

770(2) : Interpretation for Constant θ

In general there are three equations:

$$\frac{d\beta}{dt} = \frac{L}{mr^2}, \quad - (1)$$

$$\frac{d\theta}{dt} = \frac{L_\theta}{mr^2}, \quad - (2)$$

and

$$\frac{d\phi}{dt} = \frac{L_\phi}{mr^2 \sin \theta}, \quad - (3)$$

so when

$$\frac{d\theta}{dt} \neq 0 \quad - (4)$$

it follows that:

$$\beta = \frac{L}{L_\theta} \theta = \frac{L}{L_\phi} \phi \sin \theta \quad - (5)$$

and

$$\theta = \frac{L_\theta}{L_\phi} \phi \sin \theta \quad - (6)$$

However, when

$$\frac{d\theta}{dt} = 0 \quad - (7)$$

then there are only two equations (1) and (2) because the Euler Lagrange equation in θ and $\dot{\theta}$ cannot be defined when eq. (7) is true. In

this case:

$$\beta = \left(\frac{L}{L_\phi} \sin \theta \right) \phi = x \phi \quad - (8)$$

and the precessing planar ellipse is:

$$r = \frac{a}{1 + e \cos x \phi} \quad - (9)$$

Q.E.D.

In the ellipse (9):

$$L \sim L \phi \quad - (10)$$

and so

$$x = \sin \theta \quad - (11)$$

Q.E.D.

In the general three dimensional orbit, θ and ϕ are related by Eq. (6), i.e.

$$\frac{\sin \theta}{\theta} = \left(\frac{L \phi}{L \theta} \right) \frac{1}{\phi} \quad - (12)$$

but for constant θ , eq. (6) no longer applies.

Using the Maclaurin series:

$$\sin \theta = \theta - \frac{\theta^3}{3!} + \frac{\theta^5}{5!} - \dots \quad - (13)$$

so

$$\frac{\sin \theta}{\theta} = 1 - \frac{\theta^2}{3!} + \frac{\theta^4}{5!} - \dots \quad (14)$$

$$= \left(\frac{L \phi}{L \theta} \right) \frac{1}{\phi} \quad - (15)$$

3) The motion of the θ ellipse and the ϕ ellipse are always linked by eq. (6) for $d\theta/dt \neq 0$, so it is sufficient to graph:

$$r = \frac{d}{1 + \epsilon \cos\left(\frac{L}{L_\phi} \sin\theta\right) \phi} \quad - (16)$$

is a polar plot. This is a three dimensional plot of r against θ and ϕ . It transforms into a two dimensional plot when:

$$x = \sin\theta = 1 + \frac{3MG}{c^2 d} \quad - (17)$$

and $L \sim L_\phi \quad - (18)$

There appears to be no reason why a 3-D orbit should become a 2-D orbit, but the geometry shows that all 2-D orbits must precess. The inverse square law gravitation in 3-D always transforms to a precessing 2-D orbit.
