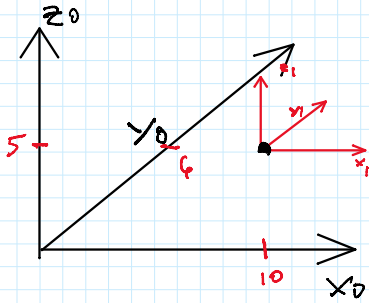


RM: How the **rotation** of F_n is projected on F_{n-1} .

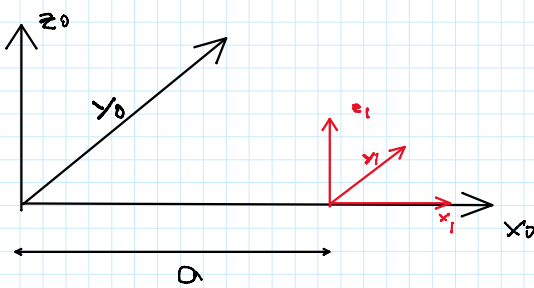
$$\begin{pmatrix} n-1 \\ n \end{pmatrix} R = \begin{matrix} x_n & y_n & z_n \\ x_{n-1} & y_{n-1} & z_{n-1} \end{matrix} \begin{bmatrix} \square & \square & \square \\ \square & \square & \square \\ \square & \square & \square \end{bmatrix}$$

PV: How the **translation** of F_n is projected on F_{n-1} .

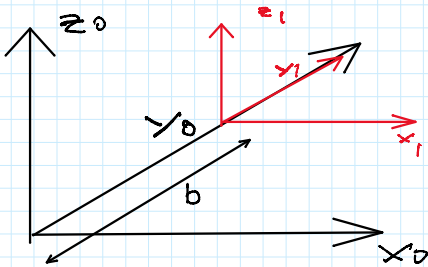
$$\begin{pmatrix} n-1 \\ n \end{pmatrix} P = \begin{pmatrix} n-1 \\ n \end{pmatrix} d = \begin{matrix} 3 \times 1 \\ \square \\ \square \\ \square \end{matrix} \begin{matrix} x_{n-1} \\ y_{n-1} \\ z_{n-1} \end{matrix}$$



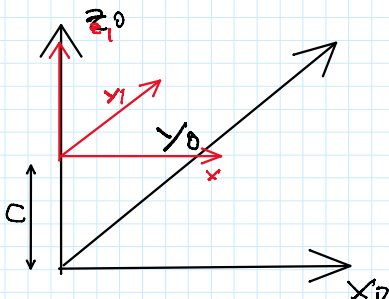
$${}^0P = \begin{bmatrix} 10 \\ 5 \\ 0 \end{bmatrix}$$



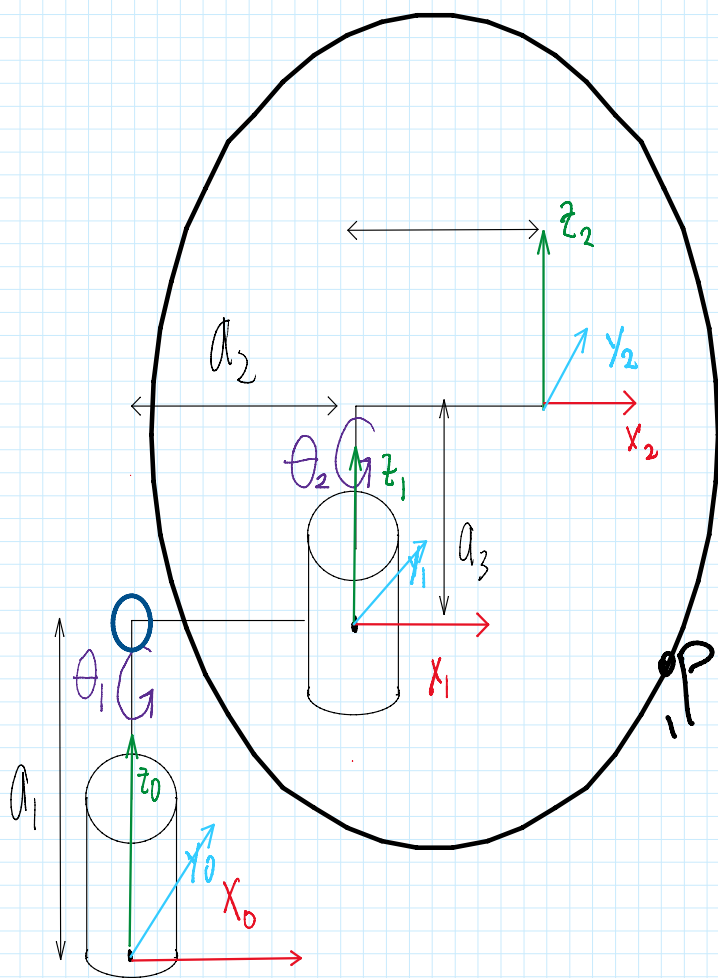
$${}^0P = \begin{bmatrix} a \\ 0 \\ 0 \end{bmatrix}$$



$${}^0P = \begin{bmatrix} 0 \\ b \\ 0 \end{bmatrix}$$



$${}^0P = \begin{bmatrix} 0 \\ 0 \\ c \end{bmatrix}$$



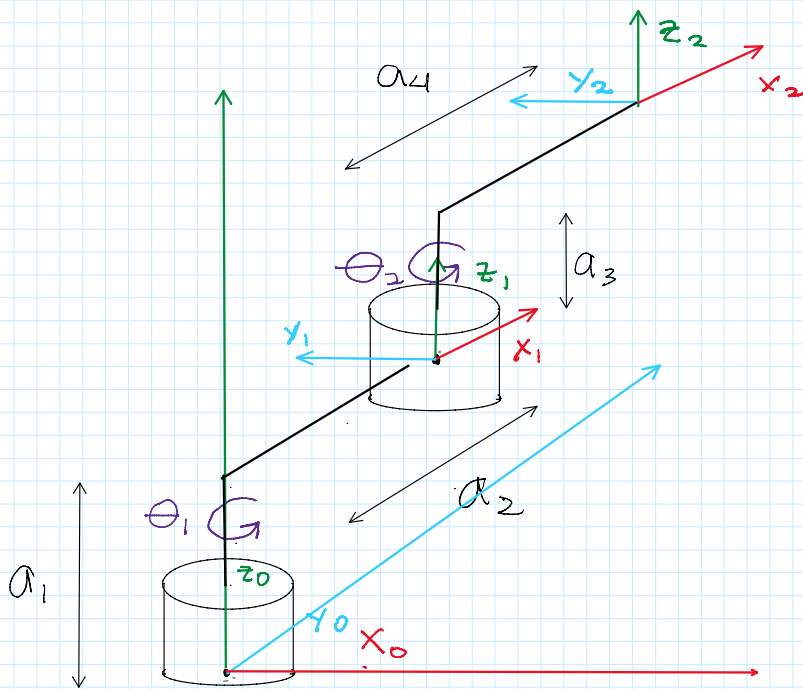
$${}^0_2R = {}^0_1R * {}^1_2R$$

$${}^0_2P \neq {}^0_1P * {}^1_2P$$

$${}^0_2P \neq {}^0_1P + {}^1_2P$$

$${}_1P = \begin{bmatrix} a_2 \\ 0 \\ a_1 \end{bmatrix}$$

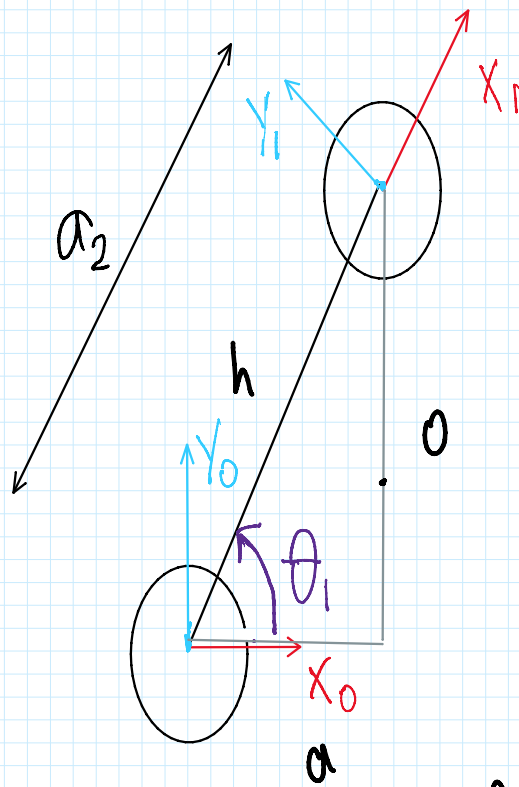
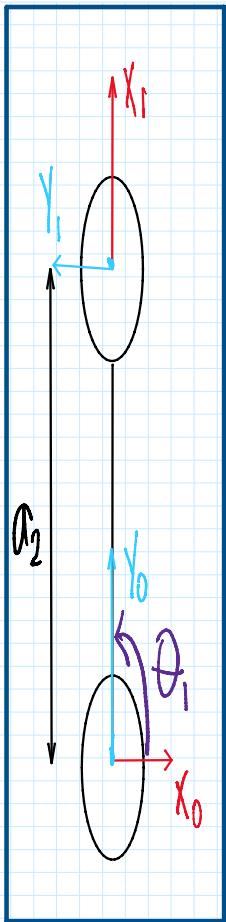
however,



$${}^0P = \begin{bmatrix} 0 \\ a_2 \\ 0 \end{bmatrix}$$

Remember: We need to make sure that our position vector is correct no matter what the values of joint variables are.

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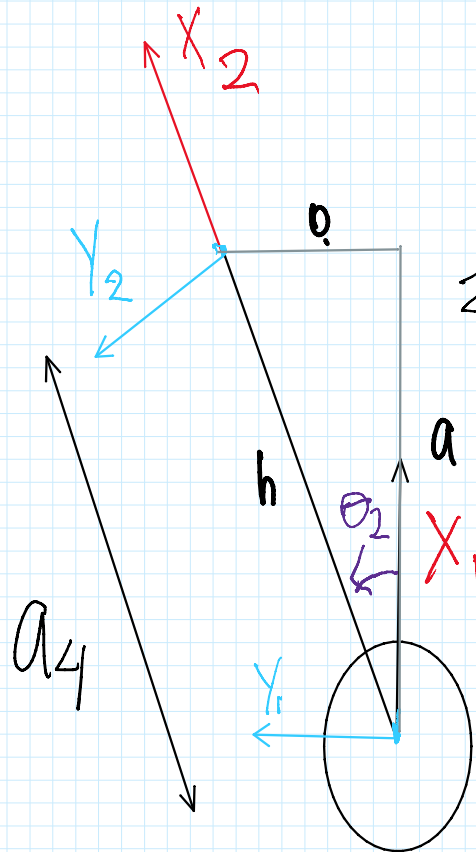
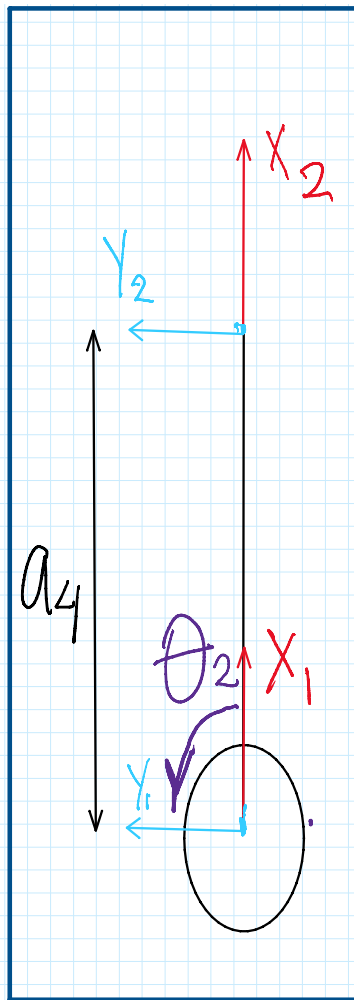
$${}^0P_1 = \begin{bmatrix} a_2 \cos \theta_1 & 0 & 1 \\ a_2 \sin \theta_1 & 0 & 1 \\ a_1 & 0 & 1 \end{bmatrix} \begin{bmatrix} X \\ Y \\ Z \end{bmatrix}$$

$$\cos \theta_1 = \frac{x_0}{a_2}$$

$$a_2 \cos \theta_1 = x_0$$

$$\sin \theta_1 = \frac{y_0}{a_2}$$

$$a_2 \sin \theta_1 = y_0$$



$${}^1_2P = \begin{bmatrix} a_4 \cos \theta_2 \\ a_4 \sin \theta_2 \\ a_3 \end{bmatrix} \begin{matrix} 1 \\ 2 \\ 2 \end{matrix} \begin{matrix} X \\ Y \\ Z \end{matrix}$$

$$\cos \theta_2 = \frac{X_1}{a_4}$$

$$a_4 \cos \theta_2 = X_1$$

$$\sin \theta_2 = \frac{Y_1}{a_4}$$

$$a_4 \sin \theta_2 = Y_1$$