

Chasles' theorem - general displacement of a rigid body can be described by a translation + a rotation

3 coordinates for the fixed point
3 coordinates for the rotation description

if the fixed point coincides with the CM,
then we know that many physical quantities naturally split into
properties of the CM + props about the CM

e.g. Kinetic energy $T = \frac{1}{2} M v^2 + T'(\phi, \theta, \psi)$


e.g. gravitational field $V = V(r)$ only on position

magnetic moment $V \sim \vec{M} \cdot \vec{B}$ only rotation

Langrangian also typically splits into two parts.

\vec{r}_i, \vec{v}_i \vec{r}_i body set of axes \vec{v}_i space set axes

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

$$\vec{v}_i = \left(\frac{d}{dt} \vec{r}_i \right)_s = \left(\frac{d}{dt} \vec{r}_i \right)_r + \vec{\omega} \times \vec{r}_i$$


$$\vec{v}_i = \vec{\omega} \times \vec{r}_i$$

$$\vec{L} = m_i \vec{r}_i \times (\vec{\omega} \times \vec{r}_i) = m_i [\vec{\omega} r_i^2 - \vec{r}_i (\vec{r}_i \cdot \vec{\omega})]$$

$$a \times (b \times c) = (a \cdot c) b - (a \cdot b) c$$

Look at only one component,

$$L_x = \omega_x m_i (r_i^2 - x_i^2) - \omega_y m_i x_i y_i - \omega_z m_i x_i z_i$$

$$L_x = I_{xx} \omega_x + I_{xy} \omega_y + I_{xz} \omega_z$$

$$L_y = I_{yx} \omega_x + I_{yy} \omega_y + I_{yz} \omega_z$$

$$L_z = I_{zx} \omega_x + I_{zy} \omega_y + I_{zz} \omega_z$$

$$\vec{L} = \mathbf{I} \vec{\omega}$$

Note that \mathbf{I} is composed of 9 elements, forming a transformation matrix.

diagonal terms

$$\text{e.g. } I_{xx} = m_i (r_i^2 - x_i^2)$$

off-diagonal terms

$$\text{e.g. } I_{xy} = -m_i (x_i y_i)$$

for a continuous description

$$I_{xx} = \int_V \rho(\vec{r}) (r^2 - x^2) dV$$

in general

$$I_{jk} = \int_V \rho(\vec{r}) [r^2 \delta_{jk} - x_j x_k] dV$$

it is symmetric

$$j, k = x, y, z$$

$$\vec{L} = \mathbf{I} \vec{\omega}$$

- \mathbf{I} matrix transforms the vector omega into a vector \mathbf{L} ,
1. \mathbf{L} and omega are two different vectors,
 2. they have different units,
 3. \mathbf{I} also has units in itself, and is not necessarily orthogonal,
 4. 'operator' \mathbf{I} acts on vector 'omega' resulting in a new physical vector ' \mathbf{L} '

$$I = \frac{1}{3}$$

$$\frac{4}{2} = 2$$

$$\frac{\pi}{2} \neq \text{int}$$

$$\frac{5}{2} \neq \text{int}$$

I is a tensor

General remarks about tensors.

In a 3D Cartesian space, an N-th rank tensor has 3^N components

$$T_{ijk \dots} \quad (N \text{ indices})$$

$$\begin{array}{ll} 0\text{th rank} & 3^0 = 1 \quad T \\ 1\text{th rank} & 3^1 = 3 \quad T_i \end{array}$$

$$2\text{nd rank} \quad 3^2 = 9 \quad T_{ij}$$

Under an orthogonal transformation A, they transform as

$$T'_{ijk \dots}(\vec{x}') = a_{i\ell} a_{jm} a_{kn} \dots T_{lmn \dots}(\vec{x})$$

$$\text{Tensor of rank 0 - 1 component} \quad T' = T \quad (\text{scalar})$$

$$\text{Tensor of rank 1 - 3 components} \quad T'_i = a_{ij} T_j$$

mathematically, this tensor is equivalent to a vector

$$\text{Tensor of rank 2 - 9 components} \quad T'_{ij} = a_{i\ell} a_{jm} T_{lm}$$

$$\text{Matrix representation} \quad T' = A T A^{-1} = A T A^T$$

similarity transformation

$$T'_{ij} = a_{ij} (T A^T)_{lj}$$

$$= a_{ij} T_{lm} \tilde{a}_{mj} = a_{ij} T_{lm} a_{jm}$$

Other properties of tensor

The unit tensor $I_{ij} = \delta_{ij}$

The dot product of a tensor with a vector (from either side) is a vector

$$D = T \cdot C \implies D_i = T_{ij} C_j$$

A double dot product gives a scalar - this is called a "contraction"

$$S = F \cdot T \cdot C = F_i (T C)_i = F_i T_{ij} C_j \quad (\text{no surviving indices})$$

$$M \cdot N = M_i N_i = \#$$

Kinetic energy $T = \frac{1}{2} m_i v_i^2$

\bar{r}_i - relative to the body set
 \bar{v}_i - relative to the space

$$T = \frac{1}{2} m_i \bar{v}_i \cdot (\bar{\omega} \times \bar{r}_i)$$

$$a \cdot (b \times c) = b \cdot (c \times a)$$

$$= \frac{1}{2} m_i \bar{\omega} \cdot (\bar{r}_i \times \bar{v}_i)$$

$$= \frac{1}{2} \bar{\omega} \cdot (m_i \bar{r}_i \times \bar{v}_i) = \frac{1}{2} \bar{\omega} \cdot \bar{L}$$

$$T = \frac{1}{2} \bar{\omega} \cdot \mathbf{I} \cdot \bar{\omega}$$

$$\bar{\omega} = \omega \hat{n}$$

$$I_s = \frac{1}{\omega^2} \bar{\omega} \cdot \bar{L}$$

$$\boxed{T = \frac{1}{2} \omega^2 \hat{n} \cdot \mathbf{I} \cdot \hat{n} = \frac{1}{2} I_s \omega^2}$$

(1)

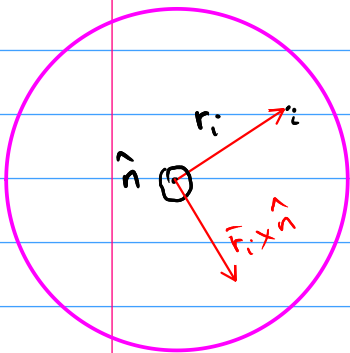
$$I_s = \hat{n} \cdot \mathbf{I} \cdot \hat{n} = m_i \left[r_i^2 - (\bar{r}_i \cdot \hat{n})^2 \right]$$

I_s is a scalar resulting from the contraction of the \mathbf{I} tensor

\mathbf{I} - moment of inertia tensor

I_s - moment of inertia

"Sum over particles of the product of mass and perpendicular distance square from the rotation axis"



$$r_{\perp i} = |\vec{r}_i| \sin \theta = |\vec{r}_i \times \hat{n}|$$

$$I_s = \sum m_i (\vec{r}_i \times \hat{n}) \cdot (\vec{r}_i \times \hat{n})$$

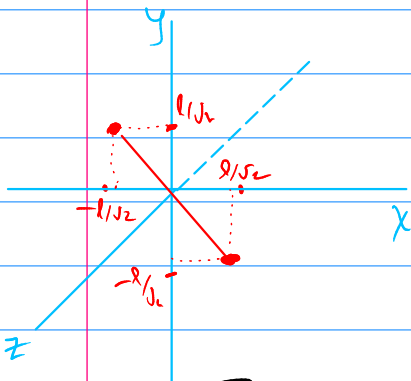
$$= \sum \frac{m_i}{\omega^2} (\vec{r}_i \times \vec{\omega}) \cdot (\vec{r}_i \times \vec{\omega})$$

$$= \sum \frac{m_i}{\omega^2} \vec{v}_i \cdot \vec{v}_i = \sum \frac{m_i v_i^2}{\omega^2} = \frac{2T}{\omega^2}$$

$$T = \frac{1}{2} I_s \omega^2$$

Example

Moment of inertia tensor $I_{ij} = m_i (\delta_{ij} r^2 - x_i x_j)$



$$I_{xx} = m \left[l^2 - \left(\frac{l}{\sqrt{2}} \right) \left(-\frac{l}{\sqrt{2}} \right) \right] + m \left[l^2 - \left(\frac{l}{\sqrt{2}} \right) \left(\frac{l}{\sqrt{2}} \right) \right]$$

$$= m l^2$$

$$I_{yy} = m l^2$$

$$I_{zz} = m (l^2 - 0) + m (l^2 - 0) = 2 m l^2$$

$$I_{xy} = -m \frac{l}{\sqrt{2}} \left(-\frac{l}{\sqrt{2}} \right) - m \left(-\frac{l}{\sqrt{2}} \right) \left(\frac{l}{\sqrt{2}} \right) = m l^2 = I_{yx}$$

$$I_{xz} = 0 = I_{zx}$$

$$I_{yz} = I_{zy} = 0$$

$$I = \begin{pmatrix} m l^2 & m l^2 & 0 \\ m l^2 & m l^2 & 0 \\ 0 & 0 & 2 m l^2 \end{pmatrix}$$

$$x: \hat{n} = \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} \quad I_s^x = \hat{n} \cdot \underline{I} \cdot \hat{n} = (1 \ 0 \ 0) \begin{pmatrix} m l^2 \\ m l^2 \\ 0 \end{pmatrix} = m l^2$$

$$y: \hat{n} = \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} \quad I_s^y = (0 \ 1 \ 0) \begin{pmatrix} m l^2 \\ m l^2 \\ 0 \end{pmatrix} = m l^2$$

$$z: \hat{n} = \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix} \quad I_s^z = (0 \ 0 \ 1) \begin{pmatrix} 0 \\ 0 \\ 2m l^2 \end{pmatrix} = 2m l^2$$

Angular momentum $\vec{L} = \underline{I} \vec{\omega}$

for rotations around z-axis: $\vec{L} = \underline{I} \begin{pmatrix} 0 \\ 0 \\ \omega \end{pmatrix} = 2m l^2 \omega \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$

for rotations around x-axis: $\vec{L} = \underline{I} \begin{pmatrix} \omega \\ 0 \\ 0 \end{pmatrix} = m l^2 \omega \begin{pmatrix} 1 \\ 1 \\ 0 \end{pmatrix}$