## 16-741 Mechanics of Manipulation Problem Statement 3

10-17-2018

For null rotation, rotation matrix i for each of x, y and z axes is represented by an Identity matrix.

$$R_{x,y,z} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

also if we consider the angle of rotation  $\theta = 0^{\circ}$  to determine the quaternion, 9;

d is the rotation angle and 9 = cos of + n Sin o where A is the axis of rotation.  $\approx 90 + \overline{9}$   $= \cos 0 + \hat{n} \sin \frac{1}{2} 0$ 

The null quaternion is simply the scalar component with  $q = q_0 = 1$ .

for rotation  $0 = \frac{\pi}{2}$ ; 9 = Cos # + n Sin # = 拉力

·· 9= 点+点i+点j+元k.

for this, the unit quaternion can be determined  $\frac{1}{2}$   $\alpha = \pm \sqrt{0.5} = \pm 0.4082$  $as 191 = 1 ; \sqrt{(k_1) + 3a^2} = 1$ 

i. unit quaternion for 0=1/2 is  $q = \frac{1}{12} \pm 0.4082i \pm 0.4082j \pm 0.4082k.$ 

Now,  
Quaternion for 
$$0 = T$$
 is  

$$q = \cot \frac{\pi}{2} + \hat{n} \sin \frac{\pi}{2}$$

$$= 0 + \hat{n} \frac{\sin \pi}{2} \times 1.$$

$$= \hat{n} = i + j + k.$$
for  $u \neq get$  a unit quaternion,  

$$1q1 = 1;$$

$$\sqrt{3a^2} = 1$$

$$a^2 = \frac{1}{3}; a = \pm 0.5773$$

$$\therefore q = \pm 0.5773i \pm 0.5773k.$$

2. As stated in the textbook, a simple method for converting a rotation matrix to an axis-angle representation is to first convert the matrix to a quaternion, and then convert the quaternion to axis-angle form.

Matrix - Unit Quaternion

First, we will use equations (3,89-3.92) to find the largest qi2.

$$(3.89) \Rightarrow 9^2 = \frac{1}{4} (1 + r_{11} + r_{22} + r_{33}) = \frac{1}{6}$$

$$(3.90) \Rightarrow q_1^2 = \frac{1}{4} (1 + n_1 - n_2 - n_3) = 0$$

$$(3.91) \Rightarrow q_2^2 = \frac{1}{4} (1 - r_{11} + r_{22} - r_{33}) = \frac{1}{6}$$

$$(3.92) \Rightarrow q_3^2 = \frac{1}{4} (1 - \pi_1 - \pi_2 + \pi_3) = \frac{2}{3} \sim \text{largest } q_i^2$$

Since either sign will do for the square root,  $93 = \sqrt{\frac{2}{3}} = 0.8165$ 

Now, we can use equations (3.93-3.98) to find the other three components of the quaternion.

(3.95) 
$$\Rightarrow$$
  $q_0q_3 = \frac{1}{4}(r_{21}-r_{12}) \Rightarrow q_0 = 0.4082$   
(3.93)  $\Rightarrow$   $q_0q_1 = \frac{1}{4}(r_{32}-r_{23}) \Rightarrow q_1 = 0$  (we also knew that from before,)  
(3.94)  $\Rightarrow$   $q_0q_2 = \frac{1}{4}(n_3-r_{31}) \Rightarrow q_0 = 0.4082$   
Unit Quaternion:  $q = 0.4082 + 0.4082 + 0.8165 k$   
 $q_0 = 5$  calar part  $q_1 = 0.8165 k$   
Quaternion  $\Rightarrow$  Axis - Angle  
To obtain the axis and angle from the quaternion, we need to calculate  $\theta$  and  $\vec{n}$ , using the following formulas:  
 $\theta = 2 \tan^{-1}(191, q_0)$   
 $\vec{n} = q/191$   
[9] =  $\sqrt{0.4082^2 + 0.8165^2} = 0.9128$ ,  
 $\frac{1}{191} = \frac{0.9128}{0.9128} = 2.236$   
so  $\theta = 2$  arctain  $(2.236) \Rightarrow \theta = 131.8$  or  $\theta = 2.3$  rad

 $\hat{h} = \frac{9}{19,1} = \frac{0.1+0.40829+0.8165k}{0.9128} \Rightarrow \hat{h} = 0.1+0.44729+0.8945k$   $Axis-Angle: rot(\hat{n},\theta), where \begin{cases} \theta = 131.8^{\circ} \\ \hat{n} = 0.44729+0.8945k \end{cases}$ 

Rotation Matrix to Euler angles

a=tan<sup>-1</sup> ( $r_{23}$ ,  $r_{31}$ ) = tan<sup>-1</sup> ( $\frac{2}{3}$ ,  $\frac{1}{3}$ ) = arctan(2) = 63.43° or 1.107 rad X=tan<sup>-1</sup> ( $r_{32}$ ,  $r_{31}$ ) = tan<sup>-1</sup> ( $\frac{2}{3}$ ,  $\frac{1}{3}$ ) = arctan(2) = 63.43° or 1.107 rad and B = cos<sup>-1</sup> ( $r_{33}$ ) = cos<sup>-1</sup> ( $\frac{2}{3}$ ) = 48.24° or 0.84 rad Please find the code 3.py attached in the angelosm\_schakra1\_spokhare\_ps3.zip folder for this problem

When using the method described in 3 (by discarding every quadruple with magnitude greater than 1), we get the mean angle as 124.6° (2.175rad).

When using the procedure mentioned in this website <a href="http://planning.cs.uiuc.edu/node198.html">http://planning.cs.uiuc.edu/node198.html</a>, we get the mean angle as 126.5°(2.208rad).

The histogram showing the distribution of uniformly distributed unit quaternions.

