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Orthogonal Gro... 2.4 Derivatives of the Rotation Matrix - YouTube a well-known result that the time derivative of a rotation matrix equals the product of a skew-symmetric matrix and the rotation matrix itself. One classic method to derive this result is as follows [1, Sec 4.1], [2, Sec 2.3.1], and [3, Sec 4.2.2] (see [4] for other methods). Let $R(t) \in \mathbb{R}^{3 \times 3}$ with $t \geq 0$ be a rotation matrix satisfying $R(t)^T R(t) = I$. Time Derivative of Rotation Matrices: A Tutorial can be extracted from the time derivative of the rotation matrix dA/dt by the following relation: $[\dot{\omega}] \times = [0 - \omega_z \omega_y \omega_z 0 - \omega_x - \omega_y \omega_x 0] = dA/dt A^T$
$$[\dot{\omega}] \times = \frac{d}{dt} \begin{bmatrix} 0 & -\omega_z & \omega_y \\ \omega_z & 0 & -\omega_x \\ -\omega_y & \omega_x & 0 \end{bmatrix} = \frac{d}{dt} \mathbf{A}^T \mathbf{A}$$
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In motion Kinematics, it is well-known that the time derivative of a 3x3 rotation matrix equals a skew-symmetric matrix multiplied by the rotation matrix where the skew symmetric matrix is a linear (matrix valued) function of the angular velocity and the rotation matrix represents the rotating motion of a frame with respect to a reference frame.

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$\mathbf{r} = \begin{bmatrix} r_x \\ r_y \\ r_z \end{bmatrix}$ and let's try to determine its coordinates in the global frame, by using a known rotation matrix DCM \mathbf{G} . We start by doing following notation: $\mathbf{r} = \mathbf{G} \mathbf{r}_G$. Now let's tackle the first coordinate r_x : $r_x = \mathbf{G}_{11} r_{G1} + \mathbf{G}_{12} r_{G2} + \mathbf{G}_{13} r_{G3}$, because \mathbf{r}_G is the projection of

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\mathbf{r}_G onto X axis that is co-directional with \mathbf{I}_G .

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can be extracted from the time derivative of the rotation matrix $d\mathbf{A} / dt$ by the following relation: $[\boldsymbol{\omega}] \times = \begin{bmatrix} 0 & -\omega_z & \omega_y \\ \omega_z & 0 & -\omega_x \\ -\omega_y & \omega_x & 0 \end{bmatrix} = d\mathbf{A} / dt \mathbf{A}^{-1}$

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