

AE 403

$$\dot{\omega} = J^{-1}(M - S(\omega)J\omega) \quad \dot{Q} = \frac{1}{2}\Omega \otimes Q$$

$$\vec{L} = m^A \vec{v}_c \quad T_{translation} = \frac{1}{2} m^A \vec{v}_c \cdot \vec{v}_c = \frac{1}{2} m \left| \vec{v}_c \right|^2 = \frac{1}{2} \vec{v}_c \cdot (m^A \vec{v}_c) = \frac{1}{2} \vec{v}_c \cdot (\vec{L})$$

$$T_{rotation} = \frac{1}{2} \omega^B \cdot (\vec{H}) = \frac{1}{2} \omega^T J \omega$$

$$J^{-1} \dot{\omega} = M - S(\omega)J\omega \quad \text{assume body fixed frame is principal frame so } J = \begin{bmatrix} J_1 & 0 & 0 \\ 0 & J_2 & 0 \\ 0 & 0 & J_3 \end{bmatrix}$$

Solving for M gives us these three equations.

$$M_1 = J_1 \dot{\omega}_1 - (J_2 - J_3) \omega_2 \omega_3$$

$$M_2 = J_2 \dot{\omega}_2 - (J_3 - J_1) \omega_3 \omega_1$$

$$M_3 = J_3 \dot{\omega}_3 - (J_1 - J_2) \omega_1 \omega_2$$

Assume Torque free- $M_1 = M_2 = M_3 = 0$

Assume axisymmetric $J_1 = J_2 = J_t$ and $J_3 = J_a$

$$0 = J_t \dot{\omega}_1 - (J_t - J_a) \omega_1 \omega_2$$

$$0 = J_t \dot{\omega}_2 - (J_a - J_t) \omega_3 \omega_1$$

$$0 = J_a \dot{\omega}_3 - (J_t - J_t) \omega_1 \omega_2 = J_a \dot{\omega}_3$$

The third equation yields that $\dot{\omega}_3 = 0$ or $\omega_3 = \text{constant}$

Let $\omega_3 = n = \text{spinrate}$

$$\text{This yields } 0 = J_t \dot{\omega}_1 - (J_t - J_a) n \omega_2$$

$$0 = J_t \dot{\omega}_2 + (J_t - J_a) n \omega_1$$

Let $\lambda = \left(\frac{J_t - J_a}{J_a} \right) n$ the relative spin rate

$$\text{This yields } 0 = \dot{\omega}_1 - \lambda \omega_2$$

$$0 = \dot{\omega}_2 + \lambda \omega_1$$

Multiply the first equation by ω_1 and the second by ω_2 yielding

$$0 = \omega_1 \dot{\omega}_1 - \lambda \omega_1 \omega_2 \quad \text{and} \quad 0 = \omega_2 \dot{\omega}_2 + \lambda \omega_1 \omega_2$$

Adding the two equations yields $0 = \omega_1 \dot{\omega}_1 + \dot{\omega}_2 \omega_2$

This means $\omega_1^2 + \omega_2^2 = \text{constant}$

Note $\omega_1^2 + \omega_2^2 = \omega_t^2$ and $\left| \omega^B \right| = \omega_t^2 + n^2$

Remember that $T_{rotation} = \frac{1}{2} \omega^T J \omega$

$$T = \frac{1}{2} \begin{bmatrix} \omega_1 & \omega_2 & \omega_3 \end{bmatrix} \begin{bmatrix} J_t & 0 & 0 \\ 0 & J_t & 0 \\ 0 & 0 & J_a \end{bmatrix} \begin{bmatrix} \omega_1 \\ \omega_2 \\ \omega_3 \end{bmatrix}$$

$$T = \frac{1}{2} (J_t \omega_1^2 + J_t \omega_2^2 + J_a n^2) = \frac{1}{2} (J_t \omega_t^2 + J_a n^2)$$

$\tan \gamma = \frac{\omega_t}{n}$ where γ is called the “wobble angle”

Note $H = \begin{bmatrix} J_t \omega_1 \\ J_t \omega_2 \\ J_a \omega_3 \end{bmatrix}$ and $H_t = \sqrt{H_1^2 + H_2^2} = \sqrt{J_t^2 (\omega_1^2 + \omega_2^2)} = J_t \omega_t$ and $H_a = J_a n$

$\tan \theta = \frac{H_t}{H_a} = \frac{J_t \omega_t}{J_a n}$ where θ is the nutation angle

If $\tan \theta > \tan \gamma$ then $\frac{J_t \omega_t}{J_a n} > \frac{\omega_t}{n} \longrightarrow \frac{J_t}{J_a} > 1 \longrightarrow J_t > J_a$ this is a soup can shape or prolate and the motion is called direct procession

If $J_a > J_t$ that is a tuna can shape or oblate

