$$2\mu \sim \alpha$$

$$\left[\begin{matrix} 0 \\ \omega \end{matrix}\right]$$

$$\begin{array}{c}
\sqrt{1 \cos y} \\
\sqrt{1 \cos y} \\
\sqrt{2 \cos y}
\end{array}$$

$$\begin{array}{c}
\sqrt{2 \cos y} \\
\sqrt{2 \cos y}
\end{array}$$

$$\begin{array}{c}
\sqrt{2 \cos y} \\
\sqrt{2 \cos y}
\end{array}$$

$$\begin{array}{c}
\sqrt{2 \cos y} \\
\sqrt{2 \cos y}
\end{array}$$

$$\begin{array}{c}
\sqrt{2 \cos y} \\
\sqrt{2 \cos y}
\end{array}$$

 $\rho \rightarrow Q$ Q-7EA muti que x que 3D Rotations Ecclas Anglas Rotation Moutiv Moutin Axis Ang(a)  $(0, \omega)$ RPY > XYZ (R +> 9, +> (0, w) q = (0, 0)9/1 ×9/2 = ( (coso, sind w) 90 +911 +929+ 93K

Given a map -> hocalization of

Given a map -> hocalization of

Given the position/pose -> Mapping

(x, y, z, orient)

SLAM

