

$$(u_2 + u_3) \cdot \underbrace{\begin{pmatrix} u_1 \\ u_2 \\ u_3 \end{pmatrix}}_{\text{Column vector}} = \begin{pmatrix} u_1 \\ u_2 \\ u_3 \end{pmatrix} = I$$

$$I = \left[ \begin{pmatrix} u_1 & u_2 & u_3 \\ u_2 & u_3 & u_1 \\ u_3 & u_1 & u_2 \end{pmatrix} \right]^{-1}$$

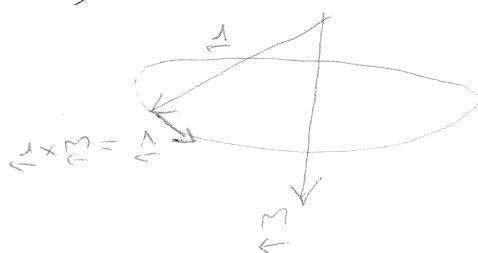
$$\begin{pmatrix} z_m \\ h_m \\ x_m \end{pmatrix} \times \begin{pmatrix} u_1 u_2 u_3 - & u_2 u_3 - & u_1 u_3 - \\ u_2 u_3 - & u_1 u_3 - & u_1 u_2 - \\ u_1 u_3 - & u_1 u_2 - & u_1 u_2 \end{pmatrix} = \begin{pmatrix} z_m \\ h_m \\ x_m \end{pmatrix}$$

$$\begin{pmatrix} z_m u_2 - h_m u_1 u_2 - x_m u_2 u_3 - & z_m (u_1 + u_2 + u_3) u_1 u_3 - \\ (z_m u_1 u_2 - h_m u_1 u_2 - x_m u_1 u_3 - & h_m (u_1 + u_2 + u_3) u_2 u_3 - \\ (z_m u_2 u_3 - h_m u_1 u_3 - x_m u_1 u_2 - & x_m (u_1 + u_2 + u_3) u_1 u_2 - \end{pmatrix} = \begin{pmatrix} z_m \\ h_m \\ x_m \end{pmatrix}$$

$$\begin{pmatrix} [z_m u_2 + h_m u_1 + x_m u_3] [u_1 u_2 u_3] - \\ [z_m u_1 + h_m u_2 + x_m u_3] [u_1 u_2 u_3] - \\ [z_m u_3 + h_m u_3 + x_m u_3] [u_1 u_2 u_3] = \\ (u_1 u_2 u_3) - (u_1 u_2 u_3) u_1 u_2 u_3 = \end{pmatrix}$$

$$2(9 \cdot 2) - 1(2 \cdot 2) = (2 \times 9)^{10}$$

$$u_1 u_2 u_3 = \underline{u_1 u_2 u_3}$$



$$(u_1 u_2 u_3) u_1 u_2 u_3 = \underline{u_1 u_2 u_3}$$

$$z_m^2 + h_m^2 + x_m^2 = \underline{u_1 u_2 u_3}$$

Final result of the derivation

$$\underline{1} \cdot \underline{2} - \underline{2} \cdot \underline{1} = \underline{0}$$

$$\underline{1} \cdot \underline{3} - \underline{3} \cdot \underline{1} = \underline{0}$$

$$\rightarrow \underline{x}_3 (\underline{\sigma}_3 \underline{m}_3 - \underline{m}_3 \underline{\sigma}_3) = ?$$

$$\underline{x}_3 \underline{m}_3 - \underline{m}_3 \underline{x}_3 = \underline{e}_{123}$$

$$\rightarrow \underline{x}_3 \underline{e}_{123} = \underline{e}_{123} \underline{x}_3 = ?$$

$$\underbrace{p \cdot \underline{x}}_{\underline{x}} = (\underline{x} \times \underline{x}) \times \underline{x} = \underline{0}$$

$$x_1 x_2 x_3 = p = \underline{p} = (\underline{x} \times \underline{x}) \times \underline{x}$$

$$1 = x_1 x_2 = x_2 x_3 = \underline{x} x_3$$

$$1 = x_2 x_3 = x_3 x_1 = \underline{x} x_1$$

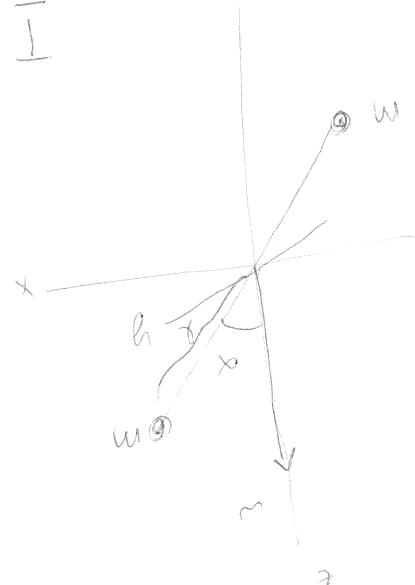
$$\rightarrow x_1 x_2 x_3 = \underline{x} x_1$$

$$x_1 x_2 x_3 = p$$

$$\underline{x} \times \underline{x} = \underline{0}$$

$$\begin{pmatrix} \sin \alpha & 0 & -\sin \beta \cos \alpha \\ 0 & \cos \alpha & 0 \\ 0 & \sin \beta \cos \alpha & \sin \beta \end{pmatrix} = I$$

$$\begin{aligned} z &= \text{f(x)} \\ h &= \text{distance} \\ w &= x \\ \text{WVW} &= \text{WVW} \end{aligned}$$



$\hookrightarrow$  4 II lympunkt für  $I$

~~$\sin \beta = (\sin \alpha \cdot \sin \beta) + (\cos \alpha \cdot \cos \beta)$~~   $= \sin \beta$   $\oplus$  ~~je nach  $\alpha$  und  $\beta$~~   
~~die durchgehende =  $h_x I$  der Länge~~  
~~je nach G orientiert =  $h_x I$  oder  $h_y I$~~

aus den Winkeln:  $\text{vert. auf}$

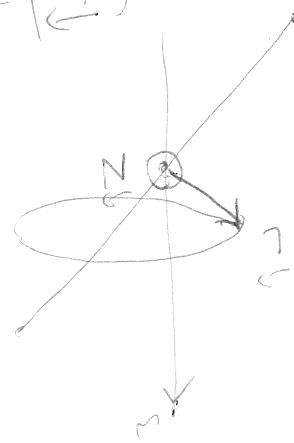
$$\hookrightarrow I = ?$$

$$\begin{pmatrix} x_0 \\ h_0 \\ m \end{pmatrix} \begin{pmatrix} x_I & x_h & x_x \\ x_h & h_h & h_x \\ x_x & h_x & x_x \end{pmatrix} = \begin{pmatrix} x_I \\ h_I \\ x_I \end{pmatrix}$$

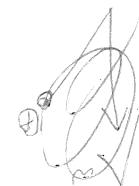
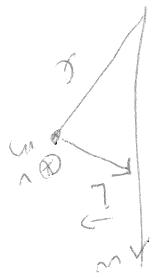
$$\zeta = \begin{pmatrix} 0 \\ -3m\omega^2 \sin \theta \cos \phi \\ 0 \end{pmatrix} =$$

$$\cancel{\zeta \times \zeta} = \begin{pmatrix} 0 & m\omega^2 \sin^2 \theta \cos 2\phi \\ m\omega^2 \sin^2 \theta \sin 2\phi & 0 \\ 0 & 0 \end{pmatrix} = \zeta \times \zeta$$

$$(\zeta \times \zeta) + \text{Eq. } \left( \frac{d\theta}{dt} \right) = \left( \frac{d\phi}{dt} \right)$$



inertial frame  
is good for



$$\begin{pmatrix} 0 \\ 2m\omega^2 \sin \theta \\ -2m\omega^2 \cos \theta \end{pmatrix} = m I = \dot{\theta}$$

$$\begin{pmatrix} 2m\omega^2 \\ 0 \\ 0 \end{pmatrix} = \omega^2 m = m \omega^2$$

$$m \frac{d}{dt} I^{\frac{1}{2}} m \frac{d}{dt} + m \nabla_{\omega}^2 \frac{I}{2} = \frac{1}{2}$$

$$\underline{\hspace{10cm}}$$

$$m \frac{d}{dt} I^{\frac{1}{2}} m \frac{d}{dt} =$$

$$\left( \begin{matrix} m & & & \\ & m & & \\ & & m & \\ & & & m \end{matrix} \right) \left( \begin{matrix} u_1 & u_2 & u_3 & u_4 \\ u_2 & u_1 & u_4 & u_3 \\ u_3 & u_4 & u_1 & u_2 \\ u_4 & u_3 & u_2 & u_1 \end{matrix} \right) \left( \begin{matrix} m & m & m & m \end{matrix} \right)^{\frac{1}{2}} \\ m I \cdot \underline{\hspace{10cm}}$$

$$\overbrace{\left[ (\underline{\omega} \times \underline{\omega}) \cdot \underline{\omega} - \underline{\omega} \times \underline{\omega} \right]}^{\underline{\omega}} \cdot \overbrace{\left[ \underline{\omega} \right]}^{\underline{\omega}} =$$

$$\left[ (\underline{\omega} \times \underline{\omega}) \cdot \underline{\omega} - \underline{\omega} \times \underline{\omega} \right] \cdot \underline{\omega} =$$

$$(\underline{\omega} \times \underline{\omega}) \cdot (\underline{\omega} \times \underline{\omega}) \cdot \underline{\omega} =$$

$$\underline{\omega} \times \underline{\omega} = \underline{0}$$

h<sup>0</sup>

Kinetic energy = 0.5 times total energy

$\left[ \begin{smallmatrix} I_2 & X \\ 0 & I_2 \end{smallmatrix} \right]$   $\leftrightarrow$   $\text{distrubute the axis}$

$$\left[ \begin{smallmatrix} I_2 & X \\ 0 & I_2 \end{smallmatrix} \right] W + \left[ \begin{smallmatrix} I_2 \\ 0 \end{smallmatrix} \right] = \left[ \begin{smallmatrix} I_2 \\ I_2 \end{smallmatrix} \right]$$

$\text{cancel out}$

①

$\rightarrow$  the six parallel axis

$$\left[ \begin{smallmatrix} I_2 & X \\ 0 & I_2 \end{smallmatrix} \right] W + \left[ \begin{smallmatrix} I_2 \\ I_2 \end{smallmatrix} \right] = \left[ \begin{smallmatrix} I_2 \\ I_2 \end{smallmatrix} \right]$$

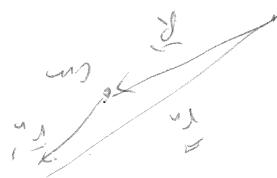
$$0 = \text{sum } Z_{\text{min}} r_{\text{min}}$$

$$\left[ \begin{smallmatrix} I_2 & X \\ 0 & I_2 \end{smallmatrix} \right] W + \left[ \begin{smallmatrix} I_2 \\ I_2 \end{smallmatrix} \right] = \left[ \begin{smallmatrix} I_2 & X \\ 0 & I_2 \end{smallmatrix} \right] W +$$

$$\left[ \begin{smallmatrix} I_2 & X \\ 0 & I_2 \end{smallmatrix} \right] W + \left[ \begin{smallmatrix} I_2 \\ I_2 \end{smallmatrix} \right] =$$

$$\left[ \begin{smallmatrix} I_2 & X \\ 0 & I_2 \end{smallmatrix} \right] W + \left[ \begin{smallmatrix} I_2 \\ I_2 \end{smallmatrix} \right] =$$

$$\left[ \begin{smallmatrix} I_2 & X \\ 0 & I_2 \end{smallmatrix} \right] W + \left[ \begin{smallmatrix} I_2 \\ I_2 \end{smallmatrix} \right] = \left[ \begin{smallmatrix} I_2 \\ I_2 \end{smallmatrix} \right] = I$$



$$X + Z = I$$

$$\left[ \begin{smallmatrix} I_2 & X \\ 0 & I_2 \end{smallmatrix} \right] W + \left[ \begin{smallmatrix} I_2 \\ I_2 \end{smallmatrix} \right] = \left[ \begin{smallmatrix} I_2 \\ I_2 \end{smallmatrix} \right] = I$$

$I_y$  is the sum of the forces about the center of mass

Let  $I_y$  be the moment of inertia about the center of mass

②

$S_{\text{diff}} = 0$  and  $\text{for}$

$$B_{ii} = A_{ii} A_{ii}^T \text{ for } i \text{ and } j$$

$L_i = A_{ii} T_i$

$$I_i = A_{ii} A_{ii}^T \Rightarrow I_i = A_{ii} T_i$$

$\text{and } i \text{ is } 1, 2, \dots, n$

$$I_i = A_i I_i A_i^{-1}$$

$$\Rightarrow I_i = A_{ii} I_i A_{ii}^{-1}$$

$$= A_{ii} L_i = A_{ii} I_i w_j = A_{ii} T_i w_j$$

$L_i = I_i w_i$

$L = I w$

Following scheme provides general approach for numerical

$$w_i = I_i L_i$$

$$L_i = A_{ii} L_i \quad \text{and} \quad \text{then for } i = 1, 2, \dots, n$$

~~for example~~

$$(1) \text{m}^{\text{E}} \text{I} = ?$$

$$(2) \text{m}^{\text{?}} \text{I} = (1)$$

$$(3) \text{m}^{\text{?}} \text{I} = (1)$$

Always 3 directions along which E

(from left to right)  $\text{m}^{\text{E}} \text{I}$  &  $\text{m}^{\text{?}} \text{I}$  + 3 perpendiculars

(from left to right)  $\text{m}^{\text{E}} \text{I}$ ,  $\text{m}^{\text{?}} \text{I}$  added

(cancel out one of E)

(cancel out one of I)

$$\text{m}^{\text{E}} \text{X} = \text{m}^{\text{?}} \text{I}$$

$$\text{m}^{\text{E}} \text{X} = \text{m}^{\text{?}} \text{I}$$

$$\text{m}^{\text{E}} \text{X} = ? \text{ m}^{\text{?}} \text{I}$$

∴  $\text{m}^{\text{E}} \text{X}$  +  $\text{m}^{\text{?}} \text{I}$  =  $\text{m}^{\text{?}} \text{I}$  (cancel out)

$$\text{m}^{\text{?}} \text{I} = ?$$

$$\begin{pmatrix} (3) \\ \perp \\ (2) \\ \perp \\ (1) \\ \perp \end{pmatrix} = \begin{pmatrix} (3) & (3) & (3) \\ \perp & (2) & (2) \\ (2) & \perp & (1) \\ (1) & (1) & \perp \end{pmatrix} = A$$

What is  $A$ ?

choose them as standard basis.

Final result - orthogonal.

$$T^T = \begin{pmatrix} (m) & (n) \\ \perp & m \end{pmatrix} \quad \text{if } m \neq n$$

$$= \begin{pmatrix} (m) & (n) \\ \perp & m \end{pmatrix} (mI - nI)$$

$$(m) \begin{pmatrix} mI & nI \\ \perp & m \end{pmatrix} = \begin{matrix} \cancel{m} \\ \downarrow \\ (m) \begin{pmatrix} I & nI \\ \perp & m \end{pmatrix} \end{matrix}$$

$$(m) \begin{pmatrix} m \\ \perp \end{pmatrix} \begin{pmatrix} m \\ n \\ \perp \end{pmatrix} = \begin{pmatrix} m \\ \perp \end{pmatrix} \begin{pmatrix} m \\ n \\ \perp \end{pmatrix}$$

cancel

$$(m) \begin{pmatrix} m \\ \perp \end{pmatrix} = I_n \quad (m) \begin{pmatrix} m \\ \perp \end{pmatrix} = I_m$$

~~cancel~~

$$(m) \begin{pmatrix} m \\ \perp \end{pmatrix} = (m) I$$

To show:  $T \sim \begin{pmatrix} m \\ \perp \end{pmatrix}$

(x layers

→ by layers we can make it

x pushes us by polygons  
→ ~~shape~~ shape can be

$$\begin{pmatrix} \mathbb{I} & 0 & 0 \\ 0 & \mathbb{I} & 0 \\ 0 & 0 & \mathbb{I} \end{pmatrix} =$$

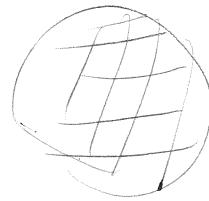
$$(\mathbb{I}^{(3)} \mathbb{I}^{(2)} \mathbb{I}^{(1)}) (\mathbb{I}^{(3)} \mathbb{I}^{(2)} \mathbb{I}^{(1)}) = \mathbb{A} \mathbb{I} = \mathbb{I}$$

~~~~~

$$(\mathbb{I}^{(3)} \mathbb{I}^{(2)} \mathbb{I}^{(1)}) = \mathbb{A} \mathbb{I}$$

$$\mathbb{A} = \begin{pmatrix} \mathbb{I}^{(1)} & \mathbb{I}^{(2)} & \mathbb{I}^{(3)} \end{pmatrix}$$

$$\text{def} \quad \mathcal{L}^{\text{def}} = \mathbb{X} \mathbb{I}$$



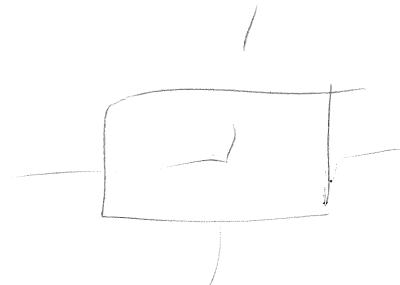
b6

$$\mathcal{L}^{\text{def}} = \mathbb{X} \mathbb{I} \quad \text{def}$$

$$\mathcal{L}^{\text{def}} + \mathbb{X} \mathbb{I} = (\mathbb{X} h + \mathbb{X} x) \mathbb{X} \mathbb{I} = \mathbb{X} \mathbb{I}$$

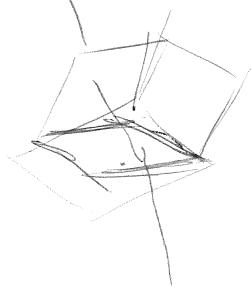
$$\mathbb{X} \mathbb{X} \mathbb{X} \mathbb{I} = \mathbb{X} \mathbb{I}$$

$$\mathbb{X} \mathbb{X} \mathbb{X} \mathbb{I} = \mathbb{X} \mathbb{X} \mathbb{I}$$



not fully resolved

gross errors



rule: add up all people across axes

$$\text{rule: add up all people across axes} \quad \mathbb{I} = \mathbb{A} \mathbb{I} \mathbb{A} \leftarrow \mathbb{I}$$

$$\begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix} = \mathbb{I} \quad \text{: rule}$$

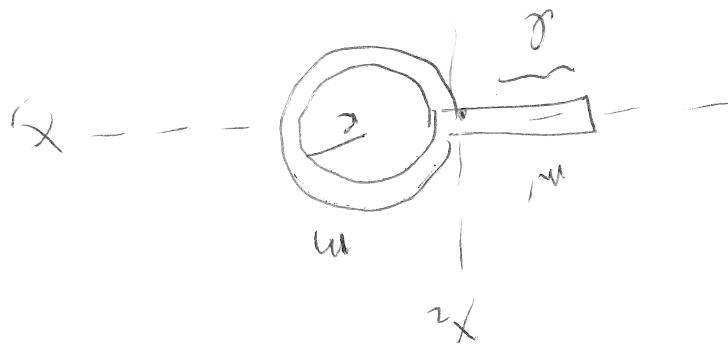
$${}^2I = \text{summed axis}$$

$$({}^2I + {}^1I) =$$

$${}^2\chi_{m_1^2} + {}^2\chi_{m_2^2} = {}^2\chi_{m_1^2} + {}^2m_2 + {}^2m_2 = {}^3I$$

$${}^2\chi_{m_1^2} + {}^2\chi_{m_2^2} = {}^2\chi_{m_1^2} + {}^2m_2 + {}^2m_2 = {}^3I$$

$${}^2m_2^2 = {}^4I$$



Trans motion