

An Algebraic Invariant of Gravity

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Abstract. Newton's mechanics is simple. His equivalence principle is simple, as is the inverse square law of gravitational force. A simple theory should have simple solutions to simple models. A system of n particles, given their initial speed and positions along with their masses, is such a simple model. Yet, solving for $n > 2$ is not simple.

This paper discusses, why that is a difficult problem and what could be done to get around that problem.

1. Problem Statement

Classical mechanics is essentially a linear, "first order" theory in which the dynamical quantities describe properties of the particles themselves, such as the law of inertia, $F = ma$, as well as energy and momentum conservation etc.

The gravitational force, $F = (const)\nabla\frac{m_1m_2}{|x_1-x_2|}$, is the exception to that theory: it is a product of quantities, namely the mutual interaction the masses, disguised as a linear first order quantity F . That makes it complicated to even deal with a gravitational interaction of two particles, necessitating elliptic integrals, Legendre polynoms, Bessel functions, and all that, in order to derive its solutions. But it can be done, and it involves some beautiful mathematics and calculations, which explains, why it's done in physics first hand up to this day. The result is that the particles move around the center of mass in all curves given by the intersection of a plane with a cone.

That is mathematically interesting, as it allows to describe the set of solutions through a hyperbolic, quadratic equation, namely that of the cone itself. And it straight leads to the question, if not a quadratic approach to the dynamics might be simpler to describe gravitational interaction.

2. The Cone

The picture of that cone is always that of a two-dimensional surface in three dimensions, because it is easy to visualize, but, even given the fact that one angular, cyclic coordinate can be eliminated, this the wrong picture:

We examine a point mass moving in a central, gravitational field that has its center at rest on the spatial origin (at all times). Apart from knowing the strength of the field, we need five additional parameters to describe the point mass: we need its mass, and we need four generalized coordinates q_0, \dots, q_3 serving as time and location parameters. Plus, we need a dimension X to describe the cone relation into. And, in order to reflect the spherical symmetry, as well as the radial length scale, we must come out with two parameters $X(q_0)$ and $\pm X(r)$ with a dimensionless radius r per meter, $\lambda = \sqrt{q_1^2 + q_2^2 + q_3^2} (1/\text{meter})$ taken as horizontal and vertical coordinates of a two dimensional half plane, according to which the cone relation is to be described by: $X(q_0)^2 - X(r)^2 \lambda^2 = \text{const.}$

Now, as always in classical mechanics, the smart choice for the first coordinate in an energy-conserving system is the total energy E itself as well as to take the dimension to be energy itself, and the second coordinate then is evident: The potential energy $V(r)$ has the demanded spherical symmetry and even scales with $1/r$. So, we take $V(r)$ along the normally positive vertical axis (even although V is negative), and the cone, which determines the cone relation as $E^2 - V^2 = \text{const.}$

Now, if we had a dimension X other than the energy E , for which a similar cone relation holds, we could always convert that dimension to energy, as long as the conversion respects the linear Euclidean geometry of space and time. So, instead of reproving that the energy-cone relation describes the solutions of the 2-particle problem, it suffices to refer to the fact that all solutions are to be cone sections.

3. The Implications

That's a remarkable thing: We have found another dynamic invariant of the two-body problem. Albeit not a cyclic coordinate for the Lagrangian or Hamiltonian mechanics, but in terms of squares of energy: it's $E^2 - V^2$. And because it is a cyclic coordinate for two particles, it is for any n -particle system with gravitational interaction:

Given n gravitationally interacting particles, we may always assume that the center of mass of that system exists and is at rest. (Energy and momentum conservation, isometry of space, conservation of momentum, etc. all lead to other well-known cyclic coordinates, which are needed to ensure that this can be done.)

Now, taking the first moving particle, we can extract $E_1^2 - V_1^2$ as a constant. Then we proceed with the next ones, and end up with the sum of m constants $E_k^2 - V_k^2$ for all the moving particles and $n - m$ particles that - for what reasons

ever - don't move w.r.t. the origin.

And, if the only interaction between the particles is gravity, then we can proceed with all the particles in that system, be these at rest or not. But what is left over? Is it a constant of integration or a/the vacuum?

No: $\sum_{1 \leq k \leq n} E_k^2 - V_k^2$ is nothing but the square of a kinetic energy T^2 of the system plus an arbitrary constant, so it is heat plus a constant, and we can get rid of that constant by demanding that sum to go to 0 as the particle velocities converge to zero. Gravity is well known to sustain the lowest temperatures, so the extracted heat can only be the fraction of what must remain.

Still, the extractability of $T^2 = \sum_{1 \leq k \leq n} E_k^2 - V_k^2$ fits nicely to explain, why temperature adds as squares and why heat can be transferred from one system to another, which was not clear before.

Pragmatically, what we know are the V_k , but neither do we know the E_k^2 , nor do we know E^2 . So, a statement like $T^2 = \sum_k (m_k/2)^2 v_k^4$ can only be a guess, and a better one would be $T^2 = \sum_k (p_k v_k)^2$, (p_k being the momenta, v_k the velocities). But, what we really want are the values of the E_k^2 , from which we can deduce E^2 .

We also know that the n resting masses $m_k = m_k(x_k)$, that reside in the location $x_k \in \mathbb{R}^3$ must resist their own mutual gravitational field, in order to be at rest, which means the m_k must contain the V_k and possibly other internal interaction energies U_k , such that the m_k are free, when V is added. Ignoring the U_k , this gives us $E^2 = \sum_k (m_k c^2 - V_k)^2 + T^2$, where the speed of light c has been inserted to convert the mass into energy. (We can set $c \equiv 1$ for simplicity.)

Enters Gauß law: We have $\Delta V = (const)\rho$, where ρ is the mass density and Δ the Laplace operator. We know V , therefore we get ρ , and from this we get ρ^2 , and integrating over the volume we get the square of the total mass at rest. Again that ignores possible additional potential fields between the rest masses.

But it gives us another way to rewrite E^2 as volume integral over an energy square density $\mathcal{E}^2(x) = (\rho(x) - V(x))^2 + (\vec{j}(x) \cdot \vec{v}(x))^2$, where $\vec{j} = (j_1, j_3, j_3)$ is the flux of $\rho(x)$ and \vec{v} the velocity.

Else, we could weigh the system, which means to measure the potential energy between the system and the fixed earth. Now, since the system is at rest on the whole, the fluctuation of energy and momentum w.r.t. the earth cancels out. As the particles's speed raises their rest mass, the weight of the system is expected to decrease slightly as $T \rightarrow 0$. More importantly, the square of the weight converts to the square of energy, and that energy is not the desired sum $E^2 - T^2$ of squares of the masses for $T = 0$. So, that energy would cancel positive (potential) energies against negative ones. And again, the weight of a substance fails to measure its absolute energetic content $\sqrt{E^2}$.

Again, there is something to learn from: As shown above, the $(1/r)$ -dependency of V is just the necessary ingredience needed to be able to extract the kinetic energy (or heat) as cyclic coordinates from the system. That heat is not moving freely, but it is bound to the compound system. Although we are not able to include the internal binding energies U_k into the equation, which might be the key to gravity, we may relate gravity to the amount of heat, a purely gravitational system (i.e. one that is subjected only to its own gravity) sustains without decay.

Take a step back: The cone equation $a^2 - b^2 = 1$ turns into a circle by replacing $b \rightarrow ib$. That makes the cone equation a 2-layered coverage of the unit circle. So far, we restricted the discussion on the upper, positive half plane, only (- the first sheaf). The good reason for that is that the flip of upper and lower half plane means inversion of the gravitational potential V , whilst a positive potential would lead to negative masses. And masses are to be positive, always.

Though, upper and lower half plane can also be inverted through parity inversion, i.e. the inversion of the horizontal axis (or the location coordinates), achieved by a rotation of the angle π . Contraction of objects viewed from the inside (of an imaginary) sphere will be seen as expansion from the (inverted) outside. An always attracting gravitational force will allow to tell an observer the inside apart from the outside - a well-known fact addressed by cosmology through the statement that there must not be an outside to the cosmos - which solves the parity problem by declarative exclusion.

However, as was found out foremost by chemists, matter can be transformed in interesting ways: a chunk of solid (neutral) matter that qualifies as an appreciable source of gravity can always be fragmented into a gas of small (neutral) particles, which just shows the contrary behaviour of a contraction: it always exerts pressure to the outside: like gravity, gaseous pressure breaks parity. The exclusion of an outside will therefore not rescue parity-symmetry: But when put together, gravity and gaseous pressure, then parity-symmetry could be reinstated. That way, for a (neutral) gaseous system, one would express its "anti"-gravity as the negative (kinetic) energy that was needed to stop its debris or expansion.

References

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