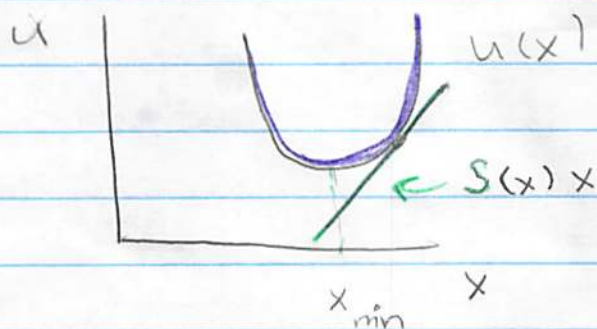


More about Legendre Transforms (LT)

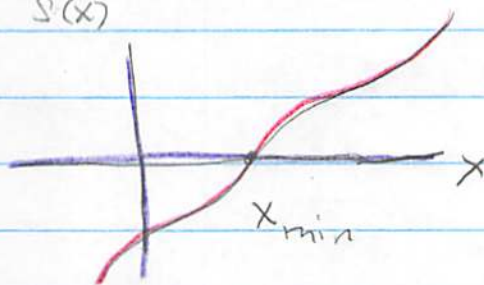
- Take a function, convex, $U(x)$:



- The Legendre transform characterizes $U(x)$ by its slopes $S(x)$. It is used throughout physics.

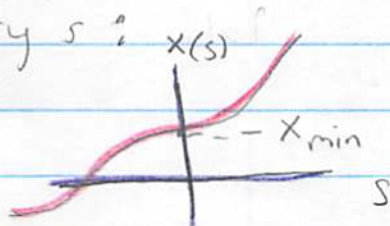
- Then for every value of x - there is a slope $S(x)$:

$$S(x) = \frac{\partial U(x)}{\partial x}$$



For convex functions the slope changes monotonically with x , and thus there is one x for every s :

$$x(s)$$



- The Legendre transform is a function of the slope, $V(s)$:

$$V(s) = S x(s) - U(x(s))$$

- Alternatively we define the Legendre Transform as

definition \rightarrow $V(s) \equiv \underset{x}{\text{extrm}} \{ s x - U(x) \}$ \leftarrow extremize $s x - U$ by changing x

- To show that this works, we find the place where the x -derivative of $s x - U(x)$ is zero:

$$s - \frac{\partial U(x)}{\partial x} = 0 \Rightarrow s = \frac{\partial U(x)}{\partial x} \Rightarrow x = x(s)$$

solve for x

So $V(s) = s x(s) - U(x(s))$ as before.

- The LT is a map from coordinates to slope space

$$x, U(x) \iff s, V(s)$$

\leftarrow characterizes U by its slope

We can undo the Legendre transform by going in reverse

$$U(x) = \min_s (s x - V(s)) \quad (\text{Prove me!})$$

Note also

$$dU = s dx \Rightarrow dU/dx = S(x)$$

$$d(sx - U) = x ds \Rightarrow dV/ds = x(s)$$

• In mechanics:

$$\underline{v, L(x, v) \iff p, H(x, p)}$$

where

$$H(x, p) = \text{extr}_v \{ p v - L(x, v) \}$$

And

$$dL = p dv + \dots \text{spectators } \partial L / \partial x, \partial L / \partial t \text{ etc}$$

$$dH = v dp - \text{spectators}$$

• Homework:

a) Consider a potential $U(x)$, where x is the coordinate of a particle. Suppose that an external force is applied (of magnitude f_0) in the positive x -direction. Show that Legendre Transform of $U(x)$ is related to the minimum value of the (new) potential energy function for a given force. The minimum value is a function of the applied force.

b) What is the Legendre transform of $\frac{1}{2} k (x - x_0)^2$ and interpret using (a).