



## Application

T

rot
=



1
2



ω
⋅
(I
ω)
=



1
2



ω

T


I
ω


(⇔
here
ω
is
a
column
(lin.
algebraic)
vector.
⇒

T

rot
=



1
2




I

a



ω

2


,
where

I

a


is
the
moment
of
inertia
w.r.t.
instantaneous
axis
of
rotation
n
=



ω

I

a

### Steiner's theorem

The inertia moment computed w.r.t a point *P* fixed w.r.t body axes is given as: 



(

I

p


)

i
j


=

∑

a



m

a



(

δ

i
j



F

a


2


−
x
¯

a


i



x
¯

a


j


)
.


 Taking into account 




F

a


=




r

a


−

a


,

a
=



C



P

⇒



(

I

p


)

i
j


=

I

i
j


+
M
(

a

i


2



δ

i
j


−

a

i



a

j


)
.

If *P* is also fixed w.r.t *S'*, then, placing *O'* = *P*, we can reduce the expressions: 




V

=



ω
×

R

,

V

a


=



ω
×




r

a


,

L
=




I

′



ω
,

(

I

′
=

I

p


)
,

T
=



1
2



ω
⋅




I

′



ω
.


 *I'* can be computed from *I*: 




I

′


i
j


=

I

i
j


+
M
(

R

2



δ

i
j


−

X

i



X

j


)
,


 where *X*<sub>*h*</sub> are components of the vector **R**.

### Principal axes of inertia

Let *A* ∈ SO(3) be a constant change of basis matrix, and 




e

i


=

∑

j



a

j
i



e

j


,

⇒



x
=
A
x
¯,

I
¯
=

A

−
1



I
A
=

A

T



I
A
.

Since *I* is a symmetric matrix, there is always a matrix *A* ∈ SO(3), s.t. 




I
¯



=




A

T



I
A


 is a diagonal matrix, in other words, the moment of inertia w.r.t the alternate body axes 




e

i


 (which are eigenvectors) is expressed as:

I
=



[




I

1




I

2




I

3




]


,


 with *I<sub>i</sub>* the eigenvalues corresponding to 




e

i


.

In such case, 




e

i


 are **principal axes of inertia**, and *I<sub>i</sub>* are **principal moments of inertia**, which are the roots of the caracteristic polynomial of *I*.

If *e<sub>i</sub>* are p.a.i. then: 




L

C
M


=

∑

i



I

i



ω

i



e

i


,

T

rot
=



1
2



∑

i



I

i



ω

i


2


.

If the origin of a set of p.a.i. are also fixed in *S'*, then **L**, **T** can be calculated with the expressions above, replacing *I* by *I'* w.r.t. the point *O'*.

**Classification of r.b. in terms of the multiplicity of the eigenvalues *I<sub>i</sub>***

Type of symmetry	Definition
Asymmetric tops:	<i>I<sub>1</sub></i> ≠ <i>I<sub>2</sub></i> , ∀i ≠ j,
Axially symmetric tops:	<i>I<sub>1</sub></i> = <i>I<sub>2</sub></i> ≠ <i>I<sub>k</sub></i> ,
Spherically symmetric tops:	<i>I<sub>1</sub></i> = <i>I<sub>2</sub></i> , ∀i, j

### Deduce *I<sub>i</sub>* of a rigid body by its invariance under transformations

**Note:** both □ and *ρ* have to be invariant under the transformations.

Inv. under	Behaviour of <i>I<sub>i</sub></i>
<i>x<sub>1</sub></i> ↔ − <i>x<sub>1</sub></i>	<i>I<sub>1</sub></i> = 0, ∀j ≠ i
<i>x<sub>1</sub></i> ↔ <i>x<sub>j</sub></i>	<i>I<sub>1j</sub></i> = <i>I<sub>jj</sub></i> , <span> </span> <i>I<sub>ik</sub></i> = <i>I<sub>jk</sub></i> , <i>k</i> ≠ i, j

In particular, for a *solid of revolution* with homogeneous density, taking *x<sub>3</sub>* as the axis of rotation and arbitrary perpendicular axes *x<sub>1</sub>*, *x<sub>2</sub>*, it satisfies the following invariances: *x<sub>1</sub>* ↔ −*x<sub>1</sub>*, *x<sub>2</sub>* ↔ −*x<sub>2</sub>*, *x<sub>1</sub>* ↔ *x<sub>2</sub>*, and thus:

*I<sub>11</sub>* = *I<sub>1</sub>* = *I<sub>2</sub>* = *I<sub>22</sub>*, *I<sub>1</sub>* = 0 (i ≠ j), with:

I

1


=
π
ρ

∫

x

2


d

2


f

2


(
z
)
d
z
+



x

p


4



∫

x

2


d

2


f

2


(
z
)
d
z
,

I

3


=

I

33


=



x

p


2



∫

x

2


d

2


f

4


(
z
)
d
z
.

## 6.4 EOM of a rigid body

### EOM in an inertial frame

If **F** = 0 then **N** computed at any point in *S'* is the same.

A r.b. is in equilibrium in an *S* ⇔ **F** = **N** = 0 ⇔ **F** = **N**<sub>CM</sub> = 0

### Forces due to a constant field f

λ
a


≡
"charge"
of
a
particle
⇒




F

a


=
λ

a



f
⇒




F

=



∑

a



f


∑

a



λ

a


=
λ

f
.

N

=



(



∑

a



λ

a



r

a


′



×

f
.


 (↓ Note that **X** is fixed in the body)

If 



λ
≠
0
,
defining
X
=



1
λ



∑

a



λ

a



r

a


′



=



1
λ



∑

a



λ

a



(
R
+




r

a


)
=
R
+



1
λ



∑

a



λ

a



r

a


′



 we have that **N** = **X** × **F** ⇒ If 



λ
≠
0
,
then
the
total
torque
of
the
external
forces
coincides
with
the
torque
of
the
total
external
forces
applied
at
the
*centre
of
charge*.
(For
the
grav.
field
g,
λ
=
*m*
and
C,
charge
is
equal
to
CM).

Torque of the external forces w.r.t. CM is **N**<sub>CM</sub> = (**X** − **R**) × **F** (for 



g


≠
0


 it is zero). When 



λ
=
0


 we use the former equation for **N** and the torque of the external forces is independent of the reference point, since **F** = 



λ

f


=
0


.

### Euler's equations

Euler's equations is the system 



{




I

1



ω

1


˙
−
(

I

2


−

I

3


)

ω

2


ω

3


=

N

1


,


{




I

2



ω

2


˙
−
(

I

3


−

I

1


)

ω

1


ω

3


=

N

2


,


where
N
and
I

are computed w.r.t. CM or a point fixed in the body and *S'*. 



ω
 and **N** are in a frame of p.a.i. (in general not inertial).

If *N* = 0 and the origin *O'* of *S'* is a point in the body, 




L

o
′


≡

L


 and **T** are conserved. Similarly, if 




N

C
M


=
0


 then 




L

C
M


 and *T*<sub>rot</sub> are conserved.

## 6.5 Inertial motion of a symmetric top

The angular velocity 



ω
 of a set of axes w.r.t. to another is *additive*.

For an axially (*e<sub>3</sub>*) symmetric r.b., by E's eqns, the following conditions holds:

ω

2


,
Ω
=



I

3


−

I

1




ω

1


,

ω

3


=



ω

1


2


+

ω

2


2


,

α
=
arctan
(

ω

3


/

ω

1


)


 constants.

In frame of body axes, the vector 



ω
 rotates around 




e

3


 with 



Ω
 (traces out a helix on the **body cone** fixed w.r.t. body axes). The angular velocity 



Ω
>
0


 for *I<sub>3</sub>* > *I<sub>1</sub>*, and negative otherwise.

Relative to body axes, 



L


 rotates with 



Ω
 around 




e

3


. 



L


 fixed relative to *S'*.

Relative to *S'*, 



ω
 traces out the **space cone** around **L** (fixed in *S'*) with 



Ω

p


.

The angle between 



ω
 and 



ω
 is 



α
,
between
L
and

e

3


is
θ
=
arctan
⁡


I

3



tan
α
.

Ω

p


=



f

c


=



1
I

1




√
1
+



I

3


2


−

I

1


2




I

1


2



cos
α
,

ω
=
Ω

p

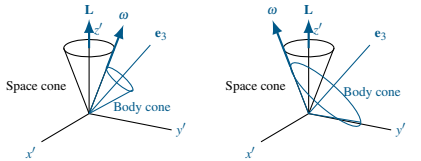


L
−
Ω

e

3


.



### 6.6 Miscellaneous

In general, for a solid of revolution rolling without sliding down a inclined (*α*) plane around the principal axis 




e

3


, the horizontal acceleration is expressed as:

x
¯
=



g
sin
α
1
+



I

a


M

a


2


.

Inertia tensor of some regular bodies		
Body	Definition	Inertia tensor
Solid Sphere	<span><span>     x  2   +  y  2   +  z  2   =  r  2   </span></span>	<span><span>       3 2    m  r  2     [    1   1     ]   </span></span>
Hollow Sphere	<span><span>     x  2   +  y  2   +  z  2   =  r  2   </span></span>	<span><span>       8 3    m  r  2     [    1   1     ]   </span></span>
Cuboid	<span><span>    {    −<!-- − -->    b 4    ≤<!-- ≤ --> x ≤<!-- ≤ -->    b 4     −<!-- − -->    b 4    ≤<!-- ≤ --> y ≤<!-- ≤ -->    b 4     −<!-- − -->    b 4    ≤<!-- ≤ --> z ≤<!-- ≤ -->    b 4     }   </span></span>	<span><span>       m 12     [    b  2   +  d  2     w  2   +  d  2     h  2   +  w  2     ]   </span></span>
Cylinder	<span><span>    {    x  2   +  y  2   ≤<!-- ≤ -->  r  2     −<!-- − -->    b 4    ≤<!-- ≤ --> z ≤<!-- ≤ -->    b 4     }   </span></span>	<span><span>       m 16     [    3  r  2   +  h  2     3  r  2   +  h  2     6  r  2     ]   </span></span>
Rod about end	<span><span>    {    x  2   +  y  2   ≤<!-- ≤ -->  r  2     0 ≤<!-- ≤ --> z ≤<!-- ≤ --> h   h &gt;&gt;&gt; r   }   </span></span>	<span><span>       1 2    m  l  2     [    1   0     ]   </span></span>
Rod about center	<span><span>    {    x  2   +  y  2   ≤<!-- ≤ -->  r  2     x  2   +  y  2   ≤<!-- ≤ -->  r  2     h &gt;&gt;&gt; r   ω<!-- ω --> ∥<!-- ∥ --> x   }   </span></span>	<span><span>       1 2    m  l  2     [    1   0     ]   </span></span>

# 7 Special relativity

## 7.1 Principle of special relativity

In Galilean relativity, the acceleration of a particle is the same in all inertial frames ⇒ all inertial frames are *equivalent* from the point of view of Newtonian mechanics.

**Postulates of special relativity:**

1. The laws of physics are the same in all inertial frames (**relativity principle**).

2. The speed of electromagnetic waves in vacuum is universal: 



c
=



1



μ

0



ϵ

0




.

3. (Implication of 1. & 2.) speed of electromagnetic waves in vacuum is *c* in all inertial frames.

### 7.2 Lorentz transformations

**Basic equations of transformation**

We will use the notation 




x

0


≡
c
t
,

x

0
′


≡
c
t
′


 as the “time coordinate” of space-time. The Lorentz factor for a speed of *v* is defined as:

γ
(
v
)
=



1



1
−



v

2




c

2





,
dimensionless.

The **L**. transformation relating the frames 




x

μ
 and 




x

μ
′


, (the velocity of *O'* w.r.t. *O* is 




v

1


), is:

t
′
=
γ
(
v
)
⎡
(
t
−



v

x

1




c



)
,

x

1
′


=
γ
(
v
)
(

x

1


−
v
t
)
,

x

k
′


=

x

k


,

k
=
2
,
3

### Consequences of L.T.

1. The relative speed between two inertial frames is strictly less than *c* in vacuum.

2. The speed of all mass is less than *c*.

3. The propagation speed any information cannot exceed *c*.

### General transformations

The general L.T. with 



v


 the velocity of *O'* w.r.t. *S* is given by:

t
′
=
γ
(
v
)
⎡
(
t
−



v

x


c



)
,

x
′
=
x
+
(
γ
(
v
)
−
1
)



v

x


c



−
γ
(
v
)
v
t

(*Relativistic law for the addition of velocities*.) For a particle with constant velocity 



u
=




v

1


e

1




 w.r.t. *S*, its velocity w.r.t. *S'* (whose origin moves at constant velocity 




v

1


) is also constant, with components:

u

1


=



u

1
′


+



v

1




1
+



u

1


′



v

1




c



,

u

k


=



u

k
′



γ
(
v
)



(
1
+



v

1




c



)


,

(
k
=
2
,
3
)
,

the reversed relations can be obtained by changing the signs and switching primes.

### Intervals

The quadratic form 




c

2



t

2


−

x

2


=

x

0


2


−

x

2


 is *invariant* under L.T..

The square of the **interval** between two events with s-t coordinates 




x

μ
 and 




x

μ
+
Δ

x

μ
 is defined as:

Δ

s

2


=

c

2



Δ

t

2


−

∑

i
=
1


3





Δ

x

i


2


=
Δ

x

0


2


−

Δ

x

2


=
Δ

x

0


2


−

Δ

x

2


;

said interval is invariant under L.T.⇒ 



Δ

s

2


=
Δ

x

0


2


−

Δ

x

2


=
Δ
(

x

0


)

2


−
Δ
(

x

)

2


. The interval between two events is *time-like* if 



Δ

s

2


>
0
,
light-like
if
Δ

s

2


=
0
,
and
space-like
if
Δ

s

2


<
0
.

If the interval between two events is *time-like*:

Let the original *S* s.t. 



Δ

x

2


,
Δ

x

3


=
0
,
 and a second *S'* with velocity 



Δ

x

1


Δ

t


. Then, in *S'* the two events occur at the same point in space, with time interval

(**proper time lapse**) 



Δ

τ
=



Δ

s


c


=
Δ

t



√
1
−



Δ

x

1


2




Δ

t


2




.

If the interval between two events is *space-like*:

Let the original *S'* s.t. 



Δ

x

2


,
Δ

x

3


=
0
,
 and a second *S'* with velocity 



Δ

x

2


Δ

t


. 



e

1


=



c
Δ

x

1




Δ

x

1




. Then in *S'* the two events occur simultaneously, with distance (**proper distance**) 



√
−
Δ

s

2


=
|
Δ

x

1


|
.


 The proper distance is less or equal to the spatial distance 



|
Δ

x


|


 in any other inertial frame.

### Minkowski product

For two s-t coordinates in *S*, 



x
=
(

x

0


,
x
)


 and 



y
=
(

y

0


,
y
)
∈

R

4


, their *Minkowski product*:

x
⊙
y
≡

x

0


y

0


−
x
⋅
y
⇒

Δ

s

2


=
x
⊙
x
=

x

0


2


−

x

2


,

Δ

s


⊙
Δ

s


=
Δ

s

2

is also invariant under L.T. The vector space (




R

4


, ⊙) is the *Minkowski space*.

### Lorentz group

The procedure of relating the s-t coordinates of an event in two reference frames *S* and *S'* (*S'* moves at 



v
)


 is the following:

1. Consider *S*<sup>0</sup> at rest w.r.t. *S'*, *S*<sup>0</sup> whose *x* is in the direction of 



v
′
⇒

x
′
=

R

1


x
,


 where *R<sub>1</sub>* ∈ 




R

4
×
4


 but only rotates the spatial coordinates.

2. *S*<sup>0</sup> is the frame that moves with 



v
=




v

1


e

1




 away from *S*<sup>0</sup> ⇒ *x*<sup>0</sup> = *L*(*v*)*x*<sup>0</sup>.

*L*(*v*) is the “basic” L.T.

3. The frames *S*<sup>0</sup> and *S'* are related by a rotation ⇒ *x*<sup>0</sup> = *R<sub>2</sub>**x*<sup>0</sup><sup>0</sup>.

Combining everything we get

x
′
=

R

2


L
(
v
)

R

1


x
≡
Λ
x

the transformation 



Λ
∈

R

4
×
4


 is the *general Lorentz transformation*. It is the most general form of L.T. that relates the space-time coord. of an event in two reference frames whose space-time origin coincide (*t* = *x<sub>1</sub>* = 0 ⇔ *t*<sup>0</sup> = *x*<sub>1</sub><sup>0</sup> = 0).

If the space-time origin of the frames differs by a vector *a* ∈ 




R

4


, then the transformation *x*<sup>0</sup> = 



Λ
x
+
a


 is called the *Poincaré tr.*

The basic L.T. can be expressed as a matrix:

L
(
v
)
=



[



γ
(
v
)


−
β
(
v
)
γ
(
v
)


−
β
(
v
)
γ
(
v
)


0


0


0


0


]


,

β
(
v
)
≡



v
c

The bilinear form associated with the M. product is:

G
=



[



1


−
1


−
1


−
1


]


,

⇒

x
⊙
y
=

x

T


G
y
,

⇒

Λ

T


G
Λ
=
G

The Minkowski product (and the square of intervals), are invariant under general Lorentz transformations. The set of matrices 



Λ
 that satisfy the equation above form the *Lorentz group*.

Performing the change of variable:

β
(
v
)
=
tanh
⁡
ϕ
⇒
γ
(
v
)
=
cosh
⁡
ϕ
⇒
L
(
v
)
=



[



cosh
⁡
ϕ


−
sinh
⁡
ϕ


0


0


−
sinh
⁡
ϕ


cosh
⁡
ϕ


0


0


0


0


1


1


]


,

And the result of successive Lorentz boosts with speeds 




v

1


=
c
tanh
⁡
ϕ

1


 and 




v

2


=
c
tanh
⁡
ϕ

2


 is another L. boost with rapidity 



ϕ

1


+
ϕ

2


:

v
=
c
tanh
⁡
(
ϕ

1


+
ϕ

2


)
≡



c
tanh
⁡
ϕ

1


+
ϕ

2


2


 similar to the eqn. of velocity of a ptcl.

### 7.3 Dilations and contractions

The **proper time** measured in *S* is larger than the **coordinate time** measured in *S'*. In other words, from an observer at rest with *S*, the time recorded by a watch at rest with *S'*, *t'*, is slower than the proper time *t* that he has measured.

We say that *t'* dilated, the dilation effect is symmetrical in **inertial frames**:

t
≡



t
′



1
−



v

2




c

2





>

t
′

For a particle following a trajectory 



r
≡
r
(
t
)
,


 the proper time increment (time according to an observer at rest with said particle) is expressed as:

d
τ
=



√
1
−



v

2


(
t
)


c

2





d
t
=



t

2


√
1
−



v

2


(
t
)