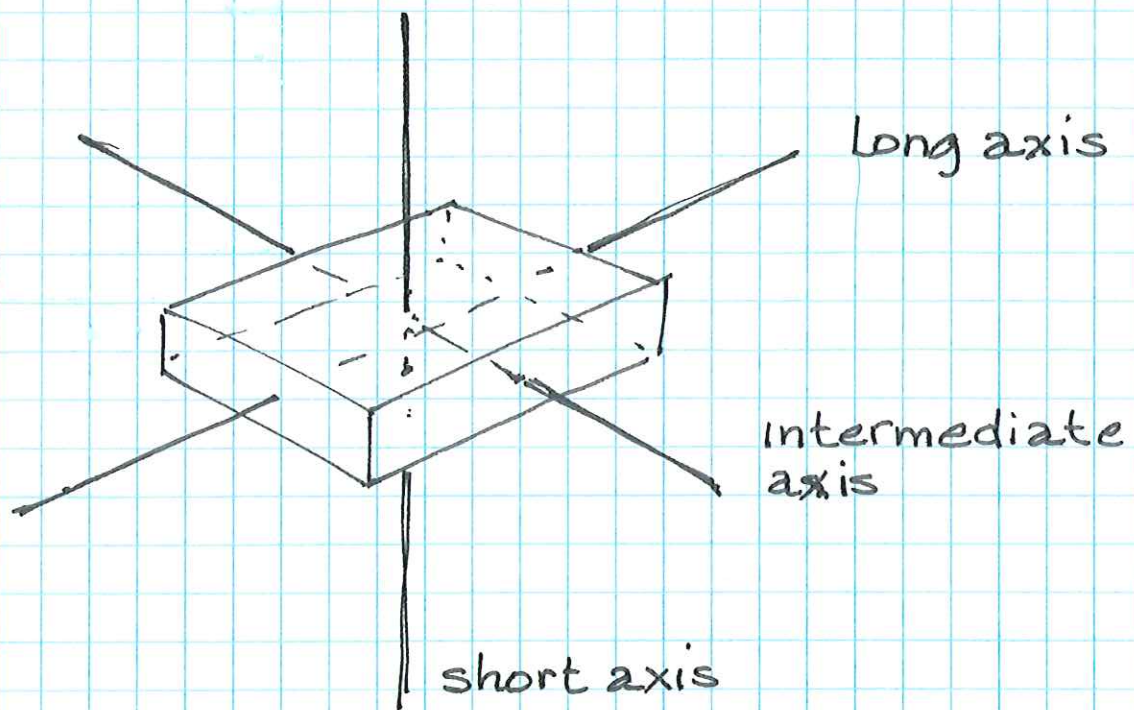
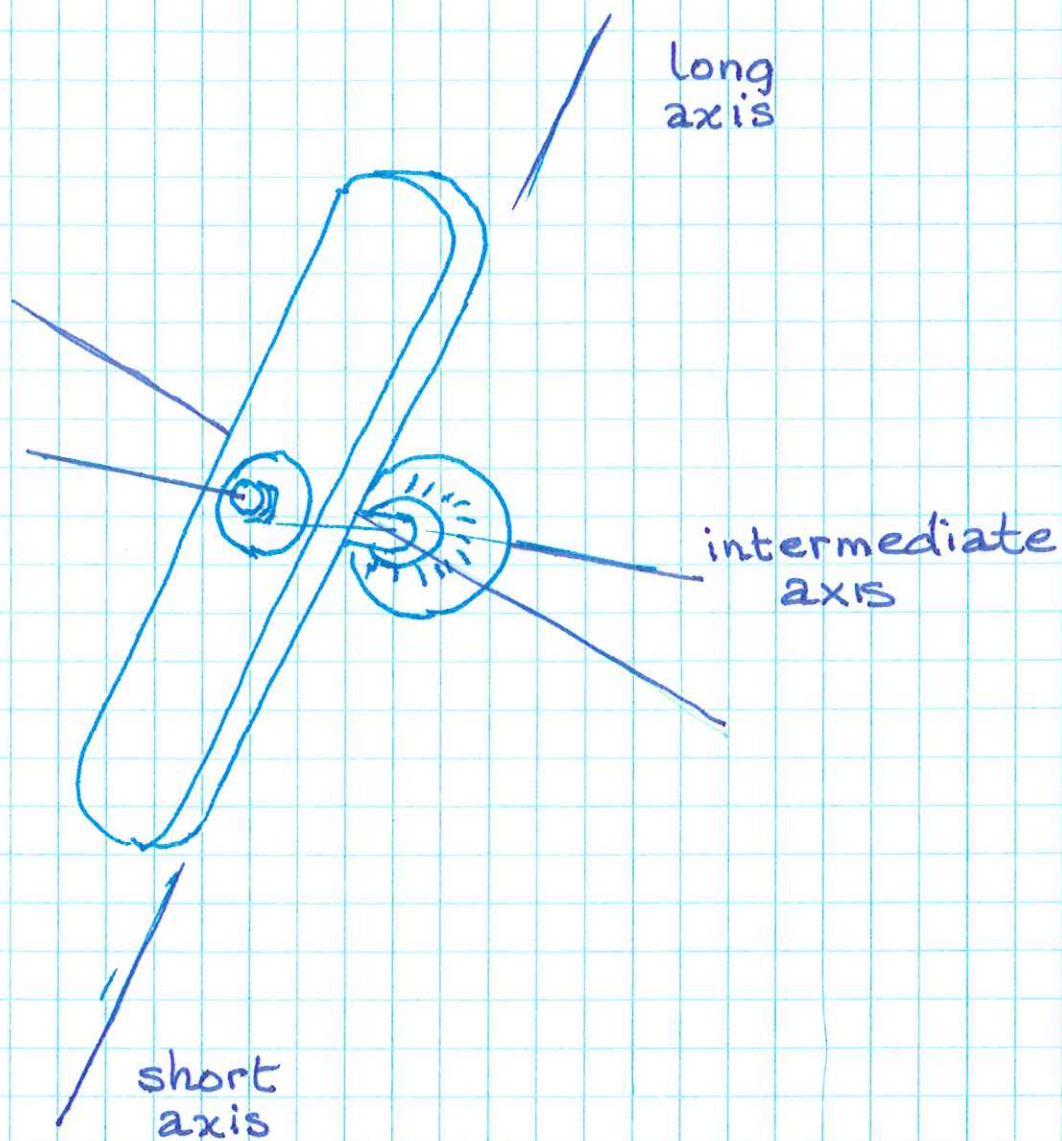


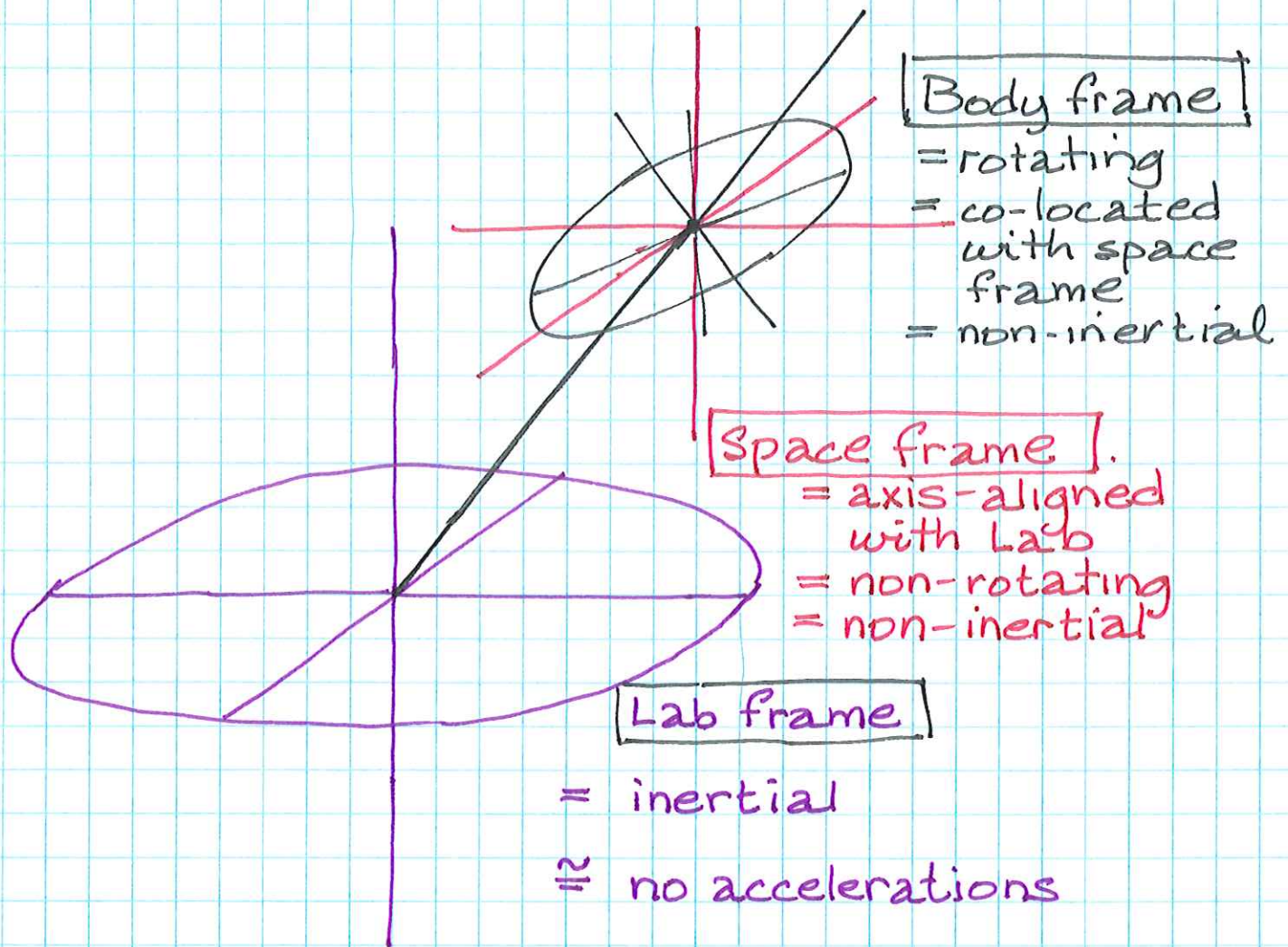
DZHANYBEKHOV EFFECT

Why do we care?

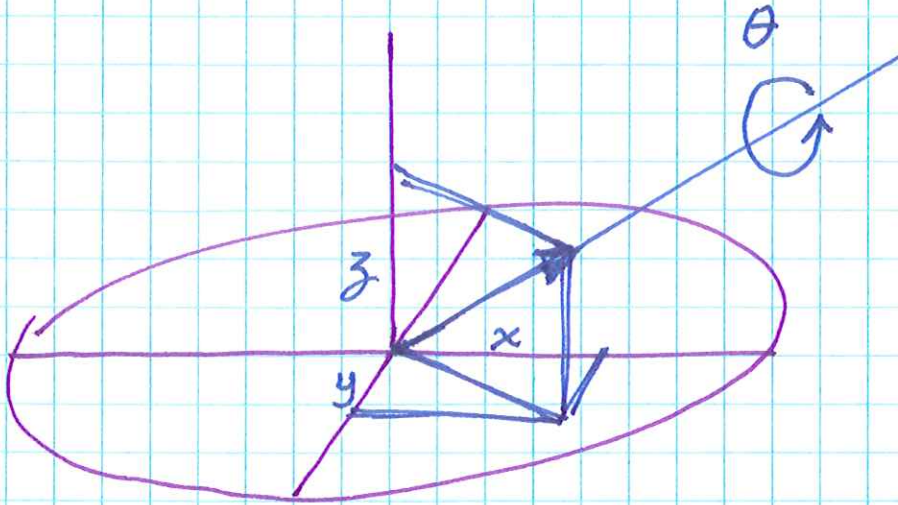
- Unit-testing dynamics S.W.
- Hypothetical unstable flight modes
(Anecdotaly, satellites have been lost while "coning" & looking for signals from Earth).







Translational Motion decouples from
Rotational Motion



$$\text{Quaternion} \left[\cos \frac{\theta}{2}, \sin \frac{\theta}{2} \frac{\{x, y, z\}}{\sqrt{x^2 + y^2 + z^2}} \right]$$

All orientation information is
contained in a quaternion

$$\underbrace{\left(\frac{d\vec{A}(t)}{dt} \right)_{\text{space}}}_{\text{do likewise in the space frame}} = \underbrace{\left(\frac{d\vec{A}}{dt} \right)_{\text{body}}}_{\text{decompose the vector into components in the body frame; compute derivatives; reassemble into a vector}} + \vec{\omega} \times \vec{A}(t)$$

$$\underbrace{\left(\frac{d\vec{L}}{dt} \right)_{\text{space}}}_{\text{zero in free rotation (no torques)}} = \left(\frac{d\vec{L}}{dt} \right)_{\text{body}} + \vec{\omega} \times \vec{L}(t)$$

LEMMA

$$\dot{q} = \frac{1}{2} q \vec{\omega}$$

$$\vec{r}_{\text{space}} = q \vec{r}_{\text{body}} \tilde{q}$$

$$\dot{\vec{r}}_{\text{space}} = \dot{q} \vec{r}_{\text{body}} \tilde{q} + q \vec{r}_{\text{body}} \dot{\tilde{q}} \quad \text{because } \dot{\vec{r}}_{\text{body}} = 0$$

$$= \vec{\omega} \times \vec{r} ?$$

$$= \frac{1}{2} (q \vec{\omega}) \vec{r}_{\text{body}} \tilde{q} + q \vec{r}_{\text{body}} \frac{1}{2} (\vec{\omega} \tilde{q})$$

because $\vec{v} = v$ for any vector

$$= q \left(\frac{1}{2} (\vec{\omega} \vec{r}_{\text{body}} + \vec{r}_{\text{body}} \vec{\omega}) \right) \tilde{q}$$

$$= q (\vec{\omega} \times \vec{r}_{\text{body}}) \tilde{q} \quad \text{quaternion fact}$$

$$= \vec{\omega} \times \vec{r}_{\text{space}}$$

$$\vec{L} = \vec{I} \vec{\omega}$$

$$\dot{\vec{L}} = -\vec{\omega} \times \vec{L} = \vec{L} \times \vec{\omega}$$

const. in body
frame

$$= \frac{d}{dt} \vec{L} = \vec{I} \dot{\vec{\omega}} = \vec{I} \vec{\omega} \times \vec{\omega}$$

$$\dot{\vec{\omega}} = (\vec{I})^{-1} \left(\vec{I} \vec{\omega} \right) \times \vec{\omega}$$

