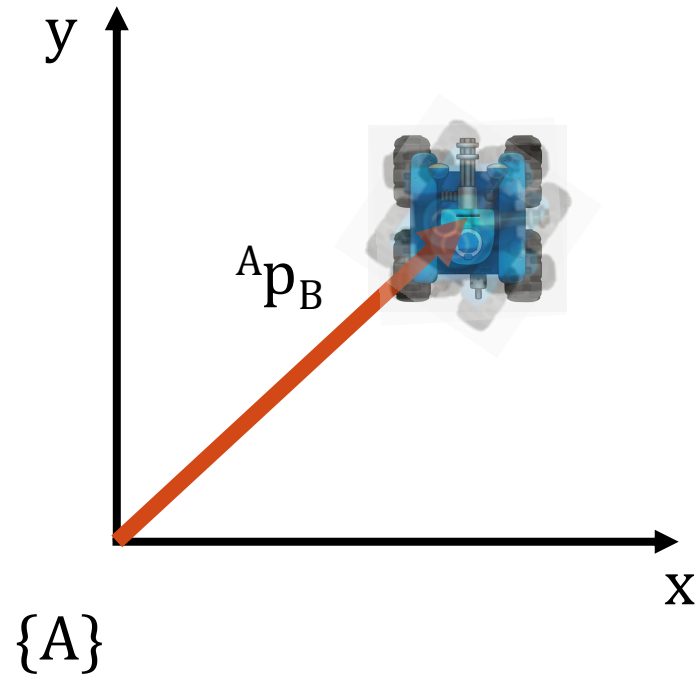


INTRODUCTION TO ROBOTICS

Lecture 04

1

POSITION



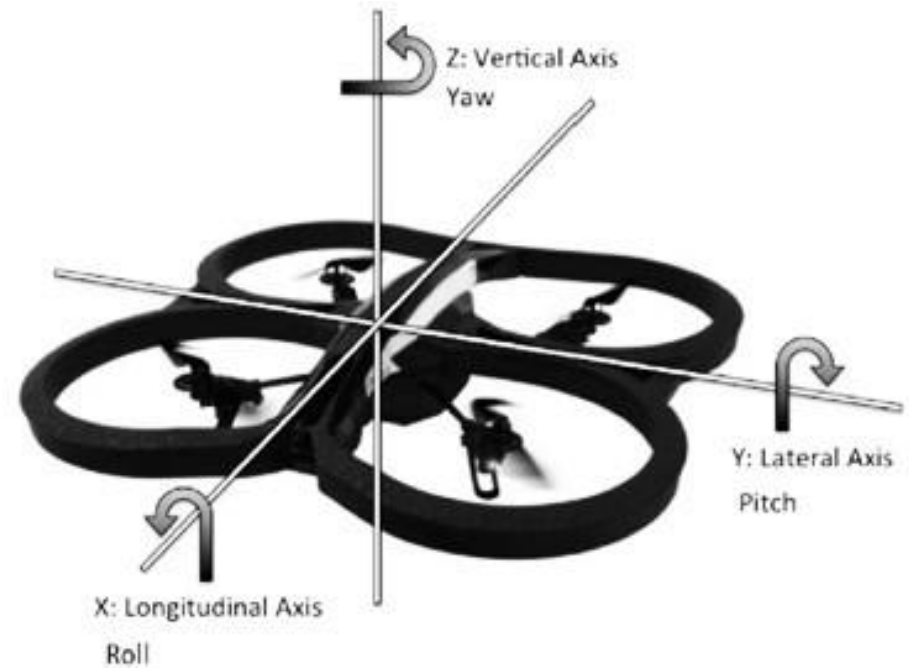
$${}^A p_B$$

POSE IN 2D

describes the position and orientation

$$(x, y, \theta)$$

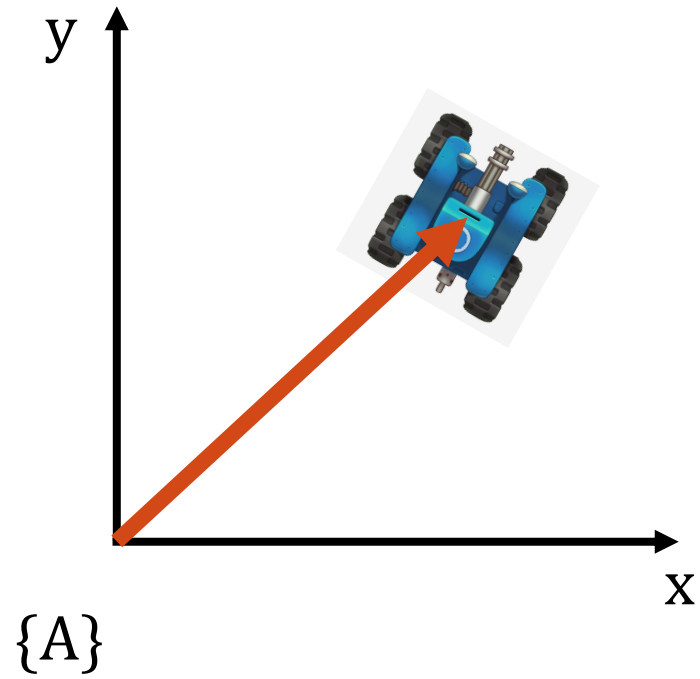
POSE IN 3D



POSE IN 3D

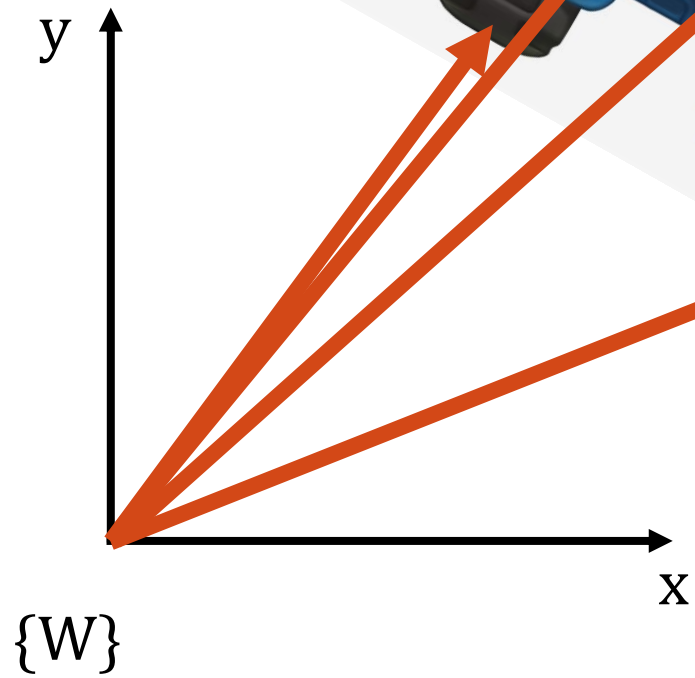
To completely describe the pose of a rigid object in a 3-dimensional world we need 6 not 3 dimensions: 3 to describe its position and 3 to describe its orientation.

POSE

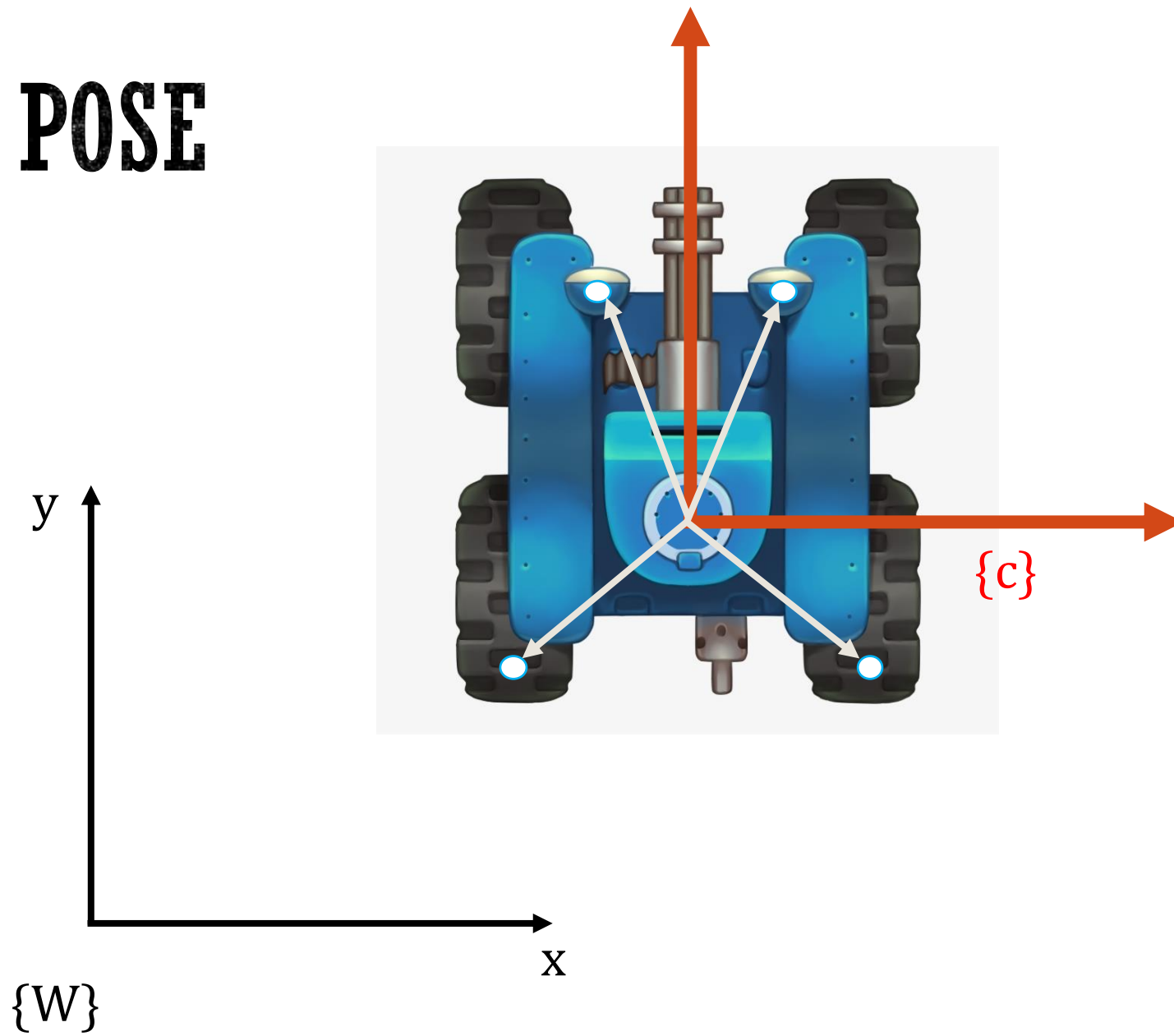


$${}^A\xi_B$$

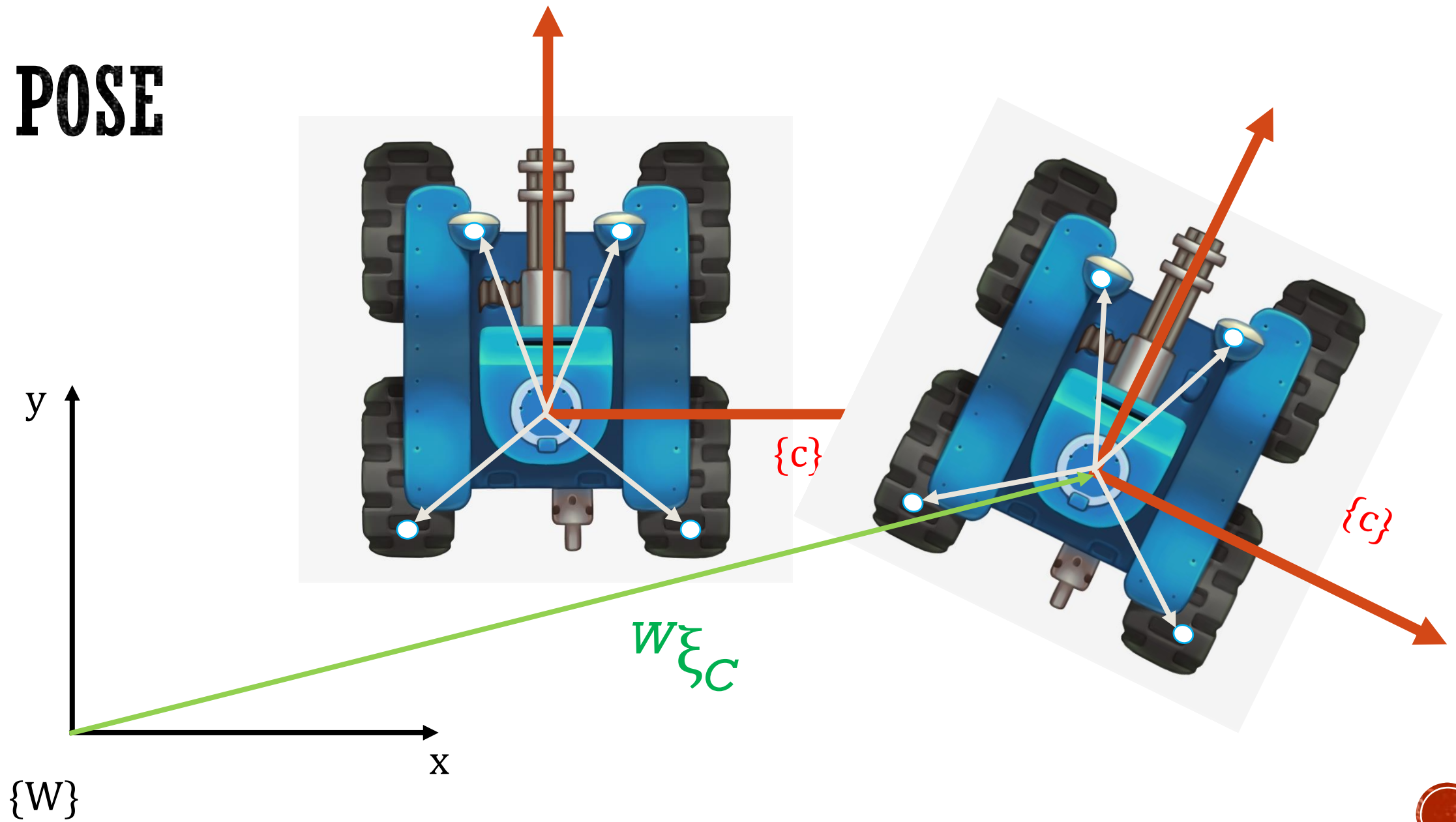
POSE


$$W\xi_B$$

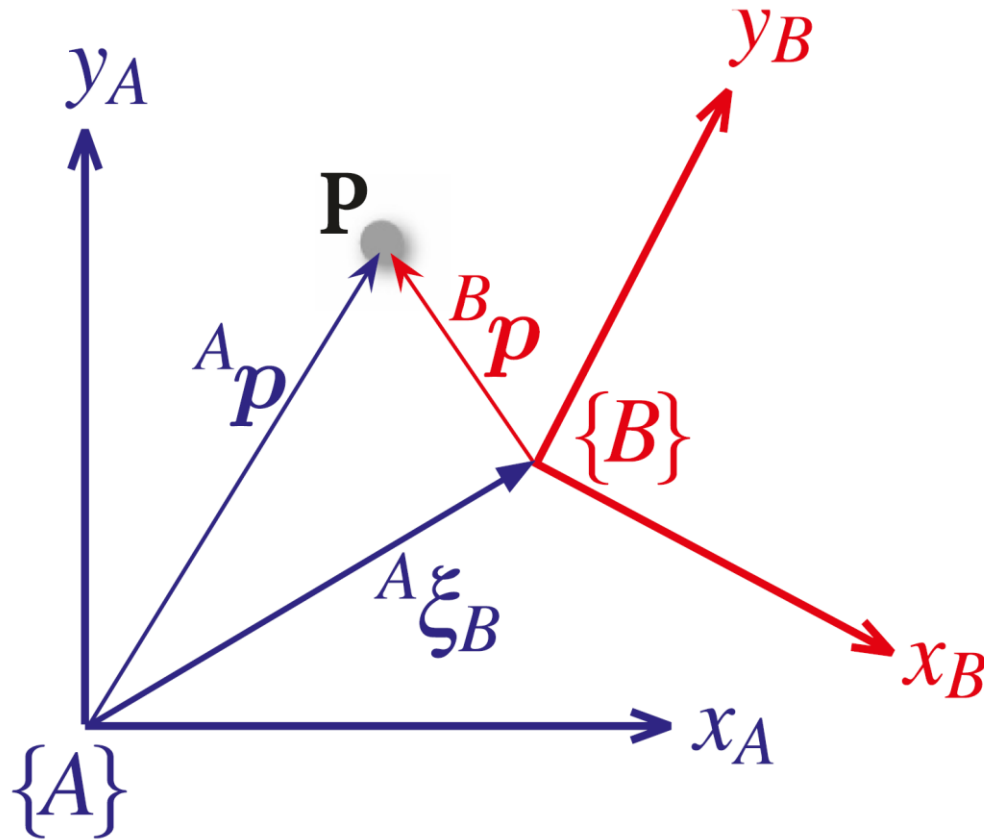
POSE



POSE

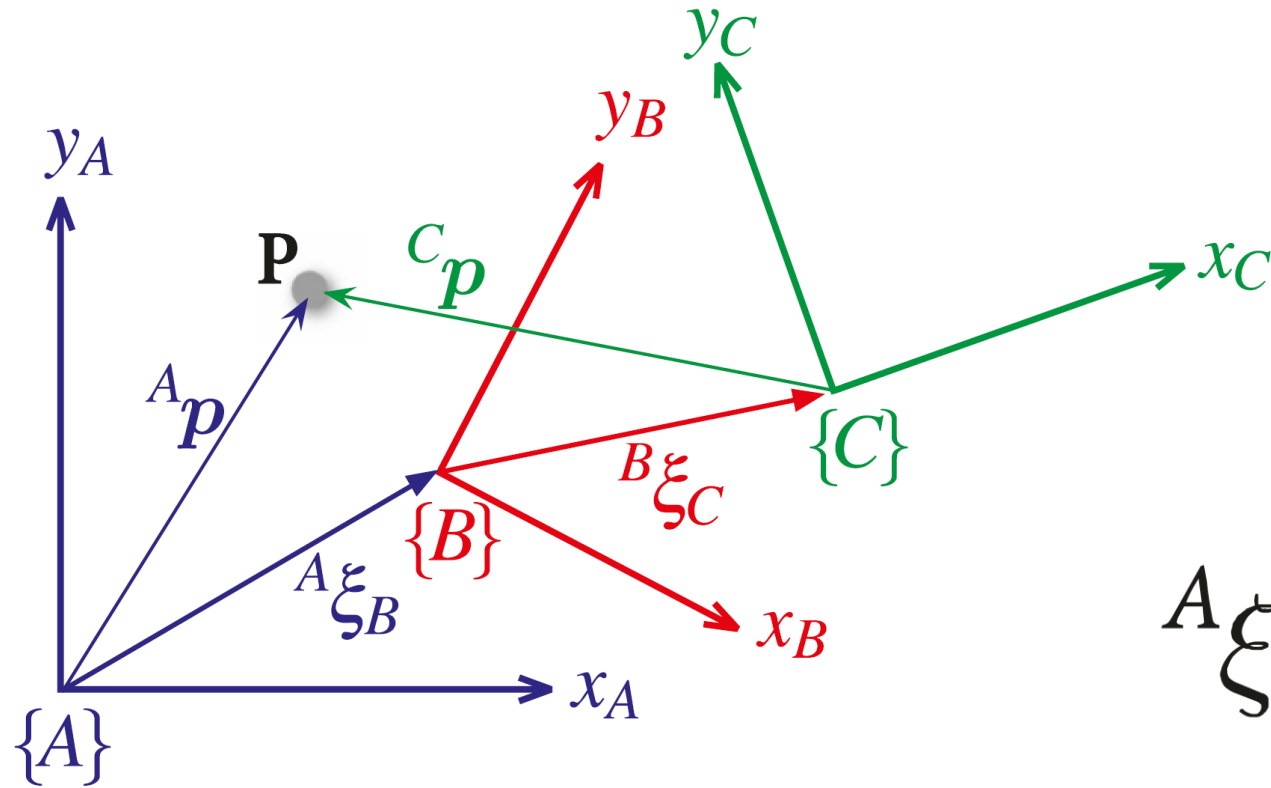


RELATIVE POSITION



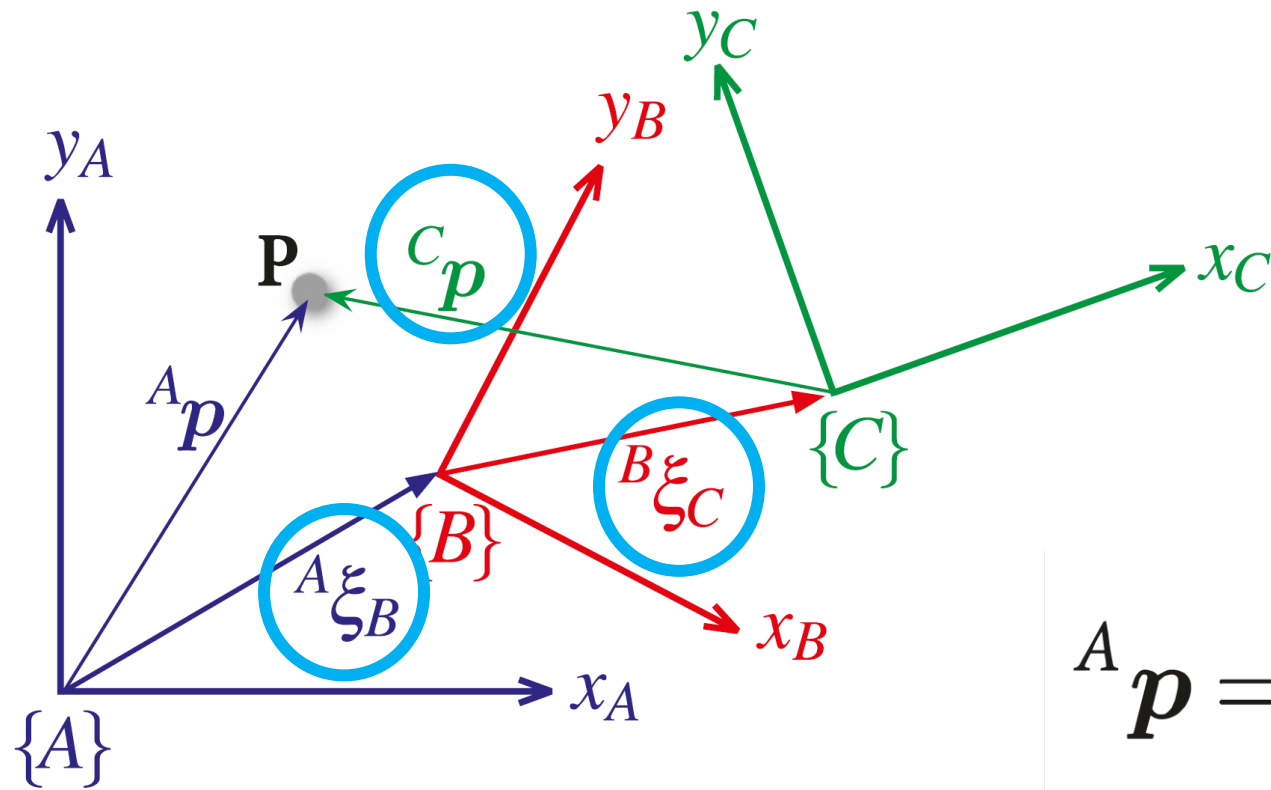
$${}^A\mathbf{p} = {}^A\xi_B \cdot {}^B\mathbf{p}$$

RELATIVE POSE



$${}^A\xi_C = {}^A\xi_B \oplus {}^B\xi_C$$

RELATIVE POSE



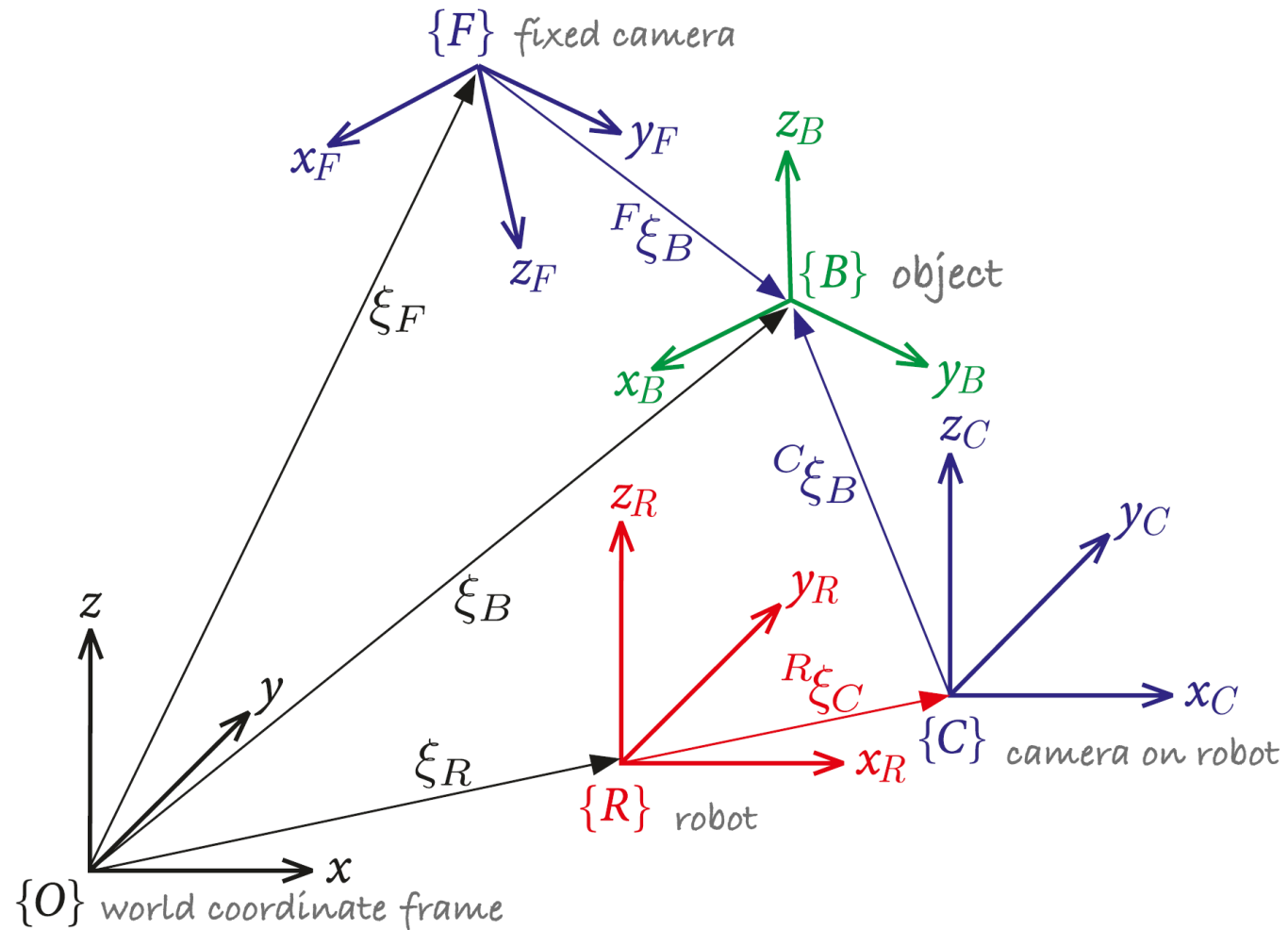
$${}^A\mathbf{p} = \left({}^A\xi_B \oplus {}^B\xi_C \right) \cdot {}^C\mathbf{p}$$

RELATIVE POSE

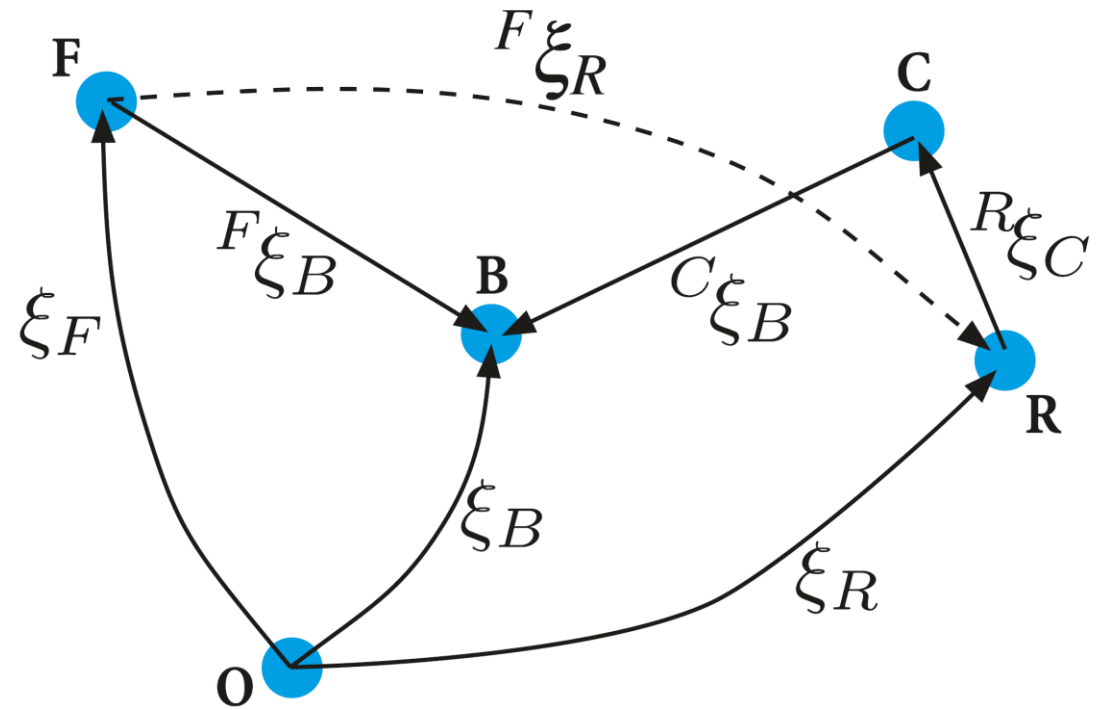
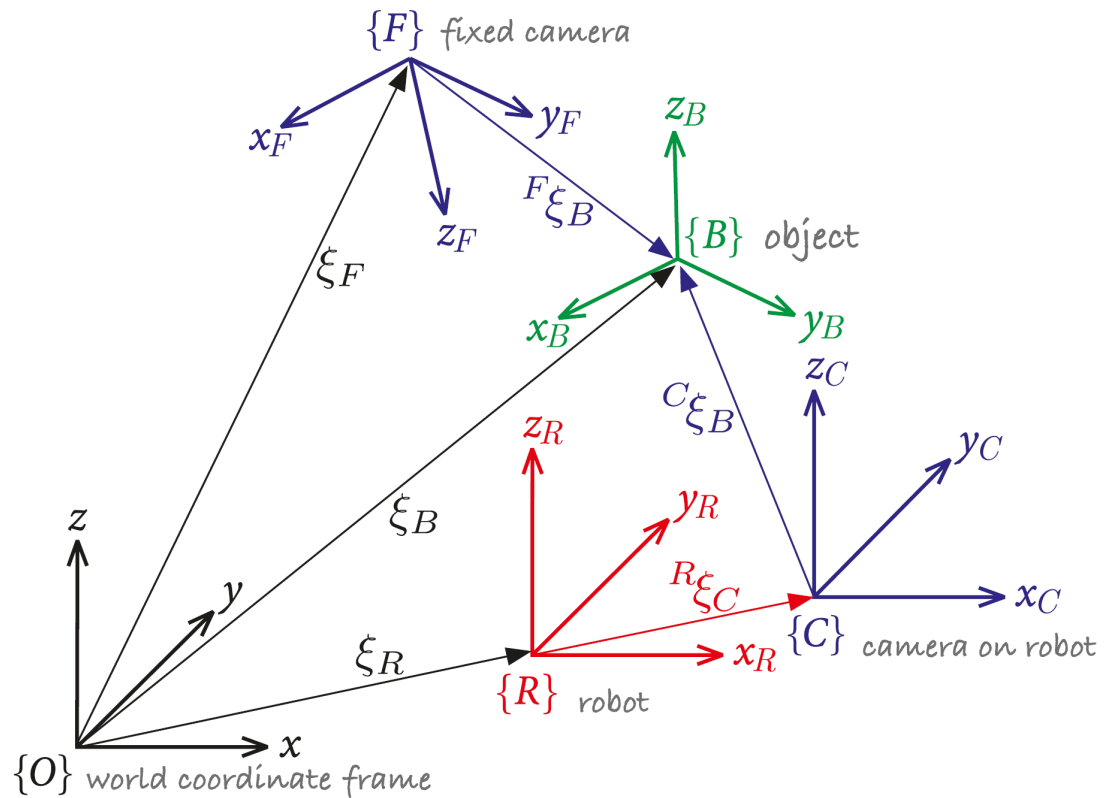
Relative poses can be composed

$${}^A\xi_B \oplus {}^B\xi_C$$

RELATIVE POSE

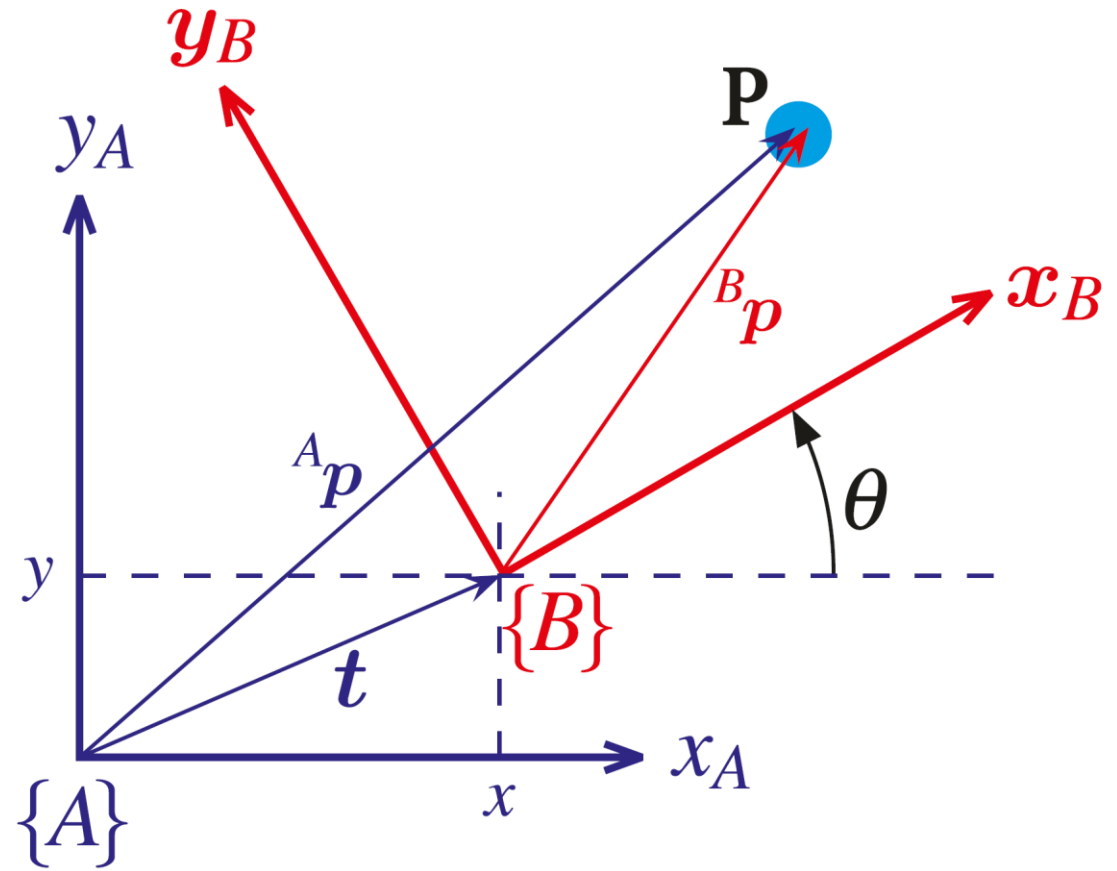


RELATIVE POSES

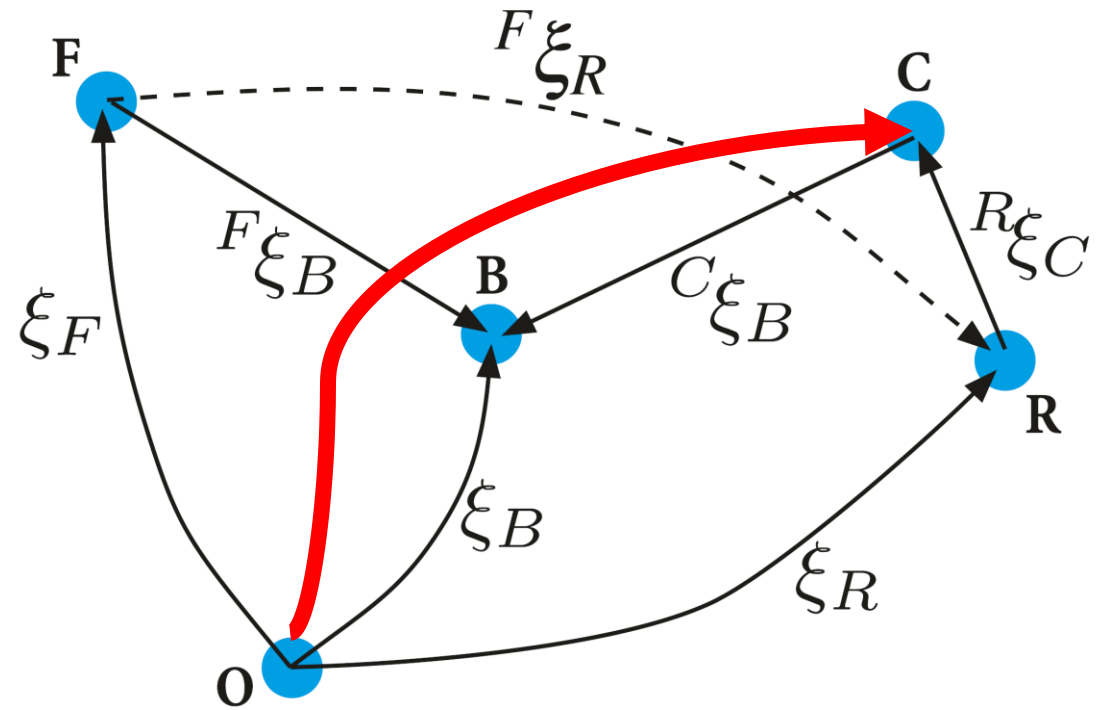
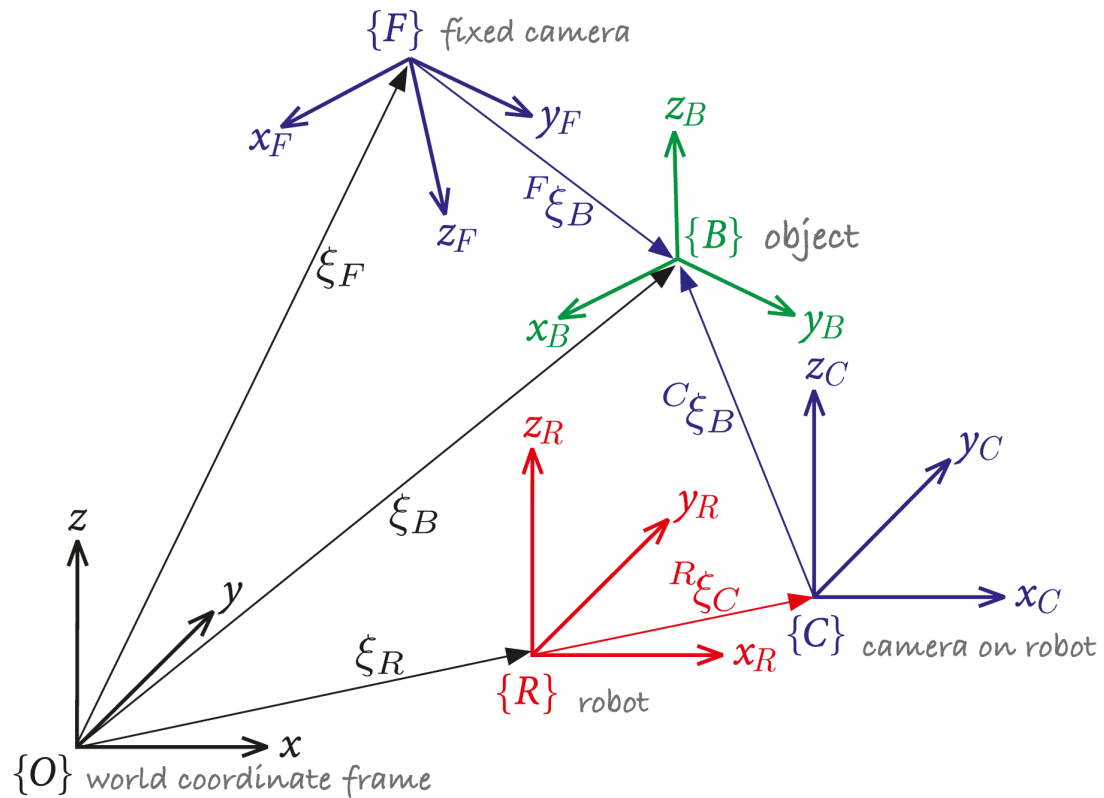


POSE

$$\begin{bmatrix} R & \mathbf{t} \\ 0^T & 1 \end{bmatrix}$$



RELATIVE POSES



ROTATION IN 3D (REVIEW)

$$R_x^{3D}(\omega) = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos(\omega) & -\sin(\omega) \\ 0 & \sin(\omega) & \cos(\omega) \end{bmatrix} \quad R_y^{3D}(\phi) = \begin{bmatrix} \cos(\phi) & 0 & \sin(\phi) \\ 0 & 1 & 0 \\ -\sin(\phi) & 0 & \cos(\phi) \end{bmatrix}$$

$$R_z^{3D}(\kappa) = \begin{bmatrix} \cos(\kappa) & -\sin(\kappa) & 0 \\ \sin(\kappa) & \cos(\kappa) & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

ORDER OF ROTATION

EULER'S ROTATION THEOREM

Any two independent orthonormal coordinate frames can be related by a sequence of rotations (not more than 3) about coordinate axes, where no two successive rotations may be about the same axis.

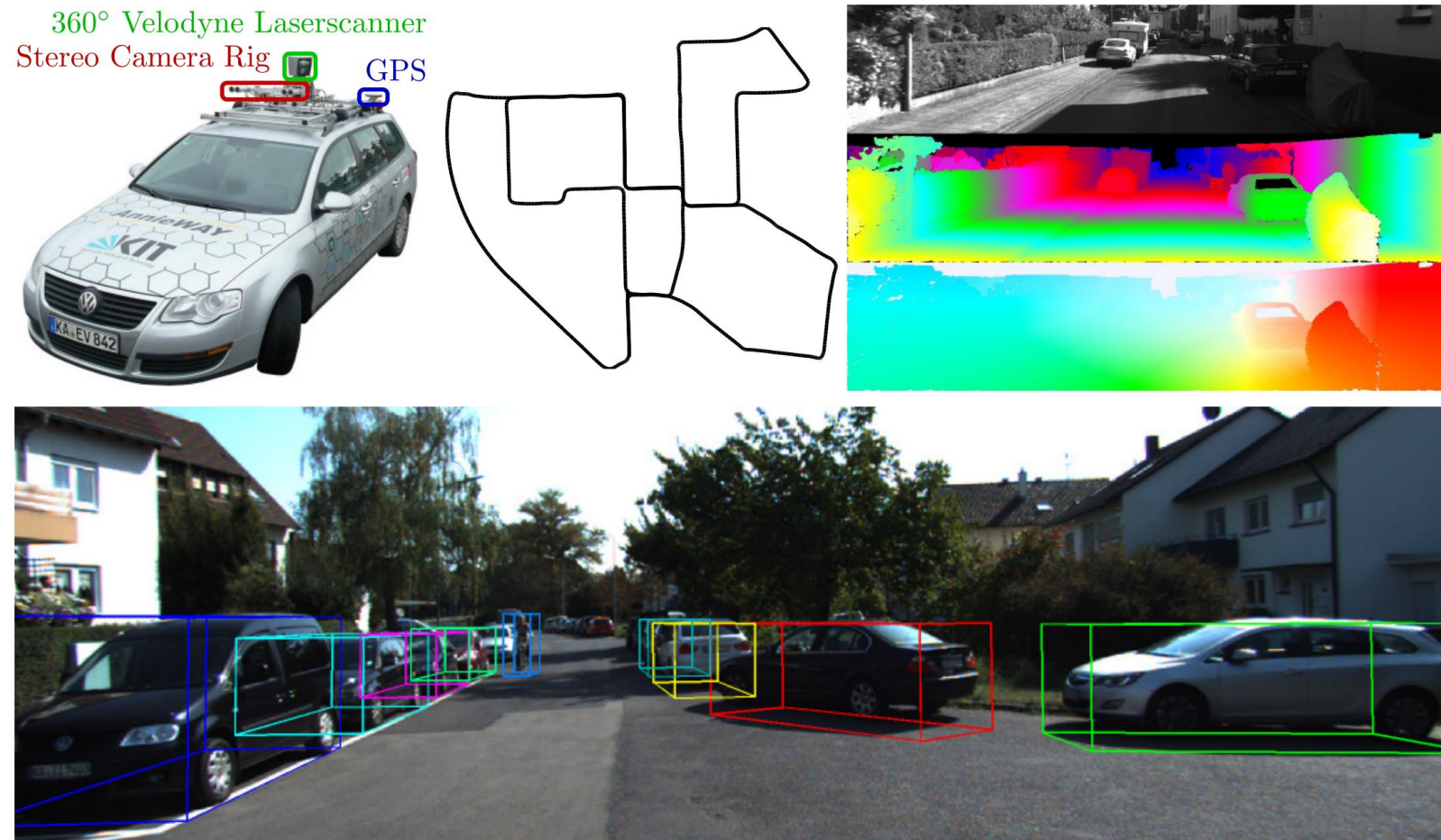
XYX XYZ XZY XZX

YXY YXZ YZX YZY

ZXY ZXZ ZYX ZYZ



KITTI



Vision meets Robotics: The KITTI Dataset}



KITTI

