

Matrici di rotazione elementari

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

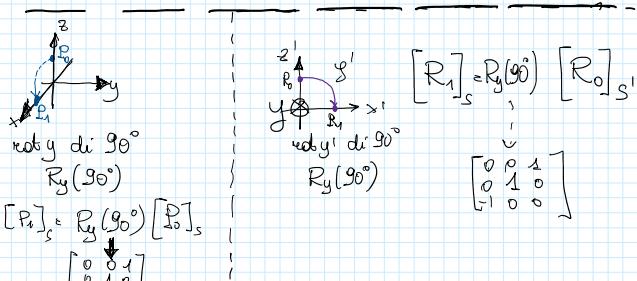
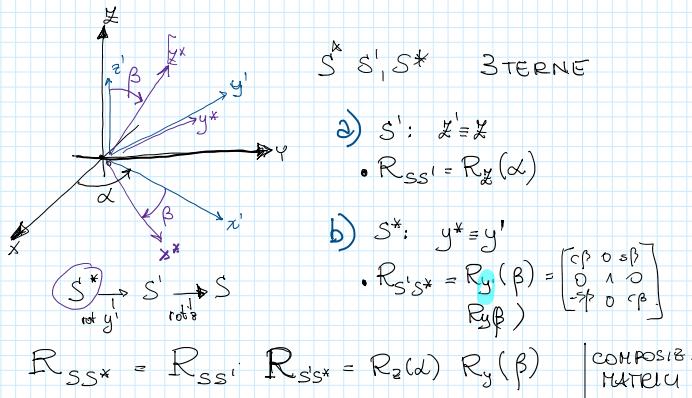
$$(x = z)$$

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

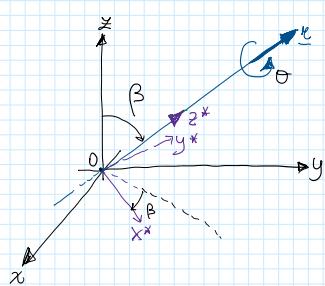
rotx() roty() rotz() angolo in gradi
in Matlab

Sono "comode" struttura predefinita. Spesso si usano per costruire R più complesse.

ESEMPIO



$$[P_0]_S = R_y(\theta_0) [P_0]_{S^*}$$



ROTAZIONE ATTORNO ASSE GENERICO

versore \underline{r} ANGOLI α, β, γ

$$R(\underline{r}, \theta)$$

la "forma" di R dipende dal sdr

si scrive in forma generale

$$P(S) = R P(0) \xrightarrow[S]{S^*}$$

$[R]_S$ non banali, ma un S^* semplice $\xrightarrow{R \in \mathbb{R}}$
quindi

$$[R(\underline{r}, \theta)]_{S^*} = R_x(\theta) \xrightarrow[\text{AL VARIARE DEL SDR}]{\text{COME VARIA LA MATRICE ROT. FISICA}} [R(\underline{r}, \theta)]_S \xrightarrow{\text{NON BANALE}}$$

vediamo come trovarlo

Osserviamo che

$$\left| \begin{array}{l} [P(0)]_S \\ [r]_S \in \mathbb{R} \\ \downarrow [r]_S = (\sin \alpha, \sin \beta \cos \alpha, \cos \beta) \end{array} \right. \quad \begin{array}{l} \text{VEDI ANGOLI } \alpha, \beta \text{ IN PIG} \\ \text{DFT} \end{array}$$

si può considerare moto anche

$$R_{SS^*} = R_x(\alpha) R_y(\beta)$$

$$\beta = \arccos(r_x)$$

$$\alpha = \arctan\left(\frac{r_y}{r_x}\right) \quad \circ \quad \text{miglior}$$

$$\left\{ \begin{array}{l} [P(t)]_S = \underbrace{[R]_S}_{\text{INC}} \underbrace{[P(0)]_S}_{\text{NOTO}} \xrightarrow{\text{in } S} P(t) = R P(0) \\ [P(t)]_{S^*} = \underbrace{[R]_{S^*}}_{\text{NOTO}} \underbrace{[P(0)]_{S^*}}_{\text{INC}} \xrightarrow{\text{in } S^*} \\ [P(t)]_S = \underbrace{R_{SS^*}}_{\text{NOTO}} \underbrace{[P(t)]_{S^*}}_{\text{INC}} \end{array} \right. \quad \begin{array}{l} \text{cambiamento} \\ \text{sdr } S^* \rightarrow S \\ \text{vale per } t=0, 1, \dots \end{array}$$

$$\begin{aligned} [P(t)]_S &= R_{SS^*} [P(t)]_{S^*} \\ &= R_{SS^*} \underbrace{[R]_{S^*} [P(0)]_{S^*}}_{[R]_S} \end{aligned}$$

$$[P(t)]_S = R_{SS^*} \underbrace{[R]_{S^*} R_{SS^*}}_{[R]_S} [P(0)]_S \Rightarrow [R]_S = R_{SS^*} [R]_{S^*} R_{SS^*}^T$$

GRANDEZZE E SDR: sintesi

$$\bullet \text{ TENSORI} \quad \Gamma_D = R \rightarrow [R] D^T \quad \int \cdot t \cdot \text{INERZIA}$$

GRANDEZZE E SDR: sintesi

- TENSORI $[R]_S = R_{SS^*} [R]_{S^*} R_{SS^*}^T$ anche per
• t. INERZIA
• t. DEFORMAZIONE
• ...
forma SANDWICH
- VETTORI $[\underline{v}]_S = R_{SS^*} [\underline{v}]_{S^*}$
- SCALARI M

⊗ Ritornando all'esempio di prima

$$R_{SS^*} = R_x(\alpha) R_y(\beta)$$

$$\begin{aligned} [R]_S &= R_{SS^*} [R]_{S^*} R_{SS^*}^T \\ &= R_z(\alpha) R_y(\beta) R_z(\beta) R_y(-\beta) R_z(-\alpha) \end{aligned}$$

ATTENZIONE! trasposta del prodotto

$$\begin{aligned} R_{SS^*}^T &= (R_z(\alpha) R_y(\beta))^T = R_y^T(\beta) R_z^T(\alpha) = R_y(-\beta) R_z(-\alpha) \\ R_y^T(\beta) &= R_y^{-1}(\beta) = R_y(-\beta) \end{aligned}$$

OSSERVAZIONI

- = usando matr. rot. elem. si otteng. R generiche
- = componendo (moltiplicando) matrici di rot. → si ottiene una matrice di rotazione

Espri mere Rot con vettori

$$(\underline{x}, \theta) \xrightarrow{\text{asse angolo}} R$$

problema inverso

OSSERVIAMO INTANTO CHE:

data una matrice R si possono distinguere due versi opposti (con angoli opposti)

$$R = \begin{bmatrix} \sqrt{2}/2 & 0 & \sqrt{2}/2 \\ 0 & 1 & 0 \\ -\sqrt{2}/2 & 0 & \sqrt{2}/2 \end{bmatrix}$$



$$(\underline{x}, \theta) \xrightarrow{?} (\underline{x}', \theta) \quad \text{2 soluzioni}$$

N.B. caso particolare:

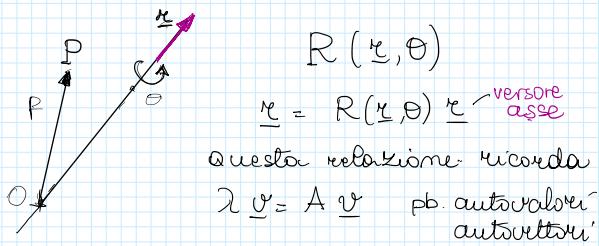
$$R = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \quad \infty \text{ soluzioni}$$

$\left\{ \begin{array}{l} \underline{x} \text{ qualsiasi} \\ \theta = 0^\circ \end{array} \right.$

• R SIMMETRICA

$$\Theta = \pm \tilde{\theta} \quad \underline{e}_1, \underline{e}_2 \rightarrow \text{versori}$$

$R \rightarrow (\underline{e}, \Theta)$? come si fa la procedura inversa



\underline{e} è autovettore associato a $\lambda=1$

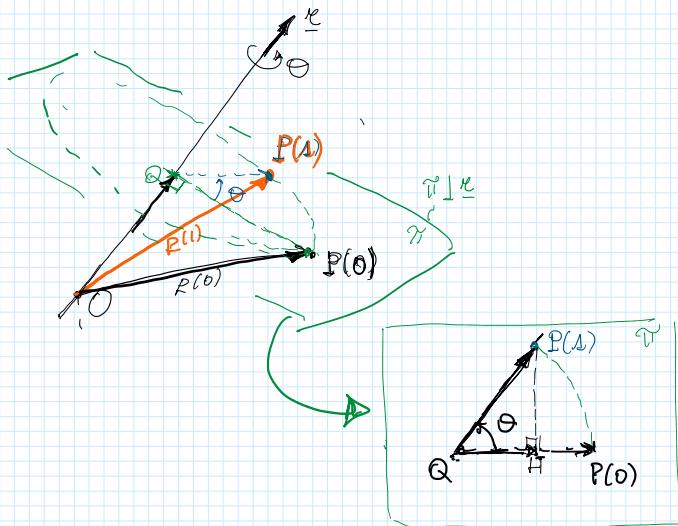
[data R] $\lambda_1 = 1 \leftrightarrow \underline{e}$
 \hookrightarrow autov $\lambda_{2,3} = \cos \Theta \pm i \sin \Theta$

Θ da $\cos + - ?$
non abbinabile a \underline{e} | da pb. autovalori
se corolo convint. \uparrow si trova $\underline{e}, \pm \theta$
NON SOLUZIONE
PB. INVERSO

Il problema inverso richiede percorso di Euleri

ROT. FISICA

ASSE: O PUNTO, \underline{e} VERSORE
 Θ : ANGOLO ORIENTATO $\uparrow \underline{e}$ | INV NAT.



$$P(1) = f(P(0), \underline{e}, \Theta) \quad (= R P(0))$$

$$P_1 = P(1) = \overrightarrow{OP(1)} = \overrightarrow{OQ} + \overrightarrow{QP(1)} = \overrightarrow{OQ} + \overrightarrow{QH} + \overrightarrow{HP(1)}$$

$$P_0 = P(0) = \overrightarrow{OP(0)} = \overrightarrow{OQ} + \overrightarrow{QF(0)},$$

$$\overrightarrow{OQ} = (P_0 \cdot \underline{e}) \underline{e}$$

$$\overrightarrow{QP(1)} = \overrightarrow{QH} + \overrightarrow{HP(1)}$$

$$\left(\frac{\overrightarrow{QP(1)} \cdot \overrightarrow{QP(0)}}{|\overrightarrow{QP(0)}|} \right) \frac{\overrightarrow{QP(0)}}{|\overrightarrow{QP(0)}|} = \cos \theta \frac{|\overrightarrow{QP(1)}|}{|\overrightarrow{QP(0)}|} \frac{\overrightarrow{QP(0)}}{|\overrightarrow{QP(0)}|}$$

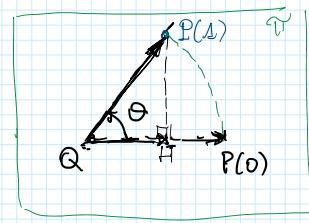
$$|\overrightarrow{QP(1)}| - |\overrightarrow{QP(0)}| \sim$$

$$\frac{(\vec{Q}P(1)) \cdot \underline{\vec{Q}\vec{P}(0)}}{|\vec{Q}\vec{P}(0)|} = \frac{\underline{\vec{Q}\vec{H}}}{|\vec{Q}\vec{P}(0)|}$$

$$|\vec{Q}\vec{P}(1)| = |\vec{Q}\vec{P}(0)|$$

$$\underline{\vec{Q}\vec{H}} = \cos\theta \underline{\vec{Q}\vec{P}(0)}$$

$\vec{HP}(1)$ - modulo $|\vec{HP}(1)| = |\vec{Q}\vec{P}(0)| |\sin\theta|$
 - direzione $\in \mathbb{R} \rightarrow \perp \underline{\vec{Q}\vec{P}(0)}$



$\underline{w} = \underline{u} \times \underline{v}$! $\vec{HP}(1) \parallel \underline{\vec{Q}\vec{P}(0)} \wedge \underline{\vec{Q}\vec{P}(0)} \wedge \underline{w}$

$\vec{HP}(1) = \sin\theta \underline{\vec{Q}\vec{P}(0)}$

$|\vec{HP}(1)| = |\sin\theta| |\vec{Q}\vec{P}(0)|$

$$\vec{P}_1 = \vec{OQ} + \vec{QH} + \vec{HP}_1 = (\vec{P}_0 \cdot \underline{\vec{e}}) \underline{\vec{e}} + \cos\theta \vec{QP}(0) + \sin\theta \underline{\vec{e}} \wedge \vec{QP}(0)$$

$$\vec{QP}(0) = \vec{P}_0 - \vec{OQ} = \vec{P}_0 - (\vec{P}_0 \cdot \underline{\vec{e}}) \underline{\vec{e}}$$

$$\vec{P}_1 = (\vec{P}_0 \cdot \underline{\vec{e}}) \underline{\vec{e}} + \cos\theta (\vec{P}_0 - (\vec{P}_0 \cdot \underline{\vec{e}}) \underline{\vec{e}}) + \sin\theta \underline{\vec{e}} \wedge (\vec{P}_0 - (\vec{P}_0 \cdot \underline{\vec{e}}) \underline{\vec{e}})$$

$$\vec{P}_1 = \underline{\vec{e}} (\underline{\vec{e}} \cdot \vec{P}_0) + \cos\theta [\vec{P}_0 - \underline{\vec{e}} (\underline{\vec{e}} \cdot \vec{P}_0)] + \sin\theta \underline{\vec{e}} \wedge \vec{P}_0$$

$\underbrace{\begin{cases} \text{PASSAGGIO} \\ \text{MATEMATICO DI} \\ \text{ROTAZIONE} \end{cases}}_R$

\vec{P} come $[\vec{P}]_{3 \times 1}$

$$\underline{\vec{e}} \cdot \vec{P}_0 \rightarrow \underline{\vec{e}}^T \vec{P}_0$$

$$\vec{P}_1 = \underbrace{\begin{matrix} \underline{\vec{e}} & \underline{\vec{e}}^T \\ 3 \times 1 & 3 \times 1 \end{matrix}}_{\underline{\vec{e}} \cdot \vec{P}_0} + \underbrace{\cos\theta (\vec{P}_0 - \underline{\vec{e}} \underline{\vec{e}}^T \vec{P}_0)}_{\begin{pmatrix} 1 & -\underline{\vec{e}} \underline{\vec{e}}^T \\ \underline{\vec{e}} \underline{\vec{e}}^T & 3 \times 3 \end{pmatrix} \vec{P}_0} + \underbrace{\sin\theta \underline{\vec{e}} \wedge \vec{P}_0}_{S \vec{P}_0}$$

SI INTRODUCE MATEMATICO PROD. VETTORIALE

$$S = \begin{bmatrix} 0 & \underline{\vec{e}}_z \underline{\vec{e}}_y \\ +\underline{\vec{e}}_z & 0 - \underline{\vec{e}}_x \underline{\vec{e}}_y \\ \underline{\vec{e}}_y & \underline{\vec{e}}_x 0 \end{bmatrix} \quad \text{SI prova da}$$

$$\det \begin{bmatrix} \underline{\vec{e}} & \underline{\vec{e}}^T & \underline{\vec{e}} \\ \underline{\vec{e}}_x & \underline{\vec{e}}_y & \underline{\vec{e}}_z \\ P_{0x} & P_{0y} & P_{0z} \end{bmatrix} = \begin{bmatrix} \underline{\vec{e}} & \underline{\vec{e}}^T & S \\ 0 & -\underline{\vec{e}}_z \underline{\vec{e}}_y & \underline{\vec{e}}_y \\ \underline{\vec{e}}_z & 0 & -\underline{\vec{e}}_x \underline{\vec{e}}_y \\ -\underline{\vec{e}}_y & \underline{\vec{e}}_x & 0 \end{bmatrix} \begin{bmatrix} \vec{P}_{0x} \\ \vec{P}_{0y} \\ \vec{P}_{0z} \end{bmatrix} = \begin{bmatrix} \underline{\vec{e}}_y P_{0z} - \underline{\vec{e}}_z P_{0y} \\ -\underline{\vec{e}}_x P_{0z} + \underline{\vec{e}}_z P_{0x} \\ \underline{\vec{e}}_x P_{0y} - \underline{\vec{e}}_y P_{0x} \end{bmatrix}$$

NOTA $\underline{\vec{e}} \rightarrow S$

S matrice antisimmetrica

$$S = -S^T \quad (\text{elem. nulli su diag.})$$

$$\vec{P}_1 = \underline{\vec{e}} \underline{\vec{e}}^T \vec{P}_0 + \cos\theta (I - \underline{\vec{e}} \underline{\vec{e}}^T) \vec{P}_0 + \sin\theta S \vec{P}_0$$

$$\vec{P}_1 = \underbrace{\left[\underline{\vec{e}} \underline{\vec{e}}^T + (I - \underline{\vec{e}} \underline{\vec{e}}^T) \cos\theta + \sin\theta S \right]}_R \vec{P}_0$$

$\underline{\vec{e}}$ VERSORI ! $[R(\underline{\vec{e}}, \theta)]_S$ come tensore $[S]_S$ FORM. EULERO-RODRIGUER

$$R = \underline{\vec{e}} \underline{\vec{e}}^T + (I - \underline{\vec{e}} \underline{\vec{e}}^T) \cos\theta + S \sin\theta$$

PROCEDURA INVERSA:

$$\text{tr } R = 1 + (3-1)\cos\theta$$

so MM EL.
DAGI.

$$\text{tr}(\underline{\underline{R}}) \rightarrow (\text{tr} S = 0)$$

$$\begin{bmatrix} \underline{\underline{e}} & \underline{\underline{e}}^T \\ \underline{\underline{e}}^T & \underline{\underline{e}}^2 \end{bmatrix} = \begin{bmatrix} e_x^2 & e_x e_y & e_x e_z \\ e_y e_x & e_y^2 & e_y e_z \\ e_z e_x & e_z e_y & e_z^2 \end{bmatrix}$$

- $\text{tr } R = 1 + 2 \cos\theta = \lambda_1 + \lambda_2 + \lambda_3$

$$\theta = \arccos \left(\frac{\text{tr } R - 1}{2} \right) \rightarrow \theta_1 \quad \rightarrow \theta_2 \quad (= -\theta_1)$$

- $\underline{\underline{e}}?$ cerchiamo $\underline{\underline{e}}$ da S - ANTISIMM.

$$R = \underbrace{\underline{\underline{e}} \underline{\underline{e}}^T}_{\text{parte SIMMETRICA}} + \underbrace{(I - \underline{\underline{e}} \underline{\underline{e}}^T) \cos\theta}_{\text{parte ASIMMETRICA}} + \underbrace{S \sin\theta}_{\text{parte ASIMMETRICA}}$$

$\underline{\underline{e}} \underline{\underline{e}}^T = I$ simmetriche

una qualsiasi matrice A si puo' scomporre in parti SIMM e ASIMM

$$A = A_{\text{SIMM}} + A_{\text{ASIMM}}$$

$$\left(\frac{A+A^T}{2} \right) \quad \left(\frac{A-A^T}{2} \right)$$

quindi, mta R se ne determina la parte asimmetrica $R_{\text{ASIMM}} = \frac{R - R^T}{2}$

Le componenti di $\underline{\underline{e}}$ si trovano nella S ,

$$R_{\text{ASIMM}} = S \sin\theta \rightarrow S = \frac{1}{\sin\theta} R_{\text{ASIMM}}$$

Da $\text{tr } R$ abbiamo ricavato due angoli

$$S = \frac{1}{\sin\theta_1} R_{\text{ASIMM}} \rightarrow \underline{\underline{e}}_1 \quad \begin{cases} \text{due soluzioni} \\ \text{come mi aspettavo} \end{cases}$$

$$S = \frac{1}{\sin\theta_2} R_{\text{ASIMM}} \rightarrow \underline{\underline{e}}_2$$

Questo percorso inverso evidentemente

richiede che $\sin\theta_{1,2} \neq 0$ ($R_{\text{ASIMM}} \neq 0$)

si torna ai casi particolari già evidenziati

$$\sin\theta_{1,2} = 0 \quad \begin{cases} \cos\theta_{1,2} = 1 \rightarrow 0^\circ, \infty \text{ soluz.} \quad \underline{\underline{e}} \text{ INDETERM} \\ \cos\theta_{1,2} = -1 \rightarrow \theta_{1,2} = \pm 90^\circ \quad \underline{\underline{e}}_{1,2} = \pm \underline{\underline{e}}^* \end{cases}$$

questo si risolve da
 $R = R_{\text{SIMM}}$

$$R = \underline{\underline{e}} \underline{\underline{e}}^T + (I - \underline{\underline{e}} \underline{\underline{e}}^T) \cos\theta^{-1} = 2 \underline{\underline{e}} \underline{\underline{e}}^T - I$$

NOTA

$$= 2 \begin{bmatrix} e_x^2 & e_x e_y & e_x e_z \\ e_y e_x & e_y^2 & e_y e_z \\ e_z e_x & e_z e_y & e_z^2 \end{bmatrix} - \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

\uparrow
INCognita

$$R_{1,1} = 2 e_x^2 - 1 \quad \rightarrow \text{estraggo} \quad e_x = \pm \sqrt{\frac{R_{1,1} + 1}{2}}$$

seguendo segno

$\boxed{D_{1,1}}$

seguendo ↪
segno

$$e_x = \sqrt{\frac{R_{1,1}+1}{2}} \quad , \quad e_y \text{ e } e_y^* \text{ da } R_{1,2} \text{ e } R_{1,3}$$
