

# L18 Rotation of Rigid Bodies.

A rigid body is a collection of ( $N$ ) particles which shape does not change.

$3N$  generalized coordinates  $\rightarrow$  6 coordinates.

Center of mass: 3 orientation 3

- Center of mass

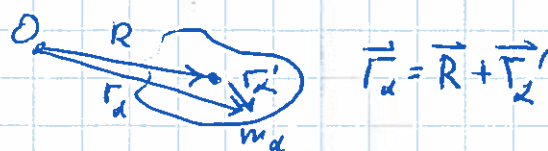
$$\vec{R} = \frac{1}{M} \sum_{\alpha} m_{\alpha} \vec{r}_{\alpha} ; M = \sum_{\alpha} m_{\alpha} \Rightarrow$$

$$\vec{R} = \frac{1}{M} \int \vec{r} dm ; M = \int dm \quad \int - \text{integral over volume}$$

momentum:  $\vec{p} = \sum_{\alpha} m_{\alpha} \dot{\vec{r}}_{\alpha} = M \dot{\vec{R}} ; \vec{F}_{\text{ext}} = M \ddot{\vec{R}}$

- Angular momentum.

$L_0$  - angular momentum relative to origin  $O$



$$\vec{L}_{\alpha} = \vec{r}_{\alpha} \times \vec{p}_{\alpha} = \vec{r}_{\alpha} \times m_{\alpha} \dot{\vec{r}}_{\alpha} \quad L_0 = \sum L_{\alpha} = \sum \vec{r}_{\alpha} \times m_{\alpha} \dot{\vec{r}}_{\alpha}$$

$$L_0(R, \vec{r}') = \sum_{\alpha} \vec{R} \times m_{\alpha} \dot{\vec{R}} + \sum_{\alpha} \vec{R} \times m_{\alpha} \dot{\vec{r}}'_{\alpha} + \sum_{\alpha} \vec{r}'_{\alpha} \times m_{\alpha} \dot{\vec{R}} + \sum_{\alpha} \vec{r}'_{\alpha} \times m_{\alpha} \dot{\vec{r}}'_{\alpha}$$

$$= \vec{R} \times M \dot{\vec{R}} + \vec{R} \times \sum m_{\alpha} \dot{\vec{r}}'_{\alpha} + (\sum m_{\alpha} \vec{r}'_{\alpha}) \times \dot{\vec{R}} + \sum \vec{r}'_{\alpha} \times m_{\alpha} \dot{\vec{r}}'_{\alpha}$$

$\vec{0} = \frac{1}{M} \sum m_{\alpha} \vec{r}'_{\alpha}$  is a position of CM in CM frame

$$L_0 = L_{\text{orb}} + L_{\text{spin}} = \vec{R} \times M \dot{\vec{R}} + \sum_{\alpha} \vec{r}'_{\alpha} \times m_{\alpha} \dot{\vec{r}}'_{\alpha}$$

- torque:  $\dot{L}_{\text{orb}} = \dot{\vec{R}} \times M \dot{\vec{R}} + \vec{R} \times M \ddot{\vec{R}} = \vec{R} \times \vec{F}_{\text{ext}} \rightarrow 0$  for central force

$$\dot{L} = \vec{F}_{\text{ext}} = \sum \vec{r}_{\alpha} \times \vec{F}_{\alpha}^{\text{ext}} = \sum \vec{r}'_{\alpha} \times \vec{F}_{\alpha}^{\text{ext}} + \vec{R} \times \vec{F}_{\text{ext}}$$

$\swarrow L_{\text{spin}} \quad \searrow L_{\text{orb}}$

$$\dot{L}_{\text{spin}} = \sum \vec{r}'_{\alpha} \times \vec{F}_{\alpha}^{\text{ext}} = \vec{\tau}_{\text{ext}} (\text{about CM})$$

Earth - Sun:  $\dot{L}_{\text{spin}} \sim \epsilon(t) \sim 0$  because of the shape of the Earth & orbit.  
 $p - e$  orbita moment & spin.

# 210 Kinetic Energy

$$T = \sum_{\alpha} m_{\alpha} \frac{1}{2} \dot{\vec{r}}_{\alpha}^2 = \frac{1}{2} \sum_{\alpha} m_{\alpha} \dot{\vec{R}}^2 + \frac{1}{2} \sum_{\alpha} m_{\alpha} \dot{\vec{r}}_{\alpha}^2 + \dot{R} \sum_{\alpha} m_{\alpha} \dot{\vec{r}}_{\alpha}^{\circ}$$

$\uparrow$   
CM
 $\uparrow$   
relative to CM (rotation)

$\vec{R}$  can be for any point fixed to the body.  
if we select a point which is at rest  $\dot{\vec{R}} = 0$

$$T = \frac{1}{2} \sum_{\alpha} m_{\alpha} \dot{\vec{r}}_{\alpha}^2$$


rolling wheel  
 $\dot{\vec{R}} = 0$

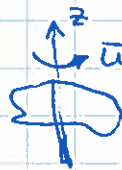
## Potential energy

$$U = U_{\text{ext}} + U_{\text{int}}$$

$$U_{\text{int}} = \sum_{\alpha < \beta} U_{\alpha\beta}(r_{\alpha\beta}) = \text{const.} = 0$$

selected

- fixed axis



$$\vec{\omega} = \hat{z}$$

$$L = \sum \vec{r}_{\alpha} \times m \vec{v}_{\alpha}$$

$$\vec{v}_{\alpha} = \vec{\omega} \times \vec{r}_{\alpha}$$

$$\vec{\omega} = (0, 0, \omega)$$

$$\vec{r}_{\alpha} = (x_{\alpha}, y_{\alpha}, z_{\alpha})$$

$$\vec{\omega} \times \vec{r}_{\alpha} = \begin{vmatrix} \hat{x} & \hat{y} & \hat{z} \\ 0 & 0 & \omega \\ x_{\alpha} & y_{\alpha} & z_{\alpha} \end{vmatrix} = (-\omega y_{\alpha}, \omega x_{\alpha}, 0)$$

$$m \vec{r}_{\alpha} \times \vec{\omega} \times \vec{r}_{\alpha} = \begin{vmatrix} \hat{x} & \hat{y} & \hat{z} \\ x_{\alpha} & y_{\alpha} & z_{\alpha} \\ -\omega y_{\alpha} & \omega x_{\alpha} & 0 \end{vmatrix} = m_{\alpha} \omega (-z_{\alpha} x_{\alpha}, -z_{\alpha} y_{\alpha}, x_{\alpha}^2 + y_{\alpha}^2)$$

$$L_z = \sum m_{\alpha} (x_{\alpha}^2 + y_{\alpha}^2) \omega = \sum m_{\alpha} \rho_{\alpha}^2 \omega = \overset{\text{moment of inertia}}{I_z} \omega \text{ about } z \text{ axis}$$

$$T = \frac{1}{2} \sum_{\alpha} m_{\alpha} v_{\alpha}^2 = \frac{1}{2} \sum_{\alpha} m_{\alpha} \rho_{\alpha}^2 \omega^2 = \frac{1}{2} I_z \omega^2$$

$$L_x = -\sum m_{\alpha} x_{\alpha} z_{\alpha} \omega \quad L_y = -\sum m_{\alpha} y_{\alpha} z_{\alpha} \omega$$

$L_x \neq 0 \quad L_y \neq 0 \rightarrow \vec{L}$  can be pointing in different direction than  $\vec{\omega}$