

To Xerox

(7.18)

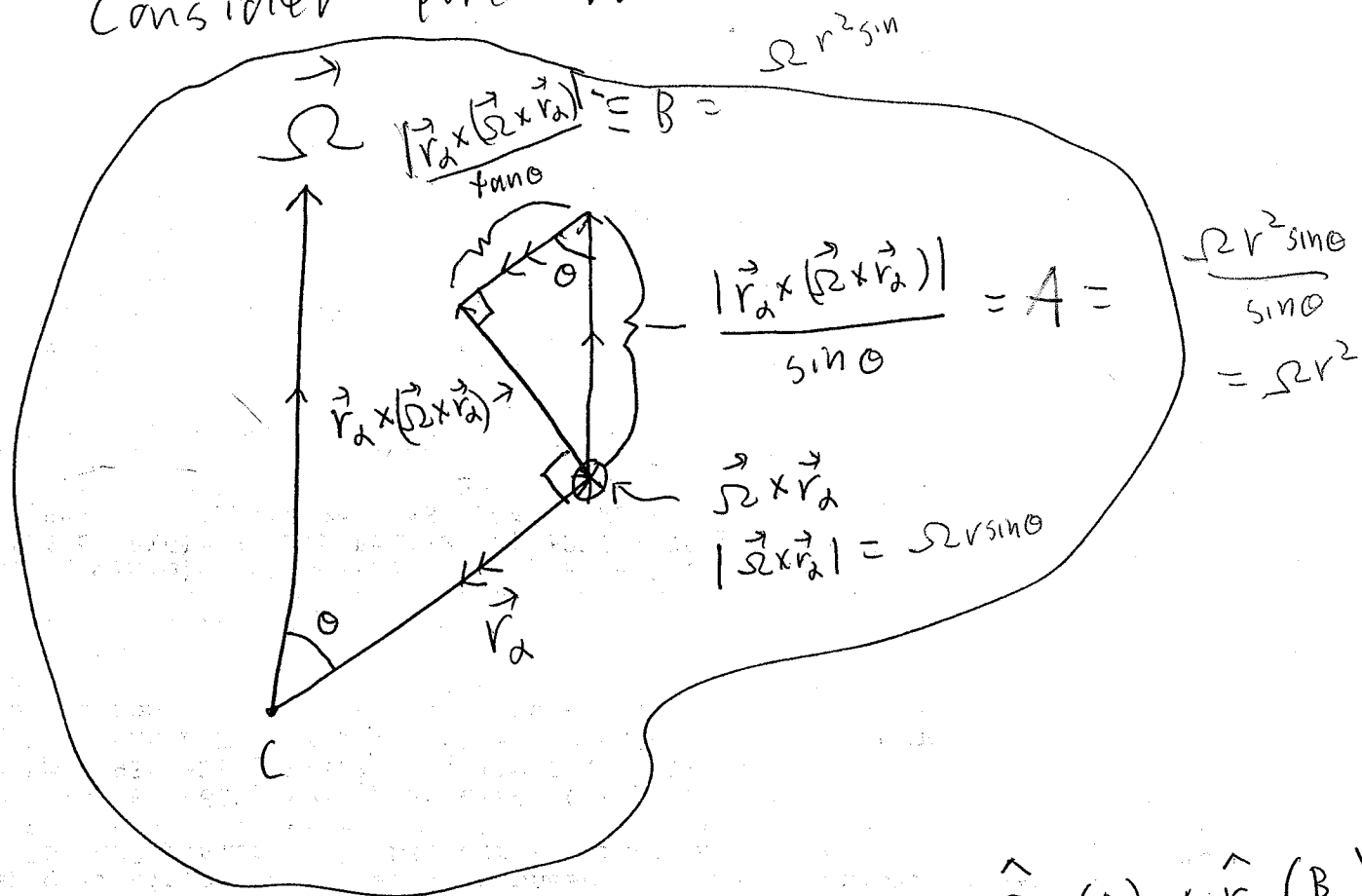
Angular momentum:

$$\vec{L} = \sum_{\alpha} m_{\alpha} \vec{r}_{\alpha} \times \vec{V}_{\alpha}$$

Why important? Conserved if ~~rotation~~

$\mathcal{L}$  rotation invariant  $\Rightarrow$  No external torques

Consider pure rotation about a center:



$$\vec{V}_{\alpha} = \vec{\Omega} \times \vec{r}_{\alpha} \Rightarrow \vec{r}_{\alpha} \times (\vec{\Omega} \times \vec{r}_{\alpha}) = \hat{\Omega} (A) + \hat{r} (B)$$

$$\Rightarrow \vec{r}_a \times (\vec{\Omega} \times \vec{r}_a) = \Omega r^2 \hat{\Omega} - \vec{r} (\vec{\Omega} \cdot \vec{r})$$


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$$= r^2 \vec{\Omega} - \vec{r} (\vec{\Omega} \cdot \vec{r})$$

Cartesian components; tensor notation:

$$\Rightarrow \left[ \vec{r}_a \times (\vec{\Omega} \times \vec{r}_a) \right]_i = r_a^2 \Omega_i - r_i^a r_j^a \Omega_j$$

$$= (r_a^2 \delta_{ij} - r_i^a r_j^a) \Omega_j$$

$$\Rightarrow L_i = \sum_a m_a (r_a^2 \delta_{ij} - r_i^a r_j^a) \Omega_j = \overset{\uparrow}{I_{ij}} \Omega_j$$

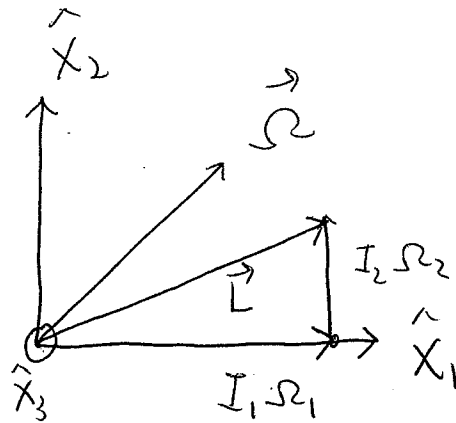
Moments  
of  
inertia  
tensor

$\Rightarrow$  ~~Momentum related~~

$$\Rightarrow \text{Given } \vec{\Omega}; \quad \vec{I} \vec{\Omega} = \vec{L}$$

Note:  $\vec{L} \nparallel \vec{\Omega}$  in general (7.20)

$\hat{x}_1 \hat{x}_2 \hat{x}_3$  : Principal axes of  $\underline{I}$



In this co-ord. system,

$$\underline{I} = \begin{pmatrix} 1 & & \\ & 2 & \\ & & 3 \end{pmatrix}$$

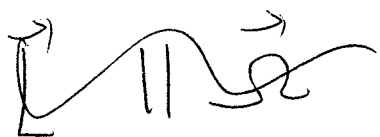
Suppose  $I_1 > I_2 > I_3$ :

$$L_1 =$$

$$L_2 =$$

$$L_3 =$$

When is  $\vec{L} \parallel \vec{\Omega}$ ?



$\vec{L} \parallel \vec{\Omega}$  iff  $\vec{\Omega}$  along principal axis.

Or:

If  $\underline{I}$  has special symmetry.

Example: Isotropic (e.g., sphere, symmetric top)

$$\underline{I} = \begin{pmatrix} I & 0 & 0 \\ 0 & I & 0 \\ 0 & 0 & I \end{pmatrix}$$

$$\Rightarrow \vec{L} = \underline{I} \vec{\Omega} = I \vec{\Omega} \Rightarrow \vec{L} \text{ always } \parallel \vec{\Omega}$$

$\Rightarrow$  For <sup>such a</sup> free object,  $\vec{L} = \text{constant} \Rightarrow \vec{\Omega} = \text{constant}$

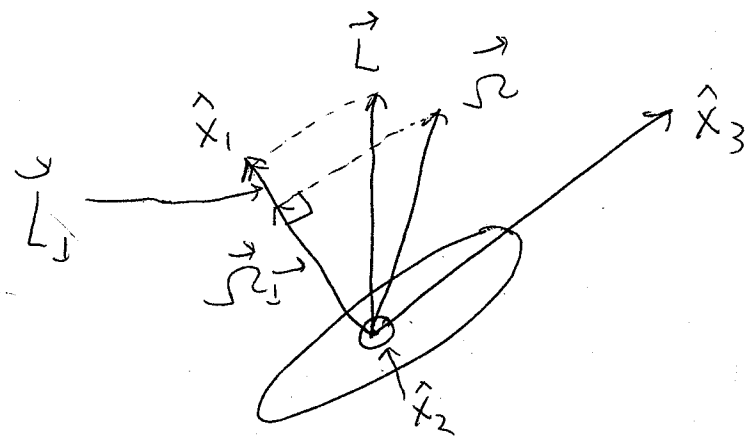
$\Rightarrow$  motion is simple (constant rotation)

Now, lower symmetry:  $I_1 = I_2 \neq I_3$   
"symmetrical top" (= Football)  
(American)

Theory of free motion of symmetrical top  
top = " " "wounded duck"

$$\underline{I} = \begin{pmatrix} I_1 & 0 & 0 \\ 0 & I_1 & 0 \\ 0 & 0 & I_3 \end{pmatrix}$$

$$I_3 < I_1$$



$$\vec{L} = I_1(\Omega_1 \hat{x}_1 + \Omega_2 \hat{x}_2) + I_3 \Omega_3 \hat{x}_3$$

Note:  $\vec{L}_\perp \parallel \vec{\Omega}_\perp \Rightarrow \vec{L}, \vec{\Omega}, \hat{x}_3$  always  
in co-planar

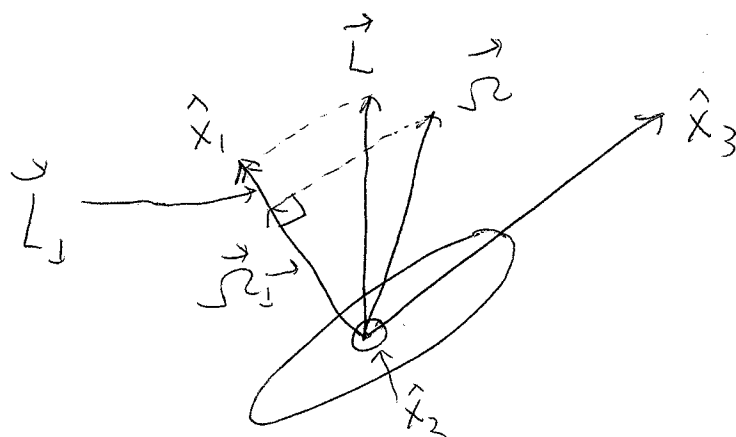
Now, lower symmetry:  $I_1 = I_2 \neq I_3$   
 ("symmetrical top" (= Football)  
 (American))

(7.22)

Theory of free motion of symmetrical  
 top = " " "wounded duck"

$$\underline{I} = \begin{pmatrix} I_1 & 0 & 0 \\ 0 & I_1 & 0 \\ 0 & 0 & I_3 \end{pmatrix}$$

$$I_3 < I_1$$



$$\vec{L} = I_1 (\underbrace{\Omega_1 \hat{x}_1 + \Omega_2 \hat{x}_2}_{\vec{\Omega}_\perp}) + I_3 \Omega_3 \hat{x}_3$$

Note:  $\vec{L}_\perp \parallel \vec{\Omega}_\perp \Rightarrow \vec{L}, \vec{\Omega}, \hat{x}_3$  always  
 in co-planar

What's motion of object?

(7.23)

Note:  $\hat{x}_1(t), \hat{x}_2(t), \hat{x}_3(t)$  all change with time (object is rotating)

So does  $\vec{\Omega}(t)$

What stays constant?

$$\vec{L} = I_1 \vec{\Omega} + (I_3 - I_1) \Omega_3 \hat{x}_3$$

$$= I_1 \vec{\Omega} + \Delta I (\vec{\Omega} \cdot \hat{x}_3) \hat{x}_3$$

$$\Delta I \equiv I_1 - I_3$$

$$\frac{d\vec{L}}{dt} = I_1 \frac{d\vec{\Omega}}{dt} - \Delta I \left[ \frac{d\hat{x}_3}{dt} (\vec{\Omega} \cdot \hat{x}_3) + \hat{x}_3 \left( \frac{d\vec{\Omega}}{dt} \cdot \hat{x}_3 + \hat{x}_3 \cdot \frac{d\vec{\Omega}}{dt} \right) \right]$$

$$= 0$$

$$\Rightarrow \left[ \frac{d\vec{\Omega}}{dt} = \frac{\Delta I}{I_1} \left( \frac{d\hat{x}_3}{dt} (\vec{\Omega} \cdot \hat{x}_3) + \hat{x}_3 \left( \frac{d\vec{\Omega}}{dt} \cdot \hat{x}_3 + \frac{d\hat{x}_3}{dt} \cdot \vec{\Omega} \right) \right) \right]$$

What's  $\frac{d\hat{x}_3}{dt}$ ?

~~What's~~

7.24

$$\frac{d\hat{x}_3}{dt} = \vec{\Omega} \times \hat{x}_3$$

$$\Rightarrow \frac{d\hat{x}_3}{dt} \cdot \vec{\Omega} = ?$$

$$\Rightarrow \frac{d\vec{\Omega}}{dt} = \frac{\Delta I}{I_1} \left( \vec{\Omega} \times \hat{x}_3 (\vec{\Omega} \cdot \hat{x}_3) + \hat{x}_3 \left( \frac{d\vec{\Omega}}{dt} \cdot \hat{x}_3 \right) \right)$$

~~E)~~  $\hat{x}_3$  Dot both sides with  $\hat{x}_3$ , to calculate

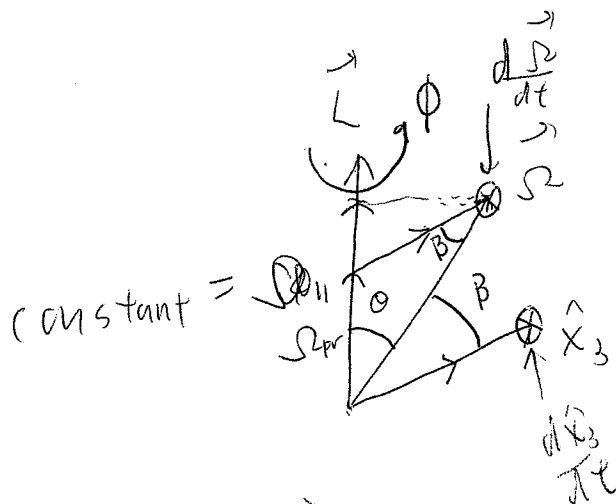
$$\Rightarrow \hat{x}_3 \cdot \frac{d\vec{\Omega}}{dt} = \frac{\Delta I}{I_1} \left( \underbrace{(\vec{\Omega} \times \hat{x}_3) \cdot \hat{x}_3}_{?} (\vec{\Omega} \cdot \hat{x}_3) + \frac{d\vec{\Omega}}{dt} \cdot \hat{x}_3 \right)$$

$$\Rightarrow \hat{x}_3 \cdot \frac{d\vec{\Omega}}{dt} \left( 1 - \frac{\Delta I}{I_1} \right) = \frac{I_3}{I_1} \hat{x}_3 \cdot \frac{d\vec{\Omega}}{dt} = 0$$

$$\Rightarrow \boxed{\hat{x}_3 \cdot \frac{d\vec{\Omega}}{dt} = 0}$$

$$\Rightarrow \boxed{\frac{d\vec{\Omega}}{dt} = \frac{\Delta I}{I_1} (\vec{\Omega} \cdot \hat{x}_3) \vec{\Omega} \times \hat{x}_3}$$





$$\Rightarrow \vec{L} \cdot \frac{d\vec{S}}{dt} = 0$$

$$\Rightarrow \frac{d}{dt}(\vec{L} \cdot \vec{S}) = \vec{L} \cdot \frac{d\vec{S}}{dt} + \vec{S} \cdot \frac{d\vec{L}}{dt} = 0$$

0 (why?)

$$\vec{S} = S_{\text{pr}} \hat{L} + (\vec{S} \cdot \hat{x}_3) \hat{x}_3$$

$$\Rightarrow \hat{L} \frac{dS_{\text{pr}}}{dt} = 0$$

$$\vec{S} \cdot \frac{d\vec{S}}{dt} = 0 \Rightarrow |\vec{S}|^2 = \text{constant}$$

$$\textcircled{a} \quad \vec{L} \cdot \vec{S} = |\vec{L}| |\vec{S}| \cos \theta = \text{constant} \Rightarrow \theta = \text{constant}$$

$$\Rightarrow S_{\text{pr}} = \text{constant} \Rightarrow \frac{d\hat{x}_3}{dt} = S_{\text{pr}} \hat{L} \times \hat{x}_3 \text{ constant}$$

$\Rightarrow \hat{x}_3$  precesses uniformly about  $\vec{L}$

$$\frac{d}{dt} (\hat{x}_3 \cdot \vec{\Omega}) = \hat{x}_3 \cdot \frac{d\vec{\Omega}}{dt} + \vec{\Omega} \cdot \frac{d\hat{x}_3}{dt} = 0$$

$\swarrow$  (p. 7.24)  $\longleftrightarrow$   $\searrow$  0

7.26

$\Rightarrow B = \text{constant} \Rightarrow \vec{\Omega}$  always makes same (initial) angle with  $\hat{x}_3$

$\Rightarrow$  angle between  $\hat{x}_3$  and  $\vec{L} = \theta + B = \text{constant}$

$\Rightarrow \hat{x}_3$  always lies on same cone

also,  $\Omega_{pr} = \text{constant}$

$\Rightarrow$   ~~$\vec{\Omega}$~~

$$\frac{d\hat{x}_3}{dt} = \vec{\phi}$$

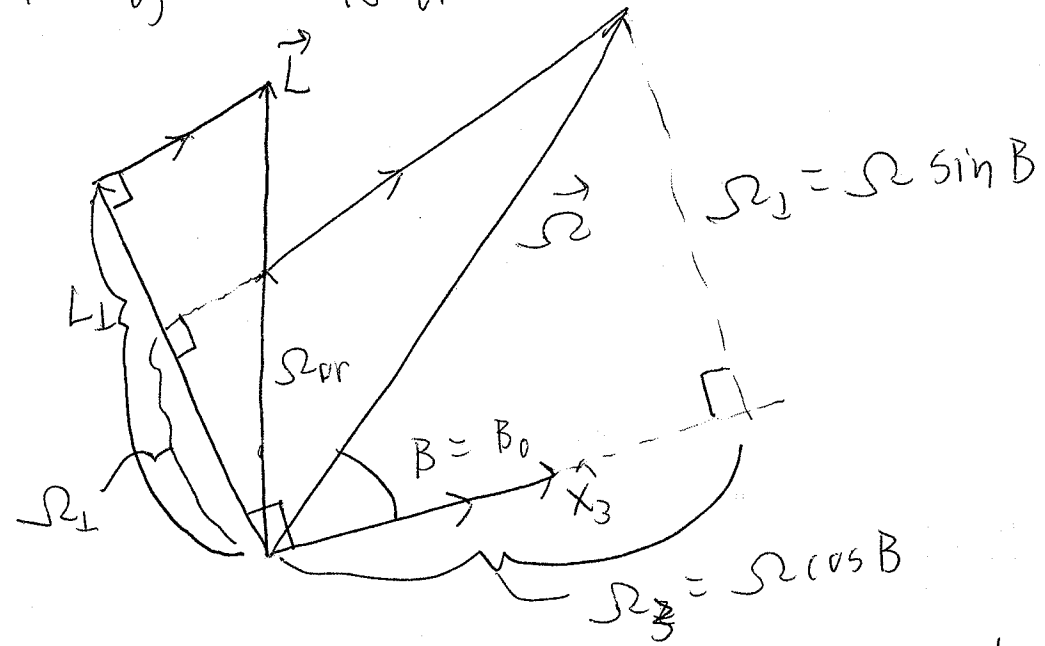
$$\frac{d\hat{x}_3}{dt} = (\vec{\Omega} \times \hat{x}_3) = (\Omega_{pr} \hat{L} + \underbrace{C}_{\text{same constant}} \hat{x}_3) \times \hat{x}_3$$

$$= \Omega_{pr} \hat{L} \times \hat{x}_3$$

$$\Rightarrow \left| \frac{d\hat{x}_3}{dt} \right| = \phi \sin(\theta + B) = \Omega_{pr} \sin(\theta + B)$$

$$\Rightarrow \phi = \Omega_{pr} = \text{constant}$$

Given  $B_0$ ,  $\Omega \equiv |\vec{\Omega}_0|$



$$\Rightarrow \frac{\Omega_{pr}}{\Omega_{\perp}} = \frac{L}{L_{\perp}} \Rightarrow \Omega_{pr} = \frac{L}{L_{\perp}} \Omega_{\perp} = \frac{L \Omega_{\perp}}{I_1 \Omega_{\perp}}$$

$$\Rightarrow \boxed{\Omega_{pr} = \frac{L}{I_1}}$$

$$\vec{L} = I_1 \vec{\Omega}_{\perp} + I_3 \Omega_{\parallel} \hat{x}_3$$

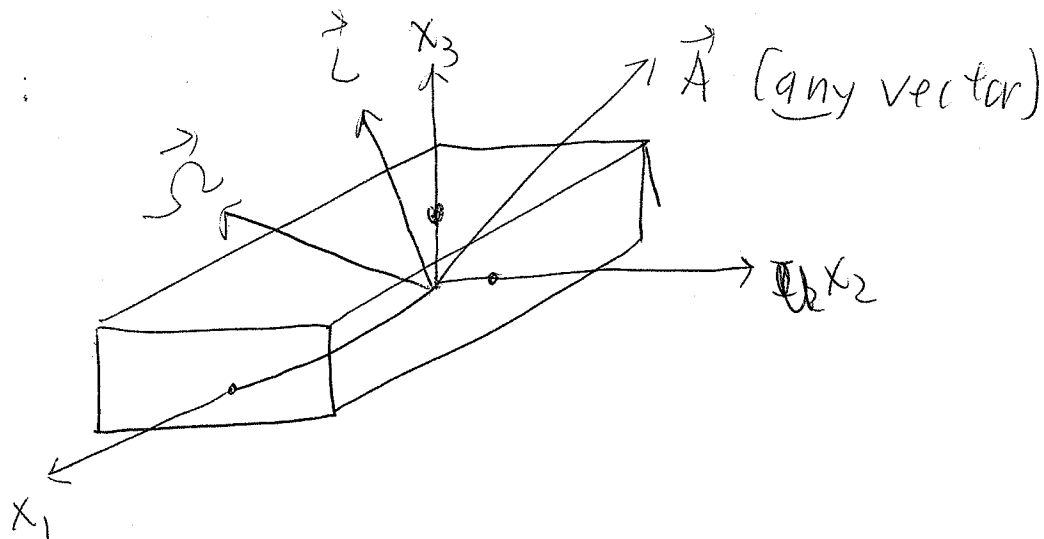
$$\Rightarrow |\vec{L}| = \sqrt{I_1^2 \Omega_{\perp}^2 + I_3^2 \Omega_{\parallel}^2} = \sqrt{I_1^2 \sin^2 B + I_3^2 \cos^2 B} \Omega$$

$$\Rightarrow \boxed{\Omega_{pr} = \Omega \sqrt{\sin^2 B + \left(\frac{I_3}{I_1}\right)^2 \cos^2 B}} \quad \begin{matrix} \ll \Omega \text{ if } B \ll 1 \\ I_3 \ll I_1 \end{matrix}$$

Now, nasty problem: Asymmetrical top (book)

$$I_1 < I_2 < I_3$$

Approach: Look in co-rotating co-ordinate system:



Rate of ~~obs~~ apparent change of any vector  $\vec{A}$  in rotating co-ord system:

\* In co-rotating co-ords:  $\vec{A}'$

In lab (unrotating) co-ords:  $\vec{A}$

$$\underbrace{\frac{d\vec{A}}{dt}}_{\text{Lab}} = \underbrace{\frac{d\vec{A}'}{dt}}_{\text{co-rotating}} + \vec{\Omega} \times \vec{A}'$$

$$\Rightarrow \underbrace{\frac{d\vec{A}'}{dt}}_{\text{co-rotating}} = \underbrace{\frac{d\vec{A}}{dt}}_{\text{lab}} - \vec{\Omega} \times \vec{A}$$

Now, apply this for freely rotating object, to  $\vec{L}$ :

$$\underbrace{\frac{d\vec{L}}{dt}}_{\text{lab}} = ?$$

$$\Rightarrow \underbrace{\frac{d\vec{L}'}{dt}}_{\text{co-rotating}} = -\vec{\Omega} \times \vec{L}' \quad (1)$$

$\Rightarrow \vec{L}$  appears to change in co-rotating frame  
Unless  $\vec{L}' \parallel \vec{\Omega}$ .

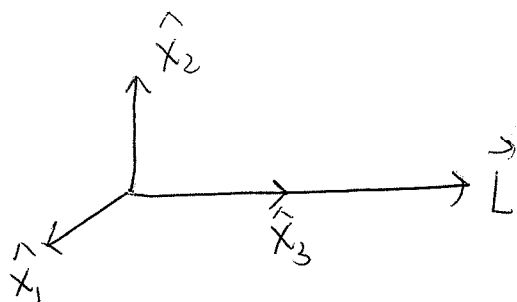
Q When does that happen?

(7.30)

$\vec{\Omega} \parallel$  principal axis

If that happens,  $\vec{L}$  looks constant, even in co-rotating frame

Say, e.g.,  $\vec{\Omega} \parallel \hat{x}_3 \Rightarrow \vec{L} \parallel \hat{x}_3$



$\Rightarrow$  rotation must be purely around  $\hat{x}_3$  always

$$\Omega_3 = \frac{L_3}{I_3} = \Omega_{30} = \text{constant}$$

$\Rightarrow$  simple rotation.

Now, suppose  $\vec{\Omega} \nparallel$  any principle axis

$\Rightarrow \vec{L} \nparallel \vec{\Omega} \Rightarrow \vec{L}$  moves in co-rotating frame

$\Rightarrow$  motion of object not simple rotation.

( ) How to analyse? ~~in general?~~

Linearize EOM's for  $\vec{L}$ .

1st, write out (1) component by component

$$\frac{dL_x}{dt} = -(\Omega_y L_z - \Omega_z L_y)$$

$$\frac{dL_y}{dt} = -(\Omega_z L_x - \Omega_x L_z)$$

$$\frac{dL_z}{dt} = -(\Omega_x L_y - \Omega_y L_x)$$

What are  $\Omega_x, \Omega_y, \Omega_z$  in terms of  $L_x, L_y, L_z$ ?

$$\Omega_x =$$

$$\Omega_y =$$

$$\Omega_z =$$

$$\Rightarrow \frac{dL_x}{dt} = \left( \frac{1}{I_z} - \frac{1}{I_y} \right) L_y L_z$$

$$\frac{dL_y}{dt} = \left( \frac{1}{I_x} - \frac{1}{I_z} \right) L_x L_z$$

$$\frac{dL_z}{dt} = \left( \frac{1}{I_y} - \frac{1}{I_x} \right) L_x L_y$$

○ Nasty, non-linear. How to solve?

Linearize!

• Rotation nearly about, say, ~~the~~ x-axis

$$\Rightarrow L_x \gg L_y, L_z$$

$\Rightarrow$  Linearize ~~about~~ in  $L_y, L_z$

Eqn's become: ?



$$c) \quad \frac{dL_x}{dt} = 0 \Rightarrow L_x = \text{constant} \approx I_x \Omega_0$$

$$\frac{dL_y}{dt} = \left( \frac{1}{I_x} - \frac{1}{I_z} \right) L_x L_z = \left( 1 - \frac{I_x}{I_z} \right) \Omega_0 L_z$$

$$\frac{dL_z}{dt} = \left( \frac{1}{I_y} - \frac{1}{I_x} \right) L_x L_y = \left( \frac{I_x}{I_y} - 1 \right) \Omega_0 L_y$$

2 coupled linear equations. Solution?

Suppose  $I_x < I_y < I_z \Rightarrow$  Stable or unstable?

"  $I_x > I_y > I_z \Rightarrow$  ?

"  $I_y > I_x > I_z$  or  $I_z > I_y > I_x$  :

Solution:

$$\begin{bmatrix} L_y \\ L_z \end{bmatrix} = \begin{bmatrix} a \\ b \end{bmatrix} e^{\lambda t}$$

$$\lambda a = \left(1 - \frac{I_y}{I_z}\right) \Omega_0 b$$

$$\lambda b = \left(\frac{I_x}{I_y} - 1\right) \Omega_0 a$$

$$\Rightarrow \begin{pmatrix} \lambda & \left(1 - \frac{I_y}{I_z}\right) \Omega_0 \\ \left(\frac{I_x}{I_y} - 1\right) \Omega_0 & \lambda \end{pmatrix} \begin{bmatrix} a \\ b \end{bmatrix} = 0$$

$$\Rightarrow \begin{vmatrix} \lambda & \left(1 - \frac{I_y}{I_z}\right) \Omega_0 \\ \left(\frac{I_x}{I_y} - 1\right) \Omega_0 & \lambda \end{vmatrix} = 0$$

$$\Rightarrow \lambda^2 - \Omega_0^2 \left(1 - \frac{I_y}{I_z}\right) \left(\frac{I_x}{I_y} - 1\right) = 0$$

$$\Rightarrow \lambda^2 = \Omega_0^2 \left(1 - \frac{I_y}{I_z}\right) \left(\frac{I_x}{I_y} - 1\right) \begin{cases} < 0 & \text{stable} \\ < 0 & \text{if } I_x > I_y > I_z \\ & \Rightarrow I_x \text{ biggest} \\ < 0 & \text{if } I_x < I_y < I_z \\ & \Rightarrow I_x \text{ smallest} \\ > 0 & \text{if } I_y > I_x > I_z \\ & \text{or} \\ & I_z < I_x < I_y \\ \text{unstable} \end{cases}$$

How to analyse?

Conservation laws:

$$I_x < I_y < I_z$$

What's conserved?

$$E = \frac{1}{2} I_{ij} \Omega_i \Omega_j = \frac{1}{2} (I_x \Omega_x^2 + I_y \Omega_y^2 + I_z \Omega_z^2)$$

$$\Omega_x = \frac{L_x}{I_x}, \quad \Omega_y = \frac{L_y}{I_y}, \quad \Omega_z = \frac{L_z}{I_z}$$

$$\Rightarrow E = \frac{1}{2} \left( \frac{L_x^2}{I_x} + \frac{L_y^2}{I_y} + \frac{L_z^2}{I_z} \right) = \text{constant} \quad (2)$$

↑ Ellipsoid

what else (co-rotating frame)

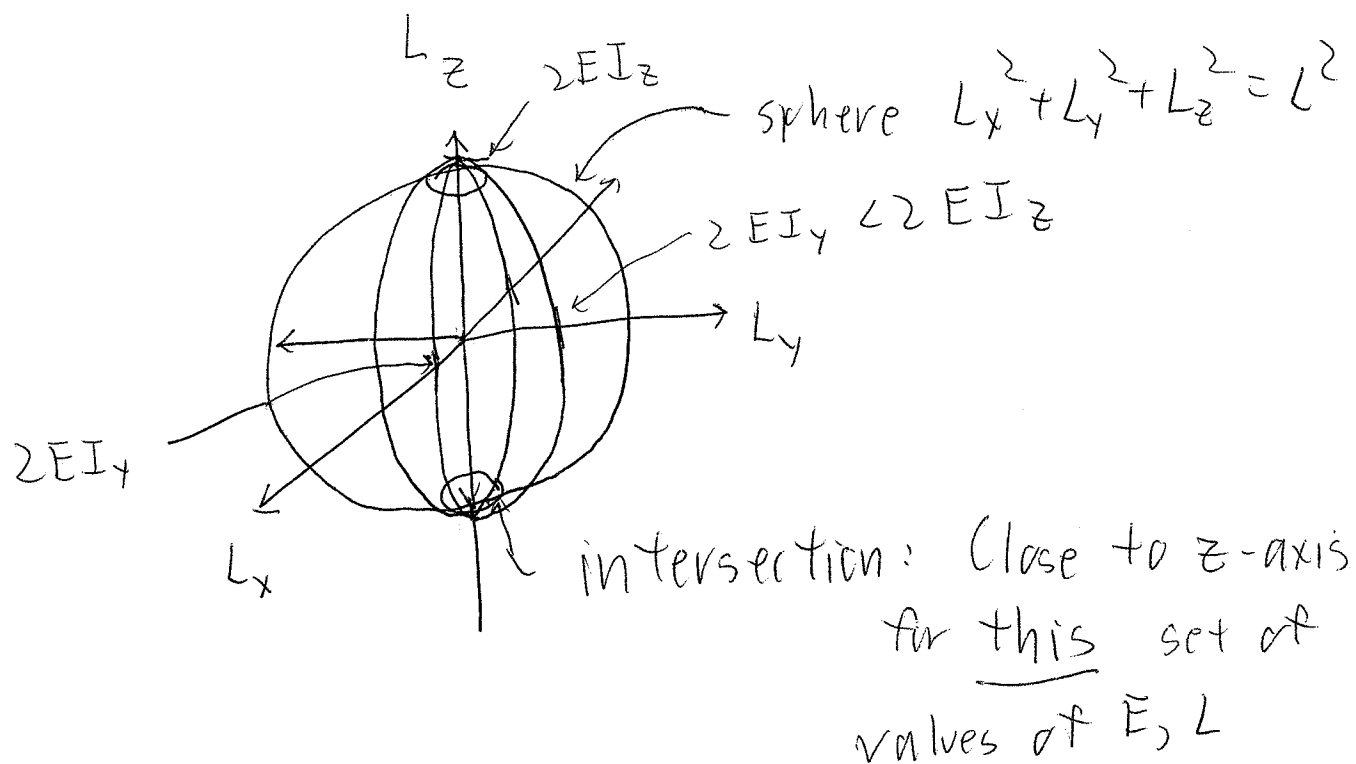
$$\vec{L} \cdot \frac{d\vec{L}}{dt} = ?$$

$$\Rightarrow |\vec{L}|^2 = \text{constant}$$

$$\Rightarrow L_x^2 + L_y^2 + L_z^2 = L^2 \quad (3)$$

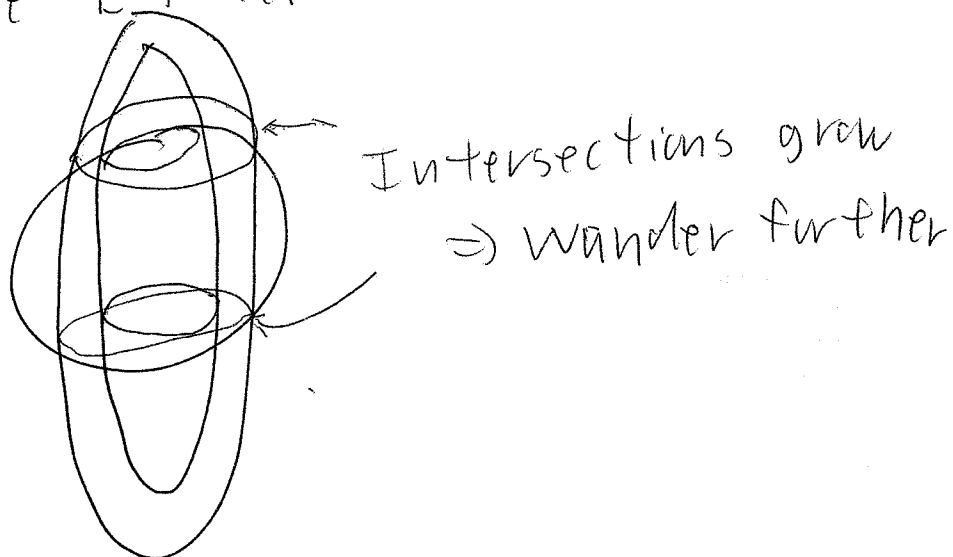
sphere

Plot these conditions in  $\vec{L}$  space

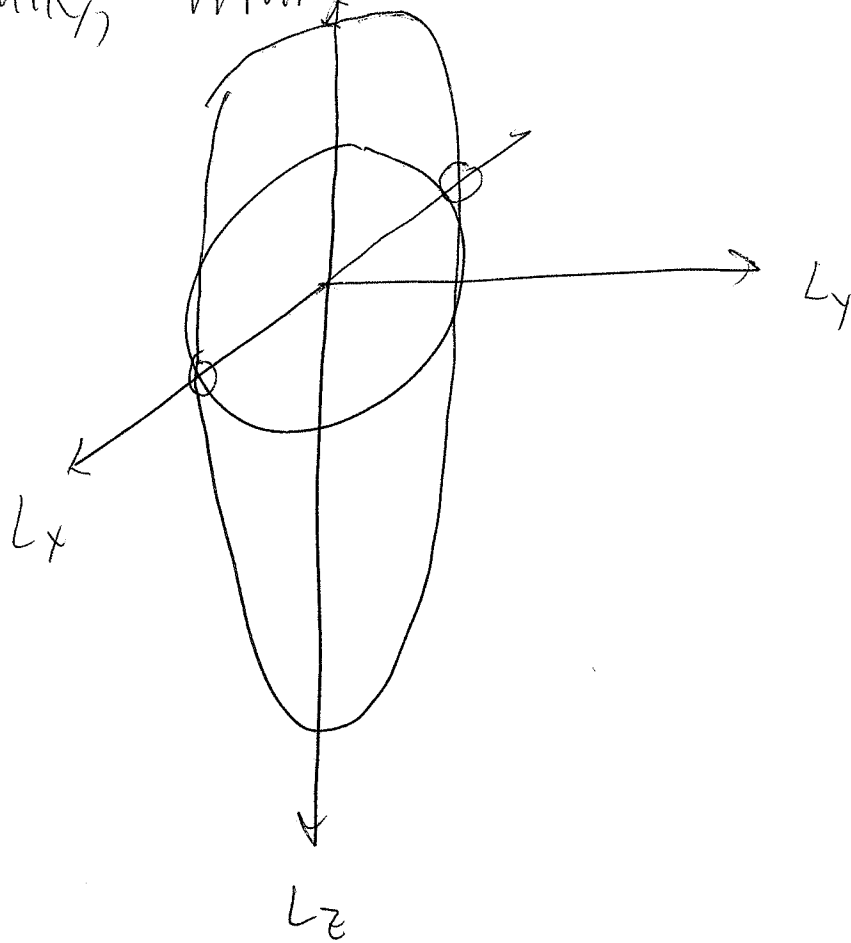


$\Rightarrow$  start near  $z$ , stay near  $z$

Now, increase  $E$ , keep  $L$  fixed

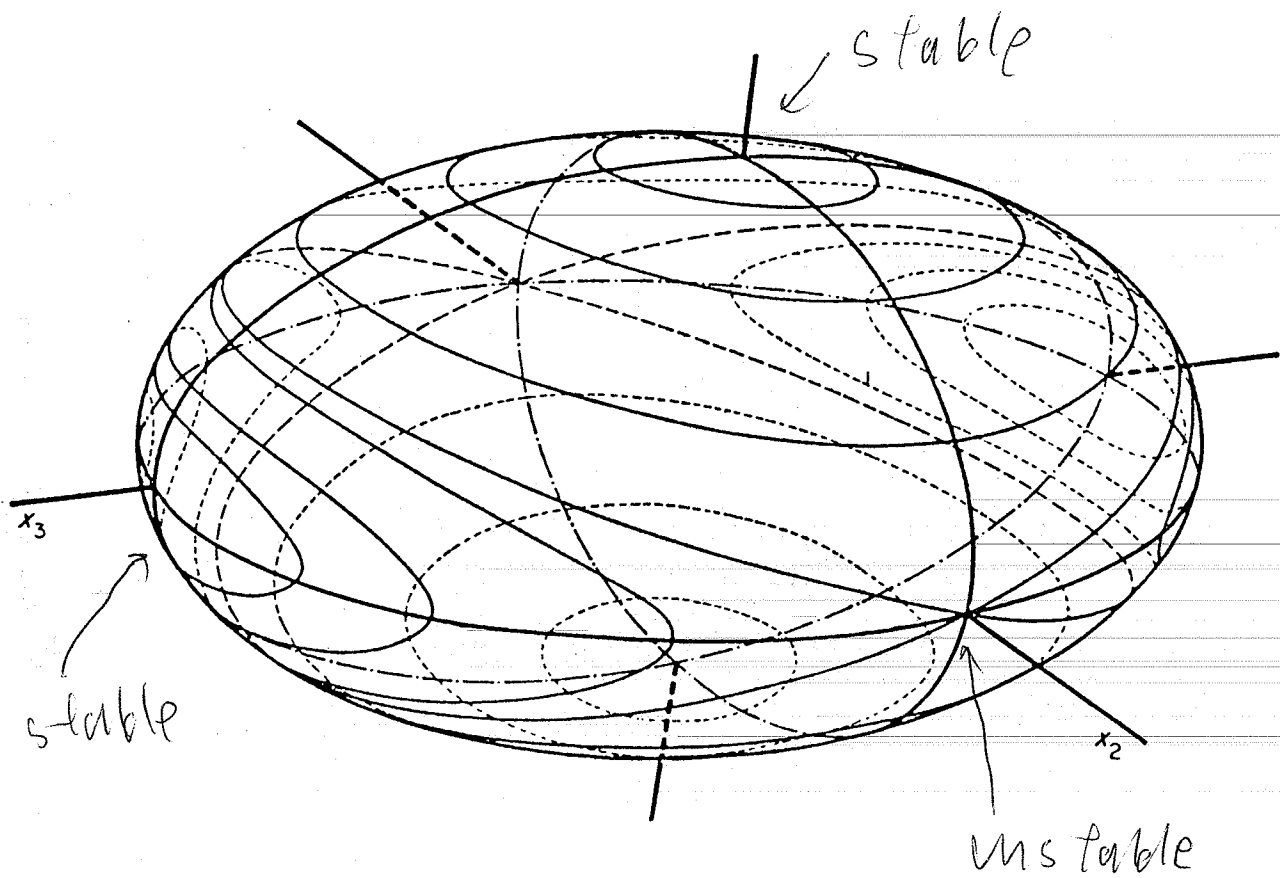


Eventually, maximize  $E$



7.3.08

Better picture



PS #2: due date postponed  
at least until 2/7  
(Wednesday)

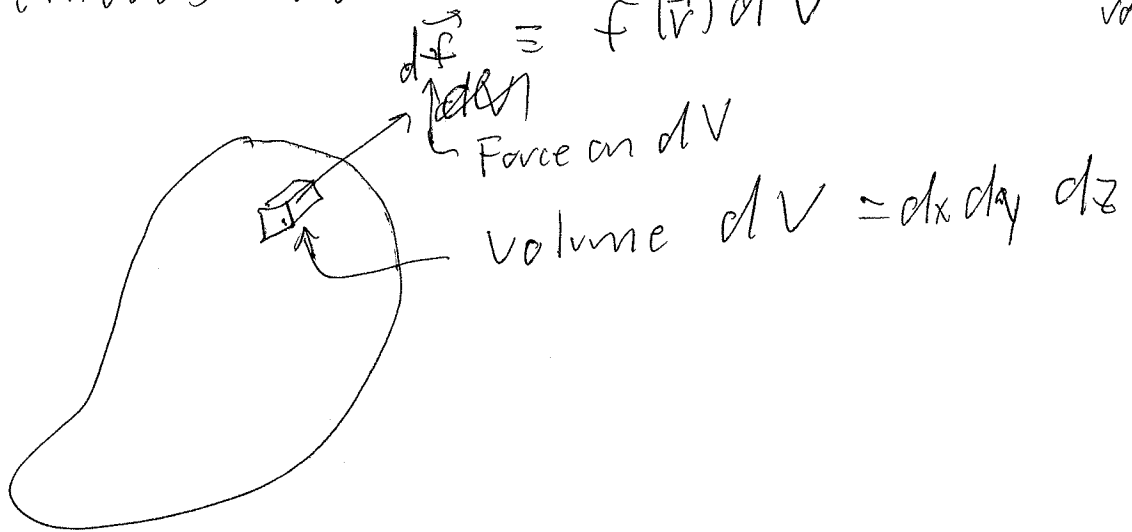
7.39

$$\vec{L} = \frac{d}{dt} \left( \sum \vec{r}_\alpha \times \vec{p}_\alpha \right)$$

$$= \sum \left( \dot{\vec{r}}_\alpha \times \vec{p}_\alpha + \vec{r}_\alpha \times \dot{\vec{p}}_\alpha \right)$$

$$= \sum \vec{r}_\alpha \times \vec{f}_\alpha \equiv \vec{\tau} \equiv \text{("force density")}$$

Continuous bodies:  $\vec{f}(\vec{r}) dV$  = force / unit volume



$$\vec{\tau} = \vec{f}$$

$$\Rightarrow \vec{\tau} = \sum \vec{r}_\alpha \times \vec{f}_\alpha = \sum_{dV's} \vec{r}_\alpha \times \vec{f}(\vec{r}) dV$$

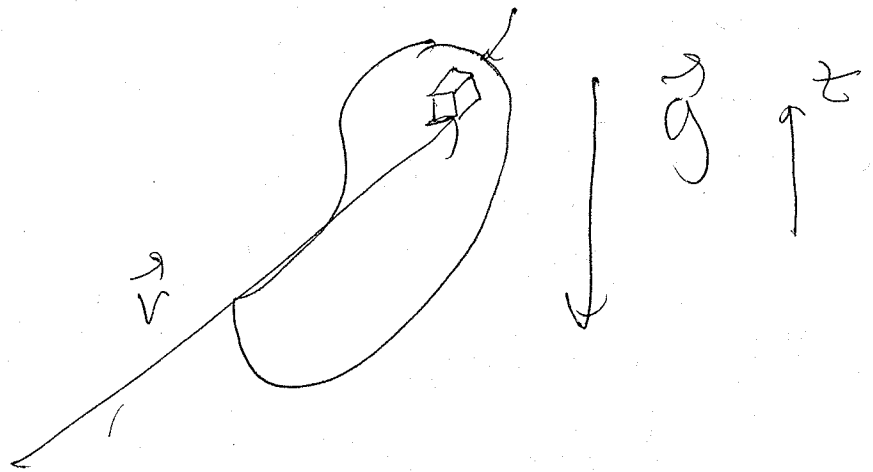
$$= \int dx dy dz \left( \vec{r} \times \vec{f}(\vec{r}) \right)$$

with similar results for thin rods, planes, etc.

It changes if we change origin

Special case: gravity (uniform):

$$\vec{F}(\vec{r}) = ?$$



$$\vec{F}(\vec{r}) dV =$$

$$\begin{aligned} \Rightarrow \vec{F} &= -g \int \rho(\vec{r}) \vec{r} \times \hat{z} d^3r \\ &= -g \left( \int \rho(\vec{r}) \vec{r} d^3r \right) \times \hat{z} \\ &\quad \text{"} \\ &\quad ? \end{aligned}$$



# Cheatsheet

(7.400)

$$\vec{f}(\vec{r}) dV = -dm g \hat{z} = -\rho(\vec{r}) g dV \hat{z}$$

$$\Rightarrow \boxed{\vec{f}(\vec{r}) = -\rho(\vec{r}) g \hat{z}}$$

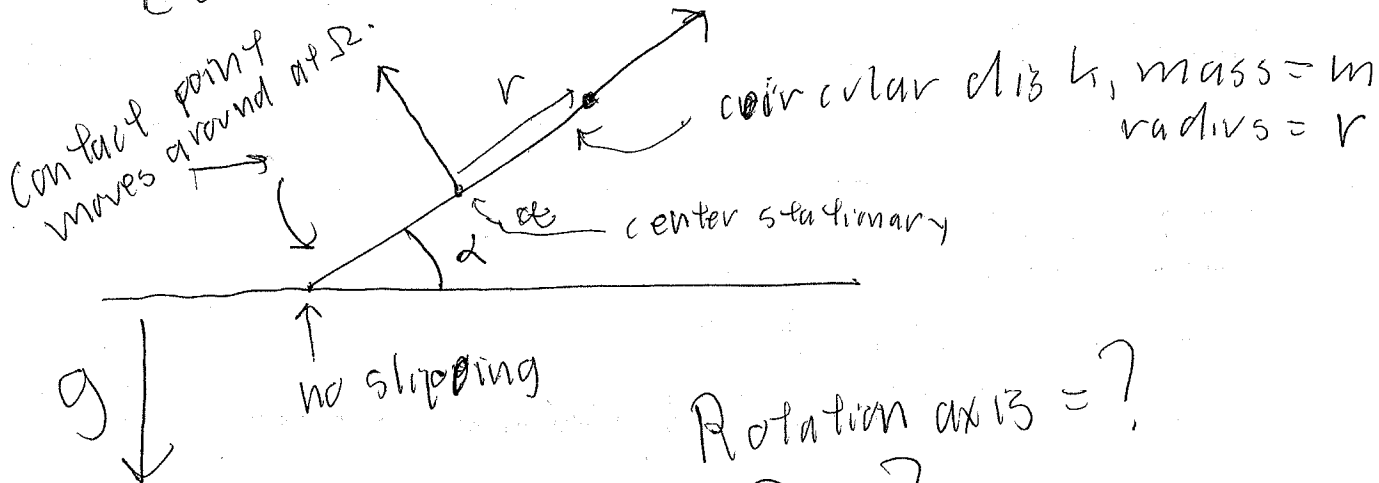
Port

$$\int \rho(\vec{r}) \vec{r} d^3r = M \vec{R}_{cm}$$

$$\Rightarrow \boxed{\vec{\tau} = -Mg \vec{R}_{cm} \times \hat{z}}$$

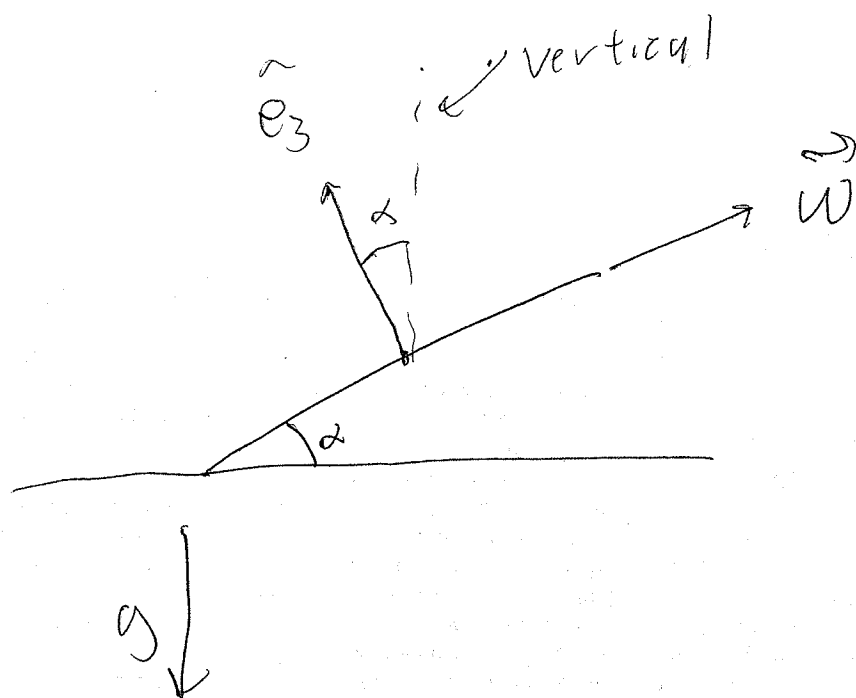
Example: Using this:

Euler disk:

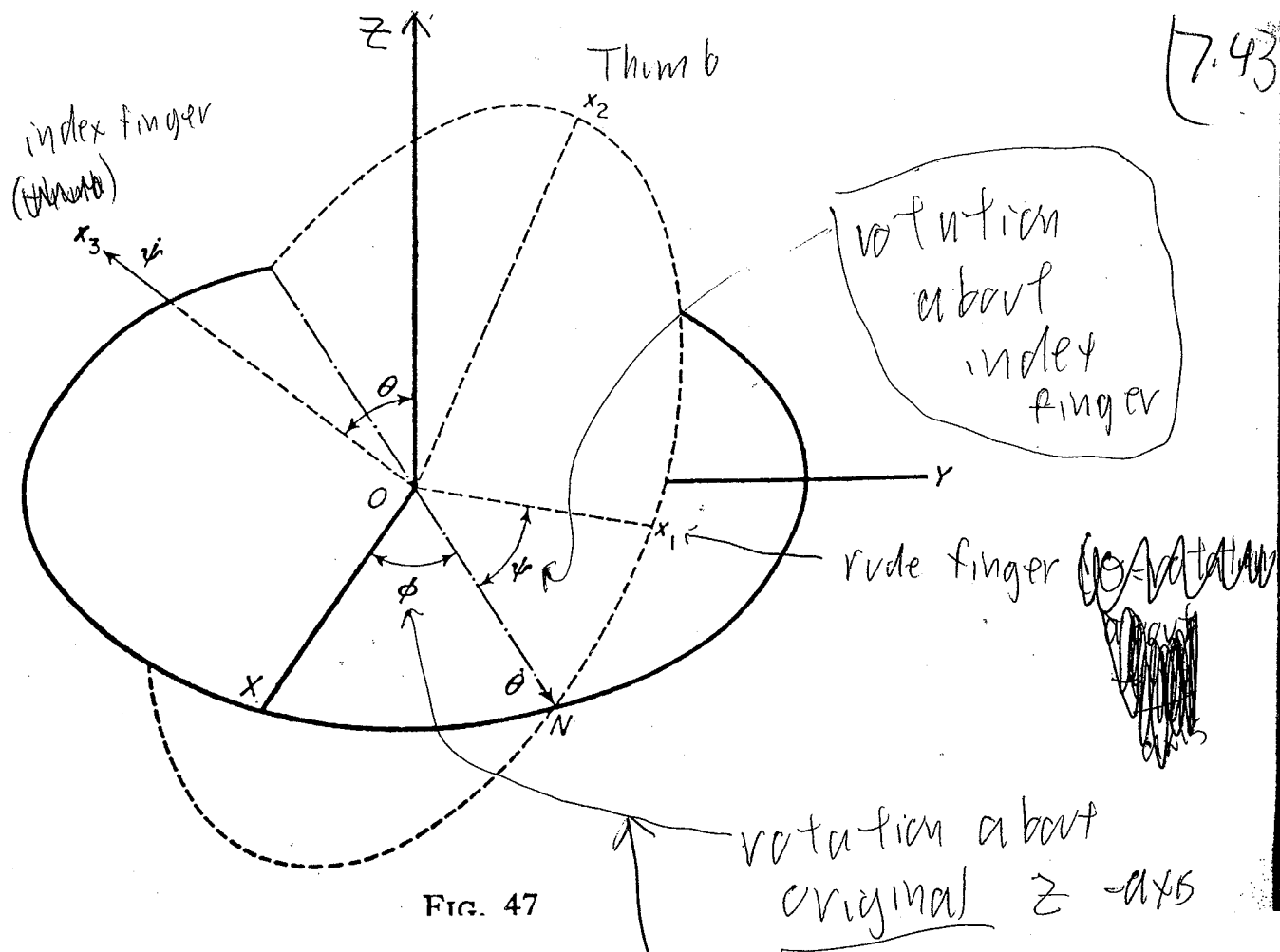


Rotation axis = ?  
 $\Omega = ?$

7.42



$$\frac{d\hat{e}_3}{dt} =$$



○ Better pic from L+L:

Euler & Lagrangian:  
Getting  $T$  (kinetic E)

Let Lagrangian for this:

$$L = T - U$$

~~$$T = \frac{1}{2} (I_1 \Omega_1^2 + I_2 \Omega_2^2 + I_3 \Omega_3^2)$$~~

$$T = \frac{1}{2} I_0 \Omega_1 \Omega_2 = \frac{1}{2} (I_1 \Omega_1^2 + I_2 \Omega_2^2 + I_3 \Omega_3^2)$$

So: what are  $\Omega_1, \Omega_2, \Omega_3$  in terms of  $\theta, \phi, \psi, \dot{\theta}, \dot{\phi}, \dot{\psi}$ ?

~~Suppose only  $\dot{\theta} \neq 0$~~

~~$\Omega_1 =$~~

~~$\vec{\Omega} = \dot{\theta}$~~

Suppose only  $\dot{\theta} \neq 0$

$$|\vec{\Omega}| = ?$$

direction of  $\vec{\Omega} = ?$

$$\Rightarrow \boxed{\vec{\Omega} (\dot{\phi} = \dot{\psi} = 0) = \dot{\theta} \hat{N}}$$

Now, suppose  ~~$\dot{\theta} = 0$~~   $\dot{\phi} \neq 0$ ,  $\dot{\theta} = \dot{\psi} = 0$

$$|\vec{\Omega}| = ?$$

direction of  $\vec{\Omega} = ?$

$$\Rightarrow \vec{\Omega} (\dot{\theta} = \dot{\psi} = 0) = \dot{\phi} \hat{z}$$

Finally,  ~~$\dot{\theta} = \dot{\phi} = 0$~~   $\dot{\theta} = \dot{\phi} = 0$ ,  $\dot{\psi} \neq 0$

$$|\vec{\Omega}| = ?$$

direction of  $\vec{\Omega} = ?$

$$\vec{\Omega} (\theta = \phi = 0) = \psi \hat{x}_3$$

(7.46)

Now, what if all  $\theta, \phi, \psi \neq 0$ ?

Just add above results:

$$\Rightarrow \boxed{\vec{\Omega} = \theta \hat{N} + \phi \hat{z} + \psi \hat{x}_3}$$

So now, what are  $(\Omega_1, \Omega_2, \Omega_3)$ ?

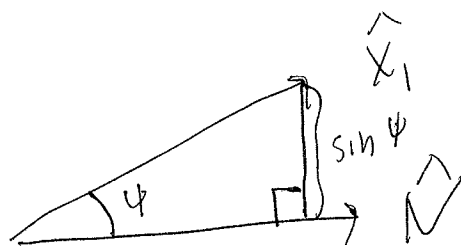
$$\Omega_1 = \vec{\Omega} \cdot \hat{x}_1 = \theta \hat{N} \cdot \hat{x}_1 + \phi \hat{z} \cdot \hat{x}_1 + \psi \hat{x}_3 \cdot \hat{x}_1$$

$$\hat{x}_3 \cdot \hat{x}_1 = ?$$

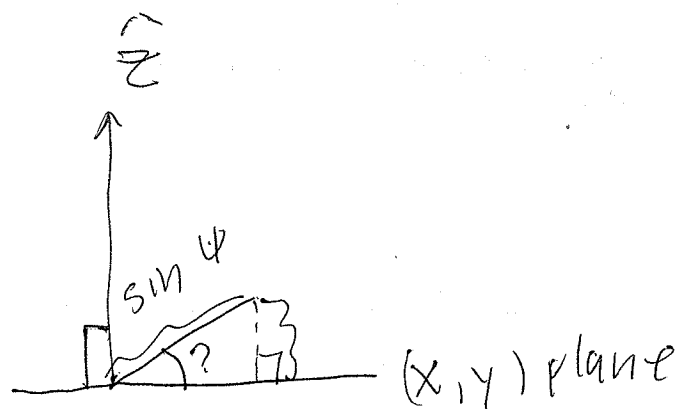
$$\hat{N} \cdot \hat{x}_1 = ?$$

$$\hat{z} \cdot \hat{x}_1 = ?$$

Look down along  $\hat{x}_3$



Now look down along  $\hat{N}$ :



$$\Rightarrow \hat{x}_3 \cdot \hat{z} = \sin \psi \sin \theta$$

$$\Rightarrow \Omega_1 = \hat{\theta} \cos \psi + \hat{\phi} \sin \psi \sin \theta$$

$$\Omega_2 = \vec{\Omega} \cdot \hat{x}_2$$

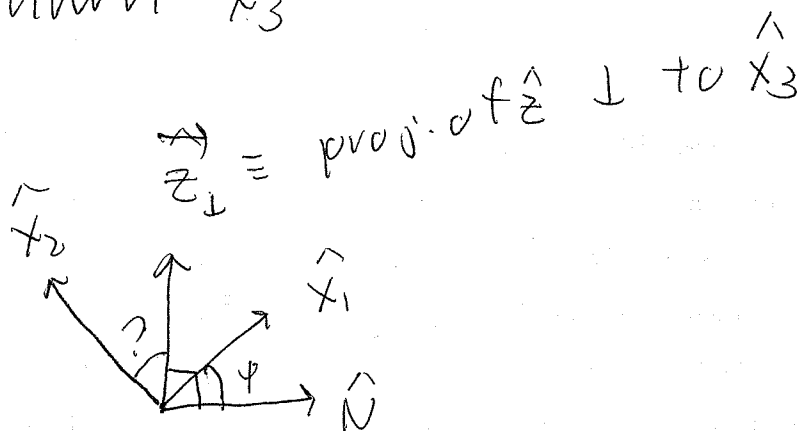
$$= \theta \hat{N} \cdot \hat{x}_2 + \phi \hat{z} \cdot \hat{x}_2 + \psi \hat{x}_3 \cdot \hat{x}_2$$

$$\hat{N} \cdot \hat{x}_2 = ?$$

$$\hat{z} \cdot \hat{x}_2 = ?$$

$$\hat{x}_3 \cdot \hat{x}_2 = ?$$

Look down  $\hat{x}_3$  again:



$$\Rightarrow \hat{z} \cdot \hat{x}_2 = \vec{z}_\perp \cdot \hat{x}_2 = |\vec{z}_\perp| \cos \psi$$

$$|\vec{z}_\perp| = \sin(\theta)$$

$$\Rightarrow \hat{z} \cdot \hat{x}_2 = \sin \theta \cos \psi$$



$$\Rightarrow \Omega_2 = \cancel{\theta} - \theta \sin \psi + \dot{\theta} \sin \theta \cos \psi$$

Finally,

$$\Omega_3 = \vec{\Omega} \cdot \hat{x}_3 = \dot{\theta} \hat{N} \cdot \hat{x}_3 + \dot{\phi} \hat{z} \cdot \hat{x}_3 + \dot{\psi} \hat{x}_3 \cdot \hat{x}_3$$

$$\hat{N} \cdot \hat{x}_3 = ?$$

$$\hat{z} \cdot \hat{x}_3 = ?$$

$$\hat{x}_3 \cdot \hat{x}_3 = ?$$

$$\Rightarrow \Omega_3 = \dot{\phi} \cos \theta + \dot{\psi}$$

$$\Omega_3 = \hat{x}_3 \cdot \vec{\Omega}$$

7.50

$$\Rightarrow \Omega_3 = \cos \theta \dot{\phi} + \dot{\psi}$$

$$\Omega_1 = \dot{\theta} \cos \psi + \dot{\phi} \sin \psi \sin \theta$$

$$\Omega_2 = -\dot{\theta} \sin \psi + \dot{\phi} \sin \theta \cos \psi$$

$$T = \frac{1}{2} (I_1 \Omega_1^2 + I_2 \Omega_2^2 + I_3 \Omega_3^2)$$

$$= \frac{1}{2} \left\{ \dot{\theta}^2 [I_1 \cos^2 \psi + I_2 \sin^2 \psi] + \dot{\phi}^2 [I_1 \sin^2 \psi \sin^2 \theta + I_2 \sin^2 \theta \cos^2 \psi + I_3 \cos^2 \theta] \right.$$

$$+ \dot{\psi}^2 I_3$$

$$+ 2 \dot{\theta} \dot{\phi} \sin \psi \cos \psi \sin \theta (I_1 - I_2)$$

$$+ 2 \dot{\phi} \dot{\psi} \cos \theta I_3 \left. \right\}$$

Symmetrical top:

(PU 7.51)

$$I_1 = I_2 \neq I_3$$

$$\Rightarrow T = \frac{1}{2} \left\{ I_1 (\dot{\theta}^2 + \dot{\phi}^2 \sin^2 \theta) + I_3 (\dot{\phi}^2 \cos^2 \theta + 2\dot{\phi} \dot{\psi} \cos \theta + \dot{\psi}^2) \right\}$$

Note: Independent of  $\phi, \psi$ !

$$\hookrightarrow = \frac{1}{2} \left[ I_1 (\dot{\theta}^2 + \dot{\phi}^2 \sin^2 \theta) + I_3 (\dot{\phi} \cos \theta + \dot{\psi})^2 \right]$$

Consider Free top:  $U(\theta, \phi, \psi) = 0 \Rightarrow \mathcal{L} = T$

$$p_{\dot{\phi}} \equiv \frac{\partial \mathcal{L}}{\partial \dot{\phi}} = I_1 \sin^2 \theta \dot{\phi} + I_3 (\dot{\phi} \cos \theta + \dot{\psi}) \cos \theta = \text{constant}$$

↑  
because  $\mathcal{L}$  independent of  $\phi$

What is this, physically?

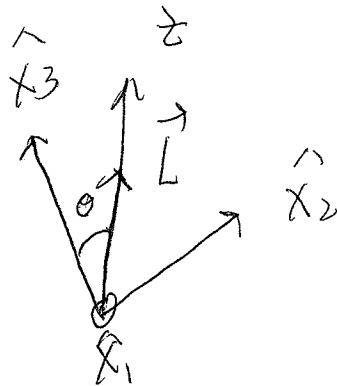
$$\vec{L} = \underline{\underline{I}} \vec{\Omega} = I_1 (\Omega_1 \hat{x}_1 + \Omega_2 \hat{x}_2) + I_3 \Omega_3 \hat{x}_3$$

$$\Rightarrow L_z = \vec{L} \cdot \hat{z} = I_1 (\Omega_1 \hat{x}_1 \cdot \hat{z} + \Omega_2 \hat{x}_2 \cdot \hat{z}) + I_3 \Omega_3 \hat{x}_3 \cdot \hat{z}$$

$$= I_1 (\dot{\theta} \cos \psi + \dot{\phi} \sin \psi \sin \theta) + I_3 \dot{\psi}$$



$$I_1 \dot{\phi}^2 \sin^2 \theta + L_3 \cos \theta = L_z^0 = \text{const.}$$



$$\vec{L} = I_1 \vec{\Omega}_\perp + I_3 \Omega_3 \hat{x}_3$$

$$\Rightarrow \vec{L}_\perp = I_1 \vec{\Omega}_\perp = L \sin \theta \hat{x}_2$$

$$\Rightarrow \vec{\Omega}_\perp = \frac{L \sin \theta}{I_1} \hat{x}_2$$

$$\Rightarrow \vec{\Omega} \text{ in } \hat{x}_2, \hat{x}_3 \text{ plane}$$

$$\Rightarrow \vec{\Omega} \times \frac{d\hat{x}_3}{dt} \Big|_{t=0} = \vec{\Omega} \times \hat{x}_3 \perp \text{ to plane}$$

$$\Rightarrow \dot{\phi}(t=0) = 0$$

$$\Rightarrow E = \frac{1}{2} \left[ I_1 \dot{\theta}^2 \sin^2 \theta + I_3 (\dot{\phi} \cos \theta + \dot{\psi})^2 \right]$$

(7.54)

~~$$L_3 = I_3 (\dot{\phi} \cos \theta + \dot{\psi})$$~~

~~$$L_z = I_1 \dot{\theta}^2 \sin^2 \theta + L_3 \cos \theta$$~~

$$E = \frac{1}{2} \left[ I_1 (\dot{\theta}^2 + \dot{\phi}^2 \sin^2 \theta) + \frac{L_3^2}{I_3} \right]$$

$$I_1 \dot{\phi}^2 \sin^2 \theta + L_3 \cos \theta = L_z$$

$$\Rightarrow \dot{\phi} = \frac{L_z - L_3 \cos \theta}{I_1 \sin^2 \theta}$$

$$\Rightarrow E = \frac{1}{2} \left[ I_1 \dot{\theta}^2 + \frac{(L_z - L_3 \cos \theta)^2}{I_1 \sin^2 \theta} + \frac{L_3^2}{I_3} \right]$$

choose z axis along  $\vec{L} (t=0)$

$$\Rightarrow L_z = L, \quad L_3 = L \cos \theta_0$$

$$\Rightarrow L_z - L_3 \cos \theta = L (1 - \cos^2 \theta)$$

$$= L \sin^2 \theta$$

(7.55)

$$E = \frac{1}{2} \left[ \frac{L^2 (1 - \cos^2 \theta_0)^2}{I_1 \sin^2 \theta_0} + \frac{L_3^2}{I_3} \right]$$

$$= \frac{1}{2} \left( \frac{L^2 \sin^2 \theta_0}{I_1} + \frac{L_3^2}{I_3} \right)$$

$$= \frac{1}{2} I_1 \dot{\theta}^2 + \frac{L^2 (1 - \cos \theta_0 \cos \theta)^2}{2 I_1 \sin^2 \theta} + \frac{L_3^2}{2 I_3}$$

$$\Rightarrow \frac{I_1}{I_1} \dot{\theta}^2 = \frac{L^2}{I_1} \left[ \sin^2 \theta_0 - \frac{(1 - \cos \theta_0 \cos \theta)^2}{\sin^2 \theta} \right]$$

III  
U<sub>p</sub>(θ)

$$U_p(\theta) = \frac{\sin^2 \theta_0 - \frac{1 - \cos \theta_0 \cos \theta}{\sin^2 \theta}}{\sin^2 \theta}$$

$$U_p(\theta) = \frac{\sin^2 \theta_0 \sin^2 \theta - 1 + 2 \cos \theta_0 \cos \theta - \cos^2 \theta_0 \cos^2 \theta}{\sin^2 \theta}$$

Num

$$= \sin^2 \theta (\sin^2 \theta_0 + \cos^2 \theta_0) - 1 + 2 \cos \theta_0 \cos \theta - \cos^2 \theta_0$$

$$= \sin^2 \theta + 2 \cos \theta_0 \cos \theta - 1 - \cos^2 \theta_0$$

$$= 2 \cos \theta_0 \cos \theta - \cos^2 \theta - \cos^2 \theta_0$$

$$x \equiv \cos \theta$$

$$\text{Num} = 2 \cos \theta_0 x - x^2 - \cos^2 \theta_0 \equiv f(x)$$

$$f'(x) = 2 \cos \theta_0 - 2x = 0 \Rightarrow \boxed{x_m = \cos \theta_0}$$

$$\Rightarrow \theta_m = \theta_0$$

is this a min, or a max?

$$f''(x) = 2 \cos \theta_0 - 2 = -2 \cos^2 \theta_0$$

$$= - (1 - 2 \cos \theta_0 + \cos^2 \theta_0)$$

$$= - (1 - \cos \theta_0)^2 < 0$$

$\Rightarrow$  ~~this is~~  $x_m = x_m = \cos \theta_0$  is a max

$$\Rightarrow U_e^{\max} = 0$$

$$\Rightarrow \theta^{\max} = 0$$

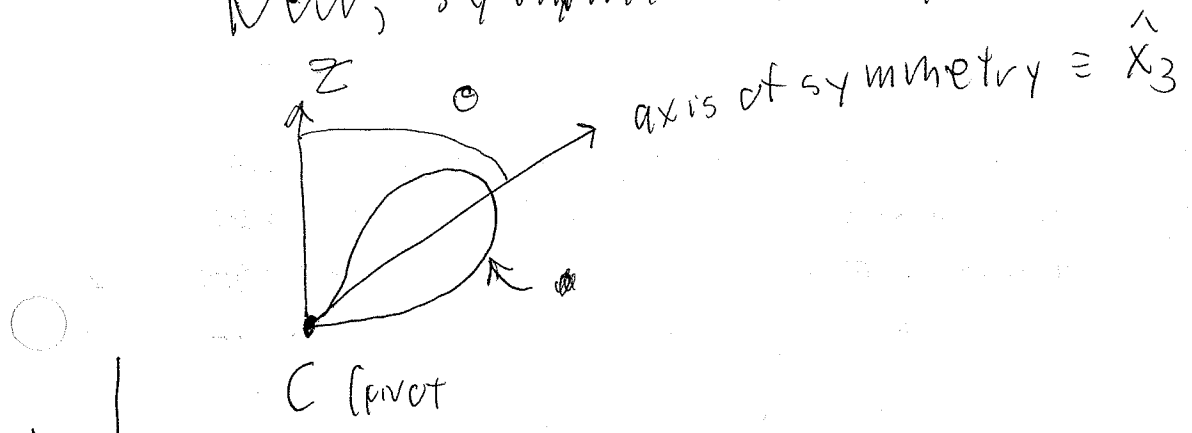
$$\Rightarrow \theta = 0, \text{ always}$$

$$\theta = \theta_0, \text{ always}$$



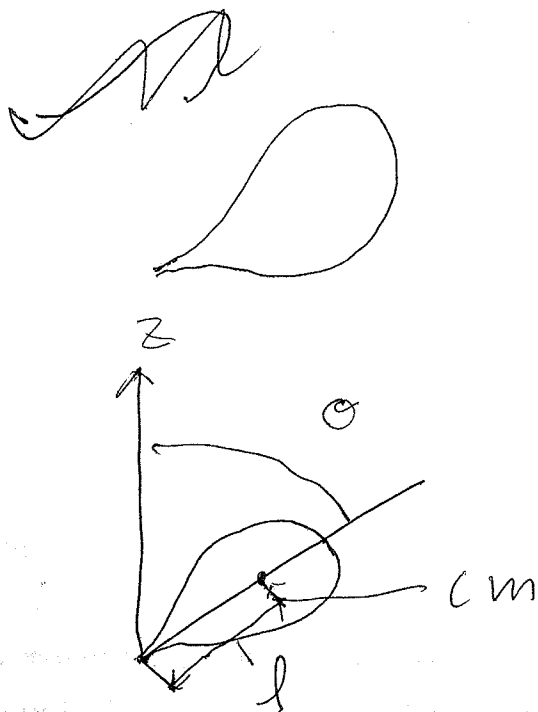
$\Rightarrow \phi = \text{constant}, \dot{\psi} = \text{constant}$   
 $\Downarrow$  constant precession rate  
 $\Downarrow$  constant rotation velocity about  $\hat{x}_3$ .

Now, symmetrical top in gravity:



where is center of gravity?

$\Rightarrow U_{grav}(\theta, \phi, \psi) = ?$



$$U_g(\theta, \phi, \psi) = mg z_{cm} = mgl \cos \theta$$

Note = Independent of  $\phi, \psi$ !

$\Rightarrow \mathcal{L} = T - U$  also independent of  $\phi, \psi$ !

$$\Rightarrow p_\phi = \frac{\partial \mathcal{L}}{\partial \dot{\phi}} = I_1 \sin^2 \theta \dot{\phi} + I_3 (\dot{\phi} \cos \theta + \dot{\psi}) \cos \theta = \text{constant}$$

$= L_z$

~~$p_\phi$~~

$$p_\psi = L_3 = I_3(\dot{\phi} \cos \theta + \dot{\psi}) = \text{constant.}$$

Third conserved quantity: Energy; which now has  $U_g(\theta)$  piece:

$$(0) \quad E = T + U = \frac{1}{2} [I_1(\dot{\theta}^2 + \dot{\phi}^2 \sin^2 \theta) + I_3(\dot{\phi} \cos \theta + \dot{\psi})^2] + mg l \cos \theta = \text{constant.}$$

Can use these 3 conservation laws to get "effective potential" for  $\theta$ . Just like "effective potential" for central force motion.

$$(1) \quad \dot{\phi} \cos \theta + \dot{\psi} = \frac{L_3}{I_3}$$

$$(2) \quad I_1 \sin^2 \theta \dot{\phi} + I_3 (\dot{\phi} \cos \theta + \dot{\psi}) \cos \theta = L_3$$