## Physics 601 Homework 10---Due Friday November 19

Goldstein 5.8, 5.14

1. Consider a rigid body with the following mass density:

$$\rho(\vec{r}) = \rho_0 \exp\left(-\frac{x^2 + y^2 + z^2 + xy}{2l^2}\right)$$

- a. Find the moment of inertia tensor.
- b. Find the three principal moments of inertia.
- 2. Consider a rigid body with no external torques. Use Euler's equations to show that the energy associated with rotational motion 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.

- 3. In discussing rotations one can associate the angle velocity vector  $\vec{\omega}$  a tensor given by  $\vec{\Omega} = -\vec{\omega} \cdot \vec{M}$ .
  - a. Starting from the properties of the generator matrices show that  $\omega_i=\frac{1}{2}\varepsilon_{ijk}\Omega_{jk}$ .

We know that  $\vec{\omega}$  is a vector (i.e. that is that it transforms like a vector under rotations). The purpose of the remainder of this problem is to use this to demonstrate that  $\vec{\Omega}$  is constructed to be a tensor.

- b. As a first step you will need to demonstrate that the Levi-Civita symbol  $\varepsilon_{ijk}$  transforms like a rank-three tensor under rotations:  $\varepsilon'_{ijk} = R_{il}R_{jm}R_{kn}\varepsilon_{lmn}$  with  $\varepsilon'$  having the same form as  $\varepsilon$  ( where the result for any rotation). (This relatively easy once you realize that any rotation may be represented as three rotations about fixed axes using the Euler angle construction.)
- c. Using the result in b. show that  $\ddot{\Omega}$  transforms like a tensor.
- 4. 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 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).
- 5. One problem with solving the Euler equations is that it gives you components angular velocity in the body-fixed frame. You may want the rotation matrix (or the Euler angles) as a function of time. This problem discuss 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 .  $\vec{R}(t) = \vec{R}(0) \int_0^t dt' \vec{\omega}^{(body)}(t') \cdot \vec{M} \vec{R}(t')$
- b. In general this is not trivial to evaluate. Show that the solution to this equation can be written in the following series form:  $\ddot{R}(t) = \ddot{R}_0 + \ddot{R}_1(t) + \ddot{R}_2(t) + \ddot{R}_3(t)... \text{ with } \ddot{R}_0 = \ddot{R}(0) \text{ and }$

$$\vec{R}_{n+1}(t) = -\int_0^t dt' \ \vec{\omega}^{(body)}(t') \cdot \ \vec{M}\vec{R}_n(t') \ .$$

c. The result in b. can be written in a compact form if one introduces the notion of time-ordered product of two matrice swhich are functions of time:

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

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

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

the purpose of the problem 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 as a "time-order exponential"

$$\vec{R}(t) = T \left[ \exp \left( -\int_0^t dt' \left( \vec{\omega}^{(body)}(t') \cdot \vec{\vec{M}} \right) \right) \right] \vec{R}(0).$$