

# Theoretische Physik I: Klassische Mechanik - Übungsblatt

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Sommersemester 2022  
Übungsblatt 3

Deadline: 6.05. 23 Uhr online

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## Aufgabe 3.1: A straight path. 5p.

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In the absence of a potential, a particle (of mass  $M$ ) flies in a straight line at constant velocity  $v_0$  (by Newton's first law). The particle starts at  $x(0) = 0$  and evolves into  $x(t_f) = x_f \equiv v_0 t_f$ . Let's see that this solution strictly minimizes the action.

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3.1a)

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Write an expression for the action in 1 dimension.

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3.1b)

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Write  $x(t) = v_0 t + f(t)$  and rewrite your expression for the action using this form. What are the boundary conditions for  $f(t)$ ? Is this a particular case? (i.e. have we lost any generality by considering this form of  $x(t)$ ?)

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3.1c)

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Show that the term linear in  $\dot{f}(t)$  vanishes on integration, while the quadratic term,  $\dot{f}^2(t)$  is nonnegative and is only zero if  $f = 0$  everywhere.

**Aufgabe 3.2: Let there be light. 7p.**

## 3.2a)

Show that the shortest distance between two points is a straight line. To do this, work in 2 dimensions, and pick coordinates where the starting and ending points are  $(0, 0)$  and  $(x_f, 0)$  and consider  $y = y(x)$ . Write an expression for the total distance in terms of  $y(x)$ , and show that it is minimized when  $y(x) = 0$ .

## 3.2b)

The time it takes light to travel a distance  $\ell$  is  $\ell/c$  in vacuum, but  $n\ell/c$  in a medium with index of refraction  $n$  (and speed of light  $c/n$ ).

Fermat's principle states that light going from point  $\vec{r}_1$  to point  $\vec{r}_2$  will take the path which takes the shortest time. Show that, in empty space, light travels in a straight line.

## 3.2c)

Next, consider light which starts at  $(0, -y_0)$  and goes to  $(x_f, +y_f)$  with  $y_0$  and  $y_f$  positive distances. For  $y < 0$  the index of refraction is  $n = 1$ , while for  $y > 0$  it is  $n = n_0 > 1$  (for glass,  $n = 1.5$ ). Assume that the light crosses  $y = 0$  at a point  $(x_0, 0)$ . Argue that the light takes a straight path from  $(0, -y_0)$  to  $(x_0, 0)$  and a straight path from  $(x_0, 0)$  to  $(x_f, y_f)$ . Find the total time the light takes, and use Fermat's principle to solve for  $x_0$ . Show that the incoming and outgoing angles obey Snell's law.

**Aufgabe 3.3: It is never luck. 7p.**

First, show that the perimeter of a circle with area  $A$  is smaller than the perimeter of a square with area  $A$ . Is this luck, or something deep?

Consider a general curve which we will write in polar coordinates as  $r = r(\theta)$ . Write an expression for the perimeter of the curve  $P$  and an expression for its area  $A$ . Applying a Lagrange multiplier for  $A$ , so that our “action” is  $S = P - \lambda A$ , find an equation for  $r(\theta)$  which shows that it minimizes  $P$  at fixed  $A$ . Show that the circle  $r = R$  is a solution, while anything with a corner is not.

Extra credit: Is  $r = R$  the only solution? If not, what else solves the equation?