Right hand coordinate system



## Park and Post multipleastin in Rotatocs Ourw : robot coordinate system (shect) Oxyz: reference coordnate system r = [sx ry rz] = [ru rv rw] Object may ofate about the principal axis of either Oxyz trame or Ourw trame, order of rotation is always R(y, ox) R(2,0) R(x, B) # R(x, B) R(2,0) R(y, x) Dxyz and Ouver must coincide for multiplication rule to apply > R=I Apply appropriate transformation to make them coincide if they are not If frame Oxviv retates about Oxyz, then "me-multyly" the I matrix by appropriate estates matrix frame Ouver votates about itself, then "post-multiply"

the I matic by appropriate votate matrice.

Angle-set conventions - 24 conventions that perform

3 retations about principal axes in a certain order.

12 - Euler-angle sets, 12- tixed-angles sets.

Thatity of tixed-angle sets is Euler-angle sets :> 12 uneque

APPENDIX B

parameterizations

## The 24 angle-set conventions

The 12 Euler angle sets are given by

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Source: Introduction to Robotics: Mechanics and Control, by John J. Craig, 2005.

$$R_{Y'Z'Y'}(\alpha, \beta, \gamma) = \begin{bmatrix} c\alpha c\beta c\gamma - s\alpha s\gamma & -c\alpha s\beta & c\alpha c\beta s\gamma + s\alpha c\gamma \\ s\beta c\gamma & c\beta & s\beta s\gamma \\ -s\alpha c\beta c\gamma - c\alpha s\gamma & s\alpha s\beta & -s\alpha c\beta s\gamma + c\alpha c\gamma \end{bmatrix},$$

$$R_{Z'X'Z'}(\alpha, \beta, \gamma) = \begin{bmatrix} -s\alpha c\beta s\gamma + c\alpha c\gamma & -s\alpha c\beta c\gamma - c\alpha s\gamma & s\alpha s\beta \\ c\alpha c\beta s\gamma + s\alpha c\gamma & c\alpha c\beta c\gamma - s\alpha s\gamma & -c\alpha s\beta \\ s\beta s\gamma & s\beta c\gamma & c\beta \end{bmatrix},$$

$$R_{Z'Y'Z'}(\alpha, \beta, \gamma) = \begin{bmatrix} c\alpha c\beta c\gamma - s\alpha s\gamma & -c\alpha c\beta s\gamma - s\alpha c\gamma & c\alpha s\beta \\ s\alpha c\beta c\gamma + c\alpha s\gamma & -s\alpha c\beta s\gamma + c\alpha c\gamma & s\alpha s\beta \\ -s\beta c\gamma & s\beta s\gamma & c\beta \end{bmatrix}.$$

## The 12 fixed angle sets are given by

$$R_{XYZ}(\gamma,\beta,\alpha) = \begin{bmatrix} c\alpha c\beta & c\alpha s\beta s\gamma - s\alpha c\gamma & c\alpha s\beta c\gamma + s\alpha s\gamma \\ s\alpha c\beta & s\alpha s\beta s\gamma + c\alpha c\gamma & s\alpha s\beta c\gamma - c\alpha s\gamma \\ -s\beta & c\beta s\gamma & c\beta c\gamma \end{bmatrix},$$

$$R_{XZY}(\gamma,\beta,\alpha) = \begin{bmatrix} c\alpha c\beta & -c\alpha s\beta c\gamma + s\alpha s\gamma & c\alpha s\beta s\gamma + s\alpha c\gamma \\ s\beta & c\beta c\gamma & -c\beta s\gamma \\ -s\alpha c\beta & s\alpha s\beta c\gamma + c\alpha s\gamma & -s\alpha s\beta s\gamma + c\alpha c\gamma \end{bmatrix},$$

$$R_{YXZ}(\gamma,\beta,\alpha) = \begin{bmatrix} -s\alpha s\beta s\gamma + c\alpha c\gamma & -s\alpha c\beta & s\alpha s\beta c\gamma + c\alpha s\gamma \\ -s\alpha s\beta s\gamma + s\alpha c\gamma & -c\alpha s\beta & s\alpha s\beta c\gamma + c\alpha s\gamma \\ -c\beta s\gamma & s\beta & c\beta c\gamma \end{bmatrix},$$

$$R_{YZX}(\gamma,\beta,\alpha) = \begin{bmatrix} c\beta c\gamma & -s\beta & c\beta s\gamma \\ c\alpha s\beta c\gamma + s\alpha s\gamma & c\alpha c\beta & c\alpha s\beta s\gamma - s\alpha c\gamma \\ s\alpha s\beta c\gamma - c\alpha s\gamma & s\alpha c\beta & s\alpha s\beta s\gamma + c\alpha c\gamma \end{bmatrix},$$

$$R_{ZXY}(\gamma,\beta,\alpha) = \begin{bmatrix} s\alpha s\beta s\gamma + c\alpha c\gamma & s\alpha s\beta c\gamma - c\alpha s\gamma & s\alpha c\beta \\ c\beta s\gamma & c\beta c\gamma & -s\beta \\ c\alpha s\beta s\gamma - s\alpha c\gamma & c\alpha s\beta c\gamma + s\alpha s\gamma & c\alpha c\beta \end{bmatrix},$$

$$R_{ZYX}(\gamma,\beta,\alpha) = \begin{bmatrix} c\beta c\gamma & -c\beta s\gamma & s\beta \\ s\alpha s\beta c\gamma + c\alpha s\gamma & -s\alpha s\beta s\gamma + c\alpha c\gamma & -s\alpha c\beta \\ -c\alpha s\beta c\gamma + s\alpha s\gamma & c\alpha s\beta s\gamma + s\alpha c\gamma & c\alpha c\beta \end{bmatrix},$$

$$R_{XYX}(\gamma,\beta,\alpha) = \begin{bmatrix} c\beta & s\beta s\gamma & s\beta c\gamma \\ s\alpha s\beta & -s\alpha c\beta s\gamma + c\alpha c\gamma & -s\alpha c\beta c\gamma - c\alpha s\gamma \\ -c\alpha s\beta & c\alpha c\beta s\gamma + s\alpha c\gamma & c\alpha c\beta c\gamma - s\alpha s\gamma \\ -c\alpha s\beta & c\alpha c\beta c\gamma - s\alpha s\gamma & -c\alpha c\beta s\gamma - s\alpha c\gamma \\ s\alpha s\beta & s\alpha c\beta c\gamma + c\alpha s\gamma & -s\alpha c\beta s\gamma + c\alpha c\gamma \\ s\alpha s\beta & s\alpha c\beta c\gamma + c\alpha s\gamma & -s\alpha c\beta s\gamma + c\alpha c\gamma \\ s\alpha s\beta & s\alpha c\beta c\gamma + c\alpha s\gamma & -s\alpha c\beta s\gamma + c\alpha c\gamma \\ s\alpha s\beta & s\alpha c\beta c\gamma + c\alpha s\gamma & -s\alpha c\beta s\gamma + c\alpha c\gamma \\ s\beta s\gamma & c\beta & -s\beta c\gamma \\ -c\alpha c\beta s\gamma - s\alpha c\gamma & c\alpha s\beta & c\alpha c\beta c\gamma - s\alpha s\gamma \\ -c\alpha c\beta s\gamma - s\alpha c\gamma & c\alpha s\beta & c\alpha c\beta c\gamma - s\alpha s\gamma \\ \end{bmatrix},$$

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$$R_{YZY}(\gamma, \beta, \alpha) = \begin{bmatrix} c\alpha c\beta c\gamma - s\alpha s\gamma & -c\alpha s\beta & c\alpha c\beta s\gamma + s\alpha c\gamma \\ s\beta c\gamma & c\beta & s\beta s\gamma \\ -s\alpha c\beta c\gamma - c\alpha s\gamma & s\alpha s\beta & -s\alpha c\beta s\gamma + c\alpha c\gamma \end{bmatrix},$$

$$R_{ZXZ}(\gamma, \beta, \alpha) = \begin{bmatrix} -s\alpha c\beta s\gamma + c\alpha c\gamma & -s\alpha c\beta c\gamma - c\alpha s\gamma & s\alpha s\beta \\ c\alpha c\beta s\gamma + s\alpha c\gamma & c\alpha c\beta c\gamma - s\alpha s\gamma & -c\alpha s\beta \\ s\beta s\gamma & s\beta c\gamma & c\beta \end{bmatrix},$$

$$R_{ZYZ}(\gamma, \beta, \alpha) = \begin{bmatrix} c\alpha c\beta c\gamma - s\alpha s\gamma & -c\alpha c\beta s\gamma - s\alpha c\gamma & c\alpha s\beta \\ s\alpha c\beta c\gamma + c\alpha s\gamma & -s\alpha c\beta s\gamma + c\alpha c\gamma & s\alpha s\beta \\ -s\beta c\gamma & s\beta s\gamma & c\beta \end{bmatrix}.$$

## Equivalent angle-exis representation luage a frame EA? whose 2 axis à algred w the direction R: Uz {43 Retation which rotates vectors about K by O degrees: R = AR rot (2, 0) uR \_\_\_\_\_\_ Description of EA3 in EU3: uR = [AD Kx] BE Ky If we multiply out Eq 1 , and supply using A2+B2+C2=1, D2+E2+F2=1, [A B C]. [DEF]=0 [ABC] @ [DEF] = [Kx Ky Kz]

= Kxkyv0+c0 Kxkyv0-k250 Kx ky v e + ky sel

 $R_{k}(0) = \begin{cases} k_{x}k_{y}v\theta + k_{z}s\theta & k_{y}k_{y}v\theta + c\theta \\ k_{x}k_{z}v\theta - k_{y}s\theta & k_{y}k_{z}v\theta + k_{x}s\theta \end{cases}$ Ky K2U& - Kx50) k2k200+00

where  $c\theta = \cos \theta$ ,  $s\theta = \sin \theta$ ,  $v\theta = 1 - \cos \theta$ ,  $A\hat{k} = [k_x k_y k_z]^T$ 

Source = RP Paul, Robot Manymators, MIT Press, Cambridge, MA, 1981 (page 25)