

6.5 Axis System Transformations (ref 6.6.2)

Transformation matrix for converting forces, velocities or accelerations from inertial (X, Y, Z) to body (x, y, z) axes

$$\begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos \phi & \sin \phi \\ 0 & -\sin \phi & \cos \phi \end{bmatrix} \begin{bmatrix} \cos \theta & 0 & -\sin \theta \\ 0 & 1 & 0 \\ \sin \theta & 0 & \cos \theta \end{bmatrix} \begin{bmatrix} \cos \psi & \sin \psi & 0 \\ -\sin \psi & \cos \psi & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} X \\ Y \\ Z \end{bmatrix}$$

Expanding gives:

$$\begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} \cos \theta \cos \psi & \cos \theta \sin \psi & -\sin \theta \\ -\cos \theta \sin \psi + \sin \phi \sin \theta \cos \psi & \cos \phi \cos \psi + \sin \phi \sin \theta \sin \psi & \sin \phi \cos \theta \\ \sin \phi \sin \psi + \cos \phi \sin \theta \cos \psi & -\sin \phi \cos \psi + \cos \phi \sin \theta \sin \psi & \cos \phi \cos \theta \end{bmatrix} \begin{bmatrix} X \\ Y \\ Z \end{bmatrix}$$

The inverse of the above transform matrix converts from the body axis to the inertial axis coordinate system

$$\begin{bmatrix} X \\ Y \\ Z \end{bmatrix} = \begin{bmatrix} \cos \theta \cos \psi & -\cos \phi \sin \psi + \sin \phi \sin \theta \cos \psi & \sin \phi \sin \psi + \cos \phi \sin \theta \cos \psi \\ \cos \theta \sin \psi & \cos \phi \cos \psi + \sin \phi \sin \theta \sin \psi & -\sin \phi \cos \psi + \cos \phi \sin \theta \sin \psi \\ -\sin \theta & \sin \phi \cos \theta & \cos \phi \cos \theta \end{bmatrix} \begin{bmatrix} x \\ y \\ z \end{bmatrix}$$

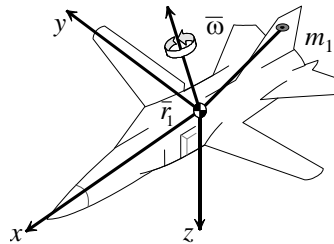
Acceleration Transformations

- Convert body-axis angular rates & linear accelerations into total accelerations along body axes.
- Convert element (m_I) location & rates into specific angular momentum

$$a_x = \dot{u} + qw - rv$$

$$a_y = \dot{v} + ru - pw$$

$$a_z = \dot{w} + pv - qu$$



$$\frac{H}{m} = r_1 \times [\bar{\omega} \times \bar{r}_1] \Rightarrow$$

$$\left[\frac{H}{m} \right]_l^a = p(y^2 + z^2) - q(xy) - r(xz)$$

$$\Rightarrow \left[\frac{H}{m} \right]_y^n = q(x^2 + z^2) - r(yz) - p(xy)$$

$$\Rightarrow \left[\frac{H}{m} \right]_k^n = r(x^2 + y^2) - p(xz) - q(yz)$$