

Simulation of the unstable rotation of a cuboid

Books in space

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Experiment in space



- ▶ <http://www.youtube.com/watch?v=GgVp0orcKqc>

Stable and unstable rotation

- ▶ The book can stably rotate around two of its axis
- ▶ Rotation around the third axis is not stable

Model

State

A point is in a certain state

$x(t)$	position
$R(t)$	orientation
$P(t)$	total linear momentum
$L(t)$	total angular momentum

Model

Updating the state

$\dot{x}(t) = v(t)$	velocity
$\dot{R}(t) = \omega^*(t)R(t)$	angular velocity
$\dot{P}(t) = F(t)$	force
$\dot{L}(t) = \tau(t)$	torque (moment of force)

- ▶ $\omega^*(t)$ is the tensor notation of $\omega(t)$
- ▶ $\dot{\alpha}$ is the notation for the time derivative of α

Modelling the behaviour

Simplifications

We make a few simplifications

- ▶ The book is a cuboid
- ▶ The density is uniform

Modelling the behaviour

More simplifications

When a book is rotating in space, the model is simple because

- ▶ there is no force, $F(t) = 0$
- ▶ there is no torque, $\tau(t) = 0$
- ▶ $x(t)$ is chosen to be the centre of mass, which is stationary

Thus, we only need to calculate the angular velocity

Model

Updating the state

$$x = \text{constant}$$

$$R(t + \epsilon) = R(t) + \epsilon \omega^*(t) R(t)$$

$$P = 0$$

$$L = \text{constant}$$

Model

Updating the state

Angular speed is given by

$$\omega(t) = I(t)^{-1}L(t)$$

$I(t)$ depends on $R(t)$ and the moment of inertia of the body I_{body}

$$I(t) = R(t)I_{body}R(t)^T$$

Moment of inertia

- ▶ The moment of inertia of an object is a measure of the resistance of an object to changes in the rotation
- ▶ For a cuboid the moment of inertia is given by

$$I_{body} = \frac{1}{12} \begin{pmatrix} M(b^2 + c^2) & 0 & 0 \\ 0 & M(a^2 + c^2) & 0 \\ 0 & 0 & M(a^2 + b^2) \end{pmatrix}$$

where a , b and c are the dimensions of the cuboid

Methods to solve the calculations

- ▶ Euler integration
- ▶ Midpoint method
- ▶ 4th order Runga Kutta

Implementation

We intend to implement this in C++ using OpenGL for the visualisation

Questions?