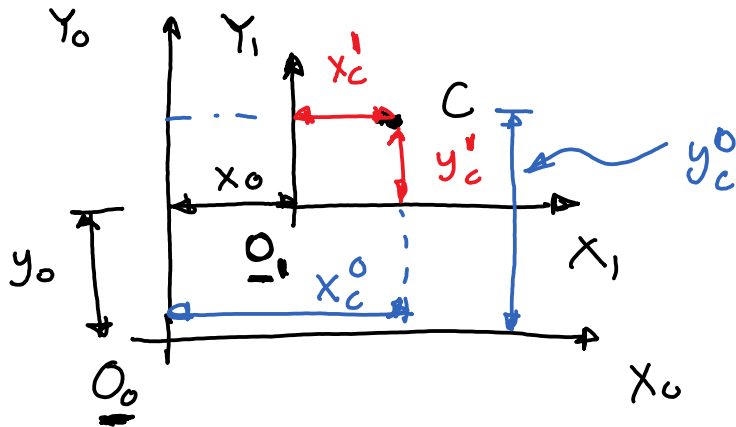


# Coordinate frames: rotation and translation

## 1 Translation



$O_0 - X_0 - Y_0 \Rightarrow$  world frame / fixed frame

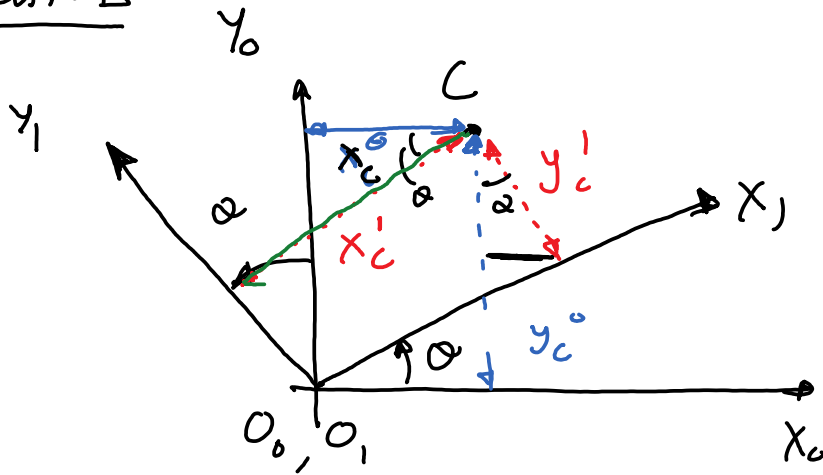
$O_1 - X_1 - Y_1 \Rightarrow$  local frame

$$\Rightarrow \begin{aligned} C^1 &= (x^1_c, y^1_c) && \text{[local]} \\ C^0 &= (x^0_c, y^0_c) && \text{[world frame]} \end{aligned}$$

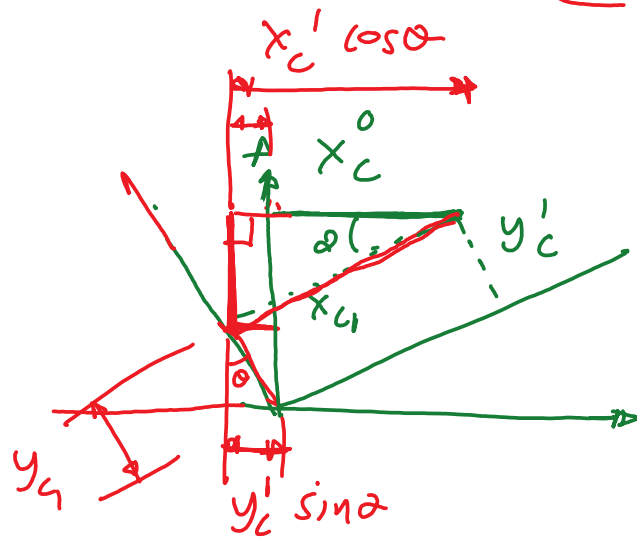
$$O_1^0 = (x_0, y_0)$$

$$O_0^1 = (-x_0, -y_0)$$

# Rotations



$$\rightarrow x_{c0} = \cos\alpha x_{c1} - \sin\alpha y_{c1} \quad (1)$$



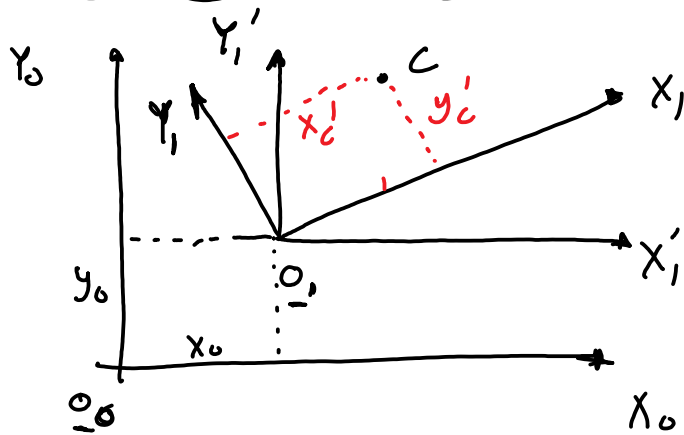
$$y_{c0} = \sin\alpha x_{c1} + \cos\alpha y_{c1} \quad (2)$$

$$\begin{bmatrix} x_{c0} \\ y_{c0} \end{bmatrix} = \begin{bmatrix} \cos\alpha & -\sin\alpha \\ \sin\alpha & \cos\alpha \end{bmatrix} \begin{bmatrix} x_{c1} \\ y_{c1} \end{bmatrix}$$

$$C^0 = R_1^0 C^1$$

$$C^1 = (R_1^0)^{-1} C^0 = \begin{bmatrix} \cos\alpha & \sin\alpha \\ -\sin\alpha & \cos\alpha \end{bmatrix} C^0$$

## Combined rotation and translation



$$\begin{pmatrix} x_c^0 \\ y_c^0 \end{pmatrix} = \begin{pmatrix} x_0 \\ y_0 \end{pmatrix} + \begin{bmatrix} \cos\alpha & \sin\alpha \\ \sin\alpha & \cos\alpha \end{bmatrix} \begin{pmatrix} x_c^1 \\ y_c^1 \end{pmatrix}$$

$$\boxed{C^0 = O_1^0 + R_1^0 C^1}$$

Homogenous transformations to represent combined rotation and translation

$$\begin{aligned} \underline{C}^0 &= O_1^0 + R_1^0 C^1 & O_0 X_0 Y_0 &\rightarrow O_1 X_1 Y_1 \\ \underline{C}^1 &= O_2^1 + R_2^1 \underline{C}^2 & O_1 X_1 Y_1 &\rightarrow O_2 X_2 Y_2 \end{aligned}$$

$$\begin{aligned} C^0 &= O_1^0 + R_1^0 (O_2^1 + R_2^1 C^2) \\ \rightarrow \underline{C^0} &= \underline{O_1^0} + R_1^0 O_2^1 + \underline{R_1^0 R_2^1} C^2 \end{aligned}$$

n-frames

$$C^0 = \underbrace{\left( O_1^0 + R_1^0 O_2^1 + R_1^0 R_2^1 O_3^2 + \dots + R_1^0 R_2^1 R_3^2 \dots R_{n-1}^{n-2} O_n^{n-1} \right)}_{\text{translation}} + \underbrace{\left( R_1^0 R_2^1 R_3^2 \dots R_n^{n-1} C^n \right)}_{\text{rotation}}$$

↑ Becomes complicated  $\rightarrow$  Homogenous solution transformation

# Homogenous transformation (H)

$$H_i^{i-1} = \begin{bmatrix} R_i^{i-1} & O_i^{i-1} \\ 0 & 1 \end{bmatrix} \begin{matrix} 2 \times 2 & 2 \times 1 \\ 1 \times 2 & 1 \times 1 \\ [0 \ 0] & [1] \end{matrix} \quad \underline{\underline{3 \times 3}}$$

$$C^i = \begin{bmatrix} c^{i-1} \\ 1 \end{bmatrix} \begin{matrix} 2 \times 1 \\ 1 \times 1 \\ \underline{\underline{3 \times 1}} \end{matrix}$$

$$C^{i-1} = H_i^{i-1} C^i \quad \left\{ \text{remember } C^{i-1} = R_i^{i-1} C^i \right\}$$

$$\begin{bmatrix} c^{i-1} \\ 1 \end{bmatrix} = \begin{bmatrix} R_i^{i-1} & O_i^{i-1} \\ 0 & 1 \end{bmatrix} \begin{bmatrix} c^i \\ 1 \end{bmatrix}$$

$$\rightarrow C^0 = H_1^0 H_2^1 H_3^2 \dots H_n^{n-1} C^n$$

Let's see if this works out for  $n=2$

$$C^0 = H_1^0 H_2^1 C^2$$

$$\begin{bmatrix} c^0 \\ 1 \end{bmatrix} = \begin{bmatrix} R_1^0 & O_1^0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} R_2^1 & O_2^1 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} c^2 \\ 1 \end{bmatrix}$$

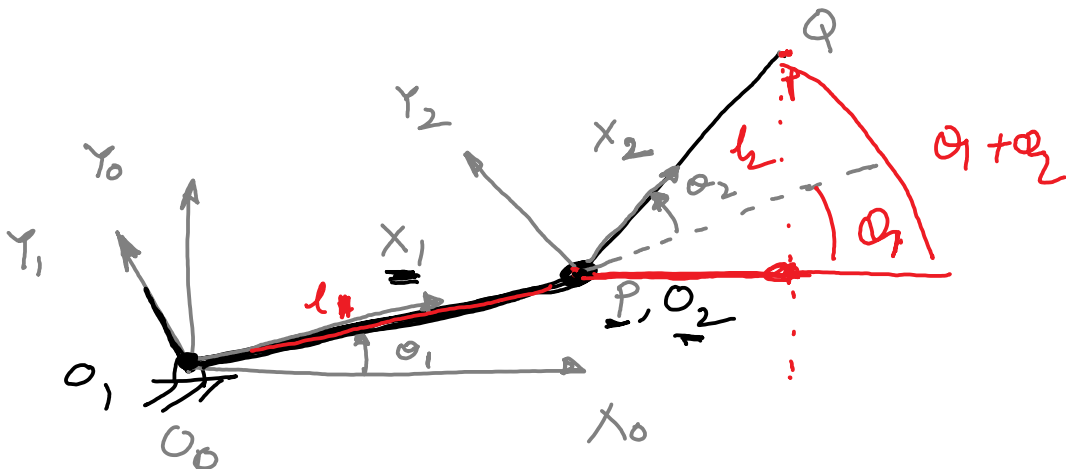
$$= \begin{bmatrix} R_1^0 & O_1^0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} R_2^1 c^2 + O_2^1(1) \\ 0 c^2 + 1 \end{bmatrix}$$

$$= \begin{bmatrix} R_1^0 & O_1^0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} R_2^1 c^2 + O_2^1 \\ 1 \end{bmatrix}$$

$$\begin{bmatrix} c^0 \\ 1 \end{bmatrix} = \begin{bmatrix} R_1^0 R_2^1 c^2 + R_1^0 O_2^1 + O_1^0 \\ 0 c^2 + 1 \end{bmatrix}$$

# Manipulator [Forward] kinematics

↳ Given  $\theta_1, \theta_2 \rightarrow$  find  $\underline{p}, \underline{q}$



$$P^0 = H_1^0 P^1 \quad ; \quad Q^0 = H_1^0 H_2^1 Q^2$$

$$P^0 = \begin{bmatrix} R_1^0 & O_1^0 \\ 0 & 1 \end{bmatrix} P^1 \quad ; \quad Q^0 = \begin{bmatrix} R_1^0 & O_1^0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} R_2^1 & O_2^1 \\ 0 & 1 \end{bmatrix} Q^2$$

$$R_1^0 = \begin{bmatrix} \cos \theta_1 & -\sin \theta_1 \\ \sin \theta_1 & \cos \theta_1 \end{bmatrix}$$

$$R_2^1 = \begin{bmatrix} \cos \theta_2 & -\sin \theta_2 \\ \sin \theta_2 & \cos \theta_2 \end{bmatrix}$$

$$O_1^0 = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

$$O_2^1 = \begin{bmatrix} l_1 \\ 0 \end{bmatrix}$$

$$P^1 = \begin{bmatrix} p^1 \\ 1 \end{bmatrix} = \begin{bmatrix} l_1 \\ 0 \\ 1 \end{bmatrix}$$

$$Q^2 = \begin{bmatrix} q^2 \\ 1 \end{bmatrix} = \begin{bmatrix} l_2 \\ 0 \\ 1 \end{bmatrix}$$

$$P^0 = \begin{bmatrix} P^0 \\ 1 \end{bmatrix} = \begin{bmatrix} \cos \alpha_1 & -\sin \alpha_1 & 0 \\ \sin \alpha_1 & \cos \alpha_1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} l_1 \\ 0 \\ 1 \end{bmatrix}$$

$$= \begin{bmatrix} l_1 \cos \alpha_1 \\ l_1 \sin \alpha_1 \\ 1 \end{bmatrix}$$

$$Q^0 = \begin{bmatrix} q^0 \\ 1 \end{bmatrix} = \begin{bmatrix} \cos \alpha_1 & -\sin \alpha_1 & 0 \\ \sin \alpha_1 & \cos \alpha_1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} \cos \alpha_2 & -\sin \alpha_2 & l_1 \\ \sin \alpha_2 & \cos \alpha_2 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} l_2 \\ 0 \\ 1 \end{bmatrix}$$

$$= \begin{bmatrix} (l_1 \cos \alpha_1 + l_2 \cos(\alpha_1 + \alpha_2)) \\ (l_1 \sin \alpha_1 + l_2 \sin(\alpha_1 + \alpha_2)) \\ 1 \end{bmatrix}$$