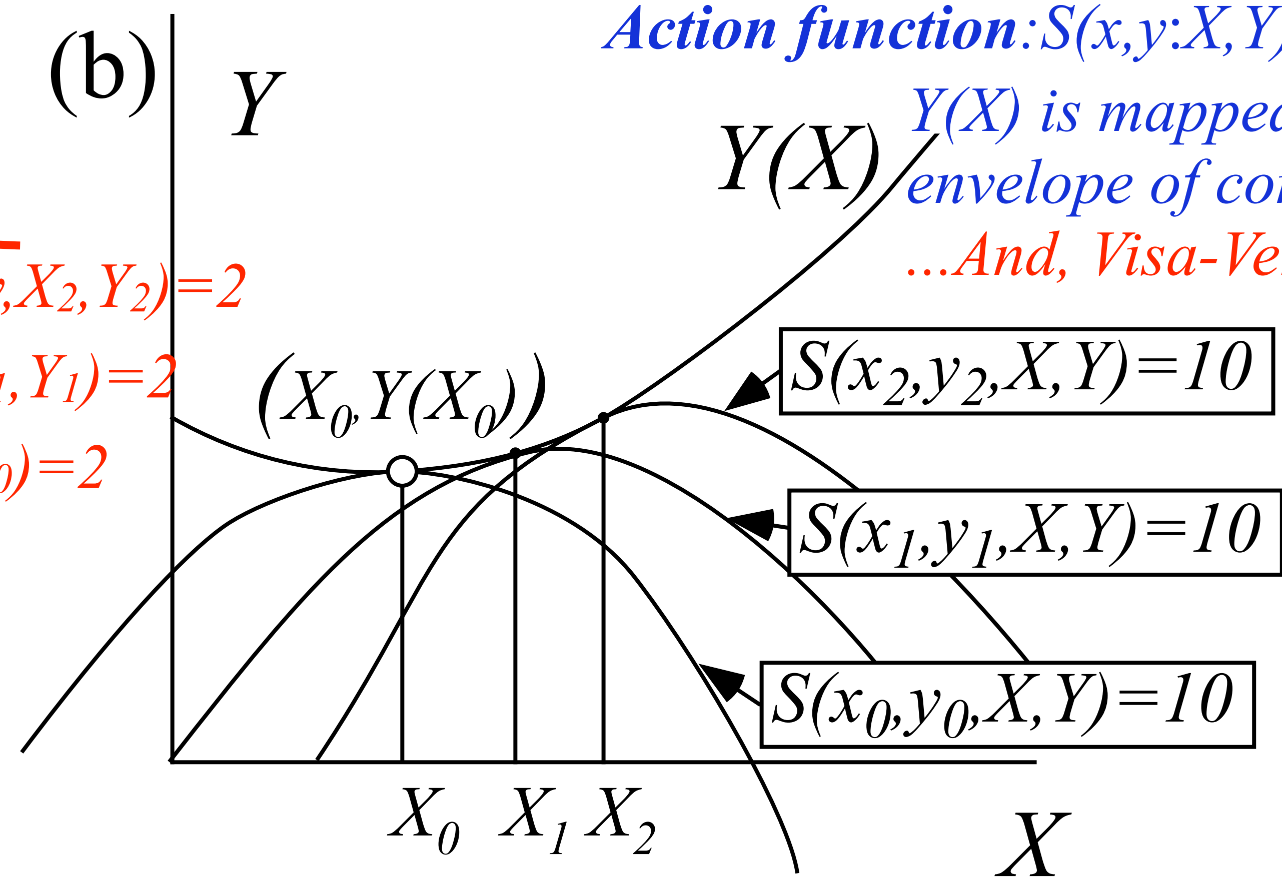
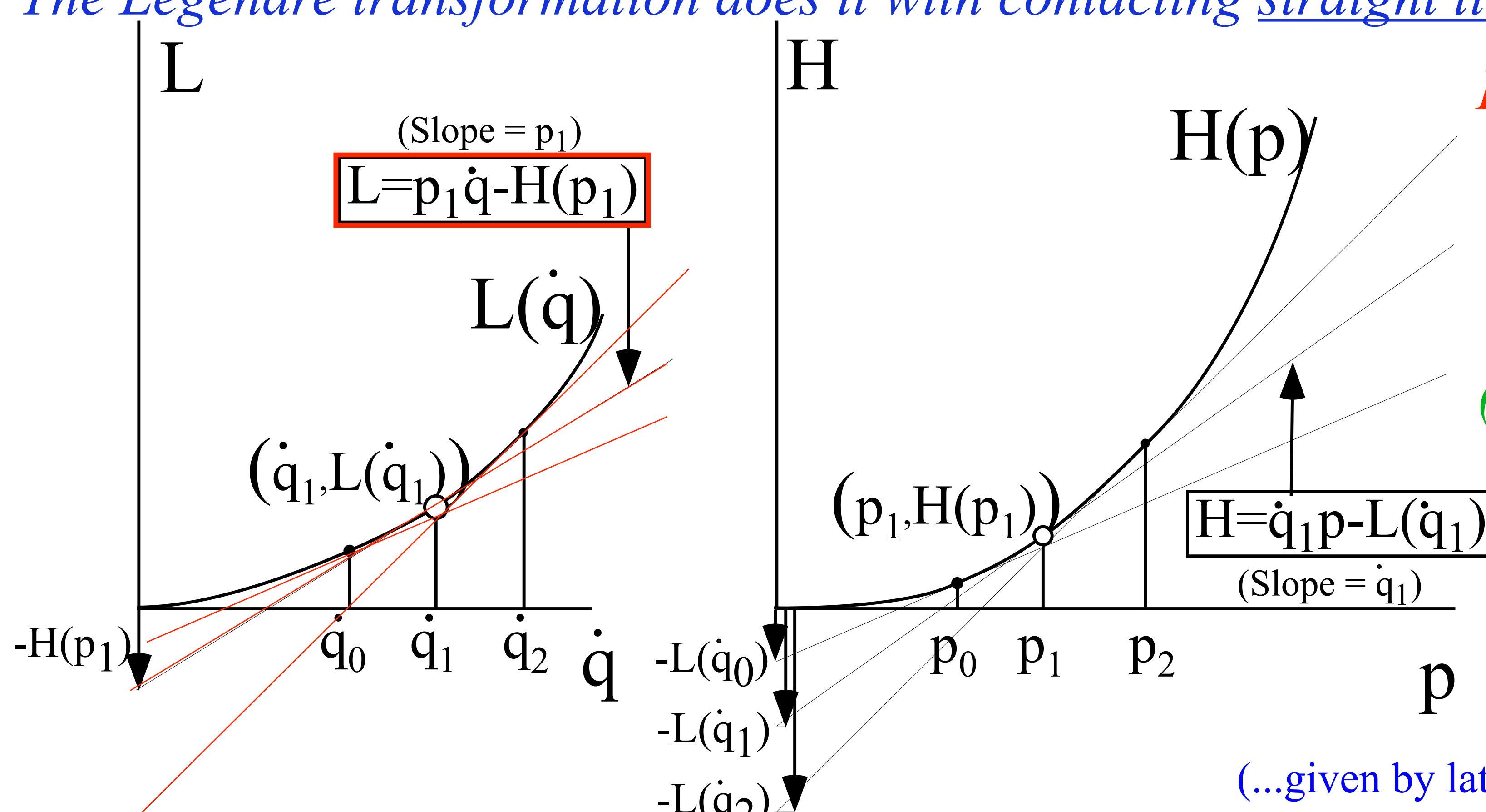




Unit 1
Fig. 12.7

The Legendre transformation does it with contacting <u>straight line</u> tangents.



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$$dS = L\,dt = p\cdot\dot{q}\,dt - H\cdot dt$$

$$= p\cdot dq - H\cdot dt$$

$$dS = L\,dt = \hbar k\cdot dr - \hbar\omega\cdot dt$$

(Quantum phase differential)

Unit 1
Fig. 12.9

This extraordinary claim needs extraordinary proof!

(...given by later lectures for Ch. 12 Unit 1 and Unit 8.)

Review of partial differential calculus

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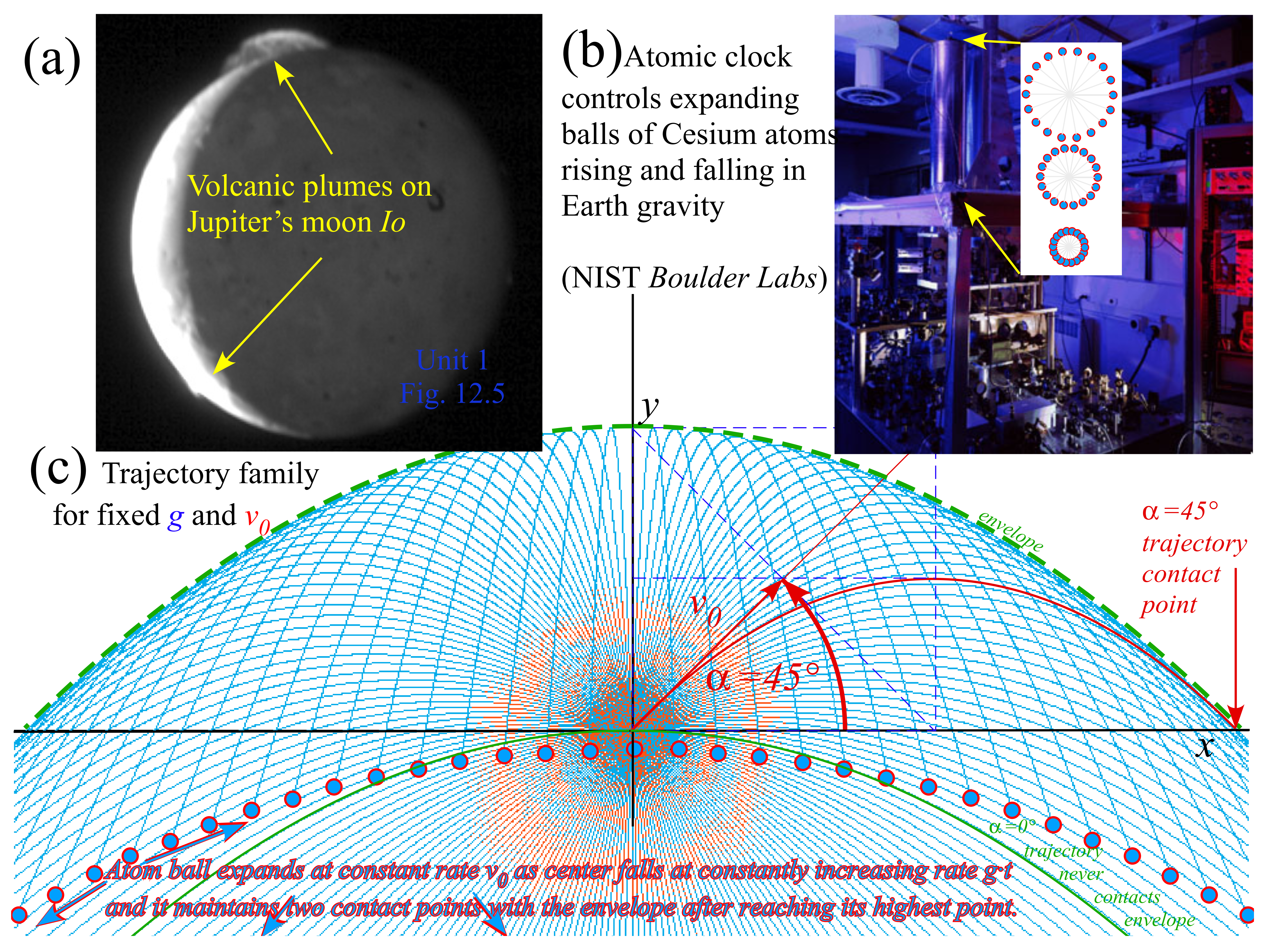
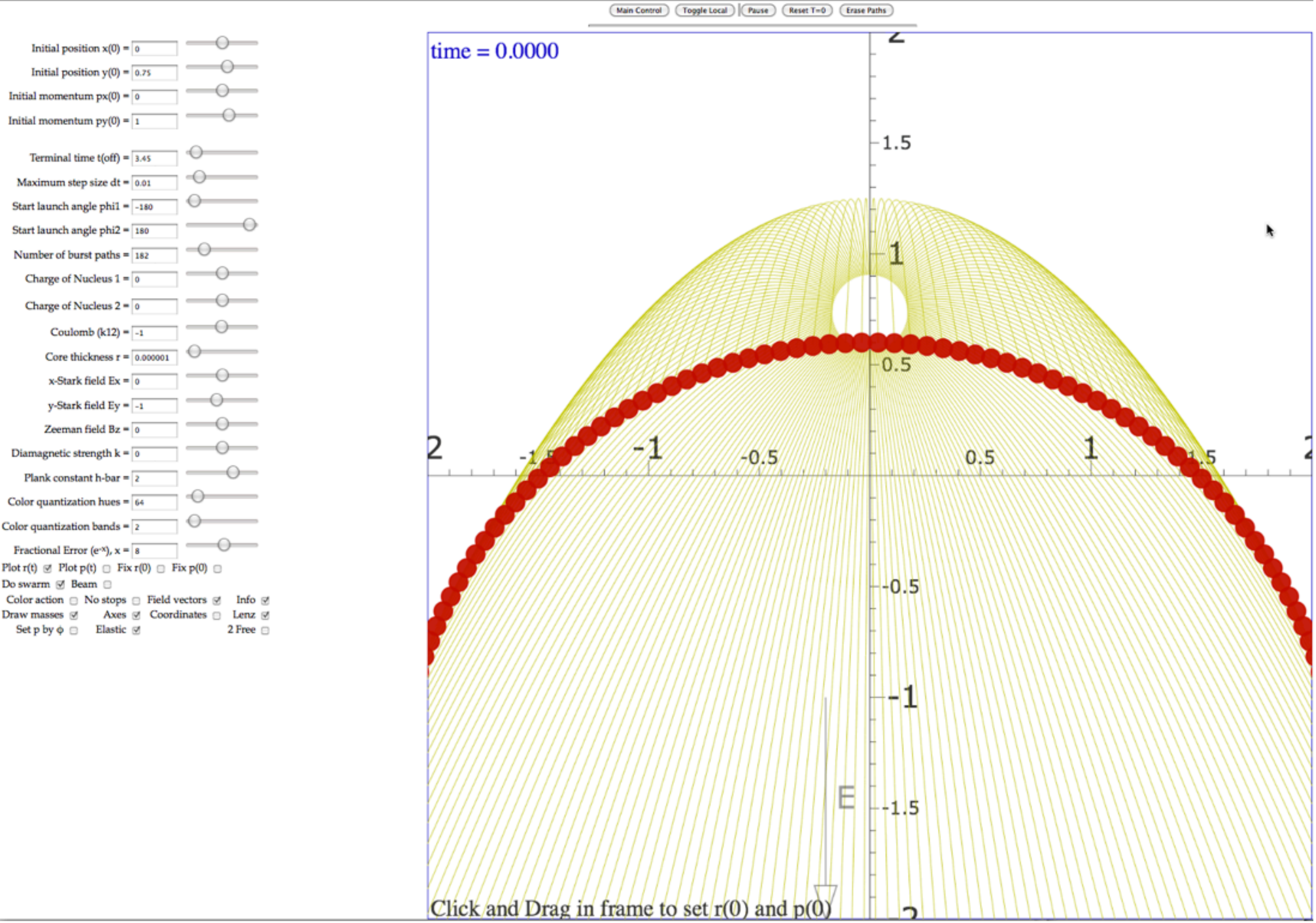


(a)
Volcanic plumes on Jupiter's moon Io
Unit 1 Fig. 12.5
(b) Atomic clock controls expanding balls of Cesium atoms rising and falling in Earth gravity
(NIST Boulder Labs)
(c) Trajectory family for fixed g and v0
y
x
envelope
α=45° trajectory contact point
v0
α=45°
α=0° trajectory never contacts envelope
Atom ball expands at constant rate v0 as center falls at constantly increasing rate g·t and it maintains two contact points with the envelope after reaching its highest point.



Link ⇒ CoulIt - Simulation of the *Volcanoes of Io*

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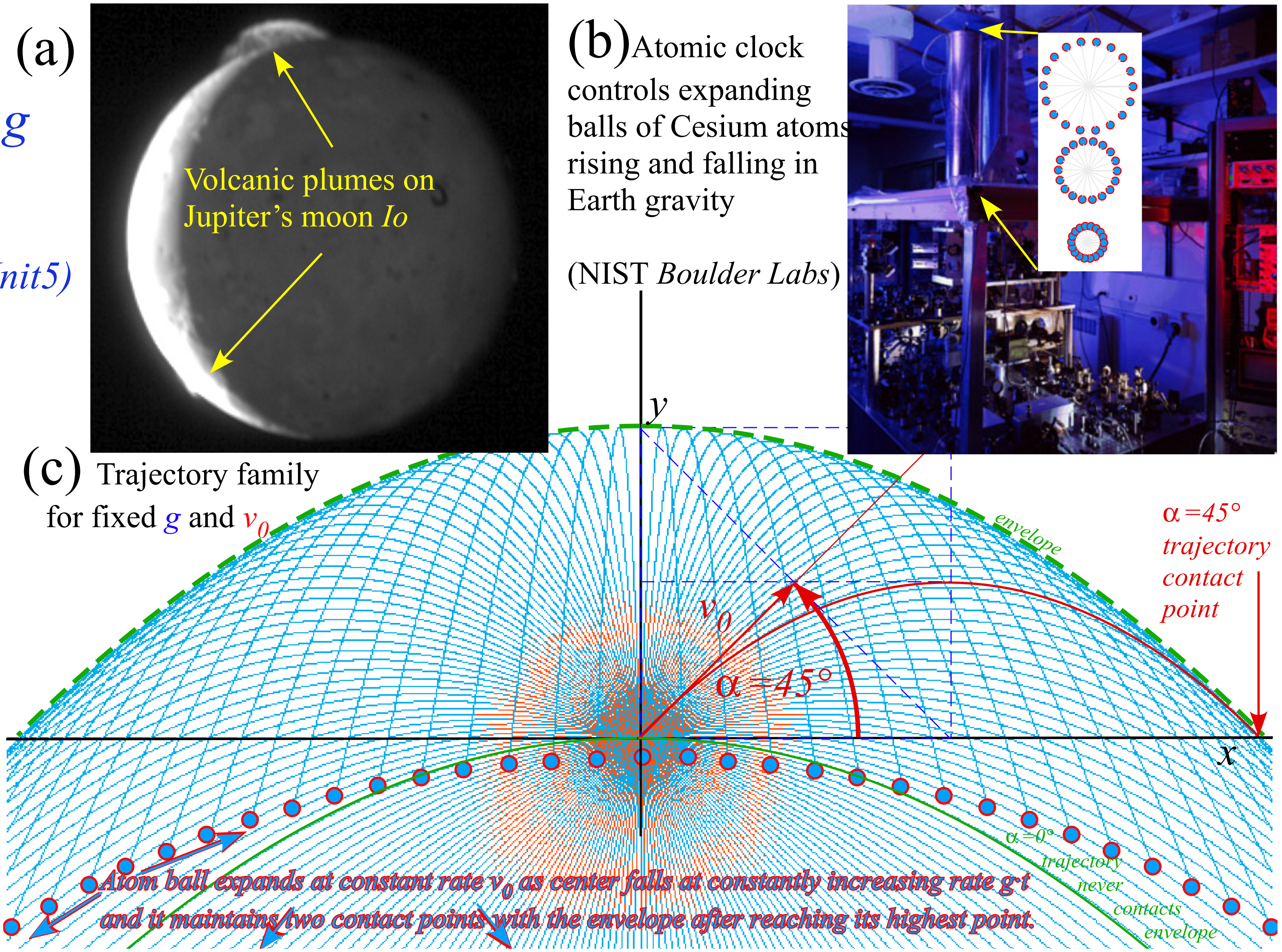
→ *Algebra-calculus development of "The Volcanoes of Io" and "The Atoms of NIST"*

Intuitive-geometric development of " " " and " " "

Constant gravity g assumed here...

Excellent for NIST

OK for Io (fixed in Unit5)



Unit 1
Fig. 12.5

UP-1 formulas for trajectories in constant gravity g

$$x(t) = (v_0 \cos\alpha)t \qquad y(t) = (v_0 \sin\alpha)t - \frac{1}{2}gt^2$$

$$\dot{x}(0) = v_x(0) = v_0 \cos\alpha \qquad \dot{y}(0) = v_y(0) = v_0 \sin\alpha$$

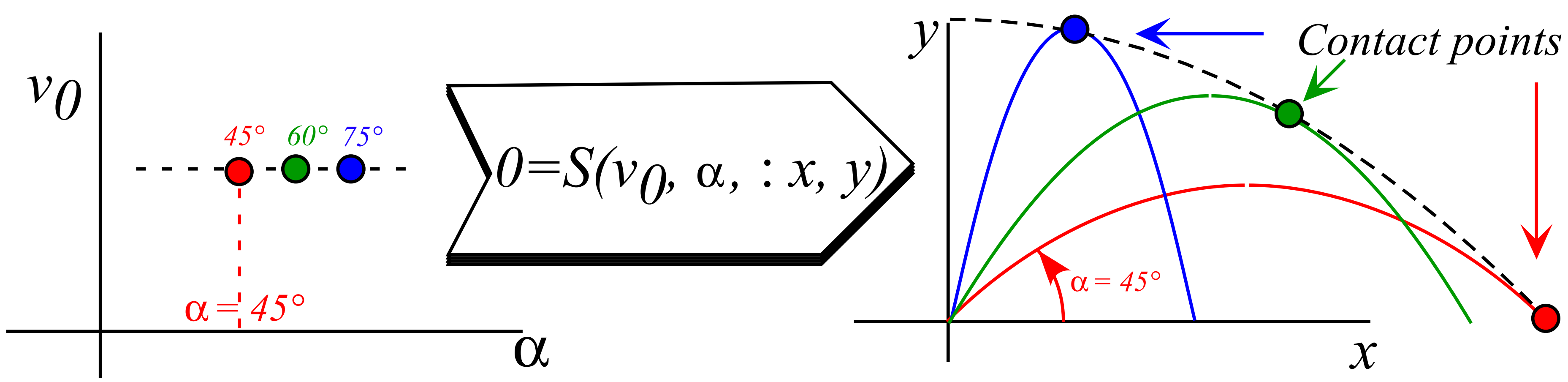
Substitute time $t=x/(v_0 \cos\alpha)$ into $y(t)$

$$y(x) = \frac{v_0 \sin\alpha}{v_0 \cos\alpha} x - \frac{gx^2}{2v_0^2 \cos^2\alpha}$$

$$y(x) = x \tan\alpha - \frac{gx^2}{2v_0^2 \cos^2\alpha}$$

Convert y(x) solution into Active Contact Transformation Generator $S(v_0, \alpha : x, y)$

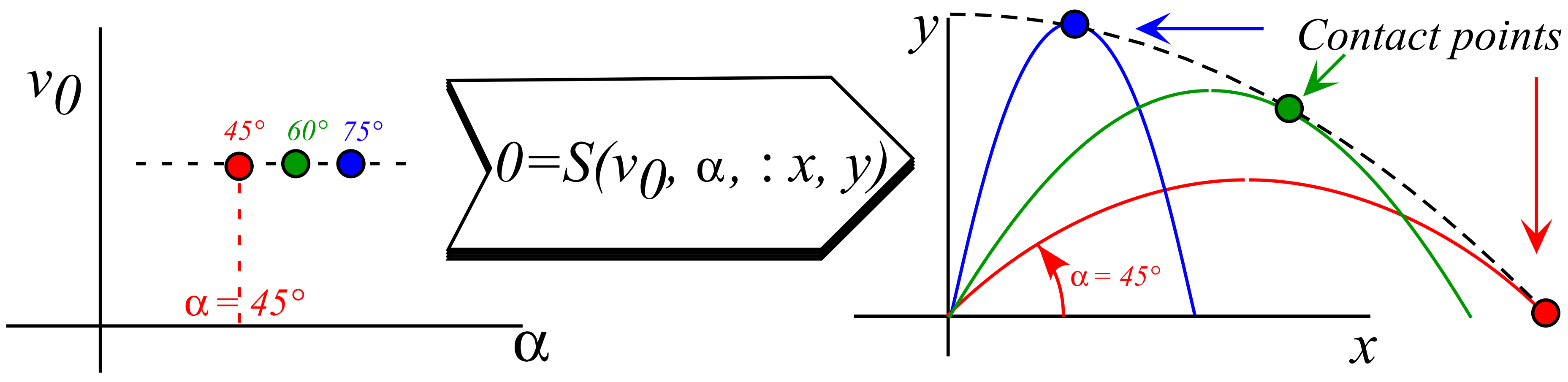
$$y(x) = x\tan\alpha - \frac{gx^2}{2v_0^2\cos^2\alpha}$$ *becomes:* $$S(v_0,\alpha : x,y) = -y + x\tan\alpha - \frac{gx^2}{2{v_0}^2\cos^2\alpha} = 0$$



Unit 1
Fig. 12.6

Convert y(x) solution into Active Contact Transformation Generator $S(v_0, \alpha : x, y)$

$$y(x) = x\tan\alpha - \frac{gx^2}{2v_0^2\cos^2\alpha}$$ *becomes:* $$S(v_0,\alpha : x, y) = -y + x\tan\alpha - \frac{gx^2}{2v_0^2\cos^2\alpha} = 0$$

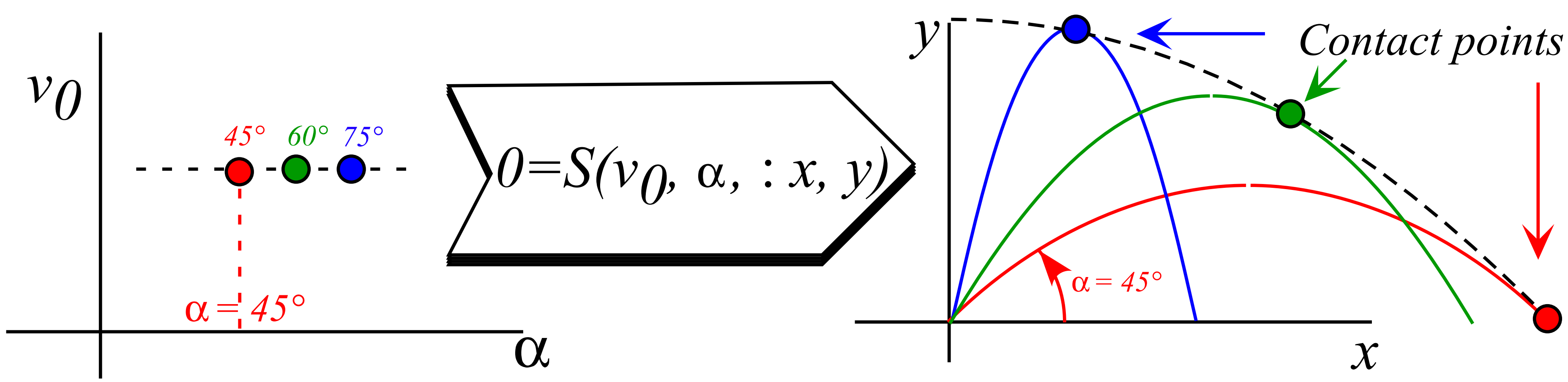


Unit 1
Fig. 12.6

Envelopes of the v_0-trajectory region contain extremal *contact points* with each trajectory where: $$\frac{\partial S(v_0,\alpha : x, y)}{\partial\alpha} = 0$$

Convert y(x) solution into Active Contact Transformation Generator $S(v_0, \alpha : x, y)$

$$y(x) = x\tan\alpha - \frac{gx^2}{2v_0^2\cos^2\alpha} \qquad \textit{becomes:} \qquad S(v_0, \alpha : x, y) = -y + x\tan\alpha - \frac{gx^2}{2{v_0}^2\cos^2\alpha} = 0$$



Unit 1
Fig. 12.6

Envelopes of the v_0-trajectory region contain extremal *contact points* with each trajectory where: $\frac{\partial S(v_0, \alpha : x, y)}{\partial \alpha} = 0$

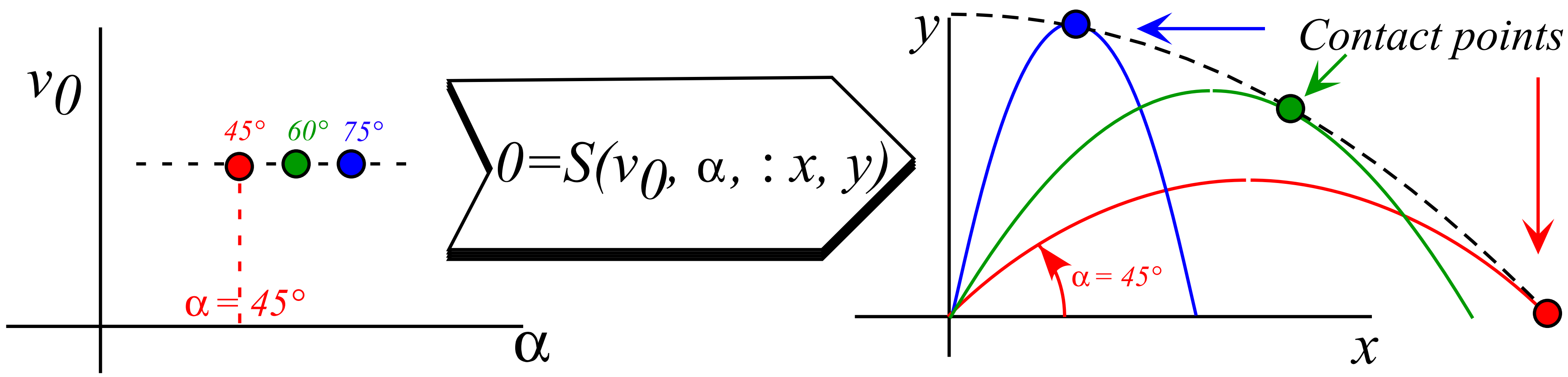
$$x\frac{\partial \tan\alpha}{\partial \alpha} - \frac{gx^2}{2{v_0}^2}\frac{\partial \cos^{-2}\alpha}{\partial \alpha} = 0 = \frac{x}{\cos^2\alpha} - \frac{gx^2}{2{v_0}^2}\frac{2\sin\alpha}{\cos^3\alpha}$$

Convert y(x) solution into Active Contact Transformation Generator $S(v_0, \alpha : x, y)$

$$y(x) = x\tan\alpha - \frac{gx^2}{2v_0^2\cos^2\alpha}$$

becomes:

$$S(v_0,\alpha : x,y) = -y + x\tan\alpha - \frac{gx^2}{2{v_0}^2\cos^2\alpha} = 0$$



Unit 1
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$$x\frac{\partial \tan\alpha}{\partial \alpha} - \frac{gx^2}{2{v_0}^2}\frac{\partial \cos^{-2}\alpha}{\partial \alpha} = 0 = \frac{x}{\cos^2\alpha} - \frac{gx^2}{2{v_0}^2}\frac{2\sin\alpha}{\cos^3\alpha}$$

gives: $\tan\alpha = \frac{v_0^2}{gx}$ or: $x = \frac{v_0^2}{g\tan\alpha}$.

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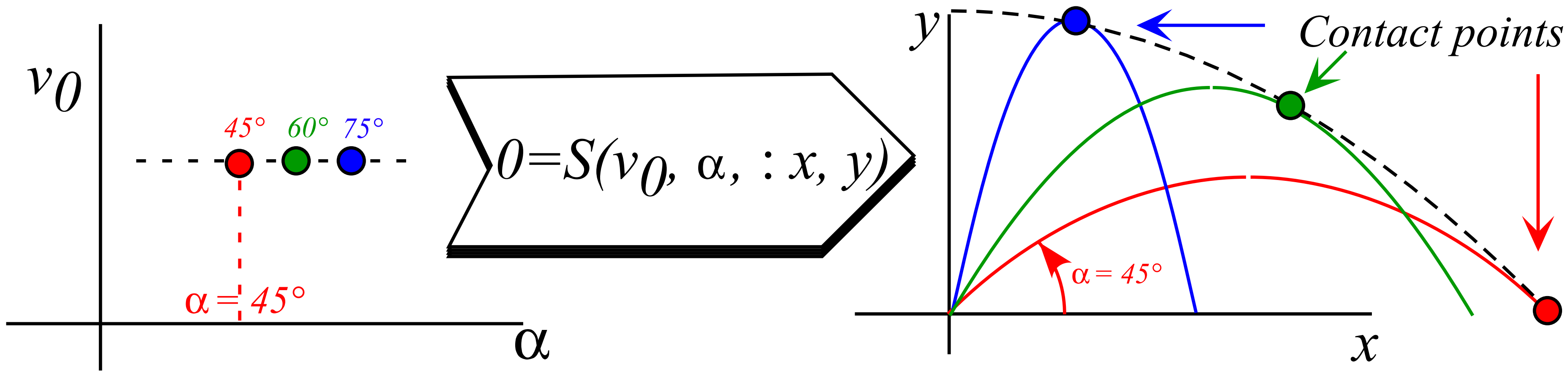

Unit 1
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$$x\frac{\partial\tan\alpha}{\partial\alpha} - \frac{gx^2}{2{v_0}^2}\frac{\partial\cos^{-2}\alpha}{\partial\alpha} = 0 = \frac{x}{\cos^2\alpha} - \frac{gx^2}{2{v_0}^2}\frac{2\sin\alpha}{\cos^3\alpha} \qquad \tan\alpha = \frac{v_0^2}{gx} \quad \text{or:} \quad x = \frac{v_0^2}{g\tan\alpha}\ .$$

$$y_{env}(x) = x\tan\alpha - \frac{gx^2}{2v_0^2}\left(1+\tan^2\alpha\right) \Rightarrow y_{env}(x) = x\frac{v_0^2}{gx} - \frac{gx^2}{2v_0^2}\left(1+\frac{v_0^4}{g^2x^2}\right)$$

Convert y(x) solution into Active Contact Transformation Generator $S(v_0, \alpha : x, y)$

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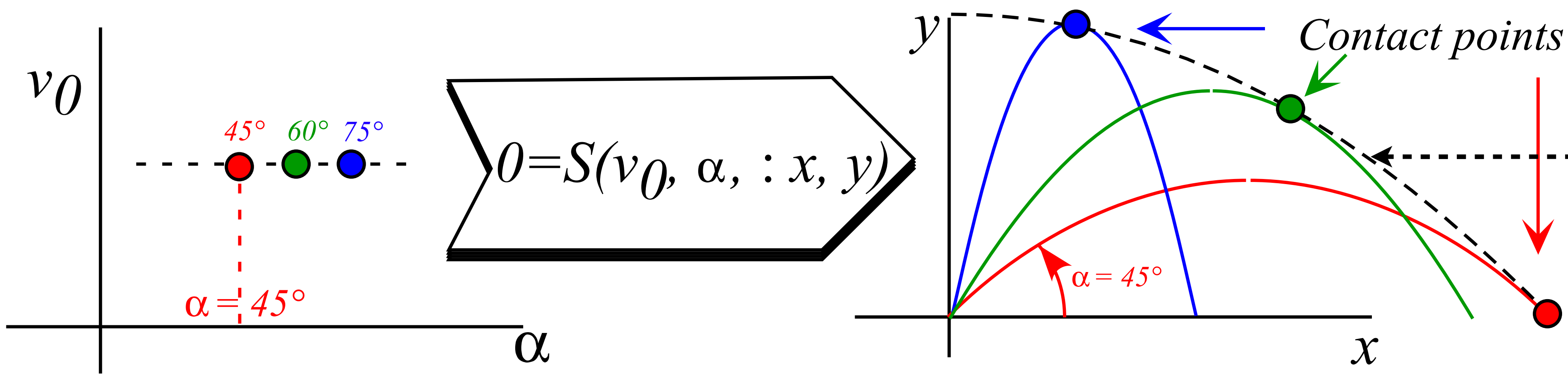

Envelopes of the v_0-trajectory region contain extremal *contact points* with each trajectory where: $\frac{\partial S(v_0, \alpha : x, y)}{\partial \alpha} = 0$

$$x\frac{\partial \tan\alpha}{\partial \alpha} - \frac{gx^2}{2{v_0}^2}\frac{\partial \cos^{-2}\alpha}{\partial \alpha} = 0 = \frac{x}{\cos^2\alpha} - \frac{gx^2}{2{v_0}^2}\frac{2\sin\alpha}{\cos^3\alpha}$$

$$\tan\alpha = \frac{v_0^2}{gx} \quad \text{or:} \quad x = \frac{v_0^2}{g\tan\alpha}\ .$$

$$y_{env}(x) = x\tan\alpha - \frac{gx^2}{2v_0^2}\left(1 + \tan^2\alpha\right) \Rightarrow y_{env}(x) = x\frac{v_0^2}{gx} - \frac{gx^2}{2v_0^2}\left(1 + \frac{v_0^4}{g^2x^2}\right)$$

$$y_{env}(x) = \frac{v_0^2}{g} - \frac{gx^2}{2v_0^2} - \frac{g x^2}{2v_0^2}\frac{v_0^4}{g^2 x^2} = \frac{v_0^2}{2g} - \frac{gx^2}{2v_0^2}$$

Envelope function

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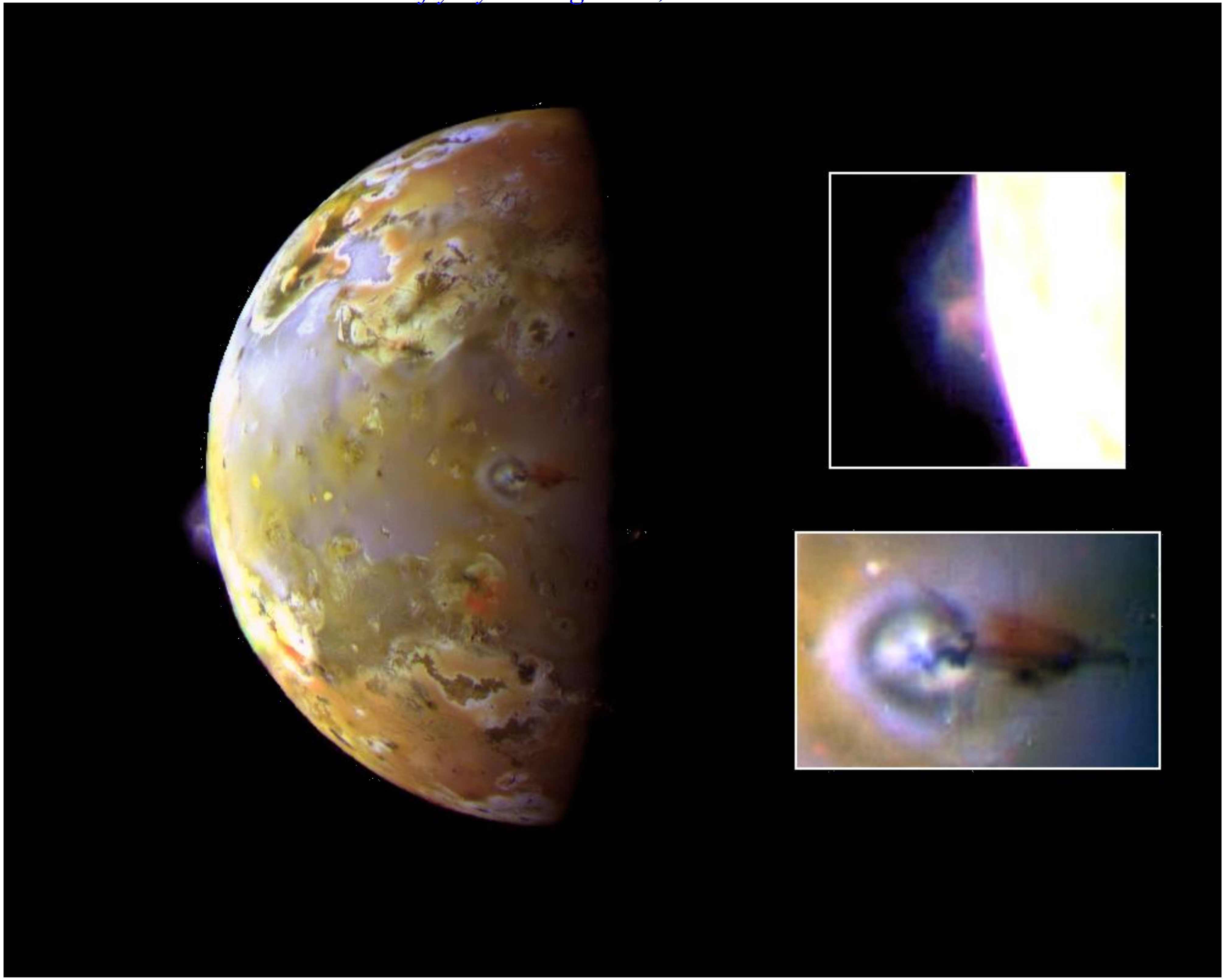
The Plumes of Prometheus

NASA-Galileo Project

Io fly-by on August 18, 1997



NASA Astronomy Picture of the Day - *Io: The Prometheus Plume* *(Just Image)*

NASA Galileo - *Io's Alien Volcanoes*

New Horizons - *Volcanic Eruption Plume on Jupiter's moon IO*

NASA Galileo - A Hawaiian-Style Volcano on Io

Io's Alien Volcanoes

Science @NASA
Inform Inspire Involve
science.nasa.gov

Space Science News home

Pretty bad sketch of plumes
(LasVegas model of planetary ejecta?)

Io's Alien Volcanoes

Do these guys need a geometry lesson?

Need to fly parabola kite geometry...

Scientists are eager for a closer look at the solar system's strangest and most active volcanoes when Galileo flies by Io on October 11.

October 4, 1999: Thirty years ago, before the Voyager probes visited Jupiter, if you had described Io to a literary critic it would have been declared overwrought science fiction. Jupiter's strange moon is literally bursting with volcanoes. Dozens of active vents pepper the landscape which also includes gigantic frosty plains, towering mountains and volcanic rings the size of California. The volcanoes themselves are the hottest spots in the solar system with temperatures exceeding 1800 K (1527 C). The plumes which rise 300 km into space are so large they can be seen from Earth by the Hubble Space Telescope. Confounding common sense, these high-rising ejecta seem to be made up of, not blisteringly hot lava, but frozen sulfur dioxide. And to top it all off, Io bears a striking resemblance to a pepperoni pizza. Simply unbelievable.

Right: Digital Radiance simulation of Pillan Patera just before the Galileo flyby. click for animation → .

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NASA Galileo - *Io's Alien Volcanoes*

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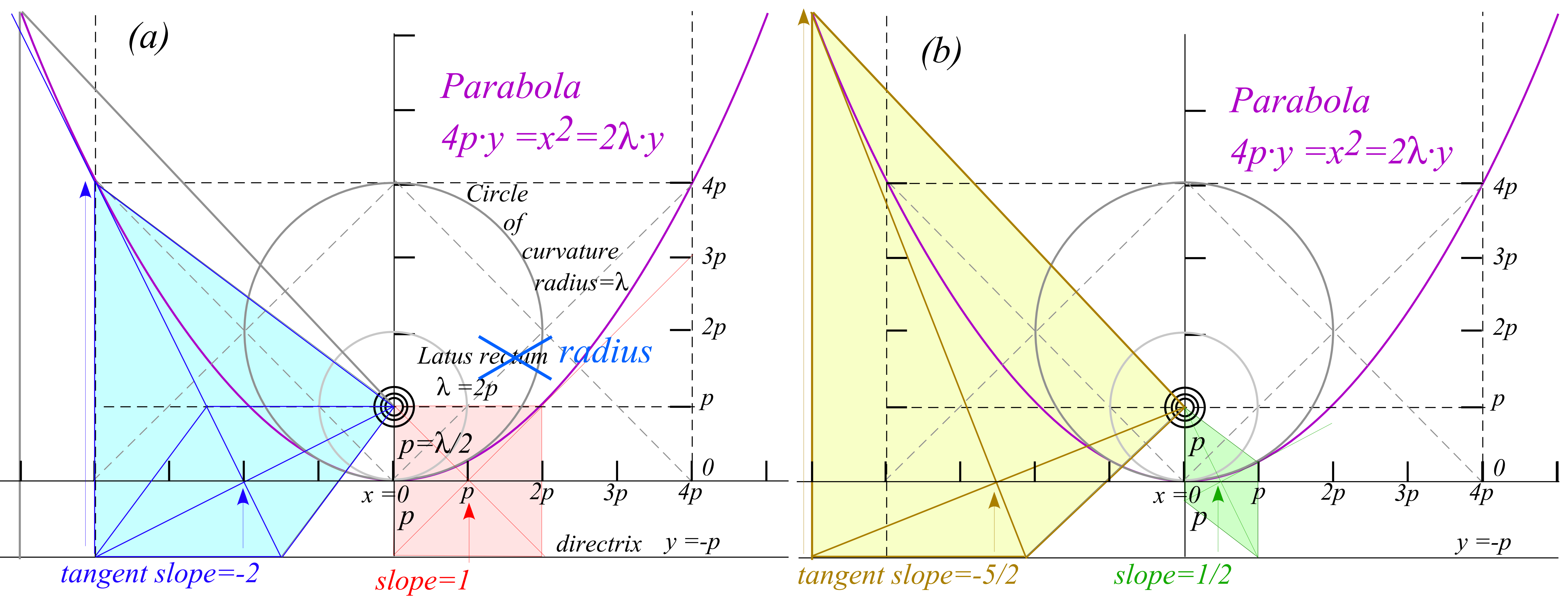
NASA Galileo - A Hawaiian-Style Volcano on Io

...conventional parabolic geometry...carried to extremes...

Recall Lecture 6 p.26 and p. 48-49 for kite geometry and application



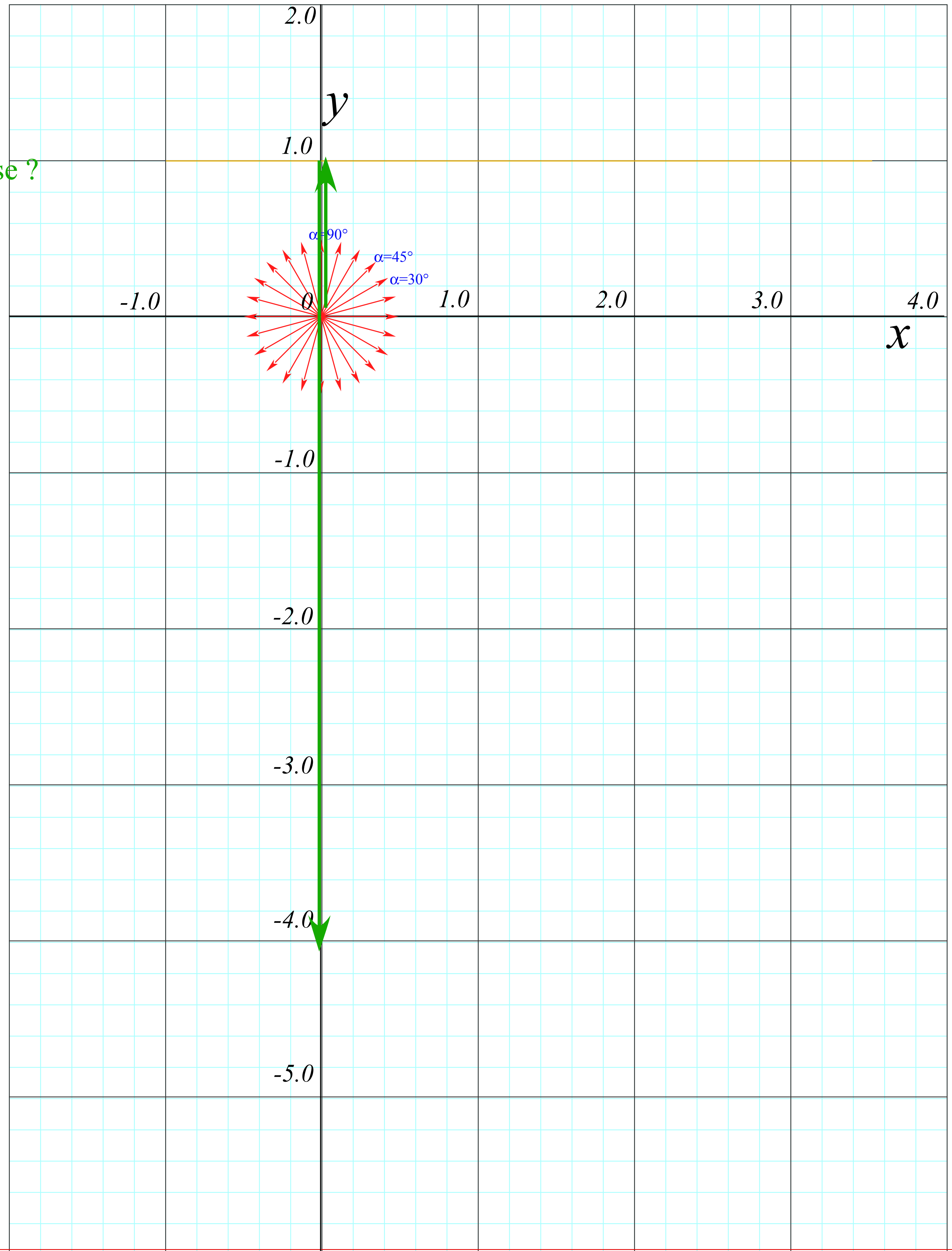
Unit 1
Fig. 9.4

Say α=90° path rises to *1.0* then drops. When at *y=1.0*...

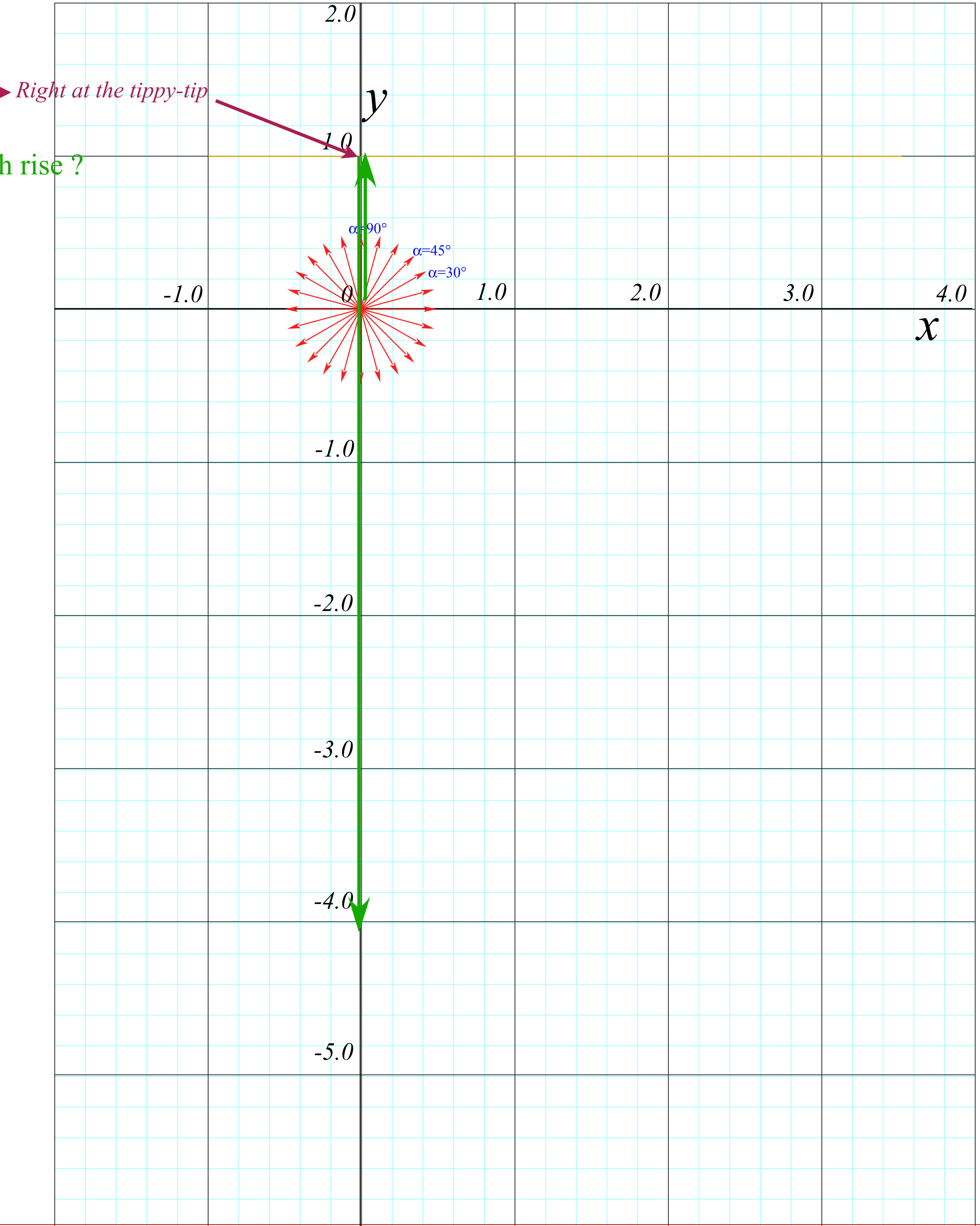
Q1. ...where is its focus?

Q2. ...where is the blast wave?

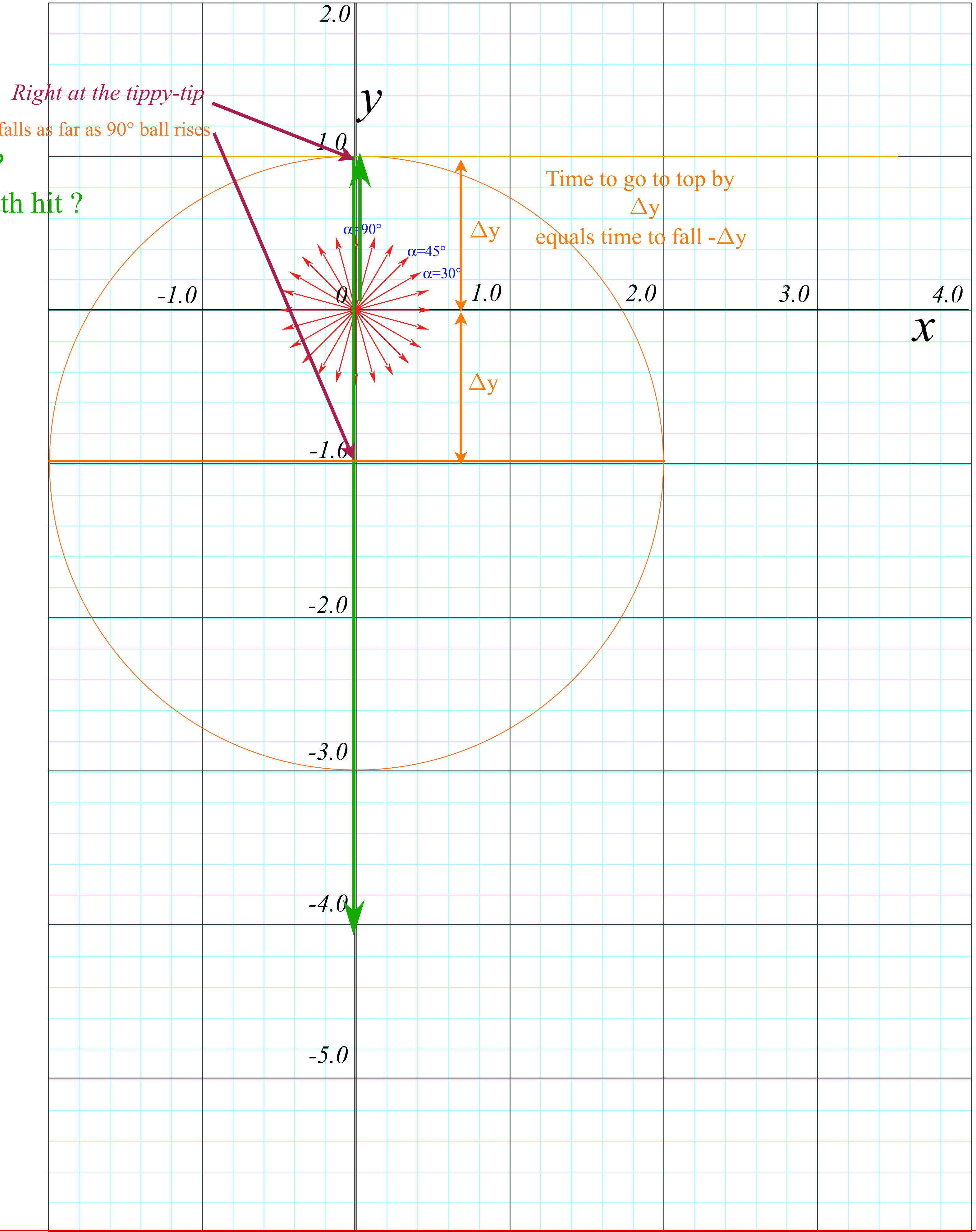
Q3. ...how high can α=45° path path rise ?



Say $\alpha=90°$ path rises to *1.0*
then drops. When at *y=1.0*...
Q1. ...where is its focus?
Q2. ...where is the blast wave?
Q3. ...how high can $\alpha=45°$ path path rise ?



Say $\alpha=90°$ path rises to *1.0*
then drops. When at *y=1.0*...
Q1. ...where is its focus?
Q2. ...where is the blast wave?
Q3. How high can $\alpha=45°$ path rise ?
Q4. Where on *x-axis* does $\alpha=45°$ path hit ?



Say $\alpha=90°$ path rises to *1.0*

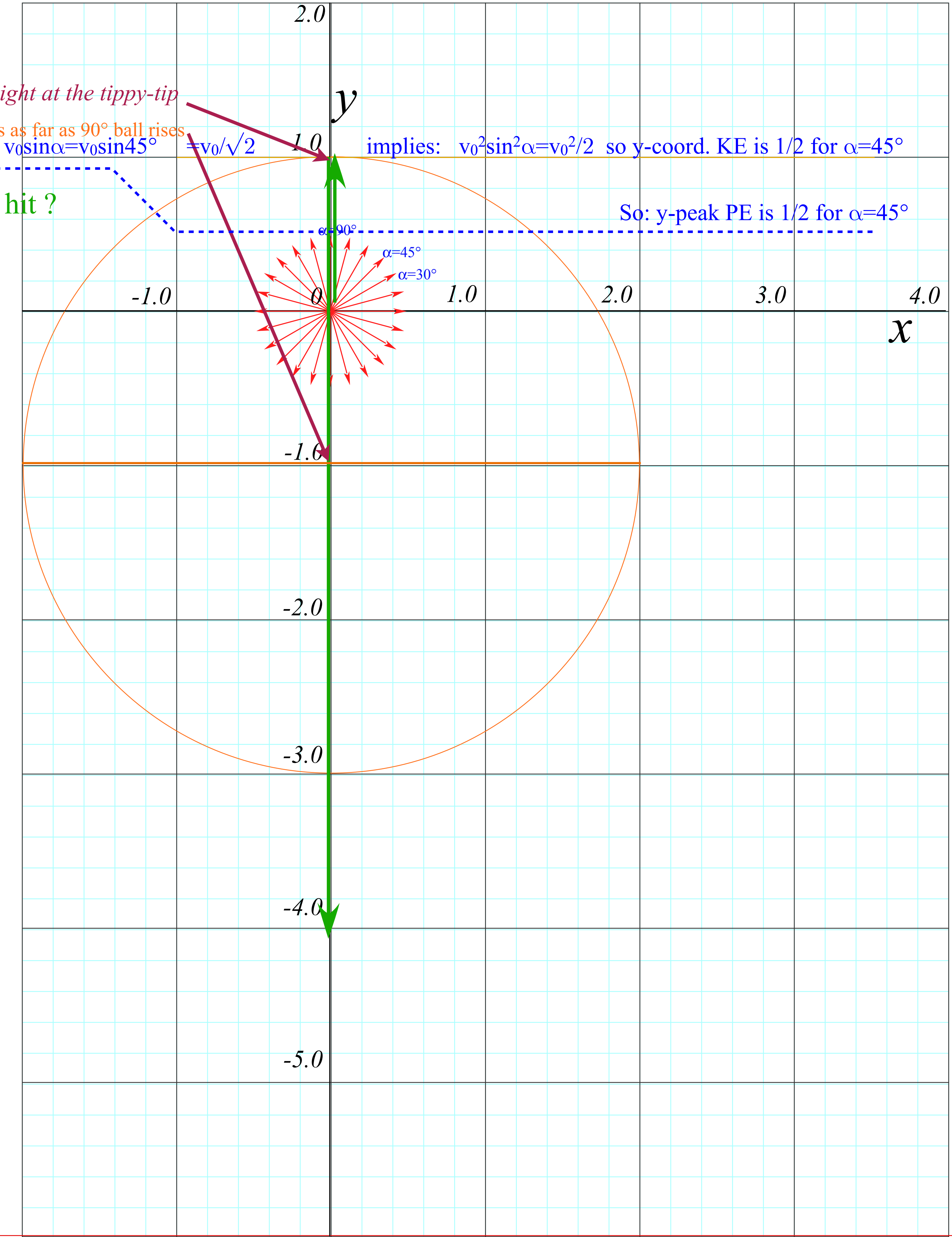
then drops. When at *y=1.0*...

Q1. ...where is its focus?

Q2. ...where is the blast wave? center falls as far as 90° ball rises

Q3. How high can $\alpha=45°$ path rise ?

Q4. Where on *x-axis* does $\alpha=45°$ path hit ?



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Q1. ...where is its focus?
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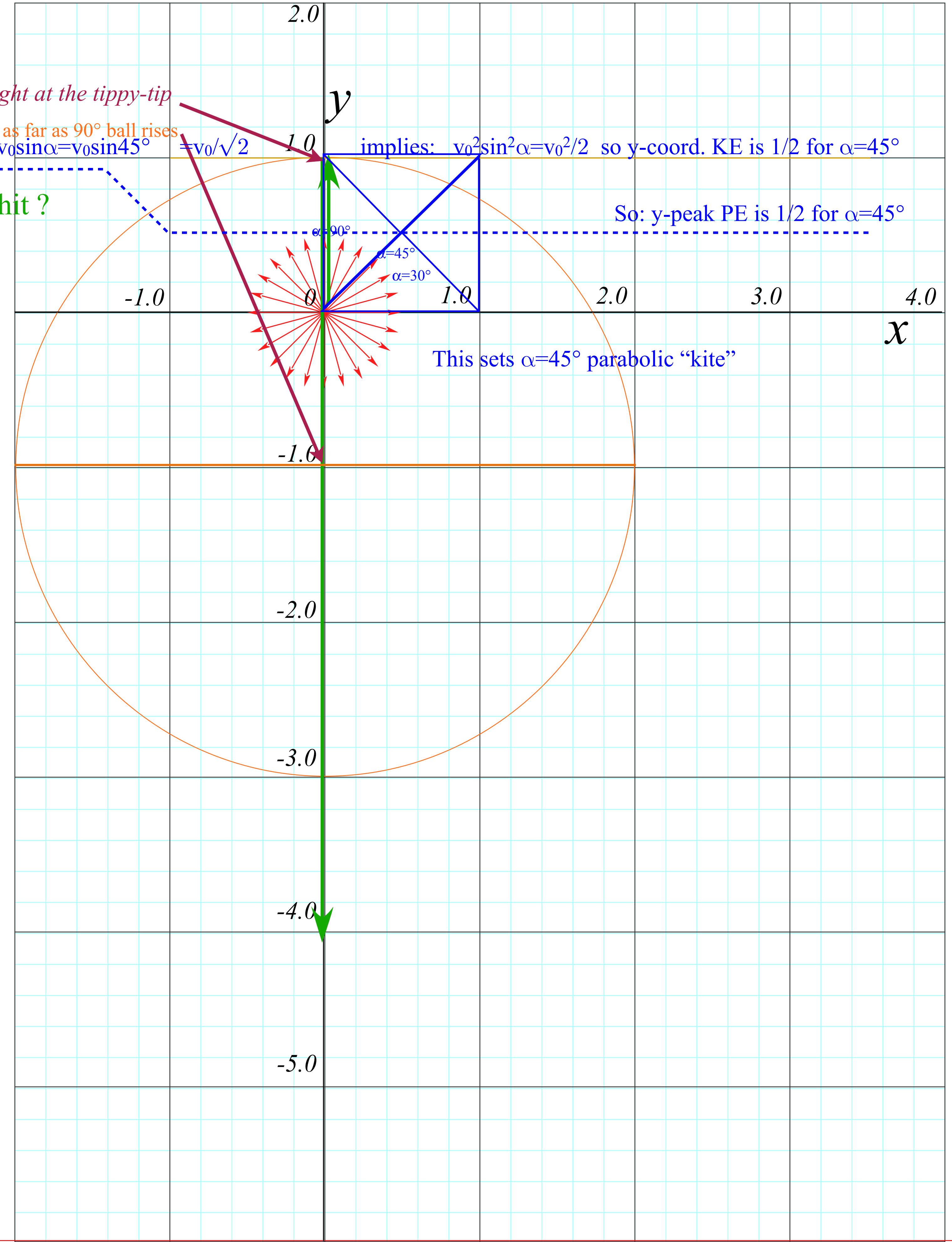
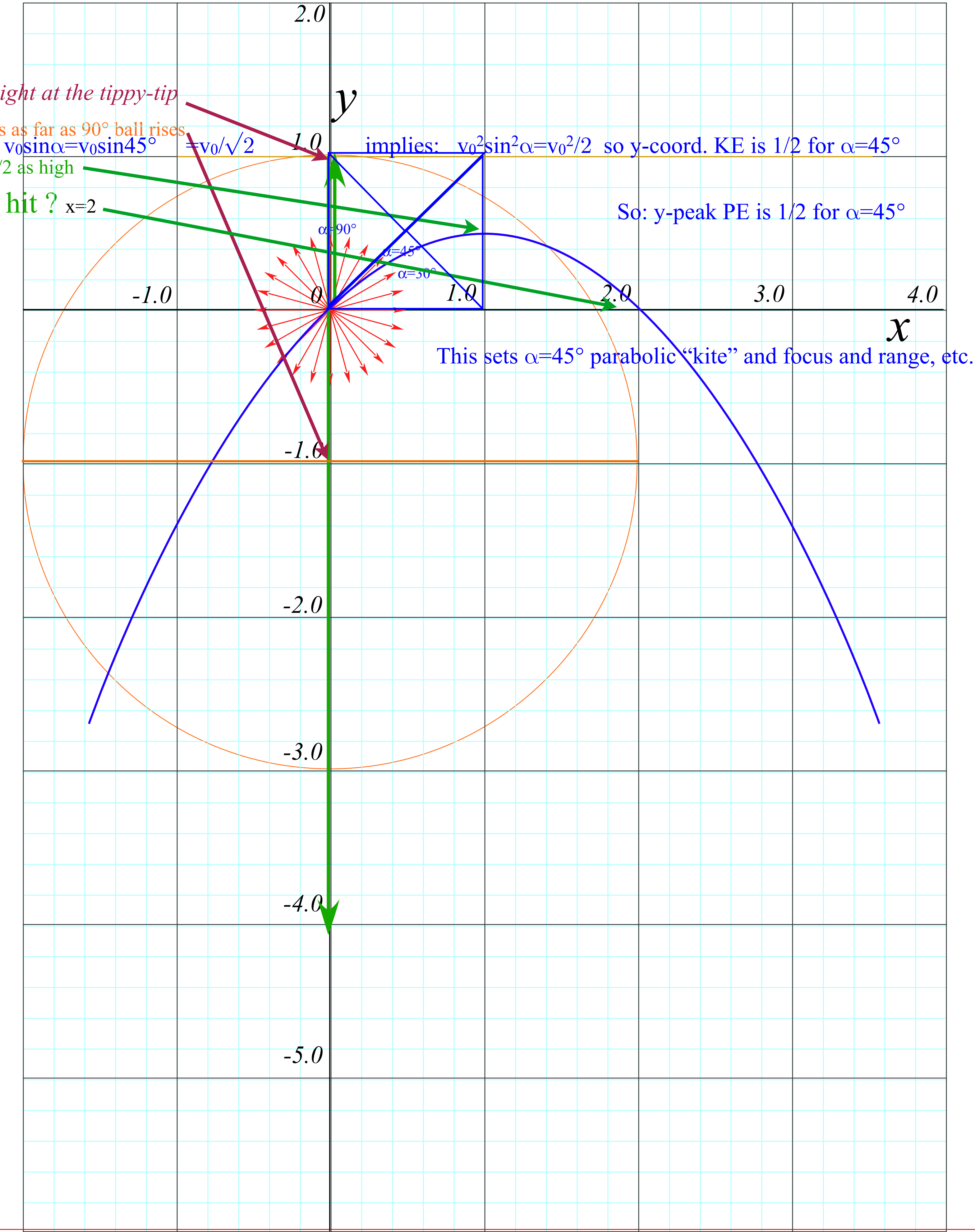
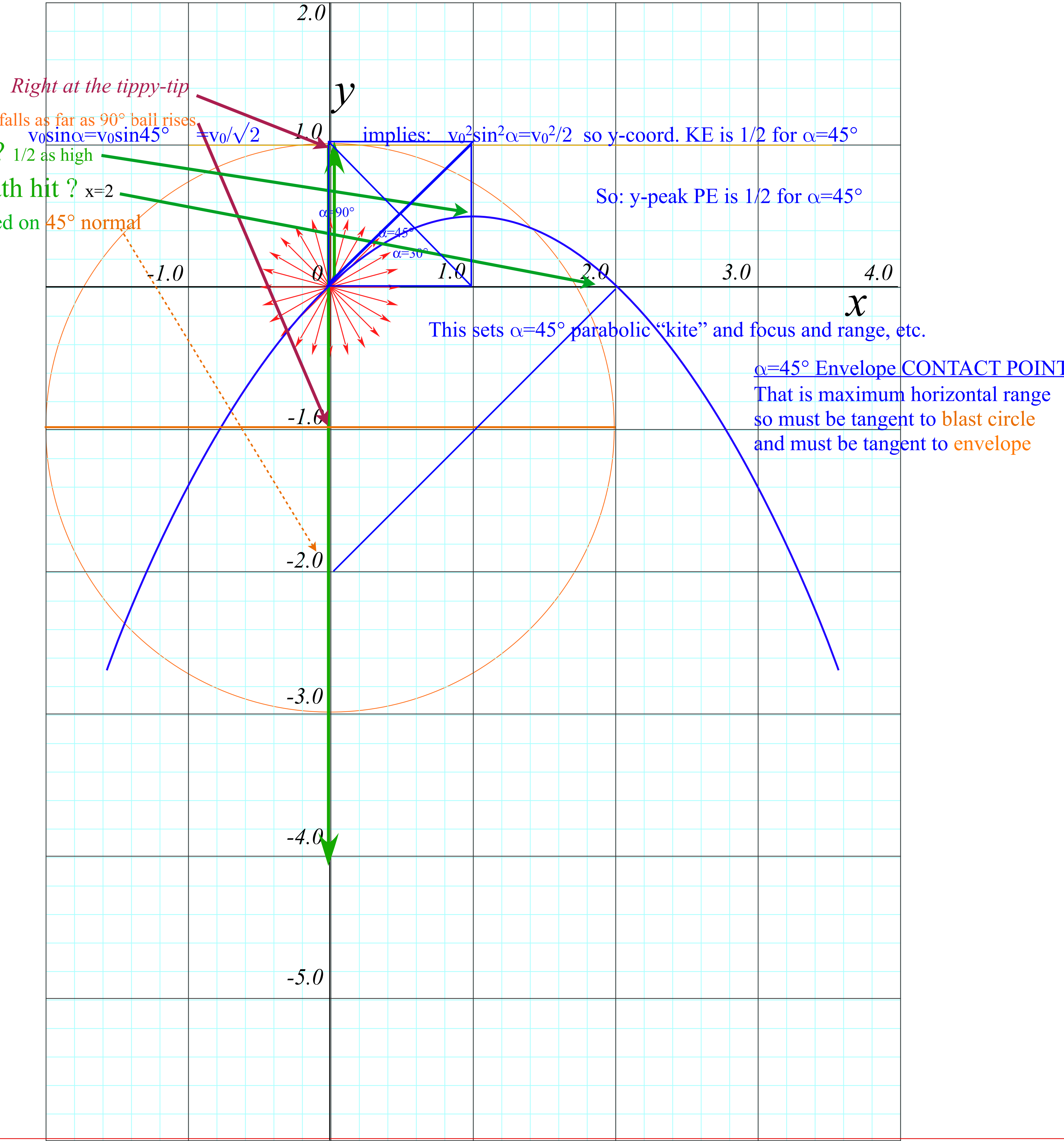


Say $\alpha=90°$ path rises to *1.0*
then drops. When at *y=1.0*...
Q1. ...where is its focus?
Q2. ...where is the blast wave? center falls as far as 90° ball rises
Q3. How high can $\alpha=45°$ path rise ? 1/2 as high
Q4. Where on *x-axis* does $\alpha=45°$ path hit ? x=2
Q5. Where is blast wave then?
Q6 Where is $\alpha=45°$ path focus?
Q7 Guess for all-path envelope?
and its focus? directrix?



Say $\alpha=90°$ path rises to *1.0*
then drops. When at *y=1.0...*
Q1. ...where is its focus?
Q2. ...where is the blast wave? center falls as far as 90° ball rises
Q3. How high can $\alpha=45°$ path rise ? 1/2 as high
Q4. Where on *x-axis* does $\alpha=45°$ path hit ? x=2
Q5. Where is blast wave then? centered on 45° normal
Q6 Where is $\alpha=45°$ path focus?
Q7 Guess for all-path envelope?
and its focus? directrix?



Say α=90° path rises to *1.0* then drops. When at *y=1.0*...

Q1. ...where is its focus?

Q2. ...where is the blast wave? center falls as far as 90° ball rises

Q3. How high can α=45° path rise ? 1/2 as high

Q4. Where on *x-axis* does α=45° path hit ? x=2

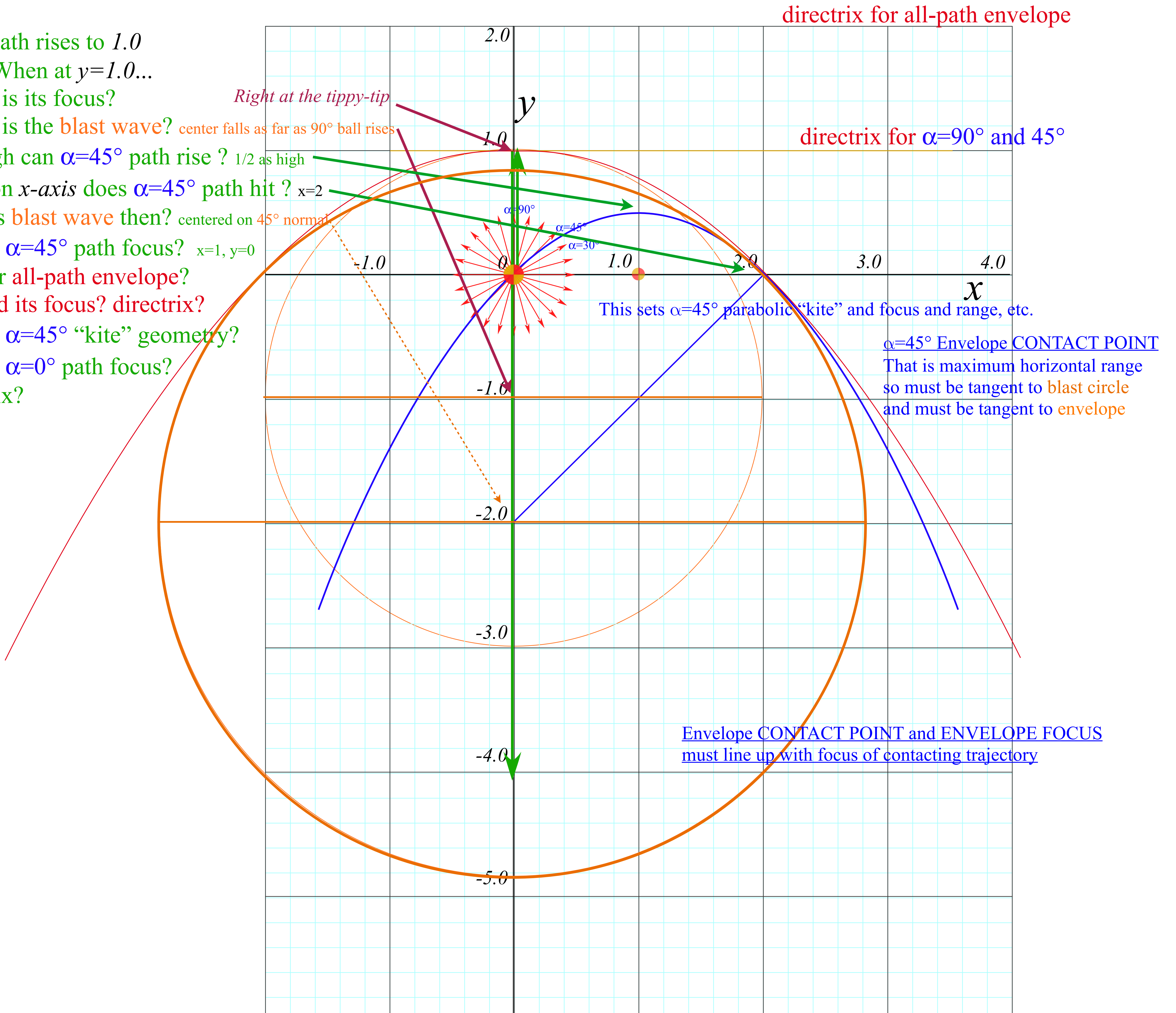
Q5. Where is blast wave then? centered on 45° normal

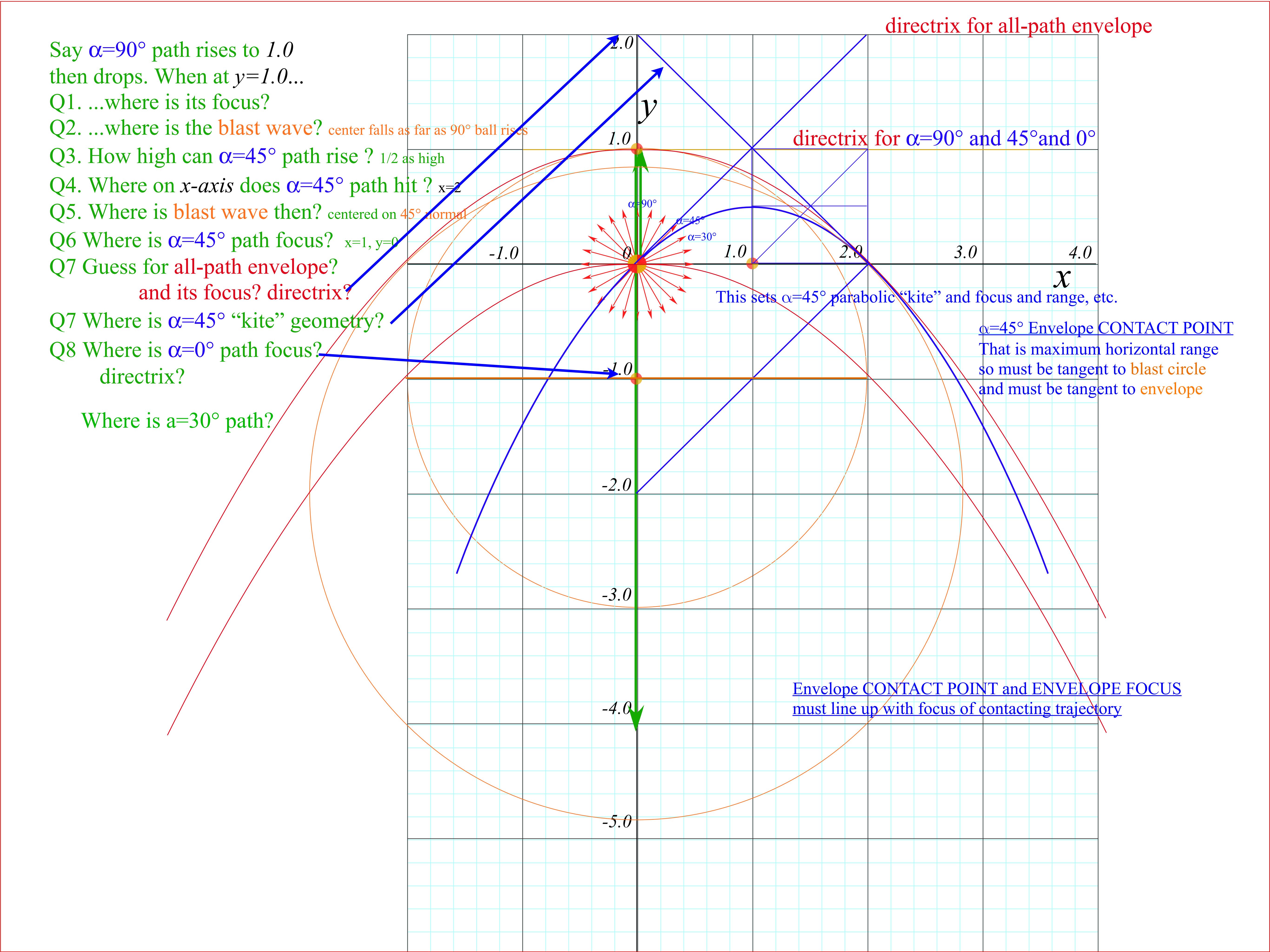
Q6 Where is α=45° path focus? x=1, y=0

Q7 Guess for all-path envelope? and its focus? directrix?

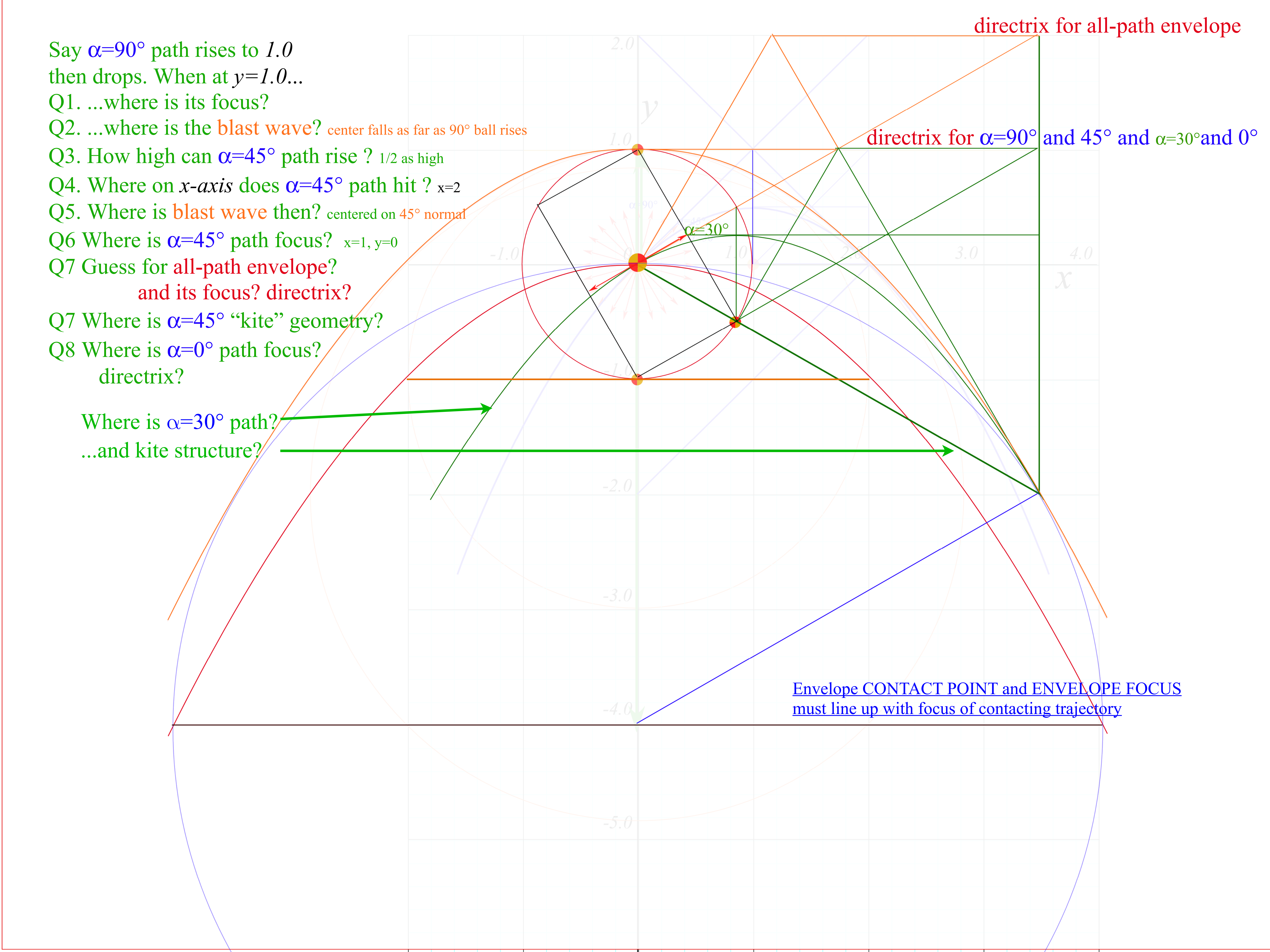
Q7 Where is α=45° "kite" geometry?

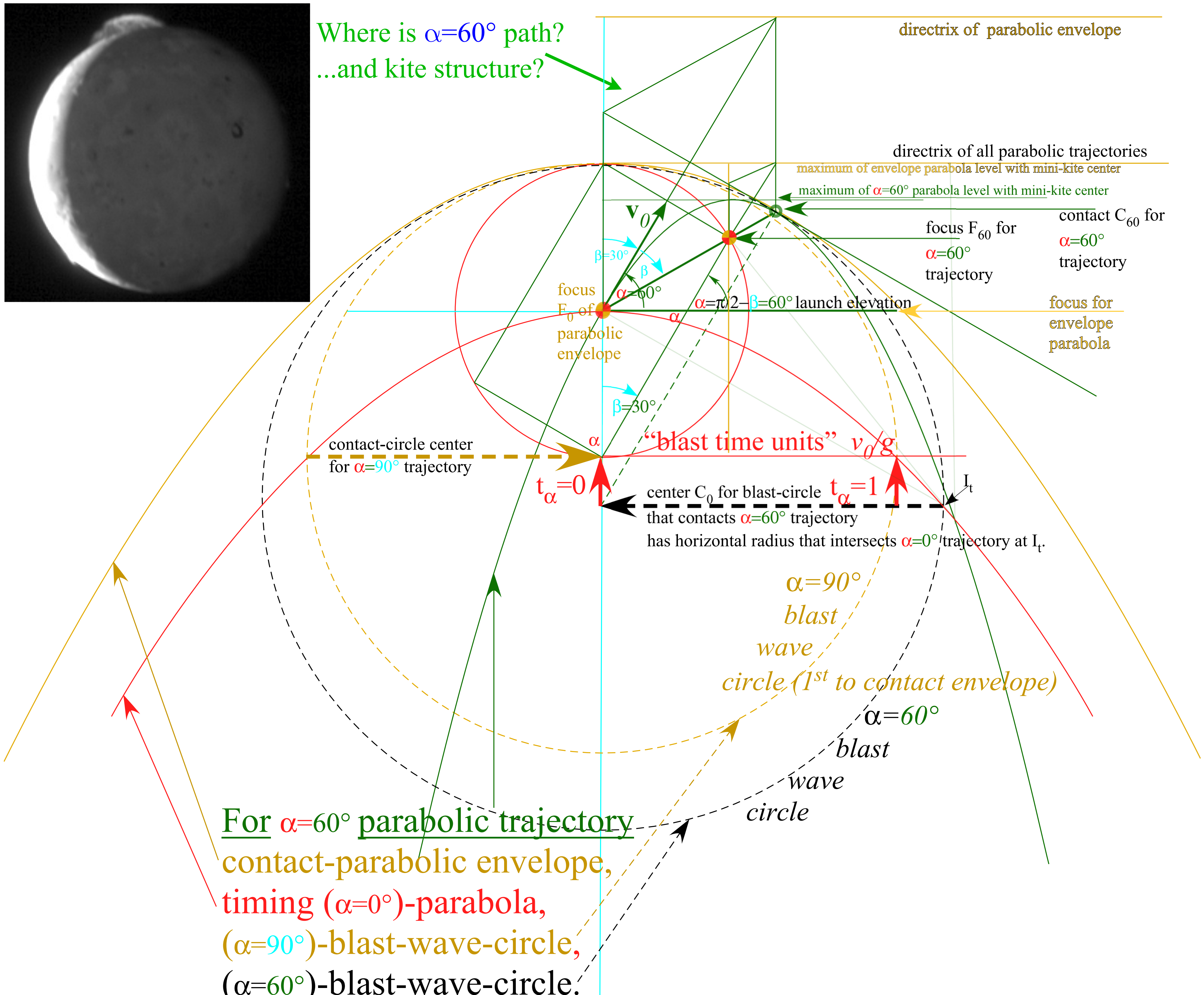
Q8 Where is α=0° path focus? directrix?



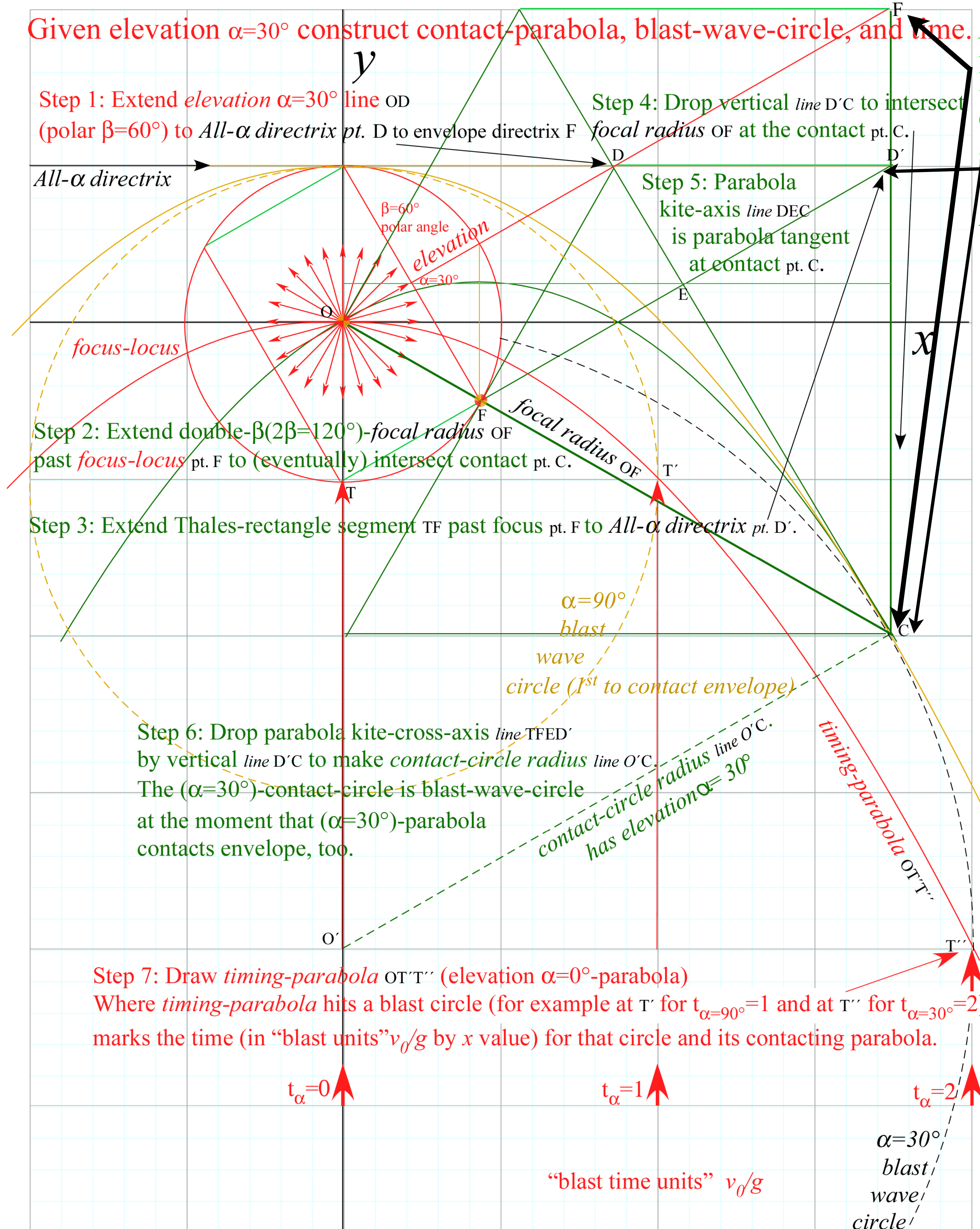


Say α=90° path rises to 1.0
then drops. When at y=1.0...
Q1. ...where is its focus?
Q2. ...where is the blast wave? center falls as far as 90° ball rises
Q3. How high can α=45° path rise ? 1/2 as high
Q4. Where on x-axis does α=45° path hit ? x=2
Q5. Where is blast wave then? centered on 45° normal
Q6 Where is α=45° path focus? x=1, y=0
Q7 Guess for all-path envelope?
and its focus? directrix?
Q7 Where is α=45° "kite" geometry?
Q8 Where is α=0° path focus?
directrix?
Where is a=30° path?
directrix for all-path envelope
directrix for α=90° and 45°and 0°
2.0
1.0
y
α=90°
α=45°
α=30°
-1.0
0
1.0
2.0
3.0
4.0
x
This sets α=45° parabolic "kite" and focus and range, etc.
α=45° Envelope CONTACT POINT
That is maximum horizontal range
so must be tangent to blast circle
and must be tangent to envelope
-1.0
-2.0
-3.0
-4.0
-5.0
Envelope CONTACT POINT and ENVELOPE FOCUS
must line up with focus of contacting trajectory


Say α=90° path rises to 1.0
then drops. When at y=1.0...
Q1. ...where is its focus?
Q2. ...where is the blast wave? center falls as far as 90° ball rises
Q3. How high can α=45° path rise ? 1/2 as high
Q4. Where on x-axis does α=45° path hit ? x=2
Q5. Where is blast wave then? centered on 45° normal
Q6 Where is α=45° path focus? x=1, y=0
Q7 Guess for all-path envelope?
and its focus? directrix?
Q7 Where is α=45° "kite" geometry?
Q8 Where is α=0° path focus?
directrix?
Where is α=30° path?
...and kite structure?
directrix for all-path envelope
directrix for α=90° and 45° and α=30° and 0°
α=30°
Envelope CONTACT POINT and ENVELOPE FOCUS
must line up with focus of contacting trajectory



Where is α=60° path?
...and kite structure?
directrix of parabolic envelope
directrix of all parabolic trajectories
maximum of envelope parabola level with mini-kite center
maximum of α=60° parabola level with mini-kite center
contact C_{60} for α=60° trajectory
focus F_{60} for α=60° trajectory
v_0
β=30°
β
α=60°
focus F_0 of parabolic envelope
α=π/2−β=60° launch elevation
focus for envelope parabola
β=30°
α
"blast time units" v_0/g
contact-circle center for α=90° trajectory
$t_\alpha=0$
$t_\alpha=1$
I_t
center C_0 for blast-circle that contacts α=60° trajectory has horizontal radius that intersects α=0° trajectory at I_t.
α=90° blast wave circle (1st to contact envelope)
α=60° blast wave circle
For α=60° parabolic trajectory
contact-parabolic envelope,
timing (α=0°)-parabola,
(α=90°)-blast-wave-circle,
(α=60°)-blast-wave-circle.



Note
large kite for envelope that contacts α=30° trajectory
smaller kite that contacts that α=30° trajectory and the α=30° blast wave circle.

Lecture 8 ends here
Mon. 9.17.2018