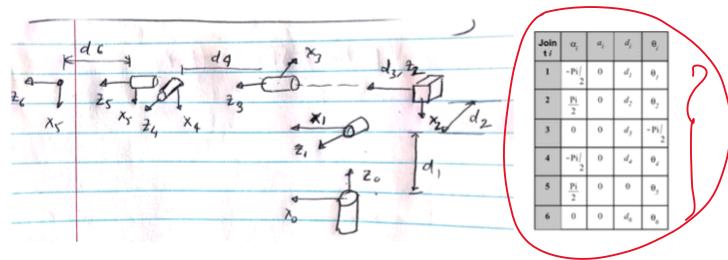
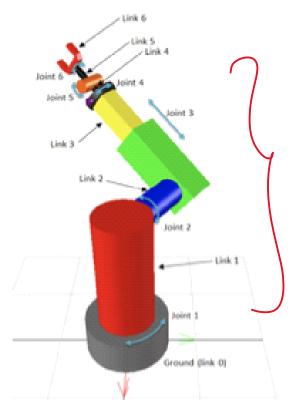
$$R = R_{z}(\psi)R_{y}(\theta)R_{x}(\phi)$$

$$= \begin{cases} \cos(\psi)\cos(\theta) & \cos(\psi)\sin(\phi)\sin(\theta) - \cos(\phi)\sin(\psi) & \sin(\phi)\sin(\psi) + \cos(\phi)\cos(\psi)\sin(\theta) \\ \cos(\theta)\sin(\psi) & \cos(\phi)\cos(\psi) + \sin(\phi)\sin(\psi)\sin(\theta) & \cos(\phi)\sin(\psi)\sin(\theta) - \cos(\psi)\sin(\phi) \\ -\sin(\theta) & \cos(\theta)\sin(\phi) & \cos(\phi)\cos(\theta) & \sin(\phi) & \cos(\phi)\cos(\theta) \end{cases}$$

$$= \begin{cases} R_{z}(\psi)R_{y}(\theta)R_{x}(\phi) & \cos(\psi)\sin(\phi)\sin(\psi) & \sin(\phi)\sin(\psi) + \cos(\phi)\cos(\psi)\sin(\theta) \\ \cos(\theta)\sin(\psi)\sin(\phi) & \cos(\phi)\sin(\psi)\sin(\theta) - \cos(\psi)\sin(\phi) \\ \cos(\phi)\cos(\theta) & \cos(\phi)\sin(\phi) & \cos(\phi)\sin(\psi)\sin(\theta) - \cos(\psi)\sin(\phi) \\ -\sin(\theta) & \cos(\phi)\sin(\psi)\sin(\theta) & \cos(\phi)\sin(\psi)\sin(\theta) - \cos(\psi)\sin(\phi) \\ -\sin(\theta) & \cos(\phi)\sin(\psi)\sin(\phi) & \cos(\phi)\sin(\psi)\sin(\theta) - \cos(\psi)\sin(\phi) \\ -\sin(\theta) & \cos(\phi)\sin(\psi)\sin(\phi) & \cos(\phi)\cos(\psi) & \sin(\phi) \\ -\sin(\theta) & \cos(\phi)\cos(\theta) & \cos(\phi)\sin(\psi)\sin(\phi) & \cos(\phi)\sin(\psi)\sin(\phi) \\ -\sin(\theta) & \cos(\phi)\cos(\theta) & \cos(\phi)\cos(\theta) & \cos(\phi)\cos(\theta) \\ -\cos(\phi)\cos(\theta) & \cos(\phi)\cos(\theta) & \cos(\phi)\cos(\theta) & \cos(\phi)\cos(\theta) \\ -\cos(\phi)\cos(\theta) & \cos(\phi)\cos(\theta) & \cos(\phi)\cos(\theta) \\ -\cos(\phi)\cos(\theta) & \cos(\phi)\cos(\theta) & \cos(\phi)\cos(\phi) & \cos(\phi)\cos(\phi) \\ -\cos(\phi)\cos(\theta) & \cos(\phi)\cos(\theta) & \cos(\phi)\cos(\phi) & \cos(\phi)\cos(\phi) \\ -\cos(\phi)\cos(\phi)\cos(\phi) & \cos(\phi)\cos(\phi) & \cos(\phi)\cos(\phi) \\ -\cos(\phi)\cos(\phi)\cos(\phi)\cos(\phi) \\ -\cos(\phi)\cos(\phi)\cos(\phi) & \cos(\phi)\cos(\phi) \\ -\cos(\phi)\cos(\phi)\cos(\phi) & \cos(\phi)\cos(\phi) \\ -\cos(\phi)\cos(\phi)\cos(\phi) \\ -\cos(\phi)\cos(\phi)\cos(\phi)$$



- Stanford Manipulator
- 1) Compute position of orientation of end-effector
- 2) Animate the manipulator
- 3) Given a position of the end-effector, compute the invesse kinematics



(1)  $H_6^2 = H_1^0 H_2^1 H_3^2 H_4^3 H_5^4 H_5^5 = [R_6](d_6)$ 

Inverse linematics of 3D manipulators needs alleast 6 joints or 6 degrees of freedom Assign co-ordinate frames