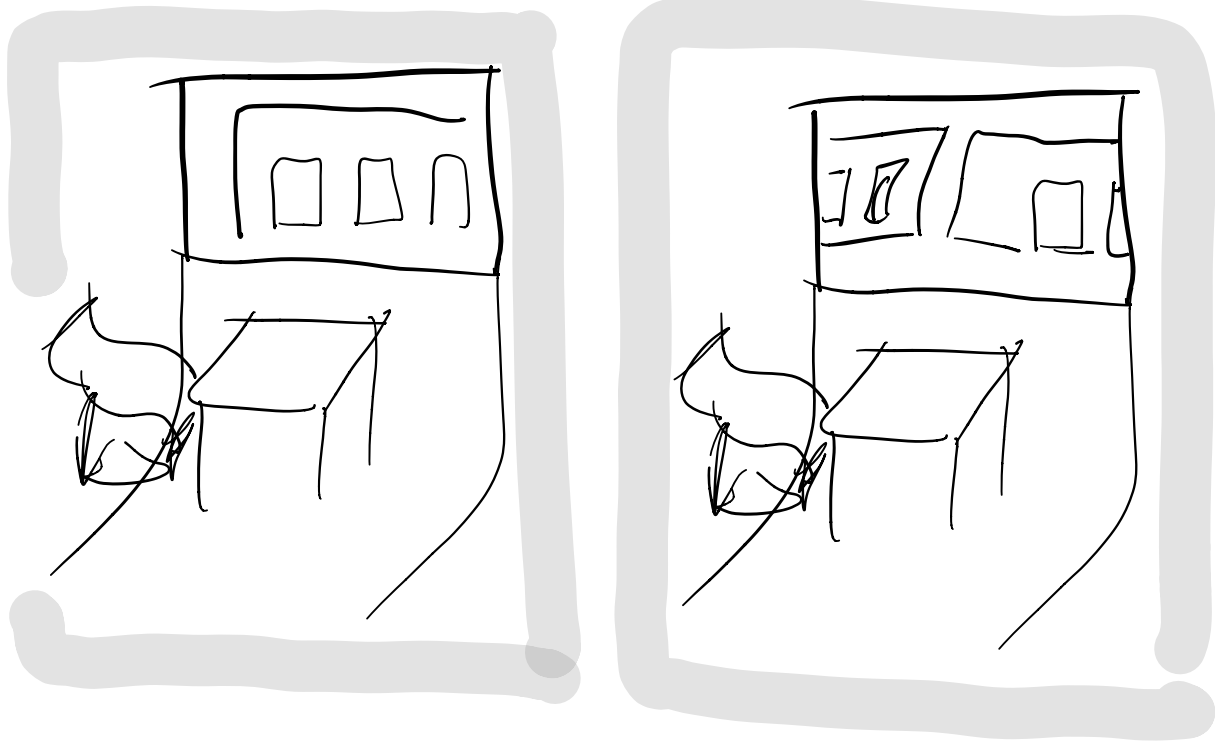
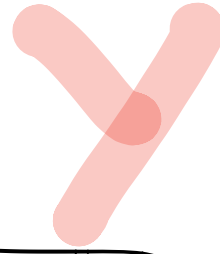


Osservazione:

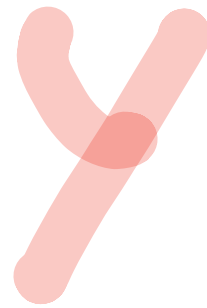
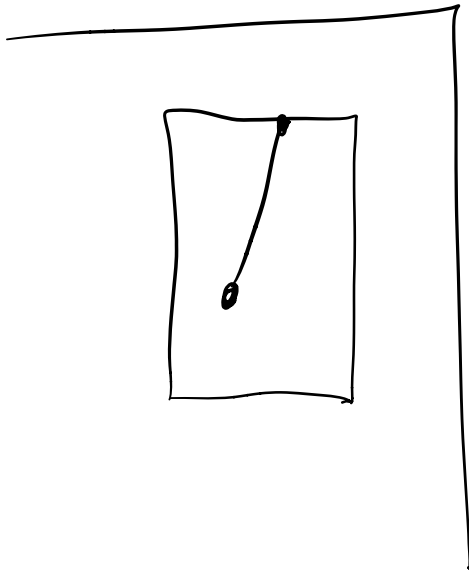
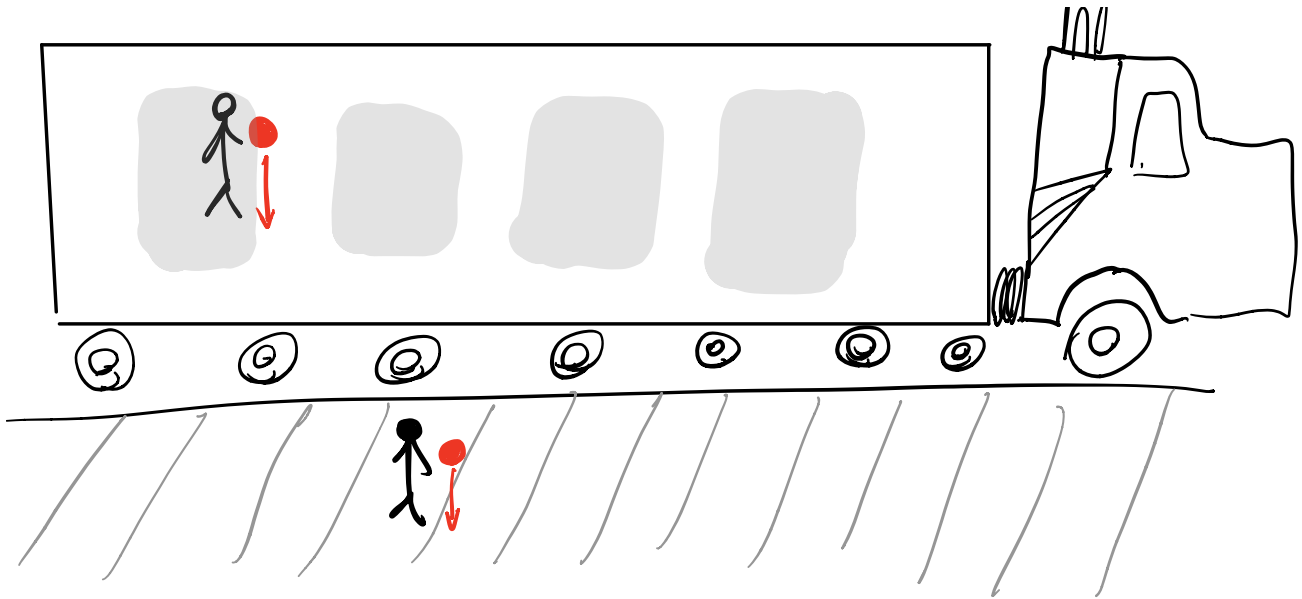
due treni fermi al binario



non riusciamo a dire se ci stiamo muovendo noi
oppure l'altro treno, FINO A CHE NON PERCEPIAMO

UNA SPINTA. ENTRAMBE LE POSSIBILITÀ CI APPAIONO POSSIBILI

PLAUSIBILI, E SVOLGERSI IN MODO REALISTICO E INDISTINGUIBILE



LE LEGGI DEL MOTTO IN DUE SISTEMI DI RIFERIMENTO CHE SONO
DIFFERENTI PER UNO SPOSTAMENTO DELL'ORIGINE
PER UNA ROTAZIONE DEGLI ASSI

PER UNA VELOCITÀ COSTANTE DELL'ORIGINE
SONO LE STESSA

INFATTI
$$\vec{F} = \frac{\Delta \vec{p}}{\Delta t} = m \vec{a} = m \frac{\Delta \vec{v}}{\Delta t}$$

non cambia se

$$x \mapsto x' = x + c$$

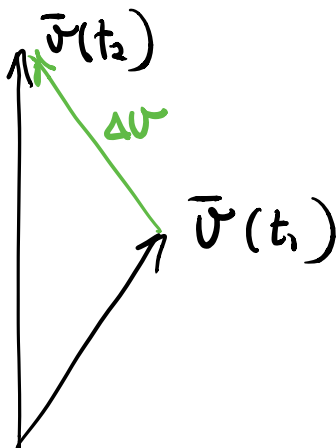
o se

$$\vec{v}' = \vec{v} + \vec{v}$$

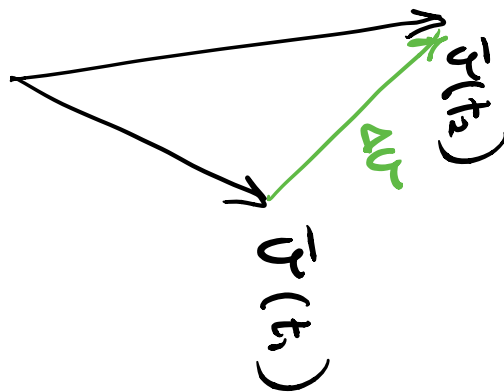
$$\vec{v}'(t_1) - \vec{v}'(t_2) =$$

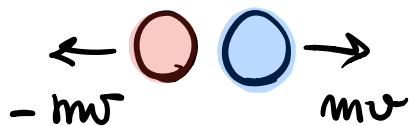
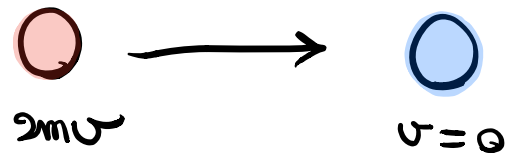
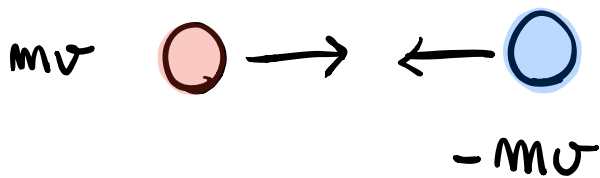
$$\vec{v}(t_1) + \vec{v} - \vec{v}(t_2) - \vec{v}$$

$$\Delta \vec{v}' \equiv \Delta \vec{v}$$



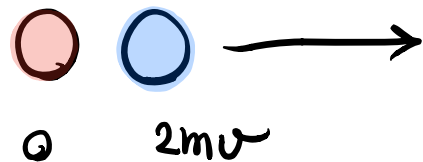
ROTAZIONE
→





$$\Delta U = -2U$$

$$\Delta U = 2U$$



$$\begin{cases} 2mU = mU_1 + mU_2 \\ \frac{1}{2}m(2U)^2 = \frac{1}{2}mU_1^2 + \frac{1}{2}mU_2^2 \end{cases}$$

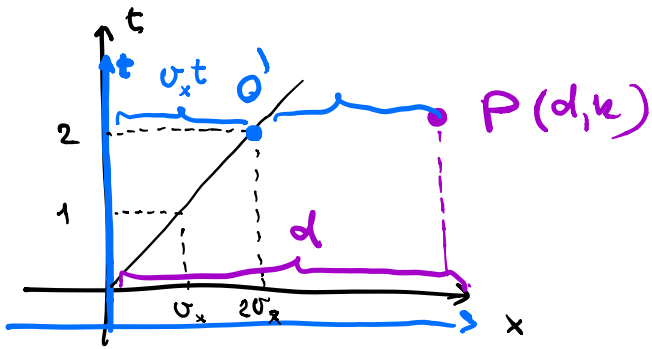
$$\begin{cases} U_1 = 2U - U_2 \\ 4U^2 = \frac{1}{2}(2U - U_2)^2 + \frac{1}{2}U_2^2 \end{cases}$$

$$\begin{cases} U_1 = 2U - U_2 \\ 0 = U_2^2 - 4U \cdot U_2 + U_2^2 \end{cases}$$

$$\begin{cases} U_1 = 2U - U_2 = 0 \\ U_2 = 2U \end{cases}$$

$$2U \rightarrow 0 \quad \Delta U = -2U$$

$$0 \rightarrow 2U \quad \Delta U = 2U$$



$$O \quad \vec{r} = \vec{0}$$

$$P = (d, k)$$

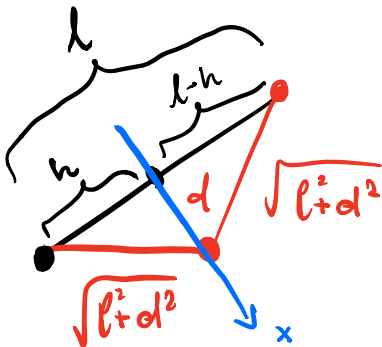
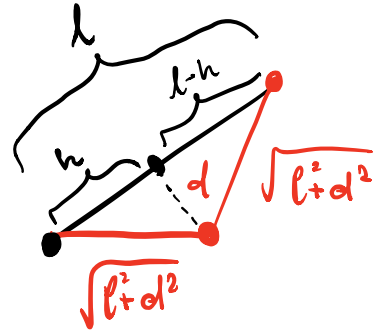
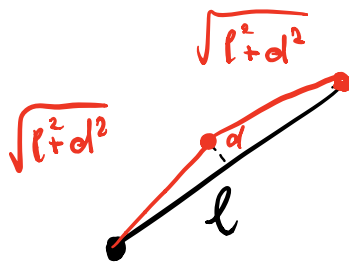
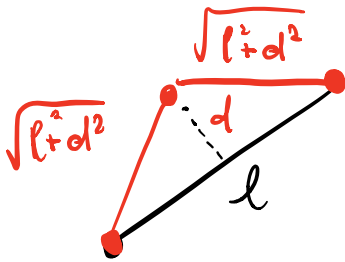
$$O' \quad \vec{r} = (0, v_x \cdot t)$$

$$O'_0 = (v_x \cdot t, 0)$$

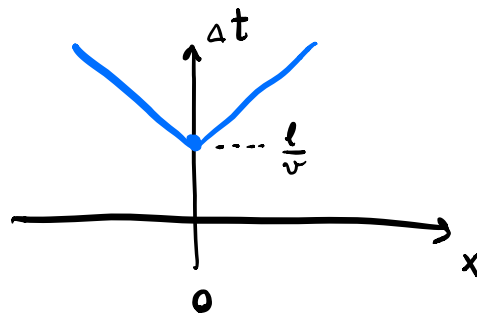
$$P = (d - v_x \cdot t, k)$$



SHORTEST PATH @ $v = \text{const} \Rightarrow \text{least } \Delta t$

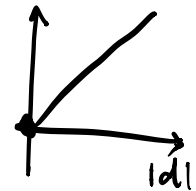


$$\Delta t = \frac{\sqrt{(l-k)^2 + x^2} + \sqrt{k^2 + x^2}}{v}$$

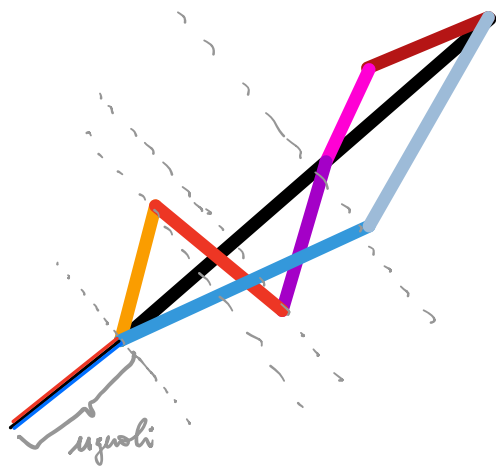


area del triangolo

$$A = d \cdot \frac{(l-k)}{2} + \frac{d}{2} k = \frac{d \cdot l}{2}$$



$$A_{\min} = A(d=0) = 0 \quad \forall k$$

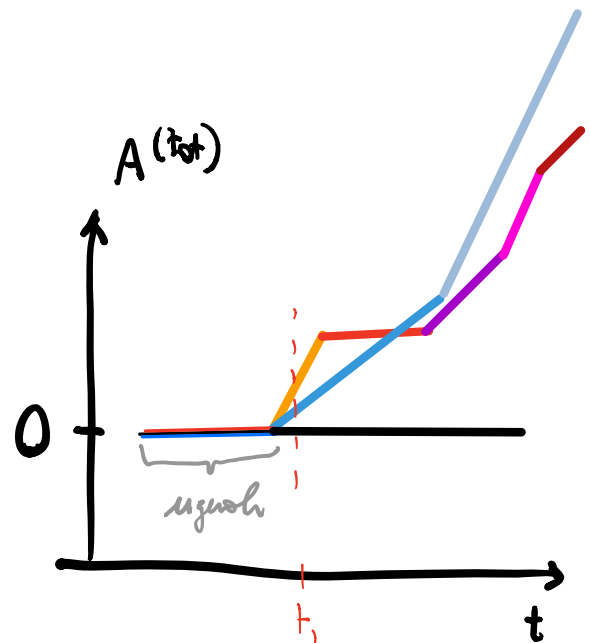


$$A^{tot,1} = A_1 + A_2 + A_3 + A_4 + A_5$$

$$A^{tot,2} = A_1 + A_2$$

$$A^{tot,1} = A_{uguale} + A^{tot,1}$$

$$A^{tot,2} = A_{uguale} + A^{tot,2}$$



sotto l'assunzione di $v = \text{const}$ è effettivamente così

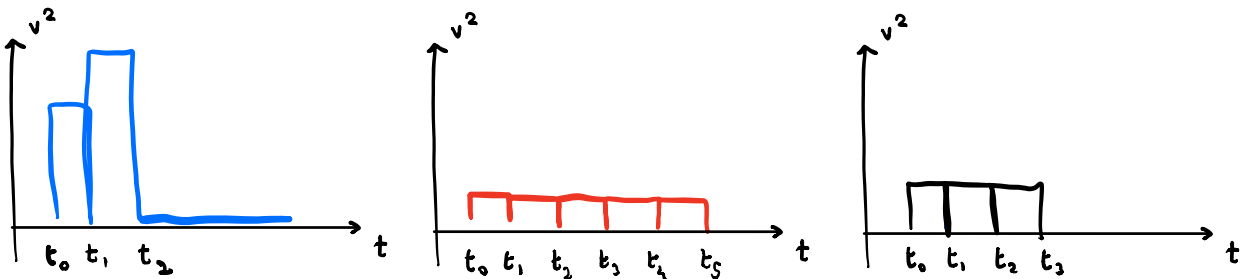
ma che succede se $v \neq \text{const}$? in altre

parole cosa somma $\sum_i A_i$?

COSA C'E' NEU A_i ?

\vec{v} impulso \rightarrow è un vettore, dunque punta
non va bene perché una q.tà che
punta è diversa se la guardo da
direzioni diverse, mentre tutti siamo
d'accordo sul risultato anche se
lo guardiamo da direzioni diverse

$|\vec{v}|^2 \propto$ energia cinetica : siccome $|\vec{v}|^2$ non è un vettore
ma uno scalare, è una
q.tà su cui siamo tutti d'accordo



essendo un'energia saprei pure cosa fare se
nel mio problema ci fosse una energia potenziale

$$A = \sum_i v_i^2 \Delta t$$

Δt ci deve essere fissa se $v_i = \text{const}$
 abbiamo visto che si realizza il
 cammino del tempo più corto

$$x_i \rightarrow x_i + \epsilon_i$$

$$v_i = \frac{x_{i+1} - x_i}{\Delta t} \rightarrow v_i + \frac{\epsilon_{i+1} - \epsilon_i}{\Delta t}$$

$\epsilon_i = \epsilon_{i+1}$ normale
 trasformazione
 di Poincaré

$$A = \sum_i v_i^2 + 2v_i \frac{\epsilon_{i+1} - \epsilon_i}{\Delta t} + \dots \quad \leftarrow \alpha(\epsilon^2)$$

zero se fosse una normale
 trasformazione di Poincaré

$$\frac{-v_i \epsilon_i + v_{i-1} \epsilon_i}{\Delta t} = \frac{-\epsilon_i \Delta v_i}{\Delta t}$$

$$A = v_N \epsilon_{N+1} - v_1 \epsilon_1 + \sum_i \left(-\epsilon_i \frac{\Delta v_i}{\Delta t} + v_i^2 \right)$$

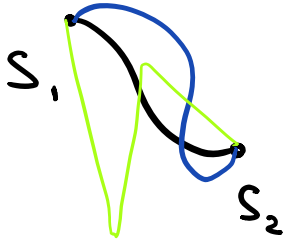
libertà di cambiare ϵ_i
 nella parte
 centrale del
 cammino

$$v_1 (\epsilon_2 - \epsilon_1) + v_2 (\epsilon_3 - \epsilon_2) = \epsilon_2 \frac{(v_2 - v_1)}{\Delta t} - \underbrace{v_1 \epsilon_1 + v_2 \epsilon_3}_{\text{cond. iniziali}}$$

se per qualunque ϵ_i ho $\epsilon_i \frac{\Delta v_i}{\Delta t} = 0$

dove come $\frac{\Delta v_i}{\Delta t} = 0$ ovvero $p = mv$ è conservato

LA CONSERVAZIONE SEGUE DALL'INVARIANZA DI A QUANDO $x \rightarrow x+c$



$$S'_{AB} = \int_A^B dt \left[\overbrace{L + \frac{d}{dt} f}^{\dot{L}} \right] = S_{AB} + f(A) - f(B)$$

$$L = \frac{1}{2} m \dot{x}^2$$

$$\left. \begin{aligned} x' &= x + c(t) \\ \dot{x}' &= \dot{x} + \dot{c} \end{aligned} \right\} \text{trasformazione di Poincaré}$$

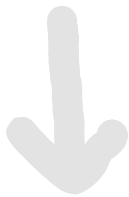
$$\Delta L = m \dot{x} \Delta \dot{x} = m \dot{x} \dot{c}$$

$$= \underbrace{\frac{d}{dt} (m \dot{x} c)}_{\text{irrelevant}} - \frac{d}{dt} (m \dot{x}) c$$

$$\Delta L = 0 \quad \forall \epsilon \Rightarrow \frac{d}{dt} (m \dot{x}) = 0$$

$$L = \frac{1}{2} m (\dot{x}^2 + \dot{y}^2 + \dot{z}^2) = \frac{1}{2} m \dot{x}^2 + \frac{1}{2} m \dot{y}^2 + \frac{1}{2} m \dot{z}^2$$

$$\begin{aligned} x' &= x + c \\ y' &= y \\ z' &= z \end{aligned}$$



P_x è conservato

$$\begin{aligned} x' &= x \\ y' &= y + c \\ z' &= z \end{aligned}$$

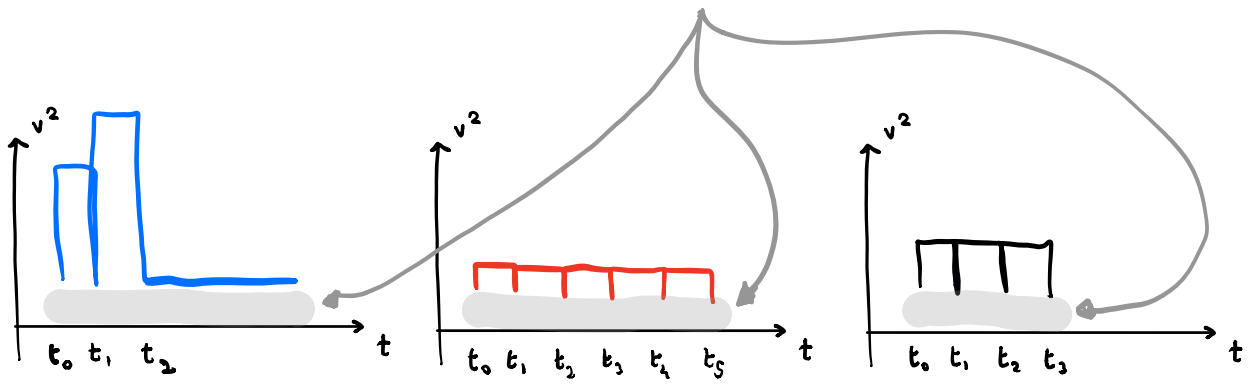


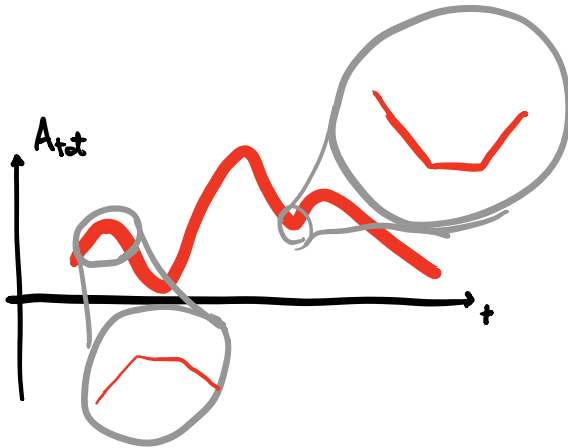
P_y è conservato

$$\begin{aligned} x' &= x \\ y' &= y \\ z' &= z + c \end{aligned}$$



P_z è conservato





MASSIMO

↗
prima sale

↘
dopo scende



ci deve essere un punto in cui non sale né scende

MINIMO

↘
prima scende

↗
poi sale



ci deve essere un punto in cui non sale né scende

$$\frac{dt}{dx} = \frac{1}{2v} \left(\frac{2x}{\sqrt{k^2 + x^2}} + \frac{2x}{\sqrt{(l-k)^2 + x^2}} \right) = 0 \Rightarrow x = 0$$

$$\frac{d}{dt} \frac{dL}{dx} = \frac{dL}{dx}$$

$$L = \frac{1}{2} m \dot{x}^2$$

$$\frac{d}{dt} m \dot{x} = 0$$

\Rightarrow

$m v$ è costante nel tempo

Equazione del Moto

ma da dove viene questo "invariante" ?

MOMENTO ANGOLARE

$$\begin{cases} z = z \\ x = x \cos \vartheta + y \sin \vartheta \\ y = -x \sin \vartheta + y \cos \vartheta \end{cases} \quad \vartheta \rightarrow 0$$

$$\begin{cases} v_z = v_z \\ v_x = v_x \overset{0(\vartheta)}{\cos \vartheta} + v_y \overset{0(\vartheta)}{\sin \vartheta} + x \overset{0(\vartheta)}{\sin \vartheta} \cdot \dot{\vartheta} + y \overset{0(\vartheta)}{\cos \vartheta} \cdot \dot{\vartheta} \\ v_y = -v_x \overset{0(\vartheta)}{\sin \vartheta} + v_y \overset{0(\vartheta)}{\cos \vartheta} - x \overset{0(\vartheta)}{\cos \vartheta} \cdot \dot{\vartheta} + y \overset{0(\vartheta)}{\sin \vartheta} \cdot \dot{\vartheta} \end{cases}$$

$$L' = L = \frac{1}{2} m \left[v_x^2 c^2 + v_y^2 s^2 + 2v_x v_y cs + v_x^2 s^2 + v_y^2 c^2 - 2v_x v_y cs \right] = \frac{1}{2} (m v_x^2 + v_y^2)$$

$$\begin{aligned} \Delta L &= m v_x \Delta v_x + m v_y \Delta v_y \\ &= m v_x \left[\cancel{v_y} \cdot \vartheta + x \overset{0(\vartheta)}{\vartheta} \dot{\vartheta} + y \overset{0(\vartheta)}{\dot{\vartheta}} \right] \\ &+ m v_y \left[-\cancel{v_x} \cdot \vartheta - x \overset{0(\vartheta)}{\dot{\vartheta}} + y \overset{0(\vartheta)}{\vartheta} \dot{\vartheta} \right] = \\ &= \underbrace{m v_x [x \vartheta + y]}_{\cancel{m v_x [x \vartheta + y]}} \dot{\vartheta} + \underbrace{m v_y [-x + y \vartheta]}_{\cancel{m v_y [-x + y \vartheta]}} \dot{\vartheta} = \\ &= \cancel{\frac{d}{dt} (m v_x [x \vartheta + y] \vartheta)} - \cancel{\frac{d}{dt} (m v_x (x \vartheta + y))} \vartheta \end{aligned}$$

$$+ \frac{d}{dt} (m v_y (-x + y \vartheta)) \vartheta - \frac{d}{dt} [m v_y (-x + y \vartheta)] \vartheta$$

$$\frac{d}{dt} (m v_x y - m v_y x) = 0 + d(\vartheta) +$$

Analytic Mechanics would argue that

$$I(q, \dot{q}) = \sum_i \frac{\partial L}{\partial \dot{q}_i} \frac{\partial f}{\partial s}(q_i, 0) \text{ is on "first integral"} \\ \text{a conserved quantity}$$

if $Q_s = f(q, s)$ leaves L invariant

$$L(Q_s, \dot{Q}_s) = L(q, \dot{q}) \quad \forall s$$

$$\frac{\partial L}{\partial q_i} = m \dot{q}_i$$

$$f_{\text{trans}}: q \mapsto q + s \quad \left. \frac{\partial f(q, s)}{\partial s} \right|_{s=0} = 1$$

$$I(q, \dot{q}) \stackrel{f_{\text{trans}}}{=} m \dot{q}$$

$$f_{\text{rot}} : x' = x \cos \vartheta + y \sin \vartheta$$

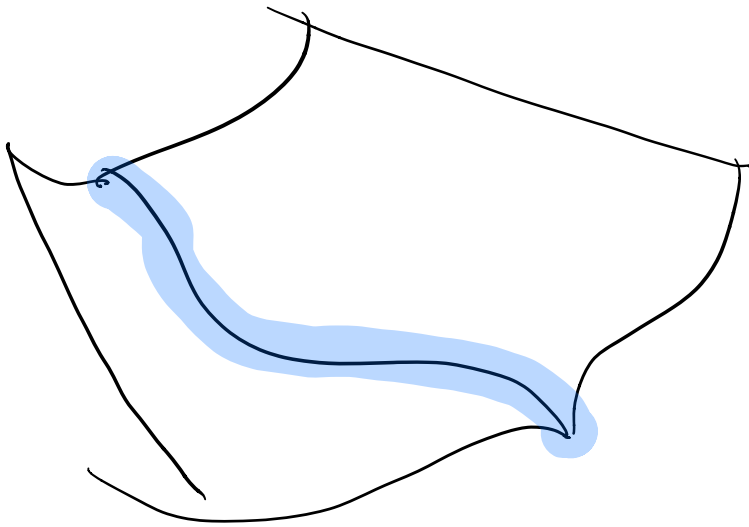
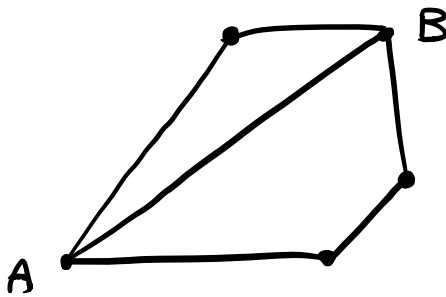
$$y' = -x \sin \vartheta + y \cos \vartheta$$

$$\left. \frac{\partial f}{\partial s} \right|_{s=0} = \begin{cases} y \\ -x \end{cases}$$

$$I = P_x y - P_y x$$

angular momentum

$$\delta S = 0$$



$$\mathcal{L} = \frac{1}{2} \partial_\mu \phi \partial^\mu \phi \quad \Rightarrow \quad T^\mu{}_\nu = \begin{matrix} E^2 & E p_x & E p_y & E p_z \\ E p_x & p_x^2 & p_x p_y & p_x p_z \\ E p_y & p_x p_y & p_y^2 & p_y p_z \\ E p_z & p_x p_z & p_y p_z & p_z^2 \end{matrix}$$