

MAE 511 Function List

EMSSL

Below is a list of the basic functions included in the package “MazzoleniNotation” written for MAE 511 and EMSSL.

Function Syntax	Example	Output
<code>\AngMom{derivative-frame}{reference-point}{point}</code>	<code>\AngMom{0}{P}{A}</code>	$\bar{O}_P \vec{h}_A$
<code>\AcclVec{derivative-frame}{point}{with-respect-to-point}</code>	<code>\AcclVec{0}{A}{Q}</code>	$\bar{O} \vec{a}_{A/Q}$
<code>\AngAccl{frame-1}{frame-2}</code>	<code>\AngAccl{0}{B}</code>	$\bar{O} \vec{\alpha}^{\bar{B}}$
<code>\AngVel{frame-1}{frame-2}</code>	<code>\AngVel{0}{B}</code>	$\bar{O} \vec{\omega}^{\bar{B}}$
<code>\Cross{vector-1}{vector-2}</code>	<code>\Cross{A}{B}</code>	$A \times B$
<code>\CrossProd{frame}{a_1}{a_2}{a_3}{b_1}{b_2}{b_3}</code>		$\begin{vmatrix} \vec{i}_{\bar{O}} & \vec{j}_{\bar{O}} & \vec{k}_{\bar{O}} \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix}$
<code>\Deriv[order]{with-respect-to-variable}</code>	<code>\Deriv[] {x}</code>	$\frac{d}{dx}$

Function Syntax

Example

Output

	<code>\Deriv[3]{t}</code>	$\frac{d^3}{dt^3}$
<code>\DirectCosMat</code>	<code>\DirectCosMat</code>	$\begin{bmatrix} C_{11} & C_{12} & C_{13} \\ C_{21} & C_{22} & C_{23} \\ C_{31} & C_{32} & C_{33} \end{bmatrix}$
<code>\Fext</code>	<code>\Fext</code>	$\sum \vec{F}_{ext}$
<code>\Frame{vector}{frame}</code>	<code>\Frame{A}{B}</code>	$\{A\}_{\bar{B}}$
<code>\FrameDef{point}{frame}</code>	<code>\FrameDef{Q}{0}</code>	$\{Q, \vec{i}_O, \vec{j}_O, \vec{k}_O\}$
<code>\Inert{point}</code>	<code>\Inert{A}</code>	\tilde{I}_A
<code>\InertF{point}{frame}</code>	<code>\InertF{A}{B}</code>	$[\tilde{I}_A]_{\bar{B}}$
<code>\InertMat</code>	<code>\InertMat</code>	$\begin{bmatrix} I_{xx} & I_{xy} & I_{xz} \\ I_{xy} & I_{yy} & I_{yz} \\ I_{xz} & I_{yz} & I_{zz} \end{bmatrix}$
<code>\Lagr</code>	<code>\Lagr</code>	\mathcal{L}

Function Syntax

`\OmegaMat`

`\Partl[order]{with-respect-to-variable}`

`\PosVec{point}{with-respect-to-point}`

`\QuatAngle`

`\QuatBCO`

`\QuatDef{frame}`

Example

`\OmegaMat`

`\Partl[] {x}`

`\Partl[3]{t}`

`\PosVec{A}{Q}`

`\QuatAngle`

`\QuatBCO`

`\QuatDef{B}`

Output

$$\begin{bmatrix} 0 & -\omega_x & -\omega_y & -\omega_z \\ \omega_x & 0 & \omega_z & -\omega_y \\ \omega_y & -\omega_z & 0 & \omega_x \\ \omega_z & \omega_y & -\omega_x & 0 \end{bmatrix}$$

$$\frac{\partial}{\partial x}$$

$$\frac{\partial^3}{\partial t^3}$$

$$\vec{r}_{A/Q}$$

$$q_0 = \cos\left(\frac{\phi}{2}\right)$$

$$q_1 = a_x \sin\left(\frac{\phi}{2}\right)$$

$$q_2 = a_y \sin\left(\frac{\phi}{2}\right)$$

$$q_3 = a_z \sin\left(\frac{\phi}{2}\right)$$

$$\begin{bmatrix} q_0^2 + q_1^2 - q_2^2 - q_3^2 & 2(q_1 q_2 + q_0 q_3) & 2(q_1 q_3 - q_0 q_2) \\ 2(q_1 q_2 - q_0 q_3) & q_0^2 - q_1^2 + q_2^2 - q_3^2 & 2(q_2 q_3 + q_0 q_1) \\ 2(q_1 q_3 + q_0 q_2) & 2(q_2 q_3 - q_0 q_1) & q_0^2 - q_1^2 - q_2^2 + q_3^2 \end{bmatrix}$$

$$q_0 + q_1 \vec{i}_B + q_2 \vec{j}_B + q_3 \vec{k}_B$$

Function Syntax

`\QuatDot`

`\QuatMat`

`\Rfrac{numerator}{denominator}`

`\Rotate{angle}{axis}`

`\RotateMat{frame-1}{frame-2}`

`\RotateMatDot{frame-1}{frame-2}`

`\RotateMatX{angle}`

Example

`\QuatDot`

`\QuatMat`

`\Rfrac{A}{B}`

`\Rotate{\phi}{X}`

`\RotateMat{B}{0}`

`\RotateMatDot{B}{0}`

`\RotateMatX{\theta}`

Output

$$\begin{pmatrix} \dot{q}_0 \\ \dot{q}_1 \\ \dot{q}_2 \\ \dot{q}_3 \end{pmatrix} = \frac{1}{2} \begin{bmatrix} 0 & -\omega_x & -\omega_y & -\omega_z \\ \omega_x & 0 & \omega_z & -\omega_y \\ \omega_y & -\omega_z & 0 & \omega_x \\ \omega_z & \omega_y & -\omega_x & 0 \end{bmatrix} \begin{pmatrix} q_0 \\ q_1 \\ q_2 \\ q_3 \end{pmatrix}$$

$$\begin{bmatrix} -q_1 & q_0 & q_3 & -q_2 \\ -q_2 & -q_3 & q_0 & q_1 \\ -q_3 & q_2 & -q_1 & q_0 \\ q_0 & q_1 & q_2 & q_3 \end{bmatrix}$$

$$A/B$$

$$[R\phi]_X$$

$$\bar{B}[C]\bar{O}$$

$$\bar{B}[\dot{C}]\bar{O}$$

$$\begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos(\theta) & \sin(\theta) \\ 0 & -\sin(\theta) & \cos(\theta) \end{bmatrix}$$

Function Syntax

`\RotateMatY{angle}`

`\RotateMatZ{angle}`

`\Text [point]`

`\TransOne{frame-1}{frame-2}{vector}`

`\TransTwo{frame-1}{frame-2}{vector}`

`\UnitDyad{unit-vector}{unit-vector}{frame}`

`\UnitVec{vector}{frame}`

`\UpRight{frame}{quantity}`

Example

`\RotateMatY{\phi}`

`\RotateMatZ{\psi}`

`\Text`

`\Text [P]`

`\TransOne{0}{B}{A}`

`\TransTwo{0}{B}{A}`

`\UnitDyad{i}{k}{B}`

`\UnitVec{i}{0}`

`\UpRight{0}{A}`

Output

$$\begin{bmatrix} \cos(\phi) & 0 & -\sin(\phi) \\ 0 & 1 & 0 \\ \sin(\phi) & 0 & \cos(\phi) \end{bmatrix}$$

$$\begin{bmatrix} \cos(\psi) & \sin(\psi) & 0 \\ -\sin(\psi) & \cos(\psi) & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$\sum \vec{r}$$

$$\sum \vec{r}_P$$

$$\bar{O} \frac{d}{dt} A = \bar{B} \frac{d}{dt} A + \bar{O} \vec{\omega}^{\bar{B}} \times A$$

$$\bar{O} \frac{d^2}{dt^2} A = \bar{B} \frac{d^2}{dt^2} A + 2 \bar{O} \vec{\omega}^{\bar{B}} \times \bar{B} \frac{d}{dt} A + \bar{O} \vec{\alpha}^{\bar{B}} \times A + \bar{O} \vec{\omega}^{\bar{B}} \times \left(\bar{O} \vec{\omega}^{\bar{B}} \times A \right)$$

$$\vec{i}_{\bar{B}} \vec{k}_{\bar{B}}$$

$$\vec{i}_{\bar{O}}$$

$$\bar{O} A$$

Function Syntax	Example	Output
<code>\VecExpressH{frame}{element-1}{element-2}{element-3}</code>	<code>\VecExpressH{D}{a}{b}{c}</code>	$\{a\vec{i}_D + b\vec{j}_D + c\vec{k}_D\}$
<code>\VecExpressV{element-1}{element-2}{element-3}</code>	<code>\VecExpressV{a}{b}{c}</code>	$\begin{Bmatrix} a \\ b \\ c \end{Bmatrix}$
<code>\VecExpressVF{element-1}{element-2}{element-3}{element-4}</code>	<code>\VecExpressVF{a}{b}{c}{d}</code>	$\begin{Bmatrix} a \\ b \\ c \\ d \end{Bmatrix}$
<code>\VelVec{derivative-frame}{point}{with-respect-to-point}</code>	<code>\VelVec{0}{A}{Q}</code>	${}^{\bar{O}}\vec{v}_{A/Q}$
<code>\wX{frame-1}{frame-2}</code>	<code>\wX{B}{0}</code>	$\{0, 0, 1\} *^B [C]^{\bar{O}} *^{\bar{O}} [\dot{C}]^{\bar{B}} * \begin{Bmatrix} 0 \\ 1 \\ 0 \end{Bmatrix}$
<code>\wY{frame-1}{frame-2}</code>	<code>\wY{B}{0}</code>	$\{1, 0, 0\} *^{\bar{B}} [C]^{\bar{O}} *^{\bar{O}} [\dot{C}]^{\bar{B}} * \begin{Bmatrix} 0 \\ 0 \\ 1 \end{Bmatrix}$

Function Syntax**Example****Output**`\wZ{frame-1}{frame-2}``\wZ{B}{0}`

$$\{0, 1, 0\} *^{\bar{B}} [C]^{\bar{O}} *^{\bar{O}} [\dot{C}]^{\bar{B}} * \begin{Bmatrix} 1 \\ 0 \\ 0 \end{Bmatrix}$$

Below is a list with useful functions which are generally available when using Latex.

Function Syntax**Package****Example****Output**`\bar{frame}`

amsmath

`\bar{A}` \bar{A} `\cdot`

amsmath

`A\cdot{B}` $A \cdot B$ `\dot{element}`

amsmath

`\dot{x}` \dot{x} `\ddot{element}`

amsmath

`\ddot{x}` \ddot{x} `\sum``\sum` \sum `\vec{vector}`

amsmath

`\vec{A}` \vec{A}