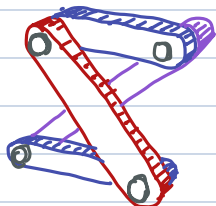


Consider a mechanical system with (generalized) position space Q .

A holonomic constraint is an equality constraint on the position.

e.g.

① Linkage system



② Rigid body

$\tilde{Q} = \text{All } 3 \times 3 \text{ matrices.}$

$Q \subset \tilde{Q}$ constrained to matrices $R \in \tilde{Q}$ satisfying $R^T R = \text{id}$.

$\tilde{Q} = \mathbb{R}^{3 \times 3}$



Holonomic constraints restrict the position to a lower dimensional space.

A non-holonomic constraint is a constraint on the velocity in such a way that fails to restrict the position to a lower dimensional space.

We can still go here

allowed motion



non-holonomic

allowed motion



holonomic.

We cannot go to the upper level

An assignment of a subspace $\mathcal{A}_p \subset T_p Q$ for each tangent space $T_p Q$ is called a subspace field or called a distribution.

• A distribution $\mathcal{A} \subset TQ$ can represent constraints on velocity.

• A distribution \mathcal{A} is integrable if \exists family submanifolds $S \subset Q$ (with the same dimension as \mathcal{A}) so that \mathcal{A}_p is the tangent space $T_p S$.

• Integrable \Leftrightarrow constraint is holonomic.

- How to decide if a given distribution \mathcal{A} is integrable?
- A vector field $\vec{u} \in \Gamma(TQ) = \{ \vec{u}: Q \rightarrow TQ \mid \vec{u}(p) \in T_p Q \}$ generate a flow $\phi_{\vec{u}}^t: Q \rightarrow Q$

$$\begin{cases} \frac{\partial}{\partial t} \phi_{\vec{u}}^t(p) = \vec{u}(\phi_{\vec{u}}^t(p)) \text{ for all } p \\ \phi_{\vec{u}}^0(p) = p \end{cases}$$

Thm Frobenius integrability condition A distribution \mathcal{A} is integrable iff for any vector fields $\vec{a}, \vec{b} \in \Gamma(\mathcal{A}) = \{ \vec{u}: Q \rightarrow TQ \mid \vec{u}(p) \in \mathcal{A}_p \}$ $(\phi_{\vec{a}}^t)_* \vec{b} (= (d\phi_{\vec{a}}^t) \vec{b})$ remain $\in \Gamma(\mathcal{A})$.

flow generated by \vec{a} push forward

Lie derivative: Derivative of pullback via a flow.

Def Let $\phi_{\vec{u}}^t: Q \rightarrow Q$ ($\phi_{\vec{u}}^0 = \text{id}_Q$, $\frac{\partial}{\partial t} \phi_{\vec{u}}^t = \vec{u} \circ \phi_{\vec{u}}^t$) be the flow map generated by a velocity field $\vec{u} \in \Gamma(TQ)$. Let $(\phi_{\vec{u}}^t)^*$ be pullback

$$\begin{cases} (\phi_{\vec{u}}^t)^*_{\text{fun}}: (Q \rightarrow \mathbb{R}) \rightarrow (Q \rightarrow \mathbb{R}) & (\phi_{\vec{u}}^t)^*_{\text{fun}} g = g \circ \phi_{\vec{u}}^t \\ (\phi_{\vec{u}}^t)^*_{\text{vec}}: \Gamma(TQ) \rightarrow \Gamma(TQ) & (\phi_{\vec{u}}^t)^*_{\text{vec}} \vec{w} = (d\phi_{\vec{u}}^t)^T \vec{w} \\ (\phi_{\vec{u}}^t)^*_{\text{covec}}: \Gamma(T^*Q) \rightarrow \Gamma(T^*Q) & (\phi_{\vec{u}}^t)^*_{\text{covec}} \alpha = (d\phi_{\vec{u}}^t)^* \alpha \leftarrow \text{adjoint} \end{cases}$$

Define the Lie derivative $L_{\vec{u}}$ as

$$\begin{aligned} L_{\vec{u}}^{\text{fun}}: (Q \rightarrow \mathbb{R}) &\rightarrow (Q \rightarrow \mathbb{R}) & L_{\vec{u}}^{\text{fun}} g &:= \frac{\partial}{\partial t} \Big|_{t=0} [(\phi_{\vec{u}}^t)^*_{\text{fun}} g] \\ L_{\vec{u}}^{\text{vec}}: \Gamma(TQ) &\rightarrow \Gamma(TQ) & L_{\vec{u}}^{\text{vec}} \vec{w} &= \frac{\partial}{\partial t} \Big|_{t=0} [(\phi_{\vec{u}}^t)^*_{\text{vec}} \vec{w}] \end{aligned}$$

and so on for any object which has pullback.

Frobenius integrability thm \mathcal{A} is integrable iff $L_{\vec{a}} \vec{b} \in \Gamma(\mathcal{A}) \forall \vec{a}, \vec{b} \in \Gamma(\mathcal{A})$.

Now let's unpack what $L_{\vec{u}}^{\text{vec}}$ is.

Thm $L_{\vec{u}}^{\text{fun}} g = \langle dg | \vec{u} \rangle = \vec{u} \triangleright g$.

(pf) $L_{\vec{u}}^{\text{fun}} g = \left. \frac{\partial}{\partial t} \right|_{t=0} \left(\phi_{\vec{u}}^{t*} g \right) = \left. \frac{\partial}{\partial t} \right|_{t=0} (g \circ \phi_{\vec{u}}^t) = \left\langle dg \left| \frac{\partial \phi_{\vec{u}}^t}{\partial t} \right. \right\rangle$
 $= \langle dg | \vec{u} \circ \phi_{\vec{u}}^t \rangle \Big|_{t=0} = \langle dg | \vec{u} \rangle$.

Now recall $(\phi_{\vec{v}}^* \vec{v}) \triangleright g = \vec{v} \triangleright (\phi_{\vec{v}}^* g)$. and $\phi_{\vec{v}}^* = (\phi_{\vec{v}}^{\text{fun}})^{-1}$.

$$\Rightarrow (\phi_{\vec{v}}^* \vec{w}) \triangleright (\phi_{\vec{v}}^* g) = \phi_{\vec{v}}^* (\vec{w} \triangleright g)$$

$$\Rightarrow \left. \frac{\partial}{\partial t} \right|_{t=0} \left((\phi_{\vec{v}}^* \vec{w}) \triangleright (\phi_{\vec{v}}^* g) \right) = \left. \frac{\partial}{\partial t} \right|_{t=0} \left(\phi_{\vec{v}}^* (\vec{w} \triangleright g) \right)$$

$$\Rightarrow \left(L_{\vec{u}}^{\text{vec}} \vec{w} \right) \triangleright g + \vec{w} \triangleright L_{\vec{u}}^{\text{fun}} g = L_{\vec{u}}^{\text{fun}} (\vec{w} \triangleright g)$$

$$\Rightarrow L_{\vec{u}}^{\text{vec}} \vec{w} = \vec{u} \triangleright \vec{w} \triangleright g - \vec{w} \triangleright \vec{u} \triangleright g$$

Def For $\vec{u}, \vec{w} \in \Gamma(TQ)$ let $[\vec{u}, \vec{w}] \in \Gamma(TQ)$ defined so that $[\vec{u}, \vec{w}] \triangleright g := \vec{u} \triangleright (\vec{w} \triangleright g) - \vec{w} \triangleright (\vec{u} \triangleright g)$.

Thm $L_{\vec{u}}^{\text{vec}} \vec{w} = [\vec{u}, \vec{w}]$.

Calculate in coordinate. Let $x^1, \dots, x^n : Q \rightarrow \mathbb{R}$ be coordinate. dx^1, \dots, dx^n basis for T^*Q . $\frac{\partial}{\partial x^1}, \dots, \frac{\partial}{\partial x^n}$ be dual basis for TQ .

Write $\vec{u} = u^i \frac{\partial}{\partial x^i}$. $\vec{w} = w^j \frac{\partial}{\partial x^j}$.

$$[\vec{u}, \vec{w}] = \sum^i \frac{\partial}{\partial x^i} \cdot \text{Want to know } \sum^i = ?$$

$$[\vec{u}, \vec{w}] \triangleright g = \underbrace{\vec{u} \triangleright \vec{w} \triangleright g} - \underbrace{\vec{w} \triangleright \vec{u} \triangleright g} = w^j (\partial_j u^i) \partial_i g + \cancel{u^i w^j (\partial_i \partial_j g)} \\ u^i \partial_i (w^j \partial_j g) = u^i (\partial_i w^j) \partial_j g + \cancel{u^i w^j (\partial_i \partial_j g)}.$$

$$\Rightarrow [\vec{u}, \vec{w}] \triangleright g = \underbrace{\left(u^j \frac{\partial w^i}{\partial x^j} - w^j \frac{\partial u^i}{\partial x^j} \right)}_{z^i} \frac{\partial g}{\partial x^i}$$

or in short

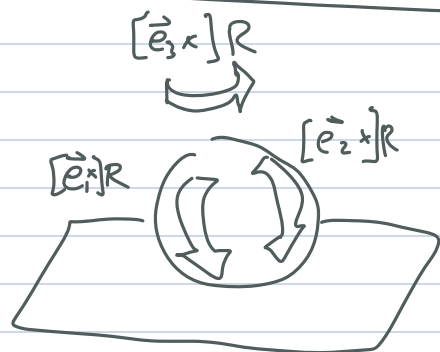
$$[\vec{u}, \vec{w}] = d_{\vec{u}} \vec{w} - d_{\vec{w}} \vec{u} \quad \text{where } d_{\text{(vector)}} \text{ (direction)}$$

component-wise directional derivative

Example Rolling ball

$$Q = SO(3). \quad T_{\mathbb{R}M} = \{ [\vec{\omega} \times]_{\mathbb{R}} \mid \vec{\omega} \in \mathbb{R}^3 \}$$

$$\mathcal{A}_{\mathbb{R}} := \text{span} \{ [\vec{e}_1 \times]_{\mathbb{R}}, [\vec{e}_2 \times]_{\mathbb{R}} \}$$



Check \mathcal{A} is not integrable (non-holonomic):

Check \exists vector fields $X, Y \in \Gamma(\mathcal{A})$, but $[X, Y] \notin \Gamma(\mathcal{A})$.

$$\text{Pick } X_{\mathbb{R}} = [\vec{e}_1 \times]_{\mathbb{R}}. \quad Y_{\mathbb{R}} = [\vec{e}_2 \times]_{\mathbb{R}}.$$

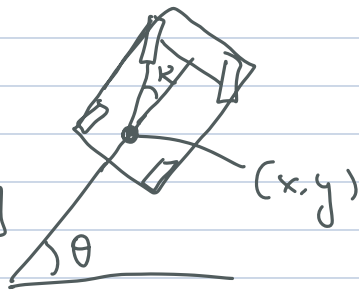
$$(d_X Y)_{\mathbb{R}} = [\vec{e}_2 \times]([\vec{e}_1 \times]_{\mathbb{R}})$$

$$(d_Y X)_{\mathbb{R}} = [\vec{e}_1 \times]([\vec{e}_2 \times]_{\mathbb{R}})$$

$$\Rightarrow [X, Y]_{\mathbb{R}} = -[(\vec{e}_1 \times \vec{e}_2) \times]_{\mathbb{R}} = -[\vec{e}_3 \times]_{\mathbb{R}} \in \mathcal{A}_{\mathbb{R}}.$$

We can generate the $[\vec{e}_3 \times]_{\mathbb{R}}$ rotation by cycling $X_{\mathbb{R}}$ & $Y_{\mathbb{R}}$!

Example Driving a car.



$$Q = \{(x, y, \theta, \kappa)\} = \mathbb{R}^2 \times S^1 \times [-a, a]$$

$$TQ = \{(x, y, \theta, \kappa)\} = \mathbb{R}^4$$

Allowed motion

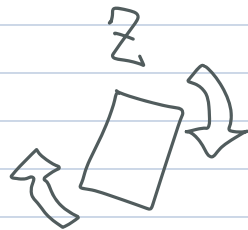
$$\mathcal{A} = \text{Span} \left\{ \begin{bmatrix} \cos \theta \\ \sin \theta \\ \kappa \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 0 \\ 0 \\ 1 \end{bmatrix} \right\}$$

move forward steering

Check that \mathcal{A} is non-holonomic.

$$[X, Y] = d_x Y - d_y X = \begin{bmatrix} dY \\ 0 \end{bmatrix} [X] - \begin{bmatrix} 0 & 0 & -\sin \theta & 0 \\ 0 & 0 & \cos \theta & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} 0 \\ 0 \\ 0 \\ 1 \end{bmatrix}$$

$$= \begin{bmatrix} 0 \\ 0 \\ -1 \\ 0 \end{bmatrix} =: Z$$



Parallel parking $[X, Z] = - \begin{bmatrix} 0 & 0 & -\sin \theta & 0 \\ 0 & 0 & \cos \theta & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} 0 \\ 0 \\ -1 \\ 0 \end{bmatrix} = \begin{bmatrix} -\sin \theta \\ \cos \theta \\ 0 \\ 0 \end{bmatrix}$

