Definition of TGeoHMatrix

```
ln[2]:= RM[phi_, tht_, psi_, x_, y_, z_] := {
        {Cos[psi] Cos[phi] - Cos[tht] Sin[phi] Sin[psi],
         -Sin[psi] Cos[phi] - Cos[tht] Sin[phi] Cos[psi],
         Sin[tht] Sin[phi],
         0},
        {Cos[psi] Sin[phi] + Cos[tht] Cos[phi] Sin[psi],
         -Sin[psi] Sin[phi] + Cos[tht] Cos[phi] Cos[psi],
         -Sin[tht] Cos[phi],
         0},
        {Sin[psi] Sin[tht],
         Cos[psi] Sin[phi],
         Cos[tht],
         0},
        \{x, y, z, 1\}
       };

    Definition of TGeoHMatrix multiplication: ML * MR

In[3]:= MPRD [ML_, MR_] := {
        \{ML[[1, 1]] * MR[[1, 1]] + ML[[1, 2]] * MR[[2, 1]] + ML[[1, 3]] * MR[[3, 1]],
         ML[[1, 1]] * MR[[1, 2]] + ML[[1, 2]] * MR[[2, 2]] + ML[[1, 3]] * MR[[3, 2]],
         ML[[1, 1]] * MR[[1, 3]] + ML[[1, 2]] * MR[[2, 3]] + ML[[1, 3]] * MR[[3, 3]], 0
        \{ML[[2,1]] * MR[[1,1]] + ML[[2,2]] * MR[[2,1]] + ML[[2,3]] * MR[[3,1]],
         ML[[2, 1]] * MR[[1, 2]] + ML[[2, 2]] * MR[[2, 2]] + ML[[2, 3]] * MR[[3, 2]],
         ML[[2, 1]] * MR[[1, 3]] + ML[[2, 2]] * MR[[2, 3]] + ML[[2, 3]] * MR[[3, 3]], 0
        \{ML[[3, 1]] * MR[[1, 1]] + ML[[3, 2]] * MR[[2, 1]] + ML[[3, 3]] * MR[[3, 1]],
         ML[[3, 1]] * MR[[1, 2]] + ML[[3, 2]] * MR[[2, 2]] + ML[[3, 3]] * MR[[3, 2]],
         ML[[3, 1]] * MR[[1, 3]] + ML[[3, 2]] * MR[[2, 3]] + ML[[3, 3]] * MR[[3, 3]], 0
        \{ML[[4,1]] + ML[[1,1]] * MR[[4,1]] + ML[[1,2]] * MR[[4,2]] + ML[[1,3]] * MR[[4,3]],
         ML[[4, 2]] + ML[[2, 1]] * MR[[4, 1]] + ML[[2, 2]] * MR[[4, 2]] + ML[[2, 3]] * MR[[4, 3]],
         ML[[4, 3]] + ML[[3, 1]] * MR[[4, 1]] +
          ML[[3, 2]] * MR[[4, 2]] + ML[[3, 3]] * MR[[4, 3]], 1
       };
    Unity matrix
\ln[4]:=\ U\ =\ \{\{1,\ 0,\ 0,\ 0\},\ \{0,\ 1,\ 0\},\ \{0,\ 0,\ 1,\ 0\},\ \{0,\ 0,\ 0,\ 1\}\};
     Transformation TGeoHMatrix matrices, usually we use RI = Inverse[R]
ln[5] = R = \{\{r0, r1, r2, 0\}, \{r3, r4, r5, 0\}, \{r6, r7, r8, 0\}, \{t0, t1, t2, 1\}\};
    RI = {{ri0, ri1, ri2, 0}, {ri3, ri4, ri5, 0}, {ri6, ri7, ri8, 0}, {ti0, ti1, ti2, 1}};
    Input parameters defining delta TGeoHMatrix : alignment increment. We assume that the parameters
       that cos(x)->1 and sin(x)->x approximation is valid
In[7]:= tau = RM[dphi, dtht, dpsi, dtx, dty, dtz];
    rule1 = \{Cos[dphi] \rightarrow 1, Cos[dpsi] \rightarrow 1, Cos[dtht] \rightarrow 1,
        Sin[dphi] → dphi, Sin[dpsi] → dpsi, Sin[dtht] → dtht};
    rule2 = {dphi * dpsi \rightarrow 0, dpsi * dtht \rightarrow 0, dphi * dtht \rightarrow 0};
    tauS = tau /. rule1 /. rule2;
```

We need to compute transformation of delta matrix (tau) from its frame to another frame (vectors trasform as V = R*v) and take its

component linear in tau input paramets. The final aim is to have the sum of transformations of child volumes to be unity matrix in

their parent's frame, i.e. $\sum R_i \tau R \ln v_i = I$, hence we can require $\sum R_i (\tau - I) R \ln v_i = 0$.

```
In[11]:= tauSU = tauS - U;
In[12]:= TAUU = MPRD[R, MPRD[tauSU, RI]]
Out[12]= { ((-dphi - dpsi) r0 ri3 + dphi r2 ri3 + r1 ((dphi + dpsi) ri0 - dtht ri6),
        (-dphi - dpsi) r0 ri4 + dphi r2 ri4 + r1 ((dphi + dpsi) ri1 - dtht ri7),
        (-dphi-dpsi) r0 ri5 + dphi r2 ri5 + r1 ((dphi + dpsi) ri2 - dtht ri8), 0},
       { (-dphi - dpsi) r3 ri3 + dphi r5 ri3 + r4 ((dphi + dpsi) ri0 - dtht ri6),
        (-dphi - dpsi) r3 ri4 + dphi r5 ri4 + r4 ((dphi + dpsi) ri1 - dtht ri7),
        (-dphi - dpsi) r3 ri5 + dphi r5 ri5 + r4 ((dphi + dpsi) ri2 - dtht ri8), 0},
       {(-dphi - dpsi) r6 ri3 + dphi r8 ri3 + r7 ((dphi + dpsi) ri0 - dtht ri6),
        (-dphi - dpsi) r6 ri4 + dphi r8 ri4 + r7 ((dphi + dpsi) ri1 - dtht ri7),
        (-dphi - dpsi) r6 ri5 + dphi r8 ri5 + r7 ((dphi + dpsi) ri2 - dtht ri8), 0},
       \{t0 + r2 (dtz + dphi ti1) + r0 (dtx + (-dphi - dpsi) ti1) +
         r1 (dty + (dphi + dpsi) ti0 - dtht ti2), t1 + r5 (dtz + dphi ti1) +
         r3 (dtx + (-dphi - dpsi) ti1) + r4 (dty + (dphi + dpsi) ti0 - dtht ti2),
        t2 + r8 (dtz + dphi ti1) + r6 (dtx + (-dphi - dpsi) ti1) +
         r7 (dty + (dphi + dpsi) ti0 - dtht ti2), 1}}
```

In[13]:= MatrixForm[TAUU]

Out[13]//MatrixForm=

```
(-dphi - dpsi) r0 ri3 + dphi r2 ri3 + r1 ((dphi + dpsi) ri0 - dtht ri6)
             (-dphi - dpsi) r3 ri3 + dphi r5 ri3 + r4 ((dphi + dpsi) ri0 - dtht ri6)
             (-dphi - dpsi) r6 ri3 + dphi r8 ri3 + r7 ((dphi + dpsi) ri0 - dtht ri6)
ackslasht0+r2 (dtz+dphi ti1)+r0 (dtx+(-dphi-dpsi) ti1)+r1 (dty+(dphi+dpsi) ti0-dtht ti2
```

In[18]:= MatrixForm[D[TAUU, dphi]]

Out[18]//MatrixForm=

```
r4 ri0 - r3 ri3 + r5 ri3 r4 ri1 - r3 ri4 + r5 ri4 r4 ri2 - r3 ri5 + r5 ri5 0
ackslashr1 ti0 - r0 ti1 + r2 ti1 \, r4 ti0 - r3 ti1 + r5 ti1 \, r7 ti0 - r6 ti1 + r8 ti1 \, 0 ,
```

In[19]:= MatrixForm[D[TAUU, dpsi]]

Out[19]//MatrixForm=

```
r4 ri0 - r3 ri3 r4 ri1 - r3 ri4 r4 ri2 - r3 ri5 0
r7 ri0 - r6 ri3 r7 ri1 - r6 ri4 r7 ri2 - r6 ri5 0
\r1 ti0 - r0 ti1 r4 ti0 - r3 ti1 r7 ti0 - r6 ti1 0,
```

In[20]:= MatrixForm[D[TAUU, dtht]]

Out[20]//MatrixForm=

```
-r1 ri6 -r1 ri7 -r1 ri8 0
-r4 ri6 -r4 ri7 -r4 ri8 0
-r7 ri6 -r7 ri7 -r7 ri8 0
-r1 ti2 -r4 ti2 -r7 ti2 0 /
```

Out[21]//MatrixForm=

In[22]:= MatrixForm[D[TAUU, dty]]

Out[22]//MatrixForm=

In[23]:= MatrixForm[D[TAUU, dtz]]

Out[23]//MatrixForm=