

CS 101

Numerical Geometric Integration

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Today's Show

Three main points:

Pontryagin added to the mix

- mixing Lagrangian, Hamiltonian, and Legendre into a unifying approach

Non-conservative forces

Noether & Legendre in discrete world

Hamilton-Pontryagin

Continuous Hamilton-Pontryagin

$$\delta \int_0^T (p(\dot{q} - v) + L(q, v)) dt = 0$$

- equivalent to Hamilton's principle
- decouples velocity and position

Hamilton-Pontryagin $\delta \int_0^T (p(\dot{q} - v) + L(q, v)) dt = 0$

Lagrange multiplier = **momentum**

- builds in the Legendre transformation, both Hamilton's configuration space and phase space principles
- synthesizes Lagrangian and Hamiltonian viewpoints
- closely related to Pontryagin's principle in optimal control

Hamilton-Pontryagin

Continuous Hamilton-Pontryagin

$$\delta \int_0^T (p(\dot{q} - v) + L(q, v)) dt = 0$$

Discrete version:

$$\delta \sum_{k=0}^N \left(h p_{k+1} \left(\frac{q_{k+1} - q_k}{h} - v_{k+1} \right) + L^d(q_k, v_{k+1}) \right) = 0$$

taking variations with respect to all discrete variables gives the algorithm for update

Derivations

Take variations w.r.t. all variables

$$\delta \sum_{k=0}^N \left(h p_{k+1} \left(\frac{q_{k+1} - q_k}{h} - v_{k+1} \right) + L^d(q_k, v_{k+1}) \right) = 0$$

$$\begin{aligned} \delta p: & \quad q_{k+1} - q_k = h v_{k+1} \\ \delta q: & \quad p_{k+1} - p_k = D_1 L^d(q_k, v_{k+1}) \\ \delta v: & \quad h p_{k+1} = D_2 L^d(q_k, v_{k+1}) \end{aligned}$$

Discrete Integration

Algorithm

- set initial q_0 and p_0
- solve for v_{k+1}

$$D_2 L^d(q_k, v_{k+1}) - h D_1 L^d(q_k, v_{k+1}) - h p_k = 0$$

- explicit update

$$q_{k+1} = q_k + h v_{k+1}$$

$$p_{k+1} = D_2 L^d(q_k, v_{k+1}) / h$$

Fully Variational Update

Algorithm when $\exists P/D_2 P(q_k, v_{k+1}) = D_1 L^d(q_k, v_{k+1})$

- set initial q_0 and p_0
- solve for v_{k+1}

$$L^d(q_k, v_{k+1}) - h P(q_k, v_{k+1}) - h p_k v_{k+1}$$

- explicit update

$$q_{k+1} = q_k + h v_{k+1}$$

$$p_{k+1} = D_2 L^d(q_k, v_{k+1}) / h$$

Back to Regular Hamilton's

Treatment of non-conservative forces

- remember Lagrange-d'Alembert?

$$\delta \int_0^T L(q, \dot{q}) dt + \int_0^T F(q, \dot{q}) \cdot \delta q dt = 0$$

- discrete version

$$D_2 L(q_{k-1}, q_k) + D_1 L(q_k, q_{k+1}) + F^{d-}(q_{k-1}, q_k) + F^{d+}(q_k, q_{k+1}) = 0$$

Non-Conservative Systems w/ HP

Full control over dissipation forces too

- use Pontryagin/d'Alembert principle

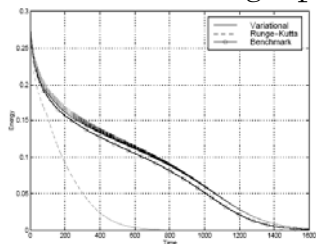
$$\delta \int_0^T L(q, \dot{q}) dt + \int F(q, \dot{q}) \cdot \delta q dt = 0$$

- can be used to add a damping model

- damping not a side effect of bad numerics
- captures energy decay correctly

Benefit on Numerics

VarInt vs. RK when forcing is present



Discrete Noether Theorem

Discrete Invariance to translation?

$$L(q_k + \epsilon T, v_{k+1}) = L(q_k, v_{k+1}) \quad T = (t \dots t)^t$$

- variation w.r.t ϵ

$$D_1 L(q_k, v_{k+1}) \cdot T = 0$$

- Therefore:

$$D_2 L(q_k, v_{k+1}) \cdot T = D_2 L(q_{k-1}, v_k) \cdot T$$

- proof?

Discrete Noether Theorem

Discrete Invariance to Rotations?

$$L(R_{\omega}(\epsilon)q_k, R_{\omega}(\epsilon)v_{k+1}) = L(q_k, v_{k+1})$$

- same deal

$$D_1L(q_k, v_{k+1}) \cdot (\omega \times q_k) + D_2L(q_k, v_{k+1}) \cdot (\omega \times v_{k+1}) = 0$$

- thus:

$$(D_2L(q_k, v_{k+1}) \times q_{k+1}) \cdot \begin{pmatrix} \omega \\ ! \\ \omega \end{pmatrix} = (D_2L(q_{k-1}, v_k) \times q_k) \cdot \begin{pmatrix} \omega \\ ! \\ \omega \end{pmatrix}$$

- remember: triple product rule!

Discrete Noether Theorem

More generally

- if the discrete Lagrangian $L : Q \times Q \rightarrow \mathbb{R}$ is (infinitesimally) invariant under a (left or right) action, there's an associated **discrete momentum exactly preserved**

More Properties [Marsden & West '01]

Discrete Legendre Transforms

$$\mathbf{F}^+L_d : (q_0, q_1) \mapsto (q_1, p_1) = (q_1, D_2L_d(q_0, q_1))$$

$$\mathbf{F}^-L_d : (q_0, q_1) \mapsto (q_0, p_0) = (q_0, -D_1L_d(q_0, q_1))$$

- equivalent in the limit

Symmetry of discrete Lagrangian?

- $L(q_k, q_{k+1}, h) = -L(q_{k+1}, q_k, -h)$

- then DEL is symmetric

- thus time reversible, and even order