Subject: Re: Calculate the included angle between two vectors
Posted by duxiyu@gmail.com on Fri, 10 Apr 2009 09:15:01 GMT
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Thanks all.

On Apr 10, 1:41 am, Chris <beaum...@ifa.hawaii.edu> wrote:
> On Apr 9, 5:43 am, Pierre <pierre.villene...@gmail.com> wrote:
>
>> On Apr 9, 7:14 am, "dux...@gmail.com" <dux...@gmail.com> wrote:
>
>>> Is there a function which can calculate the included angle between
>>> two three-dimensional vectors?
>
>>> jdu
>
>> Here's a simple solution. Assume v1 and V2 are each three-element
>> vectors of any magnitude. Compute the angle in degrees as follows:
>
>> angle = acos(transpose(v1)#v2 / sqrt(total(v1^2)) / sqrt(total
>> (v2^2))) * 180./!pi
>
>> Good luck.
>
> There is an issue with this method due to the fact that acos cannot
> distinguish between positive and negative angles (cos(-theta) = cos
> (theta)).
> I have found this website to be very useful for coding geometry type
> problems like this one:http://local.wasp.uwa.edu.au/~pbourke/geometry/
>
> chris