

Park (dq0) dönüŖümü	
Park dönüŖümü	$\begin{bmatrix} V_d \\ V_q \\ V_0 \end{bmatrix} = \sqrt{\frac{2}{3}} \begin{bmatrix} \cos(\theta) & \cos\left(\theta - \frac{2\pi}{3}\right) & \cos\left(\theta + \frac{2\pi}{3}\right) \\ \sin(\theta) & \sin\left(\theta - \frac{2\pi}{3}\right) & \sin\left(\theta + \frac{2\pi}{3}\right) \\ \frac{\sqrt{2}}{2} & \frac{\sqrt{2}}{2} & \frac{\sqrt{2}}{2} \end{bmatrix} \begin{bmatrix} V_A \\ V_B \\ V_C \end{bmatrix}$ $\theta = \int_0^t \omega(\zeta) d\zeta + \theta(0) = \omega t + \delta_A$
Ters Park dönüŖümü	$\begin{bmatrix} V_A \\ V_B \\ V_C \end{bmatrix} = \frac{2}{3} \begin{bmatrix} \cos(\theta) & -\sin(\theta) & 1 \\ \cos\left(\theta - \frac{2\pi}{3}\right) & -\sin\left(\theta - \frac{2\pi}{3}\right) & 1 \\ \cos\left(\theta + \frac{2\pi}{3}\right) & -\sin\left(\theta + \frac{2\pi}{3}\right) & 1 \end{bmatrix} \begin{bmatrix} V_d \\ V_q \\ V_0 \end{bmatrix}$