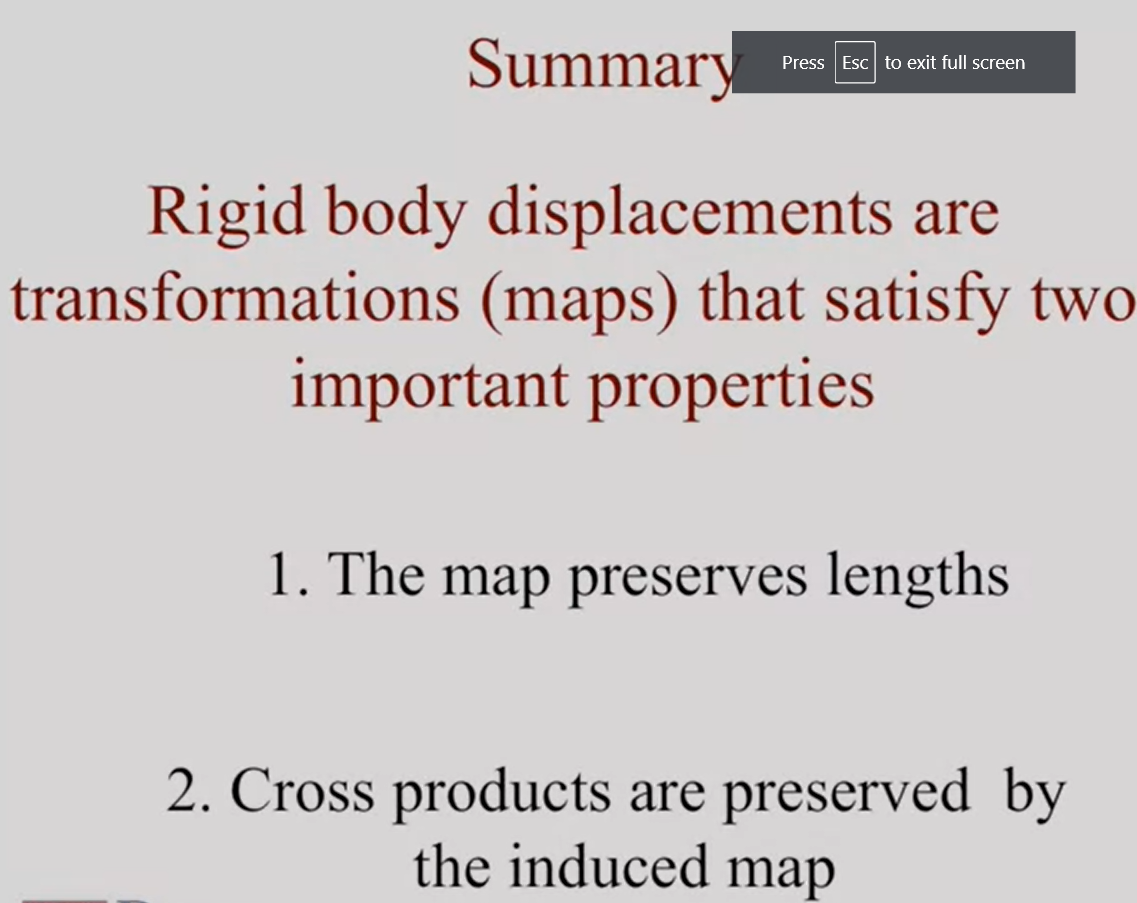
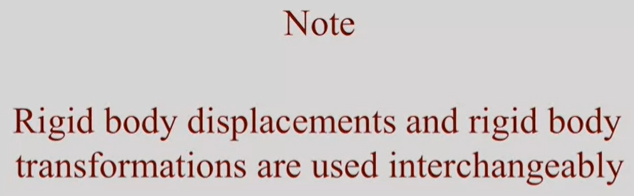
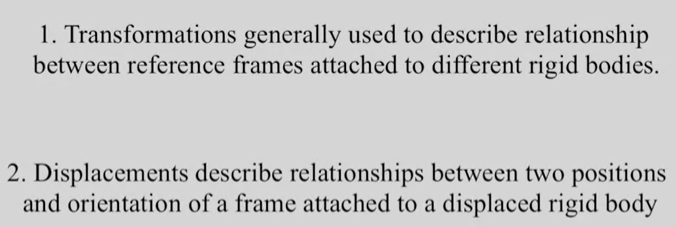
WEEK 2: GEOMETRY AND MECHANICS

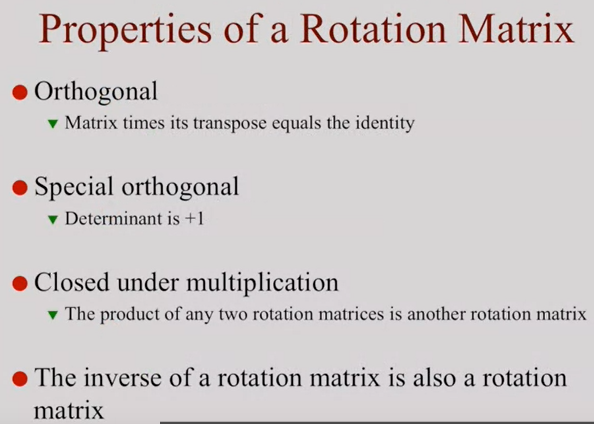
2.1. Quadrotor kinematics

a) Transformations

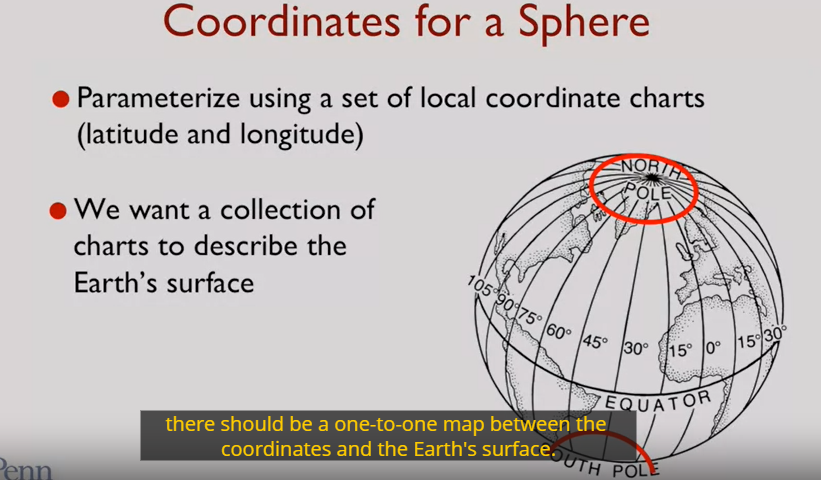




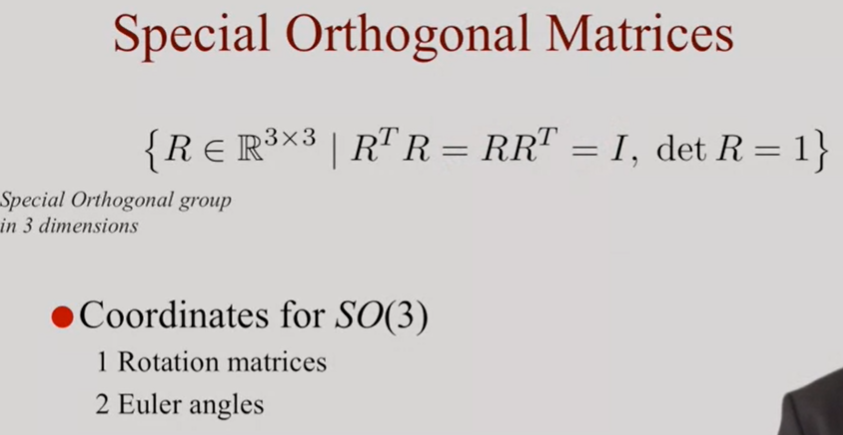




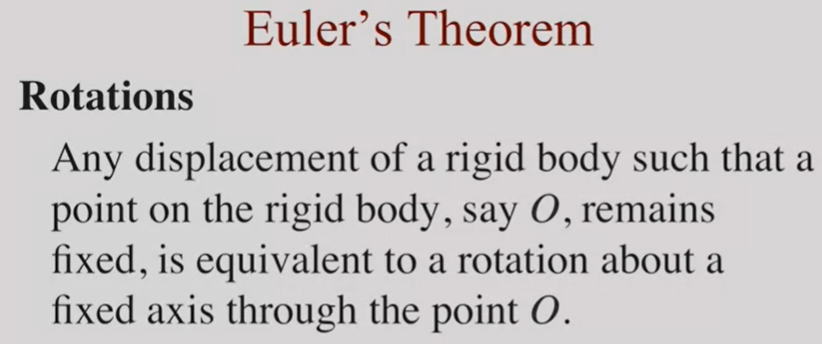
b) Rotation

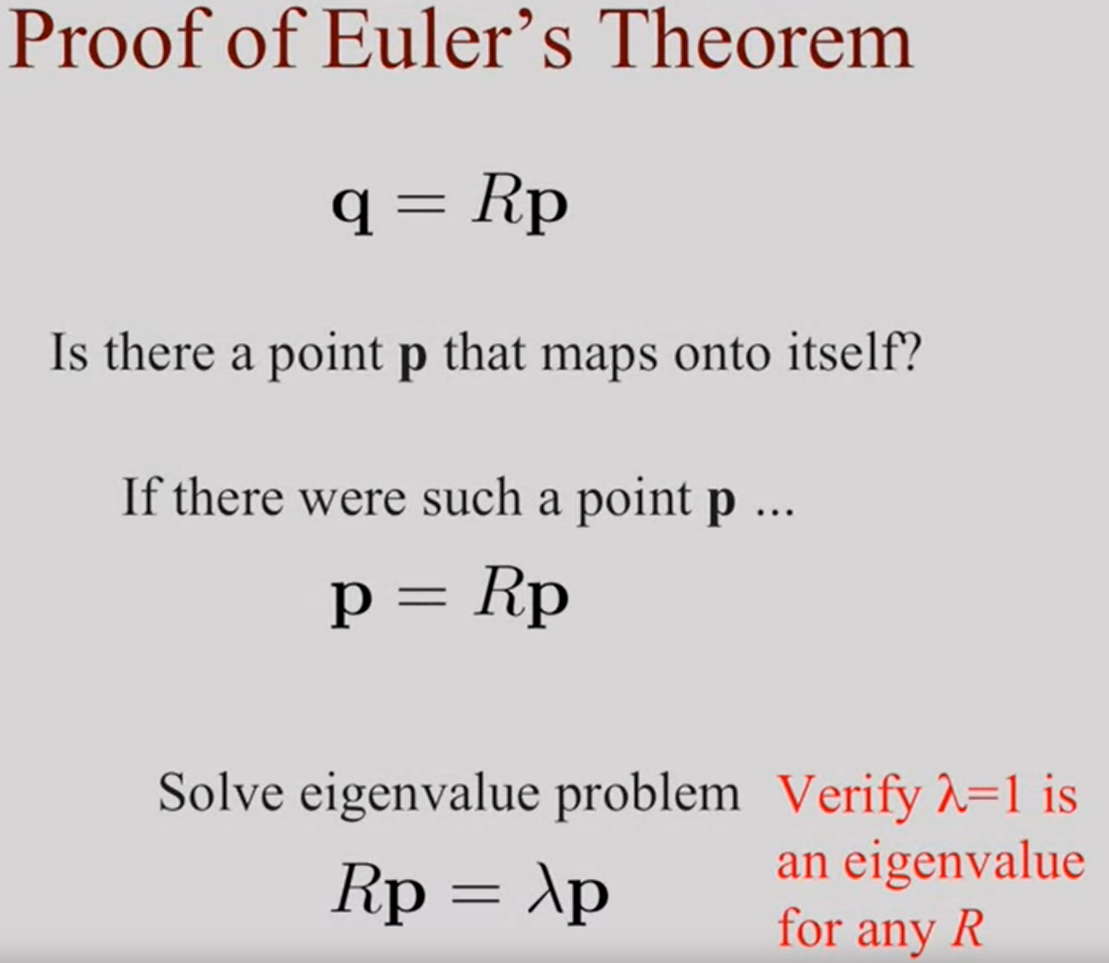


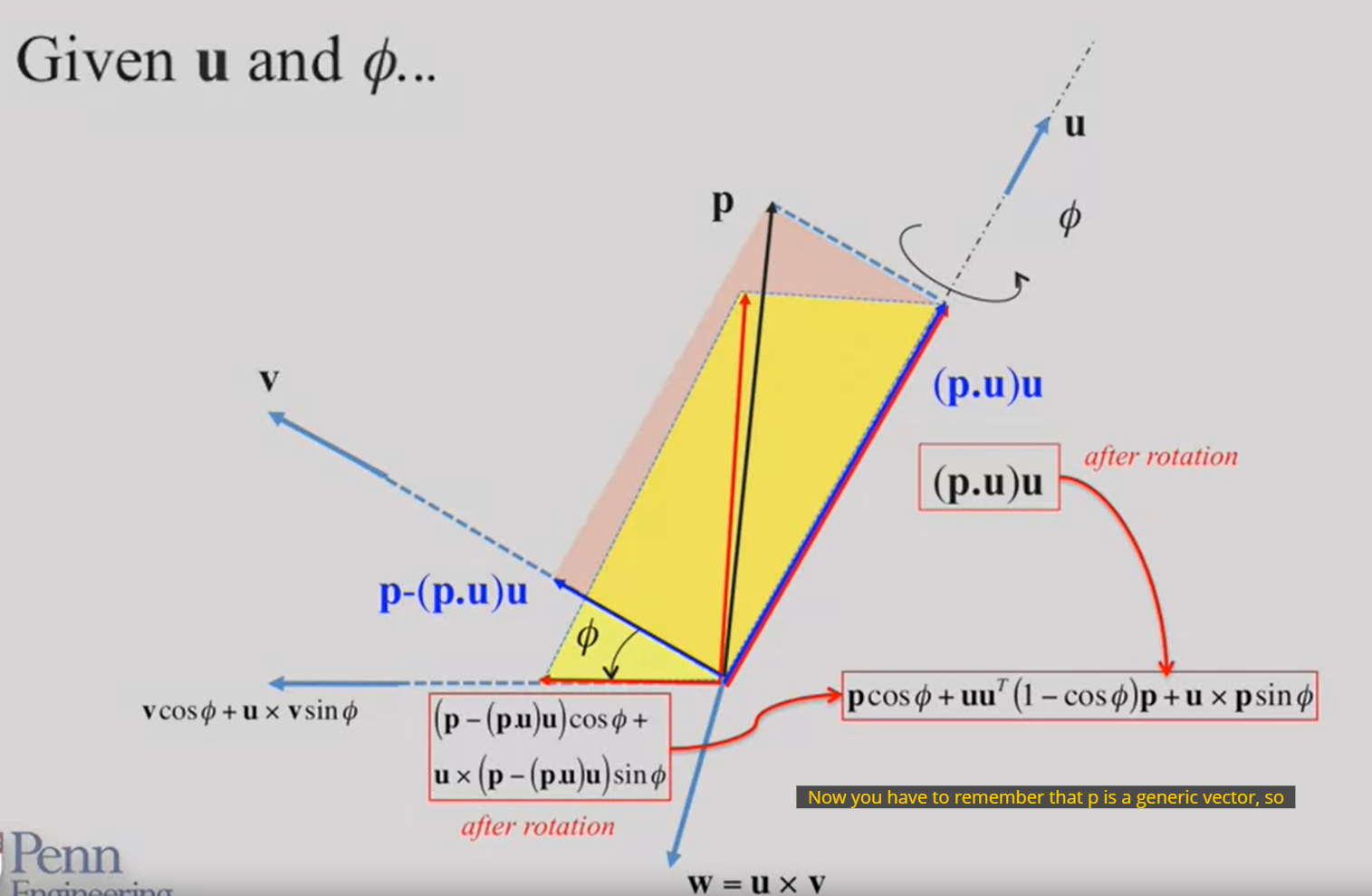
c) Euler Angle

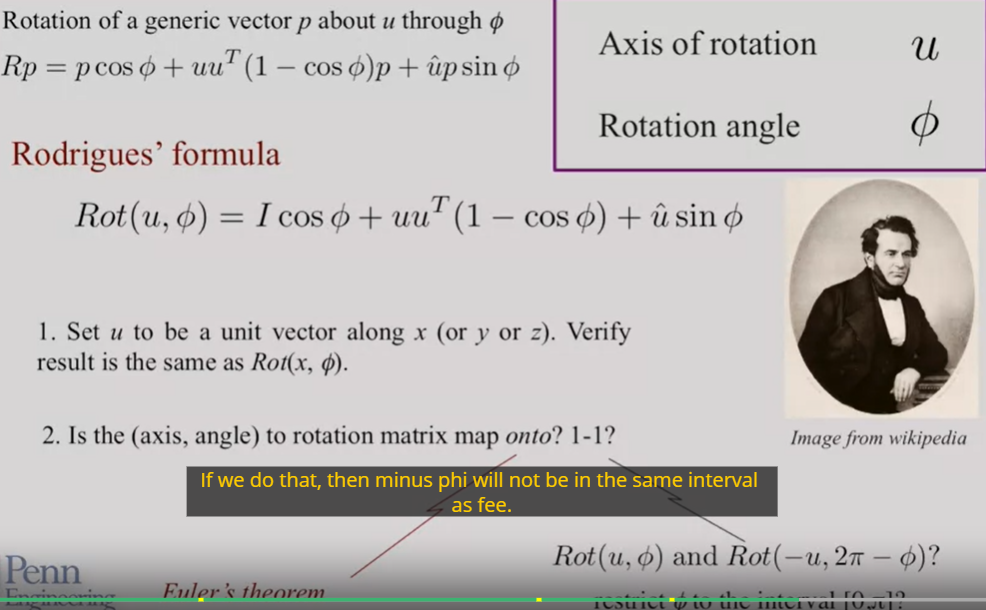


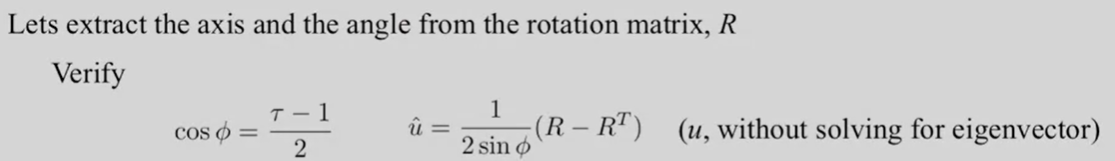
d) Axis/Angle Representations for Rotations

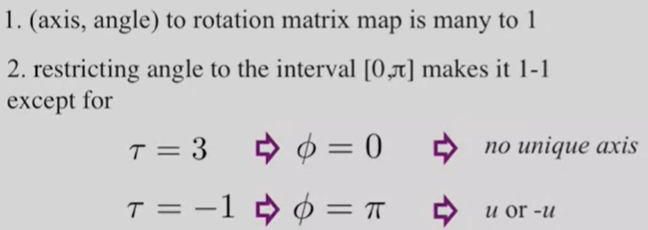












**Skew-Symmetric Matrices and the Hat Operator**

