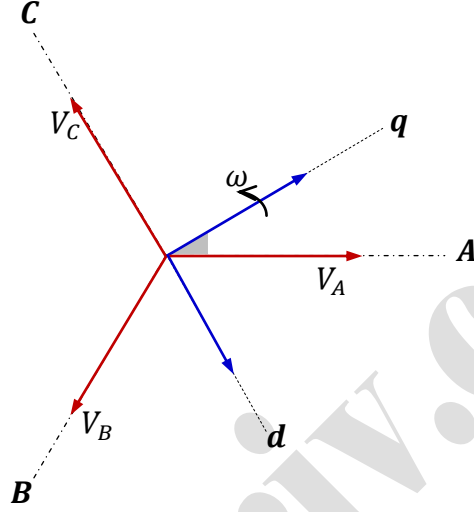


Park (dq0) dönüşümü



Park dönüşümü

$$\begin{bmatrix} V_d \\ V_q \\ V_0 \end{bmatrix} = \frac{2}{3} \begin{bmatrix} \cos(\theta) & \cos\left(\theta - \frac{2\pi}{3}\right) & \cos\left(\theta + \frac{2\pi}{3}\right) \\ \sin(\theta) & \sin\left(\theta - \frac{2\pi}{3}\right) & \sin\left(\theta + \frac{2\pi}{3}\right) \\ \frac{1}{2} & \frac{1}{2} & \frac{1}{2} \end{bmatrix} \begin{bmatrix} V_A \\ V_B \\ V_C \end{bmatrix}$$

$$\theta = \int_0^t \omega(\zeta) d\zeta + \theta(0) = \omega t + \delta_A$$

Ters Park dönüşümü

$$\begin{bmatrix} V_A \\ V_B \\ V_C \end{bmatrix} = \begin{bmatrix} \cos(\theta) & \sin(\theta) & 1 \\ \cos\left(\theta - \frac{2\pi}{3}\right) & \sin\left(\theta - \frac{2\pi}{3}\right) & 1 \\ \cos\left(\theta + \frac{2\pi}{3}\right) & \sin\left(\theta + \frac{2\pi}{3}\right) & 1 \end{bmatrix} \begin{bmatrix} V_d \\ V_q \\ V_0 \end{bmatrix}$$