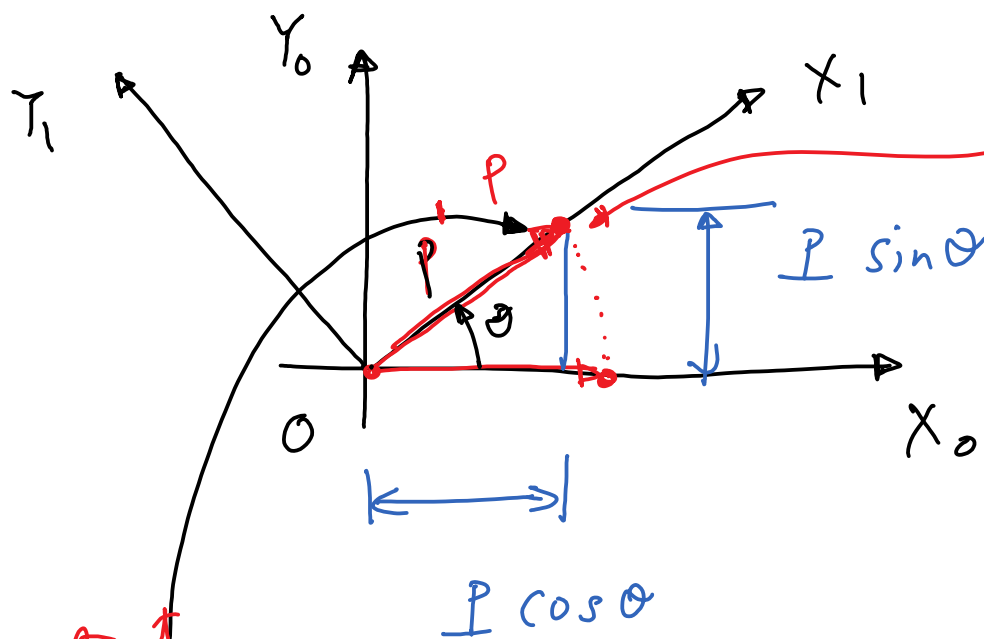
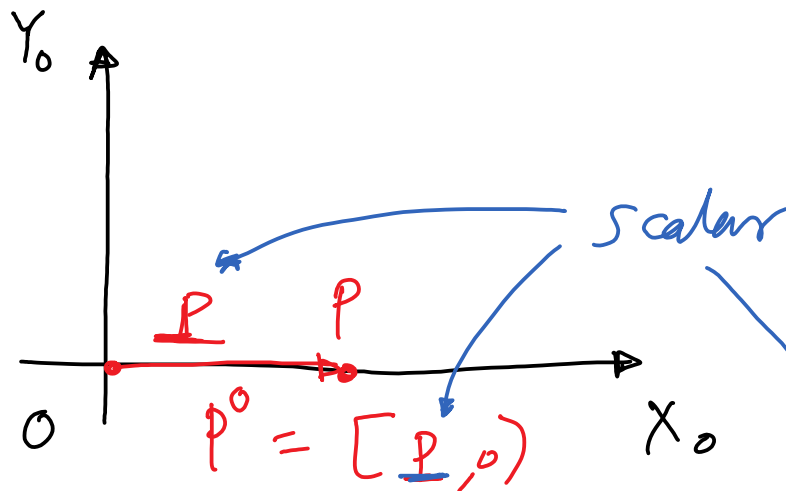


Rotation of a vector in coordinate frame



$$P^1 = [P, 0]$$

$$[P \cos \theta, P \sin \theta]$$

get this

Important

$$P^0 = R^0_1 P^1$$

→ I claim.

we will check this

$$P^0 = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix} \begin{bmatrix} P \\ 0 \end{bmatrix} = \begin{bmatrix} P \cos \theta \\ P \sin \theta \end{bmatrix}$$

Multiple rotations

Consider rotation of a vector p from frame $o_0 x_0 y_0$ to $o_1 x_1 y_1$ to $o_2 x_2 y_2$

The vector has length p^0, p^1, p^2 in frames $o_0 x_0 y_0, o_1 x_1 y_1, o_2 x_2 y_2$ respectively

$$p^0 = R_1^0 p^1 \quad \text{--- (1)}$$

$$p^1 = R_2^1 p^2 \quad \text{--- (2)}$$

We want to find R_2^0

$$p^0 = R_2^0 p^2 \quad \text{--- (3)}$$

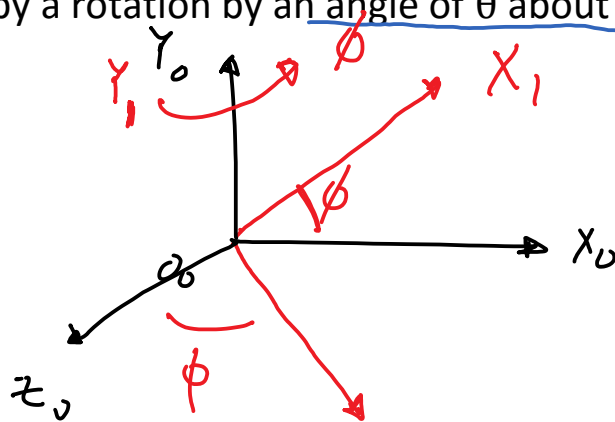
From (1) and (2)

$$p^0 = R_1^0 R_2^1 p^2 \quad \text{--- (4)}$$

Compare (3) with (4)

$$\underline{R_2^0 = R_1^0 R_2^1}$$

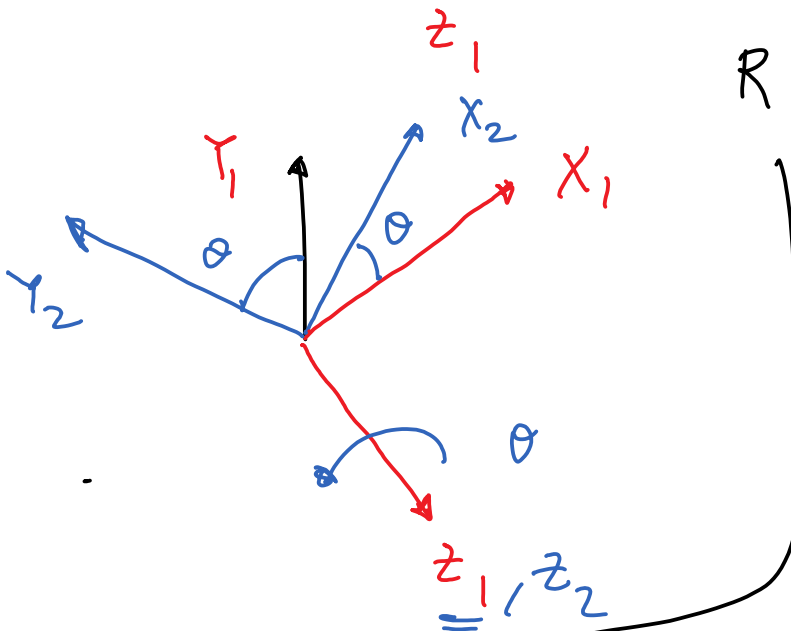
Example: If R represents rotation by an angle of ϕ about current y-axis followed by a rotation by an angle of θ about current z-axis. Then find R



$$R_z^0 = R_1^0 R_2^1$$



$$R = R_{y,\phi} R_{z,\theta}$$



$$R = \begin{bmatrix} c\phi & 0 & s\phi \\ 0 & 1 & 0 \\ -s\phi & 0 & c\phi \end{bmatrix} \begin{bmatrix} c\theta & -s\theta & 0 \\ s\theta & c\theta & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$c\phi = \cos \phi$$

$$s\theta = \sin \theta$$

$$R = \begin{bmatrix} c\phi c\theta & -c\phi s\theta & s\phi \\ s\phi c\theta & c\phi s\theta & c\phi \\ -s\phi c\theta & s\phi s\theta & c\phi \end{bmatrix}$$

Example: If the above rotation is performed in reverse order find resulting matrix R' . That is, if R' represents rotation by an angle of ϕ about current z-axis followed by a rotation by an angle of θ about current y-axis. Then find R

$$R' = R_{z,\phi} R_{y,\theta} \quad \{ R_2^o = R_1^o R_2^{1'} \}$$

$$= \begin{bmatrix} c\theta & -s\theta & 0 \\ s\theta & c\theta & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} c\phi & 0 & s\phi \\ 0 & 1 & 0 \\ -s\phi & 0 & c\phi \end{bmatrix}$$

$$R' = \begin{bmatrix} c\theta c\phi & -s\theta & c\theta s\phi \\ s\theta c\phi & c\theta & s\theta s\phi \\ -s\phi & 0 & c\phi \end{bmatrix}$$

$$R = \begin{bmatrix} c\phi c\theta & -c\phi s\theta & s\phi \\ s\phi c\theta & c\phi & 0 \\ -s\phi & s\theta & c\theta \end{bmatrix} \quad \text{— From previous example}$$

Rotations

$R \neq R'$ do not commute

Example: We define R through the following step wise rotations. Find R

(1) α about current x-axis

(2) β about current z-axis

(3) γ about current y-axis

(4) δ about current x-axis

$$(1) \quad R = R_{x,\alpha}$$

$$(2) \quad R = R_{x,\alpha} R_{z,\beta}$$

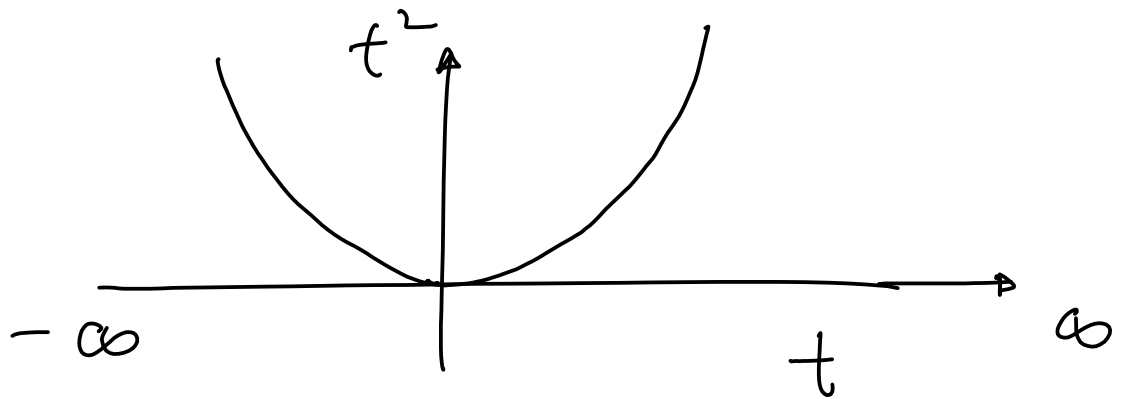
$$(3) \quad R = R_{x,\alpha} R_{z,\beta} R_{y,\gamma}$$

$$(4) \quad R = R_{x,\alpha} R_{z,\beta} R_{y,\gamma} R_{x,\delta}$$

Parameterization of rigid body rotation

Parameterization example $y = x^2$

Describe any point on the parabola as (t, t^2) [t is parameter]



Circle : $x^2 + y^2 = r^2$

Any point : $(r \cos \theta, r \sin \theta)$ $0 < \theta < 2\pi$

$$R = \begin{bmatrix} r_{11} & r_{12} & r_{13} \\ r_{21} & r_{22} & r_{23} \\ r_{31} & r_{32} & r_{33} \end{bmatrix} \quad \text{--- } 9 \text{ numbers}$$

Does one need
9 numbers
to describe rotations

Property $RR^T = I$ (constrains the 9 numbers)

$$\begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

these constraints are

$$r_{11}^2 + r_{21}^2 + r_{31}^2 = 1$$

$$r_{12}^2 + r_{22}^2 + r_{32}^2 = 1$$

$$r_{13}^2 + r_{23}^2 + r_{33}^2 = 1$$

$$r_{11}r_{12} + r_{21}r_{22} + r_{31}r_{32} = 0$$

$$r_{12}r_{13} + r_{22}r_{23} + r_{32}r_{33} = 0$$

$$r_{13}r_{11} + r_{23}r_{21} + r_{33}r_{31} = 0$$

6

conditions

$$9 - 6 = 3$$

unique parameters
needed to describe
rotation.

We will use 3 rotations to parameterize
rotations

12 representations

$X Y Z$

$Y Z X$

$Z X Y$

$X Z Y$

$Y X Z$

$Z Y X$

$X Y X$

$Y X Y$

$Z Y Z$

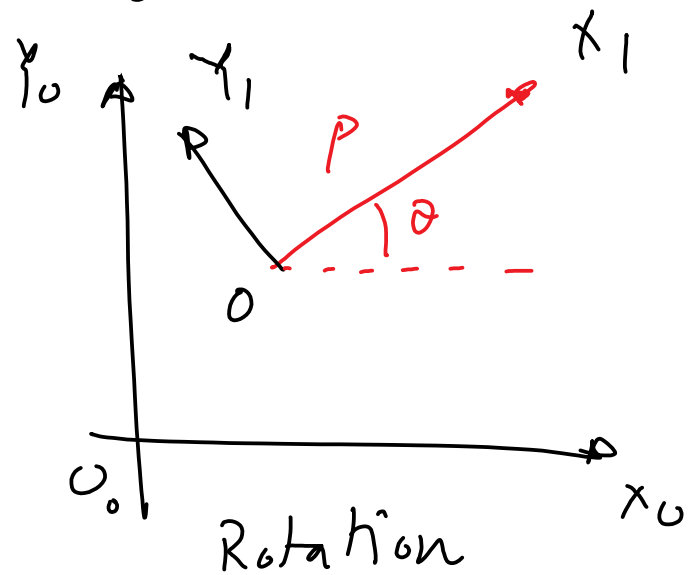
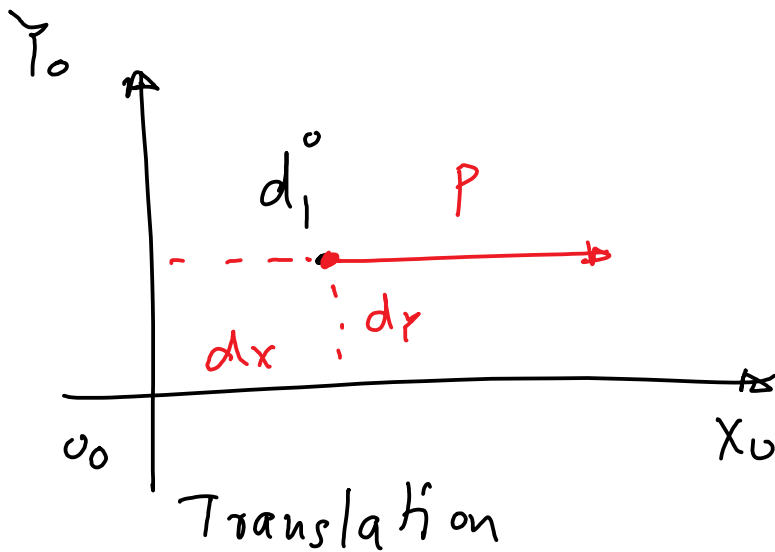
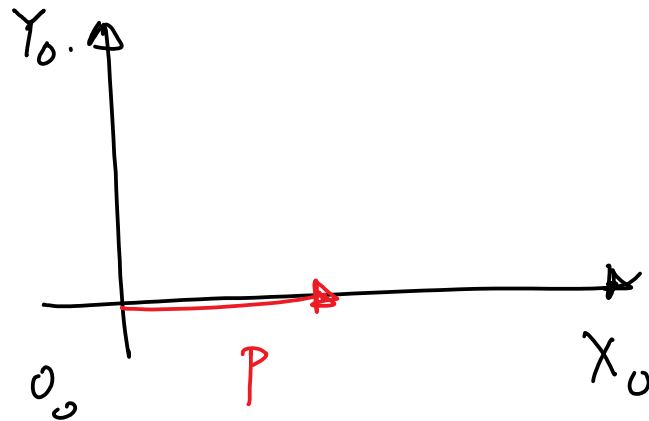
$X Z X$

$Y Z Y$

$Z X Z$

Euler angles

Rigid motions



$$\textcircled{1} \rightarrow \underline{p^0} = d_1^0 + R_1^0 p^1 \quad [o_0 x_0 y_0 \rightarrow o_1 x_1 y_1]$$

$$\textcircled{2} - \underline{p^1} = d_2^1 + R_2^1 \underline{p^2} \quad [o_1 x_1 y_1 \rightarrow o_2 x_2 y_2]$$

Put $\textcircled{2}$ in $\textcircled{1}$

$$p^0 = d_1^0 + R_1^0 \underbrace{(d_2^1 + R_2^1 p^2)}_{p'}$$

$$\Rightarrow p^0 = d_1^0 + R_1^0 d_2^1 + R_1^0 R_2^1 p^2$$

n translation + rotation.

$$\Rightarrow p^0 = d_1^0 + R_1^0 d_2^1 + R_1^0 R_2^1 d_3^2 + \dots + R_1^0 R_2^1 \dots R_n^{h-1} p^h$$

very messy if there are multiple movements.

A compact way of representing rotations and translation is through a homogenous transformation

Homogenous transformation (H)

$$H = \begin{bmatrix} R_{3 \times 3} & d_{3 \times 1} \\ 0_{1 \times 3} & 1_{1 \times 1} \end{bmatrix}_{4 \times 4}$$

→ $H = \begin{bmatrix} R & d \\ 0 & 1 \end{bmatrix}$

$$p^0 = H_1^0 p^1$$

$$p^1 = H_2^1 p^2$$

$$p^0 = H_1^0 H_2^1 p^2 \quad (\text{subs})$$

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

$$= \begin{bmatrix} R_1^0 & d_1^0 \\ 0 & 1 \end{bmatrix}_{4 \times 4} \begin{bmatrix} R_2^1 & d_2^1 \\ 0 & 1 \end{bmatrix}_{4 \times 4} p^2$$

$$\begin{bmatrix} p^0 \\ 1 \end{bmatrix}_{4 \times 1} = \begin{bmatrix} R_1^0 R_2^1 & R_1^0 d_2^1 + d_1^0 \\ 0 & 1 \end{bmatrix}_{4 \times 4} \begin{bmatrix} p^2 \\ 1 \end{bmatrix}_{4 \times 1}$$

$$\begin{bmatrix} p^0 \\ 1 \end{bmatrix} = \begin{bmatrix} R_1^0 R_2^1 p^2 + R_1^0 d_2^1 + d_1^0 \\ 0 \\ 1 \end{bmatrix}$$

$$p^0 = R_1^0 R_2^1 p^2 + R_1^0 d_2^1 + d_1^0$$

$$p^0 = d_1^0 + R_1^0 d_2^1 + R_1^0 R_2^1 p^2 \quad \text{--- from previous pages}$$

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

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100.

$$\text{Trans}_{x, a} = \left[\begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{pmatrix} \begin{pmatrix} a \\ 0 \\ 0 \end{pmatrix} \right]$$

$$\text{Rot}_{x, \alpha} = \left[\begin{pmatrix} 1 & 0 & 0 \\ 0 & \cos \alpha & -\sin \alpha \\ 0 & \sin \alpha & \cos \alpha \end{pmatrix} \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix} \right]$$

$$\text{Trans}_{y, b} = \left[\begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} 0 \\ b \\ 0 \end{pmatrix} \right]$$

$$\text{Rot}_{y, \beta} = \left[\begin{pmatrix} \cos \beta & 0 & \sin \beta \\ 0 & 1 & 0 \\ -\sin \beta & 0 & \cos \beta \end{pmatrix} \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix} \right]$$

$$\text{Trans}_{z, c} = \left[\begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} 0 \\ 0 \\ c \end{pmatrix} \right]$$

$$\text{Rot}_{z, \gamma} = \left[\begin{pmatrix} \cos \gamma & -\sin \gamma & 0 \\ \sin \gamma & \cos \gamma & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix} \right]$$

Example: Find the homogenous transformation H that results from the following step wise transformation

- (1) rotation by an angle α about current x-axis
- (2) translation of b units along current x-axis
- (3) translation of d units along current z-axis
- (4) rotation by an angle of θ about current z-axis

$$(1) \quad H = \text{Rot}_{x, \alpha}$$

$$(2) \quad H = \text{Rot}_{x, \alpha} \text{Trans}_{x, b}$$

$$(3) \quad H = \text{Rot}_{x, \alpha} \text{Trans}_{x, b} \text{Trans}_{z, d}$$

$$(4) \quad H = \text{Rot}_{x, \alpha} \text{Trans}_{x, b} \text{Trans}_{z, d} \text{Rot}_{z, \theta}$$

4x4