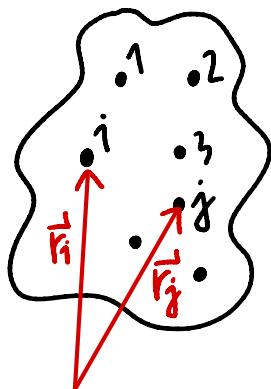


Togo telo



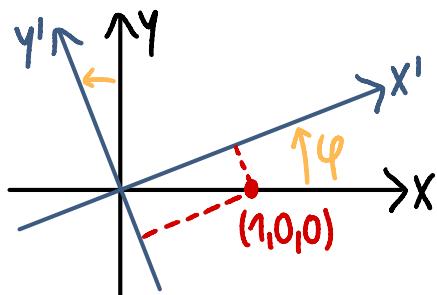
N točk

$$\text{Pogoj za togo telo: } |\vec{r}_i - \vec{r}_j| = c_{ij}$$

Izamo 6 prostostnih stopenj:
3 za lepo 1 tocke v prostoru (npr. tečišča),
ostanejo 3 (npr. Eulerjevi koti)

Rotacija koordinatnega sistema

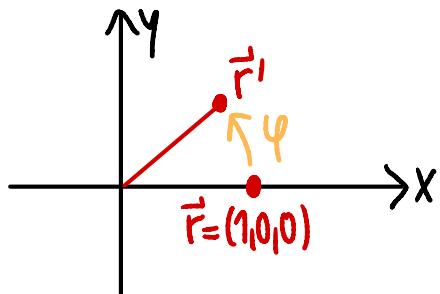
a) Pasivna rotacija: Tocke ne vrtili, vrtili se koordinatni sistem



$$\begin{pmatrix} \cos\varphi & \sin\varphi & 0 \\ -\sin\varphi & \cos\varphi & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}$$

$$\vec{r}' = R_3(\varphi) \vec{r} \quad R_3(\varphi)$$

b) Aktivna rotacija: Zavrti tocko, ne pa koordinatnega sistema



$$\begin{pmatrix} \cos\varphi & -\sin\varphi & 0 \\ \sin\varphi & \cos\varphi & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}$$

$$\tilde{\vec{r}}' = \tilde{R}_3(\varphi) \vec{r} \quad \tilde{R}_3(\varphi)$$

Rotacije so ortogonalne transformacije:

$$\vec{a}' \cdot \vec{b}' = \vec{R} \vec{a} \cdot \vec{R} \vec{b} = \vec{a} \cdot \underline{\vec{R}^T \vec{R}} \vec{b} = \vec{a} \cdot \vec{b}$$

$$\vec{R}^T \vec{R} = \vec{R} \vec{R}^T = I \quad I$$

$$\vec{R}^T = \vec{R}^{-1}$$

$$\vec{R} = \vec{R}_2 \vec{R}_1 \Rightarrow \vec{R}^{-1} = \vec{R}_1^{-1} \vec{R}_2^{-1}$$

$$\vec{R} \vec{R}^{-1} = \vec{R}^{-1} \vec{R} = I$$

Lastnosti:

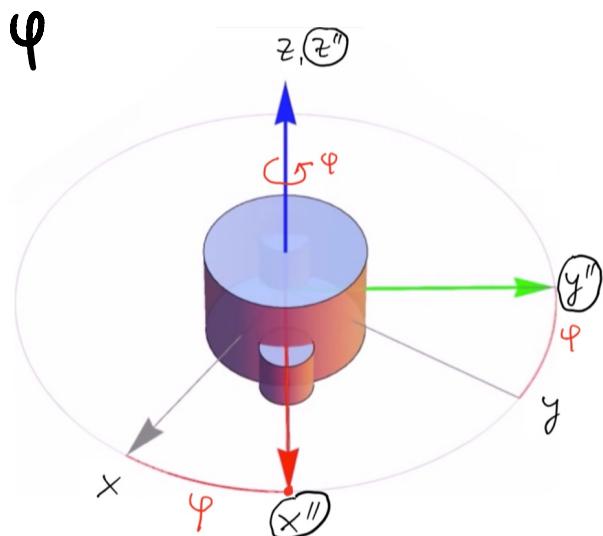
$$\det(A \cdot B) = \det A \cdot \det B$$

$$\det A^T = \det A$$

$$\det A^T A = \det A^T \cdot \det A$$

$$\text{Če je } A^T = A^{-1} \Rightarrow 1 = \det A^T A = \det A^T \cdot \det A \Rightarrow \det A^T = \frac{1}{\det A} \Rightarrow \det A = \pm 1$$

Eulerjevi koti



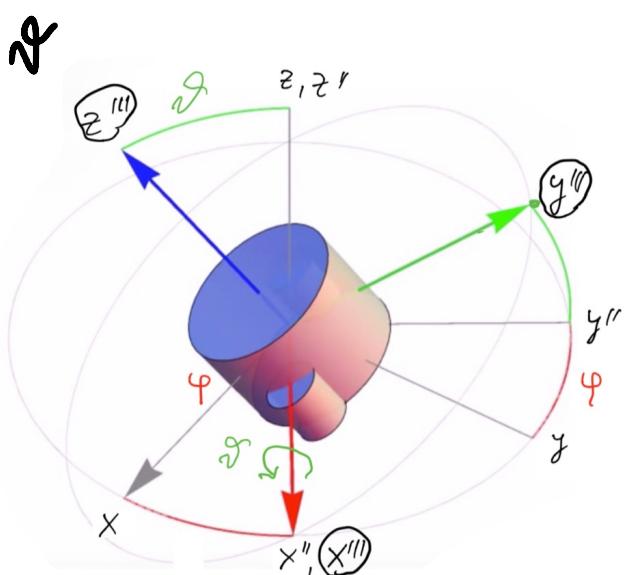
Rotacija okoli osi z za kot φ

$\vec{r} \rightarrow \vec{r}''$: precesija

$$T(\varphi) = \begin{pmatrix} \cos\varphi & \sin\varphi & 0 \\ -\sin\varphi & \cos\varphi & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

$$T(\varphi) = R_3(\varphi) = T^{-1}(-\varphi)$$

$$T^{-1} = T^T$$

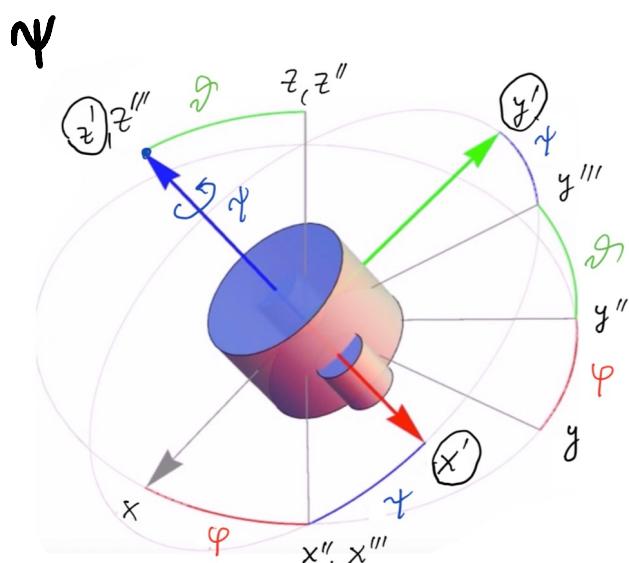


Rotacija okoli osi x'' za kot ϑ

$\vec{r}'' \rightarrow \vec{r}'''$: nutacija

$$U(\vartheta) = \begin{pmatrix} 1 & 0 & 0 \\ 0 & \cos\vartheta & \sin\vartheta \\ 0 & -\sin\vartheta & \cos\vartheta \end{pmatrix}$$

$$U(\vartheta) = R_1(\vartheta); U^{-1} = U^T$$



Rotacija okoli osi z''' za kot ψ

$\vec{r}''' \rightarrow \vec{r}'$: rotacija

$$V(\psi) = \begin{pmatrix} \cos\psi & \sin\psi & 0 \\ -\sin\psi & \cos\psi & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

$$V(\psi) = R_3(\psi); V^{-1} = V^T$$

Skupaj: $\vec{r} \rightarrow \vec{r}'$

$$R = V(\psi) \cdot U(\vartheta) \cdot T(\varphi)$$

$$; R^T = T^T U^T V^T = R^{-1}$$

Eulerjev izrek o rotacijah (1775)

Naj bo R rotacijska matrika, ki transformira $\vec{r} \rightarrow \vec{r}'$: $R\vec{r} = \vec{r}'$.
 Za $\forall R \exists \vec{n} \neq 0 \ni R\vec{n} = \vec{n}$, torej obstaja lastni vektor z lastno vrednostjo 1.

↳ To pomeni, da so 3 zaporedne rotacije v resnici samo ena rotacija.

Dokaz: $R^{-1} = R^T : RR^T = R^T R = I$
 $\det(RR^T) = \det R \cdot \det R^T = (\det R)^2 = 1$
 $\Rightarrow \det R = \begin{cases} +1 & \text{rotacija} \\ -1 & \text{zrcaljenje} \end{cases}$

$$R\vec{n} = \vec{n} = I\vec{n}$$

$$(R-I)\vec{n} = 0 \rightarrow \text{problem lastnih vrednosti}$$

$$\underline{\det(R-I)=0}$$

Spomnimo:
 $\det(-A) = (-1)^3 \det A$
 $\det(A^{-1}) = (\det A)^{-1}$

$$\begin{aligned} \det(R-I) &= \det(R-I)^T = \det(R^T - I) = \det(R^{-1} - R^{-1}R) = \det[R^{-1}(I-R)] = \\ &= \underbrace{\det R^{-1}}_1 \cdot \det(I-R) = -\det(R-I) = 0 \end{aligned}$$

$$\Rightarrow \exists \vec{n} : R\vec{n} = \vec{n} = \lambda \vec{n}; \lambda = 1$$

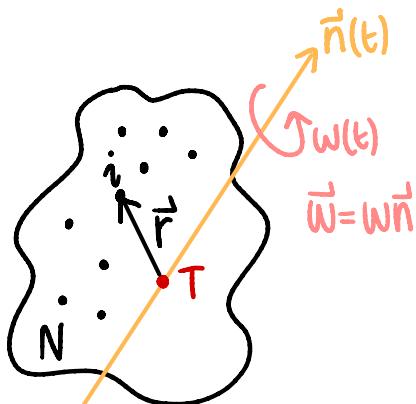
□

\vec{n} je os vrtenja

$$\det R = 1 = \lambda_1 \cdot \lambda_2 \cdot \lambda_3 \stackrel{1}{\Rightarrow} \lambda_2 \cdot \lambda_3 = 1 \Rightarrow \lambda_{2,3} = e^{\pm i\varphi}, \varphi \in \mathbb{R}$$

Obstaja natanko 1 os vrtenja

Togo telo z eno nepremično točko (prvič)



Telo se vrati okoli osi \vec{n} , ki gre skozi težišče.
 Koordinatni sistem postavimo v težišče.

$$\frac{d\vec{r}}{dt} = \left(\frac{d\vec{r}}{dt} \right)_{\text{nein.}} + \vec{\omega} \times \vec{r}$$

$$\vec{v}(t) = \vec{\omega} \times \vec{r}$$

Vrtilna količina telesa:

$$\overline{I} = \sum_{i=1}^N \vec{l}_i = \sum_{i=1}^N m_i (\vec{r}_i \times \vec{v}_i) = \sum_{i=1}^N m_i (\vec{r}_i \times (\vec{\omega} \times \vec{r}_i)) = \underline{\underline{J}} \vec{\omega}$$

Tensor vztajnosti nega
 momenta

$$\overline{I} = \sum_{i=1}^N m_i [(\vec{r}_i \cdot \vec{r}_i) \vec{\omega} - (\vec{r}_i \cdot \vec{\omega}) \vec{r}_i] = \underline{\underline{J}} \vec{\omega}$$

Definiramo gostoto: $\rho(r) = \lim_{\Delta V \rightarrow 0} \frac{\Delta m_i}{\Delta V_i} \rightarrow \frac{dm}{dV} \Rightarrow M = \sum_{i=1}^N m_i \rightarrow \int \rho d^3r$

Izberemo si koordinatni sistem: $\vec{W}^T = (W_1, W_2, W_3)$

sledi:

$$\underline{J} = \int \rho(\vec{r}) \cdot \begin{bmatrix} y^2+z^2 & -xy & -xz \\ -yx & x^2+z^2 & -yz \\ -zx & -zy & x^2+y^2 \end{bmatrix} d^3r$$

TENZOR VZTRAJNOSTNEGA MOMENTA

$$J_{d\beta} = \int \rho(\vec{r}) [r^2 \delta_{d\beta} - x_d x_\beta] d^3r$$

$\vec{L}' = R \vec{L}$, $\vec{W}' = R \vec{W}$... ista kolicina, zapisana v novih koordinatah

$$\vec{L}' = R \vec{L} = R \underline{J} \underline{W} = R \underline{J} R^{-1} R \vec{W} = R \underline{J} R^{-1} \vec{W}'$$

$\underline{J}' \quad \rightarrow$ Če se matrica tako obnaša,
ji pravimo tenzor

Energija telesa:

$$T = \frac{1}{2} \sum_{i=1}^N m_i \vec{v}_i \cdot \vec{v}_i = \frac{1}{2} \sum_{i=1}^N m_i (\vec{w} \times \vec{r}_i) \cdot \vec{v}_i = \frac{1}{2} \sum_{i=1}^N m_i \vec{w} (\vec{r}_i \times \vec{v}_i) = \frac{1}{2} \vec{w} \cdot \vec{L} = \frac{1}{2} \vec{w} \underline{J} \vec{w}$$

Za osi izberemo lastne osi telesa = lastni sistem:

$$\underline{J} = \begin{pmatrix} J_1 & & 0 \\ 0 & J_2 & J_3 \\ 0 & J_3 & J_1 \end{pmatrix}, \vec{w} = \sum_{\alpha=1}^3 w_\alpha \vec{e}_\alpha$$

$$\underline{J} \vec{w} = \sum_{\alpha=1}^3 J_{\alpha\alpha} w_\alpha \vec{e}_\alpha$$

$$T = \frac{1}{2} \sum_{\alpha=1}^3 J_{\alpha\alpha} w_\alpha^2$$

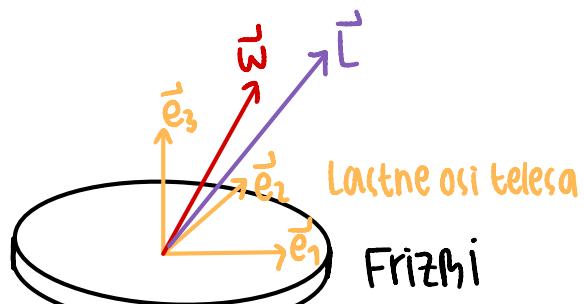
Enarbe gibanja:

$$\frac{d\vec{L}}{dt} = \left(\frac{d\vec{L}}{dt} \right)_{nein.} + \vec{w} \times \vec{L} = \vec{M}$$

$$\vec{L} = \underline{J} \vec{w} = \sum_{\alpha=1}^3 J_{\alpha\alpha} w_\alpha \vec{e}_\alpha = \begin{pmatrix} J_1 w_1 \\ J_2 w_2 \\ J_3 w_3 \end{pmatrix}$$

$$\left(\frac{d\vec{L}}{dt} \right)_{nein.} = \sum_{\alpha=1}^3 J_{\alpha\alpha} \dot{w}_\alpha \vec{e}_\alpha$$

$$\vec{w} \times \vec{L} = \begin{bmatrix} w_1 \\ w_2 \\ w_3 \end{bmatrix} \times \begin{bmatrix} J_1 w_1 \\ J_2 w_2 \\ J_3 w_3 \end{bmatrix} = \begin{bmatrix} (J_3 - J_2) w_2 w_3 \\ (J_1 - J_3) w_3 w_1 \\ (J_2 - J_1) w_1 w_2 \end{bmatrix}$$



$\vec{w} = (W_1, W_2, W_3)$ v lastnem sist.

To moramo sešteeti, da dobimo navor

Sledi:

$$\begin{aligned} J_1 \ddot{\omega}_1 - (J_2 - J_3) \omega_2 \omega_3 &= M_1 \\ J_2 \ddot{\omega}_2 - (J_3 - J_1) \omega_3 \omega_1 &= M_2 \\ J_3 \ddot{\omega}_3 - (J_1 - J_2) \omega_1 \omega_2 &= M_3 \end{aligned}$$

EULERJEVE ENAČBE

Primeri:

→ Nevpeto telo (frizbi, ni upora in teže)

Najenostavnnejši primer: $\vec{M} = 0 \rightarrow \vec{L} = \text{konst.} = \vec{L}_0$
 $\vec{\omega}$ se vrati okoli \vec{L} , ki je konstanten, sam frizbi pa se tudi vrati. Več kot to ne gre, saj so enačbe zaradi nelinearnosti v splošnem nerešljive.
 → Rešitev bi bila pojav Dzanibekovega

a) Osnovno simetrično telo: $J_1 = J_2$ (npr. frizbi)

(V primeru $J_1 = J_2 = J_3 = J$ ležita $\vec{\omega}$ in \vec{L} na isti nosilki in nimamo tresenja)

$$J_3 \dot{\omega}_3 = 0 \Rightarrow \omega_3 = \text{konst.} = \omega_0$$

$$J_1 \ddot{\omega}_1 - (J_1 - J_3) \omega_2 \omega_0 = 0$$

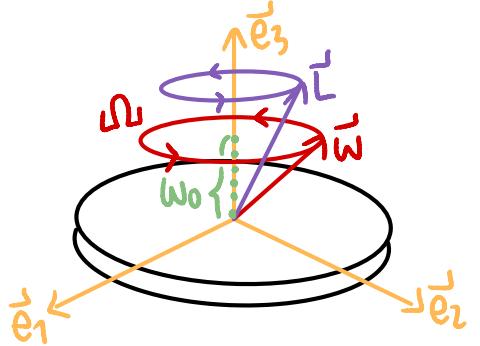
$$J_2 \ddot{\omega}_2 - (J_3 - J_1) \omega_1 \omega_0 = 0$$

$$\begin{aligned} \dot{\omega}_1 &= \frac{J_1 - J_3}{J_1} \omega_0 \omega_2 & \dot{\omega}_1 &= -\Omega_L \omega_2 \\ \dot{\omega}_2 &= \frac{J_3 - J_1}{J_1} \omega_0 \omega_1 & \dot{\omega}_2 &= \Omega_L \omega_1 \end{aligned} \quad \left[\begin{array}{l} \Omega_L \\ \omega_0 \end{array} \right] \quad \Rightarrow \quad \left[\begin{array}{l} \dot{\omega}_1 \\ \dot{\omega}_2 \end{array} \right] = \left[\begin{array}{l} -\Omega_L \omega_2 \\ \Omega_L \omega_1 \end{array} \right] \quad : \quad \frac{\dot{\omega}_1}{\dot{\omega}_2} = -\frac{\omega_2}{\omega_1}$$

$$\Rightarrow \ddot{\omega}_1 = -\Omega_L^2 \omega_1 \Rightarrow \omega_1(t) = A \cdot \cos(\Omega_L t + \delta) \quad \omega_2(t) = A \cdot \sin(\Omega_L t + \delta) \quad \text{in} \quad \omega_1^2 + \omega_2^2 = A^2 = \text{konst.}$$

odvisna od
zač. pog.

Sledi: $\vec{\omega}(t) = \begin{bmatrix} \omega_1(t) \\ \omega_2(t) \\ \omega_0 \end{bmatrix}; |\vec{\omega}|^2 = \omega_0^2 + A^2$

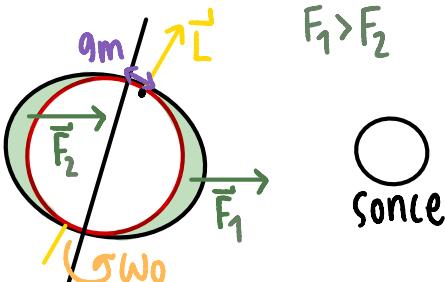


b) Feynman: $J_3 = \frac{1}{2}MR^2, J_1 = J_2 = \frac{1}{4}MR^2$

$$\Omega_L = \frac{J_3 - J_1}{J_1} \omega_0 = \frac{\frac{1}{2} - \frac{1}{4}}{\frac{1}{4}} \omega_0 = \omega_0$$

V lastnem sistemu, $2\omega_0$ v mirujočem sistemu

c) Tresenje Zemlje (wobbling)



Zemlja ima obliko geoida: $J_3 \neq J_1 = J_2$, zato vektor \vec{L} ne kaže v isto smer kot $\vec{\omega}$

$$\frac{J_3 - J_1}{J_1} = 0.00327, \omega_0 = \frac{2\pi}{\text{dan}} \Rightarrow \Omega_L = 433 \text{ dni}$$

Ker je $F_1 > F_2$ deluje Sonce z navrom na Zemljo tako, da skuša njeni os zavrteti pokonci. Zaradi tega Zemljina os precesira po stožcu s frekvenco ~ 25.000 let. Poleg tega se spreminja tudi ekscentričnost orbit in ravnina v kateri kroži. Vsi ti efekti so zahrani v Milankovičevih ciklih, ki opisujejo periodično spreminjanje Zemljinega podnebja in pojasnijo ledene dobe:

Milankovitch cycles

[Article](#) [Talk](#)

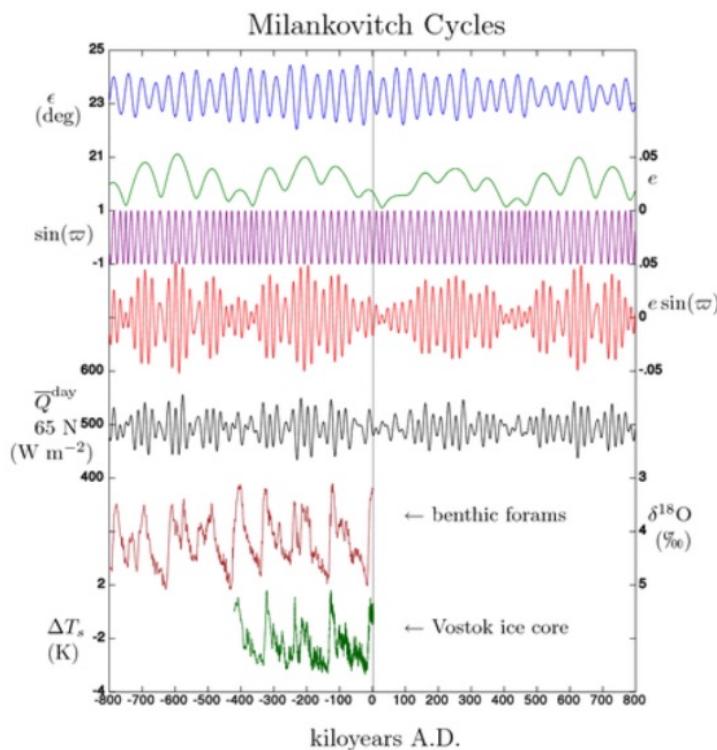
文 A



Milankovitch cycles describe the collective effects of changes in the Earth's movements on its climate over thousands of years. The term was coined and named after Serbian geophysicist and astronomer Milutin Milanković. In the 1920s, he hypothesized that variations in eccentricity, axial tilt, and precession combined to result in cyclical variations in the intra-annual and latitudinal distribution of solar radiation at the Earth's surface, and that this orbital forcing strongly influenced the Earth's climatic patterns. [citation needed]

Similar astronomical hypotheses had been advanced in the 19th century by Joseph Adhemar, James Croll, and others, but verification was difficult because there was no reliably dated evidence, and because it was unclear which periods were important. [citation needed]

In recent years, materials on Earth that have been unchanged for millennia (obtained via ice, rock, and deep ocean sediment cores) have been studied to indicate the history of Earth's climate. Although broadly consistent with the Milankovitch hypothesis, a number of specific observations are not explained by the hypothesis. [citation needed]



Past and future Milankovitch cycles via VSOP model

- Graphic shows variations in five orbital elements:

- Axial tilt or obliquity (ϵ).
- Eccentricity (e).
- Longitude of perihelion ($\sin(\varpi)$).
- Precession index ($e \sin(\varpi)$).

- Precession index and obliquity control insolation at each latitude:

- Daily-average insolation at top of atmosphere on summer solstice (\bar{Q}^{day}) at 65°N
- Ocean sediment and Antarctic ice strata record ancient sea levels and temperatures:
 - Benthic forams (57 widespread locations)
 - Vostok ice core (Antarctica)
- Vertical gray line shows present (2000 CE)