Mathematics of the Falling Cat

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- Rademaker, Ter Braak (1935) first solution
- Kane, Scher (1969) more realistic class of solutions
- Montgomery (1993) full mathematical theory

The mathematical cat

A cat's body is modeled as a pair of equal cylinders, connected by a joint (its spine). The spine can bend, but it does not twist.





The cat's shape

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The shape of the cat is given by two angles (ψ, θ) .

- ψ is the angle between the two halves of the cat's body.
- θ describes the direction of the cat's legs ($\theta = 0$ when the front and back legs are closest to each other). A change in θ corresponds to a rotation of the cat's body around the "spinal axis".







1









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2









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What about 4?

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- If the cat changes its shape, then the entire body will rotate to "cancel out" the angular momentum of the shape change.
- We can consider changes in ψ and θ separately.



• A change in ψ is "balanced": the front and back halves of the body have opposite angular momentum.



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- The cat can change ψ without causing the body to rotate.



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- The total angular momentum vector is parallel to the y-axis.
- The size of the total angular momentum depends on ψ .
- The rate of rotation needed to compensate is

$$\frac{\alpha\sin(\psi/2)}{\cos^2(\psi/2) + \alpha\sin^2(\psi/2)}$$







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- It swings its legs around until they are positioned correctly (note that its back is arched at this point).





- It bends forward.
- It swings its legs around until they are positioned correctly (note that its back is arched at this point).
- It is now free to curve its back and prepare for landing.



The Kane-Scher solution



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Question

Can you think of a way to drop a cat so it can't land on its feet?

Thanks. (And thanks to Eric Kuehne for the cat drawings)