```
1 function [k, theta] = shepperds(R)
 2 % Calculate angle-axis representation of a rotation matrix using
 3 % Shepperd's method, p. 236
 4 %
              rotation matrix
 5 % R:
 6 %
 7 % k:
              axis
 8 % theta:
              angle
 9
10 %% Setup
11 T = trace(R);
12 \text{ r00} = T;
13 temp = num2cell(diag(R));
14 [r11, r22, r33] = temp{:};
15 \text{ ris} = [r00 \ r11 \ r22 \ r33];
16
17 %% Step 1
18 [~,~j] = \max(ris);
19
20 %% Step 2
21 zii = sqrt(1 + 2 * ris(j) - T);
22
23 %% Step 3
24 % Sign not important for just finding *one* angle-axis representation
25
26 %% Step 4
27 z = zeros(4,1);
28 z(j) = zii;
29
30 \text{ if } j == 1
31
       z(2) = (R(3,2) - R(2,3)) / z(1);
       z(3) = (R(1,3) - R(3,1)) / z(1);
32
33
       z(4) = (R(2,1) - R(1,2)) / z(1);
34 \text{ elseif j} == 2
35
      z(1) = (R(3,2) - R(2,3)) / z(2);
36
       z(3) = (R(2,1) + R(1,2)) / z(2);
37
       z(4) = (R(1,3) + R(3,1)) / z(2);
38  elseif j == 3
       z(1) = (R(1,3) - R(3,1)) / z(3);
39
40
      z(2) = (R(1,3) + R(3,1)) / z(3);
      z(4) = (R(3,2) + R(2,3)) / z(3);
41
42 elseif j == 4
43
      z(1) = (R(2,1) - R(1,2)) / z(4);
44
       z(2) = (R(1,3) + R(3,1)) / z(4);
45
       z(3) = (R(3,2) + R(2,3)) / z(4);
46 end % if
47
48 %% Step 5
49 n = z(1) / 2;
50 e = zeros(3,1);
51 \text{ for } j = 1:3
       e(j) = z(j+1) / 2;
52
53 end % for
54
55 %% Step 6: calculate angle and axis, see p. 231
56 theta = 2 * acos(n);
57 k = e / sin(theta / 2);
58 end % function
```