

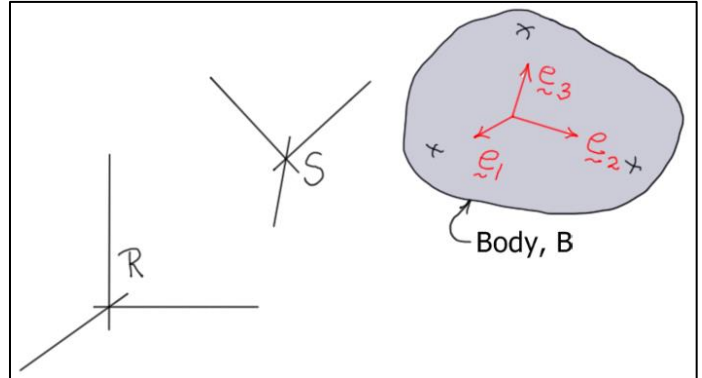
## ME 5550 Intermediate Dynamics

### Summation Rule for Angular Velocities

Consider a rigid body  $B$  undergoing *three-dimensional motion* as shown in the diagram below.  $R$  and  $S$  represent two *reference frames* that are *rotating* relative to each other. The *angular velocity* of the body  $B$  *relative* to the reference frame  $R$  (written as  ${}^R\omega_B$ ) can be found by using the *summation rule* for angular velocities to work through the *intermediate* reference frame  $S$  as follows.

$$\boxed{{}^R\omega_B = {}^S\omega_B + {}^R\omega_S}$$

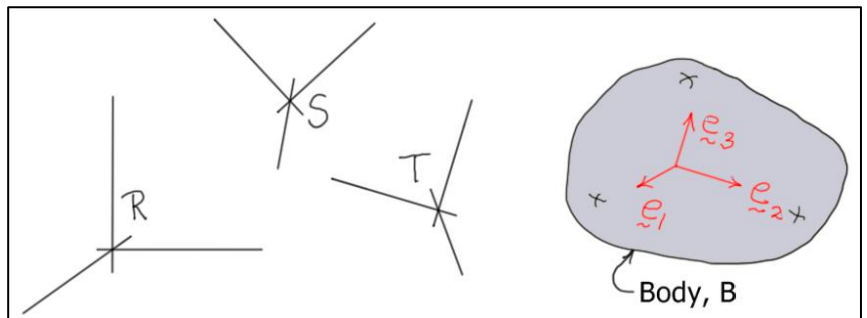
Here,  ${}^S\omega_B$  represents the angular velocity of  $B$  relative to the reference frame  $S$ , and  ${}^R\omega_S$  represents the angular velocity of frame  $S$  relative to  $R$ .



Consider next the body  $B$  in the the diagram below. Here, there are three reference frames,  $R$ ,  $S$ , and  $T$ , all rotating relative to each other. In this case,  ${}^R\omega_B$  the angular velocity of  $B$  relative to  $R$  can be found using the summation rule for angular velocities to work through the intermediate frames  $S$  and  $T$  as follows

$$\boxed{\begin{aligned} {}^R\omega_B &= {}^T\omega_B + {}^R\omega_T \\ &= {}^T\omega_B + {}^S\omega_T + {}^R\omega_S \end{aligned}}$$

In fact, this rule can be extended to as many frames as necessary.



The *summation rule* can be used to compute the angular velocity of a body (undergoing three-dimensional motion) by introducing a set of reference frames whose relative angular motions can be described using simple angular velocities. The angular velocity of the body is found by summing the simple angular velocities.

**Note:** There is *no* corresponding summation rule for *angular accelerations*. The *angular acceleration* of a body is found by *direct differentiation* of the angular velocity vector.

That is, 
$$\boxed{{}^R\alpha_B = \frac{{}^R d}{{}^R dt} ({}^R\omega_B)}$$