

2010.3 Question 6

1. The coordinates of P_1 are

$$P_1(\cos \varphi, \sin \varphi, 0),$$

and the coordinates of Q_1 are

$$Q_1(-\sin \varphi, \cos \varphi, 0).$$

Since the rotation is about z -axis, the position of R remains unchanged

$$R_1(0, 0, 1).$$

2. This rotation axis is precisely OQ_1 , since it is contained in the x - y plane, and is perpendicular to OP_1 . Hence, the position of Q remains unchanged, and hence

$$Q_2(-\sin \varphi, \cos \varphi, 0).$$

If we drop a perpendicular from P_2 to the line OP_1 , and call the intersection be P' . We can see from trigonometry that

$$P_2P' = \sin \lambda,$$

and

$$OP' = \cos \lambda.$$

Hence, the x -coordinate of P_2 is $\cos \lambda \cos \varphi$, and the y -coordinate of P_2 is $\cos \lambda \sin \varphi$. The z -coordinate of P_2 is $\sin \lambda$, and hence

$$P_2(\cos \varphi \cos \lambda, \sin \varphi \cos \lambda, \sin \lambda).$$

The relative positions of P, Q and R remains unchanged under rotation, and hence

$$\begin{aligned} \mathbf{r}_{R_2} &= \mathbf{r}_{P_2} \times \mathbf{r}_{Q_2} \\ &= \begin{pmatrix} \cos \varphi \cos \lambda \\ \sin \varphi \cos \lambda \\ \sin \lambda \end{pmatrix} \times \begin{pmatrix} -\sin \varphi \\ \cos \varphi \\ 0 \end{pmatrix} \\ &= \begin{vmatrix} \hat{\mathbf{i}} & \hat{\mathbf{j}} & \hat{\mathbf{k}} \\ \cos \varphi \cos \lambda & \sin \varphi \cos \lambda & \sin \lambda \\ -\sin \varphi & \cos \varphi & 0 \end{vmatrix} \\ &= \begin{pmatrix} \sin \varphi \cos \lambda \cdot 0 - \sin \lambda \cos \varphi \\ -(\cos \varphi \cos \lambda \cdot 0 + \sin \lambda \cdot \sin \varphi) \\ \cos \varphi \cos \lambda \cdot \cos \varphi + \sin \varphi \cos \lambda \cdot \sin \varphi \end{pmatrix} \\ &= \begin{pmatrix} -\sin \lambda \cos \varphi \\ -\sin \lambda \sin \varphi \\ \cos^2 \varphi \cos \lambda + \sin^2 \varphi \cos \lambda \end{pmatrix} \\ &= \begin{pmatrix} -\sin \lambda \cos \varphi \\ -\sin \lambda \sin \varphi \\ \cos \lambda \end{pmatrix}, \end{aligned}$$

and hence

$$R_2(-\sin \lambda \cos \varphi, -\sin \lambda \sin \varphi, \cos \lambda).$$

3. The angle of rotation is the angle between OP_0 and OP_2 , and hence

$$\begin{aligned} \cos \theta &= \frac{\overrightarrow{OP_0} \cdot \overrightarrow{OP_2}}{|\overrightarrow{OP_0}| \cdot |\overrightarrow{OP_2}|} \\ &= \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} \cdot \begin{pmatrix} \cos \varphi \cos \lambda \\ \sin \varphi \cos \lambda \\ \sin \lambda \end{pmatrix} \\ &= \cos \varphi \cos \lambda, \end{aligned}$$

as desired.

The axis of this rotation must be perpendicular to both OP_1 and OP_2 , and hence their cross product

$$\begin{aligned}\overrightarrow{OP_0} \times \overrightarrow{OP_2} &= \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} \times \begin{pmatrix} \cos \varphi \cos \lambda \\ \sin \varphi \cos \lambda \\ \sin \lambda \end{pmatrix} \\ &= \begin{vmatrix} \hat{\mathbf{i}} & \hat{\mathbf{j}} & \hat{\mathbf{k}} \\ 1 & 0 & 0 \\ \cos \varphi \cos \lambda & \sin \varphi \cos \lambda & \sin \lambda \end{vmatrix} \\ &= \begin{pmatrix} 0 \\ -\sin \lambda \\ \sin \varphi \cos \lambda \end{pmatrix}\end{aligned}$$

is a vector in the direction of the axis.