6ELEN018W - Tutorial 2 2026 Solutions

```
[]: from sympy import *
  from roboticstoolbox import *
  from spatialmath.base import *
  import math
  import numpy as np
```

Exercise 1

```
[]: e1 = trot2(math.pi/4)
trplot2(e1, color='b')

P = [3, 5, 1]

P2 = np.array(e1)@np.array(P)
print(f'P2: {P2}')

e2 = np.linalg.inv(e1) # inverse the transformation
np.array(e2)@P2 # we get back the original P
```

Exercise 2

```
[]: import math

def ex2(theta, units):
    if units == 'deg':
        theta = math.radians(theta)
    s = [[cos(theta), -sin(theta)],
        [sin(theta), cos(theta)]]

    return s

print(ex2(90, 'deg'))

rot2(math.pi/2)
```

Exercise 3

```
[]: def ex3(theta, units):
    if units == 'deg':
        theta = math.radians(theta)
    s = np.array([[cos(theta), -sin(theta)],
        [sin(theta), cos(theta)]])

    return s

print(ex2(90, 'deg'))
```

Exercise 4

Exercise 5

```
[]: # original frame
R_orig = rotz(0)
trplot(R_orig, color = 'r')

R = rotz(math.pi)
trplot(R) # plot in blue (default colour)
```

Exercise 6

```
[0, 0, 0, 1]]
         else: # default is 'z'
             R = [[\cos(\text{theta}), -\sin(\text{theta}), 0, 0],
                  [sin(theta), cos(theta), 0, 0],
                  [0, 0, 1, 0],
                  [0, 0, 0, 1]]
         return np.array(R)
     # suppress scientific notation for numpy
     np.set_printoptions(suppress=True, precision=3)
     # rotate about 'x'
     print(f'ex6: {ex6(math.pi, "x")}')
     print(f'Toobox: {trotx(math.pi)}')
     # rotate about 'y'
     print(f'\nex6: {ex6(math.pi, "y")}')
     print(f'Toobox: {troty(math.pi)}')
     # rotate about 'z'
     print(f'\nex6: {ex6(math.pi, "z")}')
     print(f'Toobox: {trotz(math.pi)}')
[]: a = np.array([[0.123456, 0.123456],
                  [0.123456, 0.123456]])
     print(type(ex6(math.pi, "z")))
```

Exercise 7

```
rot2(theta)@p1
```

Exercise 8

[]:

```
[]: T = transl(10, 35, 0)
R = trotz(math.radians(45))

T_total = T@R
pos_V = [5, 2, 38, 1]
pos_W = T_total@pos_V ## (1)
print(pos_W)
# verify that if we do the inverse transform we get back the original_u coordinates
print(f'original coordinates calculation: {np.linalg.inv(T_total)@pos_W}')

[]: pos_W = [1, 30, 5, 1] # pos in W
# (1) => pos_V = T_Total^-1 * pos_W
np.linalg.inv(T_total)@pos_W
```