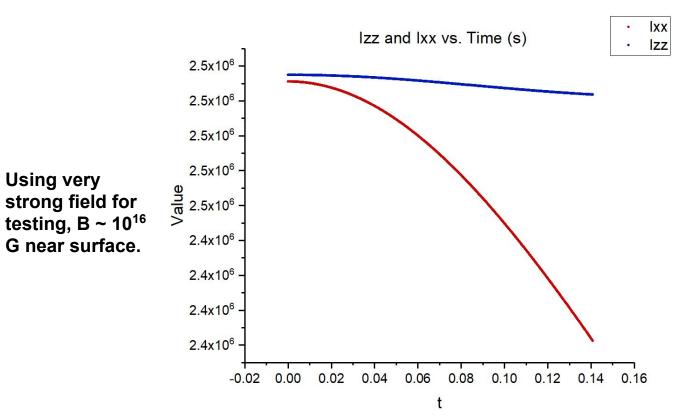
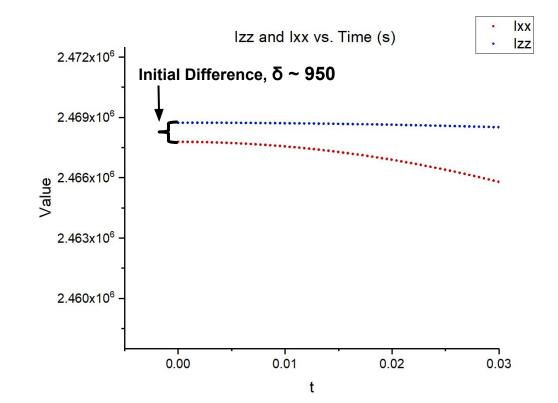
Week 10 Report Spring 2019

Sam Frederick

Moment of Inertia Component Evolution



Zooming In On t = 0...



Analytic Calcs for Izz, Ixx at t = 0

```
Ixxstar = \int_{\theta}^{2\pi} \int_{\theta}^{\pi} \int_{\theta}^{R} \text{rho1}[r] * ((r * Sin[\theta] * Sin[\phi])^2 + (r * Cos[\theta])^2) * r^2 * Sin[\theta] dr d\theta d\phi
\frac{8(\pi^2 - 6)R^5 \text{ rhoc}}{3\pi^3}
```

Izzstar =
$$\int_{\theta}^{2\pi} \int_{\theta}^{\pi} \int_{\theta}^{R} \text{rho1}[r] * ((r * Sin[\theta] * Cos[\phi])^2 + (r * Sin[\theta] * Sin[\phi])^2) * r^2 * Sin[\theta] dr d\theta d\phi$$

$$\frac{8(\pi^2 - 6)R^5 \text{ rhoc}}{3\pi^3}$$

|zz = |xx|

Updated Boundary Conditions

- Old BCs for pure fields taken out, replaced with expressions for mixed field
- Boundary Conditions

$$\circ$$
 r = 0

$$\circ$$
 r = 2.0

$$\circ$$
 $\Theta = 0$

$$\circ$$
 $\Theta = \pi$

 B_r Boundary Condition for r = 0:

$$\begin{split} \mathbf{B0}\left[\theta_{-}\right] &= \mathbf{Limit}\left[\mathbf{Br}\left[r,\theta\right], r \to \theta\right] \\ &- \frac{2\,\pi^{2}\,\mathrm{Bmax}\cos(\theta)\left(2\,\pi\,\lambda^{3} + \left(1 - 3\,\lambda^{2}\right)\sin(\pi\,\lambda) + \pi\left(3\,\lambda^{2} - 1\right)\lambda\cos(\pi\,\lambda)\right)}{3\left(\lambda^{2} - 1\right)^{2}\left(\pi\,\lambda\cos(\pi\,\lambda) - \sin(\pi\,\lambda)\right)} \end{split}$$

 B_{Θ} Boundary Condition for r = 0:

BOT
$$[\theta_{-}]$$
 = Limit [Btheta[r, θ], $r \to \theta$]
$$\frac{2 \pi^{2} \operatorname{Bmax} \sin(\theta) \left(2 \pi \lambda^{3} + \left(1 - 3 \lambda^{2}\right) \sin(\pi \lambda) + \pi \left(3 \lambda^{2} - 1\right) \lambda \cos(\pi \lambda)\right)}{3 \left(\lambda^{2} - 1\right)^{2} \left(\pi \lambda \cos(\pi \lambda) - \sin(\pi \lambda)\right)}$$

 B_{ϕ} Boundary Condition for r = 0:

BOP[
$$\theta_{-}$$
] = Limit[Bphi[r, θ], r \rightarrow 0]
0.

BCs for
$$r = 0$$

Continued Work

- Running more simulations for Izz and Ixx values
 - Vary B-field strength
 - Vary λ parameter
- Fix weird density issue (see next slide)
 - Likely has something to do with r = 0 boundary

