

UP ITALIA

web marketing

primitive 2

$$\begin{bmatrix} x^2 \\ y^2 \\ z^2 \end{bmatrix} \& \begin{bmatrix} h_x^2 \\ h_y^2 \\ h_z^2 \end{bmatrix}$$

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PROGETTO

AL VERTICE DEI MOTORI DI RICERCA

Primitive:

has G $\begin{bmatrix} x \\ y \\ z \end{bmatrix}$

$$ax + by + cz + d = 0$$

$n = \begin{cases} n_x = \frac{a}{\sqrt{a^2+b^2+c^2}} \\ n_y = \frac{b}{\sqrt{a^2+b^2+c^2}} \\ n_z = \frac{c}{\sqrt{a^2+b^2+c^2}} \end{cases}$

has G $\begin{bmatrix} x \\ y \\ z \end{bmatrix}$

centre = G

has Radius

$h_p \begin{cases} h_x = 0 \\ h_y = 0 \\ h_z = 0 \end{cases}$

has G $\begin{bmatrix} x \\ y \\ z \end{bmatrix}$

has h

has r

has P $\begin{bmatrix} x \\ y \\ z \end{bmatrix}$

has A $\begin{bmatrix} x \\ y \\ z \end{bmatrix}$

has G $\begin{bmatrix} x \\ y \\ z \end{bmatrix}$

has h

has r

has P $\begin{bmatrix} x \\ y \\ z \end{bmatrix}$

has A $\begin{bmatrix} x \\ y \\ z \end{bmatrix}$

operation

in a small range of
 $1-L < \epsilon$

relation

dot $a \cdot b = \begin{bmatrix} a_x \\ a_y \\ a_z \end{bmatrix} \cdot \begin{bmatrix} b_x \\ b_y \\ b_z \end{bmatrix} = a_x b_x + a_y b_y + a_z b_z$

$a \cdot b = 0 \Leftrightarrow a \perp b$

cross $a \times b = \begin{bmatrix} a_x \\ a_y \\ a_z \end{bmatrix} \times \begin{bmatrix} b_x \\ b_y \\ b_z \end{bmatrix} = \begin{bmatrix} a_y b_z - a_z b_y \\ a_z b_x - a_x b_z \\ a_x b_y - a_y b_x \end{bmatrix}$

$a \times b = 0 \Leftrightarrow a \parallel b$

distance between axis

$a = \begin{bmatrix} a_x \\ a_y \\ a_z \end{bmatrix} + t \begin{bmatrix} h_x \\ h_y \\ h_z \end{bmatrix}$

$b = \begin{bmatrix} b_x \\ b_y \\ b_z \end{bmatrix}$

$d^2 = (a_x + t h_x - b_x)^2 + (a_y + t h_y - b_y)^2 + (a_z + t h_z - b_z)^2$

where $t = \frac{h_x(a_x - b_x) + h_y(a_y - b_y) + h_z(a_z - b_z)}{h_x^2 + h_y^2 + h_z^2}$

h_p : sphere always // To all primitive type

$a \odot b \Leftrightarrow a \parallel b \& d(a,b) = 0$

on axis relation

$P = \{x, y, z\}$

$|G_P^a - G_P^b| < \epsilon$

$G_P^a < G_P^b + \epsilon$

$G_P^b > G_P^a - \epsilon$

$a \odot b \Leftrightarrow a \text{ oblique } P \& b$

right, left, behind lines

common exploration of along two different

coassiale \Rightarrow

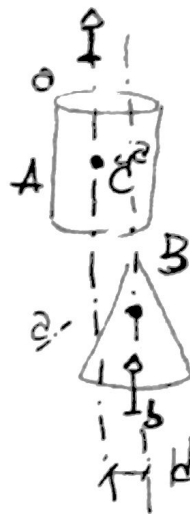
$A \odot B$

Primitive

hp: sphere // Primitive

sempre!

$$\begin{cases} A \parallel B \\ a \parallel b \\ a \in B \pm \epsilon \\ b \in A \pm \epsilon \end{cases}$$



paralleli e
con il baricentro
di un \in all'
asse dell'altro

$$a: \begin{bmatrix} a_x^a \\ a_y^a \\ a_z^a \end{bmatrix} + t \begin{bmatrix} a_x \\ a_y \\ a_z \end{bmatrix}$$

$$b: \begin{bmatrix} a_x^b \\ a_y^b \\ a_z^b \end{bmatrix}$$

$$|d| < \epsilon$$

$$d^2 = \underbrace{\left(a_x^a + \underbrace{t a_x}_{\text{tabx}} - a_x^b \right)^2}_{\text{tabx}^2} + \underbrace{\left(a_y^a + \underbrace{t a_y}_{\text{taby}} - a_y^b \right)^2}_{\text{taby}^2} + \underbrace{\left(a_z^a + \underbrace{t a_z}_{\text{tabz}} - a_z^b \right)^2}_{\text{tabz}^2}$$

tab d

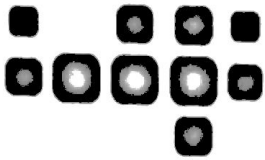
tab 2 d

d^2 is min $\Leftrightarrow \Delta = \frac{d(d^2(t))}{dt} = 0$ da cui mi posso ricavare t

$$\begin{aligned} \Delta &= \frac{d}{dt} \left\{ (a_x^a + t a_x - a_x^b)^2 + (a_y^a + t a_y - a_y^b)^2 + (a_z^a + t a_z - a_z^b)^2 \right\} \\ &= 2t(a_x^2 + a_y^2 + a_z^2) + 2(a_x^a a_x + a_y^a a_y + a_z^a a_z) - 2(a_x^b a_x + a_y^b a_y + a_z^b a_z) \\ &= t(a_x^2 + a_y^2 + a_z^2) + a_x(a_x^a - a_x^b) + a_y(a_y^a - a_y^b) + a_z(a_z^a - a_z^b) \\ \Rightarrow t &= - \frac{a_x(a_x^a - a_x^b) + a_y(a_y^a - a_y^b) + a_z(a_z^a - a_z^b)}{a_x^2 + a_y^2 + a_z^2} \end{aligned}$$

$$\begin{aligned} &= \frac{a_x a_x^a + a_y a_y^a + a_z a_z^a}{a_x^2 + a_y^2 + a_z^2} - \frac{a_x a_x^b + a_y a_y^b + a_z a_z^b}{a_x^2 + a_y^2 + a_z^2} \\ &= \frac{a_x a_x^a + a_y a_y^a + a_z a_z^a - a_x a_x^b - a_y a_y^b - a_z a_z^b}{a_x^2 + a_y^2 + a_z^2} \end{aligned}$$

$$= + \frac{a_x^2}{a_x^2 + a_y^2 + a_z^2}$$



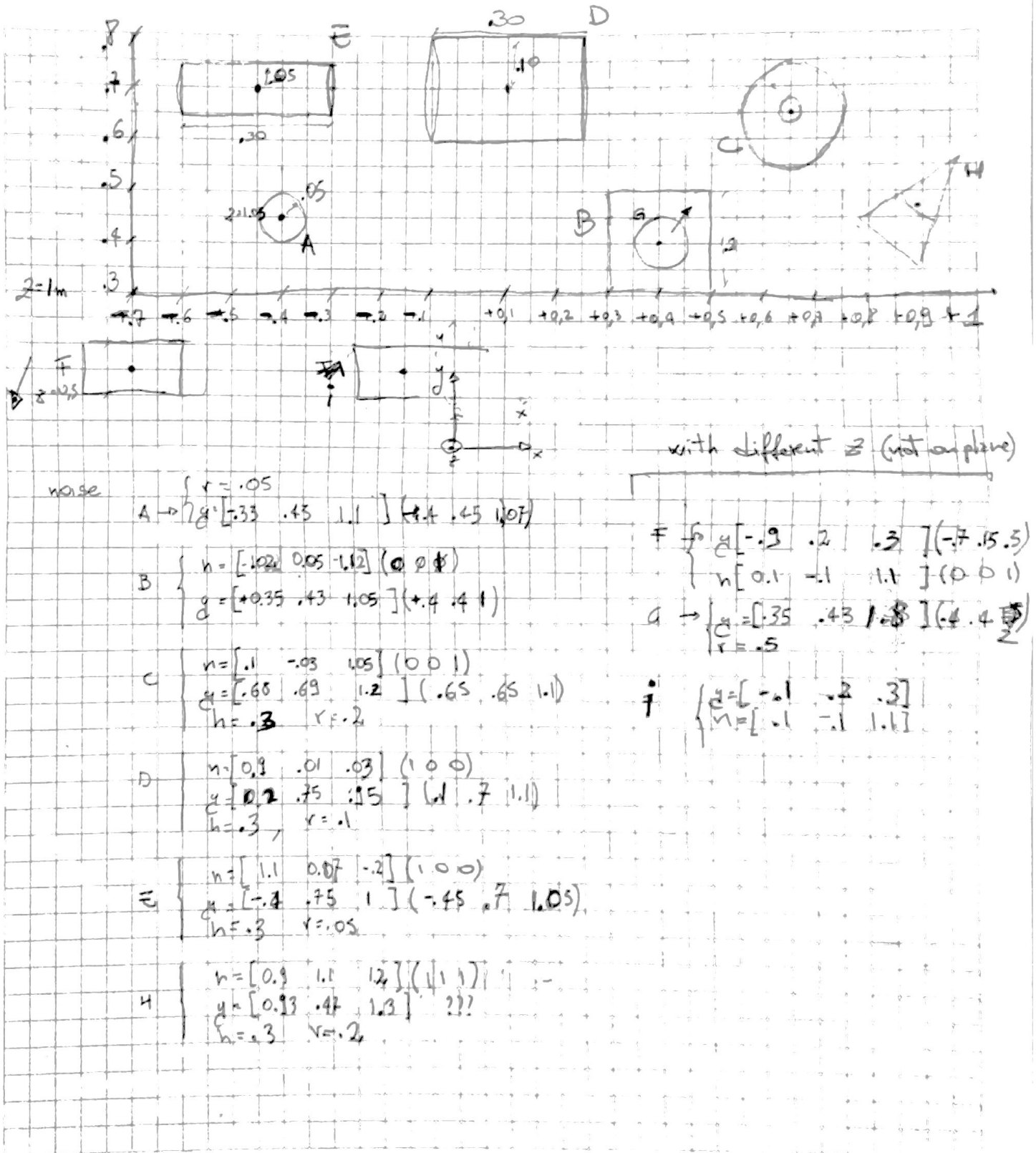
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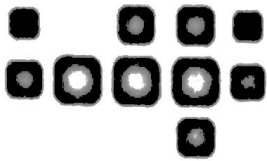
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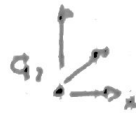
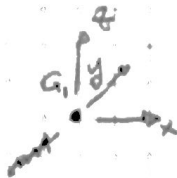
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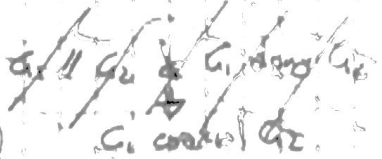


$$G_1 = \begin{pmatrix} x_1^1 \\ y_1^1 \\ z_1^1 \end{pmatrix}$$

$$G_2 = \begin{pmatrix} x_2^1 \\ y_2^1 \\ z_2^1 \end{pmatrix}$$

$$\begin{aligned} A & (x_1^1 - x_2^1)^2 < \epsilon^2 \\ B & (y_1^1 - y_2^1)^2 < \epsilon^2 \\ C & (z_1^1 - z_2^1)^2 < \epsilon^2 \end{aligned}$$

$$\begin{cases} G_1 \text{ along } x & G_2 \in (B \cup C) \\ G_1 \text{ along } y & G_2 \in (A \cup C) \\ G_1 \text{ along } z & G_2 \in (A \cup B) \end{cases}$$



G_1 along x G_2 along y
 G_1 along z G_2 along x
 G_1 along y G_2 along z
 G_1 coplanar G_2

$$x_1^1 - x_2^1 > \epsilon \Rightarrow$$

G_2 on the right of G_1

$$-x_1^1 + x_2^1 > \epsilon \Rightarrow$$

G_2 on the left of G_1

$$y_1^1 - y_2^1 > \epsilon \Rightarrow$$

G_2 behind of G_1

$$y_1^1 - y_2^1 < -\epsilon \Rightarrow$$

G_2 in front of G_1

$$z_1^1 - z_2^1 > \epsilon \Rightarrow$$

G_2 is above G_1

$$z_1^1 - z_2^1 < -\epsilon \Rightarrow$$

G_2 is below G_1



$$a - b > \epsilon$$

$$a - b < -\epsilon \Rightarrow -a + b > \epsilon \Rightarrow b - a > \epsilon$$