

199(7) : Tetrad, Spi Cartesia and Toria
for Any or.s.t.

Consider or.s.t. to be in the plane :
 $dz = 0$ - (1)

In this plane the position vector is:
 $\underline{r} = X \underline{i} + Y \underline{j}$ - (2)

Now rotate this vector through the angle θ . The usual method
is to keep the axes fixed:

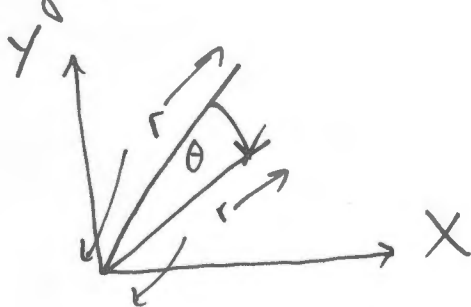


Fig (1)

ii) which case:

$$\underline{r}' = X' \underline{i} + Y' \underline{j}$$

$$= (X \cos \theta + Y \sin \theta) \underline{i} + (-X \sin \theta + Y \cos \theta) \underline{j} \quad - (3)$$

with:

$$\begin{bmatrix} X' \\ Y' \end{bmatrix} = \begin{bmatrix} \cos \theta & \sin \theta \\ -\sin \theta & \cos \theta \end{bmatrix} \begin{bmatrix} X \\ Y \end{bmatrix} \quad - (4)$$

In this case there is no connection, because the
axes are fixed. The rotation tetrad is:

$$e_{\mu}^a = \begin{bmatrix} \cos \theta & \sin \theta \\ -\sin \theta & \cos \theta \end{bmatrix} \quad - (5)$$

and a and μ must be indices of the same two
dimensional space :

$$\left. \begin{array}{l} a = 1, 2 \\ \mu = 1, 2 \end{array} \right\} \quad - (6)$$

2) The tensor is:

$$T_{\mu\nu}^a = \partial_\mu q^a - \partial_\nu q^a \quad - (7)$$

Note that the tensor is the one that relates the cylindrical polar coordinate system to the Cartesian:

$$\begin{bmatrix} \underline{e}_r \\ \underline{e}_\theta \end{bmatrix} = \begin{bmatrix} \cos\theta & \sin\theta \\ -\sin\theta & \cos\theta \end{bmatrix} \begin{bmatrix} \underline{i} \\ \underline{j} \end{bmatrix} \quad - (8)$$

where \underline{e}_r and \underline{e}_θ are the unit vectors of the cylindrical polar system in the plane.
Consider the coordinates of a cylindrical polar system:

$$(1, 2) = (r, \theta) \quad - (9)$$

then: $T_{21}^1 = -T_{12}^1 = \frac{\partial q^1}{\partial \theta} = -\sin\theta,$

$$T_{21}^2 = -T_{12}^2 = \frac{\partial q^2}{\partial \theta} = -\cos\theta \quad - (10)$$

So: $T_{\mu\nu}^1 = \begin{bmatrix} 0 & \sin\theta \\ -\sin\theta & 0 \end{bmatrix} \quad - (12)$

$$T_{\mu\nu}^2 = \begin{bmatrix} 0 & \cos\theta \\ -\cos\theta & 0 \end{bmatrix} \quad - (13)$$

Now consider the rotation as a movement of the axes w.r.t fixed vector:

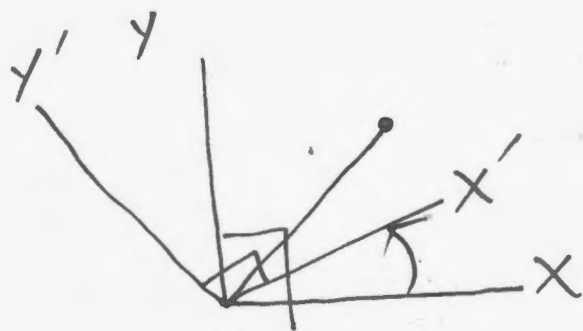


Fig (2)

Write eq. (3) as:

$$\underline{r}' = X(\underline{i} \cos \theta - \underline{j} \sin \theta) + Y(\underline{i} \sin \theta + \underline{j} \cos \theta) \quad - (14)$$

so:

$$\underline{i}' = \underline{i} \cos \theta - \underline{j} \sin \theta \quad - (15)$$

$$\underline{j}' = \underline{i} \sin \theta + \underline{j} \cos \theta \quad - (16)$$

$$\begin{bmatrix} \underline{i}' \\ \underline{j}' \end{bmatrix} = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix} \begin{bmatrix} \underline{i} \\ \underline{j} \end{bmatrix} \quad - (17)$$

In this case X and Y are constant, so their derivatives are zero. Note that:

$$\begin{bmatrix} \cos \theta & \sin \theta \\ -\sin \theta & \cos \theta \end{bmatrix} \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \quad - (18)$$

$$\text{so } \underline{q}_a^\mu = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix} \quad - (19)$$

∴ the inverse rotation tensor:

$$\underline{q}_\mu^a \underline{q}_a^\mu = 1, \quad - (20)$$

in Cartan's rotation

In this case there is a spin conversion,

because the axes move (i.e. rotate counter clockwise).

The tensor is :

$$T_{\mu\nu}^a = \omega_{\mu b}^a q_{\nu}^b - \omega_{\nu b}^a q_{\mu}^b \quad - (21)$$

$$= \omega_{\mu\nu}^a - \omega_{\nu\mu}^a.$$

However, the rotation is the same in J.C. cases, so :

$$T_{\mu\nu}^a = \partial_{\mu} q_{\nu}^a - \partial_{\nu} q_{\mu}^a \quad - (22)$$

$$= \omega_{\mu\nu}^a - \omega_{\nu\mu}^a$$

By antisymmetry :

$$* \boxed{T_{\mu\nu}^a = \partial_{\mu} q_{\nu}^a = \omega_{\mu\nu}^a} * \quad - (23)$$

and this is true for all planar functions of :
 $r = r(\theta), \quad \theta = \theta(t) \quad - (24)$

For an elliptical orbit :

$$r = \frac{d}{1 + e \cos \theta}, \quad - (25)$$

$$(\mu, \nu) = (1, 2) = (r, \theta) \quad - (26)$$

and so on.