

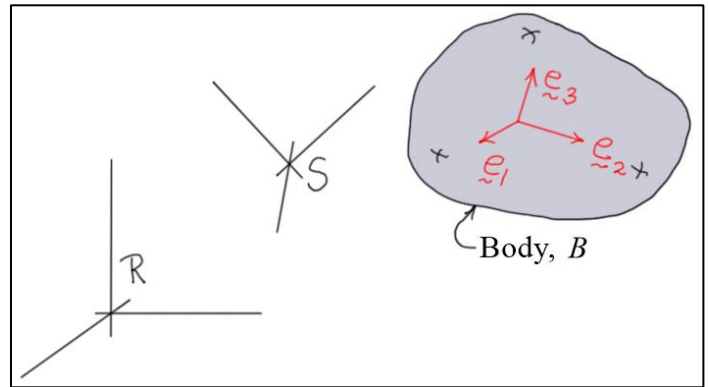
Intermediate Dynamics

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.

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

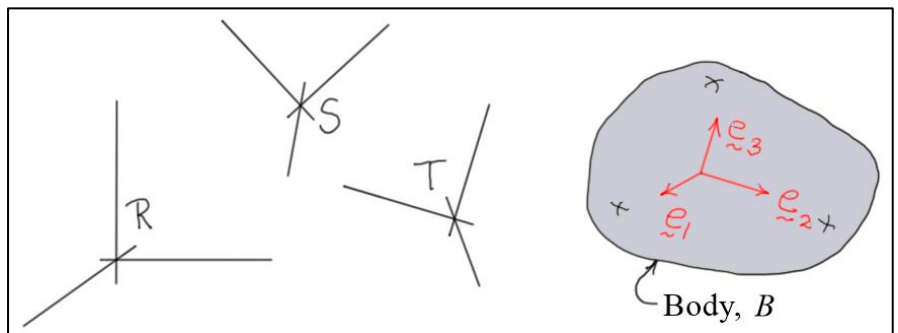
Here, ${}^S\omega_B$ represents the angular velocity of B relative to the reference frame S , and ${}^R\omega_S$ represents the angular velocity of frame S relative to R .



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