

$$\omega = \dot{\psi} \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} + R_z \dot{\theta} \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} + R_z R_y \dot{\phi} \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}$$

$$\omega = \begin{bmatrix} \cos \psi \cos \theta & \sin \psi & 0 \\ \cos \theta \sin \psi & \cos \psi & 0 \\ -\sin \theta & 0 & 1 \end{bmatrix} \begin{bmatrix} \dot{\phi} \\ \dot{\theta} \\ \dot{\psi} \end{bmatrix} \quad \textcircled{1}$$

$$\omega_b = \dot{\phi} \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} + R_x^T \dot{\theta} \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} + R_x^T R_y^T \dot{\psi} \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

$$\omega_b = \begin{bmatrix} 1 & 0 & -\sin \theta \\ 0 & \cos \phi & \cos \theta \sin \phi \\ 0 & -\sin \phi & \cos \phi \cos \theta \end{bmatrix} \begin{bmatrix} \dot{\phi} \\ \dot{\theta} \\ \dot{\psi} \end{bmatrix} \quad \textcircled{2}$$

→  $\omega = A \dot{\Theta}$  — same as  $\textcircled{1}$  →  $\dot{\Theta} = A^{-1} \omega$

→  $\omega_b = A_b \dot{\Theta}$  — same as  $\textcircled{2}$  →  $\dot{\Theta} = A_b^{-1} \omega_b$

$|A| = 0$   $|A_b| = 0$  when  $\cos \theta = 0$  singularity

or  
 $\theta = \pi/2$

↓  
This is a problem  
with the use of  
Euler angles / rates

Fix: Quaternions  
to represent 3D rotations

# 3D angular velocity (final)

Last class:

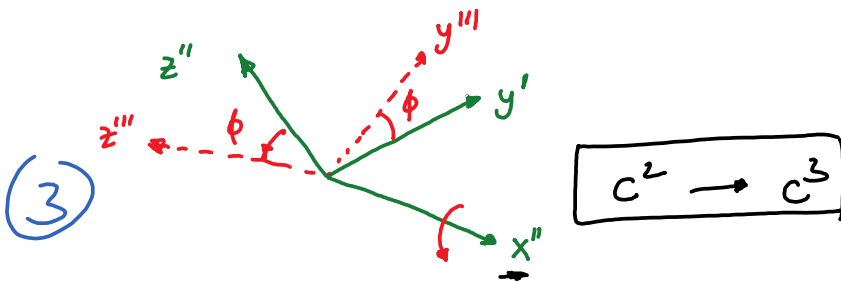
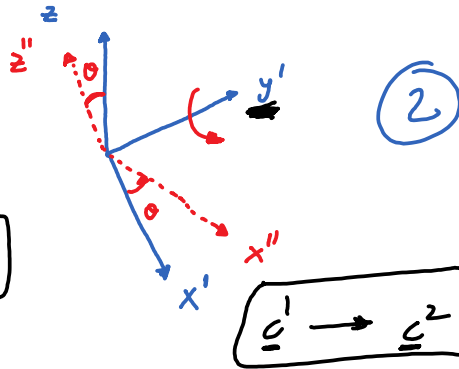
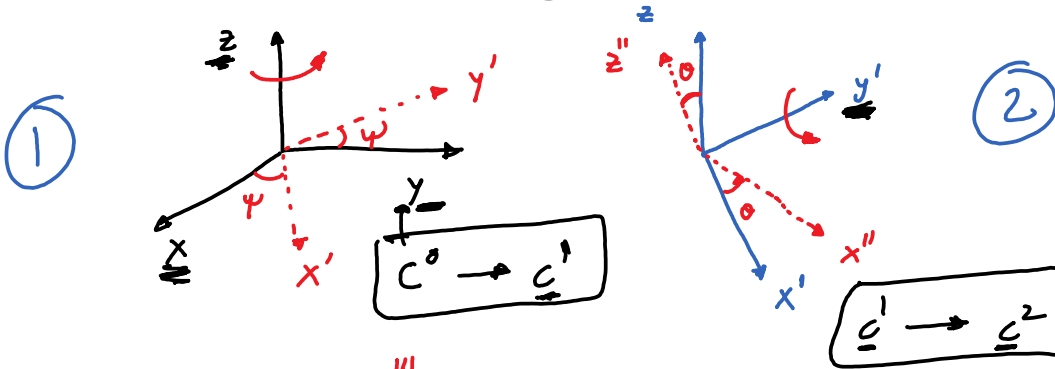
$$\Rightarrow \underline{\omega} = \dot{\psi} \hat{k} + R_z \dot{\theta} \hat{j} + R_z R_y \dot{\phi} \hat{i}$$

where  $R_z \Rightarrow R_z(\psi)$

$R_y \Rightarrow R_y(\theta)$

Derivation from simplifying  $\underline{s}(\omega) = \dot{R} R^T$   
 $\downarrow$   
 $R_z R_y R_x$

## Shorter way to derive $\omega$



Checks out

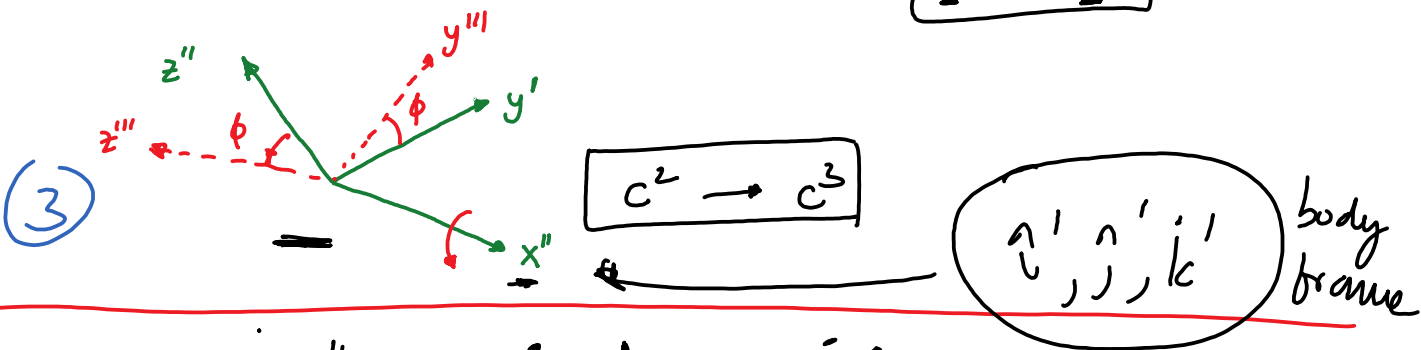
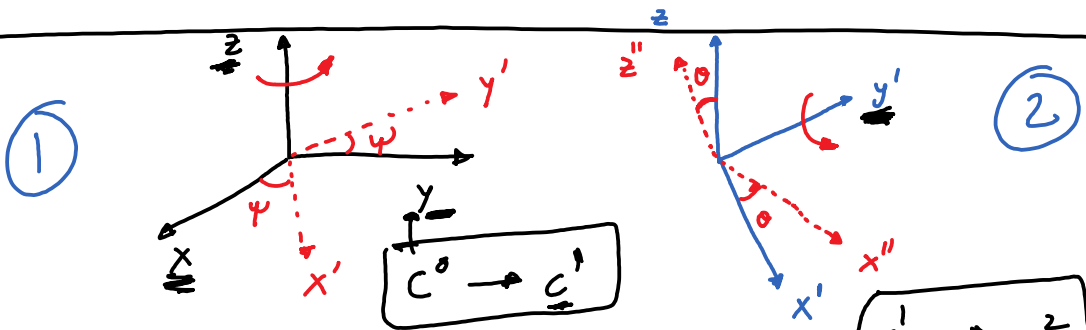
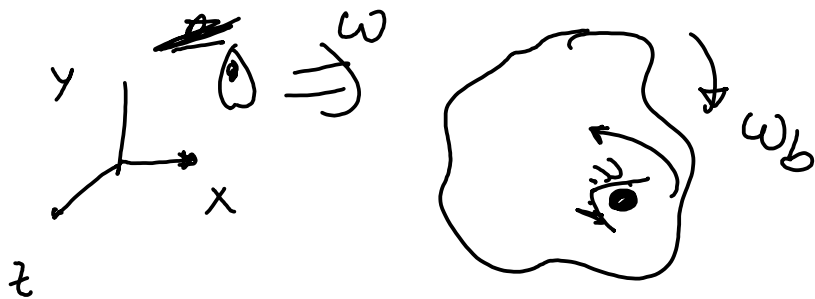
$$\omega = \dot{\psi} z + \dot{\theta} y' + \dot{\phi} x''$$

① ↓
② ↓
③ ↓

$$\rightarrow \underline{\omega} = \dot{\psi} \hat{k} + \dot{\theta} R_z \hat{j} + \dot{\phi} R_z R_y \hat{i}$$

$\omega$  - fixed frame angular velocity

$\omega_b$  - body frame angular velocity



$$\omega_b = \dot{\phi} \hat{x}'' + \dot{\theta} \hat{y}' + \dot{\psi} \hat{z}$$

$$= \dot{\phi} \hat{i} + \dot{\theta} R_x^T \hat{j} + \dot{\psi} R_x^T R_y^T \hat{k}$$

But  $RR^T = I \Rightarrow R^T = R^{-1}$

$$\omega_b = \dot{\phi} \hat{i} + \dot{\theta} R_x^T \hat{j} + \dot{\psi} R_x^T R_y^T \hat{k}$$