# Axis/Angle Representation



# Special Orthogonal Matrices

$${R \in \mathbb{R}^{3 \times 3} \mid R^T R = R R^T = I, \det R = 1}$$

Special Orthogonal group in 3 dimensions

### $\bullet$ Coordinates for SO(3)

- 1 Rotation matrices
- 2 Euler angles
- 3 Axis angle parameterization
- 4 Exponential coordinates
- 5 Quaternions



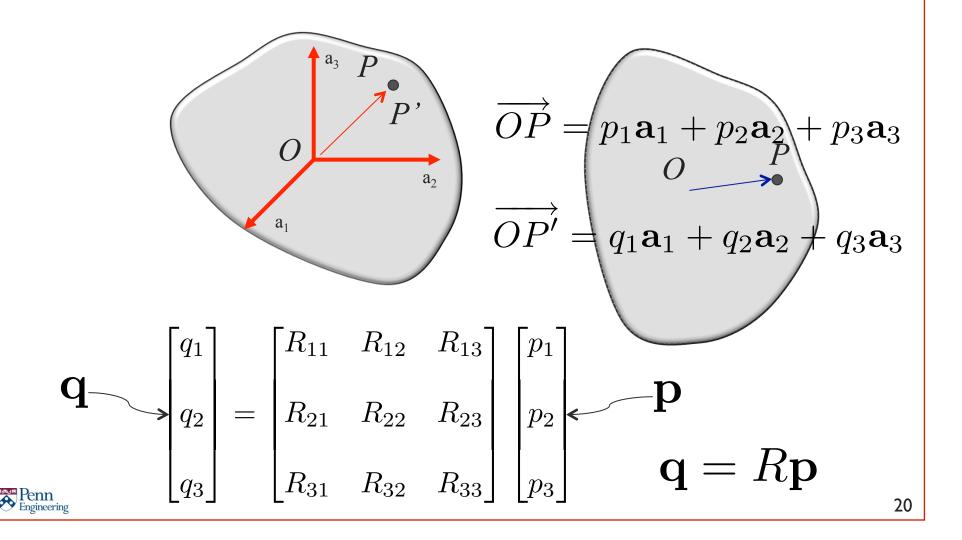
### Euler's Theorem

### **Rotations**

Any displacement of a rigid body such that a point on the rigid body, say O, remains fixed, is equivalent to a rotation about a fixed axis through the point O.



# Rotation with O fixed



## Proof of Euler's Theorem

$$\mathbf{q} = R\mathbf{p}$$

Is there a point **p** that maps onto itself?

If there were such a point **p** ...

$$\mathbf{p} = R\mathbf{p}$$

Solve eigenvalue problem Verify  $\lambda=1$  is

$$R\mathbf{p} = \lambda \mathbf{p}$$

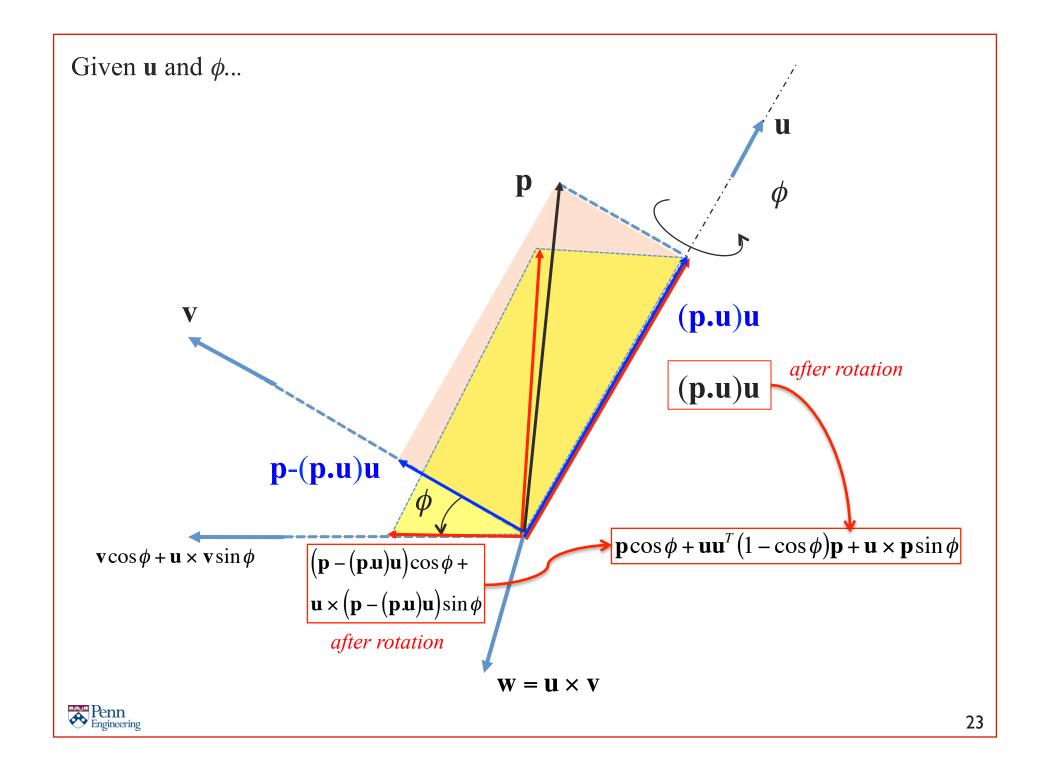
Verify  $\lambda=1$  is an eigenvalue for any R



# How does one find the rotation matrix for a general axis and angle of rotation?

Note we already know the answer if the axis of rotation is one of the coordinate axes.





# 1-1 correspondence between any 3×1 vector and a 3×3 skew symmetric matrix

$$\begin{bmatrix} a_1 \\ a_2 \\ a_3 \end{bmatrix} \times \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix} = \begin{bmatrix} a_2b_3 - a_3b_2 \\ a_3b_1 - a_1b_3 \\ -a_2b_1 + a_1b_2 \end{bmatrix}$$

$$= \begin{bmatrix} 0 & -a_3 & a_2 \\ a_3 & 0 & -a_1 \\ -a_2 & a_1 & 0 \end{bmatrix} \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix}$$

For any vector **b** 

$$\mathbf{a} \times \mathbf{b} = \mathbf{A}_{3x3} \mathbf{b}$$

linear operator

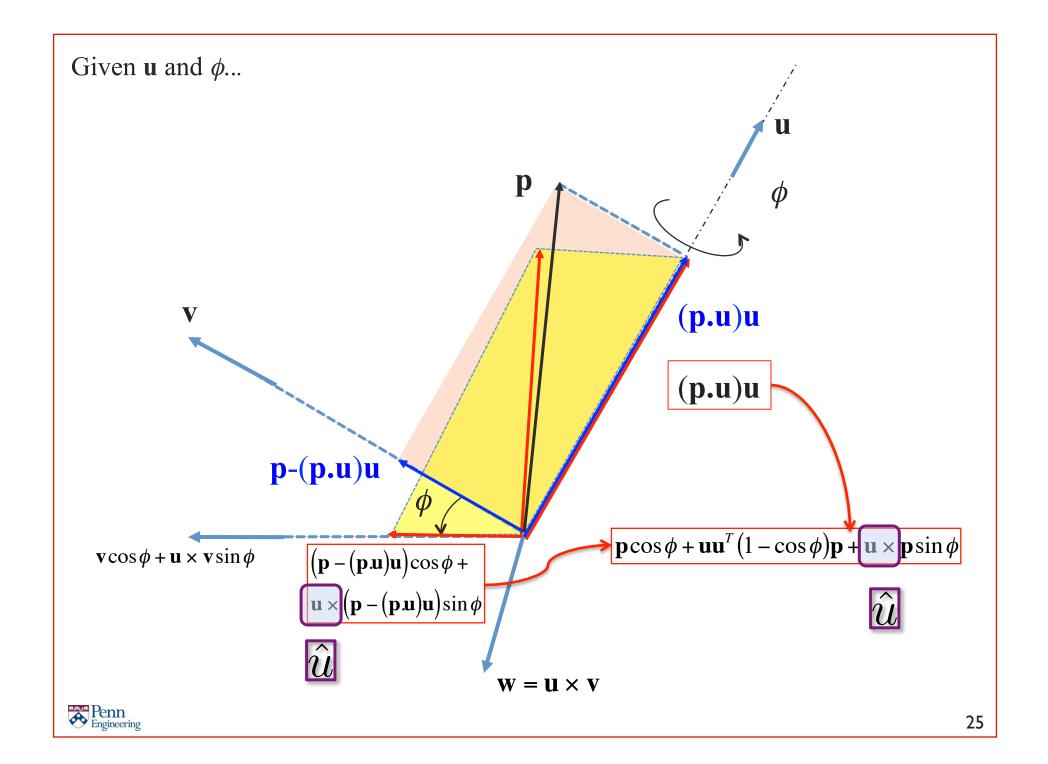
Notation

A

a^

 $\hat{\mathbf{a}}$ 





### Axis/Angle to Rotation Matrix

Rotation of a generic vector p about u through  $\phi$ 

$$Rp = p\cos\phi + uu^{T}(1-\cos\phi)p + \hat{u}p\sin\phi$$

Axis of rotation

u

Rotation angle

 $\phi$ 

### Rodrigues' formula

$$Rot(u,\phi) = I\cos\phi + uu^{T}(1-\cos\phi) + \hat{u}\sin\phi$$

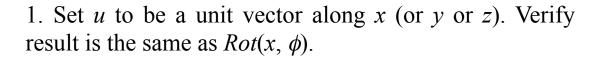


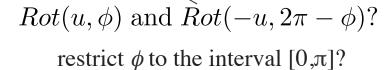


Image from wikipedia

2. Is the (axis, angle) to rotation matrix map *onto*? 1-1?



Euler's theorem





### Axis/Angle to Rotation Matrix

Rotation of a generic vector p about u through  $\phi$ 

$$Rp = p\cos\phi + uu^{T}(1-\cos\phi)p + \hat{u}p\sin\phi$$

Axis of rotation

u

Rotation angle

### Rodrigues' formula

$$Rot(u,\phi) = I\cos\phi + uu^{T}(1-\cos\phi) + \hat{u}\sin\phi$$

Lets extract the axis and the angle from the rotation matrix, R

Verify

$$\cos \phi = \frac{\tau - 1}{2}$$
  $\hat{u} = \frac{1}{2 \sin \phi} (R - R^T)$  (*u*, without solving for eigenvector)

- 1. (axis, angle) to rotation matrix map is many to 1
- 2. restricting angle to the interval  $[0,\pi]$  makes it 1-1 except for

$$\tau = 3$$

$$\Rightarrow \phi = 0$$

$$au=3$$
  $\phi=0$   $\Rightarrow$  no unique axis

$$\tau =$$

$$au = -1 \Rightarrow \phi = \pi \Rightarrow u \text{ or } -u$$

