

# Lecture 2

## Statistics & Classical Mech

Office Hours:

130-230 Thursday and 10-11 Friday?

### Statistics Reminder

$$\text{Mean } \langle x \rangle = \mu = \frac{1}{N} \sum_{i=1}^N x_i$$

$$\text{Var}(x) \equiv \sigma^2 = \frac{1}{N} \sum_{i=1}^N (x_i - \mu)^2, \quad \sigma \text{ is std dev}$$

*Sometimes adjusted*

$$\begin{aligned} \text{Var}(x) &= \frac{1}{N} \sum_{i=1}^N x_i^2 - 2x_i \mu + \mu^2 = \langle x^2 \rangle - 2\mu \langle x \rangle + \mu^2 \\ &= \langle x^2 \rangle - \langle x \rangle^2 \quad * \end{aligned}$$

$$\text{Var}(x) \geq 0 \Rightarrow \langle x^2 \rangle \geq \langle x \rangle^2$$

Lets look back at our random walks

$$\text{disp} = \sum_{i=1}^M n_i \quad (+a, -a) \text{ for each } n_i$$

$$= a(N_+ - N_-) = a(2N_+ - M)$$

$$\langle d \rangle = a \langle N_+ \rangle - a \langle N_- \rangle \xrightarrow{M \rightarrow \infty} \frac{aM(p_+ - p_-)}{aM(2p - 1)} = 0 \text{ for } p_+ = p_- = 1/2$$
$$\langle d \rangle^2 = a^2 M^2 (4p^2 - 4p + 1)$$

$$\text{Var}(d) = \langle d^2 \rangle - \langle d \rangle^2$$

$$\langle d^2 \rangle = a^2 \langle (2N_+ - M)^2 \rangle = a^2 \langle 4N_+^2 - 4N_+M + M^2 \rangle$$

$$\text{Var}(N_+) = Mp(1-p) = \langle N_+^2 \rangle - \langle N_+ \rangle^2$$

$$\Rightarrow \langle N_+^2 \rangle = Mp(1-p) + M^2 p^2$$

$$\text{Var}(d) = a^2 [4(Mp(1-p) + M^2 p^2) - 4M^2 p + M^2]$$

$$= a^2 [4Mp(1-p)] \stackrel{p=1/2}{=} Ma^2$$

$$\text{RMS } D = \sqrt{\langle d^2 \rangle} \rightarrow a\sqrt{M}$$

We saw for a real example how we can get a series of  $x_i$  from a coin flip process.  
 Could also get  $x_{i+1}$  from  $x_i$  by some rule, EG in MD equations of motion (next)

$x_i$  could also come from a series of measurements

Assumed that  $x_i$  come from underlying prob dist  $P(x)$



Has properties

$$\text{prob } x \in (a, b) = \int_a^b P(x) dx$$

Normalized  $\int_{-b}^b P(x) dx = 1$   
 ← or proper range

For this continuous distribution

$$\langle A \rangle = \int A(x) P(x) dx$$

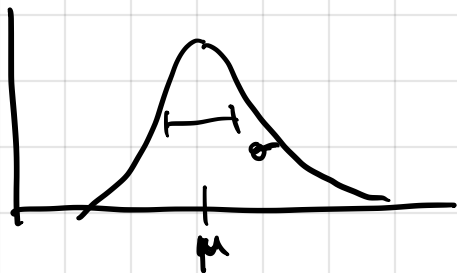
$$\mu = \langle x \rangle = \int x P(x) dx$$

$$\sigma^2 = \langle (x - \mu)^2 \rangle = \int (x - \mu)^2 P(x) dx = \int x^2 P(x) dx - \mu^2$$

$\mu$  &  $\sigma$  are fixed properties of dist

Name probability distributions?

Important example  $P(x) = N(\mu, \sigma^2) = \frac{1}{\sqrt{2\pi\sigma^2}} e^{-\frac{(x-\mu)^2}{2\sigma^2}}$



If we sample from a dist and measure a quantity, feels like we should approx the true value

$$\mu_N = \frac{1}{N} \sum_{i=1}^N x_i \quad , \quad x_i \text{ measurements independent}$$

$$\langle \mu_N \rangle = \frac{1}{N} \sum \langle x_i \rangle = N\mu/N = \mu$$

$$\text{Var}(\mu_N) = \langle \mu_N^2 \rangle - \langle \mu_N \rangle^2$$

$$\langle \mu_N^2 \rangle = \frac{1}{N^2} \sum_i \sum_j \langle x_i x_j \rangle = \frac{1}{N^2} \sum_i (\langle x_i^2 \rangle + (N-1)\mu^2)$$

$$\langle x_i x_j \rangle = \langle x_i^2 \rangle \quad , \quad i=j$$

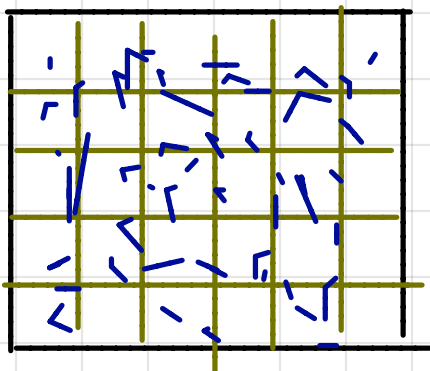
$$\langle x_i \rangle \langle x_j \rangle = \mu^2 \quad \text{if } i \neq j$$

$$= \frac{1}{N^2} \sum_i (\underbrace{\langle x_i^2 \rangle - \mu^2}_{\text{Var}(x_i)} + \frac{N-1}{N} \mu^2)$$

$$\Rightarrow \text{Var}(\mu_N) = \frac{1}{N^2} \sum_{i=1}^N \text{Var}(x_i) = \frac{1}{N} \text{Var}(x) = \sigma^2/N$$

$$\sigma_N = \sigma / \sqrt{N} \quad , \quad \text{increasing ind samples gets } \mu_N \text{ closer to } \mu \text{ by factor } \sqrt{N}$$

In stat mech, imagine taking a large system



$$N_{\text{boxes}} = V / \frac{1}{2} l d$$

Compute  $A_i$  on any subsystem  
Then  $\text{Var}(A_i) \sim \frac{1}{\sqrt{N}}$

Bigger the system, the more a single measurement is reflective of true  $\langle A \rangle$

Central limit theorem: If  $X_i$  taken from any  $P(x)$

$$\text{Sample mean } \mu_N = \frac{1}{N} \sum_{i=1}^N X_i$$

$$P(\mu_N - \mu) \xrightarrow{N \rightarrow \infty} \mathcal{N}(0, \sigma^2/N)$$

## Classical Mechanics

Assume our systems will be classical

$$\begin{aligned} \vec{r} &= (\vec{r}_1, \vec{r}_2, \dots, \vec{r}_N) & \vec{a} &= \frac{d\vec{v}}{dt} = \frac{d^2\vec{r}}{dt^2} \\ \vec{v} &= (\vec{v}_1, \vec{v}_2, \dots, \vec{v}_N) & \vec{a} &= \dot{\vec{v}} = \ddot{\vec{r}} \end{aligned}$$

Newton's Equations say  $F = ma$  i.e.

$$m_i \ddot{r}_i = F_i(\vec{r}_1, \dots, \vec{r}_N), \quad 3N \text{ diff eq}$$

If we know  $\vec{v}(0)$  and  $\vec{r}(0)$ , and  $F(r)$ ,  
everything is determined

If no friction, or dissipation, and know potential energy  $U(\vec{r})$

then  $F(\vec{r}) = -\nabla U(\vec{r})$  i.e.

$$F_i(\vec{r}) = -du(r)/dr_i \quad (\text{no dep on vel})$$

The total  $E$  is kinetic + pot energy

$$E(\vec{r}, \vec{v}) = \frac{1}{2} m \vec{v}^2 + U(r) = \vec{p}^2 / 2m + U(r)$$

$$\text{momentum } p_i = v_i m_i$$

If  $F = -\nabla U$ , say these are conservative forces because  $E$  is const

$$\frac{dE}{dt} = \frac{1}{2} m (v \dot{v} + \dot{v} v) + \frac{dU(r)}{dt}$$

chain rule  $\left[ \frac{dX}{dt} = \sum_{i=1}^N \left( \frac{\partial X}{\partial r_i} \right) \frac{dr_i}{dt} = \sum \left( \frac{\partial X}{\partial r} \right) \dot{r}_i \right]$

$$= \vec{m} \vec{v} \cdot \vec{a} + \sum \frac{\partial U}{\partial r_i} \dot{r}_i = \vec{v} \cdot \vec{F} - \vec{F} \cdot \vec{v} = 0$$

# Lagrangian Mechanics

For conservative systems, there is another way to solve classical problems called Lagrangian Mechanics:

$$\mathcal{L}(\vec{r}, \dot{\vec{r}}) = K(\dot{r}) - U(r) \quad \star$$

Euler-Lagrange equations:

$$\frac{d}{dt} \left( \frac{\partial \mathcal{L}}{\partial \dot{r}_i} \right) - \frac{\partial \mathcal{L}}{\partial r_i} = 0 \quad (\text{Sec 1.6})$$

For  $K = \frac{1}{2} m \dot{r}_i^2$ , equiv to

$$m \ddot{r}_i = -\nabla U = F$$

Why is this helpful? It applies for other coordinates, i.e. where  $q_i = f_i(\vec{r})$ , could be diff func for each coord

Lagrangian Mech. is useful for some methods, but also leads to a second generalized set of EOMs, Ham. Mech.

$\mathcal{H}(\vec{r}, \vec{p})$  is Hamiltonian and  $\vec{p}$  are "conj. mom."

In cartesian,  $\vec{p} = m \vec{v}$ , but generalize to

$$p_i = \frac{\partial \mathcal{L}}{\partial \dot{q}_i} \quad \left[ \text{Same for } K(q) = m \dot{q}_i^2 / 2 \right]$$

$$K = \sum \dot{r}_i^2 / 2 m_i, \quad \mathcal{H} = K + U(q)$$

$$\begin{aligned} \dot{q}_i &= \partial \mathcal{H} / \partial p_i \\ \dot{p}_i &= -\partial \mathcal{H} / \partial r_i \end{aligned}$$

$\mathcal{H}$  generates dynamics in any coord system

The  $\mathcal{H}$  and  $\mathcal{L}$  are connected by a "Legendre transform" [sec 1.5]

$$\mathcal{H}(p, q) = \sum_i \frac{\partial \mathcal{L}}{\partial \dot{q}_i} \dot{q}_i - \mathcal{L} = \sum_i \dot{q}_i p_i - \mathcal{L} \quad \left[ \begin{array}{l} \text{for cartesian,} \\ \sum m_i v_i^2 - (\frac{1}{2} \sum m_i v_i^2 - U) \\ = U + K \end{array} \right]$$

$$\frac{d\mathcal{H}(p, q)}{dt} = \sum \frac{\partial \mathcal{H}}{\partial q_i} \dot{q}_i + \frac{\partial \mathcal{H}}{\partial p_i} \dot{p}_i = \sum -\dot{p}_i \dot{q}_i + \dot{q}_i \dot{p}_i = 0$$