

ENPM-662 HW2

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1) Homogenous transformation

1.1) R, ϕ about world x axis

Pre multiply world and Post multiply current axis

$R \rightarrow$ by θ about world z-axis

$R \rightarrow$ by ψ / / current x-axis

$$H = R_{z\theta} R_{x\psi} T_{yy} R_{xp}$$

$$R_{z\theta} = \begin{bmatrix} \cos\theta & -\sin\theta & 0 & 0 \\ \sin\theta & \cos\theta & 0 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix}$$

$$R_{x\psi} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & \cos\psi & -\sin\psi & 0 \\ 0 & \sin\psi & \cos\psi & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$T_{yy} = \begin{bmatrix} 1 & 0 & 0 & a_y \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$R_{xy} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & \cos\psi & -\sin\psi & 0 \\ 0 & \sin\psi & \cos\psi & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$H = \begin{bmatrix} \cos\theta & -\sin\theta & 0 & 0 \\ \sin\theta & \cos\theta & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & \cos\psi & -\sin\psi & 0 \\ 0 & \sin\psi & \cos\psi & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 & a_y \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & \cos\psi & -\sin\psi & 0 \\ 0 & \sin\psi & \cos\psi & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Translation of y'''' along y' axis & rotation of ϕ and x'' w.r.t to current x'' .

\therefore Therefore post multiplied,

2)



The rotation occurs as

$$R_z \cdot R_y \cdot R_x$$

$$H = T \cdot R_z \cdot R_y \cdot R_x$$

done translation from $(0,0,0)$ to $(\phi x, \phi y, \phi z)$

$$H = \begin{bmatrix} \cos\phi \cos\psi & (\cos\phi \sin\psi - \cos\psi \sin\phi) & (\cos\phi \sin\psi + \sin\phi \cos\psi) & dx \\ \sin\phi \cos\psi & (\sin\phi \sin\psi + \cos\phi \sin\phi) & (\sin\phi \sin\psi - \cos\phi \cos\psi) & dy \\ -\sin\phi & \cos\phi \sin\psi & \cos\phi \cos\psi & dz \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

The new equation will become

$$[Hx]_{1 \times 4}^T \cdot S \cdot [Hx]_{4 \times 1} = 0$$

1) matrix gives equation of ellipse

$$\text{cone equation} \rightarrow x^2 + y^2 = z^2$$

$$x^2 + y^2 = z^2 \quad (\alpha = \tan\theta)$$

$$\rightarrow x^2 + y^2 - z^2 = 0$$

matrix form

$$[x \ y \ z \ 1] \begin{bmatrix} 1000 \\ 0100 \\ 00-10 \\ 0000 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \\ 1 \end{bmatrix} = 0$$

$P^T \quad K \quad P$

~~then~~ HP^TKP gives us the equation of the ellipsoid

By solving & comparing with

$$ax^2 + 2bxy + cy^2 + dx + ey + f = 0$$

and substituting them in below eqn

$$A = \frac{-\pi}{(4c-b^2)^{3/2}} \begin{vmatrix} a & b & d \\ b & c & e \\ d & e & f \end{vmatrix}$$

refer the code for the calculation

1.3)

~~Pos~~ axes are rotated through ϕ w.r.t z axis
 therefore new co-ordinates, (x', y', z')

$$x' = x \cos \phi - y \sin \phi$$

$$y' = x \sin \phi + y \cos \phi$$

$$z' = z$$

$$\text{Translation matrix}(T) = \begin{pmatrix} 1 & 0 & 0 & x' - x \\ 0 & 1 & 0 & y' - y \\ 0 & 0 & 1 & z' - z \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

$$\Rightarrow \begin{pmatrix} 1 & 0 & 0 & (x \cos \phi - y \sin \phi) - x \\ 0 & 1 & 0 & (x \sin \phi + y \cos \phi) - y \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

$$\text{Rotation matrix}(R) = \begin{pmatrix} \cos \phi & -\sin \phi & 0 & 0 \\ \sin \phi & \cos \phi & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

Homogenous Transformation matrix (H)

$$= R \times T$$

$$H = \begin{pmatrix} \cos \phi & -\sin \phi & 0 & 0 \\ \sin \phi & \cos \phi & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} 1 & 0 & 0 & (x \cos \phi - y \sin \phi) - x \\ 0 & 1 & 0 & (x \sin \phi + y \cos \phi) - y \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

$$H = \begin{pmatrix} \cos \phi & -\sin \phi & 0 & (x \cos \phi - y \sin \phi) - x \\ \sin \phi & \cos \phi & 0 & (x \sin \phi + y \cos \phi) - y \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

2.1)

As shown in constant motion we get the axes are

$$x, y, z \rightarrow x', y', z'$$

Rotations which are rotated by

$$\psi_g = 35^\circ, \theta_g = 15^\circ, \phi_g = 20^\circ$$

we can assume a vector P which is made an angle ' γ ' w.r.t. to the z -axis. This vector is same as the rotation matrix

After transformation we can get the rotation matrix ' R_T ' by

$$R_T = R_z \theta \cdot R_y \phi \cdot R_x \psi$$

we find by

$$\gamma = \cos^{-1} \left(\frac{\text{trace}(R_T) - 1}{2} \right)$$

$$\gamma \approx 40.56^\circ$$

$$P = \frac{1}{2 \sin \gamma} [\text{skew}(R_T)]$$

$$\approx \begin{bmatrix} P_x \\ P_y \\ P_z \end{bmatrix}$$

In Euler Representation

$$\text{Rotation} = I + \sin(\theta) \hat{p} + (1 - \cos(\theta)) (\hat{p} \cdot \hat{p})^2$$

we calculate

$$\theta = -a \sin(\text{rot}^{q_{\text{hor}}} [2, 0])$$

$$\phi = a \sin(\text{rot}^{q_{\text{hor}}} [1, 0] \text{ w.r.t } [0, 0])$$

$$\psi = a \sin(\text{rot}^{q_{\text{hor}}} [2, 1] \text{ w.r.t } [2, 2])$$

The graph would look like at $t=0$ sec
& $\theta_0=0, \phi_0=0, \psi_0=0$



The trajectory angles are plotted θ to ψ to ϕ