

## Hamiltonian Systems in $\mathbf{R}^{2n}$

Let  $H : \mathbf{R}^{2n} \rightarrow \mathbf{R}$  be a  $C^k$  function,  $k \geq 1$ . Write coordinates  $(q, p) = (q_1, \dots, q_n, p_1, \dots, p_n)$  on  $\mathbf{R}^{2n}$ .

A system of differential equations of the form

$$\begin{aligned}\dot{q}_i &= \frac{\partial H}{\partial p_i} \\ \dot{p}_i &= -\frac{\partial H}{\partial q_i}\end{aligned} \quad i = 1, \dots, n \quad (1)$$

is called a *Hamiltonian system* with  $n$  degrees of freedom and Hamiltonian function  $H$ . We also write  $X_H$  for the vector field defined by (1).

Sometimes we write the shortened form of (1) as

$$\begin{aligned}\dot{q} &= \frac{\partial H}{\partial p} \\ \dot{p} &= -\frac{\partial H}{\partial q}\end{aligned}$$

where  $q = (q_1, \dots, q_n), p = (p_1, \dots, p_n)$ .

If we define  $\nabla H = (\frac{\partial H}{\partial q_1}, \dots, \frac{\partial H}{\partial q_n}, \frac{\partial H}{\partial p_1}, \dots, \frac{\partial H}{\partial p_n})$  and

$$J = \begin{bmatrix} 0 & I \\ -I & 0 \end{bmatrix},$$

where  $I$  is the  $n \times n$  identity matrix, then (1) has the form

$$\dot{z} = J\nabla H(z). \quad (2)$$

The matrix  $J$  above is called the standard symplectic matrix. It is one of the normal forms of a non-degenerate alternating bilinear form on  $\mathbf{R}^{2n}$ . Because of equation (2), one sometimes refers to a Hamiltonian system as a symplectic gradient. However, the orbit structure of a hamiltonian system is vastly different from that of a gradient system.

**Proposition.** *If  $X_H$  is a Hamiltonian system with Hamiltonian  $H$ , then  $H$  is constant on orbits.*

**Proof.**

For any solution curve  $\gamma(t) = (q(t), p(t))$  we have

$$\frac{dH(q(t), p(t))}{dt} = \sum_{i=1}^n \frac{\partial H}{\partial q_i} \dot{q}_i + \frac{\partial H}{\partial p_i} \dot{p}_i$$

$$\begin{aligned}
&= \sum_{i=1}^n H_{q_i} H_{p_i} + H_{p_i} (-H_{q_i}) \\
&= 0
\end{aligned}$$

QED.

## Classical Mechanical Systems in $\mathbf{R}^n$

Let  $x = (x_1, \dots, x_n)$  denote points in  $\mathbf{R}^n$ , and let  $U : \mathbf{R}^n \rightarrow \mathbf{R}$  be a  $C^1$  function. Let  $m_i > 0, i = 1, \dots, n$  be  $n$  positive real constants.

The system

$$m_i \ddot{x}_i = -\frac{\partial U}{\partial x_i}, \quad i = 1, \dots, n \quad (3)$$

is called a *conservative mechanical system* with potential function  $U$  in  $\mathbf{R}^n$ . The constants represent the masses of the system, and the function  $U$  plays the role of potential energy. The system (3) is a formulation of Newton's law of motion which, in words, says that *mass times acceleration equals force* and the force is the negative gradient of the potential energy function. Note that the potential function is a function of position alone (not velocity) and can be an arbitrary  $C^1$  function.

Let  $c_i > 0, i = 1, \dots, n$  denote some other constants.

The system

$$m_i \ddot{x}_i + c_i \dot{x}_i = -\frac{\partial U}{\partial x_i}, \quad i = 1, \dots, n \quad (4)$$

is called a *dissipative mechanical system* with potential function  $U$  and frictional constants  $c_i$ .

Given (3) or (4), we set  $v = (v_1, \dots, v_n) = (\dot{x}_1, \dots, \dot{x}_n)$  and form the function

$$T(x, v) = \frac{1}{2} \sum_{i=1}^n m_i v_i^2 + U(x)$$

This is called the total energy function (or simply the energy function) of the system. The function  $K(v) = \frac{1}{2} \sum_{i=1}^n m_i v_i^2$  is called the *Kinetic Energy* of the system. It is a function of velocity alone.

The equations (3), (4) are second order systems.

We can form the associated first order systems

$$\begin{aligned}\dot{x}_i &= v_i \\ m_i \dot{v}_i &= -\frac{\partial U}{\partial x_i}\end{aligned}\quad (5)$$

and

$$\begin{aligned}\dot{x}_i &= v_i \\ m_i \dot{v}_i &= -c_i v_i - \frac{\partial U}{\partial x_i}\end{aligned}\quad (6)$$

**Proposition.** *There is a coordinate system on  $\mathbf{R}^{2n}$  in which the conservative system (3) becomes a Hamiltonian system.*

**Proof.**

Let  $q_i = x_i, p_i = m_i v_i$ .

Then,

$$H(q, p) = T(x, v) = \frac{1}{2} \sum_{i=1}^n \frac{p_i^2}{m_i} + U(q_1, \dots, q_n)$$

and (3) becomes

$$\begin{aligned}\dot{q}_i &= \frac{p_i}{m_i} = \frac{\partial H}{\partial p_i} \\ \dot{p}_i &= -m_i v_i = -\frac{\partial H}{\partial q_i}\end{aligned}$$

QED.

**Facts.**

1. The critical points of a classical mechanical system are the points  $(x, v)$  with  $x$  a critical point of  $U$  and  $v = 0$ .
2. The total energy function  $T(x, v)$  is a Lyapunov function for a conservative mechanical system and a strict Lyapunov function for a dissipative mechanical system.
3. If  $x_0$  is a strict relative minimum of the potential function  $U$ , then  $(x_0, 0)$  is a stable equilibrium of the system (5) and an asymptotically stable equilibrium of the system (6).

The fact that the energy function  $T(x, v)$  is a Lyapunov function for a mechanical system frequently helps us to get a picture of the the solutions without solving the equation.

To illustrate this phenomenon, let us consider systems with one degree of freedom.

These have the form

$$\ddot{x} + f(x) = 0 \tag{7}$$

where  $f : \mathbf{R} \rightarrow \mathbf{R}$  is a real-valued function of one real variable.

Writing  $U(x) = \int_0^x f(s)ds$ , we get a total energy function of the form

$$T(x, v) = \frac{1}{2}v^2 + U(x)$$

Let us consider some examples.

1. Harmonic oscillator

$$T(x, v) = \frac{v^2}{2} + \frac{x^2}{2}$$

The orbits are circles around the origin  $(0, 0)$  which is a single stable equilibrium.

2. Pendulum

$$T(x, v) = \frac{v^2}{2} + k(1 - \cos(x))$$

for some constant  $k > 0$ .

The critical points are  $(\pm n\pi, 0)$ . The stable ones are  $(2\pi n, 0)$  and the saddles are  $(\pi(2n + 1), 0)$ .

3. Duffing equation

$$T(x, v) = \frac{v^2}{2} + \frac{x^4}{4} - \frac{x^2}{2}$$

There are three critical points at  $(0, 0), (-1, 0), (1, 0)$ . The origin is a saddle and the others are centers ( a center is a critical point surrounded by periodic orbits).

When one adds friction to each of the above equations, the orbits cross the level sets of  $T$  instead of lying in them.