

Lecture 19, Nov 21, 2023

Spin Stability of Rigid Bodies

- Consider a system with no external torque, spinning at a constant nominal rate $\boldsymbol{\omega} = \begin{bmatrix} 0 \\ \nu \\ 0 \end{bmatrix}$; under what conditions is this system stable?
- Consider a small perturbation, such that $\boldsymbol{\omega}(t) = \boldsymbol{\omega}_0 + \Delta\boldsymbol{\omega}(t)$ where $\Delta\boldsymbol{\omega}(t) = \begin{bmatrix} \Delta\omega_1 \\ \Delta\omega_2 \\ \Delta\omega_3 \end{bmatrix}$
- Plugging into Euler's equations:
$$\begin{cases} I_1\Delta\dot{\omega}_1 - (I_2 - I_3)(\nu + \Delta\omega_1)\Delta\omega_3 = 0 \\ I_2\Delta\dot{\omega}_2 - (I_3 - I_1)\Delta\omega_3\Delta\omega_1 = 0 \\ I_3\Delta\dot{\omega}_3 - (I_1 - I_2)(\nu + \Delta\omega_2) = 0 \end{cases}$$
 - After linearizing:
$$\begin{cases} I_1\Delta\dot{\omega}_1 - (I_2 - I_3)\nu\Delta\omega_3 = 0 \\ I_2\Delta\dot{\omega}_2 = 0 \\ I_3\Delta\dot{\omega}_3 - (I_1 - I_2)\nu\Delta\omega_1 = 0 \end{cases}$$
 - $\Delta\omega_2$ is then constant, so it is always stable
 - Taking the derivative of the first equation and substituting in $\Delta\dot{\omega}_3$, we can get a differential equation for $\Delta\omega_1$
 - $\Delta\ddot{\omega}_1 + \frac{(I_2 - I_3)(I_2 - I_1)}{I_1 I_3} \nu^2 \Delta\omega_1 = 0 \implies \Delta\ddot{\omega}_1 + \beta^2 \Delta\omega_1 = 0$
 - * Note we could do the same to the second equation and we would get something in the exact same form, with the same β^2
 - This is now an oscillator, so for stability we need $\beta^2 > 0$; $\beta^2 \leq 0$ makes it unstable
- For $\beta^2 > 0$ we need $I_2 - I_3$ and $I_2 - I_1$ to have the same sign, for a rotation about the 2 axis to be stable
 - This requires either $I_2 > I_1, I_3$ or $I_2 < I_1, I_3$ - it has to be the major (largest inertia) or minor (smallest inertia) axis, but not the intermediate axis
- From the equation of motion: $\mathbf{I}\dot{\boldsymbol{\omega}} + \boldsymbol{\omega}^\times \mathbf{I}\boldsymbol{\omega} = 0 \implies \boldsymbol{\omega}^T \mathbf{I}\dot{\boldsymbol{\omega}} = 0 \implies \frac{d}{dt} \left(\frac{1}{2} \boldsymbol{\omega}^T \mathbf{I}\boldsymbol{\omega} \right) = 0$
 - Note the $\boldsymbol{\omega}^T \boldsymbol{\omega}^\times$ cancels
 - Integrating this, we get $\frac{1}{2} \boldsymbol{\omega}^T \mathbf{I}\boldsymbol{\omega} = T$ is a constant - this is the rotational kinetic energy
 - In the principal axis frame, expanding this out we get $\frac{\omega_1^2}{2I_1} + \frac{\omega_2^2}{2I_2} + \frac{\omega_3^2}{2I_3} = 0$
 - Geometrically, means that $\boldsymbol{\omega}$ must lie on the surface of an ellipsoid - the energy ellipsoid
- Multiplying instead by $\boldsymbol{\omega}^T \mathbf{I}$, we have $\boldsymbol{\omega}^T \mathbf{I}^2 \dot{\boldsymbol{\omega}} + \boldsymbol{\omega}^T \mathbf{I}\boldsymbol{\omega}^\times \mathbf{I}\boldsymbol{\omega} = 0 \implies \boldsymbol{\omega}^T \mathbf{I}^2 \dot{\boldsymbol{\omega}} = 0$
 - Note $\mathbf{z}^T \boldsymbol{\omega}^\times \mathbf{z} = 0$ for any skew-symmetric $\boldsymbol{\omega}^\times$ (since it is a scalar, and if you transpose it you get its negative)
 - Doing the same and integrating gives us $\boldsymbol{\omega}^T \mathbf{I}^2 \boldsymbol{\omega} = h^2$, another constant - this is the square of the angular momentum
 - $\frac{\omega_1^2}{I_1^2} + \frac{\omega_2^2}{I_2^2} + \frac{\omega_3^2}{I_3^2} = 0$
 - Geometrically this gives us yet another ellipsoid for $\boldsymbol{\omega}$ - the momentum ellipsoid
- Since $\boldsymbol{\omega}$ has to be on both ellipsoids, it must stay on their intersection - these intersection lines are called *polhodes*
 - Due to the squaring of I , the momentum ellipsoid will usually appear more stretched out than the energy ellipsoid
 - Specifying the energy and angular momentum initial conditions choose a pair of polhodes; a third initial condition is needed to solve for the angular momentum as a function of time
 - For a pure spin about the minor axis, the momentum ellipsoid is entirely contained within the energy ellipsoid, so the only intersections are the top and bottom points

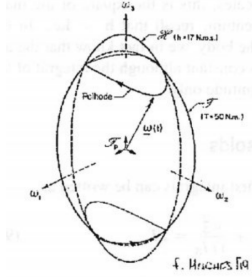


Figure 1: Intersection of the energy and momentum ellipsoids.

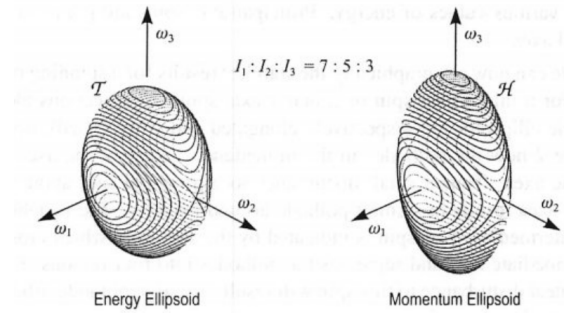


Figure 2: The energy and momentum ellipsoids with polhodes.

- * With a small perturbation, the momentum ellipsoid increases slightly in size, so we get a polhode near the pole, which is a small circle; since the angular momentum stays within the circle, this means we are stable
- For a pure spin about the major axis, the energy ellipsoid is entirely contained within the momentum ellipsoid
- Notice $T = \frac{1}{2}\boldsymbol{\omega}^T \mathbf{I}\boldsymbol{\omega}$ so $\nabla_{\boldsymbol{\omega}} T = \mathbf{I}\boldsymbol{\omega} = \mathbf{h}$
 - Therefore \mathbf{h} is always normal to the energy ellipsoid, and moreover it is fixed in inertial space since there are no external torques
 - We can interpret this as the energy ellipsoid “rolling” on the *invariable plane*
 - * This is because $T = \frac{1}{2}\boldsymbol{\omega}^T \mathbf{I}\boldsymbol{\omega} = \frac{1}{2}\boldsymbol{\omega}^T \mathbf{h}$ is constant, so the projection of $\boldsymbol{\omega}$ onto \mathbf{h} is constant – the tip of $\boldsymbol{\omega}$ must lie on a plane normal to \mathbf{h}
 - As we roll the ellipsoid, $\boldsymbol{\omega}$ remains on both the surface of the energy ellipsoid and the invariable plane
 - This is known as *Poinsot's Geometric Interpretation*
 - The curve traced out on the invariable plane is known as the *herpolhode*
 - Since the energy ellipsoid exists in the principal axis frame, which is a body-fixed frame, the motion of the energy ellipsoid is the motion of the body
- In real life however, since any body dissipates energy, $\dot{T} < 0$, so a minor axis spin will slowly shift towards a major axis spin; as long as the system can lose energy, minor axis spins are unstable
 - The major axis spin is asymptotically stable since the energy and momentum ellipsoids must intersect, so at this point the energy ellipsoid can't spin more

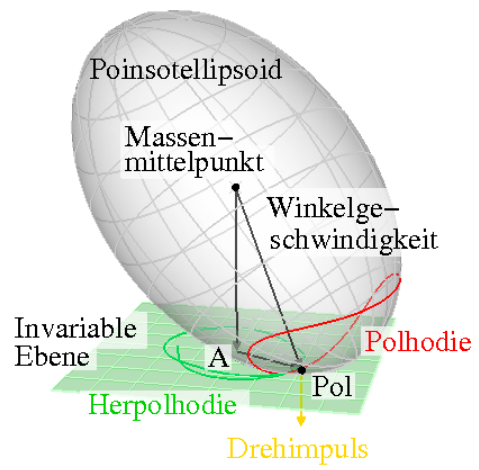


Figure 3: Poincaré's construction, in German for some reason.