

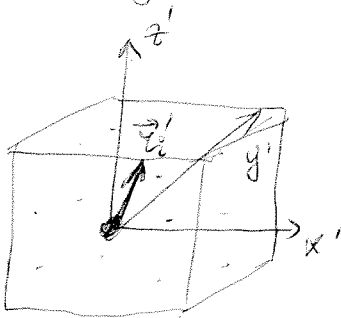
$$T = \frac{1}{2} M \dot{\vec{R}}^2 + \frac{1}{2} \sum_i m_i \dot{\vec{r}}_i'^2$$

$$\begin{aligned} L &= \frac{1}{2} \sum_i m_i \dot{\vec{r}}_i \times \dot{\vec{r}}_i = \frac{1}{2} \sum_i m_i (\vec{R} + \vec{r}_i') \times (\dot{\vec{V}} + \dot{r}_i') = \\ &= \underbrace{M \vec{R} \times \dot{\vec{R}}}_{\vec{L}_{c.m.}} + \sum_i m_i (\vec{r}_i' \times \dot{\vec{r}}_i') \end{aligned}$$

$$\frac{d\vec{L}_{c.m.}}{dt} = M \vec{R} \times \ddot{\vec{R}} = \vec{R} \times \sum \vec{F}_{ext.}$$

$$\frac{d\vec{L}_{int}}{dt} = \sum_i \vec{r}_i' \times \vec{F}_i^{ext}$$

If we have an object nailed down at a point, then we don't worry anymore about motion of c.m., but only look at rotations around that fixed point.



$$\frac{d_{space} \vec{V}}{dt} = \frac{d_{body} \vec{V}}{dt} + \vec{\omega} \times \vec{V}$$

$$\vec{L}_{int} = \sum_i m_i \vec{r}_i' \times (\vec{\omega} \times \vec{r}_i') =$$

(relative to the fixed point)

$$\vec{V}_i = \vec{\omega} \times \vec{r}_i'$$

space

$$= \sum m_i [\vec{\omega} (\vec{r}_i')^2 - \vec{r}_i' (\vec{r}_i' \cdot \vec{\omega})]$$

$$\begin{pmatrix} x_i' x_i' & x_i' y_i' & x_i' z_i' \\ y_i' x_i' & y_i' y_i' & y_i' z_i' \\ z_i' x_i' & z_i' y_i' & z_i' z_i' \end{pmatrix} \cdot \vec{\omega}$$

$\vec{r}_i' \circ \vec{r}_i'$  dyadic product

$$= \sum_i m_i \left( \vec{u}_i'^2 \mathbb{1} - \vec{u}_i' \otimes \vec{u}_i' \right) (\vec{\omega})$$

$= \mathbb{I}$  - inertia tensor

$\Rightarrow$  angular momentum is not necessarily  $\propto$  to  $\vec{\omega}$  and may point to diff. direction than  $\vec{\omega}$ .

$$\mathbb{I}_{em} = \sum_i m_i \left( \vec{u}_i'^2 \delta_{em} - r_e' r_m' \right)$$

$$(\mathbb{I})' = R (\mathbb{I}) R^T \quad R \text{ describes passive rotation into primed coordinate system}$$

$\Rightarrow \vec{L}_{int} = \mathbb{I} \vec{\omega}$  can be evaluated in any coordinate system

if we change coord. system

$$\underbrace{R \vec{L}_{int}}_{\text{changed}} = \underbrace{R \mathbb{I} R^T}_{\text{changed}} \underbrace{R \vec{\omega}}_{\text{changed}}$$

if we have rotation around some axis then  $\vec{\omega} = \omega \hat{n}$   
 $\downarrow$   
dir. of axis

$$\Rightarrow \left( \vec{L} \right)_{\hat{n}} = \hat{n} \cdot \vec{L} = \underbrace{(\hat{n} \mathbb{I} \hat{n})}_{I_n} \omega$$

How can we use  $\mathbb{I}$  to calculate  $T$ ;

$$T = \frac{1}{2} \sum_i m_i \underbrace{\vec{v}_i' \cdot (\vec{\omega} \times \vec{u}_i')}_{\vec{\omega} (\vec{u}_i' \times \vec{v}_i')} = \frac{1}{2} \vec{\omega} \cdot \vec{L} = \frac{1}{2} \vec{\omega} \cdot \mathbb{I} \cdot \vec{\omega} = \frac{1}{2} \omega^2 \hat{n} \mathbb{I} \hat{n} = \frac{1}{2} \omega^2 I_n$$

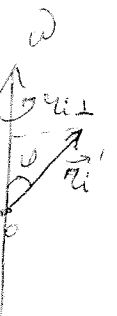
Axis of rotation

But also we can write

$$T = \frac{1}{2} \sum m_i (\vec{\omega} \times \vec{u}_i') \cdot (\vec{\omega} \times \vec{u}_i') = \frac{1}{2} \sum m_i (\vec{\omega} \times \vec{u}_i')^2 = \frac{1}{2} \omega^2 \sum m_i u_{i\perp}^2$$

if we have homogeneous distribution

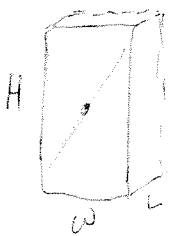
$$\Rightarrow \sum m_i \rightarrow \int \rho(\vec{r}') d_x d_y d_z'$$



$$\Rightarrow T = \iiint_{\text{space}} \rho(\vec{r}') dx' dy' dz' (\vec{r}'^2 \mathbf{1} - \vec{r}' \circ \vec{r}') \Rightarrow \begin{pmatrix} y'^2 + z'^2 & -x'y' & -x'z' \\ -y'x' & x'^2 + z'^2 & -y'z' \\ -z'x' & -z'y' & x'^2 + y'^2 \end{pmatrix}$$

$$I_x = \iiint \rho(x', y', z') dx' dy' dz' (y'^2 + z'^2)$$

$$\mathbf{I}^T = \mathbf{I}$$



$$I_x = \rho L \iint dy' dz' (y'^2 + z'^2)$$

$$\frac{y'^3}{3} \Big|_{-\frac{w}{2}}^{\frac{w}{2}} \cdot H + \frac{z'^3}{3} \Big|_{-\frac{H}{2}}^{\frac{H}{2}} \cdot w = \rho L \left( \frac{w^3}{12} H + \frac{H^3}{12} w \right) =$$

$$= M \left( \frac{w^2}{12} + \frac{H^2}{12} \right)$$

$$\vec{r} = \vec{R} + \vec{r}'$$

$$\mathbf{I} = \sum m_i \left[ (\vec{R} + \vec{r}')^2 \mathbf{1} - (\vec{R} + \vec{r}') \circ (\vec{R} + \vec{r}') \right] =$$

(relative to the point which is not center of mass)

$$= \vec{R}^2 M \mathbf{1} + \sum m_i \vec{r}'^2 \mathbf{1} - M \vec{R} \circ \vec{R} - \sum m_i \vec{r}' \circ \vec{r}' =$$

$$= M \vec{R}^2 \mathbf{1} - M \vec{R} \circ \vec{R} + I_{c.m.} \quad \text{parallel axis theorem}$$

Theorem There is a coordinate system, in which  $\mathbb{I}$  has only diagonal elements.

$$RIR^T = \begin{pmatrix} \mathbb{I}_1 & 0 & 0 \\ 0 & \mathbb{I}_2 & 0 \\ 0 & 0 & \mathbb{I}_3 \end{pmatrix}$$

Means we find <sup>three</sup> axes  $(\vec{n}_1, \vec{n}_2, \vec{n}_3)$  such that

$$\mathbb{I}\vec{n}_1 = \mathbb{I}_1\vec{n}_1$$

$$\mathbb{I}\vec{n}_2 = \mathbb{I}_2\vec{n}_2$$

$$\mathbb{I}\vec{n}_3 = \mathbb{I}_3\vec{n}_3$$

we need to solve;

$$\det(\mathbb{I} - \mathbb{I} \cdot \mathbb{1}) = 0$$

When we get  $\vec{n}_1, \vec{n}_2, \vec{n}_3 \Rightarrow N = \begin{pmatrix} \vec{n}_1 \\ \vec{n}_2 \\ \vec{n}_3 \end{pmatrix}$   
 principal axes

$$N^T \mathbb{I} N = \begin{pmatrix} \mathbb{I}_1 & 0 & 0 \\ 0 & \mathbb{I}_2 & 0 \\ 0 & 0 & \mathbb{I}_3 \end{pmatrix}$$

We just need to prove that  $\vec{n}_1, \vec{n}_2, \vec{n}_3$  eigenvectors are orthogonal.  $\vec{n}_1 \cdot \vec{n}_2 = 0, \vec{n}_1 \cdot \vec{n}_3 = 0, \vec{n}_2 \cdot \vec{n}_3 = 0$ .

$$\vec{n}_1 \mathbb{I} \vec{n}_2 = 0 \quad (\vec{n}_1)^T \mathbb{I} = (\mathbb{I}^T \vec{n}_1)^T = \mathbb{I}_1 \vec{n}_1$$

$$\vec{n}_1 \mathbb{I}_2 \vec{n}_2 = \vec{n}_1 \mathbb{I} \vec{n}_2 = \vec{n}_1 \mathbb{I}_1 \vec{n}_2$$

$$\Rightarrow \mathbb{I}_2 \vec{n}_1 \cdot \vec{n}_2 = \mathbb{I}_1 \vec{n}_1 \cdot \vec{n}_2$$

$$\Rightarrow \text{if } \mathbb{I}_1 \neq \mathbb{I}_2 \quad \vec{n}_1 \cdot \vec{n}_2 = 0$$

if  $\mathbb{I}_1 = \mathbb{I}_2 \Rightarrow$  find linear combination of  $\vec{n}_1, \vec{n}_2$  such that it is perpendicular to  $\vec{n}_2$   
 Principal axes: Symmetry axes. reflection axes