```
clear
clc
rotx(0.2)
ans = 3 \times 3
    1.0000 0 0
0 0.9801 -0.1987
0 0.1987 0.9801
 1.0000
R = rotx(30, 'deg')
R = 3 \times 3
  1.0000
          0.8660 -0.5000
0.5000 0.8660
     0
        0
det(R)
ans = 1
inv(R)
ans = 3 \times 3
  1.0000 0
    0 0.8660 0.5000
       0 -0.5000 0.8660
R' %will be same as above
ans = 3 \times 3
  1.0000 0
    0 0.8660 0.5000
       0 -0.5000 0.8660
roty(0.2)
ans = 3 \times 3
            0 0.1987
  0.9801
    0 1.0000 0
             0 0.9801
  -0.1987
rotz(0.3)
ans = 3 \times 3
   0.2955 0.9553 0
0 0 1 0000
  0.9553 -0.2955
trplot(ans)
rotx(pi/2)*roty(pi/2)
```

ans = 3×3 0 0 1
1 0 0
0 1 0

eul2r(0.1, 0.2, 0.3) %ZYZ euler angles to rotation matrix

```
ans = 3 \times 3

0.9021 -0.3836 0.1977

0.3875 0.9216 0.0198

-0.1898 0.0587 0.9801
```

tr2eul(ans) %rotation matrix to euler angles

```
ans = 1 \times 3
0.1000 0.2000 0.3000
```

%% there are two sets of euler angles that result in the same rotation %% matrix

rpy2r(0.1, 0.2, 0.3) %roll pitch yaw angles to rotation matrix

```
ans = 3×3

0.9363 -0.2751 0.2184

0.2896 0.9564 -0.0370

-0.1987 0.0978 0.9752
```

tr2rpy(ans) %rotation matrix to roll pitch yaw angles

```
ans = 1 \times 3
0.1000 0.2000 0.3000
```

rpy2r(0.3, pi/2, 0.5)

```
ans = 3 \times 3

0 -0.1987 0.9801

0 0.9801 0.1987

-1.0000 0 0
```

rpy2r(0, pi/2, 0.8)

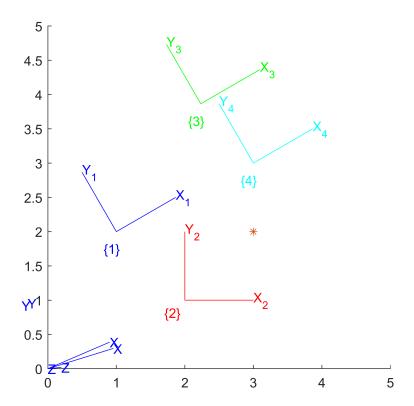
```
ans = 3 \times 3
0 -0.7174 0.6967
0 0.6967 0.7174
-1.0000 0 0
```

%%both are equal because pitch = pi/2 so now roll and
%%yaw are equivilant (gimbal lock) and the rotation = roll + yaw

```
R = 3 \times 3
    0.9021 -0.3836 0.1977
   0.3875 0.9216 0.0198
   -0.1898
           0.0587
                   0.9801
trplot(R)
eig(R) %eigenvalues of the rotation matrix R
ans = 3 \times 1 complex
   0.9019 + 0.4319i
   0.9019 - 0.4319i
   1.0000 + 0.0000i
[v,e] = eig(R) %each column of v is an eigenvector
v = 3 \times 3 complex
   0.7064 + 0.0000i 0.7064 + 0.0000i 0.0450 + 0.0000i
  -0.0143 - 0.6318i -0.0143 + 0.6318i 0.4486 + 0.0000i
  -0.0284 + 0.3175i -0.0284 - 0.3175i 0.8926 + 0.0000i
e = 3 \times 3 complex
   0.0000 + 0.0000i 0.9019 - 0.4319i 0.0000 + 0.0000i
   0.0000 + 0.0000i 0.0000 + 0.0000i 1.0000 + 0.0000i
%%eigenvector is real when eigevalue is 1
[th,v] = tr2angvec(R) %th: angle of rotation needed, v: vector of rotation
th = 0.4466
v = 1 \times 3
    0.0450
           0.4486
                     0.8926
angvec2r(th, v) %find rotation matrix R from 'th' and 'v'
ans = 3 \times 3
          -0.3836
                   0.1977
   0.9021
          0.9216 0.0198
   0.3875
   -0.1898
           0.0587
                   0.9801
q = UnitQuaternion(R) % q = s <v1,v2,v3>
q =
```

0.97517 < 0.0099667, 0.099335, 0.19768 >

q.plot()



inv(q)

ans = 0.97517 < -0.0099667, -0.099335, -0.19768 >

q*inv(q) %0 rotation

ans = 1 < 0, 0, 0 >

q/q %=q*inv(q)

ans = 1 < 0, 0, 0 >

q*[1 0 0]'

ans = 3×1 0.9021 0.3875

q0 = UnitQuaternion

q0 = 1 < 0, 0, 0 >

q0.interp(q, 1) %interpolation between q0 and q.

ans = 0.97517 < 0.0099667, 0.099335, 0.19768 >

 $\%\!\%0$ is initial q. 1 is final q. 0.5 is interpolation halfway between $\%\!\%$ initial q and final q