

Physics 601 Homework 10---Due Friday November 20

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1. Consider a rigid body with no external torques. Use Euler's equations to show that the energy given in the body-fixed frame by $E = \frac{J_1^2}{2I_1} + \frac{J_2^2}{2I_2} + \frac{J_3^2}{2I_3}$ is conserved.
2. In discussing rotations we have often related the angle velocity vector $\vec{\omega}$ to the angular velocity tensor $\vec{\Omega}$ using the relation $\omega_i = \epsilon_{ijk} \Omega_{jk}$. We have often used the fact that $\vec{\omega}$ is a vector (i.e. that it transforms like a vector under rotations). The purpose of this problem is to demonstrate this starting from the fact that by construction $\vec{\Omega}$ is a tensor.
 - a. As a first step you will need to demonstrate that the Levi-Civita symbol ϵ_{ijk} transforms like a rank-three tensor under rotations: $\epsilon'_{ijk} = R_{il} R_{jm} R_{kn} \epsilon_{lmn}$ with ϵ' having the same form as ϵ (where the result for any rotation). (This is relatively easy once you realize that any rotation may be represented as three rotations about fixed axes using the Euler angle construction.)
 - b. Using the result in a. show that $\vec{\omega}$ transforms like a vector $\vec{\omega}' = \vec{R} \vec{\omega}$.
3. Consider a rigid symmetrical object with two of the principal moments of inertia equal $I_1 = I_2$ (and the third, I_3 unequal) and no external torques. In this case one can fully solve the Euler equations. Suppose that at $t=0$ the initial angular velocities are $\omega_1^{(0)}, \omega_2^{(0)}, \omega_3^{(0)}$ find $\omega_1, \omega_2, \omega_3$ for all times. Discuss what your solution tells you about the frequency of the wobble in a badly thrown football (or Frisbee).
4. One problem with solving the Euler equations is that it gives you components of angular velocity in the body-fixed frame. What you probably want is the rotation matrix (or the Euler angles) as a function of time. This problem discusses how to convert from one to another:
 - a. Show that given $\vec{\omega}^{(body)}$ as a function of time \vec{R} is the solution to the following differential equation $\dot{\vec{R}}(t) = \vec{R}(0) + \int_0^t dt' \vec{\omega}^{(body)}(t') \cdot \vec{T} \vec{R}(t')$.

$$\vec{R}(t) = \vec{R}(0) + \int_0^t dt' \vec{R}(t') \vec{\omega}^{(body)}(t') \cdot \vec{T}$$
 - b. In general this is not trivial to evaluate. Show that the solution to this equation can be written in the following series form:

$$\vec{R}(t) = \vec{R}_0 + \vec{R}_1(t) + \vec{R}_2(t) + \vec{R}_3(t) \dots$$
 with $\vec{R}_0 = \vec{R}(0)$ and

$$\vec{R}_{n+1}(t) = \int_0^t dt' \vec{R}_n(t') \vec{\omega}^{(body)}(t') \cdot \vec{T}.$$
 - c. The result in b. can be written in a compact form if one introduces the notion of time-ordered product of two matrices which are functions of time:

$$T[\vec{a}(t)\vec{b}(t')] \equiv \begin{cases} \vec{a}(t)\vec{b}(t') & \text{for } t > t' \\ \vec{b}(t')\vec{a}(t) & \text{for } t' > t \end{cases} \text{ and more generally if one has a product of}$$

n different matrices, the time -ordered product is simply the product reordered in order descending time show that

$$\vec{R}(t) = \vec{R}(0) \sum_{n=0}^{\infty} \frac{1}{n!} T \left[\left(\int_0^t dt' \left(\vec{\omega}^{(body)}(t') \cdot \vec{\vec{T}} \right) \right)^n \right]. \text{ In showing this is sufficient for the}$$

purpose of the to demonstrate that it holds for the first few terms (up to n=3). Note that the time ordering is non-trivial since the t' in the integral is a dummy variable and product of two integrals involves integration of two distinct dummy variable. From the form above it is common to rewrite this

$$\text{as a "time-order exponential" } \vec{R}(t) = \vec{R}(0) T \left[\exp \left(\int_0^t dt' \left(\vec{\omega}^{(body)}(t') \cdot \vec{\vec{T}} \right) \right) \right].$$