

2.5: Fastest Curve for Given Horizontal Distance

Suppose we want to find the curve a bead slides down to minimize the time from the origin to some specified horizontal displacement X , but we don't care what vertical drop that entails.

Recall how we derived the equation for the curve:

At the minimum, under any infinitesimal variation $\delta y(x)$.

$$\delta J[y] = \int_{x_1}^{x_2} \left[\frac{\partial f(y, y')}{\partial y} \delta y(x) + \frac{\partial f(y, y')}{\partial y'} \delta y'(x) \right] dx = 0 \quad (2.5.1)$$

Writing $\delta y' = \delta(dy/dx) = (d/dx)\delta y$, and integrating the second term by parts,

$$\delta J[y] = \int_{x_1}^{x_2} \left[\frac{\partial f(y, y')}{\partial y} - \frac{d}{dx} \left(\frac{\partial f(y, y')}{\partial y'} \right) \right] \delta y(x) dx + \left[\frac{\partial f(y, y')}{\partial y'} \delta y(x) \right]_0^X = 0 \quad (2.5.2)$$

In the earlier treatment, both endpoints were fixed, $\delta y(0) = \delta y(X) = 0$ so we dropped that final term.

However, we are now trying to find the fastest time for a given horizontal distance, so the final vertical distance is an adjustable parameter: $\delta y(X) \neq 0$

As before, since $\delta J[y] = 0$ or arbitrary δy , we can still choose a $\delta y(x)$ which is only nonzero near some point not at the end, so we must still have

$$\frac{\partial f(y, y')}{\partial y} - \frac{d}{dx} \left(\frac{\partial f(y, y')}{\partial y'} \right) = 0 \quad (2.5.3)$$

However, we must also have $\frac{\partial f(y(X), y'(X))}{\partial y'} \delta y(X) = 0$, to first order for arbitrary infinitesimal $\delta y(X)$, (imagine a variation δy only nonzero near the endpoint), this can only be true if $\frac{\partial f(y, y')}{\partial y'} = 0$ at $x = X$

For the brachistochrone,

$$f = \sqrt{\frac{1 + y'^2}{2gy}}, \quad \frac{\partial f}{\partial y'} = \frac{y'}{\sqrt{2gy(1 + y'^2)}} \quad (2.5.4)$$

so $\frac{\partial f(y, y')}{\partial y'} = 0$ at $x = X$ means that $f' = 0$, the curve is horizontal at the end $x = X$

So the curve that delivers the bead a given horizontal distance the fastest is the half-cycloid (inverted) flat at the end. It's easy to see this fixes the curve uniquely: think of the curve as generated by a rolling wheel, one half-turn of the wheel takes the top point to the bottom in distance X

Exercise: how low does it go?

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