

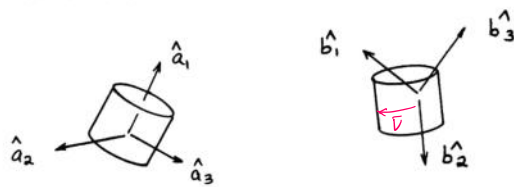
G1

## Kinematical Differential Equations

Numerous ways to describe orientation at any instant of time. Now consider rates of change of orientation.

Introduce familiar concept of **angular velocity**

Basic Definitions



Let A and B be two spacecraft rotating with respect to each other

$${}^A\bar{\omega}^B = \omega_1 \hat{a}_1 + \omega_2 \hat{a}_2 + \omega_3 \hat{a}_3$$

$${}^A\bar{\omega}^B = -{}^B\bar{\omega}^A$$

Ang vel of  
B wrt A

Scalar measure #s  
have meaning in terms of  
body frame

Express in terms of any vector basis

Trans  
pos (different variable sets)  
↓  
 $x, y, z$   
 $r, \theta$   
velocity  
→ diff. observers  
→ diff. var. s

Rot  
orientation (diff. variable sets)  
↓  
 $\theta_1, \theta_2, \theta_3, \epsilon$   
angular velocity  
→ diff. observers  
→ diff. varr  
 $\dot{\theta}_1, \dot{\theta}_2, \dot{\theta}_3, \dot{\epsilon}$

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$${}^A\vec{\omega}^B = \omega_a \hat{a}_1 + \omega_b \hat{a}_2 + \omega_c \hat{a}_3$$

Angular velocity is particularly important in the BKE ← relating the change of a vector as observed from different frames

If  $\vec{v}$  is any vector

$${}^A \frac{d\vec{v}}{dt} = \frac{{}^B d\vec{v}}{dt} + {}^A\vec{\omega}^B \times \vec{v}$$

If  $\vec{v}$  is fixed in  $B \rightarrow \frac{{}^B d\vec{v}}{dt} = 0$

$$\text{Then } {}^A \frac{d\vec{v}}{dt} = {}^A\vec{\omega}^B \times \vec{v}$$

$${}^A \frac{d\hat{b}_2}{dt} = {}^A\vec{\omega}^B \times \hat{b}_2 = \omega_1 \hat{b}_3 - \omega_3 \hat{b}_1 \quad \text{change in } \hat{b}_2 \text{ as observed by A}$$

$${}^A \frac{d\hat{b}_1}{dt} = -\omega_2 \hat{b}_3 + \omega_3 \hat{b}_2$$

$${}^A \frac{d\hat{b}_3}{dt} = -\omega_1 \hat{b}_2 + \omega_2 \hat{b}_1$$

$$\text{Recall } {}^A\vec{\omega}^B = \omega_1 \hat{b}_1 + \omega_2 \hat{b}_2 + \omega_3 \hat{b}_3$$

More general form

$${}^A\vec{\omega}^B = \underbrace{\hat{b}_1 \frac{{}^A d\hat{b}_2}{dt} \bullet \hat{b}_3 + \hat{b}_2 \frac{{}^A d\hat{b}_3}{dt} \bullet \hat{b}_1 + \hat{b}_3 \frac{{}^A d\hat{b}_1}{dt} \bullet \hat{b}_2}_{\text{dyad}}$$

G3

$$\text{Let } \frac{{}^A d\hat{b}_i}{dt} = \dot{\hat{b}}_i = \dot{\hat{b}}_i$$

$${}^A\vec{\omega}^B = \hat{b}_1 \dot{\hat{b}}_2 \bullet \hat{b}_3 + \hat{b}_2 \dot{\hat{b}}_3 \bullet \hat{b}_1 + \hat{b}_3 \dot{\hat{b}}_1 \bullet \hat{b}_2$$

$${}^A\vec{\omega}^B = \frac{d({}^A\vec{\omega}^B)}{dt}$$

For a simple rotation ( $\hat{\lambda}$  constant throughout rotation)

$${}^A\vec{\omega}^B = \dot{\theta} \hat{\lambda}$$

$$\hat{\lambda} = \lambda_1 \hat{b}_1 + \lambda_2 \hat{b}_2 + \lambda_3 \hat{b}_3$$

$${}^A\vec{\omega}^B = \omega_1 \hat{b}_1 + \omega_2 \hat{b}_2 + \omega_3 \hat{b}_3$$

$$\begin{cases} \omega_1 = \dot{\theta}_1 \lambda_1 \\ \omega_2 = \dot{\theta}_2 \lambda_2 \\ \omega_3 = \dot{\theta}_3 \lambda_3 \end{cases}$$

Like  $\hat{\lambda}, \theta$  have used  $C, \varepsilon$  as variables to describe orientation at a particular instant of time; angular velocity can be used to tell how the orientation is changing

### 1. Direction Cosines

$${}^A C^B = \begin{bmatrix} C_{11} & C_{12} & C_{13} \\ C_{21} & C_{22} & C_{23} \\ C_{31} & C_{32} & C_{33} \end{bmatrix}$$

Define  $\dot{C} = \begin{bmatrix} \dot{C}_{11} & \dot{C}_{12} & \dot{C}_{13} \\ \dot{C}_{21} & \dot{C}_{22} & \dot{C}_{23} \\ \dot{C}_{31} & \dot{C}_{32} & \dot{C}_{33} \end{bmatrix}$

derivatives of scalars – no need to indicate frame

Example using relationships from page C3 and concept of a simple rotation

$$C_{11} = c_\theta + \lambda_1^2 (1 - c_\theta)$$

$$\begin{aligned} \dot{C}_{11} &= -\dot{\theta} s_\theta + \lambda_1^2 (\dot{\theta} s_\theta) \\ &= (-1 + \lambda_1^2) \dot{\theta} s_\theta \end{aligned}$$

Recall  $|\hat{\lambda}| = 1$

$$\dot{C}_{11} = -(\lambda_2^2 + \lambda_3^2) \dot{\theta} s_\theta$$

$$\dot{C}_{11} = \{ -\lambda_2^2 s_\theta - \lambda_2 \lambda_3 (1 - c_\theta) \} \dot{\theta}$$

$$\begin{aligned} &= \{ -\lambda_2^2 s_\theta + \lambda_1 \lambda_2 \lambda_3 (1 - c_\theta) \} \dot{\theta} \\ &= [-\lambda_2 s_\theta - \lambda_1 \lambda_3 (1 - c_\theta)] \lambda_2 \dot{\theta} \\ &\quad + [-\lambda_3 s_\theta + \lambda_1 \lambda_2 (1 - c_\theta)] \lambda_3 \dot{\theta} \end{aligned}$$

$$\dot{C}_{11} = -C_{13} \omega_2 + C_{12} \omega_3 \Rightarrow \text{1 scalar 1st order DE}$$

⋮

$$\dot{C} = C \tilde{\omega}$$

**Poisson's Kinematical Equations**  
for change in elements of the direction cosine matrix

$$\tilde{\omega} = \begin{bmatrix} 0 & -\omega_3 & \omega_2 \\ \omega_3 & 0 & -\omega_1 \\ -\omega_2 & \omega_1 & 0 \end{bmatrix}$$

Also

$$\tilde{\omega} = C^T \dot{C}$$

can be viewed as the definition of angular velocity

Above, use  $\omega_i$  to write expressions for changes in elements of the direction cosine matrix

## 2. Euler Parameters

$$\tilde{\omega} = C^T \dot{C}$$

Example using relationship between  $C$  and  $\varepsilon$

$$\omega_1 = C_{13} \dot{C}_{12} + C_{23} \dot{C}_{22} + C_{33} \dot{C}_{32}$$

But  $C_{13} = 2(\varepsilon_3 \varepsilon_1 + \varepsilon_2 \varepsilon_4)$

$$C_{12} = 2(\varepsilon_1 \varepsilon_2 - \varepsilon_3 \varepsilon_4)$$

$$\dot{C}_{12} = 2(\dot{\varepsilon}_1 \varepsilon_2 + \varepsilon_1 \dot{\varepsilon}_2 - \dot{\varepsilon}_3 \varepsilon_4 - \varepsilon_3 \dot{\varepsilon}_4)$$

$$\begin{aligned} \omega_1 = & 4(\varepsilon_3 \varepsilon_1 + \varepsilon_2 \varepsilon_4)(\dot{\varepsilon}_1 \varepsilon_2 + \varepsilon_1 \dot{\varepsilon}_2 - \dot{\varepsilon}_3 \varepsilon_4 - \varepsilon_3 \dot{\varepsilon}_4) \\ & + 4(\varepsilon_2 \varepsilon_3 - \varepsilon_1 \varepsilon_4)(\dot{\varepsilon}_2 \dot{\varepsilon}_2 - \varepsilon_3 \dot{\varepsilon}_3 - \varepsilon_1 \dot{\varepsilon}_1 + \varepsilon_4 \dot{\varepsilon}_4) \\ & + 2(1 - 2\varepsilon_1^2 - 2\varepsilon_2^2)(\dot{\varepsilon}_2 \varepsilon_3 + \varepsilon_2 \dot{\varepsilon}_3 + \dot{\varepsilon}_1 \varepsilon_4 + \varepsilon_1 \dot{\varepsilon}_4) \end{aligned}$$

$$\begin{aligned} \omega_1 = & (4\varepsilon_1 \varepsilon_2 \varepsilon_3 + 4\varepsilon_2^2 \varepsilon_4 - 4\varepsilon_1 \varepsilon_2 \varepsilon_3 + 4\varepsilon_1^2 \varepsilon_4 + 2\varepsilon_4 - 4\varepsilon_1^2 \varepsilon_4 - 4\varepsilon_2^2 \varepsilon_4) \dot{\varepsilon}_1 \\ & + \left( \begin{array}{c} \dots \\ \dots \\ \dots \end{array} \right) \dot{\varepsilon}_2 \\ & + \left( \begin{array}{c} \dots \\ \dots \\ \dots \end{array} \right) \dot{\varepsilon}_3 \\ & + \left( \begin{array}{c} \dots \\ \dots \\ \dots \end{array} \right) \dot{\varepsilon}_4 \end{aligned}$$

$$\omega_1 = 2\varepsilon_4 \dot{\varepsilon}_1 + 2\varepsilon_3 \dot{\varepsilon}_2 - 2\varepsilon_2 \dot{\varepsilon}_3 - 2\varepsilon_1 \dot{\varepsilon}_4$$

$$\omega_2 = 2\varepsilon_4 \dot{\varepsilon}_2 + 2\varepsilon_1 \dot{\varepsilon}_3 - 2\varepsilon_3 \dot{\varepsilon}_1 - 2\varepsilon_2 \dot{\varepsilon}_4$$

$$\omega_3 = 2\varepsilon_4 \dot{\varepsilon}_3 + 2\varepsilon_2 \dot{\varepsilon}_1 - 2\varepsilon_1 \dot{\varepsilon}_2 - 2\varepsilon_3 \dot{\varepsilon}_4$$

constraint

more convenient form?

Matrix format

Define 4-element vectors  $\omega = [\omega_1 \ \omega_2 \ \omega_3 \ 0]$   
 $\varepsilon = [\varepsilon_1 \ \varepsilon_2 \ \varepsilon_3 \ \varepsilon_4]$

Define  $E = \begin{bmatrix} \varepsilon_4 & -\varepsilon_3 & \varepsilon_2 & \varepsilon_1 \\ \varepsilon_3 & \varepsilon_4 & -\varepsilon_1 & \varepsilon_2 \\ -\varepsilon_2 & \varepsilon_1 & \varepsilon_4 & \varepsilon_3 \\ -\varepsilon_1 & -\varepsilon_2 & -\varepsilon_3 & \varepsilon_4 \end{bmatrix}$

$$\omega = 2 \dot{\varepsilon} E \quad \leftarrow \quad \dot{\varepsilon} = \frac{1}{2} \omega E^T$$

derivative of constraint

1<sup>st</sup> order kinematic DE for rate of change of orientation expressed in  $\dot{\varepsilon}$

Note: three equations above but add constraint equation

$$\left\{ \begin{aligned} \frac{d}{dt} (\varepsilon_1^2 + \varepsilon_2^2 + \varepsilon_3^2 + \varepsilon_4^2) &= 0 \\ 2\varepsilon_1 \dot{\varepsilon}_1 + 2\varepsilon_2 \dot{\varepsilon}_2 + 2\varepsilon_3 \dot{\varepsilon}_3 + 2\varepsilon_4 \dot{\varepsilon}_4 &= 0 \end{aligned} \right.$$

Assumptions associated with the  $\omega$  equation?

$${}^A \omega^B = 2 \ {}^A \dot{\varepsilon}^B \ {}^A E^B$$

components in vector  $\dot{\varepsilon}$  body fixed

components in either  $\hat{a}$  or  $\hat{b}$

Invert  $\dot{\varepsilon} = \frac{1}{2} \omega E^T$  differential equations for change in  $\varepsilon$  in terms of  $\omega$

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Can also develop a vector version

$$\begin{aligned}
 {}^A\bar{\omega}^B &= 2(\epsilon_4\dot{\epsilon}_1 + \epsilon_3\dot{\epsilon}_2 - \epsilon_2\dot{\epsilon}_3 - \epsilon_1\dot{\epsilon}_4)\hat{b}_1 \\
 &\quad + 2(\epsilon_4\dot{\epsilon}_2 + \epsilon_1\dot{\epsilon}_3 - \epsilon_3\dot{\epsilon}_1 - \epsilon_2\dot{\epsilon}_4)\hat{b}_2 \\
 &\quad + 2(\epsilon_4\dot{\epsilon}_3 + \epsilon_2\dot{\epsilon}_1 - \epsilon_1\dot{\epsilon}_2 - \epsilon_3\dot{\epsilon}_4)\hat{b}_3 \\
 {}^A\bar{\omega}^B &= 2\{\epsilon_4(\dot{\epsilon}_1\hat{b}_1 + \dot{\epsilon}_2\hat{b}_2 + \dot{\epsilon}_3\hat{b}_3) \\
 &\quad + (\epsilon_3\dot{\epsilon}_2 - \epsilon_2\dot{\epsilon}_3)\hat{b}_1 + (\epsilon_1\dot{\epsilon}_3 - \epsilon_3\dot{\epsilon}_1)\hat{b}_2 + (\epsilon_2\dot{\epsilon}_1 - \epsilon_1\dot{\epsilon}_2)\hat{b}_3 \\
 &\quad - \epsilon_4(\epsilon_1\hat{b}_1 + \epsilon_2\hat{b}_2 + \epsilon_3\hat{b}_3)\} \\
 {}^A\bar{\omega}^B &= 2\left\{\epsilon_4\frac{B d\bar{\epsilon}}{dx} - \epsilon \times \frac{B d\bar{\epsilon}}{dx} - \dot{\epsilon}_4\bar{\epsilon}\right\}
 \end{aligned}$$

*in body-fixed* (green arrow pointing to the first equation)

*cross product* (purple arrow pointing to the second equation)

Check  $\frac{B d\bar{\epsilon}}{dt} = \dot{\epsilon}_1\hat{b}_1 + \dot{\epsilon}_2\hat{b}_2 + \dot{\epsilon}_3\hat{b}_3$

$${}^A\frac{d\bar{\epsilon}}{dt} = \frac{B d\bar{\epsilon}}{dt} + {}^A\bar{\omega}^B \times \bar{\epsilon} \neq \frac{B d\bar{\epsilon}}{dt}$$

Must carry frame information

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Invert

$$\begin{aligned}
 \frac{B d\bar{\epsilon}}{dt} &= \frac{1}{2}(\epsilon_4\bar{\omega} + \bar{\epsilon} \times \bar{\omega}) \\
 \dot{\epsilon}_4 &= -\frac{1}{2}\bar{\omega} \cdot \bar{\epsilon}
 \end{aligned}$$

*vector format  
for G7  
red box*

## 3. Orientation Angles

Need a relationship for changes in the orientation angles as a function of  $\vec{\omega}$  and the angles themselves

Actually, already familiar with relationship between angular velocity and SOME sets of angles  $\rightarrow$  start there.....

Chain rule for angular velocity

$${}^A\vec{\omega}^B = {}^A\vec{\omega}^{B'} + {}^{B'}\vec{\omega}^{B''} + {}^{B''}\vec{\omega}^{B'''} + \dots + {}^{B'''}\vec{\omega}^B$$

where  $B', B'', B''', \dots$  are auxiliary or intermediate frames

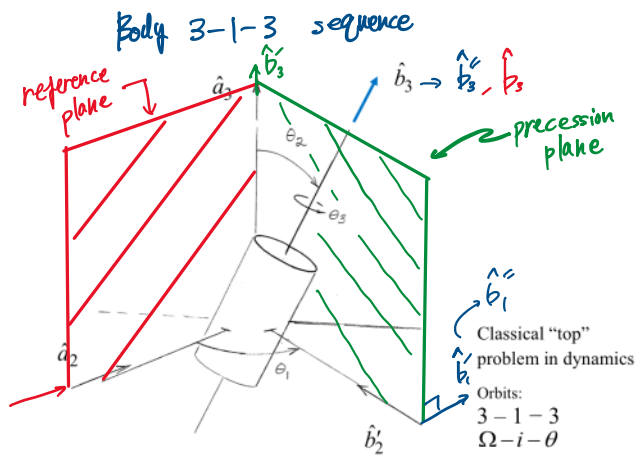
chain rule is extremely useful but  
ONLY applies to BODY sequence

Example: Classical Euler Angles

Body-two 3-1-3 (popular notation)  
(3-2-3)

} notable for  
axisymmetric  
vehicles

Note: not exactly the set used by Euler  
Euler's original published work in 1760 used a left-  
and right-handed combination which is unacceptable  
today



Rotations: **3-1-3**

$$\begin{aligned} \theta_1 \quad \hat{a}_3 = \hat{b}_3 & \quad \text{precession} \\ \theta_2 \quad \hat{b}_1' = \hat{b}_1'' & \quad \text{nutation} \\ \theta_3 \quad \hat{b}_3'' = \hat{b}_3 & \quad \text{spin} \end{aligned}$$

Angular velocity  ${}^A\vec{\omega}^B = {}^A\vec{\omega}^{B'} + {}^{B'}\vec{\omega}^{B''} + {}^{B''}\vec{\omega}^B$

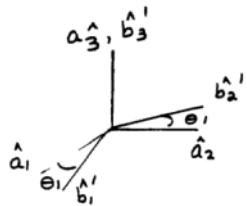
chain rule

$${}^A\vec{\omega}^B = \dot{\theta}_1 \hat{a}_3 + \dot{\theta}_2 \hat{b}_1' + \dot{\theta}_3 \hat{b}_3''$$

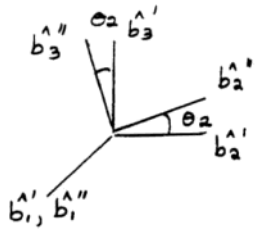
$${}^A\vec{\omega}^B = \dot{\theta}_1 \hat{b}_3 + \dot{\theta}_2 \hat{b}_1' + \dot{\theta}_3 \hat{b}_3$$

↑                      ↑                      ↑  
prec rate           nut rate           spin rate

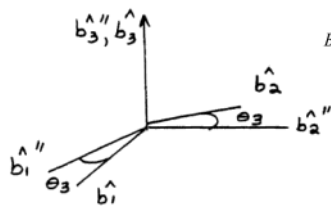
G14



$${}^A C^{B'} = \begin{bmatrix} c_1 & -s_1 & 0 \\ s_1 & c_1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$



$${}^{B'} C^{B''} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & c_2 & -s_2 \\ 0 & s_2 & c_2 \end{bmatrix}$$



$${}^{B''} C^B = \begin{bmatrix} c_3 & -s_3 & 0 \\ s_3 & c_3 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

G14

$${}^A \vec{\omega}^B = \dot{\theta}_1 (s_2 \hat{b}_2^* + c_2 \hat{b}_3^*) + \dot{\theta}_2 (c_3 \hat{b}_1 - s_3 \hat{b}_2) + \dot{\theta}_3 \hat{b}_3$$

$s_3 \hat{b}_1 + c_3 \hat{b}_2$

substitute  
unit  
vectors

$${}^A \vec{\omega}^B = (\dot{\theta}_1 s_2 s_3 + \dot{\theta}_2 c_3) \hat{b}_1 + (\dot{\theta}_1 s_2 c_3 - \dot{\theta}_2 s_3) \hat{b}_2 + (\dot{\theta}_1 c_2 + \dot{\theta}_3) \hat{b}_3$$

$${}^A \vec{\omega}^B = \omega_1 \hat{b}_1 + \omega_2 \hat{b}_2 + \omega_3 \hat{b}_3$$

$$\begin{aligned} \omega_1 &= \dot{\theta}_1 s_2 s_3 + \dot{\theta}_2 c_3 \\ \omega_2 &= \dot{\theta}_1 s_2 c_3 - \dot{\theta}_2 s_3 \\ \omega_3 &= \dot{\theta}_1 c_2 + \dot{\theta}_3 \end{aligned}$$

Invert

$$\begin{aligned} \dot{\theta}_1 &= (\omega_1 s_3 + \omega_2 c_3) / s_2 && \text{pre-rate} \\ \dot{\theta}_2 &= \omega_1 c_3 - \omega_2 s_3 && \text{nut rate} \\ \dot{\theta}_3 &= -(\omega_1 s_3 + \omega_2 c_3) c_2 / s_2 + \omega_3 && \text{spin rate} \end{aligned}$$