si.e. the amplitude for a particle to go from (X',t') to (X^m.t^m) is sum over all possible intermediate positions X^m at tⁿ

6-3 Poth Integral

consider transition from (X1, ti) to (X1, tw) $t_j - t_{j-1} = \Delta t = \frac{t_n - t_1}{n}$ $\Rightarrow < x_N, t_N | x_1, t_1 >$ K(XN. tn: Xn-1. tn-1) = $\int dx_{n-1} \int dx_{n-2} \cdots \int dx_2 < x_n \cdot t_n |x_{n-1} \cdot t_{n-1} >$ <xn-1, tw-1 | XN-2, tN-2> (Xn.tn) - tn-1 $< x_{1}, t_{1} | x_{1}, t_{2} >$ - t_{n-2} $(x_1, \pm 1)$

 $\Rightarrow K(x_{N}, t_{N}; X_{1}, t_{1}) = \lim_{N \to \infty} \int dx_{2} \int dx_{3} \cdots \int dx_{N-1} \prod_{j=2}^{N} K(x_{j}, t_{j}; X_{j+1}, t_{j+1})$

path integral is constructed by composing infinetesimally small segment of propagators over time steps.

6-4 A more precise formulation

(Feynman Poth Integral Formulation for QM)

1> Classic Mechanics based on Lagrangian function.

Hamilton's principle (principle of stationary action)

⇒ Given a fixed storting and ending space-time point (X1.t.) & (XN.tN). Noture will choose the path. so that the action is stationary (typically. the action is minized)

Now. def. - action: action S is defined as $S(N. 1) = \int_{t_1}^{t_N} dt L(X.X.t)$ \Rightarrow S is sort of the total "effort" nature has put \Rightarrow if S is stationary $\Rightarrow \delta S = 0$

$$\Rightarrow \quad \delta \int_{t_1}^{t_N} dt \, \mathcal{L}(\mathbf{x}, \dot{\mathbf{x}}, t) = 0$$

typically. S is minized.

⇒ Nature is "effecient", not wasting energy.

⇒ NOTE: Newton's Law is just a special case.

& can be derived from this (Hamillon's principle)

e.g., for a free particle. i.e., VOX)=0

(Xin. tw) (x., t.)

⇒ classical mechanics is contrasting Q.M. in the way that the path is definite in space-time plane, while in Q.M. All possible paths play roles.

 \Rightarrow Question: How to reconcile classical mechanics w/ QM in a smooth manner, in the limit of $t \rightarrow 0$ (recall Ehrenfest's Theorem. likewise. this is a reasonable question.)

20 Feynman's Question based on Dirac's NOTE.