

$$v_i = \omega R_i$$

$$\vec{L}_i = \vec{r}_i \times m_i \vec{v}_i$$

$$|\vec{L}_i| = r_i m_i v_i = r_i m_i \omega R_i$$

$$L_{iz} = m_i r_i R_i \omega \cos\left(\frac{\pi}{2} - \theta_i\right) = m_i r_i R_i \omega \sin \theta_i =$$

$$= m_i R_i^2 \omega$$

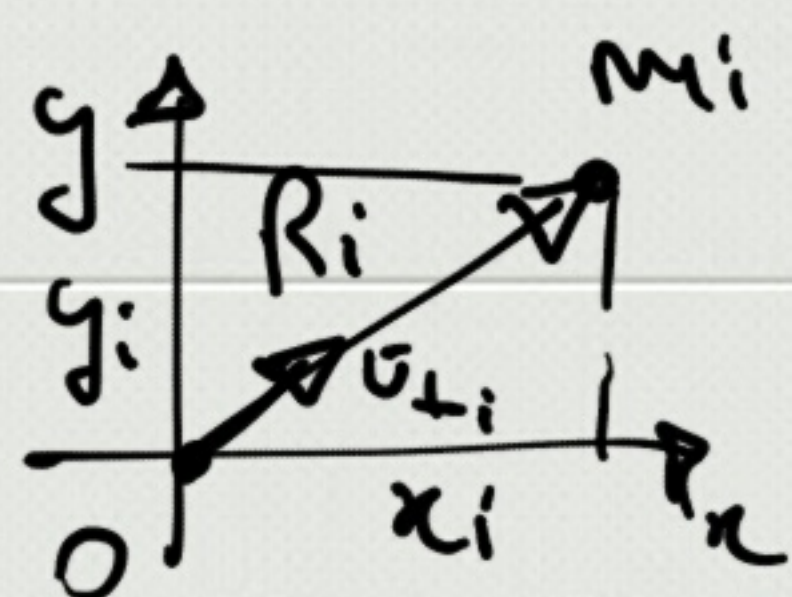
$$L_{i\perp} = m_i r_i R_i \omega \sin\left(\frac{\pi}{2} - \theta_i\right) = m_i r_i R_i \omega \cos \theta_i =$$

$$= m_i z_i R_i \omega$$

$$L_z = \left(\sum_i m_i R_i^2\right) \omega = I_{zz} \omega \quad : \text{non dipende dal polo}$$

$$\vec{L}_\perp = \left(\sum_i m_i z_i R_i \vec{u}_{\perp i}\right) \omega \quad : \text{dipende dal polo}$$

$$= \left(\underbrace{\sum_i m_i x_i z_i}_{I_{xz}} \vec{u}_x + \underbrace{\sum_i m_i y_i z_i}_{I_{yz}} \vec{u}_y\right) \omega$$

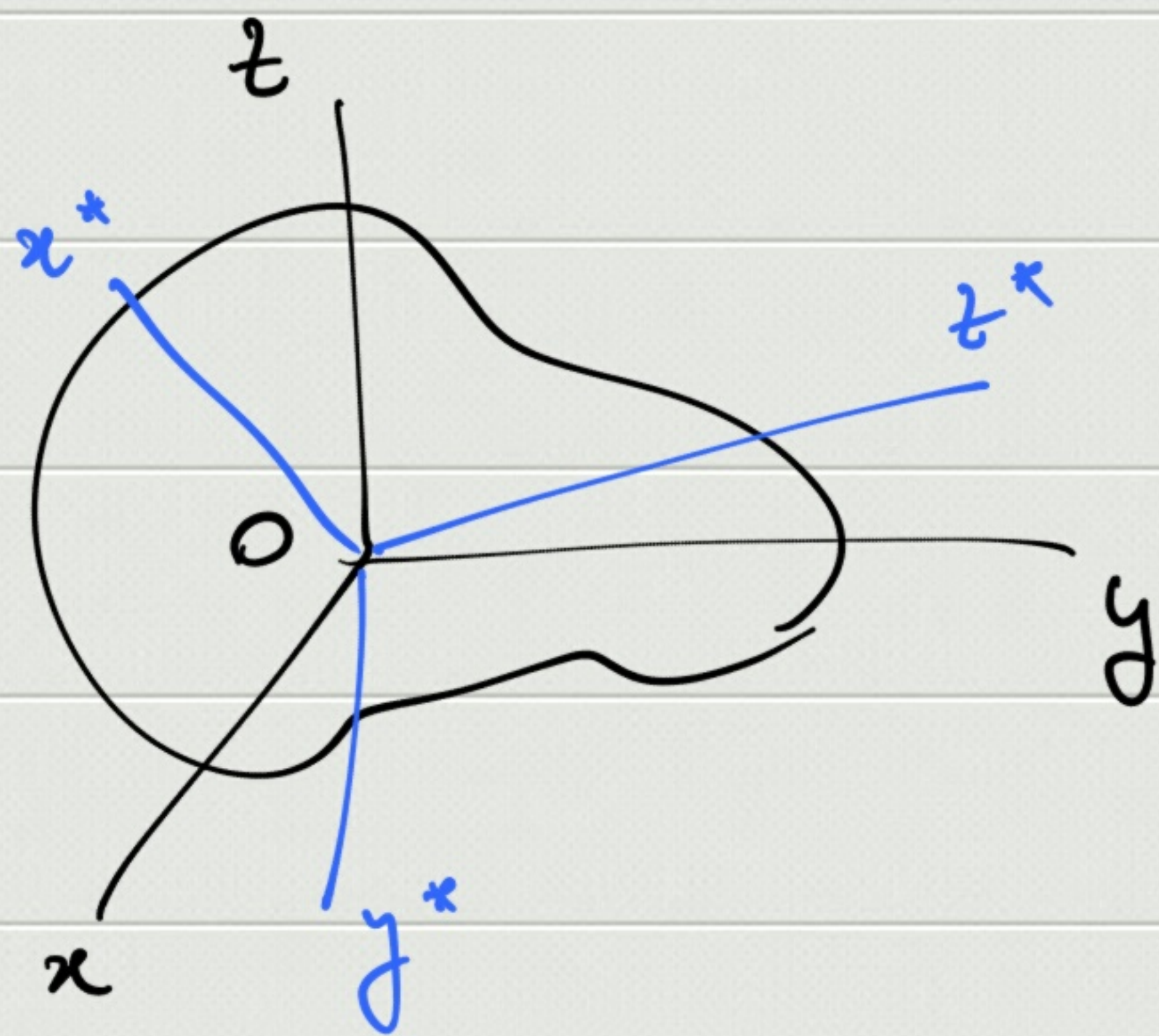


$$\Rightarrow \bar{L}_O = (\bar{I}_{xx} \bar{v}_x + \bar{I}_{yy} \bar{v}_y + \bar{I}_{zz} \bar{v}_z) \omega \quad (\bar{\omega} = \omega \bar{v}_z)$$

$$\Rightarrow \begin{pmatrix} L_{O,x} \\ L_{O,y} \\ L_{O,z} \end{pmatrix} = \begin{pmatrix} \bar{I}_{xx} & \bar{I}_{xy} & \bar{I}_{xz} \\ \bar{I}_{yx} & \bar{I}_{yy} & \bar{I}_{yz} \\ \bar{I}_{zx} & \bar{I}_{zy} & \bar{I}_{zz} \end{pmatrix} \begin{pmatrix} \omega_x \\ \omega_y \\ \omega_z \end{pmatrix}$$

$$\boxed{\bar{L}_O = \bar{\bar{I}} \bar{\omega}}$$

$\bar{\bar{I}} \rightarrow$ tensore di
inerzia



$Oxyz \rightarrow \bar{\bar{I}}$

$Ox^*y^*z^* \rightarrow$

$$\bar{\bar{I}}^* = \begin{pmatrix} I_x & 0 & 0 \\ 0 & I_y & 0 \\ 0 & 0 & I_z \end{pmatrix}$$

Asi principali di inerzia

$$\Rightarrow \boxed{\bar{L}_O = (\bar{I}_x \omega_x \bar{v}_x + \bar{I}_y \omega_y \bar{v}_y + \bar{I}_z \omega_z \bar{v}_z)}$$

z è asse princ. inerzia

$$\text{Se } \vec{\omega} = \omega \vec{u}_z \Rightarrow \boxed{\vec{L}_0 = I_z \vec{\omega}} \quad (*)$$

$$I_z \rightarrow \text{momento di inerzia} \quad [I_z] = \text{kg m}^2$$

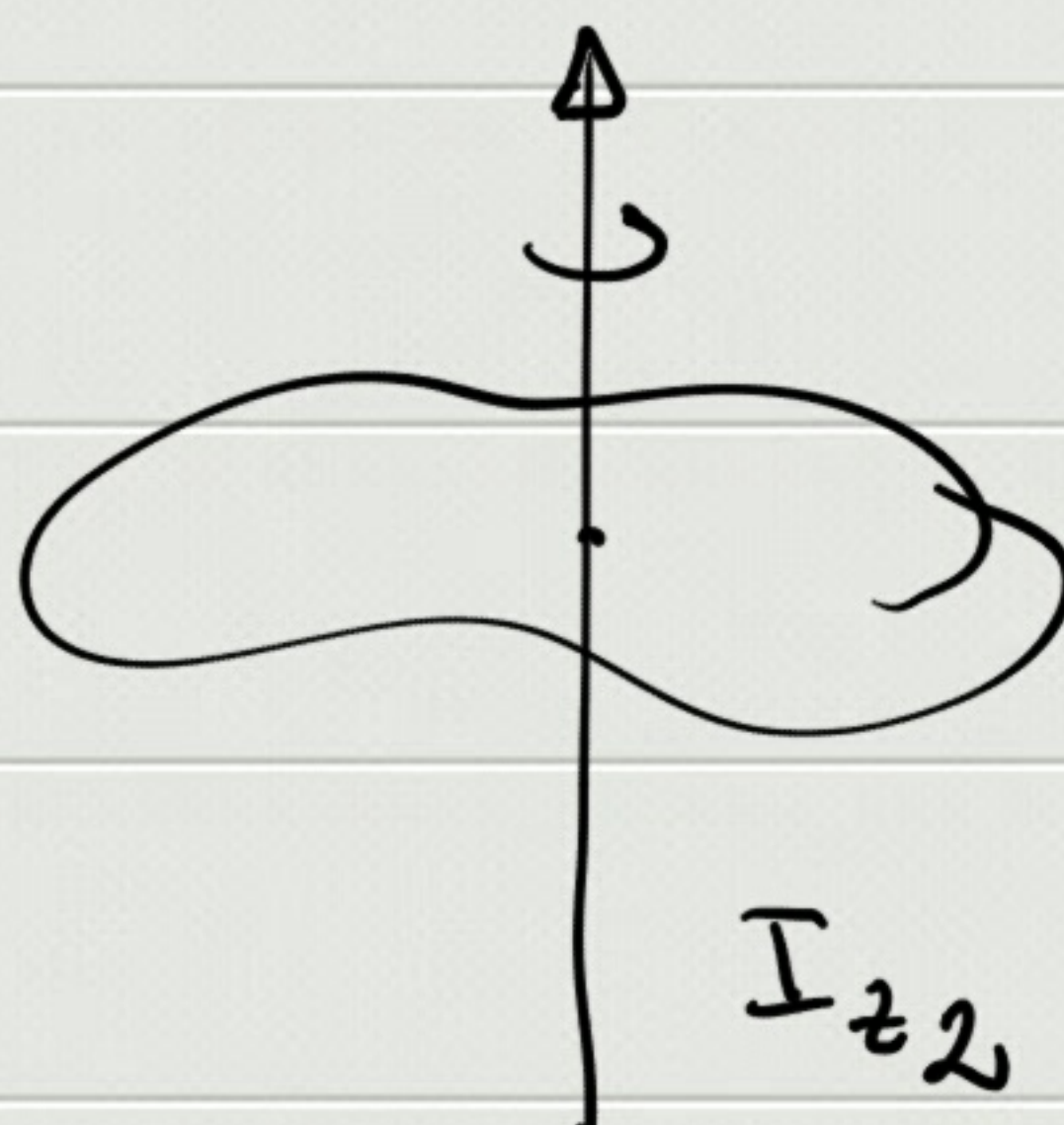
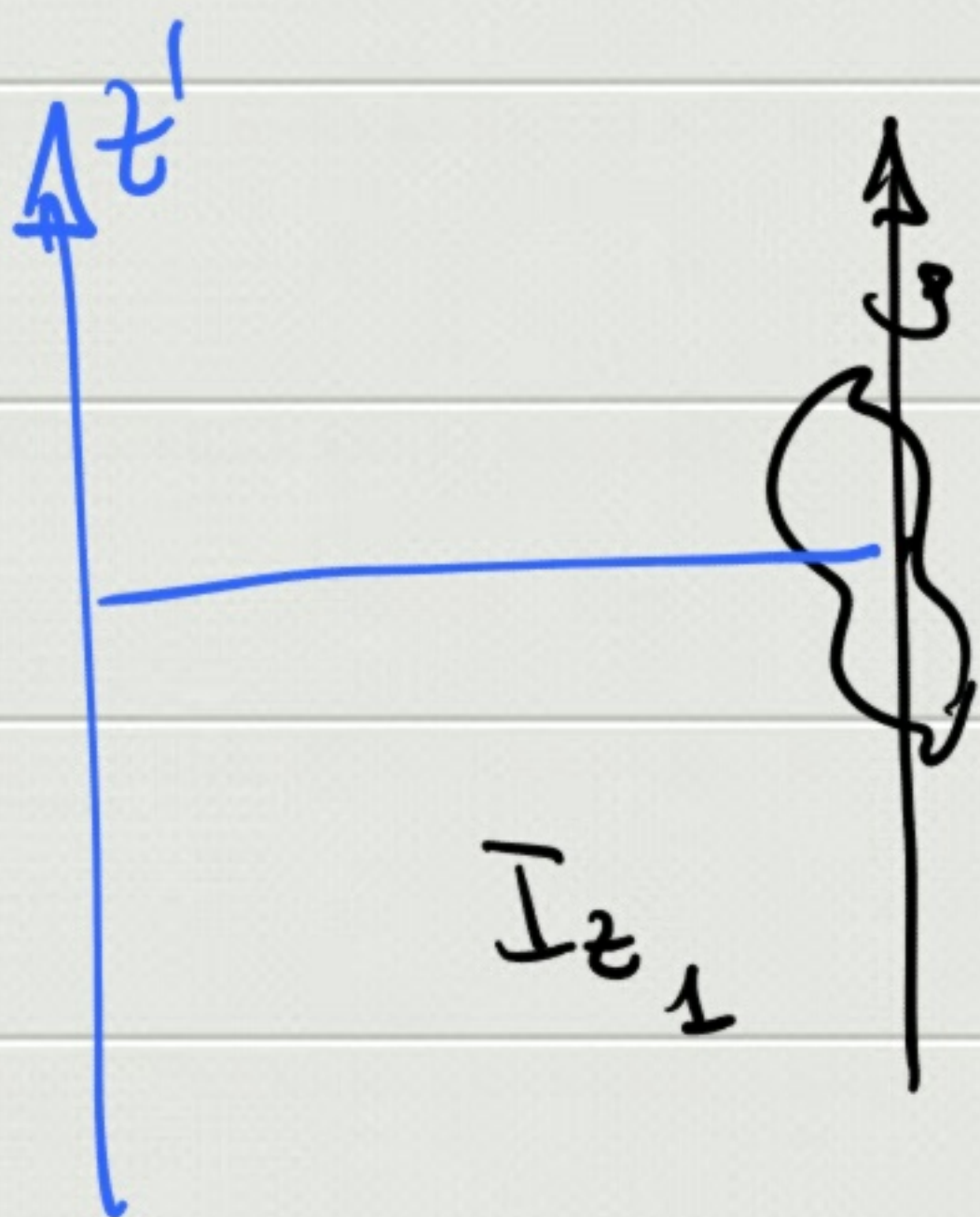
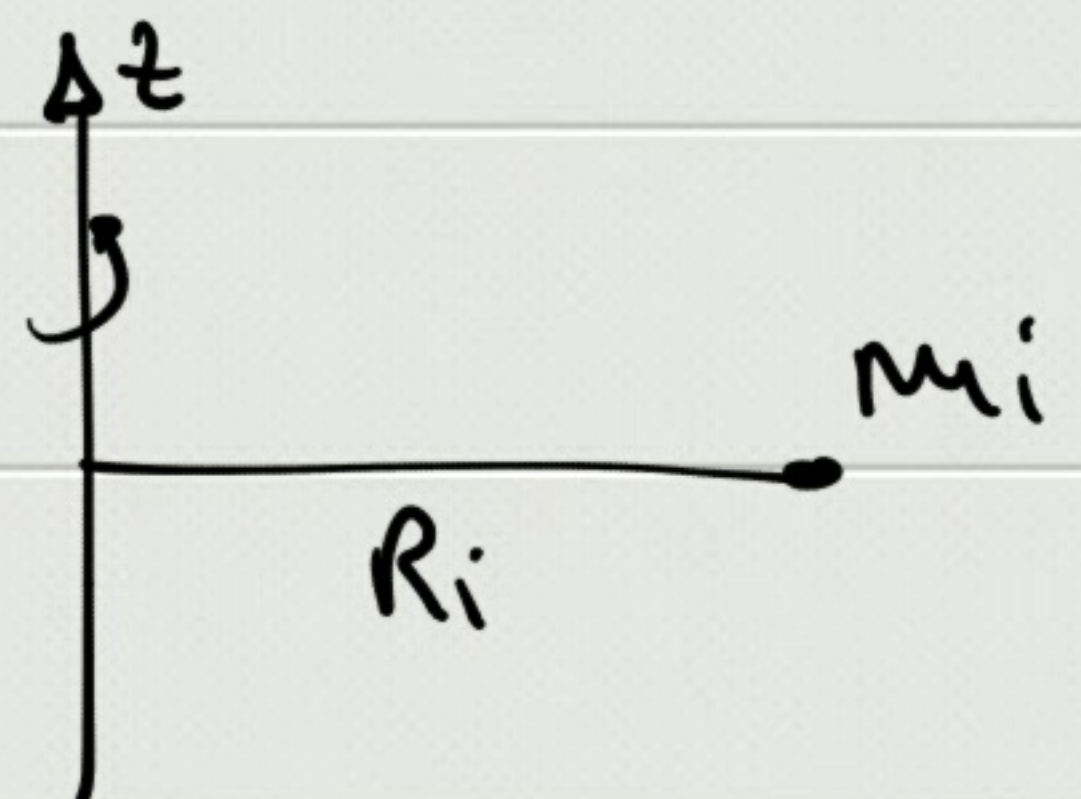
$$* \quad \vec{p} = m \vec{v} \quad m \rightarrow \text{costante}$$

$$\vec{L}_0 = \vec{r} \times m \vec{v} \quad (\text{punto})$$

$$* \quad \vec{L}_0 = \vec{I} \vec{\omega} \quad (\text{corpo rigido})$$

\hookrightarrow dipende dall'asse di rotazione

$$\boxed{I_z = \sum_i m_i R_i^2}$$



$$I_{z1} \ll I_{z2}$$