Theoretical Mechanics 理论力学

Zhou Xiang 周详





Syllabus

Chapter 0 Preface Chapter 1 Survey of the Elementary Principles Chapter 2 Variational Principle and Lagrange's Equations **Chapter 3 The Central Force Problem Chapter 4 The Kinematics of Rigid Body Motion** Mid-term exam Chapter 5 The Rigid Body Equations of Motion **Chapter 6 Oscillations** Chapter 7 The Classical Mechanics of the Special Theory of Relativity Chapter 8 The Hamilton Equations of Motion **Chapter 9 Canonical Transformations** Final term exam Chapter 10 Introduction to the Lagrangian and Hamiltonian Formulations for **Continuous Systems and Fields**

Rotational Motion

We concentrate on the rotational part

Translational part same as a single particle→Easy

Consider total angular momentum $\mathbf{L} = m_i \mathbf{r}_i \times \mathbf{v}_i$

 \mathbf{V}_i is given by the rotation $\boldsymbol{\omega}$ as $\mathbf{v}_i = \boldsymbol{\omega} \times \mathbf{r}_i$

BAC-CAB rule $\mathbf{a} \times (\mathbf{b} \times \mathbf{c}) = \mathbf{b}(\mathbf{a} \cdot \mathbf{c}) - \mathbf{c}(\mathbf{a} \cdot \mathbf{b})$

$$\mathbf{L} = m_{i}\mathbf{r}_{i} \times (\boldsymbol{\omega} \times \mathbf{r}_{i}) = m_{i} \begin{bmatrix} \boldsymbol{\omega} r_{i}^{2} - \mathbf{r}_{i} (\mathbf{r}_{i} \cdot \boldsymbol{\omega}) \end{bmatrix} = \begin{bmatrix} m_{i} (r_{i}^{2} - x_{i}^{2}) & -m_{i}x_{i}y_{i} & -m_{i}x_{i}z_{i} \\ -m_{i}y_{i}x_{i} & m_{i} (r_{i}^{2} - y_{i}^{2}) & -m_{i}y_{i}z_{i} \\ -m_{i}z_{i}x_{i} & -m_{i}z_{i}y_{i} & m_{i} (r_{i}^{2} - z_{i}^{2}) \end{bmatrix} \boldsymbol{\omega}$$

Inertia tensor I only dependent on the fix point for a rigid body

Inertia Tensor

Diagonal components are familiar moment of inertia

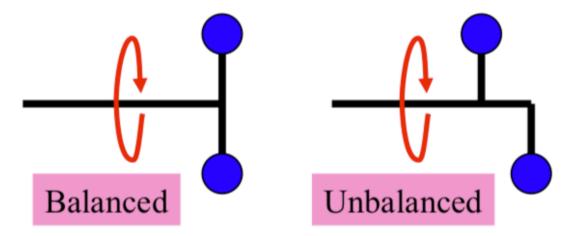
$$I_{xx} = m_i \left(r_i^2 - x_i^2 \right) = m_i r_i^2 \sin^2 \Theta$$

r Θ

What are the off-diagonal components?

 I_{yx} produces L_y when the object is turned around x axis

Imagine turning something like:



Unbalanced one has non-zero off-diagonal components, which represents "wobbliness" of rotation

Inertia Tensor

Using
$$(x_i, y_i, z_i) \rightarrow (x_{i1}, x_{i2}, x_{i3})$$

$$\mathbf{I} = \begin{bmatrix} m_{i} \left(r_{i}^{2} - x_{i}^{2} \right) & -m_{i} x_{i} y_{i} & -m_{i} x_{i} z_{i} \\ -m_{i} y_{i} x_{i} & m_{i} \left(r_{i}^{2} - y_{i}^{2} \right) & -m_{i} y_{i} z_{i} \\ -m_{i} z_{i} x_{i} & -m_{i} z_{i} y_{i} & m_{i} \left(r_{i}^{2} - z_{i}^{2} \right) \end{bmatrix} \rightarrow I_{jk} = m_{i} \left(r_{i}^{2} \delta_{jk} - x_{ij} x_{ik} \right)$$

We can also deal with continuous mass distribution $\rho(\mathbf{r})$

$$I_{jk} = \int \rho(\mathbf{r}) \left(r^2 \delta_{jk} - x_j x_k \right) d\mathbf{r}$$

5.2 Tensors

I can be considered as the quotient of L and ω , since $L = I\omega$.

The quotient of two quantities is often not a member of the same class as the dividing factors, but may belong to a more complicated class.

I is a new type of quantity, a tensor of the second rank.

A tensor of the first rank is completely equivalent to a vector since $T'_i = a_{ij}T_j$ where $\{a_{ij}\} = \mathbf{A}$.

The 9 components of a tensor of the 2nd-rank transforms as $T'_{ij} = a_{ik}a_{jl}T_{kl}$.

5.3 The inertia tensor and the moment of inertia

The kinetic energy of motion about a point is

$$T = \frac{1}{2} \sum m_i v_i^2,$$

Where \mathbf{v}_i is the velocity of the *i*th particle relative to the fixed point as measured in the space axes.

$$T = \frac{1}{2} \sum_{i} m_i \mathbf{v}_i \cdot (\boldsymbol{\omega} \times \mathbf{r}_i) = \frac{\boldsymbol{\omega}}{2} \cdot \sum_{i} m_i (\mathbf{r}_i \times \mathbf{v}_i) = \frac{\boldsymbol{\omega} \cdot \mathbf{L}}{2} = \frac{\boldsymbol{\omega} \cdot \mathbf{I} \cdot \boldsymbol{\omega}}{2}$$

If
$$\boldsymbol{\omega} = \boldsymbol{\omega} \mathbf{n}$$
, then $T = \frac{\boldsymbol{\omega} \cdot \mathbf{I} \cdot \boldsymbol{\omega}}{2} = \frac{\boldsymbol{\omega}^2}{2} \mathbf{n} \cdot \mathbf{I} \cdot \mathbf{n} = \frac{1}{2} I \boldsymbol{\omega}^2$, where $I \equiv \mathbf{n} \cdot \mathbf{I} \cdot \mathbf{n} = \sum m_i \left[r_i^2 - (\mathbf{r}_i \cdot \mathbf{n})^2 \right]$.

I is called the moment of inertia about the axis of rotation.

$$I = \sum m_i(\mathbf{r}_i \times \mathbf{n}) \cdot (\mathbf{r}_i \times \mathbf{n}) = \frac{2T}{\omega^2}$$

Shifting Origin

Origin of body axes does not have to be at the CoM

It's convenient – Separates translational/rotational motion

If it isn't, I can be easily translated

from origin
$$\rightarrow$$
 $\mathbf{r}_i = \mathbf{R} + \mathbf{r}'_i \leftarrow \text{from CoM}$

$$I = m_i (\mathbf{r}_i \times \mathbf{n})^2 = m_i \left[(\mathbf{R} + \mathbf{r}_i') \times \mathbf{n} \right]^2$$

$$= M(\mathbf{R} \times \mathbf{n})^2 + m_i (\mathbf{r}_i' \times \mathbf{n})^2 + 2m_i (\mathbf{R} \times \mathbf{n}) (\mathbf{r}_i' \times \mathbf{n})$$

$$\sum_i \mathbf{r}_i' = 0$$
I of CoM
$$I \text{ from CoM}$$

We have two fundamental relations of the tensor \mathbf{I} of a rigid body:

(1)
$$\mathbf{L} = \mathbf{I} \cdot \boldsymbol{\omega}$$

$$(2) T = \frac{\boldsymbol{\omega} \cdot \mathbf{I} \cdot \boldsymbol{\omega}}{2}$$

If we ignore the units of I, ω and T, then in Eq. (1) I maps a vector ω to another vector L in a 3-dimension vector space; in Eq. (2) I maps a vector ω to a scalar T.

Therefore, a tensor **I** is a linear transform operator in Eq. (1) which transform ω to **L**; and a metric tensor in Eq. (2) which defines the "magnitude" of a vector ω as $\sqrt{2T}$.

As we all know, a vector **A** is invariant for the choice of the bases in a vector space. Its geometric interpretation is easily visualized.

In the other word, its algebraic interpretation is

$$\mathbf{A} = A_1 \mathbf{e}_1 + A_2 \mathbf{e}_2 + A_3 \mathbf{e}_3 = A_1' \mathbf{e}_1' + A_2' \mathbf{e}_2' + A_3' \mathbf{e}_3'.$$

In matrix form

$$\mathbf{A} = \begin{bmatrix} A_1 & A_2 & A_3 \end{bmatrix} \begin{bmatrix} \mathbf{e}_1 \\ \mathbf{e}_2 \\ \mathbf{e}_3 \end{bmatrix} = \begin{bmatrix} A_1' & A_2' & A_3' \end{bmatrix} \begin{bmatrix} \mathbf{e}_1' \\ \mathbf{e}_2' \\ \mathbf{e}_3' \end{bmatrix}, \text{ where } A_i \text{ and }$$

 A'_i are called as coordinates

If **M**, a transform matrix, transfers \mathbf{e}_i to \mathbf{e}'_i , then we have

$$\mathbf{A} = \begin{bmatrix} A_1 & A_2 & A_3 \end{bmatrix} \mathbf{M}^{-1} \mathbf{M} \begin{bmatrix} \mathbf{e}_1 \\ \mathbf{e}_2 \\ \mathbf{e}_3 \end{bmatrix} = \begin{bmatrix} A_1' & A_2' & A_3' \end{bmatrix} \begin{bmatrix} \mathbf{e}_1' \\ \mathbf{e}_2' \\ \mathbf{e}_3' \end{bmatrix}.$$

Remember: if M is a clockwise rotation, then M^{-1} is a counter clockwise rotation.

Since there is no absolute bases, two observers usually give different coordinates for a vector \mathbf{A} .

Therefore the coordinates of a vector in different bases should transfer as

$$\begin{bmatrix} A_1' \\ A_2' \\ A_3' \end{bmatrix} = (\mathbf{M}^{-1})^T \begin{bmatrix} A_1 \\ A_2 \\ A_3 \end{bmatrix} = (\mathbf{M}^T)^{-1} \begin{bmatrix} A_1 \\ A_2 \\ A_3 \end{bmatrix},$$

where $(\mathbf{M}^T)^{-1}$ is the transformation matrix of coordinates.

We, physicists, usually ignore the superscripts of $(\mathbf{M}^T)^{-1}$ and name \mathbf{M} as the transformation matrix of coordinates. Why?

Then $A'_i = M_{ij}A_j$, where M_{ij} is the components of **M**.

A vector, also a tensor of the first rank, in a Cartesian 3-dimensional space is defined as a quantity having 3 components which transform under an orthogonal transformation of coordinates, \mathbf{M} , according to the rule $A'_i = M_{ij}A_j$.

Why do we define a vector in such a complex way?

Because it makes the different coordinates A_i and A'_i refer to the same vector.

The meaning of the relation between different coordinates is invariant with the formula forms:

$$A'_{i} = M_{ij}A_{j} \Leftrightarrow \mathbf{A}' = \mathbf{M}\mathbf{A} \Leftrightarrow \begin{bmatrix} A'_{1} \\ A'_{2} \\ A'_{3} \end{bmatrix} = \begin{pmatrix} M_{11} & M_{12} & M_{13} \\ M_{21} & M_{22} & M_{23} \\ M_{31} & M_{32} & M_{33} \end{pmatrix} \begin{bmatrix} A_{1} \\ A_{2} \\ A_{3} \end{bmatrix}$$

Note: From now on, \mathbf{A} is a 3 × 1 coordinate matrix not $\mathbf{A} = \sum A_i \mathbf{e}_i$, although they refer to the same vector!

Back to $L = I \cdot \omega$

$$\mathbf{L} = \mathbf{I} \cdot \boldsymbol{\omega} \Leftrightarrow \mathbf{L} = \mathbf{I}\boldsymbol{\omega} \Leftrightarrow \begin{bmatrix} L_1 \\ L_2 \\ L_3 \end{bmatrix} = \begin{pmatrix} I_{11} & I_{12} & I_{13} \\ I_{21} & I_{22} & I_{23} \\ I_{31} & I_{32} & I_{33} \end{pmatrix} \begin{bmatrix} \omega_1 \\ \omega_2 \\ \omega_3 \end{bmatrix}$$

For another observer, he/she has

$$\mathbf{L} = \mathbf{I} \cdot \boldsymbol{\omega} \Leftrightarrow \mathbf{L}' = \mathbf{I}' \boldsymbol{\omega}' \Leftrightarrow \begin{bmatrix} L_1' \\ L_2' \\ L_3' \end{bmatrix} = \begin{pmatrix} I_{11}' & I_{12}' & I_{13}' \\ I_{21}' & I_{22}' & I_{23}' \\ I_{31}' & I_{32}' & I_{33}' \end{pmatrix} \begin{bmatrix} \omega_1' \\ \omega_2' \\ \omega_3' \end{bmatrix},$$

where
$$\begin{bmatrix} L'_1 \\ L'_2 \\ L'_3 \end{bmatrix} = \begin{pmatrix} M_{11} & M_{12} & M_{13} \\ M_{21} & M_{22} & M_{23} \\ M_{31} & M_{32} & M_{33} \end{pmatrix} \begin{bmatrix} L_1 \\ L_2 \\ L_3 \end{bmatrix}$$
 and $\begin{bmatrix} \omega'_1 \\ \omega'_2 \\ \omega'_3 \end{bmatrix} = \begin{pmatrix} M_{11} & M_{12} & M_{13} \\ M_{21} & M_{22} & M_{23} \\ M_{31} & M_{32} & M_{33} \end{pmatrix} \begin{bmatrix} \omega_1 \\ \omega_2 \\ \omega_3 \end{bmatrix}$

According to the matrix rules

$$L = I\omega = IM^{-1}M\omega \Rightarrow ML = MIM^{-1}M\omega$$
$$\Rightarrow L' = MIM^{-1}\omega' = I'\omega'$$

Here $\omega' = M\omega$.

We have $I' = MIM^{-1}$ and then $I'_{ij} = M_{ik}I_{kl}M_{lj}^{-1} = M_{ik}M_{jl}I_{kl}$.

Remember: $\mathbf{M}^{-1} = \mathbf{M}^T = \tilde{\mathbf{M}}$ for an orthogonal transformation matrix \mathbf{M} .

Although the components of I' and I are different, they refer to the same quantity. I' is naturally similar to I.

Unfortunately we cannot show it geometrically.

无尽藏是唐朝武周时期的一位比丘尼。

一天,她对六祖慧能说:"我读《涅般经》好多年了,但仍有许多不明白的地方,希望能得到你的指教。"

慧能回答道:"我不识字,请你把经读给我听,也许我能帮你解疑。"

比丘尼忍不住笑着说:"你连字都不认识,怎么 谈得上解释经典呢?"

慧能认真地告诉她:"真理与文字不是一回事。 真理就像天上的明月,文字只是指月的手指; 手指能指出明月的所在,但手指并不就是明 月,看明月也并不一定非用手指不可。"

比丘尼感觉这话很有道理,于是就将经文读给 慧能听。慧能一句一句为她解释,使尼师大受 启迪。



Back to
$$T = \frac{\boldsymbol{\omega} \cdot \mathbf{I} \cdot \boldsymbol{\omega}}{2}$$

$$T = \frac{\boldsymbol{\omega} \cdot \mathbf{I} \cdot \boldsymbol{\omega}}{2} \Leftrightarrow 2T = \boldsymbol{\omega}^T \mathbf{I} \boldsymbol{\omega} = \boldsymbol{\omega}'^T \hat{\mathbf{I}}' \boldsymbol{\omega}' = \boldsymbol{\omega}^T \mathbf{M}^T \hat{\mathbf{I}}' \mathbf{M} \boldsymbol{\omega}$$

We have $\mathbf{I} = \mathbf{M}^T \hat{\mathbf{I}}' \mathbf{M}$. $\hat{\mathbf{I}}'$ is naturally congruent (合同) to \mathbf{I} .

We already have $I' = MIM^{-1} \Leftrightarrow I = M^{-1}I'M$.

If
$$\mathbf{M}^{-1} = \mathbf{M}^T$$
, $\hat{\mathbf{I}}' = \mathbf{I}'$.

M is an orthogonal transformation matrix!

Last but not least, one can find an orthogonal similarity transformation **M** which make **I**' and **I** refer to the **same** tenor in

$$(1) \mathbf{L} = \mathbf{I} \cdot \boldsymbol{\omega}$$

(2)
$$T = \frac{\boldsymbol{\omega} \cdot \mathbf{I} \cdot \boldsymbol{\omega}}{2}$$
.

The vector space V of $\boldsymbol{\omega}$ can be decomposed into a direct sum of 3 invariant subspaces U_i where $\mathbf{L} = \mathbf{I} \cdot \boldsymbol{\omega} \in U_i$ if $\boldsymbol{\omega} \in U_i$.

The most important task in studying of the motion about a fixed point for a rigid body is to find the 3 **invariant subspaces** so that the tensor **I** can be expressed in the simplest ways.

There is no absolute bases but the simplest set of bases. Why? (Broken symmetry!)



美国费城艺术博物馆收藏木刻彩印 月冈芳年《布袋和尚指月图》