## Lecture 14, Oct 24, 2023

## Virtual Work and D'Alembert's Principle

- Consider a grammar of particles in static equilibrium; we will have that  $f_i = \underline{0}$ ; then for any small displacement  $\delta \underline{r}_i = 0$ , so  $\sum \underline{f}_i \cdot \delta \underline{r}_i = 0$ 
  - We define this quantity as the *virtual work*  $\delta \widehat{W}$  (note the ligature since work is not path-independent)
  - We call  $\delta r_i$  a virtual displacement
- In general we can write  $\underline{f}_i = \underline{f}_{i,app} + \underline{f}_{i,\square}$ , where  $\underline{f}_{i,app}$  is an applied force and  $\underline{f}_{i,\square}$  is a constraint force - Then  $\delta W = \sum_{i} \vec{f}_{i,app} \cdot \vec{\delta r}_{i} + \sum_{i} \vec{f}_{i,\Box} \cdot \vec{\delta r}_{i} = \sum_{i} \vec{f}_{i,app} \cdot \vec{\delta r}_{i}$  because constraint forces do no work,
  - provided that the  $\delta r_i$  are consistent with the geometry of the system
  - \* This is the *principle of virtual work* and is an assumption that we make
- What about particles in dynamic equilibrium?
  - $-\underline{f}_i = m\underline{r}$
  - So we just need to consider  $f_i m_i \underline{r}_i^{\cdot \cdot}$  as the total force according to d'Alembert's principle
  - $-\delta W = \sum_{i} (\underline{f}_{i,app} m_i \underline{r}_i) \cdot \delta \underline{r}_i = 0$  by the same reasoning and assumptions above, as long as  $\delta \underline{r}_i$  is

consistent with the system's constraints

- \* This is known as *d'Alembert's principle* (again)
- Note that since we no longer have to consider constraint forces we will drop the subscript

## Lagrangian Mechanics

- Consider an independent set of coordinates  $q_1, q_2, \ldots, q_n$  where n is the number of degrees of freedom
  - The coordinates must be complete, i.e. satisfy  $\underline{r}_i = \underline{r}_i(q_{11}, q_{12}, \ldots, q_n, t)$ ; the position of any particle must be expressible in terms of the generalized coordinates
  - These coordinates are called *generalized coordinates*, because the do not have to be Cartesian; instead they can be displacements or angles etc
  - We aim to obtain equations of motions in these generalized coordinates only
- Any permissible virtual displacement can then be given in terms of these coordinates:  $\delta \underline{r}_i = \sum_k \frac{\partial \underline{r}_i}{\partial q_k} \delta q_k$

- in this form it is clear that the virtual displacements are permissible

- Note that even though  $\underline{r}_i$  can be dependent on time, the virtual displacements  $\delta \underline{r}_i$  are "frozen" in time; this is why we don't need to consider  $\frac{\partial \underline{r}_i}{\partial t}$ 

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$$\sum_{i} \underbrace{f_{i} \cdot \delta r_{i}}_{i} - \sum_{i} m_{i} r_{i}^{...} \cdot \delta r_{i} = 0$$
  
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$$\sum_{i} \underbrace{f_{i} \cdot \delta r_{i}}_{i} = \sum_{i} \sum_{k} \underbrace{f_{i} \cdot \frac{\partial r_{i}}{\partial q_{k}}}_{k} \delta q_{k} = \sum_{k} Q_{k} \delta q_{k} \text{ where } Q_{k} = \sum_{i} \underbrace{f_{i} \cdot \frac{\partial r_{i}}{\partial q_{k}}}_{i}$$
  
\*  $Q_{k}$  are referred to as the generalized forces  
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$$\sum_{i} m_{i} r_{i}^{...} \cdot \delta r_{i} = \sum_{i} \sum_{j} m_{i} r_{i}^{...} \cdot \frac{\partial r_{i}}{\partial q_{k}} \delta q_{k} = \sum_{i} \sum_{j} \left[ \frac{\mathrm{d}}{\mathrm{d}t} \left( m_{i} r_{i} \cdot \frac{\partial r_{i}}{\partial q_{k}} \right) - m_{i} r_{i} \cdot \frac{\mathrm{d}}{\mathrm{d}t} \left( \frac{\partial r_{i}}{\partial q_{i}} \right) \right] \delta q_{k}$$
  
- Note  $\frac{\partial r_{i}}{\partial q_{k}} = \frac{\partial v_{i}}{\partial \dot{q}_{k}}$  and  $\frac{\mathrm{d}}{\mathrm{d}t} \left( \frac{\partial r_{i}}{\partial q_{k}} \right) = \frac{\partial v_{i}}{\partial q_{k}}$  so the stuff in brackets becomes  $\frac{\mathrm{d}}{\mathrm{d}t} \left( m_{i} v_{i} \cdot \frac{\partial v_{i}}{\partial \dot{q}_{i}} \right) - m_{i} v_{i} \cdot \frac{\partial v_{i}}{\partial \dot{q}_{i}} \right) - m_{i} v_{i} \cdot \frac{\partial v_{i}}{\partial \dot{q}_{i}} \right] - m_{i} v_{i} \cdot \frac{\partial v_{i}}{\partial \dot{q}_{i}} + \frac{\partial v_{i}}{\partial \dot{q}_{k}} \left[ \frac{\partial v_{i}}{\partial q_{k}} \left( \frac{1}{2} m_{i} v_{i}^{2} \right) \right] - \frac{\partial v_{i}}{\partial q_{k}} \left( \frac{1}{2} m_{i} v_{i} \cdot v_{i} \right) = \frac{\partial v_{i}}{\partial t} \left( \frac{\partial v_{i}}{\partial \dot{q}_{k}} T_{i} \right) - \frac{\partial v_{i}}{\partial q_{k}} T_{i}$   
- Together we have  $\sum_{k} Q_{k} \delta q_{k} - \sum_{k} \left[ \frac{\mathrm{d}}{\mathrm{d}t} \left( \frac{\partial v_{i}}{\partial \dot{q}_{k}} \left( \sum_{i} T_{i} \right) \right) - \frac{\partial}{\partial q_{k}} \left( \sum_{i} T_{i} \right) \right] \delta q_{k} = 0$   
-  $\sum_{k} \left[ Q_{k} - \frac{\mathrm{d}}{\mathrm{d}t} \left( \frac{\partial T}{\partial \dot{q}_{k}} \right) + \frac{\partial T}{\partial q_{k}} \right] \delta q_{k} = 0$ 

- Since  $\delta q_k$  are all independent, we can choose each one independently and arbitrarily; therefore we need  $Q_k \delta q_k - \frac{\mathrm{d}}{\mathrm{d}t} \left(\frac{\partial T}{\partial \dot{q}_k}\right) + \frac{\partial T}{\partial q_k} = 0$  for all k

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$$\frac{\mathrm{d}}{\mathrm{d}t} \left( \frac{\partial T}{\partial \dot{q}_k} \right) + \frac{\partial T}{\partial q_k} = Q_k$$
  
-  $Q_k = \sum_i \vec{f}_i \cdot \frac{\partial \vec{r}_i}{\partial q_k}$ 

- Split the forces into conservative and non-conservative parts  $\underline{f}_i = -\vec{\nabla}V_i + \underline{f}_{i,\triangle}$  Then  $Q_k = -\sum_i \vec{\nabla}V_i \cdot \frac{\partial \underline{r}_i}{\partial q_k} + \sum_i f_{i,\triangle} \cdot \frac{\partial \underline{r}_i}{\partial q_k} = -\frac{\partial V}{\partial q_k} + Q_{k,\triangle}$ 
  - \*  $Q_{k, \triangle}$  are the generalized non-conservative force
- Plugging this back in we get  $\frac{\mathrm{d}}{\mathrm{d}t} \left( \frac{\partial T}{\partial \dot{q}_k} \right) + \frac{\partial T}{\partial q_k} = -\frac{\partial V}{\partial q_k} + Q_{k,\vartriangle}$ \* Assuming V is a function of position only,  $\frac{\partial V}{\partial \dot{q}_k} = 0$ , so we have  $\frac{\mathrm{d}}{\mathrm{d}t} \left( \frac{\partial}{\partial \dot{q}_k} (T - V) \right) + \frac{\partial}{\partial q_k} (T - V)$  $V) = Q_k$

- Letting 
$$L = T - V$$
, we get  $\frac{\mathrm{d}}{\mathrm{d}t} \left(\frac{\partial L}{\partial \dot{q}_k}\right) - \frac{\partial L}{\partial q_k} = Q_{k,\triangle}$ 

- $\frac{\mathrm{d}}{\mathrm{d}t}\left(\frac{\partial L}{\partial \dot{q}_k}\right) \frac{\partial L}{\partial q_k} = Q_{k,\triangle}$  is Lagrange's equation (aka the Euler-Lagrange equation)
  - $-Q_{k, \triangle} = \sum_{i} \underline{f}_{i, \triangle} \cdot \frac{\partial \underline{r}_i}{\partial q_k}$  is the generalized non-conservative force
  - -L = T V is the Lagrangian, the difference between the kinetic and potential energies (summed across all particles)
  - \* Note that when we take the partials with respect to  $\dot{q}_k$  and  $q_k$ , we treat these two as independent - For a system with n degrees of freedom, there are n Lagrange's equations
  - If we have no non-conservative forces, then the equation equals zero
  - Lagrange's equation is equivalent to Newton's laws we can replace  $f = m\vec{r}$  by this formulation to yield identical results
- Note that since we started with Newton's second law, this can only be applied in an inertial frame - There is a way around this by considering the potential to be velocity-dependent
- Example: pendulum with length l, mass m and angle  $\theta$

$$q_1 = \theta_1$$

$$-T = \frac{1}{2}m(l\dot{\theta})^2 = \frac{1}{2}ml^2\dot{\theta}^2$$

 $-V = -mq\cos\theta$  (gravity, with the pivot as reference height)

\* Note it doesn't matter what we take as the reference here because we always take the partial derivative of the Lagrangian, so constant factors in energy disappear as expected

- Assume that there are no non-conservative forces

$$\frac{\partial L}{\partial \dot{\theta}} = ml^2 \dot{\theta} \implies \frac{\mathrm{d}}{\mathrm{d}t} \left( \frac{\partial L}{\partial \dot{\theta}} \right) = ml^2 \ddot{\theta}$$

$$-\frac{1}{\partial\theta} = -mgl\sin\theta$$

- Plugging in, we get  $ml^2\ddot{\theta} - (-mgl\sin\theta) = 0 \implies \ddot{\theta} + \frac{g}{l}\sin\theta = 0$ , exactly what we get with Newtonian mechanics