$$V_{G} = \begin{bmatrix} X_{G} \\ Y_{G} \\ Z_{G} \end{bmatrix}$$

$$(\psi = YAW, \emptyset = ROLL, \theta = PITCH)$$

$$\sin \theta \cong \theta$$

$$\cos \theta \cong 1 - \frac{\theta^2}{2} \cong 1 - 0 \cong 1$$

$$\tan \theta \cong \theta$$

$$R_x(\emptyset) = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos \emptyset & -\sin \emptyset \\ 0 & \sin \emptyset & \cos \emptyset \end{bmatrix}$$
練X軸旋轉,即Roll

$$R_{\mathcal{Y}}(\theta) = \begin{bmatrix} \cos \theta & 0 & \sin \theta \\ 0 & 1 & 0 \\ -\sin \theta & 0 & \cos \theta \end{bmatrix}$$
繞Y軸旋轉,即Pitch



$$R_x(\emptyset) = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & -\emptyset \\ 0 & \emptyset & 1 \end{bmatrix}$$
繞X軸旋轉,即Roll

$$R_{y}(\theta) = \begin{bmatrix} 1 & 0 & \theta \\ 0 & 1 & 0 \\ -\theta & 0 & 1 \end{bmatrix}$$
繞Y軸旋轉,即Pitch

$$R_z(\psi) = egin{bmatrix} 1 & -\psi & 0 \ \psi & 1 & 0 \ 0 & 0 & 1 \end{bmatrix}$$
繞Z軸旋轉,即YAW

$$(\psi = YAW, \emptyset = ROLL, \theta = PITCH)$$

$$V_{new_G} = R_{x}(\emptyset) \cdot R_{y}(\theta) \cdot R_{z}(\psi) \cdot V_{G}$$

$$V_G = \begin{bmatrix} X_G \\ Y_G \\ Z_G \end{bmatrix}$$

$$V_G = \begin{vmatrix} X_G \\ Y_G \end{vmatrix}$$

$$V_{new_G} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos \emptyset & -\sin \emptyset \\ 0 & \sin \emptyset & \cos \emptyset \end{bmatrix} \cdot \begin{bmatrix} \cos \theta & 0 & \sin \theta \\ 0 & 1 & 0 \\ -\sin \theta & 0 & \cos \theta \end{bmatrix} \cdot \begin{bmatrix} \cos \psi & -\sin \psi & 0 \\ \sin \psi & \cos \psi & 0 \\ 0 & 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} X_G \\ Y_G \\ Z_G \end{bmatrix}$$

$$V_{new_G} \cong \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & -\emptyset \\ 0 & \emptyset & 1 \end{bmatrix} \cdot \begin{bmatrix} 1 & 0 & \theta \\ 0 & 1 & 0 \\ -\theta & 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} 1 & -\psi & 0 \\ \psi & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} X_G \\ Y_G \\ Z_G \end{bmatrix}$$

$$V_{new_G} \cong \begin{bmatrix} 1 & 0 & \theta \\ \emptyset \theta & 1 & -\emptyset \\ -\theta & \emptyset & 1 \end{bmatrix} \cdot \begin{bmatrix} 1 & -\psi & 0 \\ \psi & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} X_G \\ Y_G \\ Z_G \end{bmatrix}$$

$$V_{new_G} \cong \begin{bmatrix} 1 & -\psi & \theta \\ \emptyset\theta + \psi & -\emptyset\theta\psi + 1 & -\emptyset \\ -\theta + \emptyset\psi & \theta\psi + \emptyset & 1 \end{bmatrix} \cdot \begin{bmatrix} X_G \\ Y_G \\ Z_G \end{bmatrix}$$

$$V_{new_G} \cong \begin{bmatrix} 1 & -\psi & \theta \\ \frac{\partial \phi}{\partial \phi} + \psi & \frac{\partial \phi}{\partial \psi} + 1 & -\phi \\ -\theta + \frac{\partial \psi}{\partial \psi} & \frac{\partial \psi}{\partial \psi} + \phi & 1 \end{bmatrix} \cdot \begin{bmatrix} X_G \\ Y_G \\ Z_G \end{bmatrix}$$

$$V_{new_G} \cong \begin{bmatrix} 1 & -\psi & \theta \\ \psi & 1 & -\emptyset \\ -\theta & \emptyset & 1 \end{bmatrix} \cdot \begin{bmatrix} X_G \\ Y_G \\ Z_G \end{bmatrix} \cong \begin{bmatrix} X_G - \psi Y_G + \theta Z_G \\ Y_G + \psi X_G - \emptyset Z_G \\ Z_G - \theta X_G + \emptyset Y_G \end{bmatrix}$$

```
Small-angle approximation
```

```
\sin \theta \cong \theta
\cos\theta \cong 1 - \frac{\theta^2}{3} \cong 1 - 0 \cong 1
\tan \theta \cong \theta
\emptyset\theta\psi\cong0,
\emptyset\theta\cong0 ,
\emptyset\psi\cong 0 ,
```

 $\theta\psi\cong 0$

```
int vector[3] = \{0, 0, 1\};
int x g = vector[0];
int y g = vector[1];
int z g = vector[2];
int yaw = 1, pitch = 1, roll = 1;
/* Small-angle approximation matrix rotation */
vector[0] = vector[0] - yaw * y_g + pitch * z g;  /* x g new */
vector[1] = vector[1] + yaw * x_g - roll * z_g;    /* y_g_new */
vector[2] = vector[2] - pitch * x g + roll * y g; /* z g new */
```