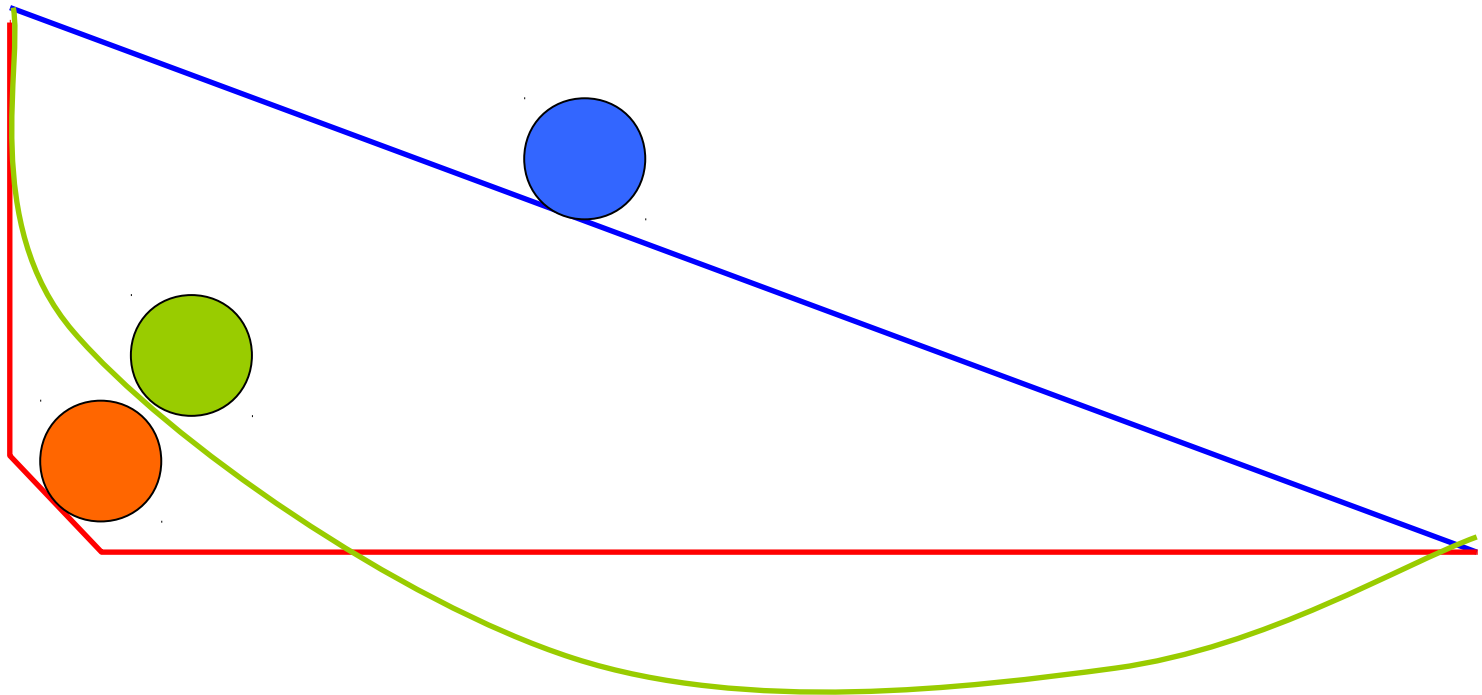


# The fastest way down

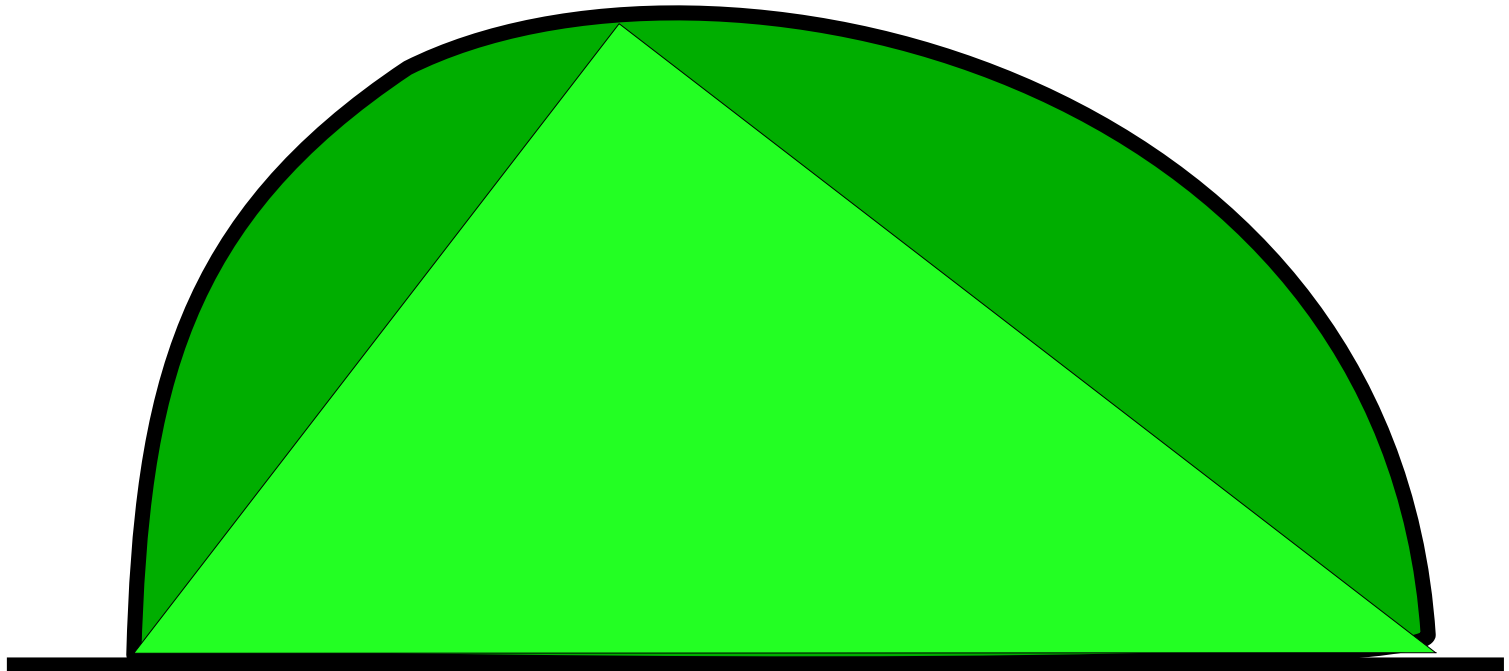


# Queen Dido's problem

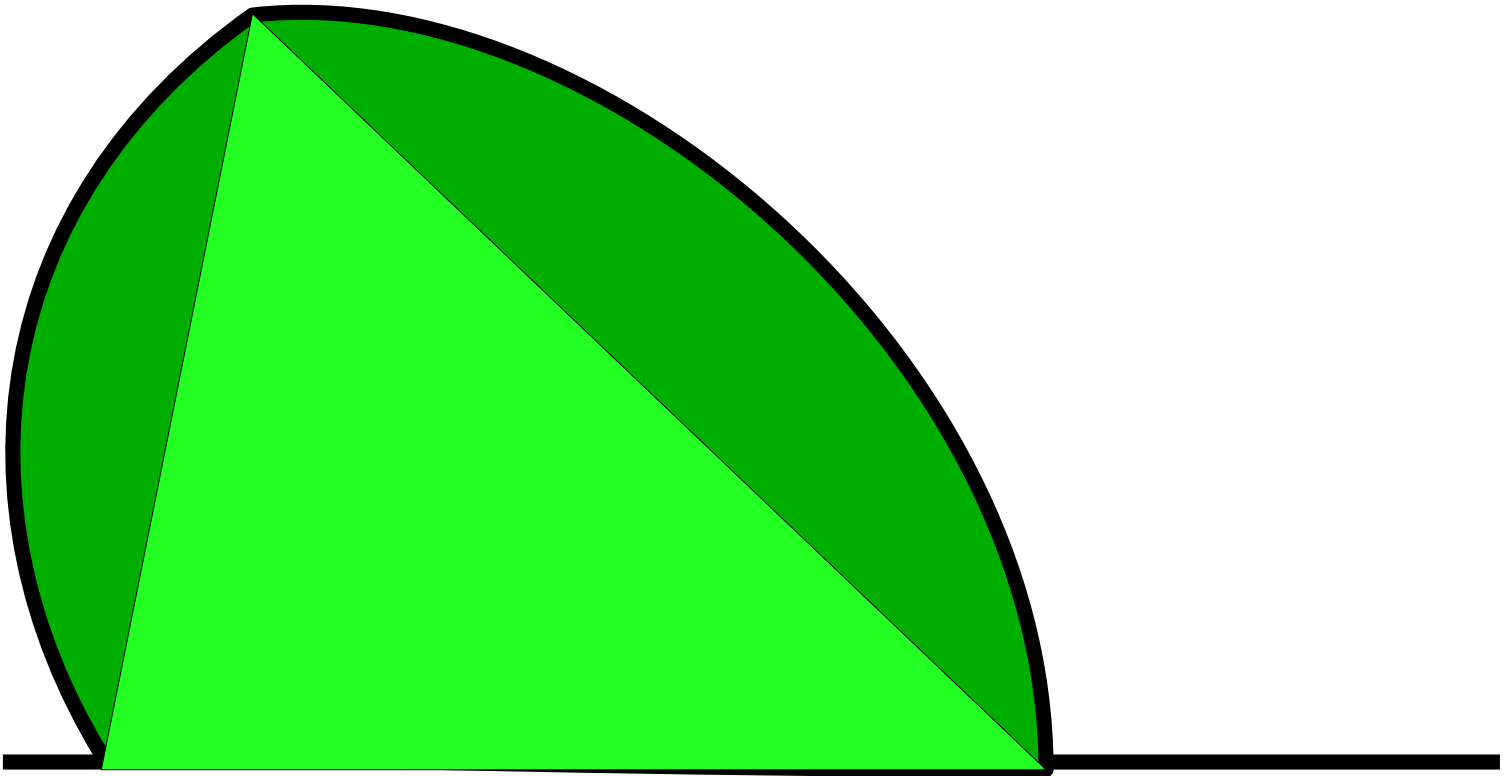


Zenodorus 200BC, Pappus 300AD, Steiner 1841

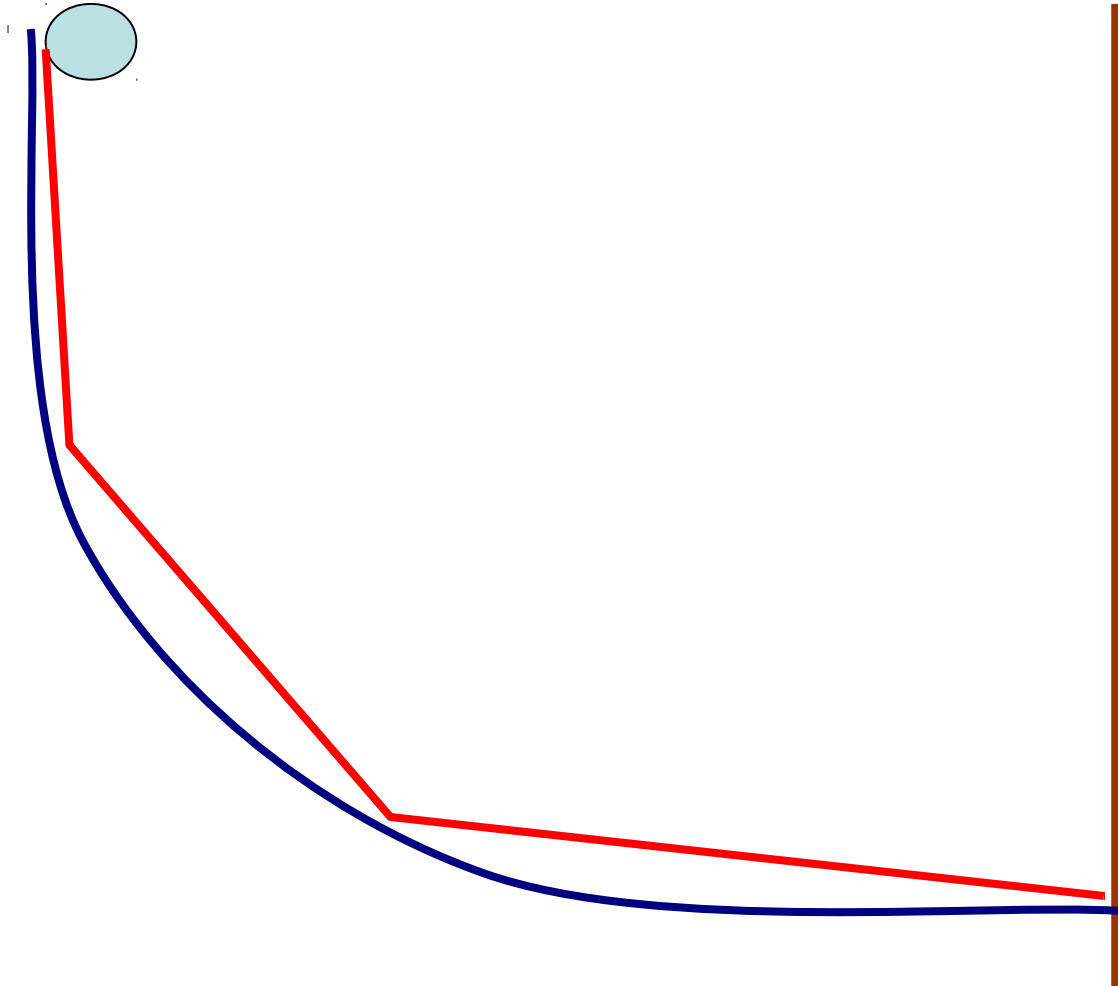
# Queen Dido's Problem



# Queen Dido's Problem



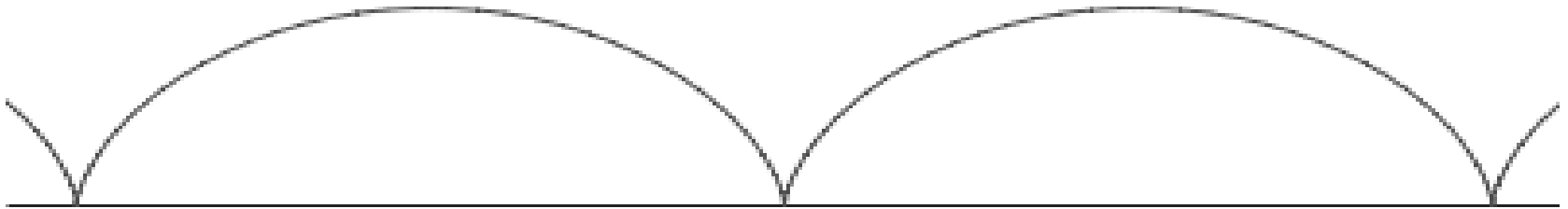
# Galileo's Scholium Problem



# Cycloid

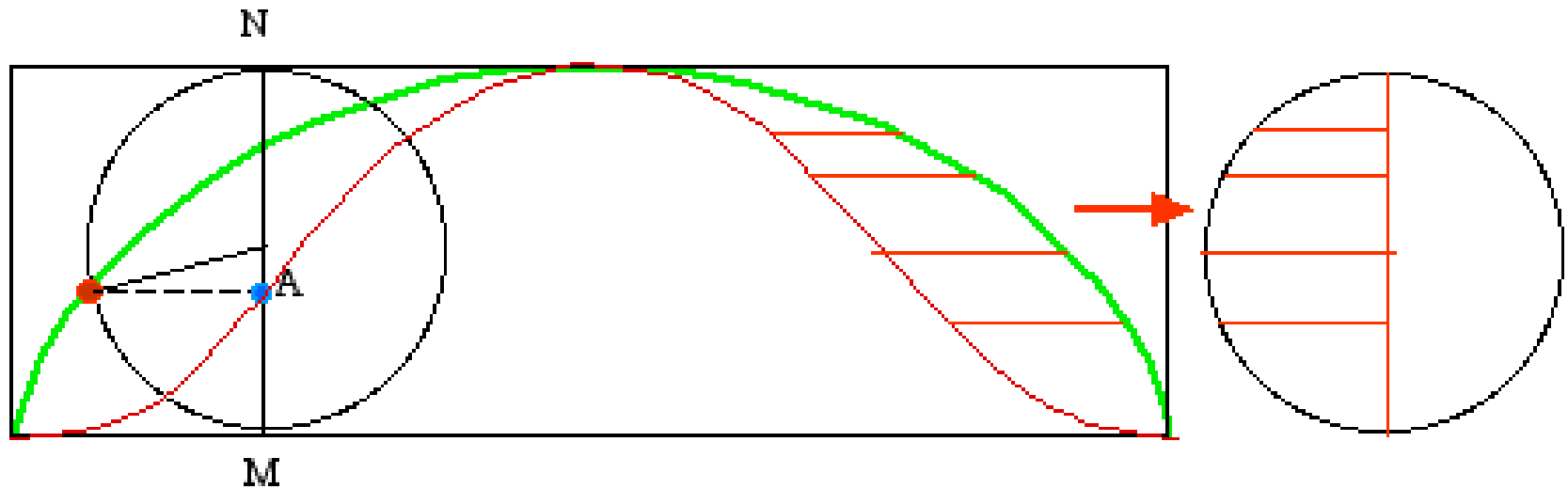
$$x = r(\theta - \sin \theta)$$

$$y = r(1 - \cos \theta)$$



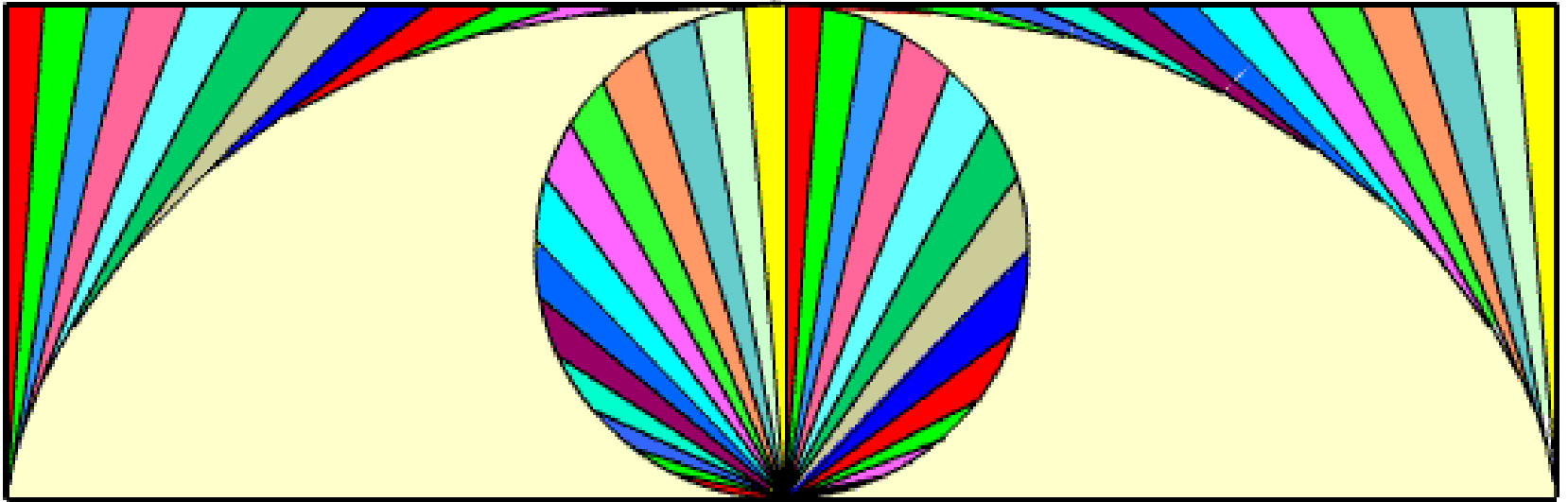
- First studied by Nicholas of Cusa and Charles Bouvelles
- Galileo called it a cycloid and tried to find the area of an arc. Area found by G.P. de Roberval, also Toricelli
- Length of arc found by Christopher Wren

# Area of Cycloid



- Roberval and Toricelli
- Cavalieri's Principle

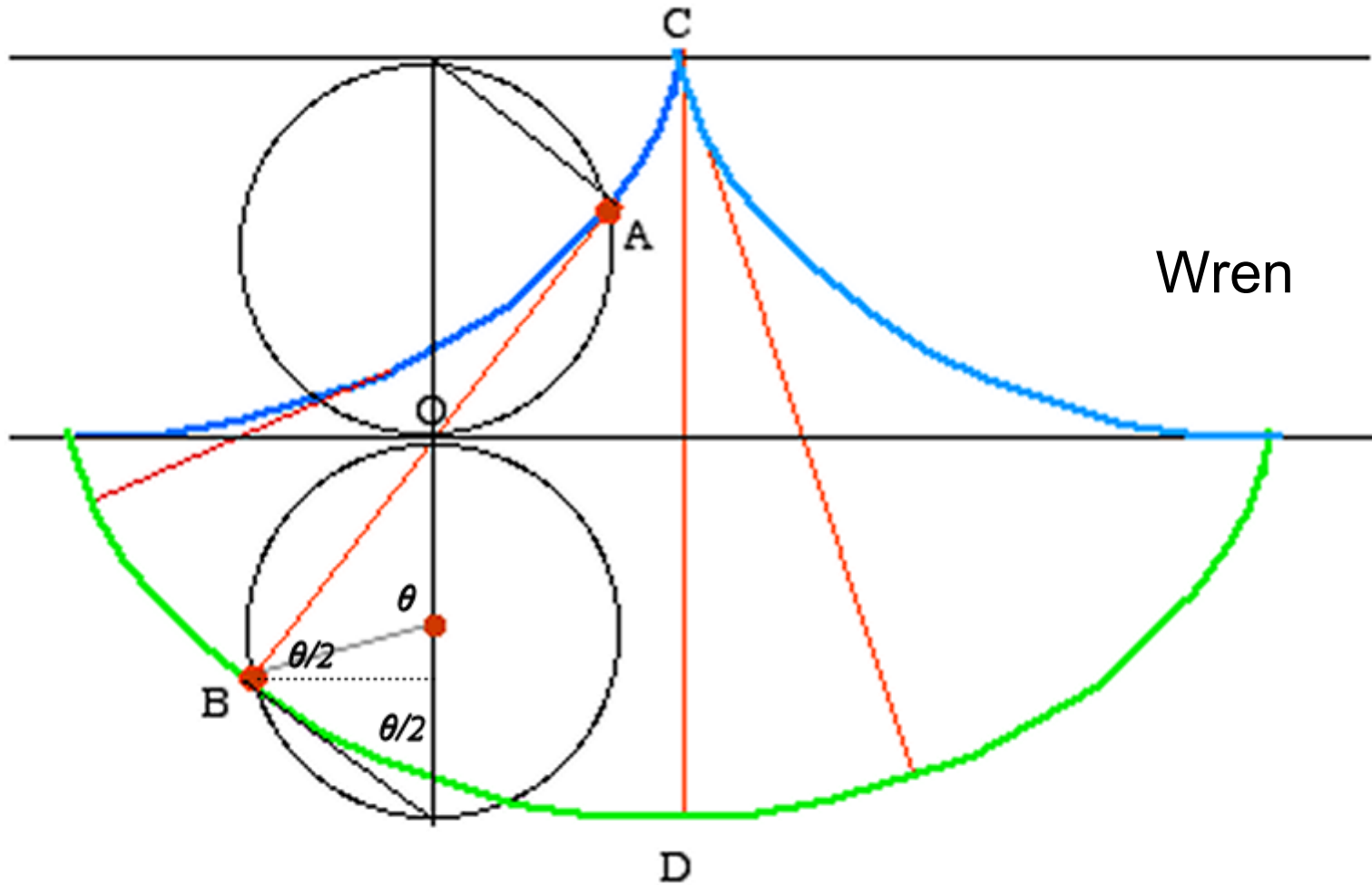
# Visual Calculus by Mamikon



- The area of a tangent sweep is equal to the area of its tangent cluster, regardless of the shape of the original curve.

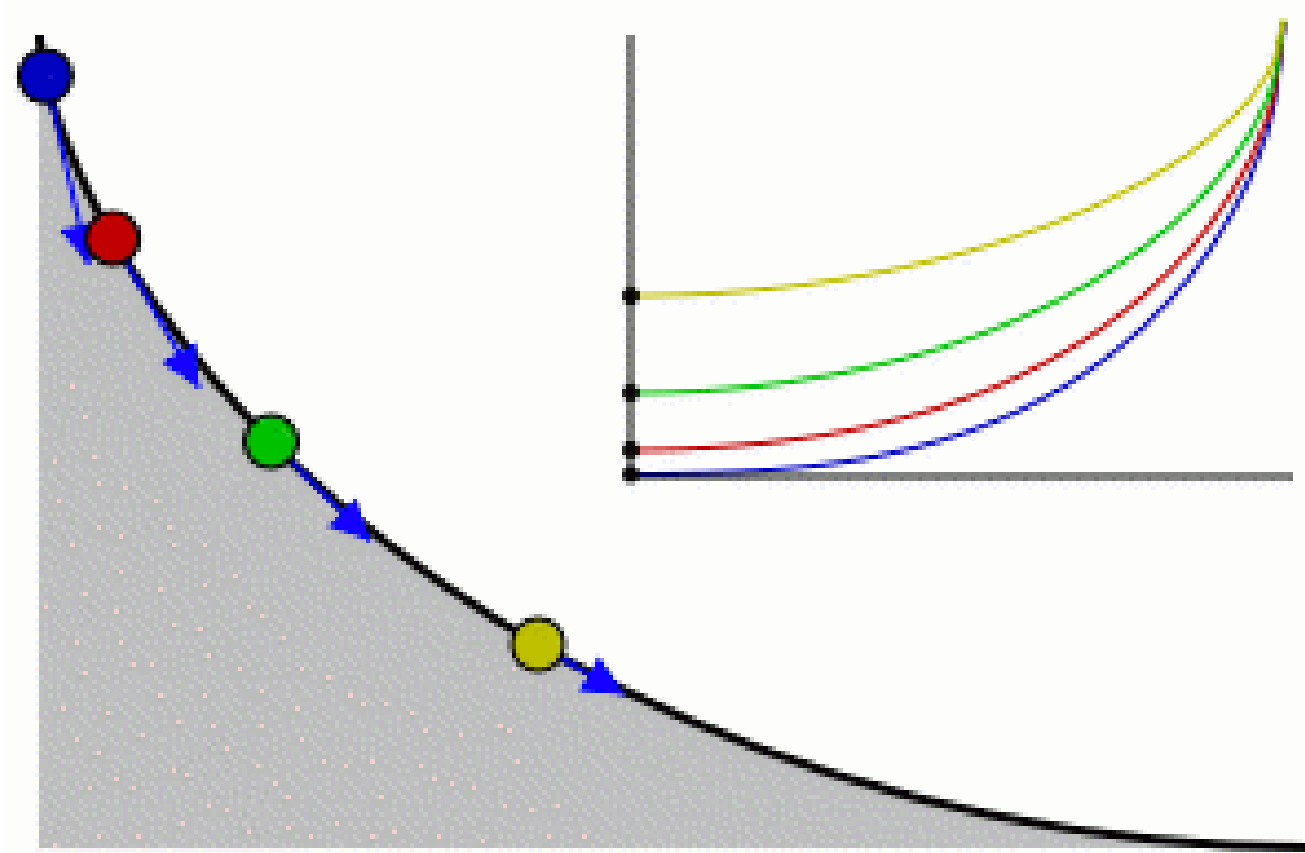


# Length of cycloid



# Tautochrone

- Proposed by Pascal, solved by Huygens



This diagram and some others are from Wikipedia

# Tautochrone

For simple harmonic motion

$$s'' = -k^2 s \quad s = A \sin kt \quad T = 2\pi/k$$

Virtual gravity constraint

$$g \cos \frac{\theta}{2} = k^2 s \quad \frac{g}{2} \sin \frac{\theta}{2} d\theta = -k^2 ds$$

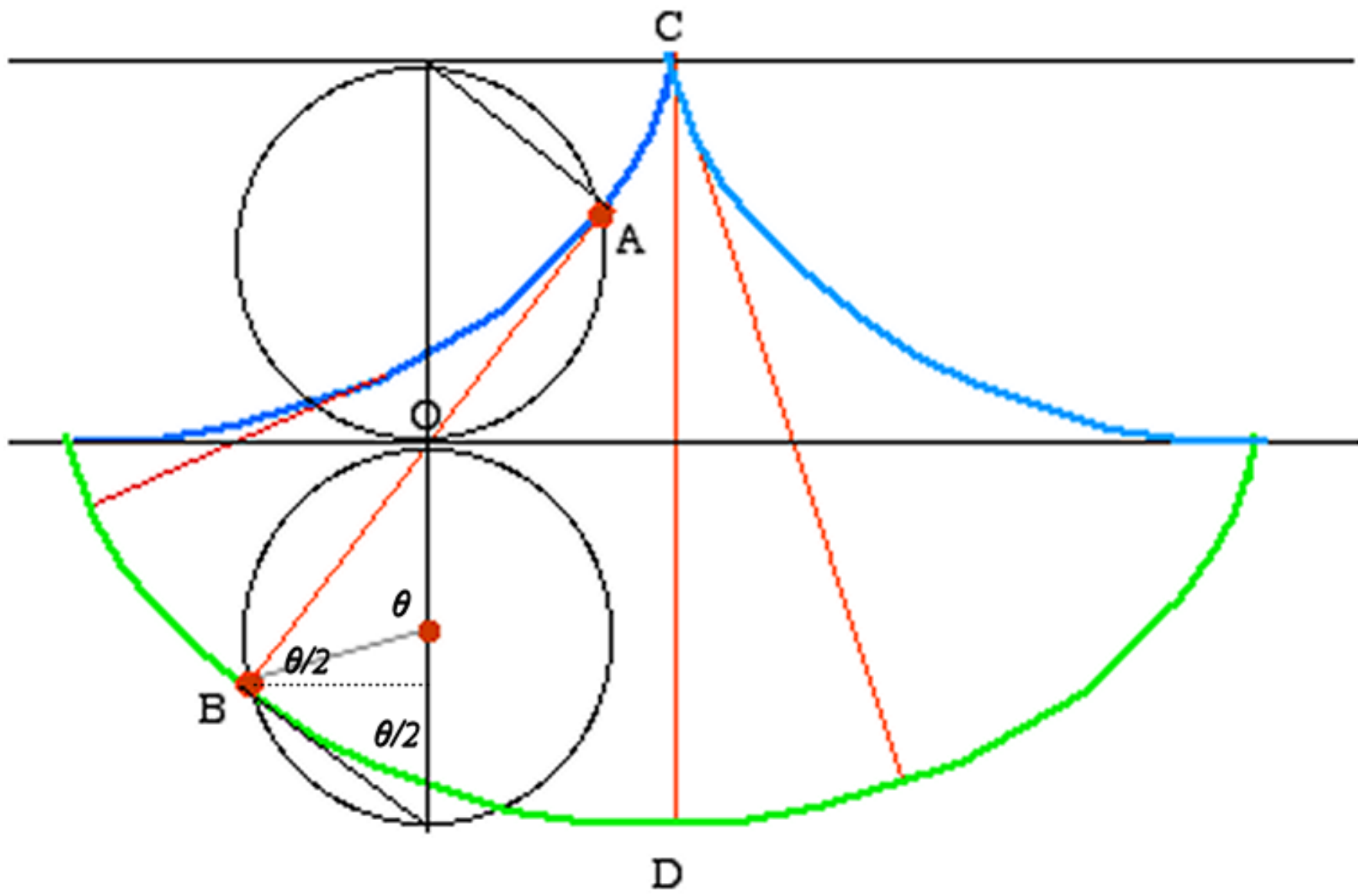
What happens with the cycloid

$$ds = -4r \sin \frac{\theta}{2} d\frac{\theta}{2} \quad \longrightarrow \quad k = \sqrt{\frac{g}{4r}}$$

# Brachistochrone

# Brachistochrone

- Proposed + solved by Johann Bernoulli in 1696 using Fermat's principle of least time for light.
- Also Leibniz, l'Hôpital, Jakob Bernoulli, and Newton



# Brachistochrone

Fastest path can be split into sub-parts – dynamic optimisation

Can split into parts in a number of ways:

Solution using Wren's involute again.

$$v = \sqrt{2gh}$$

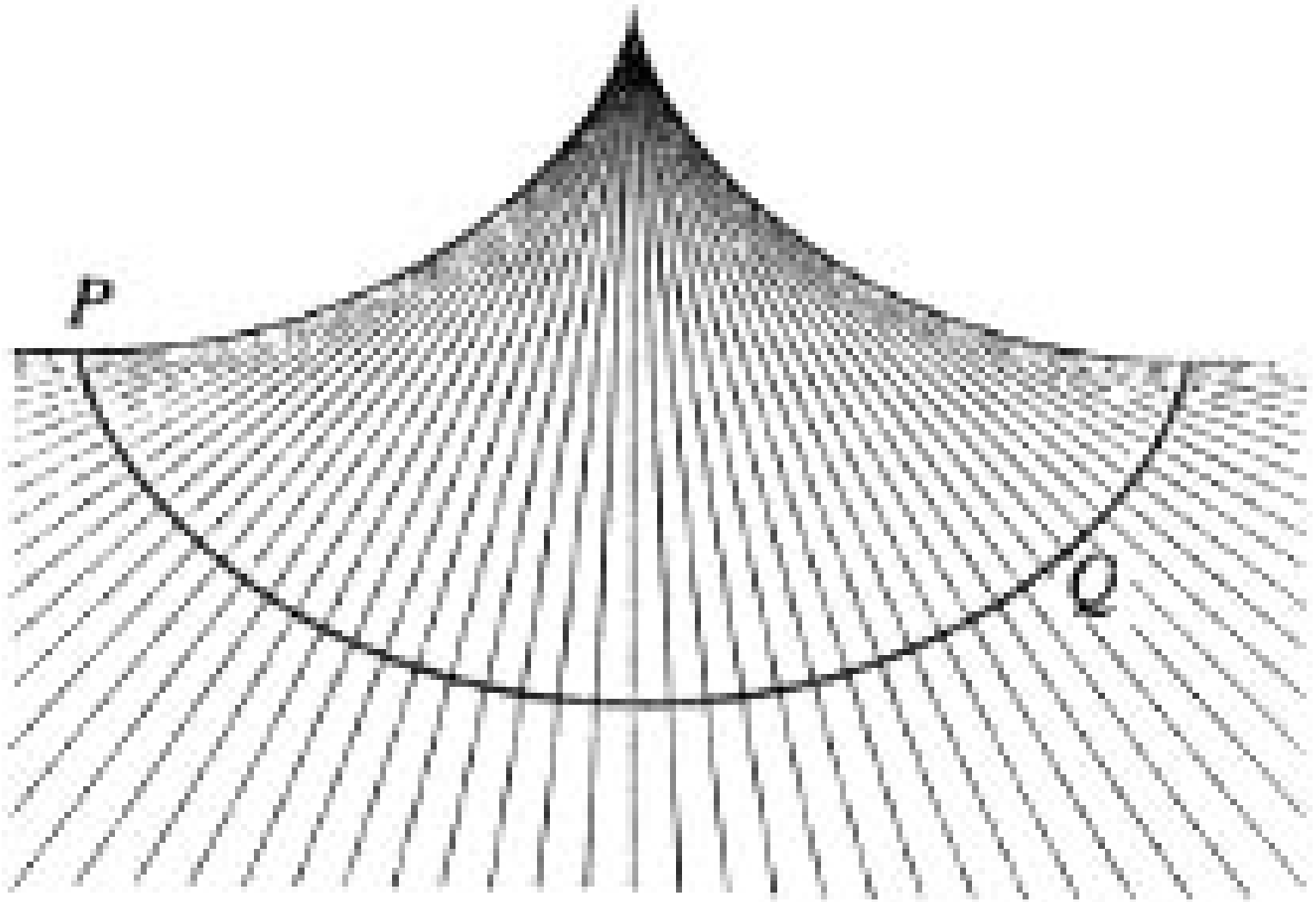
$$h = 2r \cos^2(\theta/2)$$

$$\frac{(d+x) \cos(\theta/2)}{\sqrt{2gx \cos^2(\theta/2)}} \cdot \frac{d\theta}{2}$$

$$\frac{d+x}{\sqrt{x}} \quad \frac{r}{\sqrt{x}} + \sqrt{x}$$

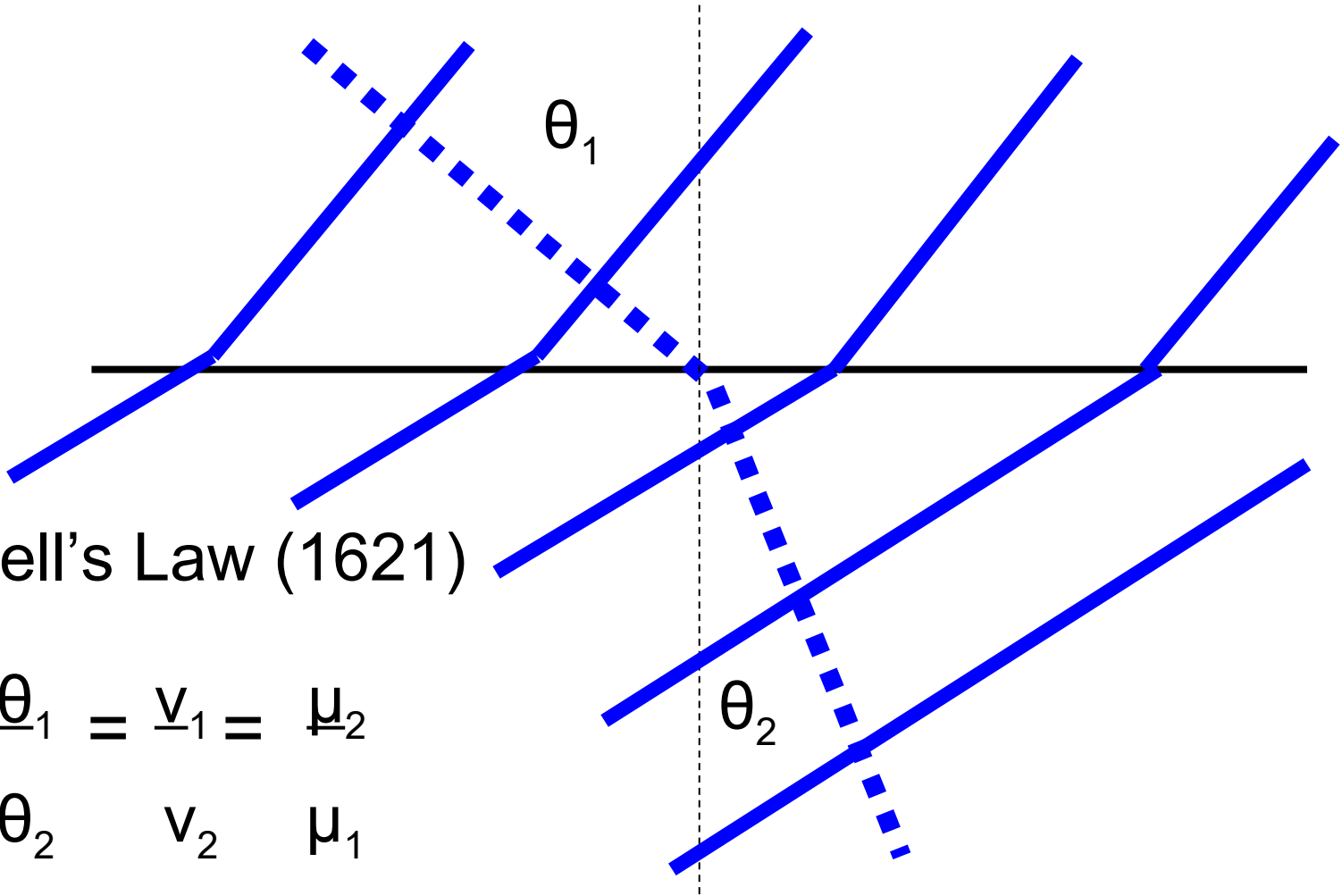
$$x = d$$

# Brachistochrone





# Path of light



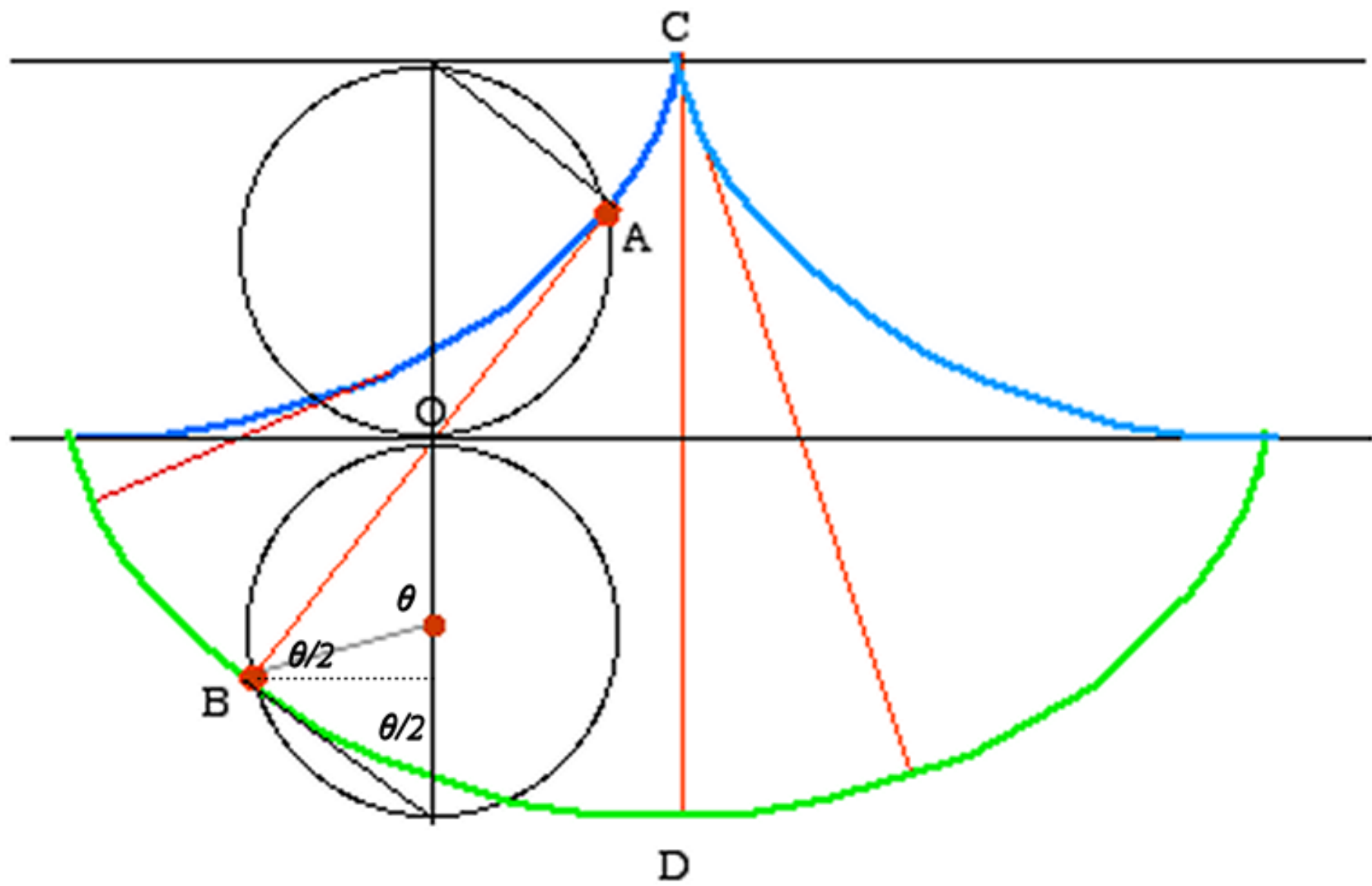
Snell's Law (1621)

$$\frac{\sin \theta_1}{v_1} = \frac{\sin \theta_2}{v_2} = \frac{\mu_2}{\mu_1}$$

$$\frac{\sin \theta_2}{v_2} = \frac{\sin \theta_1}{v_1} = \frac{\mu_1}{\mu_2}$$

# Fermats Principle

- The principle of least time in optics – the light from one point to another follows the path of least time. (Fermat 1662)
- Hero of Alexandria noticed it first for reflections, it was then extended for refraction by Alhacen in 1021.
- But Newton assumed light went faster in glass rather than slower.



# Solution using Fermat's principle and horizontal slices

$$v = \sqrt{2gh}$$

$$\frac{\sin \phi}{v} = K \qquad \frac{\sin \phi}{\sqrt{-2gy}} = \frac{1}{\sqrt{2gD}}$$

For cycloid

$$\frac{\cos(\theta/2)}{\sqrt{2g \cdot 2r \cos^2(\theta/2)}} = \frac{1}{\sqrt{4gr}}$$

# Principle of last action

- Solutions of physical problems with no dissipation involve stationary solutions of the integral of the Lagrangian which is the Kinetic energy minus the potential energy.
- A global optimisation problem

# Euler-Lagrange Equation

- A central equation in the Calculus of Variations. Devised in the 1750s.
- Turns the least action global optimisation problem into a differential equation.
- Under fairly general conditions a stationary condition is satisfied at each point of a solution, except if the solution goes along a boundary .

# Euler-Lagrange Equation

$$J = \int_a^b L(x, f(x), f'(x)) dx$$

$$f(a) = c, f(b) = d$$

$$g_\epsilon(x) = f(x) + \epsilon\eta(x) \qquad \eta(a) = \eta(b) = 0$$

$$J(\epsilon) = \int_a^b L(x, g_\epsilon(x), g'_\epsilon(x)) dx$$

$$\frac{dJ}{d\varepsilon} = \int_a^b \frac{dL}{d\varepsilon}(x, g_\varepsilon(x), g'_\varepsilon(x)) dx$$

$$\frac{dJ}{d\varepsilon} = \int_a^b \left[ \eta(x) \frac{\partial L}{\partial g_\varepsilon} + \eta'(x) \frac{\partial L}{\partial g'_\varepsilon} \right] dx$$

Stationary

$$J'(0) = \int_a^b \left[ \eta(x) \frac{\partial L}{\partial f} + \eta'(x) \frac{\partial L}{\partial f'} \right] dx = 0$$

$$0 = \int_a^b \left[ \frac{\partial L}{\partial f} - \frac{d}{dx} \frac{\partial L}{\partial f'} \right] \eta(x) dx + \left[ \eta(x) \frac{\partial L}{\partial f'} \right]_a^b$$



$$0 = \int_a^b \left[ \frac{\partial L}{\partial f} - \frac{d}{dx} \frac{\partial L}{\partial f'} \right] \eta(x) dx$$

The Euler-Lagrange equation

$$0 = \frac{\partial L}{\partial f} - \frac{d}{dx} \frac{\partial L}{\partial f'}$$

$$\frac{\delta J}{\delta y} = L_y - \frac{d}{dt} L_{y'}$$

# Brachistochrone

Vertical slices + E-L equation

$$\int_{p_1}^{p_2} \frac{\sqrt{1 + y'^2}}{\sqrt{2gy}} dx$$

$$\rightarrow \frac{1}{\sqrt{1 + y'^2} \sqrt{2gy}} = C$$

Via Beltrami identity  
when no dependence on x

$$L - f' \frac{\partial L}{\partial f'} = C$$

# Lavrentiev phenomenon

- Hilbert first to give good conditions for E-L to give a stationary solution.
- Convex area,  $L$  positive  $C^3$ , homogenous in the derivatives  $\rightarrow$  countable sections of paths that are solutions of E-L or go along boundary
- Stationary path not solution for instance

$$L(t, x, x') = (x^3 - t)^2 x'^6$$

$$x(0) = 0, \quad x(1) = 1$$

# Where is it now?

- An ancient problem which has developed over the ages. Queen Dido's problem. Brachistochrone, Tautochrone.
- The basis of modern mechanics. Euler-Lagrange Equation. Hamiltonians. Statistical mechanics
- Still under active development. Noethers theorem. Quantum mechanics. Measurement theory?

# Noether's Theorem

- Any symmetry of the action implies a conservation law

# Extreme Physical Information

- John Archibald Wheeler: *All things physical are information-theoretic in origin and this is a participatory universe... Observer participancy gives rise to information; and information gives rise to physics.*

# Cramér-Rao inequality

- Fisher Information measures the information a random variable carries about an unknown parameter.
- The variance of any unbiased estimator is at least as high as the inverse of the Fisher information

$$\mathbb{E} [\hat{\theta}(X) - \theta] = \int [\hat{\theta}(X) - \theta] \cdot f(X; \theta) dx = 0$$

$$\frac{\partial}{\partial \theta} \mathbb{E} [\hat{\theta}(X) - \theta] = \int (\hat{\theta} - \theta) \frac{\partial f}{\partial \theta} dx - \int f dx = 0$$

$$\int \left( (\hat{\theta} - \theta) \sqrt{f} \right) \left( \sqrt{f} \frac{\partial \ln f}{\partial \theta} \right) dx = 1$$

$$\left[ \int (\hat{\theta} - \theta)^2 f dx \right] \cdot \left[ \int \left( \frac{\partial \ln f}{\partial \theta} \right)^2 f dx \right] \geq 1$$