## Exam 1

#### Intro to Robotics

#### Name:

### SHOW WORK FOR ALL QUESTIONS FOR FULL CREDIT!

Given 
$$v_1 = \begin{bmatrix} 0 \\ 2 \\ 2.24 \end{bmatrix} v_2 = \begin{bmatrix} 4 \\ 0 \\ -3 \end{bmatrix}$$

- 1. Compute the cross product of  $v_1 \times v_2$
- 2. Compute the angle between  $v_1$  and  $v_2$ . Hint:  $2.24^2 \approx 5$  and arccos is valid for all real numbers between -1 and 1.
- 3. Use your answers from 1 and 2 to reason that the matrix  $\begin{bmatrix} v_1 & v_2 & n \end{bmatrix}$  is non-singular. n is the normal vector computed in question 1.

Given frames: Frame 
$$\{A\} =$$
 universe,   
Frame  $\{B\} = \{{}_B^AR(30^\circ) = \begin{bmatrix} .87 & -.5 \\ .5 & .87 \end{bmatrix}, {}^AP_{Borg} = \begin{bmatrix} 1 \\ -1 \end{bmatrix} \},$   
Frame  $\{C\} = \{{}_C^BR(90^\circ) = \begin{bmatrix} 0 & -1 \\ 1 & 0 \end{bmatrix}, {}^BP_{Corg} = \begin{bmatrix} 2 \\ 1 \end{bmatrix} \}$   
Given points:  ${}^AP_1 = \begin{bmatrix} -2 \\ 1 \end{bmatrix}, {}^BP_2 = \begin{bmatrix} 1 \\ 3 \end{bmatrix}, {}^CP_3 = \begin{bmatrix} 2 \\ 0 \end{bmatrix}$ 

- 1. Find  ${}^BP_1$ 2. Find  ${}^AP_3$

Given frames: Frame 
$$\{A\}$$
 = universe,

Given frames: Frame 
$$\{A\} =$$
 universe, Frame  $\{B\} = \{ {}^{A}_{B}R = \begin{bmatrix} .5 & -.15 & .85 \\ .5 & .85 & -.15 \\ -.71 & .5 & .5 \end{bmatrix}, {}^{A}_{PBorg} = \begin{bmatrix} 2 \\ .7 \\ 1 \end{bmatrix} \}$ 
1. Find the eulerian angles for  ${}^{A}_{B}R_{Z'Y'X'}$ .

- 2. Given  ${}^BP_2 = \begin{bmatrix} 0 \\ -1 \\ 0 \end{bmatrix}$  what is  ${}^AP_2$ ?

  3. When does gimbal lock occur? and when solving this question did you encounter gimbal lock?

- 1. rotate the 2d vector  $P_4 = \begin{bmatrix} 3 \\ -1 \end{bmatrix}$  by 30° using complex rotations. Hint: no need for calculator if you look at question 2.

  2. Express  $R_{Z'X'Y'}(90^{\circ}, 0^{\circ}, 45^{\circ})$  in matrix form. Pay close attention to the
- subscript.

# 5 formulas

1. 
$$\begin{bmatrix} {}^{A}_{B}R^{T} & -({}^{A}_{B}R^{TA}P_{Borg}) \\ 0 & 0 & 1 \end{bmatrix}$$
2. 
$$\begin{bmatrix} c\alpha c\beta & s\gamma s\beta c\alpha - c\gamma s\alpha & c\gamma s\beta c\alpha + s\gamma s\alpha \\ s\alpha c\beta & s\gamma s\beta s\alpha + c\gamma c\alpha & c\gamma s\beta s\alpha - s\gamma c\alpha \\ -s\beta & s\gamma c\beta & c\gamma c\beta \end{bmatrix}$$