

Lecture Tutorial 1D: Precession & Rotating Reference Frames

mk19 - Präzession (Fahrradfelge)

Precession == Witchcraft?



Reminder from Previous Lecture

Basket + Ball

$$\vec{p} = m \cdot \vec{v}, \quad \& \quad \vec{F}_{\text{ext}} = \frac{d\vec{p}}{dt}$$

→ change in momentum follows external force

$$\vec{\tau} = \vec{r} \times \vec{F}, \quad \& \quad \vec{\tau}_{\text{ext}} = \frac{d\vec{L}}{dt}$$

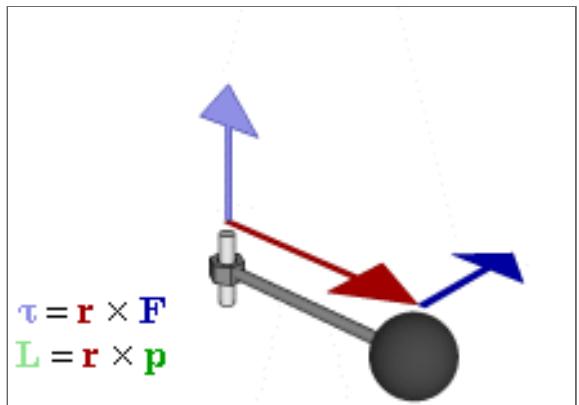
→ change in angular momentum follows external torque

Direction of the Torque & its consequences:

mk18 - Flugzeugkreisel

$$\vec{\tau} = \vec{r} \times \vec{F} = \frac{d\vec{L}}{dt}$$

Aspect	Parallel torque $\vec{\tau}_{\parallel}$	Perpendicular torque $\vec{\tau}_{\perp}$
Relation to \vec{L} & governing idea	Acts along \vec{L} . Changes $\frac{d\vec{L}}{dt}$ in the same direction.	Acts orthogonal to \vec{L} . Changes $\frac{d\vec{L}}{dt}$ sideways to \vec{L} .
Effect on \vec{L}	Magnitude changes, direction stays the same	Magnitude stays constant, direction changes
Intuitive summary	"Spin faster or slower"	"Axis changes direction"



from [wikipedia](#), public domain

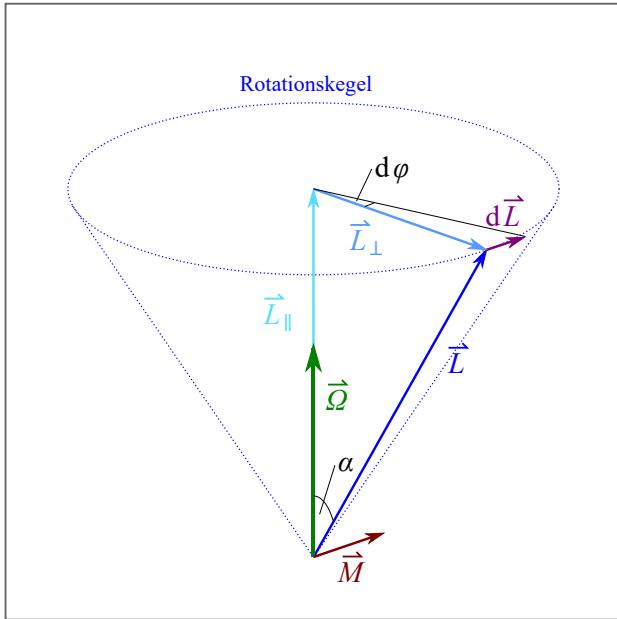
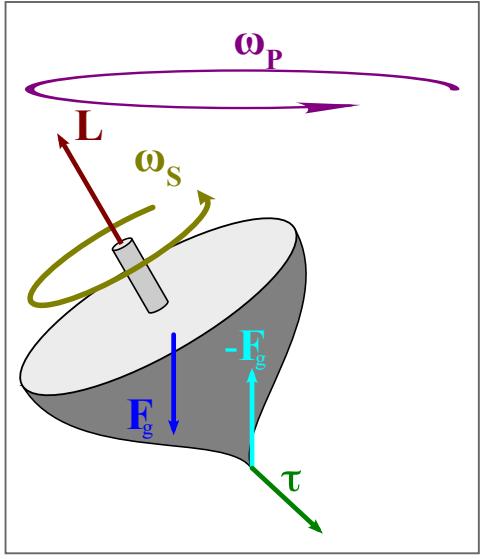
Spinning Tops under Gravity

mk19 - Präzession (Fahrradfelge)

- **Symmetric top** supported at a pivot; **center of mass** located a horizontal distance r from pivot; **angular momentum** \vec{L} points along the symmetry axis
- Resulting torque due to gravity:

$$\vec{\tau} = \vec{r} \times M\vec{g}$$

- This torque is **horizontal** → perpendicular to both \vec{r} and \vec{g} .
- Since $\vec{\tau} = \frac{d\vec{L}}{dt} \perp \vec{L}$ → torque changes **direction**, not magnitude, of \vec{L} → **precession** (spin axis rotates around the vertical, tracing a cone)



[left] from [wikipedia](#), **Attribution 2.5 Generic Deed**; [right] from [wikipedia](#), **CC0 1.0**

Universal

Precession Rate

- Vectors:
 - \vec{L} : along the tilted spin axis
 - $\vec{\tau}$: perpendicular to the plane containing \vec{r} & \vec{g} ; **and** perpendicular to \vec{L}
 - $\vec{\Omega}$: horizontal; describes slow rotation of \vec{L} around vertical
- Tip of \vec{L} moves on a horizontal circle; horizontal component sets radius:

$$L_{\perp} = L \sin \theta.$$

- In time Δt , geometric change of \vec{L} (arc length):

$$|\Delta \vec{L}| = L_{\perp} (\Omega \Delta t) = L \sin \theta \Omega \Delta t$$

- From $\vec{\tau} = \frac{d\vec{L}}{dt}$:

$$|\Delta \vec{L}| = \tau \Delta t$$

Precession Rate (cont')

- Equate and solve:

$$L \sin \theta \Omega \Delta t = \tau \Delta t$$

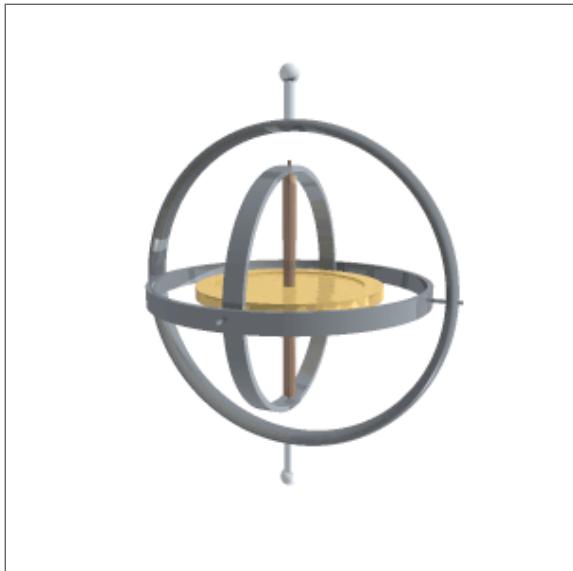
$$L \sin \theta \Omega = \tau$$

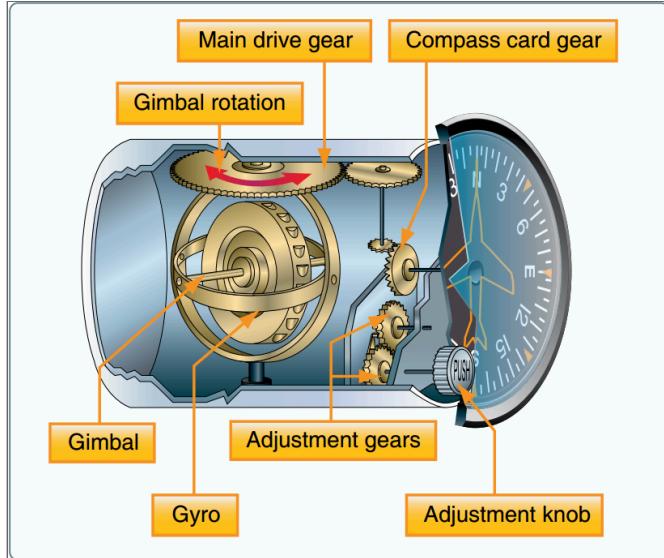
- Insert $\tau = Mg r_{\perp} = Mg r \sin \theta$ and $L = I\omega$:

$$\Omega = \frac{\tau}{L \sin \theta} = \frac{Mg r \sin \theta}{I\omega \sin \theta} = \boxed{\frac{Mg r}{I\omega}}$$

- A fast spin (large ω) or large moment of inertia $I \rightarrow \textbf{slow precession}$.
Counterclockwise spin (viewed from above) produces clockwise precession (right-hand rule).

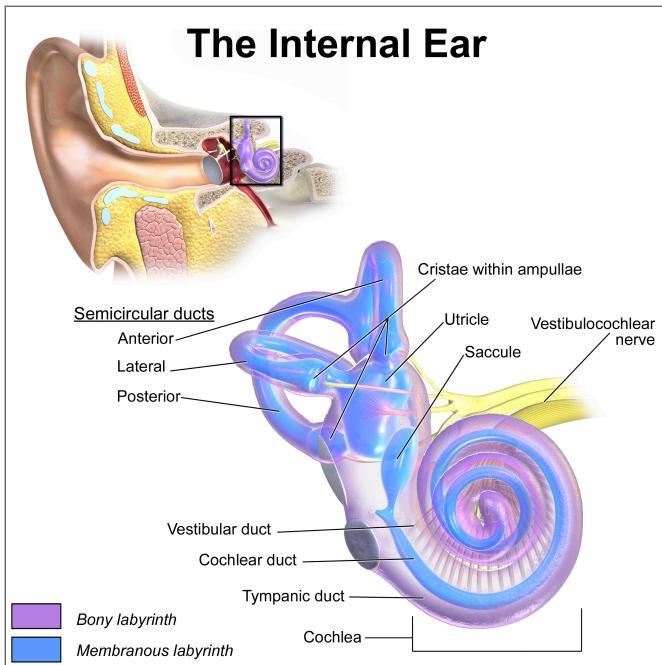
Gyroscope - Heading Indicator





[left] from [wikipedia](#), public domain; [right] from [wikipedia](#), public domain

Gyro in the Ear - Vestibular System



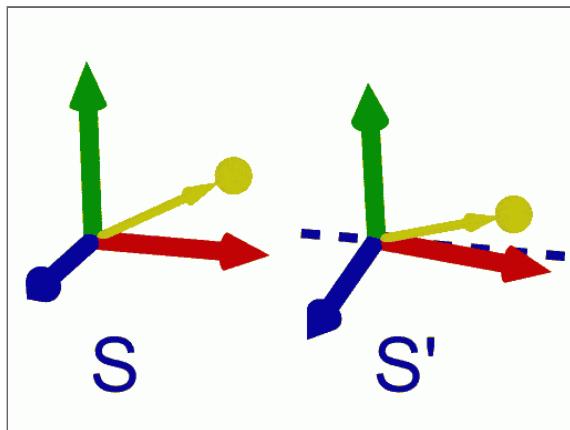


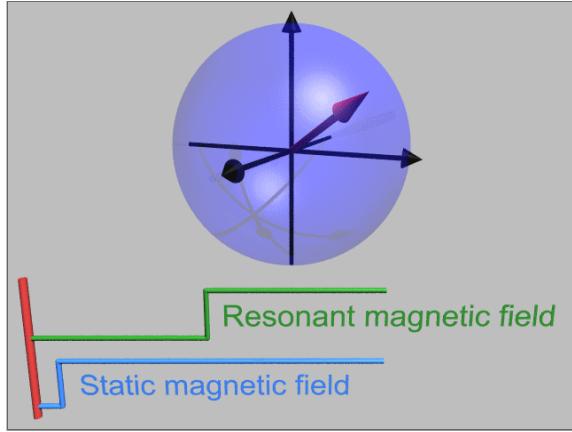
[left] from [wikipedia](#), **Attribution-Share Alike 3.0 Unported**; [right] from [wikipedia](#) by Nevit Dilmen, **Attribution-Share Alike 3.0 Unported**

Rotating Reference Frames - Primer & Motivation

md47 - Feder auf dem Drehschemel

- Sometimes **easier** to study and describe physics in rotation coordinate system (e.g. [**Bloch simulator; structure demo**](#))
- However, **rotating reference frame** (e.g., Earth-bound observer) introduces **apparent accelerations**
- **Newton's laws do not apply in non-inertial frames** such as rotating frames





[left] from [wikipedia](#), ***Attribution-Share Alike 4.0 International*** [right] from [wikipedia](#),
Attribution-Share Alike 3.0 Unported

Velocity Transformation

- Consider two observers:
 - Frame S : inertial (non-rotating)
 - Frame S' : rotates with angular velocity $\vec{\omega}$
- A particle at position \vec{r} has different measured velocities in the two frames

$$\vec{v}_S = \vec{v}_{S'} + \vec{\omega} \times \vec{r}$$

- Meaning $\vec{\omega} \times \vec{r}$:
 - **Velocity of the rotating axes themselves**
 - The cross product guarantees direction perpendicular & magnitude $= \omega r_{\perp}$ (tangential speed)
- Core idea: **Velocity differences between rotating and inertial frames arise solely from the motion of the rotating coordinate system.**



*from [wikipedia](#), ***Attribution-Share Alike 4.0 International****

Acceleration Transformation

- Want to explain forces (dynamics) → study motion (kinematics) first
- Differentiate the velocity relation to obtain the acceleration transformation

$$\vec{v}_S = \vec{v}_{S'} + \vec{\omega} \times \vec{r}$$

- Take time derivative to get velocity in S (inertial, non-rotating frame):

$$\vec{a}_S = \frac{d}{dt}(\vec{v}_{S'} + \vec{\omega} \times \vec{r}) = \frac{d\vec{v}_{S'}}{dt} + \frac{d}{dt}(\vec{\omega} \times \vec{r})$$

Acceleration Transformation - First Term

$$\vec{a}_S = \frac{d\vec{v}_{S'}}{dt} + \frac{d}{dt}(\vec{\omega} \times \vec{r})$$

The first term is just the acceleration seen in the rotating frame $\frac{d\vec{v}_{S'}}{dt} = \vec{a}_{S'}$

$$\vec{a}_S = \vec{a}_{S'} + \frac{d}{dt}(\vec{\omega} \times \vec{r})$$

Acceleration Transformation - Second Term

$$\vec{a}_S = \vec{a}_{S'} + \frac{d}{dt}(\vec{\omega} \times \vec{r})$$

Apply the product rule for the second term (cross product):

$$\frac{d}{dt}(\vec{\omega} \times \vec{r}) = \frac{d\vec{\omega}}{dt} \times \vec{r} + \vec{\omega} \times \frac{d\vec{r}}{dt}$$

For the second term of the second term, use $\frac{d\vec{r}}{dt} = \vec{v}_S = \vec{v}_{S'} + \vec{\omega} \times \vec{r}$:

$$\vec{\omega} \times \frac{d\vec{r}}{dt} = \vec{\omega} \times (\vec{v}_{S'} + \vec{\omega} \times \vec{r}) = \vec{\omega} \times \vec{v}_{S'} + \vec{\omega} \times (\vec{\omega} \times \vec{r})$$

Thus,

$$\vec{a}_S = \vec{a}_{S'} + \frac{d\vec{\omega}}{dt} \times \vec{r} + \vec{\omega} \times \vec{v}_{S'} + \vec{\omega} \times (\vec{\omega} \times \vec{r}) + \vec{\omega} \times \vec{v}_{S'}$$

Acceleration Transformation - Final Equation

$$\vec{a}_S = \vec{a}_{S'} + \frac{d\vec{\omega}}{dt} \times \vec{r} + \vec{\omega} \times \vec{v}_{S'} + \vec{\omega} \times (\vec{\omega} \times \vec{r}) + \vec{\omega} \times \vec{v}_{S'}$$

Combine the identical $\vec{\omega} \times \vec{v}_{S'}$ terms:

$$\vec{a}_S = \vec{a}_{S'} + 2\vec{\omega} \times \vec{v}_{S'} + \vec{\omega} \times (\vec{\omega} \times \vec{r}) + \frac{d\vec{\omega}}{dt} \times \vec{r}$$

Newton's second law and the origin of fictitious forces

In the inertial frame:

$$m\vec{a}_S = \sum \vec{F}_{\text{real}}$$

Insert the acceleration transformation and solve for $m\vec{a}_{S'}$:

$$m \left[\vec{a}_{S'} + 2\vec{\omega} \times \vec{v}_{S'} + \vec{\omega} \times (\vec{\omega} \times \vec{r}) + \frac{d\vec{\omega}}{dt} \times \vec{r} \right] = \sum \vec{F}_{\text{real}}$$

$$m\vec{a}_{S'} + m \left[2\vec{\omega} \times \vec{v}_{S'} + \vec{\omega} \times (\vec{\omega} \times \vec{r}) + \frac{d\vec{\omega}}{dt} \times \vec{r} \right] = \sum \vec{F}_{\text{real}}$$

$$m\vec{a}_{S'} = \sum \vec{F}_{\text{real}} - m \left[2\vec{\omega} \times \vec{v}_{S'} + \vec{\omega} \times (\vec{\omega} \times \vec{r}) + \frac{d\vec{\omega}}{dt} \times \vec{r} \right].$$

In the rotating reference frame we observe real and fictitious forces, solely due to the rotation of the frame:

$$m\vec{a}_{S'} = \sum \vec{F}_{\mathrm{real}} + \sum \vec{F}_{\mathrm{fictitious}}$$

The Fictitious Forces

- **Fictitious forces** appear only in **rotating (non-inertial) frames due to the acceleration of the frame itself**

$$\vec{F}_{\text{fict}} = -m \left[2\vec{\omega} \times \vec{v}_{S'} + \vec{\omega} \times (\vec{\omega} \times \vec{r}) + \frac{d\vec{\omega}}{dt} \times \vec{r} \right]$$

- **Coriolis force**

$$\vec{F}_C = -2m(\vec{\omega} \times \vec{v}_{S'})$$

- **Centrifugal force**

$$\vec{F}_{\text{cf}} = -m[\vec{\omega} \times (\vec{\omega} \times \vec{r})]$$

- **Euler force** (only if the rotation rate changes)

$$\vec{F}_E = -m\frac{d\vec{\omega}}{dt} \times \vec{r}$$

Centrifugal Force

md47 - Feder auf dem Drehschemel

$$\vec{F}_{\text{cf}} = -m[\vec{\omega} \times (\vec{\omega} \times \vec{r})]$$

- Acceleration term:

$$\vec{a} = -\vec{\omega} \times (\vec{\omega} \times \vec{r})$$

- Direction: always **radially outward** from the rotation axis
- Magnitude at distance R to rotation axis (not radius r):

$$F_{\text{cf}} = m\omega^2 R = \frac{mv^2}{R}$$

- Magnitude equals the **centripetal force**, but the **direction is opposite**
(centrifugal outward, centripetal inward)

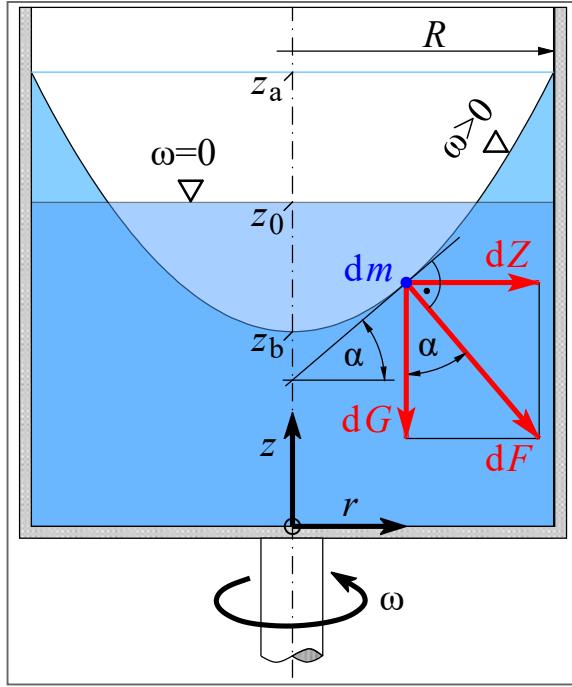
Centrifugal Force (cont')

md20 - Demonstration der Zentrifugalkraft

$$\vec{F}_{\text{cf}} = -m[\vec{\omega} \times (\vec{\omega} \times \vec{r})], \quad \& \quad F_{\text{cf}} = m\omega^2 R = \frac{mv^2}{R}$$

$$\vec{a} = -\vec{\omega} \times (\vec{\omega} \times \vec{r})$$

- **Magnitude at distance R to rotation axis (not radius r) & always radially outward from the rotation axis**



from [wikipedia](#), **Attribution-Share Alike 4.0 International**

Coriolis Force

md14 - Coriolis pendulum

$$\vec{F}_C = -2m(\vec{\omega} \times \vec{v}_{S'})$$

- Coriolis term in the acceleration:

$$\vec{a}_C = -2\vec{\omega} \times \vec{v}_{S'}$$

- Appears only for objects **moving in the rotating frame** → no Coriolis force when $\vec{v}_{S'} = 0$
- **Independent of position**
- Direction: always **perpendicular** to both the rotation axis and the velocity
- Magnitude for speed v at angle ϕ between $\vec{\omega}$ and $\vec{v}_{S'}$:

$$F_C=2m\omega v \sin\phi$$

Foucault Pendulum

md12 - Foucault Pendulum

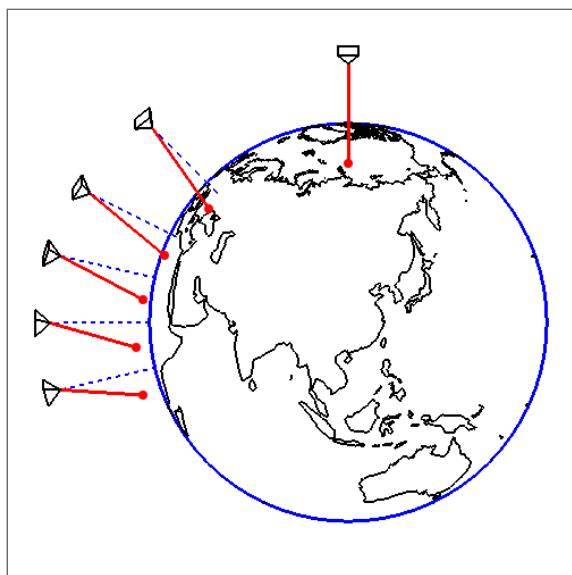
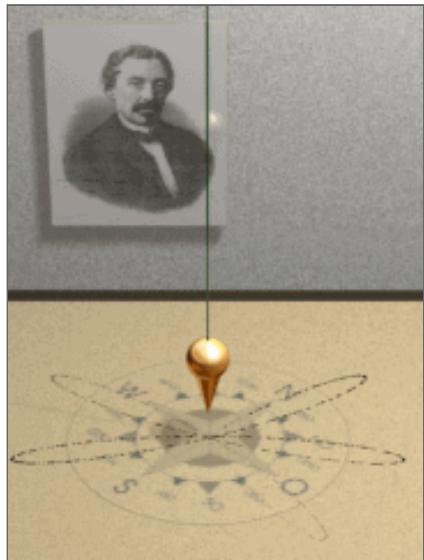
- A **Foucault pendulum** demonstrates Earth's rotation through the **apparent precession** Ω_p of its swing plane
- Earth is rotating underneath the pendulum's swing plane
- Precession rate:

$$\Omega_p = \omega \sin \phi$$

where

- Ω_p : relative precession angular frequency of pendulum relative of Earth (rotating frame)
 - ω : Earth's rotation rate ($\approx 15^\circ/\text{h}$)
 - ϕ : geographic latitude
- **Precession periods** (time T for one full rotation of the swing plane):
 - Poles ($\phi = 90^\circ$): $T = 24 \text{ h}$

- Equator ($\phi = 0^\circ$): $\Omega_p = 0$ (no precession)
- Mid-latitudes ($\phi = 45^\circ$): $T \approx 34$ h



[left] from [wikipedia](#), **Attribution-Share Alike 3.0 Unported** [right] from [wikipedia](#),
Attribution-Share Alike 4.0 International

Coriolis Force – Effect on Global Scale

The Coriolis force arises in a rotating coordinate system:

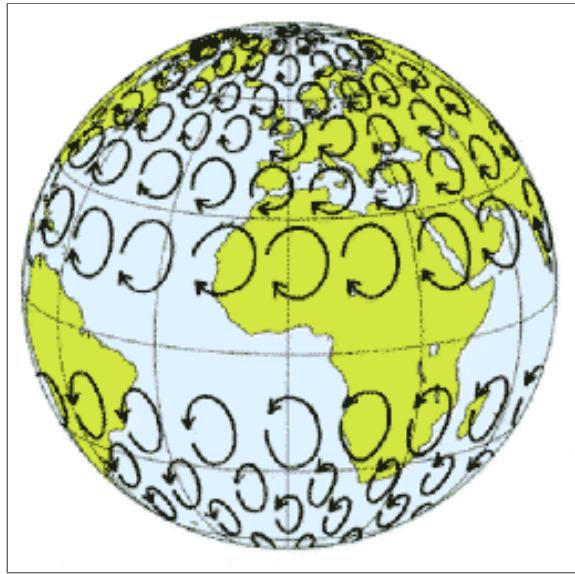
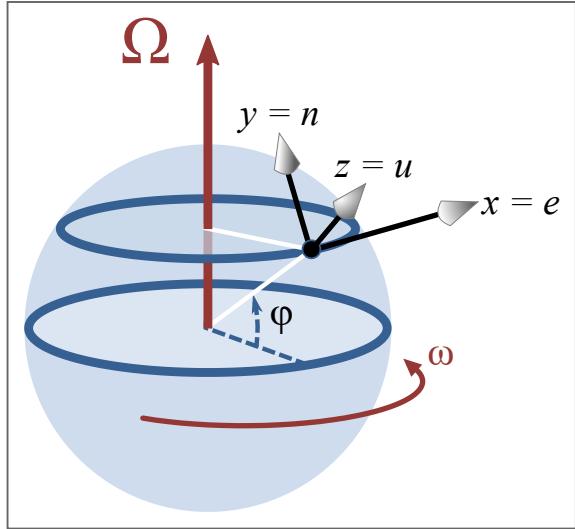
$$\vec{F}_C = -2m(\vec{\Omega} \times \vec{v}_{S'}), \quad \vec{a}_C = -2\vec{\Omega} \times \vec{v}_{S'}.$$

Only **moving** air or water experiences the Coriolis force. Its *horizontal* magnitude is

$$a_{C,h} = 2\omega v \sin \phi,$$

with $\vec{\Omega}$ = Earth's rotation vector, ω = Earth's rotation rate (scalar magnitude; same everywhere), $\vec{v}_{S'}$ = velocity **relative to Earth**, ϕ = latitude

- **Northern Hemisphere** ($\phi > 0$): always **90° to the right** of motion
- **Southern Hemisphere** ($\phi < 0$): always **90° to the left**
- **Equator** ($\phi = 0$): no horizontal Coriolis



[left] from [wikipedia](#), [Attribution-Share Alike 4.0 International](#); [right] from [wikipedia](#),
[Attribution-Share Alike 3.0 Unported](#)

Coriolis Force – Intuition

md15 – Globus

1. Shot from the equator toward Magdeburg

- At the equator the ground moves fastest.
- The body keeps this larger tangential velocity as it travels north.
- The ground beneath it moves slower.
- Therefore the body appears to drift to the right of its path (eastward relative to the ground).

2. Shot from Magdeburg toward the equator

- Magdeburg has a smaller tangential velocity than the equator.
- The body keeps this smaller tangential speed while moving south.
- The equatorial ground is faster.
- Therefore the body again appears to drift to the right of its path (westward relative to the ground).

Summary:

- A body always keeps the **tangential velocity of the place where it is released.**
- Direction follows from the vector product $\vec{\Omega} \times \vec{v}_{S'}$ on a rotating sphere.

Euler Force (Azimuthal Force)

$$\vec{F}_E = -m \frac{d\vec{\omega}}{dt} \times \vec{r}$$

- Tangential acceleration for changing rotation rate:

$$\vec{a}_E = -r \frac{d\vec{\omega}}{dt}$$

- Euler (azimuthal) force appears when the **angular velocity changes** ($d\vec{\omega}/dt \neq 0$) & **scales with r**
- Direction: always **tangential** to \vec{r} , opposite the tangential acceleration
- Magnitude of Euler force:

$$F_E = ma_E.$$

- Example: starting carousel / merry-go-round
 - apparent force pushing the person to the back of their seat
 - larger apparent force the further away from the rotation axis



from [wikipedia](#), Attribution-Share Alike 4.0 International

Comparison of Fictitious Forces in a Rotating Frame

Force	Condition for Appearance	Acceleration Term	Direction	Scaling
Centrifugal	Object has position $\vec{r} \neq 0$ in rotating frame	$\vec{a}_{\text{cf}} = -\vec{\omega} \times (\vec{\omega} \times \vec{r})$	Radially outward from rotation axis	$\propto \omega^2 r$
Coriolis	Object moves in rotating frame ($\vec{v}_{S'} \neq 0$)	$\vec{a}_C = -2\vec{\omega} \times \vec{v}_{S'}$	Perpendicular to $\vec{\omega}$ and $\vec{v}_{S'}$	$\propto \omega v$

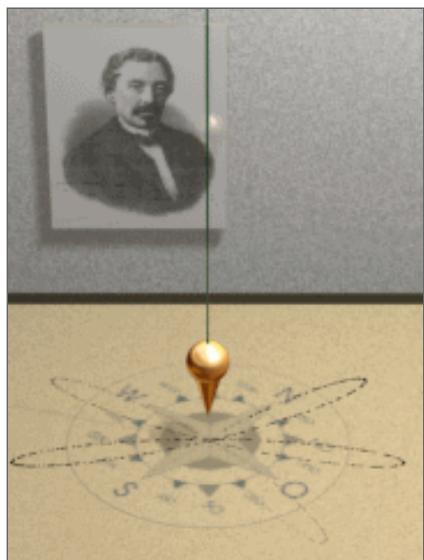
Force	Condition for Appearance	Acceleration Term	Direction	Scaling
Euler	Angular velocity changes ($d\vec{\omega}/dt \neq 0$)	$\vec{a}_E = - \frac{d\vec{\omega}}{dt} \times \vec{r}$	Tangential (azimuthal)	$\propto r \frac{d\omega}{dt}$

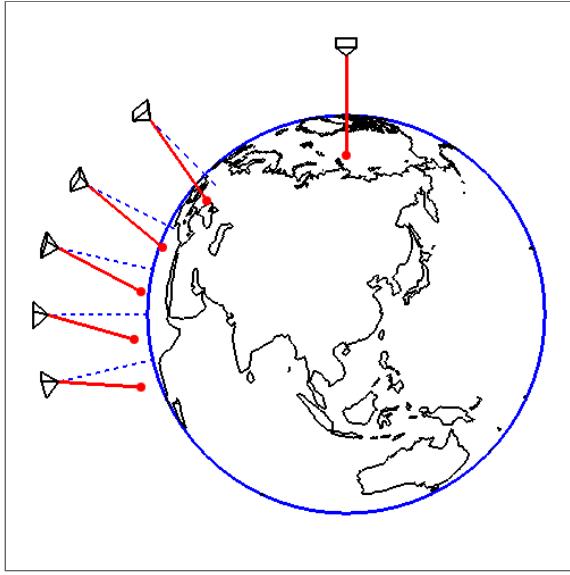
Summary of Fictitious Forces in a Rotating Frame

- Rotating frames require fictitious forces to maintain Newton's 2. law (does not fix 3. law)
- These forces do **not** arise from physical interactions; they appear **because the frame's axes accelerate, even when body at rest**
- These forces disappear in an inertial frame; they reflect the acceleration of the rotating frame itself

Foucault Pendulum - Check Experiment

md12 - Foucault Pendulum





[left] from [wikipedia](#), [Attribution-Share Alike 3.0 Unported](#) [right] from [wikipedia](#),
[Attribution-Share Alike 4.0 International](#)

Fictitious forces in action:

md16 - Beibehaltung der Schwingungsebene **Pendulum swinging**

Force	Condition	Acceleration	Direction	Scale
Centrifugal	$\vec{r} \neq 0$	$-\vec{\omega} \times (\vec{\omega} \times \vec{r})$	Radially outward from rot. axis	$\omega^2 r$
Coriolis	$\vec{v}_{S'} \neq 0$	$-2\vec{\omega} \times \vec{v}_{S'}$	Perpendicular to $\vec{\omega}$ and $\vec{v}_{S'}$	ωv
Euler	$d\vec{\omega}/dt \neq 0$	$-(d\vec{\omega}/dt) \times \vec{r}$	Tangential	$r d\omega/dt$

Fictitious forces in action:

md16 - Beibehaltung der Schwingungsebene **Circle with equal, smaller, and faster ω**

Force	Condition	Acceleration	Direction	Scale
Centrifugal	$\vec{r} \neq 0$	$-\vec{\omega} \times (\vec{\omega} \times \vec{r})$	Radially outward from rot. axis	$\omega^2 r$
Coriolis	$\vec{v}_{S'} \neq 0$	$-2\vec{\omega} \times \vec{v}_{S'}$	Perpendicular to $\vec{\omega}$ and $\vec{v}_{S'}$	ωv
Euler	$d\vec{\omega}/dt \neq 0$	$-(d\vec{\omega}/dt) \times \vec{r}$	Tangential	$r d\omega/dt$

Fictitious forces in action:

md16 - Beibehaltung der Schwingungsebene **Ellipse**

Force	Condition	Acceleration	Direction	Scale
Centrifugal	$\vec{r} \neq 0$	$-\vec{\omega} \times (\vec{\omega} \times \vec{r})$	Radially outward from rot. axis	$\omega^2 r$
Coriolis	$\vec{v}_{S'} \neq 0$	$-2\vec{\omega} \times \vec{v}_{S'}$	Perpendicular to $\vec{\omega}$ and $\vec{v}_{S'}$	ωv
Euler	$d\vec{\omega}/dt \neq 0$	$-(d\vec{\omega}/dt) \times \vec{r}$	Tangential	$r d\omega/dt$

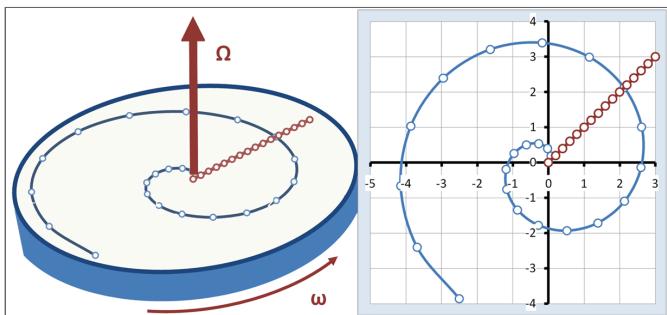
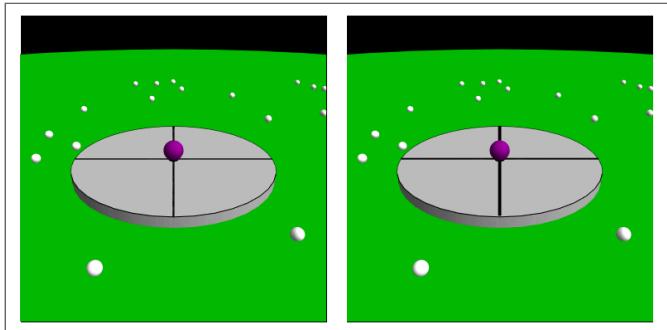
Fictitious forces in action:

md16 - Beibehaltung der Schwingungsebene **Resting body**

Force	Condition	Acceleration	Direction	Scale
Centrifugal	$\vec{r} \neq 0$	$-\vec{\omega} \times (\vec{\omega} \times \vec{r})$	Radially outward from rot. axis	$\omega^2 r$
Coriolis	$\vec{v}_{S'} \neq 0$	$-2\vec{\omega} \times \vec{v}_{S'}$	Perpendicular to $\vec{\omega}$ and $\vec{v}_{S'}$	ωv
Euler	$d\vec{\omega}/dt \neq 0$	$-(d\vec{\omega}/dt) \times \vec{r}$	Tangential	$r d\omega/dt$

Fictitious forces in action:

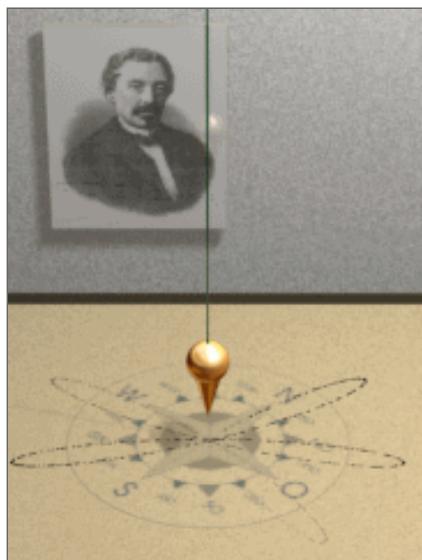
md16 - Beibehaltung der Schwingungsebene **Linear uniform motion**
(fast & slow)

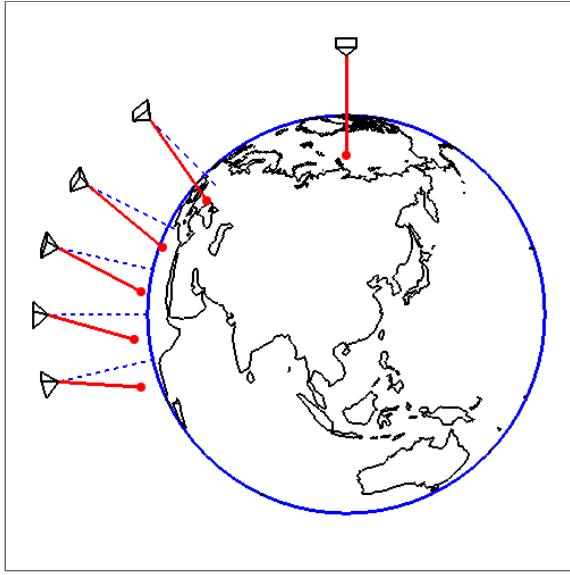


[left] from [wikipedia](#), **CC0 1.0 Universal**; [right] from [wikipedia](#), **Attribution-Share Alike 3.0 Unported**

Foucault Pendulum - Check Experiment Last Time

md12 - Foucault Pendulum





[left] from [wikipedia](#), [Attribution-Share Alike 3.0 Unported](#) [right] from [wikipedia](#),
[Attribution-Share Alike 4.0 International](#)