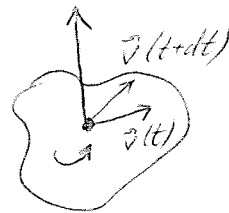


Rotating Objects

$$d_{\text{space}} \vec{V} = d_{\text{body}} \vec{V} + d_{\text{rot}} \vec{V}$$

\downarrow may be 0 \downarrow
 $d\vec{\Omega} \times \vec{V} \equiv d\Omega (\hat{n} \times \vec{V})$



\vec{V} changes relative to rigid object (coord system is fixed on rigid object)

R is matrix which describes transition from fixed to the body system

$$(\vec{V})' = R(\vec{V})$$

$$t: (\vec{V}) = R^T(\vec{V})'$$

$$t+dt?: (\vec{V} + d\vec{V}) = R^T(\vec{V} + d\vec{V})' + [R^T(t+dt) - R^T(t)](\vec{V})'$$

$$d(\vec{V}) = R^T d(\vec{V})' + dR^T(\vec{V})'$$

$$t: R(t)$$

$t+dt: R(t+dt)$ it's diff. because coord. system has been actively rotated around axis with small angle $d\Omega$

$$R(t+dt) = (1 - \Omega(\hat{n} \cdot \vec{M}))R \quad \text{= this is expressing rotation relative already rotated system}$$

$$R^T + dR^T = R^T(t+dt) = R^T(1 + d\Omega(\hat{n} \cdot \vec{M}))$$

rotation in the body system

$$\underline{M_n^T = -M_n}$$

$$dR^T = R^T d\Omega(\hat{n} \cdot \vec{M})$$

$$\Rightarrow d(\vec{V}) = R^T [d(\vec{V})' + (d\Omega \hat{n} \cdot \vec{M})(\vec{V})']$$

rotation relative unrotated system

$$R dR^T R^T = R R^T dR (\hat{n} \vec{M}) R^T = d\Omega (\hat{n} \vec{M}) R^T$$

$$\Rightarrow d(\vec{V}) = R^T d(\vec{V})' + d\Omega (\hat{n} \vec{M}) (\vec{V}) \quad (\text{in unrotated or unprimed system})$$

$$\left(\frac{d}{dt}\right)_{\text{space}} (\vec{V}) = \left(\frac{d}{dt}\right)_{\text{body}} (\vec{V}) + \vec{\omega} \times \vec{V}, \quad d\vec{\Omega} = \vec{\omega} dt$$

$$\vec{\tilde{L}} = \frac{d\vec{L}}{dt} + \vec{\omega} \times \vec{L} \quad \text{this is true in any coord. system}$$

1) in space system: $(v)_i = \sum_{m,n} \epsilon_{imn} (\vec{\omega})_m (\vec{V})_n$

2) in rot.-ing body system: $(v)'_i = \sum \epsilon_{imn} (\vec{\omega})'_m (\vec{V})'_n$

$$R = \begin{pmatrix} \cos\psi & \sin\psi & 0 \\ -\sin\psi & \cos\psi & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} 1 & 0 & 0 \\ 0 & \cos\theta & \sin\theta \\ 0 & -\sin\theta & \cos\theta \end{pmatrix} \begin{pmatrix} \cos\phi & \sin\phi & 0 \\ -\sin\phi & \cos\phi & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

Can we express $\vec{\omega}$ in primed system using these angles?

If we change $\psi \Rightarrow$ we're rotating the final axes \Rightarrow change of ψ has only z' comp.

If we change $\theta =$ its change will have only x component but need to apply last

We get

$$(\vec{\omega})' = \begin{pmatrix} \cos\psi \dot{\theta} + \sin\psi \sin\theta \dot{\phi} \\ -\sin\psi \dot{\theta} + \cos\psi \sin\theta \dot{\phi} \\ \dot{\psi} + \cos\theta \dot{\phi} \end{pmatrix}$$

rotation around ψ to go into x system

If we want to change ψ , we rotate around old z axis

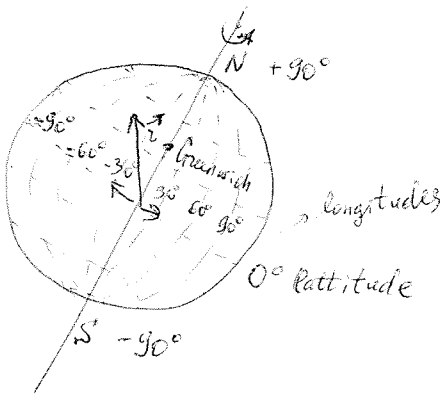
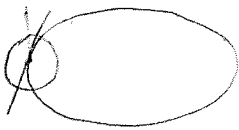
Example Earth rotates in elliptic path, and its axis makes some angle with ellipse normal axis. ~~But~~ the angle changes during the time, but we assume it's fixed, because changes very slowly. $\Rightarrow \dot{\theta} = 0, \dot{\phi} = 0$

$\theta = 23^\circ$

rot. speed around earth's axis

$$\dot{\psi} = \frac{366.25}{365.25} \cdot \frac{2\pi}{24 \cdot 3600s}$$

$\dot{\phi} = \frac{2\pi}{365.25 \cdot 360 \cdot 24s}$ relative to fixed X axis from sun to the earth



$$\text{Lat} = 90^\circ - \psi \quad ; \quad \psi = 90^\circ - \text{Lat}$$

$$\phi = \text{Lon} + \dot{\psi} \cdot t$$

with Earth centered coord system; $\left(\vec{r}_{\text{Earth}} \right)' = R_{\text{Earth}} \begin{pmatrix} \cos(\text{Lat}) \cos(\text{Lon} + \dot{\psi} t) \\ \cos(\text{Lat}) \sin(\text{Lon} + \dot{\psi} t) \\ \sin(\text{Lat}) \end{pmatrix}$

radius-vector for some ~~point~~ point on the surface of the Earth

In absolute system of coord-s (rel. to stars) the velocity will be;

$$\vec{V}_{space} = V_{Earth} + \vec{\omega} \times \vec{r}_{Earth}$$

At North pole $\vec{\omega} \times \vec{r}_{Earth} = 0$

and acceleration;

~~$$\vec{a}_{space} = \vec{a}_{Earth} + \vec{\omega} \times \vec{V}_{Earth}$$~~

$$\frac{d_{space} \vec{V}_{space}}{dt} = \vec{a}_{space} = \frac{d_{Earth} \vec{V}_{space}}{dt} + \vec{\omega} \times \vec{V}_{space} =$$

$$= \frac{d_{Earth} \vec{V}_{Earth}}{dt} + \vec{\omega} \times \frac{d \vec{r}_{Earth}}{dt} + \vec{\omega} \times \vec{V}_{Earth} + \vec{\omega} \times \vec{\omega} \times \vec{r}_{Earth} \Rightarrow$$

$$\frac{\vec{F}}{m} = \vec{a}_{Earth} + \underbrace{2 \vec{\omega} \times \vec{V}_{Earth} + \vec{\omega} \times (\vec{\omega} \times \vec{r}_{Earth})}_{\text{pseudoforces}}$$

$$V_{tot}^2 = (r \cdot \cos(Lat) \dot{\phi} + V_E)^2$$

$-\vec{\omega} \times (\vec{\omega} \times \vec{r}_{Earth})$ is in plane of $\vec{\omega}$ and \vec{r}

$-\vec{\omega} \times (\vec{\omega} \times \vec{r}_{Earth}) = -\omega^2 r \cos(Lat) \rightarrow$ centrifugal force

$-2 \vec{\omega} \times \vec{V}_{Earth} = 2 \vec{V}_{Earth} \times \vec{\omega} \rightarrow$ 2nd part of centrifugal force. - Coriolis force
(if you go to East \rightarrow acc. n \odot)

$$\Delta x = \omega V t^2 \sin(Lat) = \omega t \Delta S \sin(Lat)$$

For hurricanes

