Q1 - Part 2:
$$(R_{ij})^{T} = (R_{ij})^{-1}$$

Consider the rotation matrix (20)

L $R_{ij}^{i} = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix}$

LHS $(R_{ij}^{i})^{T} = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix}^{T}$

= $\begin{bmatrix} \cos \theta & \sin \theta \\ -\sin \theta & \cos \theta \end{bmatrix}$

inverse of matrix
$$A = A^{-1} = adj(A)$$

$$det(A)$$

$$-b \ det(R_j) = \begin{vmatrix} cos\theta & -sin\theta \\ sin\theta & cos\theta \end{vmatrix}$$

=
$$\cos^2 \theta + \sin^2 \theta = 1$$
 : Pythagorean identity

$$-p \quad adj \quad (R_j^i) = adj \quad \left(\begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix} \right)$$

$$= \begin{bmatrix} \cos \theta & \sin \theta \\ -\sin \theta & \cos \theta \end{bmatrix}$$

Q1 - Part 3: R(0,) R(02) = R(0,+02)

LHS [R(O,)R(O2)]

$$R(\Theta_1) = \begin{bmatrix} \cos \Theta_1 & -\sin \Theta_1 \\ \sin \Theta_1 & \cos \Theta_1 \end{bmatrix} \quad R(\Theta_2) = \begin{bmatrix} \cos \Theta_2 & -\sin \Theta_2 \\ \sin \Theta_2 & \cos \Theta_2 \end{bmatrix}$$

$$-P R(\theta_1)R(\theta_2) = \begin{bmatrix} \cos \theta_1 & -\sin \theta_1 \\ \sin \theta_1 & \cos \theta_1 \end{bmatrix} \begin{bmatrix} \cos \theta_2 & -\sin \theta_2 \\ \sin \theta_1 & \cos \theta_1 \end{bmatrix}$$

=
$$\left[\cos\theta_1\cos\theta_2 - \sin\theta_1\sin\theta_2 - \sin\theta_1\cos\theta_1 - \sin\theta_1\cos\theta_2\right]$$

 $\left[\sin\theta_1\cos\theta_2 + \cos\theta_1\sin\theta_2 - \sin\theta_1\sin\theta_2 + \cos\theta_1\cos\theta_2\right]$

RHS [R(0,+02)]

$$\rightarrow R(0, +02) = \begin{bmatrix} \cos(0, +02) & -\sin(0, +02) \\ \sin(0, +02) & \cos(0, +02) \end{bmatrix}$$

=
$$\begin{bmatrix} \cos \theta_1 \cos \theta_2 - \sin \theta_1 \sin \theta_2 & -\cos \theta_1 \sin \theta_2 - \sin \theta_1 \cos \theta_2 \\ \sin \theta_1 \cos \theta_2 + \cos \theta_1 \sin \theta_2 & -\sin \theta_1 \sin \theta_2 + \cos \theta_1 \cos \theta_2 \end{bmatrix}$$

-> As LHS == RHS; R(0,) R(02) = R(0, +02) is validated.