

Computer Methods of Analysis of Offshore Structures
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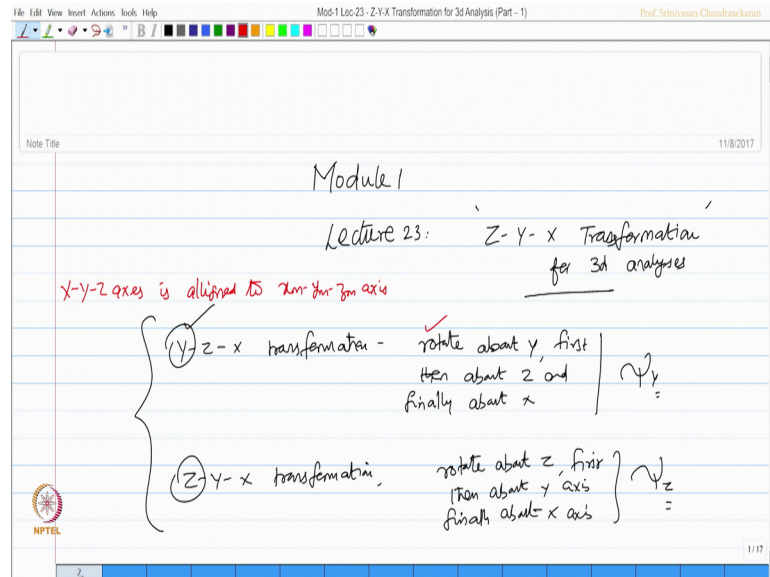
Module - 01
Lecture - 23
Z-Y-X Transformation for 3d Analysis (Part - 1)

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Friends, let us continue to discuss about the transformation matrices or rotation matrix rather to be developed for 3 d analysis. This is lecture 23 and module 1, where we have going to talk about a new transformation process.

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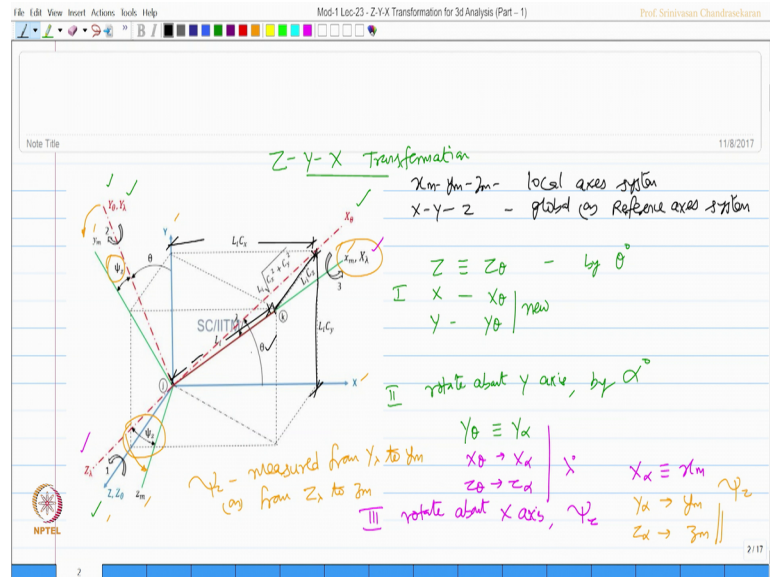


Which is Z-Y-X transformation in the last lecture, we discussed about Y-Z-X transformation, we said that rotate about Y first, then about z and finally, about x that is Y-Z-X to get the angle ψ Y.

Now, we are going to do Z-Y-X transformation which in the same algorithms says that rotate about X axis first, then about y axis and finally, about X axis. So, friends we will be getting what is called ϕ Z here. So, this second subscript stands for the first axis about which you are rotating the whole process the question comes why this is done in simple terms X-Y-Z axes is aligned to x m y m z m axes that is we are doing it.

So, this Y is called rotation because we are rotating we are rotating about the 3 axes subsequently successively therefore, it is called rotation matrix.

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So, let us do this procedure; now let us look at this figure, there is a vector oriented arbitrarily which is marked in red colour the local axes are X_m , Y_m and Z_m ; the global axes of reference is X - Y - Z . So, X_m , Y_m , Z_m are local axes and X - Y - Z are global or rather reference axes system looking in this figure we are now first going to rotate about Z axes when you do that Z will become Z_θ because I rotate by angle of θ degrees and X will become X_θ and Y will become Y_θ which will be new, but Z and Z_θ will be same.

So, you get X_θ here and Y_θ here that is a first step in the second step you rotate about Y axes because it is Z - Y - X transformation by an angle α . So, when you do that Y_θ will be as same as Y_α you see here and X_θ will become X_α Y_θ will become Z_θ will become Z_α . So, once you do this you know Z_α and X_α you rotate this by α degrees.

In the third and final stage you rotate about X axis; so, by doing that by an angle ψ . So, I should say ψ_z by doing that I get X_α as same as X_m that is what we get here Y_α will now change to Y_m and Z_α will now align with Z_m . So, the angle between these 2 that is Y_α and Y_m are Z_α and Z_m is called ψ_z .

So, ψ_z is measured from Y_α to Y_m or from Z_α to Z_m it is measured from here measured from here its measured from here. So, the idea is to align the reference

axes X-Y-Z to that of X m Y m and Z m respectively. So, that is the stages involved. So, I must get the rotation matrix.

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first rotating about z axis, θ
then rotating about y axis, λ
then, finally rotate about x axis - ψ_z

$$C_{\psi_z} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos \psi_z & \sin \psi_z \\ 0 & -\sin \psi_z & \cos \psi_z \end{bmatrix}$$

$$\begin{bmatrix} V_x \\ V_y \\ V_z \end{bmatrix} = C_{\psi_z} V_{\beta}$$

So, we are first rotating about Z axes by angle theta, then rotating about Y axes lambda then finally, rotate about X axes to get psi Z.

So, now the matrix C psi Z is directly written as can look into the previous derivation of C psi Y; I can recollect it for you from the previous lecture C psi Y is actually 1 0 0 0 cos psi y sin psi y 0 minus sin psi y cos psi y which connects V x, V y, V z to V beta in the same style, I can now write this as 1 0 0 0 cos psi z sin psi z 0 minus sin psi z cos psi z stated which connects V x, V y and V z to that of V.

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rotation about x axis rotation about y axis

$$[C_z] = [C_{\psi}] [C_{\lambda}] [C_{\theta}]$$

↑ about z axis

$$[C_z] = \begin{bmatrix} \cos\theta \cos\lambda & \sin\theta \cos\lambda & \sin\lambda \\ -\sin\theta \cos\psi_z - (\cos\theta \sin\lambda \sin\psi_z) & (\cos\theta \cos\psi_z) - (\sin\theta \sin\lambda \sin\psi_z) & \cos\lambda \sin\psi_z \\ (\sin\theta \sin\psi_z) - (\cos\theta \sin\lambda \cos\psi_z) & -(\cos\theta \sin\psi_z) - (\sin\theta \sin\lambda \cos\psi_z) & \cos\lambda \cos\psi_z \end{bmatrix}$$

So, now we also know that C_z can be now said as C_ψ C_λ and C_θ because this is rotation about z axes this is rotation about y axis this is rotation about x axis. So, let us substitute this and try to find C_z C_z actually is given by $\cos\theta \cos\lambda \sin\theta \cos\lambda$ and $\sin\lambda$ minus $\sin\theta \cos\psi_z$ minus $\cos\theta \sin\lambda \sin\psi_z$.

This term I am writing it here $\cos\theta \cos\psi_z$ minus $\sin\theta \sin\lambda \sin\psi_z$, the third term is $\cos\lambda \sin\psi_z$ the last row $\sin\theta \sin\psi_z$ minus $\cos\theta \sin\lambda \cos\psi_z$, this term second column will be minus $\cos\theta \sin\psi_z$ minus $\sin\theta \sin\lambda \cos\psi_z$ the last term will be $\cos\lambda \cos\psi_z$.

Now, what would be the value of for example, these trigonometry relationships etcetera let us look at this figure the angle θ is marked $\cos\theta$ or let say $\sin\theta$ will be essentially $L C_y$ by C_x square plus C_z square this is actually this is actually C_x , this is C_x and this value is C_z ; is it not and this value is C_y . So, C_x square plus C_x z square or the value of this will be L i this is the original vector L i therefore, from this figure.

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$\sin \theta = \frac{C_y}{\sqrt{C_x^2 + C_y^2}}$ $\cos \theta = \frac{C_x}{\sqrt{C_x^2 + C_y^2}}$
 $\sin \alpha = C_z$ $\cos \lambda = \sqrt{C_x^2 + C_y^2}$

I can simply say sin theta will be C y by root of C x square plus C y square and cos theta will be C x by root of C x square plus C y square sin alpha we can see the alpha as angle is here lambda angle we are transporting transferring it through lambda angle.

So, one can always say the lambda angle sin lambda is C z and cos lambda is root of C x square plus C y square. Now in this equation I have got cos and sins; let us substitute them back and write here full equation for C z.

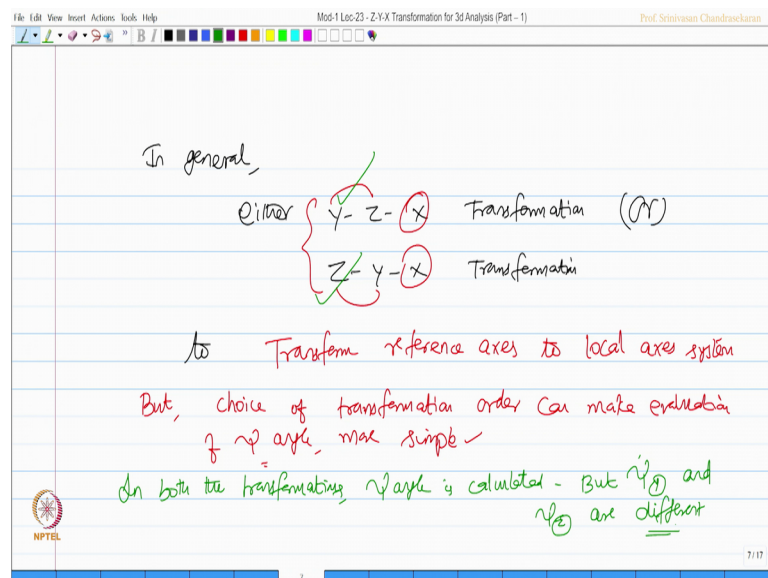
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$$C_z = \begin{bmatrix} C_x & C_y & C_z \\ \frac{-C_x C_z \sin \theta \cos \lambda - C_y \cos \theta \sin \lambda}{\sqrt{C_x^2 + C_y^2}} & \frac{-C_y C_z \sin \theta \cos \lambda + C_x \cos \theta \sin \lambda}{\sqrt{C_x^2 + C_y^2}} & \frac{\sin \theta \cos \lambda}{\sqrt{C_x^2 + C_y^2}} \\ \frac{-C_x C_z \cos \theta \sin \lambda + C_y \sin \theta \cos \lambda}{\sqrt{C_x^2 + C_y^2}} & \frac{-C_y C_z \cos \theta \sin \lambda - C_x \sin \theta \cos \lambda}{\sqrt{C_x^2 + C_y^2}} & \frac{\cos \theta \sin \lambda}{\sqrt{C_x^2 + C_y^2}} \end{bmatrix}$$

Which is this value which can be given by $C_x, C_y, C_z \sin \psi z \sin \psi z$ minus $C_x, C_y \sin \psi z \sin \psi z$ plus $C_x \cos \psi z$ by root of $C_x^2 + C_y^2$; this value will be $\sin \psi z$ by root of $C_x^2 + C_y^2$.

This will be $\sin \psi z$ by root of $C_x^2 + C_y^2$ the third row minus $C_x, C_z \cos \psi z$ plus $C_y \sin \psi z$ by root of $C_x^2 + C_y^2$ minus $C_y, C_z \cos \psi z$ minus $C_x \sin \psi z$ by root of $C_x^2 + C_y^2$; this value will be $\cos \psi z$ by root of $C_x^2 + C_y^2$ that is my C_z matrix.

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So, friends in general one can use either Y-Z-X transformation or Z-Y-X transformation to transform the reference axes system to local axes system, but the choice of transformation order can make the evaluation of psi angle more simple in both transformation the rotation about the last step is about the x axes only is only the variation between Y Z and Z Y; the last rotation is always about the x axes.

So, choice of the transformation order can make the computation of psi angle more simple most importantly in both transformations psi angles are calculated; is it not, but psi angle calculated from y transformation and psi angle calculated from z transformation are completely different. So, this subscript y stands for which are the first rotation this subscript z stands for which is the first rotation both angles are called as psi, but the values will be different.

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Which transformation (rotation) order is to be followed?

② $Y-Z-X$

$Z-Y-X$

If the member is positioned in the frame of reference axes such that longitudinal axis (x_m) of the member corresponds to Y axis of the reference axis system, then use $Z-Y-X$ order

So, you have to very clear which transformation order I should follow. So, let us ask this question for a given member which transformation order or let us rotation order is to be followed how many orders are there; there are 2 orders one Y-Z-X; other is Z-Y-X there are 2 types. So, interestingly if the member is positioned in the frame of reference axes such that the longitudinal axes of the member corresponds to Y axes of the reference system, then use Z-Y-X.

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If a member is placed in the frame of reference axes system such that longitudinal axis of the member (x_m) corresponds to Z axis of the reference system, then use $Y-Z-X$ transformation

ψ angle It is the angle b/w Y_1 and Y_m axes (or) Z_1 and Z_m axes | $Y-Z-X$

Y_1 and Y_m axes (or) Z_1 and Z_m axes | $Z-Y-X$

Similarly, if a member is placed in the frame of reference axes system such that a longitudinal ax of the member corresponds to z axes of the reference system, then use Y-Z-X transformation. Let us talk slightly about the psi angle where that seems to be very important actually, it is the angle between y beta and y m axes or z beta and z m axes if it is Y-Z-X transformation; it is between y lambda and y m axes or z lambda and z m axes if it is say y x order that is a psi angle. Let us try to explain this graphically; let us take I have.