

LOO Introduction

Monday, August 26, 2019 07:04

Introduction - about me

around the room: name, interests, why physics [or not!], goals

Read course website/syllabus

text: Mason (download) first month, Taylor after that

schedule: vector calculus \rightarrow Lagrange's equations

{ballistic, damped, harmonic, driven} motion \rightarrow many body: 2, n, ∞ , 6

pre-class online: reading, video lecture/notes Lxx, multiple choice quiz: Qxx

in-class/online: demo, group assignments Hxx

office hours online: help finishing homework

introduce QO1, HO1 (numerical mechanics: Matlab/Octave)

What is classical mechanics - the laws of motion? (basis for all physics PHY 231)

- Aristotle wrong \rightarrow Galileo experimented acceleration \rightarrow 1 law (kinematics)
- Kepler condensed Tycho Brahe's experimental data \rightarrow 3 laws ($1/r^2$)
- Hooke Cavendish, Coulomb, experimental data: spring, gravity, electricity ($1/r^2$)
- Newton combined terrestrial and celestial mechanics \rightarrow 3 laws (dynamics)

How do you solve classical mechanics? What is the math? (ODE vs E&M PDE)

$$\vec{F}(\vec{x}, t) = m\vec{a} = m \frac{d^2\vec{x}}{dt^2} \quad \begin{matrix} d\vec{x} = \vec{v} dt \\ d\vec{v} = \vec{F}/m dt \end{matrix} \quad \begin{matrix} \text{for different force laws.} \\ \text{(particles vs. fields.)} \end{matrix}$$

- Lagrange, Hamilton, Poisson, Euler, Gauss et al \rightarrow 3-body problem, new formalism

Lagrange's equations: conservation of momentum, Hamilton's equations symmetric

$$\frac{dT}{d\vec{v}} = \frac{d}{d\vec{v}} \left(\frac{1}{2} m \vec{v}^2 \right) = m\vec{v} \equiv \vec{p} \quad \vec{F} = \frac{d}{dt} m\vec{v} = \dot{\vec{p}} \quad \vec{F} = -\nabla V$$

$$\Rightarrow \frac{d}{dt} \frac{\partial T}{\partial \vec{v}} = -\frac{\partial V}{\partial \vec{r}} \quad \left(\frac{d}{dt} \frac{\partial}{\partial \vec{r}} - \frac{\partial}{\partial t} \right) (T - V) = \frac{\delta}{\delta \vec{r}} \mathcal{L}(\vec{r}, \vec{v}, t) = 0$$

$$\Rightarrow H = T + V \quad T = \frac{\vec{p}^2}{2m} \quad \left[\frac{\partial H}{\partial \vec{p}} = \frac{\vec{p}}{m} = \dot{\vec{x}} \quad \frac{\partial H}{\partial \vec{x}} = -\nabla V = \dot{\vec{p}} \right]$$

Euler-Lagrange eq.
Noether's thm.
Hamilton's eq.

Laid the theoretical framework to extend mechanics (quantized particles, fields)

- Poincaré (maps), Einstein (clocks) \rightarrow extend mechanics (relativistic frame, inertia)

Group activity: map out classical mechanics (entities, relations)

example for E&M: $\chi \rightarrow A \rightarrow F \rightarrow 0, U \rightarrow G \rightarrow J$