

Euler Angles

$$R_x(\phi) = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos\phi & -\sin\phi \\ 0 & \sin\phi & \cos\phi \end{bmatrix}$$

$$R_y(\theta) = \begin{bmatrix} \cos\theta & 0 & \sin\theta \\ 0 & 1 & 0 \\ -\sin\theta & 0 & \cos\theta \end{bmatrix}$$

$$R_z(\psi) = \begin{bmatrix} \cos\psi & -\sin\psi & 0 \\ \sin\psi & \cos\psi & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

Euler angles are used to describe arbitrary orientation of an object

-1-2-3 Bryant angles (MuJoCo)

X-Y-Z

Y-X-Z

Z-Y-X

X-Z-Y

Y-Z-X

Z-X-Y

X-Y-X

Y-Z-Y

Z-Y-Z

X-Z-X

Y-X-Y

Z-X-Z

Tait-Bryant angles
aerospace
(3-2-1)

12 unique ways of
describing rotations.

1 - 2 - 3 Euler angles

$$R = R_x(\phi) R_y(\theta) R_z(\psi)$$

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

$$c\phi = \cos \phi \quad \text{and so on}$$

$$s\phi = \sin \phi$$

$$= \begin{bmatrix} r_{11} & r_{12} & r_{13} \\ r_{21} & r_{22} & r_{23} \\ r_{31} & r_{32} & r_{33} \end{bmatrix}$$

$$r_{11} = c\psi c\theta ; \quad r_{21} = s\phi s\theta c\psi + s\psi c\phi$$

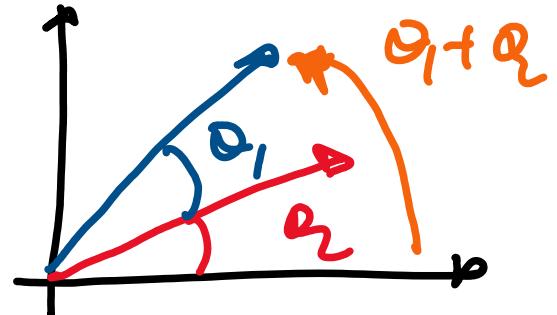
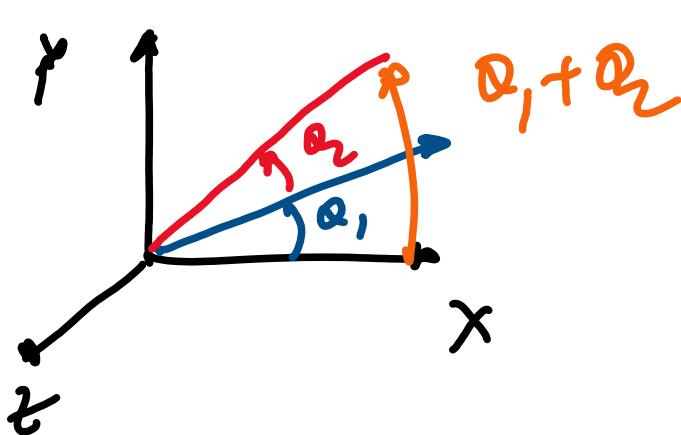
$$r_{31} = c\phi s\theta c\psi - s\psi s\phi$$

$$r_{12} = -s\psi c\theta ; \quad r_{22} = -s\phi s\psi s\theta + c\phi c\psi$$

$$r_{32} = s\phi c\psi + s\psi s\theta c\phi$$

$$r_{13} = s\theta ; \quad r_{23} = -s\phi c\theta ; \quad r_{33} = c\phi c\theta$$

2D rotations commute



$$R_z(\theta_1) R_z(\theta_2)$$

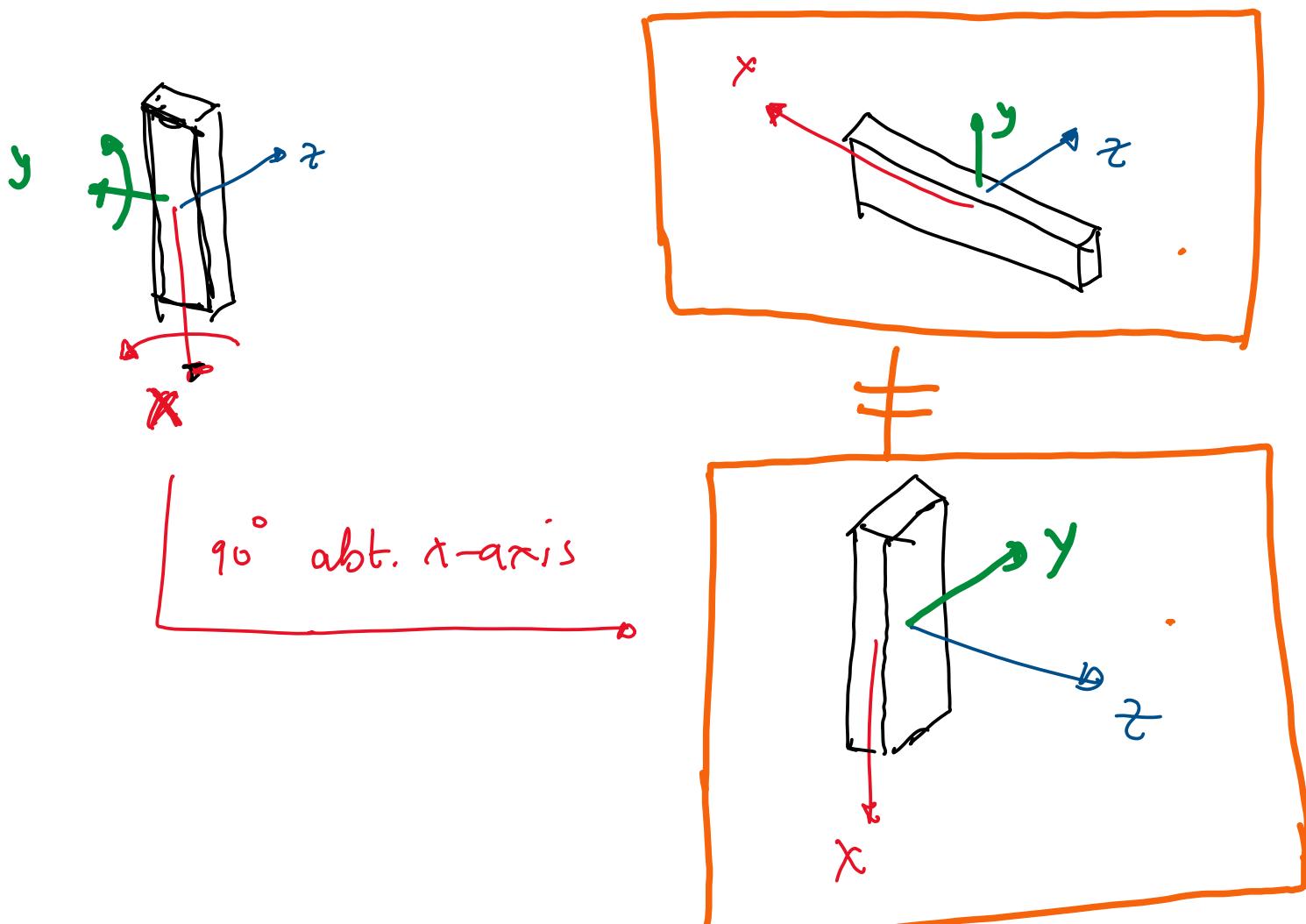
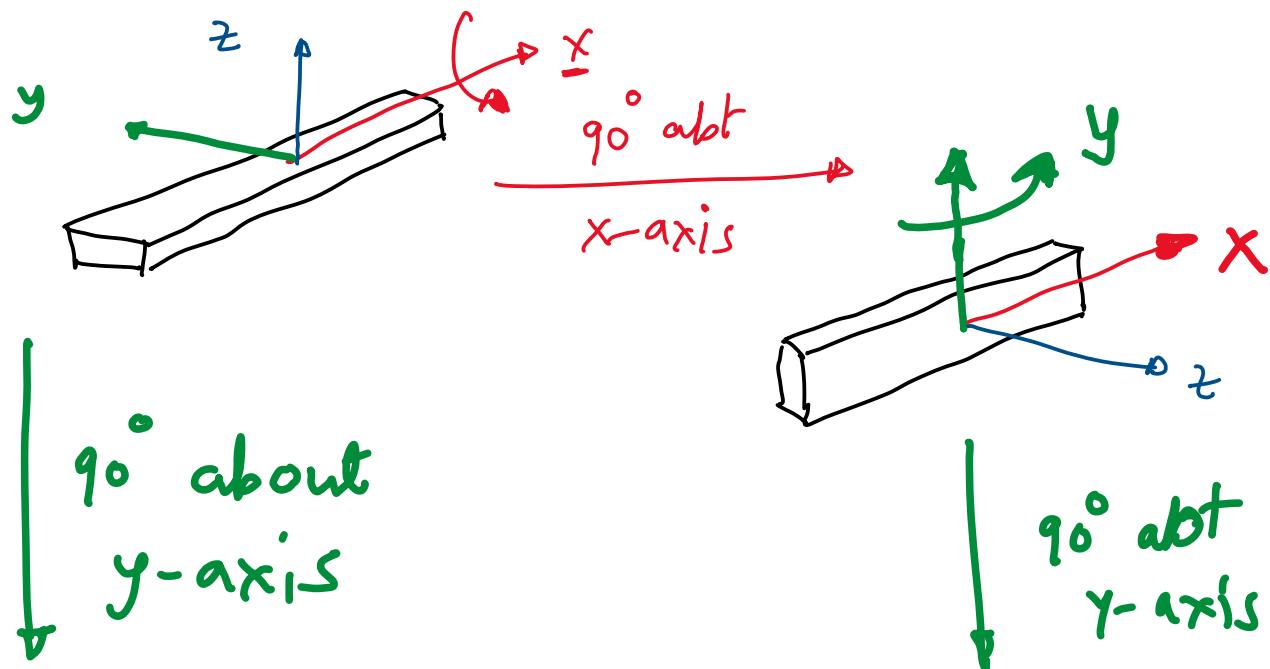
$$= R_z(\theta_1 + \theta_2)$$

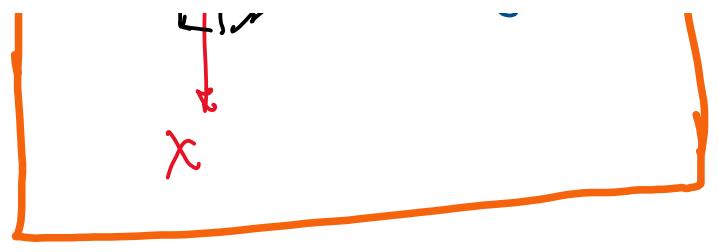
$$R_z(\theta_2) R_z(\theta_1)$$

$$= R_z(\theta_1 + \theta_2)$$

Rotations in 2D commute

3D rotations do not commute





Gimball Lock

Gimball lock is the loss of a degree of freedom. This happens when 2 axis are parallel to each other.

This happens due to the use of Euler angles.

$$R = R_x(\phi) R_y(\frac{\pi}{2}) R_z(\psi)$$

$$= \begin{bmatrix} 0 & 0 & 1 \\ \sin(\phi + \psi) & \cos(\phi + \psi) & 0 \\ -\cos(\phi + \psi) & \sin(\phi + \psi) & 0 \end{bmatrix}$$

① $\phi = 0 \quad \psi = \frac{\pi}{2} \quad R = \begin{bmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{bmatrix}$

② $\phi = \frac{\pi}{2} \quad \psi = 0 \quad R = \begin{bmatrix} 0 & 0 & 1 \\ 0 & 0 & 0 \\ 1 & 1 & 0 \end{bmatrix}$

③ $\phi = \psi = \frac{\pi}{4} \quad R = \begin{bmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{bmatrix}$

Since these give the same R matrix we are unable to distinguish these 3 different rotations from each other

This is the gimbal lock.

This happens because of the use of Euler angles.

This can be fixed using Quaternions

