

Equation of Rigid Body

Euler's Equation of Motion of Rigid Body

kinetic energy of a point

$$\mathcal{K} = \frac{1}{2} \vec{v}^T m \vec{v}$$

equation of motion

$$m \dot{\vec{v}} = \vec{F}$$

kinetic energy of rigid body

$$\mathcal{K} = \frac{1}{2} \vec{\Omega}^T I_{in} \vec{\Omega}$$

wrong!!

$$\frac{1}{2} I_{in} \dot{\vec{\Omega}} = \vec{F}$$



equation of motion

$$I_{in} \dot{\vec{\Omega}} + \text{Skew}(\vec{\Omega}) I_{in} \vec{\Omega} = \vec{F}$$

Euler-Lagrange Equation

- If $\vec{q}(t)$ is the solution, for arbitrary perturbation $\delta\vec{q}(t)$ it holds:

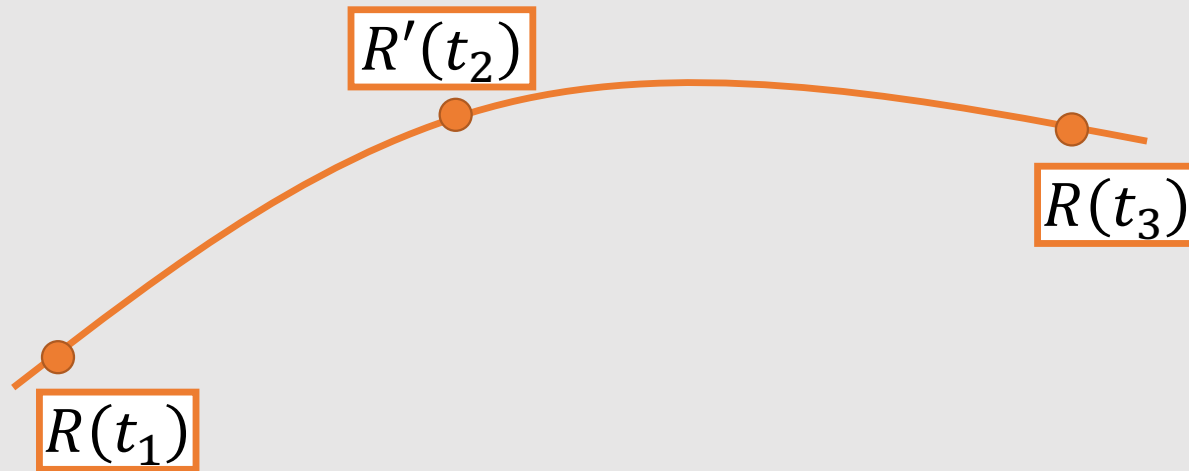
$$\frac{d}{dt} \left(\frac{\partial \delta \mathcal{L}}{\partial \delta \dot{\vec{q}}} \right) - \frac{\partial \delta \mathcal{L}}{\partial \delta \vec{q}} = 0$$

Parameterization of deviation

Velocity of the Parameterized deviation
($\vec{\Omega}$ cannot be put in here)

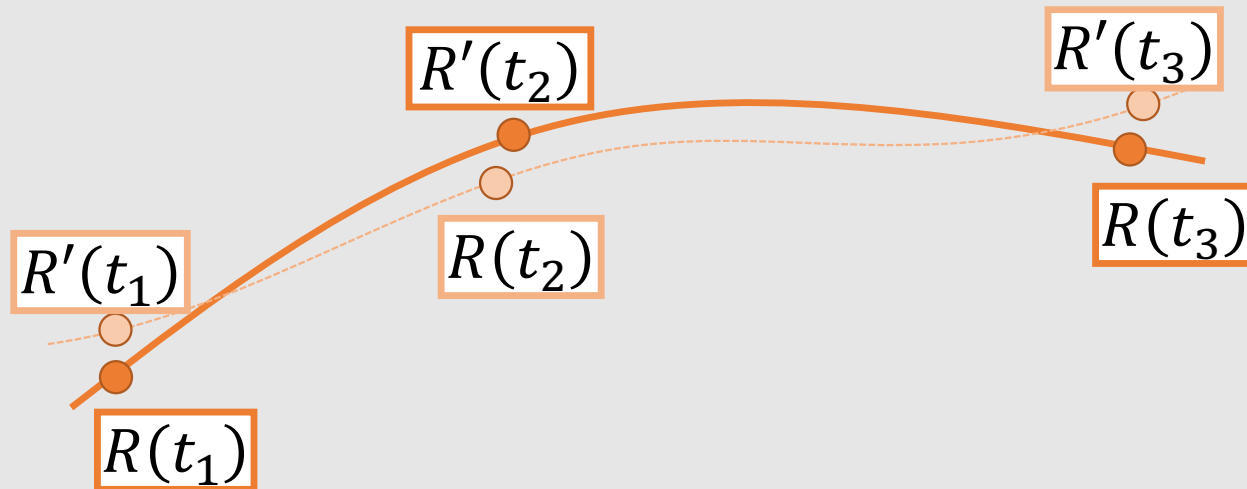


Trajectory of Rotation



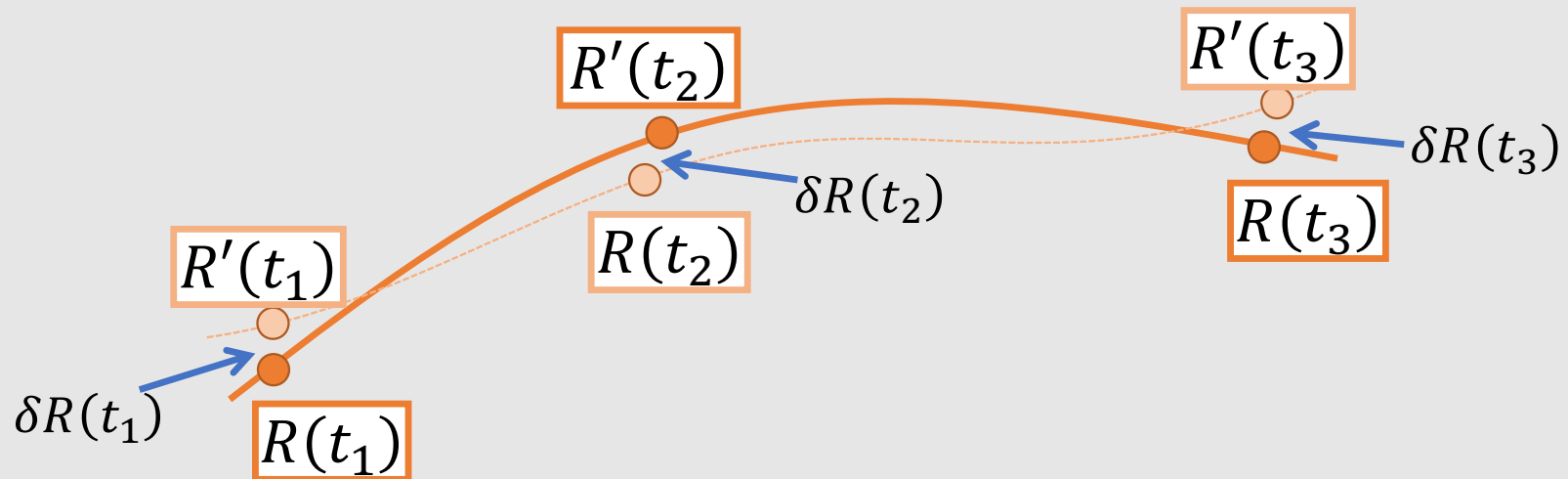
Perturbation of Rotation

Perturbed rotation is constrained as $R'^T R' = I$



Perturbation of Rotation

Perturbation δR get constraint as $R'^T R' = (R + \delta R)^T (R + \delta R) = I$



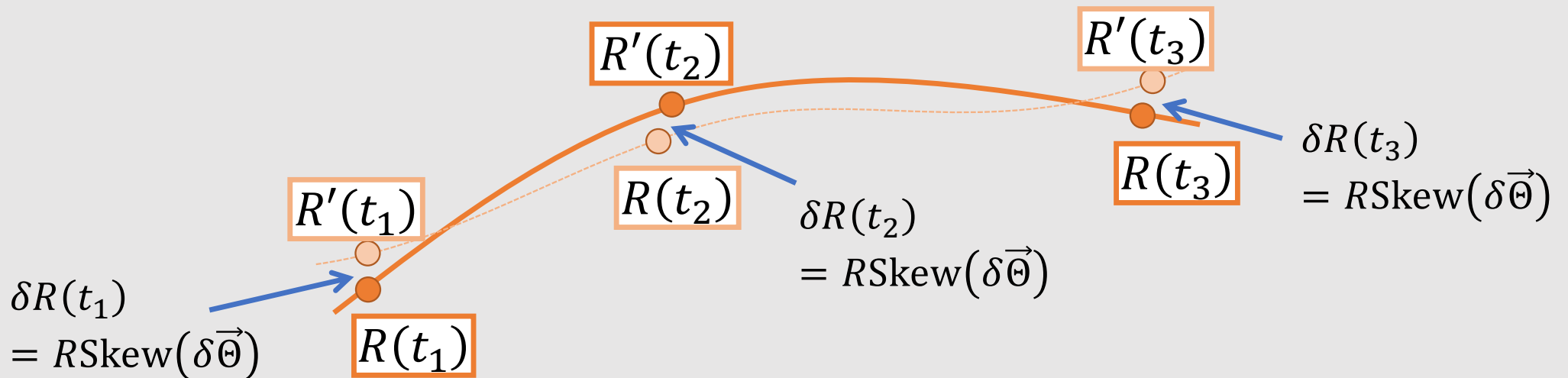
DoF Elimination for Rotation Perturbation

$$R'^T R' = (R + \delta R)^T (R + \delta R) = I$$

$$\text{Skew}(\delta\vec{\Theta}) \equiv R^T \delta R$$

differentiation

$$\text{Skew}(\delta\dot{\vec{\Theta}}) = \dot{R}^T \delta R + R^T \delta \dot{R}$$



Perturbation of Angular Velocity

perturbation δR that satisfy constraint

$$\text{Skew}(\delta\vec{\Theta}) \equiv R^T \delta R$$

$$\text{Skew}(\vec{\Omega}) = R^T \dot{R}$$

$$\text{Skew}(\delta\dot{\vec{\Theta}}) = \dot{R}^T \delta R + R^T \delta \dot{R}$$

$$\text{Skew}(\delta\vec{\Omega}) = \delta R^T \dot{R} + R^T \delta \dot{R}$$

$$\text{Skew}(\delta\vec{\Omega}) = \text{Skew}(\delta\dot{\vec{\Theta}}) + \delta R^T \dot{R} - \dot{R}^T \delta R$$

$$\begin{aligned} &= \text{Skew}(\delta\vec{\Theta})\text{Skew}(\vec{\Omega}) - \text{Skew}(\vec{\Omega})\text{Skew}(\delta\vec{\Theta}) \\ &= \text{Skew}(\text{Skew}(\vec{\Omega})\delta\vec{\Theta}) \end{aligned}$$

$$\delta\vec{\Omega} = \delta\dot{\vec{\Theta}} + \text{Skew}(\vec{\Omega})\delta\vec{\Theta}$$

Rigid Body Floating in Space



- No potential energy & no linear velocity

$$\mathcal{L}(R, \dot{R}) = \mathcal{K} - \mathcal{W} = \frac{1}{2} \vec{\Omega}^T I_{in} \vec{\Omega}$$

$$\begin{aligned} \delta \mathcal{L} (R, \dot{R}, \delta \vec{\Theta}, \delta \dot{\vec{\Theta}}) &= \delta \vec{\Omega}^T I_{in} \vec{\Omega} \\ &= \left\{ \delta \dot{\vec{\Theta}} + \text{Skew}(\vec{\Omega}) \delta \vec{\Theta} \right\}^T I_{in} \vec{\Omega} \end{aligned}$$

Euler-Lagrange equation

$$\frac{d}{dt} \left(\frac{\partial \delta \mathcal{L}}{\partial \delta \dot{\vec{\Theta}}} \right) - \frac{\partial \delta \mathcal{L}}{\partial \delta \vec{\Theta}} = 0$$



equation of motion (a.k.a Euler's equation)

$$\frac{d}{dt} (I_{in} \vec{\Omega}) + \text{Skew}(\vec{\Omega}) I_{in} \vec{\Omega} = 0$$

Equation of Motion for Rigid Body

equation for reference config

$$I_{in} \dot{\vec{\Omega}} + \text{Skew}(\vec{\Omega}) I_{in} \vec{\Omega} = 0$$

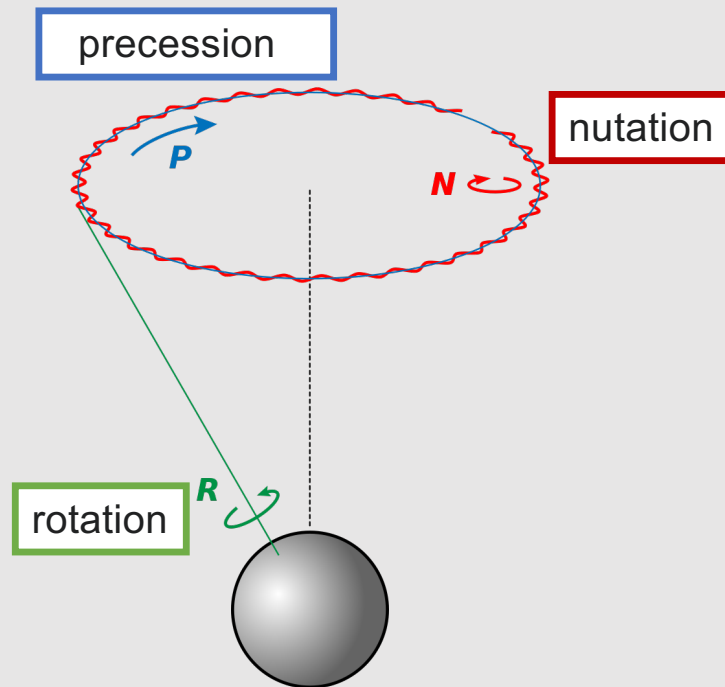
$$\begin{aligned} \vec{\omega} &= R \vec{\Omega} \\ \widetilde{I}_{in} &= R I_{in} R^T \end{aligned}$$

equation for current config

$$\widetilde{I}_{in} \dot{\vec{\omega}} + \text{Skew}(\vec{\omega}) \widetilde{I}_{in} \vec{\omega} = 0$$

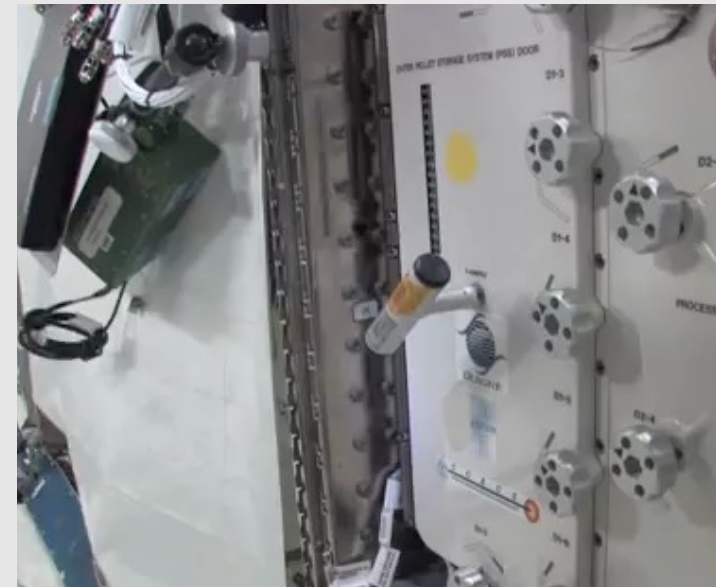
Solution of Euler's Equation

In general, the rotation axis $\vec{\omega}$, $\vec{\Omega}$ also move around



Credit: User Herbye@Wikipedia

Rotating T-shaped object in zero gravity



Dancing T-handle in zero-g

<https://www.youtube.com/watch?v=1n-HMSCDYtM>

Solution of Euler's Equation: Special Case

When angular velocity $\vec{\Omega}$ lined up with eigen-vector of inertia tensor I_{in} , angular velocities $\vec{\Omega}$, $\vec{\omega}$ are constant

$$I_{in}\dot{\vec{\Omega}} + \underbrace{\text{Skew}(\vec{\Omega})I_{in}\vec{\Omega}}_{\lambda\vec{\Omega}} = 0$$

$$\dot{\vec{\Omega}} = 0$$

$$\lambda\vec{\Omega} \times \vec{\Omega} = 0$$

$$\vec{\Omega} = \text{constant}$$

$$\tilde{I}_{in}\dot{\vec{\omega}} + \underbrace{\text{Skew}(\vec{\omega})\tilde{I}_{in}\vec{\omega}}_{\lambda\vec{\omega}} = 0$$

$$\dot{\vec{\omega}} = 0$$

$$\lambda\vec{\omega} \times \vec{\omega} = 0$$

$$\vec{\omega} = \text{constant}$$

