

T1707205-v1 BS PI Matrix Calc - Test Hang Version 6/29/2017

Current version of the calculation assumes the BS Test Hang assembly frame arrangement with L (longitudinal) = -X (global) = y (this calculation) and T (transverse) = -Y = -x.

■ Graphics/geometry stuff

```
vals = {
  R -> 715 / 1000, (* PI radius *)
  Sradius -> Sqrt[123.346^2 + 459.968^2] / 1000, (* 3D CAD *)
  Gradius -> 602.6 / 1000, (* 3D CAD *)
  Lradius -> Sqrt[131.764^2 + 579.648^2] / 1000, (* 3D CAD *)
  l -> 200 / 1000, (* For graphics *)
  origin -> 0°
};
```

Lradius /. vals

0.594435

■ Angular locations of the various items

Sangles = {270°, (270 + 120)°, (270 + 240)°}

{270°, 390°, 510°}

Gangles = {315°, (315 + 120)°, (315 + 240)°}

{315°, 435°, 555°}

Langles = {330°, (330 + 120)°, (330 + 240)°}

{330°, 450°, 570°}

■ Positions of the various items as vectors

Spositions = Sradius * Table[RotationMatrix[Sangles[[i]]].{1, 0}, {i, 1, 3}]

{{0, -Sradius}, { $\frac{\sqrt{3} \text{Sradius}}{2}$, $\frac{\text{Sradius}}{2}$ }, { $-\frac{\sqrt{3} \text{Sradius}}{2}$, $\frac{\text{Sradius}}{2}$ }}

Gpositions = Gradius * Table[RotationMatrix[Gangles[[i]]].{1, 0}, {i, 1, 3}]

{{ $\frac{\text{Gradius}}{\sqrt{2}}$, $-\frac{\text{Gradius}}{\sqrt{2}}$ }, { $\frac{(-1 + \sqrt{3}) \text{Gradius}}{2 \sqrt{2}}$, $\frac{(1 + \sqrt{3}) \text{Gradius}}{2 \sqrt{2}}$ },
{ $-\frac{(1 + \sqrt{3}) \text{Gradius}}{2 \sqrt{2}}$, $-\frac{(-1 + \sqrt{3}) \text{Gradius}}{2 \sqrt{2}}$ }}

Lpositions = Lradius * Table[RotationMatrix[Langles[[i]]].{1, 0}, {i, 1, 3}]

{{ $\frac{\sqrt{3} \text{Lradius}}{2}$, $-\frac{\text{Lradius}}{2}$ }, {0, Lradius}, { $-\frac{\sqrt{3} \text{Lradius}}{2}$, $-\frac{\text{Lradius}}{2}$ }}

■ Orientations of the various items as unit vectors

Svectors = Table[RotationMatrix[Sangles[[i]]].{0, 1}, {i, 1, 3}]

{{1, 0}, { $-\frac{1}{2}$, $\frac{\sqrt{3}}{2}$ }, { $-\frac{1}{2}$, $-\frac{\sqrt{3}}{2}$ }}

```
Gvectors = Table[RotationMatrix[Gangles[[i]].{0, 1}, {i, 1, 3}]
```

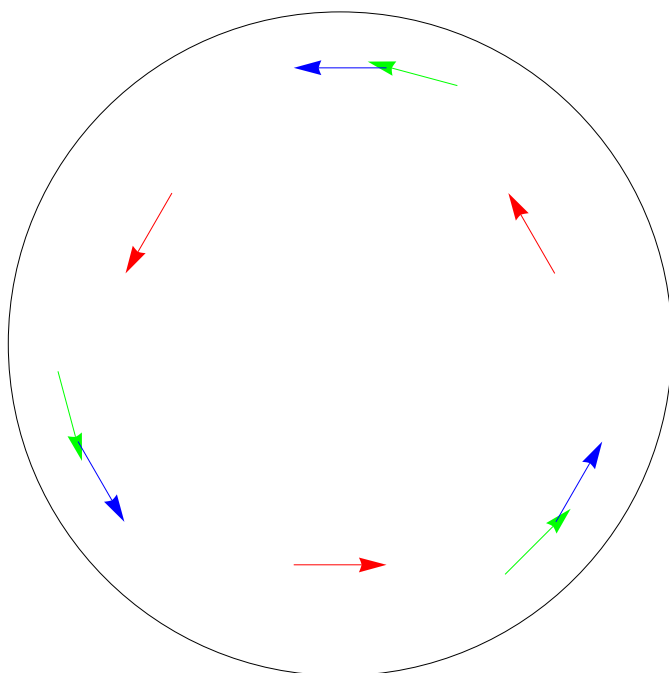
```
{ { 1/√2, 1/√2 }, { -1+√3 / (2√2), -1+√3 / (2√2) }, { -1+√3 / (2√2), -1+√3 / (2√2) } }
```

```
Lvectors = Table[RotationMatrix[Langles[[i]].{0, 1}, {i, 1, 3}]
```

```
{ { 1/2, √3/2 }, { -1, 0 }, { 1/2, -√3/2 } }
```

■ Diagram

```
Graphics[{
  Circle[{0, 0}, R],
  Red,
  Sequence[Table[Arrow[{Spositions[[i]] - Svectors[[i]] * l / 2,
    Spositions[[i]] + Svectors[[i]] * l / 2}], {i, 1, 3}
  ]],
  Green,
  Sequence[Table[Arrow[{Gpositions[[i]] - Gvectors[[i]] * l / 2,
    Gpositions[[i]] + Gvectors[[i]] * l / 2}], {i, 1, 3}
  ]],
  Blue,
  Sequence[Table[Arrow[{Lpositions[[i]] - Lvectors[[i]] * l / 2,
    Lpositions[[i]] + Lvectors[[i]] * l / 2}], {i, 1, 3}
  ]],
  /. vals
```



```
(LVDTfromLTY = {
  Table[Lvectors[[i]].{1, 0}, {i, 1, 3}],
  Table[Lvectors[[i]].{0, 1}, {i, 1, 3}],
  Table[Lvectors[[i]].Lvectors[[i]] * Lradius, {i, 1, 3}]
}) // TableForm
```

$\frac{1}{2}$	-1	$\frac{1}{2}$
$\frac{\sqrt{3}}{2}$	0	$-\frac{\sqrt{3}}{2}$
Lradius	Lradius	Lradius

```
LVDTfromLTY /. vals // N // TableForm
```

0.5	-1.	0.5
0.866025	0.	-0.866025
0.594435	0.594435	0.594435

```
(LTYfromLVDT = Inverse[LVDTfromLTY]) // TableForm
```

$\frac{1}{3}$	$\frac{1}{\sqrt{3}}$	$\frac{1}{3 \text{ Lradius}}$
$-\frac{2}{3}$	0	$\frac{1}{3 \text{ Lradius}}$
$\frac{1}{3}$	$-\frac{1}{\sqrt{3}}$	$\frac{1}{3 \text{ Lradius}}$

```
Transpose[LTYfromLVDT] /. vals // N // TableForm
```

0.333333	-0.666667	0.333333
0.57735	0.	-0.57735
0.560756	0.560756	0.560756

```
LTYfromLVDT /. vals // N // TableForm
```

0.333333	0.57735	0.560756
-0.666667	0.	0.560756
0.333333	-0.57735	0.560756