Rotations and Angular Velocities



Time Derivatives of Rotations

Rotation matrix

Orthogonality

$$R^T(t)R(t) = I$$

$$\frac{d}{dt}(.)$$

$$\dot{R}^T R + R^T \dot{R} = 0$$

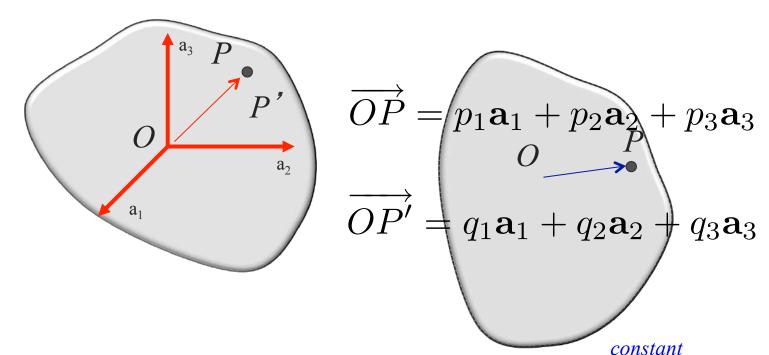


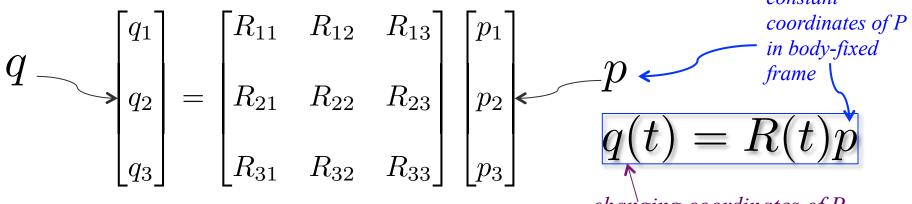
$$R(t)R^T(t) = I$$

$$R\dot{R}^T + \dot{R}R^T = 0$$

 $R^T \dot{R}$ and $\dot{R} R^T$ are skew symmetric

Rotation with O fixed

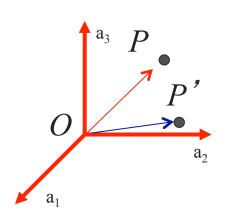






changing coordinates of P as the rigid body rotates

Rotation with O fixed



$$\begin{bmatrix} q_1 \\ q_2 \\ q_3 \end{bmatrix} = \begin{bmatrix} R_{11} & R_{12} & R_{13} \\ R_{21} & R_{22} & R_{23} \\ R_{31} & R_{32} & R_{33} \end{bmatrix} \begin{bmatrix} p_1 \\ p_2 \\ p_3 \end{bmatrix}$$

$$R^T \dot{q} = R^T \dot{R} p$$



velocity in bodyfixed frame encodes angular velocity in bodyfixed frame

$$\dot{q} = |\dot{R}R^T|q$$

velocity in inertial frame

encodes angular velocity in inertial frame



$$q(t) = R(t)p$$

$$\dot{q} = \dot{R}p$$

velocity in inertial frame

position in body-fixed frame



Exercise

What is the angular velocity for a rotation about the z axis?

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

$$R^{T} = \begin{bmatrix} \cos(\theta) & \sin(\theta) & 0 \\ -\sin(\theta) & \cos(\theta) & 0 \\ 0 & 0 & 1 \end{bmatrix} \quad \dot{R} = \begin{bmatrix} -\sin(\theta) & -\cos(\theta) & 0 \\ \cos(\theta) & -\sin(\theta) & 0 \\ 0 & 0 & 1 \end{bmatrix} \dot{\theta}$$



Angular velocity for a rotation about the z-axis

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

$$R^T \dot{R} = \begin{bmatrix} \cos(\theta) & \sin(\theta) & 0 \\ -\sin(\theta) & \cos(\theta) & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} -\sin(\theta) & -\cos(\theta) & 0 \\ \cos(\theta) & -\sin(\theta) & 0 \\ 0 & 0 & 0 \end{bmatrix} \dot{\theta}$$

$$=\dot{R}R^T=\dot{\theta}\begin{bmatrix}-\sin(\theta)&-\cos(\theta)&0\\\cos(\theta)&-\sin(\theta)&0\\0&0&0\end{bmatrix}\begin{bmatrix}\cos(\theta)&\sin(\theta)&0\\-\sin(\theta)&\cos(\theta)&0\\0&0&1\end{bmatrix}$$

$$= \begin{bmatrix} 0 & -1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} \dot{\theta} = \begin{bmatrix} \hat{0} \\ 0 \\ 1 \end{bmatrix} \dot{\theta}$$



Two Rotations

$$R = R_z(\theta) R_x(\phi)$$

$$\hat{\omega}^b = R^T \dot{R} = (R_z R_x)^T (\dot{R}_z R_x + R_z \dot{R}_x)$$
$$= R_x^T R_z^T \dot{R}_z R_x + R_x^T \dot{R}_x$$

$$\hat{\omega}^{s} = \dot{R}R^{T} = (\dot{R}_{z}R_{x} + R_{z}\dot{R}_{x})(R_{z}R_{x})^{T}$$
$$= \dot{R}_{z}R_{z}^{T} + R_{z}\dot{R}_{x}R_{x}^{T}R_{z}^{T}$$

