

How to develop algorithms with $\det M = 1$

Four formulations of classical mechanics ↪ Canonical Transformation

1) Newtonian: $\vec{F} = m\vec{a} \Rightarrow \frac{d^2 \vec{r}}{dt^2} = \frac{\vec{F}(\vec{r})}{m}$

2) Lagrangian: variational
 ↪ generalized coordinates (angles)
 " momentum
 ↪ basis for Runge Kutta algorithm

3) Hamiltonian: momentum is a fundamental degree of freedom ind. of \vec{r} .

$$\frac{d\vec{r}}{dt} = \frac{\vec{p}}{m} !$$

$$\frac{d\vec{p}}{dt} = - \frac{\partial H}{\partial \vec{r}} = \frac{\partial H}{\partial \vec{p}}$$

Hamilton's Eq.

transformations of $(\vec{r}, \vec{p}) \rightarrow (\vec{r}', \vec{p}')$

which preserves the form of Ham. Eq.

are canonical transformations: $\det M = 1$

4) Poissonian: instead of equations of motion, operator form of the solution!

Recall Taylor expansion for $f(x, y)$

$$\begin{aligned}
 f(x+c, y) &= f(x, y) + c \frac{\partial f}{\partial x} + \frac{1}{2} c^2 \frac{\partial^2 f}{\partial x^2} + \dots \\
 &= \left(1 + c \frac{\partial}{\partial x} + \frac{1}{2} c^2 \frac{\partial^2}{\partial x^2} + \dots \right) f(x, y) \\
 &\quad + \frac{1}{3!} c^3 \frac{\partial^3}{\partial x^3} + \frac{1}{4!} c^4 \frac{\partial^4}{\partial x^4} \\
 &= e^{c \frac{\partial}{\partial x}} f(x, y) = f(x+c, y)
 \end{aligned}$$

what is now

$$\begin{aligned}
 (c(y) \frac{\partial}{\partial x})^2 &= c(y) \frac{\partial}{\partial x} \left[c(y) \frac{\partial}{\partial x} \right] \\
 &= c(y)^2 \frac{\partial^2}{\partial x^2}
 \end{aligned}$$

$$\begin{aligned}
 e^{c(y) \frac{\partial}{\partial x}} f(x, y) &= \left(1 + c(y) \frac{\partial}{\partial x} + \frac{1}{2} (c(y) \frac{\partial}{\partial x})^2 + \dots \right) f(x, y) \\
 &= \left(1 + c(y) \frac{\partial}{\partial x} + \frac{1}{2} c^2 \frac{\partial^2}{\partial x^2} + \dots \right) f(x, y)
 \end{aligned}$$

$\xrightarrow{\text{Lie operator}}$ $e^{c(y) \frac{\partial}{\partial x}} f(x, y) = f(x+c(y), y)$ $\xleftarrow{\text{Lie series}}$
 Lie transform

Hamiltonian Mechanics

independent q_i, p_i conjugated variables
 generalized ↑ ↑ generalized
 coordinates momentum variables

Hamiltonian function $H(q_i, p_i) = \sum_i \frac{p_i^2}{2m} + V(q_i)$ ↙

Hamilton's equation of motion

$$\frac{dq_i}{dt} = \dot{q}_i = \frac{\partial H}{\partial p_i} = \frac{p_i}{m}$$

$$\dot{p}_i = -\frac{\partial H}{\partial q_i} = -\frac{\partial V}{\partial q_i} = F_i$$

therefor $\ddot{q}_i = \dot{p}_i = \frac{F_i}{m}$ ← Newton's eq. of motion.

Consider the evolution of $f(q, p)$ any fct of q, p .

$$\dot{f} = \sum_i \left(\frac{\partial f}{\partial q_i} \dot{q}_i + \frac{\partial f}{\partial p_i} \dot{p}_i \right)$$

Poisson
↙ bracket

$$\text{For } H = \sum_i \frac{p_i^2}{2m} + V(q_i)$$

$$= \sum_i \left(\frac{\partial f}{\partial q_i} \dot{q}_i + \frac{\partial f}{\partial p_i} \dot{p}_i \right) = \sum_i \left(\frac{\partial f}{\partial q_i} \frac{\partial H}{\partial p_i} - \frac{\partial f}{\partial p_i} \frac{\partial H}{\partial q_i} \right)$$

$$\dot{f} = \sum_i \left(\frac{\partial H}{\partial p_i} \frac{\partial}{\partial q_i} - \frac{\partial H}{\partial q_i} \frac{\partial}{\partial p_i} \right) f = \{f, H\}_{q, p}$$

$$= \sum_i \left(\frac{p_i}{m} \frac{\partial}{\partial q_i} + F_i \frac{\partial}{\partial p_i} \right) f = (T + V) f(q, p)$$

$$T = \sum_i \frac{p_i^2}{2m} \frac{\partial}{\partial q_i} \quad V = \sum_i F_i \frac{\partial}{\partial p_i}$$

$$= f$$

$$\frac{df}{dt} = (T+V)f$$

Poisson Eq. of motion.

$$\Rightarrow \frac{1}{f} \frac{df}{dt} = (T+V) \Rightarrow \frac{d}{dt} \ln f = (T+V) \Rightarrow \ln f = (T+V)t + c$$

$$f(q, p, t) = e^{t(T+V)} f(q, p, 0)$$

Poisson's solution !

Let's see a simple example

$$H = \frac{p^2}{2m} - ma \zeta \quad \leftarrow \text{cost}$$

$$T = \frac{\partial H}{\partial p} \frac{\partial}{\partial \zeta} = \frac{p}{m} \frac{\partial}{\partial \zeta} \quad V = -\frac{\partial V}{\partial \zeta} \frac{\partial}{\partial p} = ma \frac{\partial}{\partial p}$$

$$\text{def } v \equiv \frac{p}{m} \quad T = v \frac{\partial}{\partial \zeta} \quad V = a \frac{\partial}{\partial v}$$

$$f = e^{t(T+V)} f_0 \quad \hat{H} = T+V$$

$$Hv = a$$

$$f(t) = \left(1 + tH + \frac{1}{2}t^2 H^2 + \frac{1}{6}t^3 H^3 + \dots \right) f_0$$

$$= f_0 + tV + \frac{1}{2}t^2 a + 0 + 0 + 0.$$

$$= f_0 + tV + \frac{1}{2}t^2 a$$

$$v(t) = v + ta$$

$$H f_0 = v$$

$$H^2 f_0 = Hv = a$$

what happens now if $a(\varphi) \equiv \frac{F(\varphi)}{m}$ not a const. ?

$$q(t) = e^{t\hat{H}} q \quad v(t) = e^{t\hat{H}} v$$

$$= (1 + t\hat{H} + \frac{1}{2}t^2\hat{H}^2 + \dots) q \quad \hat{H} = T + V$$

However, we note that \hat{H} if similar to \hat{H} $= v \frac{\partial}{\partial \varphi} + a(\varphi) \frac{\partial}{\partial v}$

$$q(t) = e^{t(T+V)} q$$

$$e^{tT} q = e^{tv \frac{\partial}{\partial \varphi}} q = (1 + tv \frac{\partial}{\partial \varphi} + \frac{1}{2}(tv)^2 \frac{\partial^2}{\partial \varphi^2} + \dots) q$$

$$= q + tv \quad \text{exactly}$$

$$e^{tv \frac{\partial}{\partial \varphi}} f(\varphi) = f(\varphi + tv)$$

The effect of each e^{tT}

$$e^{tV} q = q$$

are known e^{tV}

exactly!

$$e^{tT} v = v$$

$$e^{tV} v = e^{t a(\varphi) \frac{\partial}{\partial v}} v = v + t a(\varphi) !$$

exactly

Since the effect of e^{tT} , e^{tV} are known exactly

$$e^{tT} f(\xi, v) = f(\xi + tv, v) \quad v \equiv \frac{p}{m}$$

$$e^{tV} f(\xi, v) = f(\xi, v + t a(\xi))$$

the solution operator

$$e^{t(T+V)} = \prod_i e^{t a_i T} e^{t b_i V}$$

Can be approximated by a *product of operators*

Algebraization of algorithms

The key to this product approximation is

Baker-Campbell-Hausdorff formula:

$[A, B] \neq 0$

$$e^{\epsilon A} e^{\epsilon B} = e^{\epsilon(A+B) + \frac{\epsilon^2}{2}[A, B] + \dots}$$

$$e^{\epsilon A} e^{\epsilon B} = e^{\epsilon(A+B)} + O(\epsilon^2) \quad e^{\epsilon[A+B + \frac{\epsilon}{2}[A, B] + \dots]}$$

first-order

first error in $A+B$

symplectic algorithm

$$T_{1a} = e^{\Delta t V} e^{\Delta t T}$$

$$\begin{aligned} q(\Delta t) &= e^{\Delta t V} e^{\Delta t T} q \\ &= e^{\Delta t V} (q + \Delta t v) \\ &= q + \Delta t (v + \Delta t a(q)) \end{aligned}$$

in reverse order of the operators

This is equivalent to:
Cromer's algorithm

$$\left. \begin{aligned} v_1 &= v + \Delta t a(q) \\ q_1 &= q + \Delta t v_1 \end{aligned} \right\} \begin{array}{l} \text{the order of} \\ \text{the algorithm is} \end{array}$$

Similarly $T_{1b} = e^{at} T e^{-at} V$

What are $T_{1b} \phi$, $T_{1b} v$?

What is the resulting algorithm?

To create second-order (the Hamilton has second-order error in Δt) algorithm $\sim \Delta t^2$

$$T_{2a} = T_{1a}(\frac{1}{2}\Delta t) T_{1b}(\frac{1}{2}\Delta t)$$

$$= e^{\frac{\Delta t}{2}V} e^{\frac{\Delta t}{2}T} e^{\frac{\Delta t}{2}T} e^{\frac{\Delta t}{2}V}$$

$$= e^{\frac{\Delta t}{2}V} e^{\Delta t T} e^{\frac{\Delta t}{2}V}$$

2a :

$$v_1 = v + \frac{1}{2}\Delta t a(q)$$

$$q_1 = q + \Delta t v_1$$

$$v_2 = v_1 + \frac{1}{2}\Delta t a(q_1)$$

$$\begin{pmatrix} q(\Delta t) \\ v(\Delta t) \end{pmatrix} = e^{\frac{\Delta t}{2}V} e^{\Delta t T} e^{\frac{\Delta t}{2}V} \begin{pmatrix} q \\ v \end{pmatrix}$$

$$= e^{\frac{\Delta t}{2}V} e^{\Delta t T} \begin{pmatrix} q \\ v + \Delta t a(q) \end{pmatrix}$$

$$= e^{\frac{\Delta t}{2}V} \begin{pmatrix} q + \Delta t v \\ v + \Delta t a(q + \Delta t v) \end{pmatrix}$$

$$= \begin{pmatrix} q + \Delta t (v + \frac{\Delta t}{2} a(q)) \\ v + \frac{\Delta t}{2} a(q) + \Delta t a(q + \Delta t (v + \frac{\Delta t}{2} a(q))) \end{pmatrix}$$

$$T_{2b} = e^{\frac{\Delta t}{2}T} e^{\Delta t V} e^{\frac{\Delta t}{2}T}$$

↑
you derive the corresponding algorithm.

Let's assignment : 2 by Friday
1 by next Wednesday.

Prove that $2a + 2b$ are second-order algorithm

Since $T_{2a} + T_{2b}$ are left-right symmetric

$$T_2(-\Delta t) T(\Delta t) = 1 \quad \text{time-symmetric}$$

$$\cancel{e^{-\frac{\Delta t}{2}v}} \cancel{e^{-\Delta t T}} \cancel{e^{-\frac{\Delta t}{2}v}} \cancel{e^{\frac{\Delta t}{2}v}} \cancel{e^{\Delta t T}} \cancel{e^{\frac{\Delta t}{2}v}} = 1$$

therefore:

$$T_2(\Delta t) = e^{\Delta t(\tau+v) + \Delta t^3 E_3 + \Delta t^5 E_5 + \dots}$$

otherwise
cannot be $T_2(-\Delta t) T(\Delta t) = 1$
be \rightarrow

must be at least
second-order in Δt