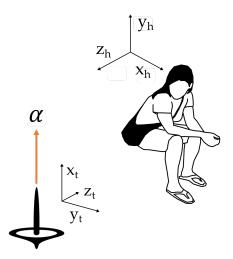
# **Problem Set 2**

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**Instructions.** Please write legibly and do not attempt to fit your work into the smallest space possible. It is important to show all work, but basic arithmetic can be omitted. You are encouraged to use Matlab when possible to avoid hand calculations, but print and submit your commented code for non-trivial calculations. You can attach a pdf of your code to the homework, use live scripts or the publish feature in Matlab, or include a snapshot of your code. Do not submit .m files — we will not open or grade these files.

## 1 Angular Velocity

#### 1.1 (5 points)



A top is spinning at  $\alpha$  radians per second around the  $x_t$  axis. Using the drawing, find  $\omega_t$  and  $\omega_h$ . Numerically show that  $\omega_h = R_{ht}\omega_t$ 

#### 1.2 (5 points)

Explain why ZXX Euler angles do not exist.

## 1.3 (5 points)

Given the rotation matrix:

$$R = \begin{bmatrix} 0.3642 & -0.7799 & 0.5090 \\ 0.7017 & -0.1296 & -0.7006 \\ 0.6124 & 0.6124 & 0.5 \end{bmatrix}$$
 (1)

Find the axis-angle representation of *R*.

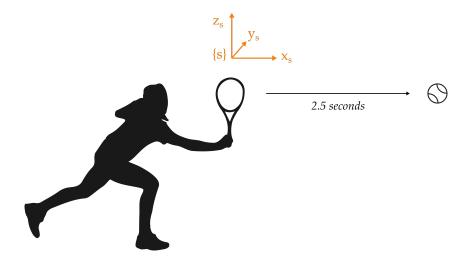
#### 1.4 (5 points)

Write a function that computes the rotation matrix R from an axis  $\omega$  and an angle  $\theta$ . Then use that function to find the following rotation matrix:

$$\hat{\omega} = \begin{bmatrix} \sqrt{2}/2 \\ 0 \\ \sqrt{2}/2 \end{bmatrix}, \quad \theta = \pi/4 \tag{2}$$

Prove that your result is a rotation matrix.

## 2 Combining Position and Rotation



You just hit a tennis ball. At time t = 0, the position and orientation of the tennis ball in your coordinate frame  $\{s\}$  are:

$$p(0) = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}, \qquad R(0) = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$
 (3)

The ball is spinning around the  $+z_s$  axis at  $\alpha$  radians per second, and is flying forward along the  $+x_s$  axis at  $\beta$  meters per second.

### 2.1 (5 points)

What is the position of the tennis ball after 2.5 seconds?

#### 2.2 (5 points)

What is the orientation of the tennis ball after 2.5 seconds?

## 3 Properties of Transformation Matrices

#### 3.1 (5 points)

Given two transformation matrices  $T_1$  and  $T_2$  where:

$$T_1 = \begin{bmatrix} R_1 & p_1 \\ 0 & 1 \end{bmatrix}, \qquad T_2 = \begin{bmatrix} R_2 & p_2 \\ 0 & 1 \end{bmatrix} \tag{4}$$

Find an instance of  $T_1$  and  $T_2$  where the transformation matrices are commutative. In your answer  $R_1$  and  $R_2$  **cannot** be identity, and  $p_1$  and  $p_2$  **cannot** be zero. You also cannot choose  $T_1 = T_2$ . Alternatively, prove that no such special case exists.

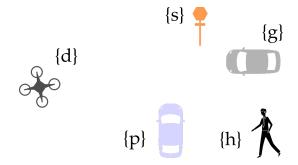
#### 3.2 (5 points)

Write a function that inputs a  $4 \times 4$  matrix X. This function should output True if X is a transformation matrix and False if X is not a transformation matrix. Demonstrate that your function works with the following matrices:

$$X_{1} = \begin{bmatrix} 1/\sqrt{2} & -1/\sqrt{2} & 0 & -5\\ 1/\sqrt{2} & 1/\sqrt{2} & 0 & -1.7\\ 0 & 0 & 1 & -11\\ 0 & 0 & 0 & 1 \end{bmatrix} \qquad X_{2} = \begin{bmatrix} 0.5 & -1/\sqrt{2} & 0.5 & 0\\ 0.5 & 1/\sqrt{2} & 0.5 & 0\\ -1/\sqrt{2} & 0 & 1/\sqrt{2} & 0\\ 0 & 0 & 1 & 1 \end{bmatrix}$$

$$X_{3} = \begin{bmatrix} -1/\sqrt{2} & -0.5 & 0.5 & -1.1\\ 1/\sqrt{2} & -0.5 & -0.5 & 4.5\\ 0 & 1/\sqrt{2} & 1/\sqrt{2} & 1.6\\ 0 & 0 & 0 & 1 \end{bmatrix}$$

# 4 Using Transformation Matrices



Consider the figure above. Your goal is to find the pose of the human expressed in the drone's coordinate frame. You know:

- the pose of the stop sign with respect to the drone
- the pose of the stop sign with respect to the gray car
- the pose of the purple car with respect to the human
- the pose of the purple car with respect to the gray car

#### 4.1 (5 points)

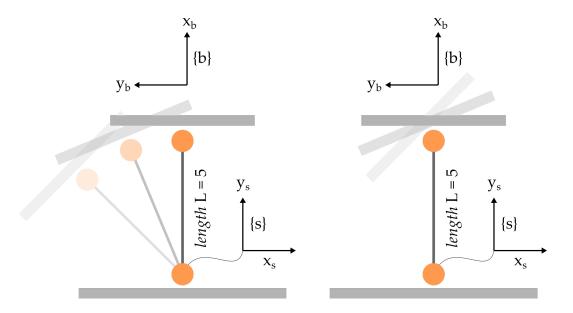
Sketch a system diagram. Draw arrows to mark the known transformation matrices, and label each arrow.

### 4.2 (5 points)

Using your diagram, determine the equation for the transformation matrix  $T_{dh}$ 

## 5 Fixed and Body Frame Motion

We have a planar robot with two revolute joints. See the figure below: on the left we move the revolute joint at  $\{s\}$ , and on the right we move the revolute joint at  $\{b\}$ . For the following parts we will ask your to perform a *sequence* of motions. Solve for the transformation matrix  $T_{sb}$  after each motion.



## 5.1 (5 points)

First rotate the joint at  $\{s\}$  by  $\pi/4$ .

## 5.2 (5 points)

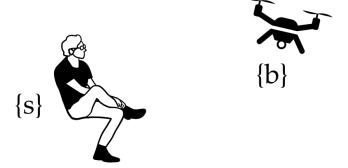
Then rotate the joint at  $\{b\}$  by  $-\pi/4$ 

## 5.3 (5 points)

Finally rotate the joint at  $\{b\}$  by  $\pi/2$ 

# 6 Properties of Twists

## 6.1 (5 points)



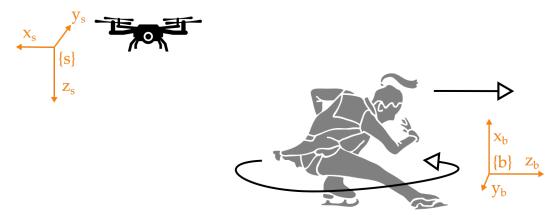
Consider a seated person watching a drone. Let  $V_s$  be a spatial twist and let  $V_b$  be a body twist. The transformation between the person and drone is currently:

$$T_{sb} = \begin{bmatrix} R & p \\ 0 & 1 \end{bmatrix} \tag{5}$$

- If  $\omega_b \neq 0$  and  $p \neq 0$ , find sufficient condition(s) for  $V_s = V_b$
- If  $\omega_s \neq 0$  and  $p \neq 0$ , find the condition(s) that must be met for  $||V_s|| = ||V_b||$ . Here  $||\cdot||$  denotes the magnitude (or length) of a vector.

### 6.2 (5 points)

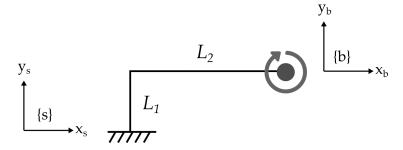
You have a video drone that is trying to track the motion of a figure skater. The skater is rotating around the  $x_b$  axis at  $\alpha$  radians per second, and is moving forward at  $\beta$  meters per second. The drone is  $c_1$  meters above the figure skater and  $c_2$  meters to the left of the skater.



- What is the body twist?
- What is the spatial twist?

## 7 Properties of Screws

## 7.1 (5 points)



Consider the revolute joint shown above. This joint is rotating at  $\alpha$  radians per second.

- What is the spatial twist  $V_s$ ?
- What is the screw *S*?
- Show that your screw S is the "normalized" twist  $V_S$

#### 7.2 (5 points)

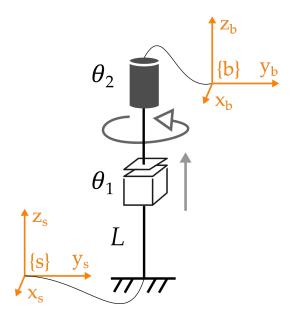
Given the screw *S* for a prismatic joint:

$$S = \begin{bmatrix} 0 \\ v_s \end{bmatrix} \tag{6}$$

Find the transformation matrix  $T = e^{[S]\theta}$ . Your answer should be an expression for T that works for any choice of  $v_s$ .

## 8 Using Screws

Answer the following questions based on the robot shown below.



# 8.1 (5 points)

Let  $S_1$  be the screw for the prismatic joint (with joint position  $\theta_1$ ) and let  $S_2$  be the screw for the revolute joint (with joint position  $\theta_2$ ). Write  $S_1$  and  $S_2$ .

# 8.2 (5 points)

Convert the screws to joint motion to find  $T_{sb}$  as a function of  $\theta$ .

## 8.3 (5 points)

If L = 1,  $\theta_1 = 5$ , and  $\theta_2 = \pi/2$ , what is  $T_{sb}$ ?