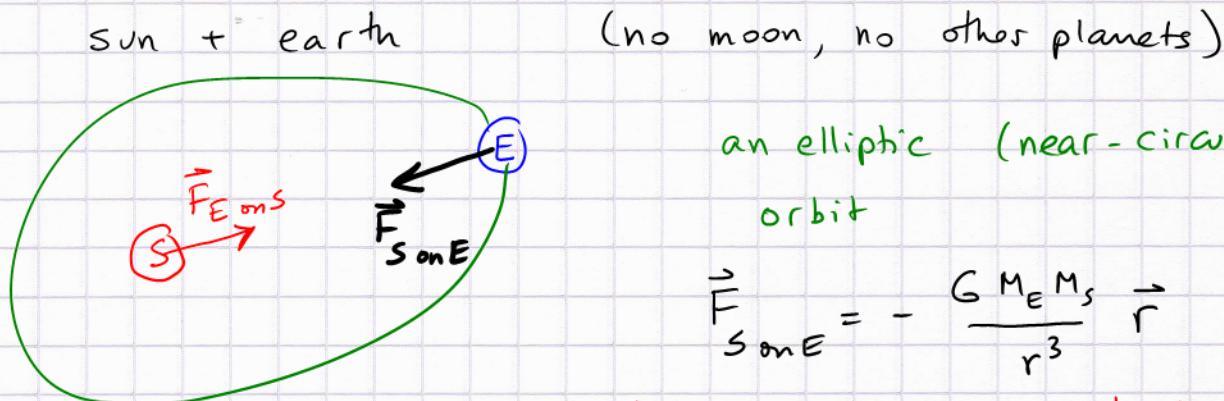


Angular Momentum Theorem \rightarrow application

Consider a simplified planetary system:



an elliptic (near-circular)
orbit

$$\vec{F}_{\text{Sun}E} = - \frac{G M_E M_S}{r^3} \vec{r}$$

consider the sun so massive, that even though $|F_{E \text{on} S}| = |F_{S \text{on} E}|$ the sun's acceleration towards the earth is negligible.

The earth is torque-free (using \$ as the origin for the rotation axis) since \vec{r} and $\vec{F}_{\text{Sun}E}$ are collinear ($\alpha = \pi$ and $\sin(\alpha) = 0 \Rightarrow L_z = r F_{\text{Sun}E} \sin \alpha = 0$)

Thus, $L_z = \text{constant}$ in time \rightarrow Kepler's area law
p. 293-4 in Giordano.

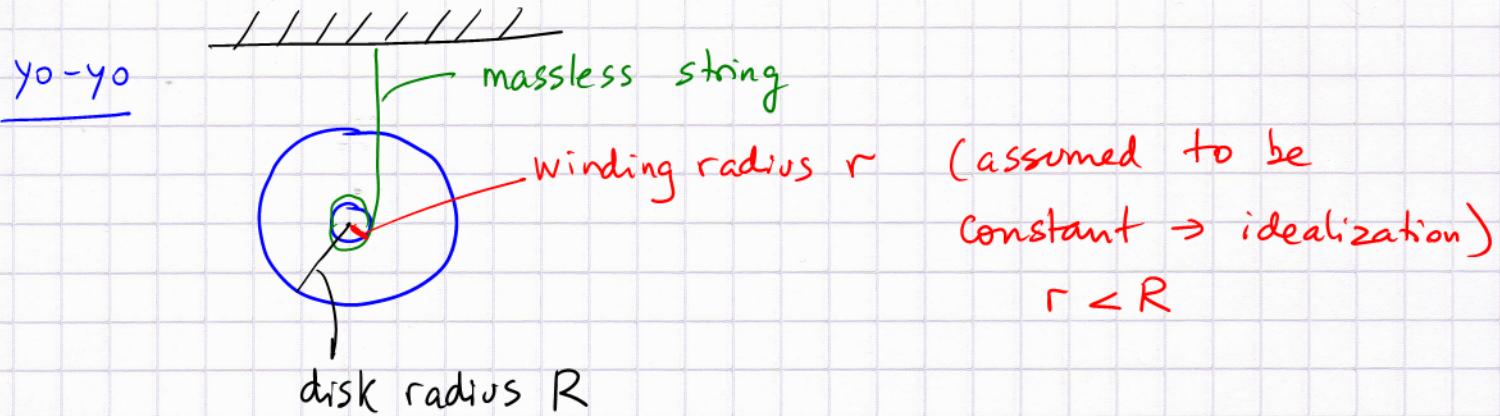
An equally important, more sophisticated implication:

$$\frac{d}{dt} \vec{L}_{\text{Earth}} = \vec{0} \quad \vec{L}_{\text{Earth}} = \vec{r} \times \vec{p} = \vec{L}_0 \quad (\text{const. vector})$$

The direction of \vec{L}_{Earth} doesn't change, the motion is truly planar. \rightarrow A consequence of a central force, i.e., a force pointing towards the sun.

In reality: the other planets tug at earth, this is a non-central contribution \Rightarrow the plane has some wobble over longtimes!

- Back to rotations about a fixed axis (test 3 prep)



Want to understand: why does the yo-yo fall so slowly?

↗ motion of the CM

Two physics principles:

1) Motion of the CM \rightarrow $M \vec{g}$ pulls down
 \rightarrow \vec{T} tension force pulls up

① $M a_{CM} = Mg - T$ chose $\downarrow \hat{f}$

• can't solve, as we don't know T .

2) Rotational Motion \rightarrow about CM ?

↳ about point where the string touches ?

We learned: $\omega_{CM} = \omega_0$ \leftarrow rotation about a pivot point

but let's do it about CM.

$I_{CM} = \frac{1}{2} M R^2$ (yo-yo is basically 2 disks)

$I_{CM} \alpha = T_{net}$

\leftarrow given by the tension, since gravity has zero arm length

Given how we drew it: CCW rotation \rightarrow

$$\textcircled{2} \quad \frac{1}{2} MR^2 \alpha = r T \quad (\vec{T} \text{ is up}, \vec{r} \text{ is to the right (+x)}, \tau_2 > 0)$$

$$\alpha = \frac{2rT}{MR^2}$$

r is the winding radius!

3) Connection: translation of CM \leftrightarrow rotation about CM

it is the winding radius r that counts here!

$$r \Delta \theta = \Delta y \quad \therefore \omega = \frac{\Delta y}{r} \quad \therefore \alpha = \frac{\Delta y}{r} \quad \text{③}$$

$\Delta y = a_{CM}$

Now solve: ③ inserted into ② \rightarrow

$$\frac{a_{CM}}{r} = \frac{2rT}{MR^2} \quad \text{solve for } T + \text{insert in ①}$$

$$T = \frac{M}{2} \frac{R^2}{r^2} a_{CM}$$

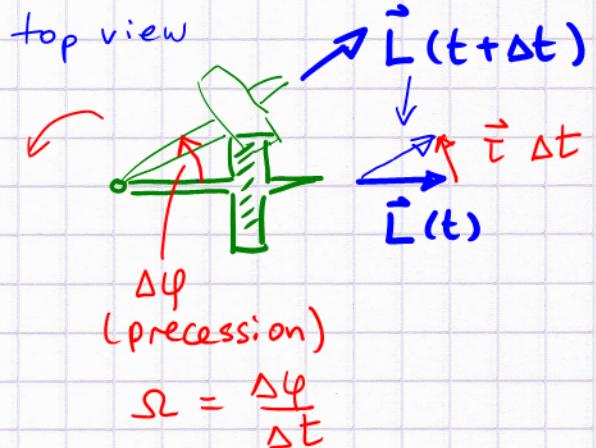
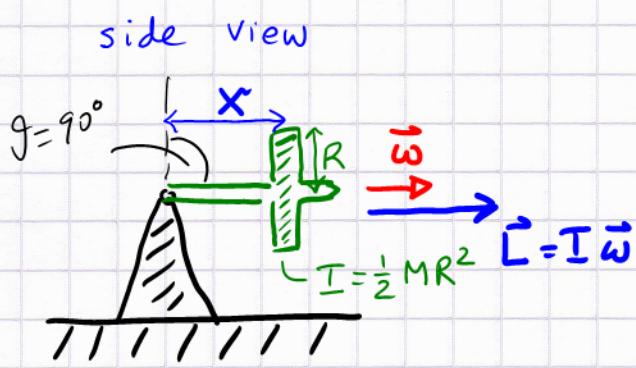
$$\textcircled{1} \quad M a_{CM} = M g - \frac{M}{2} \frac{R^2}{r^2} a_{CM}$$

$$a_{CM} = g - \frac{1}{2} \frac{R^2}{r^2} a_{CM}$$

$$a_{CM} \left(1 + \frac{R^2}{2r^2} \right) = g \quad \therefore a_{CM} = g \frac{2r^2}{2r^2 + R^2}$$

For $r \ll R$ this is a small translational acceleration!

Back to the gyroscope \rightarrow use the AM theorem to understand the increase in precession rate as the gyro slows down



precessional motion: $\vec{L}(t)$ moves on a circular path \rightarrow

- compare to $\vec{R}(t)$ in uniform circular motion
- what connects $\vec{R}(t + \Delta t)$ and $\vec{R}(t)$?

$$\vec{R}(t + \Delta t) = \vec{R}(t) + \vec{V}(t) \Delta t$$

$$(\text{follows from } \vec{V}(t) = \frac{d}{dt} \vec{R})$$

- in uniform motion $\vec{R}(t) = R_0 (\hat{i} \cos \Omega t + \hat{j} \sin \Omega t)$
 $(R_0 = |\vec{R}(t)|) \rightarrow \vec{V}(t) = R_0 \Omega (-\hat{i} \sin \Omega t + \hat{j} \cos \Omega t)$

$$V = R_0 \Omega \quad \text{or} \quad \Omega = \frac{V}{R_0}$$

By analogy: $\vec{L}(t) = L_0 (\hat{i} \cos \Omega t + \hat{j} \sin \Omega t)$

$$\frac{d \vec{L}}{dt} = L_0 \Omega (-\hat{i} \sin \Omega t + \hat{j} \cos \Omega t)$$

$$\left| \frac{d \vec{L}}{dt} \right| = L_0 \Omega, \quad \text{but} \quad \frac{d \vec{L}}{dt} = \vec{\tau}; \quad L_0 = I \omega$$

$$L_0 \Omega = \underbrace{M g X}_{\tau} \quad \therefore \quad \underline{\underline{\Omega}} = \frac{M g X}{L_0} = \frac{M g X}{\frac{1}{2} M R^2 \omega} = \underline{\underline{\frac{2 X g}{R^2 \omega}}} \quad \begin{matrix} \text{blows up} \\ \text{as} \\ \omega \rightarrow 0! \end{matrix}$$