Lagrangian Formulation Take a free particle (no forces) $\frac{d}{dt}\left(\frac{m}{dt}\right) = -\frac{\partial y}{\partial x}$ X Text riations (t_2, x_2) straight $\int x(t) \ll trajectory in (t, x)$ (t_1, x_1) plane. voriations of straight called + action · Clearly, at least for the free particle, this trajectory minimizes the "distance" ip the (t,x) plane. This motivates us to try to formulate the whole forced motion as a minimization procedure. We will Choose the measure X = X(t2) of "distance" to reproduce Newton. - trajectory satisfying the SX / $x_i = x(t_i)$ Eom for the free case we will Change As (or vary) the path

0 So

SS = SEx+Sx] - S[x] $= \int dt \ \partial L \ \delta x + \partial L \ d \delta x \\ \partial x \ \partial x \ \partial x \ \partial t$ Cintegrate by parts $SS = \frac{\partial L}{\partial x} SX + \int dt \left(\frac{\partial L}{\partial x} - \frac{d}{\partial t}\frac{\partial L}{\partial x}\right) SX(t)$ $\frac{\partial X}{\partial t} + \frac{d}{t} + \frac{d}{t$ Variation For a general A this doesn't vanish (and will be important later), 'But, here we required $SX(t_1) = SX(t_1) = 0$ and thus; $SS = \int dt \left(\frac{\partial L}{\partial x} - \frac{\partial}{\partial t} \frac{\partial L}{\partial x} \right) SX(t)$ · We want SS=0, and Sx(+) is arbitrary: take sx(t), for example, to be a "blip" at time tx X(+) R Blip at t* +*

So

$$SS \approx \left(\frac{\partial L}{\partial x} - \frac{d}{dt} \frac{\partial L}{\partial x}\right) \int dt \delta x(t_{x}) = 0$$

$$t=t_{x}$$
So require
$$\left(\frac{\partial L}{\partial x} - \frac{d}{dt} \frac{\partial L}{\partial x}\right) = 0$$

$$\left(\frac{\partial L}{\partial x} - \frac{d}{dt} \frac{\partial x}{\partial x}\right)$$
We see that if
$$L = 1 \cdot m \cdot x^{2} - V(x)$$

$$\frac{2}{2}$$
then the Eom work (i.e. agree \bigcirc Newton)
$$d (m \cdot x) = -\frac{\partial V}{\partial x}$$

$$\int L = p \quad \frac{\partial L}{\partial x}$$
• We have treated one particle in one
dimension, but if more particles and dimensions
cause no difficulty in practice

In general: $L = \sum_{\alpha} \sum_{\alpha} \sum_{\alpha} \sum_{\alpha} - V(\vec{x}_{\alpha})$ And the Eom are (x, y, z) $-\frac{d}{dt}\frac{\partial L}{\partial x} + \frac{\partial L}{\partial x} = 0$ components of a-th Gr + <u>2</u> + <u>2</u> × $-\frac{d}{dt} \left(\frac{\partial}{\partial x} \right)$ vector, when clear from context