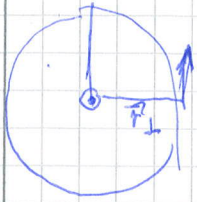


CCW rotation

$$\vec{r}' = \vec{r} \cdot \cos \theta + \vec{n} (\vec{n} \cdot \vec{r}) (1 - \cos \theta) + \vec{n} \times \vec{r} \sin \theta$$

↑  
( $\vec{r} \times \vec{n}$  for CW)



infinitesimally small:

$$\begin{aligned} \vec{r}' &\approx \vec{r} \cos \epsilon + \vec{n} (\vec{n} \cdot \vec{r}) \cdot 0 + \vec{n} \times \vec{r} \cdot \epsilon \\ &= \vec{r} + \epsilon \vec{n} \times \vec{r} \end{aligned}$$

We also have for an infinitesimally small rotation matrix

$$R(\epsilon) \approx 1 + \epsilon = \begin{pmatrix} 1 & -\epsilon_3 & \epsilon_2 \\ \epsilon_3 & 1 & -\epsilon_1 \\ -\epsilon_2 & \epsilon_1 & 1 \end{pmatrix} \Rightarrow \text{cf. HW}$$

$\epsilon$ 's are combinations of Euler angles! (try it out by expanding general rotation for small angles)

$$\begin{aligned} (1 + \epsilon)(1 + \epsilon^T) &= 1 + \epsilon + \epsilon^T + \epsilon\epsilon^T \stackrel{!}{=} 1 \\ \Rightarrow \epsilon &= -\epsilon^T \quad (\text{through } O(\epsilon)) \end{aligned}$$

So we can write

$$\vec{r}' = \vec{r} + \epsilon (\vec{n} \times \vec{r})$$

where  $\vec{n}$  is the momentary rotational axis... usually

$$\vec{n} = \frac{\vec{\omega}}{|\vec{\omega}|}$$

Rate of change (- setting up velocities & accel.)

$$\left( \frac{d\vec{g}}{dt} \right)_{LF} = \left( \frac{d\vec{g}}{dt} \right)_{BF} + \left( \frac{d\vec{g}}{dt} \right)_{rot}$$

BF vector:  $\left( \frac{d\vec{g}}{dt} \right)_{BF} = 0$ , so  $\vec{r}'_{BF} = \vec{r}_{BF}$

$$\left( \frac{d\vec{g}}{dt} \right)_{LF} = \epsilon (\vec{n} \times \vec{r})$$

$$\Rightarrow \left( \frac{d\vec{g}}{dt} \right)_{LF} = \left( \frac{d\vec{g}}{dt} \right)_{BF} + \vec{\omega} \times \vec{g} \quad \left( \begin{array}{l} \text{also works } |\vec{\omega}| \\ \text{rotational} \\ \text{vel.} \end{array} \right)$$

Thus, we have the general rule for time derivatives:

$$\left(\frac{d}{dt}\right)_{LP} = \left(\frac{d}{dt}\right)_{BP} + \vec{\omega} \times$$

(linear operator)

Often <sup>it's</sup> most convenient to express the angular velocity vector  $\vec{\omega}$  in terms of Euler angles — this is possible because it's an infinitesimal change and infinitesimal rot's commute:

$$(1 + \epsilon_1)(1 + \epsilon_2) = 1 + \epsilon_1 + \epsilon_2 + \cancel{O(\epsilon^2)} = (1 + \epsilon_2)(1 + \epsilon_1)$$

So we can write

$$\vec{\omega} = \dot{\phi} \vec{e}_z + \dot{\theta} \vec{e}_x + \dot{\psi} \vec{e}_z \quad \text{in x-z convention}$$

↑  
LP

↑  
~~BP~~

$$= \dot{\phi} \text{BCB} \vec{e}_z + \dot{\theta} \vec{e}_x + \dot{\psi} \vec{e}_z$$

$$\Rightarrow \vec{\omega} = \begin{pmatrix} \dot{\phi} \sin\theta \sin\psi \\ \dot{\phi} \sin\theta \cos\psi \\ \dot{\phi} \cos\theta \end{pmatrix} + \begin{pmatrix} \dot{\theta} \cos\psi \\ -\dot{\theta} \sin\psi \\ 0 \end{pmatrix} + \begin{pmatrix} 0 \\ 0 \\ \dot{\psi} \end{pmatrix}$$

Repeat calc.

~~Lagrange equ. in rot.~~

Lagrangian for rotating frames (assume rot. invariant pt.)

$$\begin{aligned} L &= \frac{1}{2} m \dot{\vec{r}}^2 = V(\vec{r}) = \frac{1}{2} m \left( \left(\frac{d\vec{r}}{dt}\right)_{BP} + \vec{\omega} \times \vec{r} \right)^2 - V(\vec{r}) \\ &= \frac{1}{2} m \left( \dot{\vec{r}}^2 + 2 \dot{\vec{r}} \cdot (\vec{\omega} \times \vec{r}) + (\vec{\omega} \times \vec{r})^2 \right) - V(\vec{r}) \\ &= \frac{1}{2} m \dot{\vec{r}}^2 \end{aligned}$$

Let LF and BF frame have the same origin.

$$m \left( \frac{d^2 \vec{r}}{dt^2} \right)_{BF} = \vec{F}$$

$$\vec{v}_{LF} \left( \frac{d\vec{r}}{dt} \right)_{LF} = \left( \frac{d\vec{r}}{dt} \right)_{BF} + \vec{\omega} \times \vec{r} = \vec{v} + \vec{\omega} \times \vec{r}$$

same origin:  $\vec{r}_{LF} = \vec{r}_{BF}$

$$\begin{aligned} \left( \frac{d^2 \vec{r}}{dt^2} \right)_{LF} &= \left( \frac{d}{dt} \left( \frac{d\vec{r}}{dt} \right)_{LF} \right)_{LF} = \left( \frac{d\vec{v}_{LF}}{dt} \right)_{BF} + \vec{\omega} \times \vec{v}_{LF} \\ &= \left( \frac{d\vec{v}}{dt} \right)_{BF} + \left( \frac{d\vec{\omega}}{dt} \right)_{BF} \times \vec{r} + 2\vec{\omega} \times \vec{v} + \vec{\omega} \times (\vec{\omega} \times \vec{r}) \\ &= \underbrace{\vec{\omega} \times \left( \frac{d\vec{r}}{dt} \right)_{BF}}_{\substack{\text{from } \frac{d}{dt} \vec{v}_{LF}}} + \underbrace{\vec{\omega} \times \left( \frac{d\vec{r}}{dt} \right)_{BF}}_{\substack{\text{from } \vec{\omega} \times \vec{v}_{LF}}} + \dots \end{aligned}$$

$$\left( \frac{d\vec{\omega}}{dt} \right)_{LF} = \left( \frac{d\vec{\omega}}{dt} \right)_{BF} + \underbrace{\vec{\omega} \times \vec{\omega}}_{=0} \rightarrow \text{can drop subscript.}$$

$$\Rightarrow m \vec{r}_{BF} = \vec{F} + 2m \vec{v} \times \vec{\omega} \xleftarrow{\text{Coriolis}} + m \vec{\omega} \times (\vec{r} \times \vec{\omega}) \xleftarrow{\text{centrifugal}} + m \vec{r} \times \frac{d\vec{\omega}}{dt} \xleftarrow{\text{Euler}}$$

is the force in the BF frame (exercise: get this from Lagrangian, cf. 3B problem), using point-frame invariance of Lagrange eqns.)

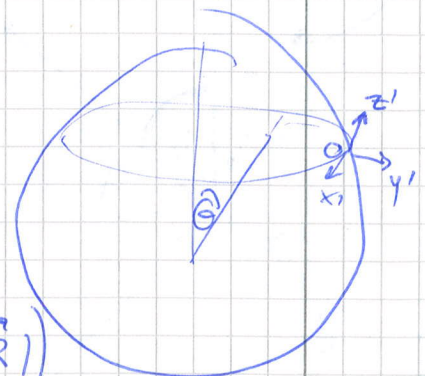
Example: rotating Earth

- Origin of inertial frame at center of earth

$$\vec{a}_0 = m \left( \frac{d^2 \vec{R}}{dt^2} \right)_{LF} = m \left( \frac{d\vec{R}}{dt} \right)_{BF} + \vec{\omega} \times \vec{R}$$

$$m \left( \frac{d}{dt} \right)_{LF} \left( \left( \frac{d\vec{R}}{dt} \right)_{BF} + \vec{\omega} \times \vec{R} \right)$$

$$= m \left( \frac{d\vec{\omega}}{dt} \right)_{BF} \times \vec{R} + \vec{\omega} \times (\vec{\omega} \times \vec{R})$$



$$m\vec{a} = \vec{F}_{NG} + m\vec{g} + \underbrace{m\vec{\omega} \times (\vec{R} \times \vec{\omega})}_{\text{rot. of origin}} + \underbrace{2m\vec{v} \times \vec{\omega} + m\vec{\omega} \times (\vec{r} \times \vec{\omega})}_{\text{rot. of particle not sitting at origin}}$$

$$\vec{F}^0 = \vec{F}_{NG} + m\vec{g}$$

$$\Rightarrow m\vec{a} = \vec{F}_{NG} + m\vec{g}_{\text{eff}} + 2m\vec{v} \times \vec{\omega} + m\vec{\omega} \times (\vec{r} \times \vec{\omega})$$

$$\vec{g}_{\text{eff}} = -\omega \cos \lambda \vec{e}_x + \omega \sin \lambda \vec{e}_z$$

latitude  
 $\lambda = \frac{\pi}{2} - \theta$

$\vec{g}_{\text{eff}}$  does not point exactly to the center of the Earth!

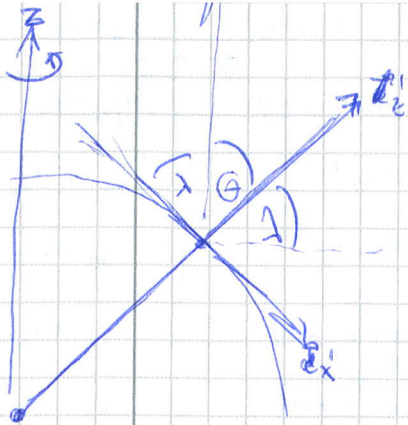
( $\approx \vec{e}_z$ )

→ reduction of  $\vec{g}$  as well

Small effects:

$$\omega = \frac{2\pi}{24 \cdot 3600\text{s}} \approx 7.3 \times 10^{-5} / \text{s}$$

$$\Rightarrow R \omega^2 \approx (6.370 \text{ km}) \cdot (7.3 \times 10^{-5} / \text{s})^2 = 3 \cdot 10^{-2} \text{ m/s}^2 \quad (\text{vs. } 9.8 \text{ m/s}^2)$$



$$\vec{\omega} = -\omega \cos \lambda \vec{e}_x^1 + \omega \sin \lambda \vec{e}_z^1$$

$$\begin{aligned} \vec{\omega} \times (\vec{R} \times \vec{\omega}) &= \vec{R} \omega^2 - \vec{\omega} (\vec{R} \cdot \vec{\omega}) \\ &= R \vec{e}_z^1 \omega^2 - (\omega \cos \lambda \vec{e}_x^1 \\ &\quad + \omega \sin \lambda \vec{e}_z^1) R \omega \sin \lambda \end{aligned}$$

$$= R \omega^2 (1 - \sin^2 \lambda) \vec{e}_z^1 + R \omega^2 \sin \lambda \cos \lambda \vec{e}_x^1$$

$$\Rightarrow \vec{g}_{\text{eff}} = -\vec{e}_z^1 (g + R \omega^2 \cos^2 \lambda) + R \omega^2 \sin \lambda \cos \lambda \vec{e}_x^1$$

max. at  $\lambda = 0$