

# PROBLEM SET 2

---

COM SCI 188: Intro to Robotics

Winter 2026

Question:	1	2	3	4	5	6	7	Total
Points:	16	12	16	16	8	16	16	100

## 1. Rigid body motion.

- (a) (4 points) In homogeneous coordinates, how is a 2D Cartesian point  $(x, y)$  represented if the scaling factor  $s$  is 1?
- A.  $[x, y, 0]^T$
  - B.  $[1, x, y]^T$
  - C.  $[x, y]^T$
  - D.  $[x, y, 1]^T$
- (b) (4 points) In the transformation notation  ${}^A T_B$ , what is the correct interpretation of the symbols?
- A. It is a scalar multiplier for frames  $A$  and  $B$ .
  - B. It describes the motion starting from frame  $B$  and ending at  $A$ .
  - C. It changes the coordinate frame from  $B$  to  $A$ .
  - D. It represents the pose of frame  $A$  relative to frame  $B$ .
- (c) (4 points) What is a key advantage of using quaternions to represent 3D rotation compared to rotation matrices?
- A. Quaternions are more intuitive for humans to visualize and specify.
  - B. Quaternions are more compact, using 4 numbers instead of 9, and avoid discontinuous jumps.
  - C. Quaternion multiplication is computationally simpler than matrix multiplication.
  - D. Quaternions use only 3 numbers, making them the most compact representation.
- (d) (4 points) According to Euler's rotation theorem, any sequence of rotations of a rigid body is equivalent to what?
- A. A single translation along a fixed vector.
  - B. A 4x4 homogeneous transformation matrix.
  - C. A single rotation about a single fixed axis.
  - D. A series of three rotations about the x, y, and z axes (Euler angles).

## 2. Rotation matrices.

(a) (3 points) Which axis does the following matrix rotate around?

$$R = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos \theta & -\sin \theta \\ 0 & \sin \theta & \cos \theta \end{bmatrix}$$

- A. X-axis
- B. Y-axis
- C. Z-axis
- D. Arbitrary axis

(b) (3 points) Which of the following is a key property of a valid 3D rotation matrix  $R$ ?

- A.  $R^T = -R$
- B.  $R^T = R^{-1}$
- C.  $\det(R) = 0$
- D.  $R + R^T = I$

(c) (3 points) What is the result of multiplying two 3D rotation matrices  $R_1 R_2$ ?

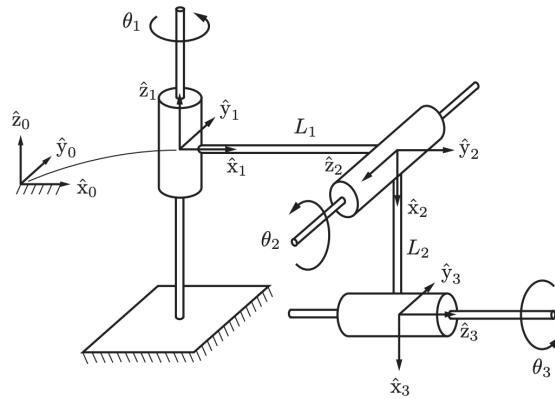
- A. The product is commutative, meaning  $R_1 R_2$  always equals  $R_2 R_1$ .
- B. The resulting matrix is no longer orthogonal and must be re-normalized.
- C. It results in a valid rotation matrix representing the composition of the two rotations.
- D. The determinant of the resulting matrix becomes 0.

(d) (3 points) A rotation matrix must be:

- A. Symmetric and non-singular
- B. Orthogonal with a determinant of  $\pm 1$
- C. Orthogonal with a determinant of 1
- D. Skew-symmetric and invertible

### 3. Denavit-Hartenberg (DH) Parameters

Consider the following RRR manipulator:



- (a) (4 points) According to the DH convention, how is the z-axis assigned?
- It must point along the common normal between two links.
  - It represents the link offset distance  $d_i$ .
  - It is along the joint axis of rotation or translation.
  - It is always perpendicular to the direction of gravity.
- (b) (6 points) Write down the DH Parameters for the RRR manipulator:

$i$	$a_{i-1}$	$\alpha_{i-1}$	$d_i$	$\theta_i$
1				
2				
3				

- (c) (6 points) Derive the forward kinematics for this manipulator.

#### 4. Control

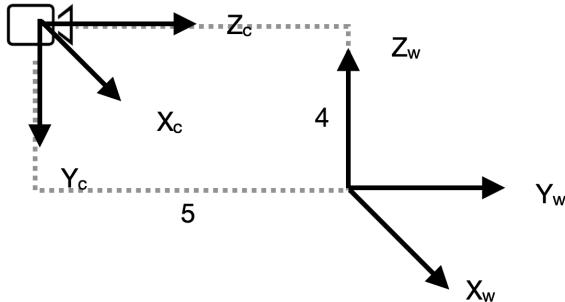
- (a) (4 points) In the context of control theory, which of the following best describes a 'maintenance goal'?
- A. Driving to a specific delivery point.
  - B. Making a cup of coffee.
  - C. Assembling a product on a factory line.
  - D. Keeping a constant distance of 2 car-lengths from a vehicle ahead.
- (b) (4 points) What is the primary role of the Integral (I) component when added to create a PI controller?
- A. To increase damping and prevent oscillations.
  - B. To speed up the initial response of the system.
  - C. To predict future errors based on the current rate of change.
  - D. To eliminate the steady-state error by accumulating past errors.
- (c) (4 points) Increasing the gain of which PID parameter is most likely to reduce the Rise Time but increase the Overshoot?
- A. The damping ratio.
  - B. The proportional gain  $K_p$ .
  - C. The sampling rate.
  - D. The derivative gain  $K_d$ .
- (d) (4 points) In Model Predictive Control (MPC), what does the term 'receding horizon' refer to?
- A. Calculating only the final state and working backward to the start.
  - B. Reducing the distance the robot can see to save on computational power.
  - C. Solving an optimization over a future time window but only applying the first step.
  - D. The point where the camera's field of view meets the floor.

## 5. Camera Calibration I.

- (a) (4 points) Given a camera image dimension  $d$  and a focal length  $f$ , what is the formula to calculate the Field of View ( $\alpha$ )?
- A.  $\alpha = 2 \sin[\frac{d}{f}]$
  - B.  $\alpha = \frac{d \times f}{2}$
  - C.  $\alpha = \frac{f}{d}$
  - D.  $\alpha = 2 \tan[\frac{d}{2f}]$
- (b) (4 points) While a full affine transformation accounts for rotation, translation, scale, and shear, what is the primary focus of the Kabsch algorithm?
- A. Estimating the intrinsic focal length of a camera lens.
  - B. Downsampling high-resolution point clouds for faster processing.
  - C. Finding the optimal rotation matrix to align two sets of 3D points.
  - D. Predicting the future trajectory of a robot using sensor fusion.

## 6. Camera Calibration II.

Let's defined a world coordinate frame and a camera coordinate Frame, as shown in figure below. Camera's position is [0,-5,4] in world frame, pointing along the Y-axis of the coordinate.



- (a) (4 points) What is the camera's extrinsic matrix?

(b) (4 points) If  ${}^wP = [-1, 5, 3]$  what is  ${}^cP$

(c) (4 points) If camera's intrinsic matrix is:

$$R = \begin{bmatrix} 100 & 0 & 200 \\ 0 & 100 & 100 \\ 0 & 0 & 1 \end{bmatrix}$$

Compute P's 2D image [u,v] coordinate (aligned with camera).

(d) (4 points) Assume the depth value for pixel [u,v] = 2.8. What is the projective signed distance value for location P? (Before truncation and normalization). Is this point P in occluded space or free space?

## 7. Particle Filter.

- (a) (4 points) What is the primary function of a particle filter (Sequential Monte Carlo method)?
- A. To increase the spatial resolution of raw sensor data.
  - B. To smooth out high-frequency noise in static images.
  - C. To estimate the state of a dynamic system using a set of weighted samples.
  - D. To detect edges in an image using gradient-based operators.
- (b) (4 points) What is the specific purpose of the “resampling” step in the particle filter algorithm?
- A. To arbitrarily increase the total number of particles to improve accuracy.
  - B. To duplicate high-probability particles and eliminate low-weight ones to prevent degeneracy.
  - C. To convert the discrete particles into continuous analog measurements.
  - D. To filter out high-frequency noise directly from the raw sensor readings.
- (c) (4 points) Which of the following is the most standard application of particle filters in robotics?
- A. Encrypting communication channels between the robot and base station.
  - B. Detecting malware injections in the robot’s operating system.
  - C. Robot Localization (estimating pose) given a map and noisy sensor data.
  - D. Compressing LIDAR point clouds to reduce storage requirements.
- (d) (4 points) What does the phenomenon of “particle degeneracy” refer to?
- A. When the particles converge to the exact true state with zero error variance.
  - B. When the weight is concentrated in a negligible number of particles, leaving most with near-zero weight.
  - C. When the system dynamics become perfectly linear and Gaussian.
  - D. When the computational cost exceeds the available hardware resources.