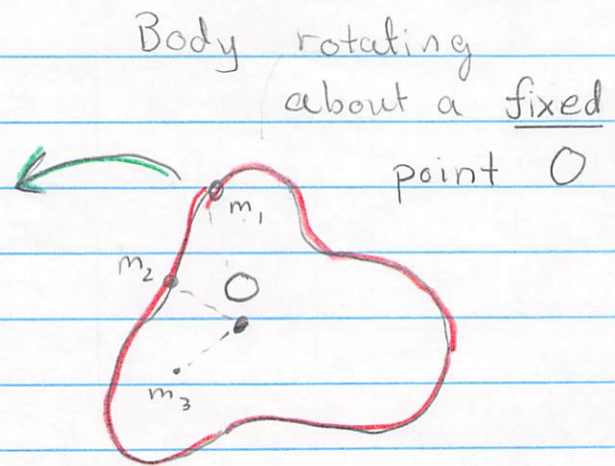


## The kinetic Energy

$$T = \frac{1}{2} \sum_i m_i \dot{\vec{r}}_i^2$$

• Now

$$\frac{d\vec{r}}{dt} = \vec{\omega} \times \vec{r}$$



So

$$T = \frac{1}{2} \int dm (\vec{\omega} \times \vec{r}) \cdot (\vec{\omega} \times \vec{r}) \quad |\vec{\omega} \times \vec{r}| = \omega r \sin \theta$$

$$= \frac{1}{2} \int dm \omega^2 r^2 \underbrace{(1 - \cos^2 \theta)}_{\sin^2 \theta}$$

$$= \frac{1}{2} \int dm \omega^2 r^2 - (\vec{\omega} \cdot \vec{r})^2$$

$$= \frac{1}{2} \int dm \omega_a (r^2 \delta_{ab} - r^a r^b) \omega_b$$

Or

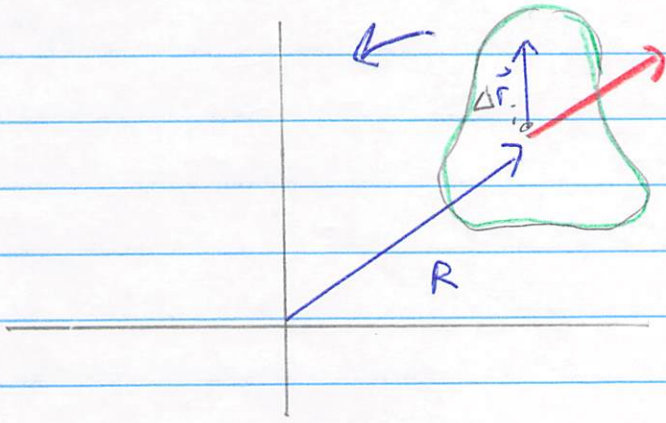
$$T = \frac{1}{2} \omega_a I_{ab}^O \omega_b$$

$$I_{ab}^O = \int dm (r^2 \delta_{ab} - r^a r^b)$$

moment of inertia tensor around the point O.  
 $\vec{r}$  is relative to point O.

$$T = \frac{1}{2} \vec{\omega} \cdot \mathbf{I}^O \cdot \vec{\omega}$$

## Center of Mass Motion



We have been considering a body rotating around a fixed point.

In general  $\swarrow$  position of cm

$$\vec{r}_i = \vec{R}(t) + \Delta\vec{r}_i \quad \text{now } \sum_i m_i \Delta\vec{r}_i = 0$$

$$\frac{d\vec{r}_i}{dt} = \vec{V}_{cm}(t) + \frac{d\Delta\vec{r}_i}{dt}$$

$\swarrow$  this defines the CM.

$$\frac{d\vec{r}_i}{dt} = \vec{V}_{cm}(t) + \vec{\omega} \times \Delta\vec{r}_i \quad \text{and } \sum_i m_i \Delta\vec{r}_i = 0$$

So

$$KE = \frac{1}{2} \sum_i m_i \left( \frac{d\vec{r}_i}{dt} \right)^2 = 0 \text{ since } m_i \Delta\vec{r}_i = 0$$

$$= \frac{1}{2} \sum_i m_i \left( V_{cm}^2 + \vec{V}_{cm} \cdot (\vec{\omega} \times \Delta\vec{r}_i) + (\vec{\omega} \times \Delta\vec{r}_i)^2 \right)$$

$\swarrow$  same as before, rel. to CM.

$$T = \frac{1}{2} M_{TOT} \vec{V}_{cm}^2 + \frac{1}{2} \omega_a I_{ab}^{cm} \omega_b$$

$\swarrow$  relative KE

The angular momentum works the same way

angular momentum about O

$$\vec{L}_O = \sum_i m_i \vec{r}_i \times \vec{v}_i$$

$$= \sum_i m_i \vec{r}_i \times (\vec{\omega} \times \vec{r}_i)$$

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

Use the "bac" to "abc" rule

$$\vec{a} \times (\vec{b} \times \vec{c}) = \vec{b} (\vec{a} \cdot \vec{c}) - (\vec{a} \cdot \vec{b}) \vec{c}$$

So

$$\vec{L} = \sum_i m_i \vec{\omega} (\vec{r}_i \cdot \vec{r}_i) - (\vec{r}_i \cdot \vec{\omega}) \vec{r}_i$$

$$L_a = \sum_i m_i (r^2 \delta_{ab} - r_a r_b) \omega^b$$

Or

$$L_a = I_{ab} \omega^b$$

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

Similarly if the center of mass is moving

$$(\vec{L})_{Oa} = (\vec{R} \times (M\vec{v}))_{cm\ a} + \mathbf{I}_{ab}^{cm} \omega^b$$



a-th component of angular momentum around  $\mathcal{O}$

The upshot:

In many cases, e.g. tumbling of a mechanics book in free fall, the wobble of the earth's, etc., we can neglect the effect of gravity and the CM motion. It decouples from the free rotations of the body

## Computing Moment of Inertia Tensor

- In general need to do 6-integrals

$$I = \int d^3r \rho(\vec{r}) \begin{pmatrix} y^2+z^2 & xy & xz \\ xy & x^2+z^2 & yz \\ xz & yz & x^2+y^2 \end{pmatrix}$$

I like to think of this as mass weighted average of the coordinates, so  $I_{xy} \equiv M\langle xy \rangle \equiv \int dV \rho(r) xy$ .

Since  $I_{ab}$  is a symmetric matrix we can always by <sup>fixed</sup> rotation of coordinates diagonalize this matrix by

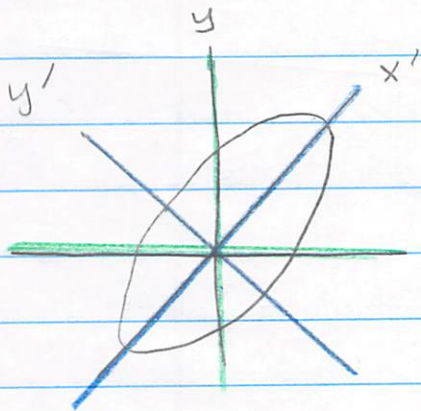
$$I \rightarrow I' = O I O^T$$

fixed rotation

I after rotation  $O$

$$I' = \begin{pmatrix} I_1 & & \\ & I_2 & \\ & & I_3 \end{pmatrix}$$

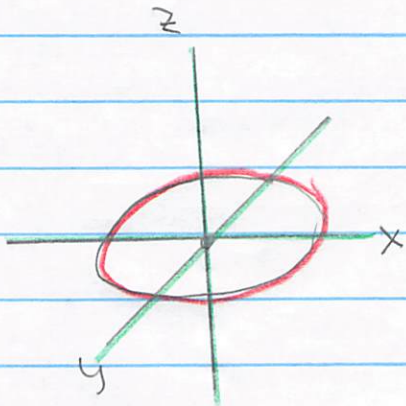
- This rotated coordinate system is known as the principal axes. Usually one can guess the principal axes, e.g. by symmetry



you could use the  $xy$  body coordinates here, but that would be crazy

The principal axes are along  $x'$  and  $y'$ . And this is a much more natural body coordinate system than the  $x, y$  system

• Take a disk of radius  $R$



$$\textcircled{1} \quad I_{xy} = M \langle xy \rangle = 0$$

Since the body is symmetric under  $x \rightarrow -x$  this integral vanishes

$$\textcircled{2} \quad I_{xz} = M \langle xz \rangle = 0 = I_{yz}$$

$\uparrow$   $z=0$  on disk

$$\textcircled{3} \quad I_{xx} = M \langle y^2 + z^2 \rangle = M \langle y^2 \rangle$$

$$I_{yy} = M \langle x^2 + z^2 \rangle = M \langle x^2 \rangle$$

$\uparrow$  same by symmetry of  $x, y$

$$I_{zz} = M \langle x^2 + y^2 \rangle = I_{xx} + I_{yy}$$

$$I_{zz} \text{ is easy } \quad I_{zz} = \frac{1}{2} m R^2 = 2 I_{xx} = 2 I_{yy}$$

### Parallel axis theorem

• Suppose we know the moment of inertia about the cm,  $I_{ab}^{cm}$ ,

• Let the cm be shifted by  $\vec{d}$  from the  $O$ , i.e.  $\vec{r}_{cm} = \vec{r}_O + \vec{d}$ .

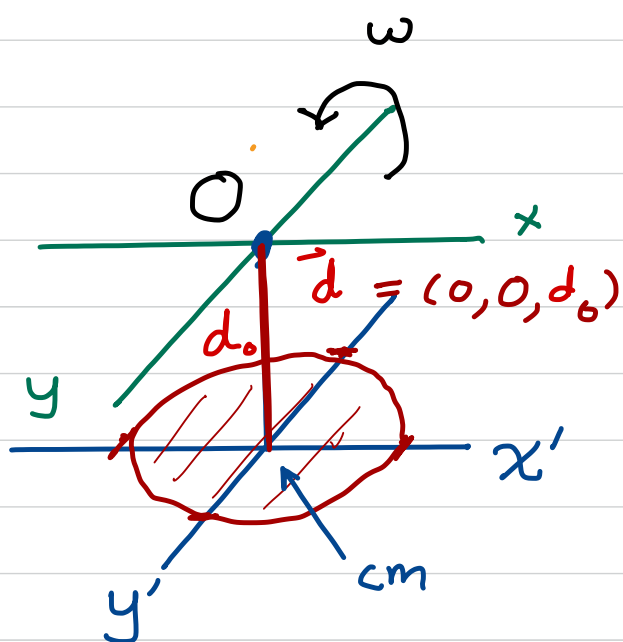
Then the moment of inertia about  $O$  is

$$I_{ab}^O = I_{ab}^{cm} + M (d^2 \delta_{ab} - d_a d_b)$$

See Tong notes for proof

Shift matrix

Example:



- Suppose you wanted to know the kinetic energy if the object (the thing in red) was spinning around the  $y$  axis, with  $\omega$ .

You can use the // axis theorem to determine  $I^O$  and then evaluate the KE.

$$I_{ab}^O = \begin{pmatrix} \frac{1}{4} MR^2 & 0 & 0 \\ 0 & \frac{1}{4} MR^2 & 0 \\ 0 & 0 & \frac{1}{2} MR^2 \end{pmatrix}$$

$\longleftarrow I_{cm}$

$$+ M \begin{pmatrix} d_0^2 & 0 & 0 \\ 0 & d_0^2 & 0 \\ 0 & 0 & d_0^2 - d_0^2 \end{pmatrix}$$

Shift

- So the kinetic energy is for rotations around  $y$

$$T = \frac{1}{2} \omega I_{yy}^o \omega$$

$$= \underbrace{\frac{1}{2} \left( \frac{1}{4} MR^2 \right) \omega^2}_{\text{angular KE about CM}} + \underbrace{\frac{1}{2} M d_o^2 \omega^2}_{\text{KE of CM motion } v_{cm} = d_o \omega}$$

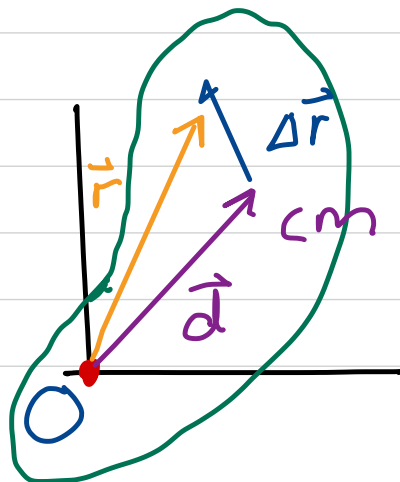
$$= \frac{1}{2} I_{yy}^{cm} \omega^2 + \frac{1}{2} M v_{cm}^2$$

- In general for an object rotating around  $\overset{\text{a fixed}}{O}$  with  $O$  displaced by  $\vec{d}$  from the CM find:

$$T = \frac{1}{2} \omega_a I_{ab}^{cm} \omega_b + \frac{1}{2} M v_{cm}^2 = \frac{1}{2} \omega_a I_{ab}^o \omega_b$$

where  $\vec{v}_{cm} = \vec{\omega} \times \vec{d}$ , and  $\vec{d}$  is the position of the center of mass, relative to  $O$ . The parallel axis theorem lets the two expressions for KE agree.

Picture:



So:

$$\vec{r} = \vec{d} + \Delta \vec{r},$$

thus,  $\vec{\omega} \times \vec{r} = \vec{\omega} \times \vec{d} + \vec{\omega} \times \Delta \vec{r}$

$$\vec{v} = \vec{v}_{cm} + \Delta \vec{v}.$$



Similarly

$$(\vec{L})_a = I_{ab}^{cm} \omega_b + (\vec{r}_{cm} \times M \vec{v}_{cm})_a = I_{ab}^O \omega_b$$

with  $\vec{v}_{cm} = \vec{\omega} \times \vec{d}$