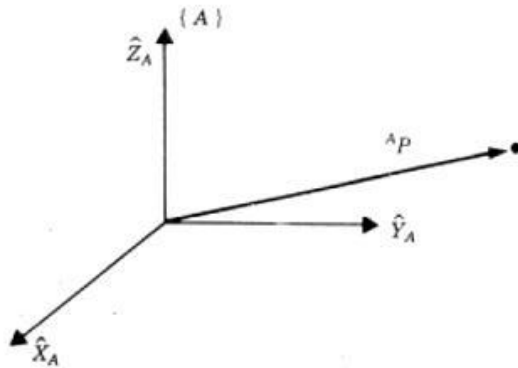


Ch. 2

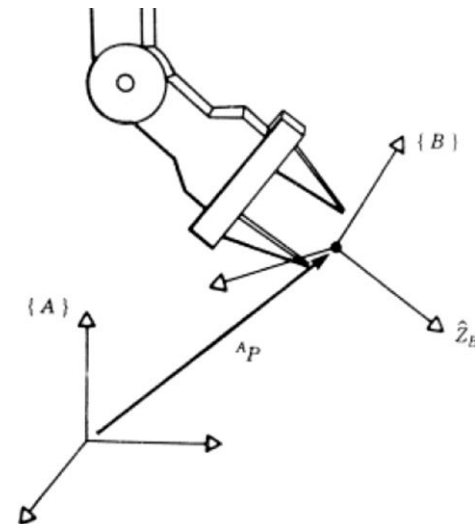
- Description: positions, orientations, and frames
 - Description of a position



$${}^A P = \begin{Bmatrix} p_x \\ p_y \\ p_z \end{Bmatrix}$$

- Description of orientation

A reference coordinate frame $\{A\}$
A body fixed coordinate frame $\{B\}$



- In order to describe the orientation of body, need to find a description of the coordinate system $\{B\}$ relative to the reference coordinate system $\{A\}$.

$$\{A\} - (\hat{x}_A, \hat{y}_A, \hat{z}_A) \quad \{B\} - (\hat{x}_B, \hat{y}_B, \hat{z}_B)$$

- Now, define "*rotation matrix*"

$$\{A\} \rightarrow \{B\} \quad {}^A_B R = \begin{bmatrix} {}^A\hat{x}_B & {}^A\hat{y}_B & {}^A\hat{z}_B \end{bmatrix} = \begin{bmatrix} r_{11} & r_{12} & r_{13} \\ r_{21} & r_{22} & r_{23} \\ r_{31} & r_{32} & r_{33} \end{bmatrix}$$

$$\{B\} \rightarrow \{A\} \quad {}^B_A R = \begin{bmatrix} {}^B\hat{x}_A & {}^B\hat{y}_A & {}^B\hat{z}_A \end{bmatrix}$$

- Meaning of ${}^A_B R$: **Direction Cosine**

Projects the unit vector of {B} on {A}

$${}^A_B R = \begin{bmatrix} {}^A\hat{x}_B & {}^A\hat{y}_B & {}^A\hat{z}_B \end{bmatrix} = \begin{bmatrix} \hat{x}_B \cdot \hat{x}_A & \hat{y}_B \cdot \hat{x}_A & \hat{z}_B \cdot \hat{x}_A \\ \hat{x}_B \cdot \hat{y}_A & \hat{y}_B \cdot \hat{y}_A & \hat{z}_B \cdot \hat{y}_A \\ \hat{x}_B \cdot \hat{z}_A & \hat{y}_B \cdot \hat{z}_A & \hat{z}_B \cdot \hat{z}_A \end{bmatrix}$$

In same way,

$${}^B_A R = \begin{bmatrix} {}^B\hat{x}_A & {}^B\hat{y}_A & {}^B\hat{z}_A \end{bmatrix} = \begin{bmatrix} \hat{x}_A \cdot \hat{x}_B & \hat{y}_A \cdot \hat{x}_B & \hat{z}_A \cdot \hat{x}_B \\ \hat{x}_A \cdot \hat{y}_B & \hat{y}_A \cdot \hat{y}_B & \hat{z}_A \cdot \hat{y}_B \\ \hat{x}_A \cdot \hat{z}_B & \hat{y}_A \cdot \hat{z}_B & \hat{z}_A \cdot \hat{z}_B \end{bmatrix} = {}^A_B R^T$$

$${}^B_A R \cdot {}^A_B R = {}^A_B R^T {}^A_B R = \begin{bmatrix} {}^A\hat{x}_B^T \\ {}^A\hat{y}_B^T \\ {}^A\hat{z}_B^T \end{bmatrix} \begin{bmatrix} {}^A\hat{x}_B & {}^A\hat{y}_B & {}^A\hat{z}_B \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} = I_{3 \times 3}$$

$${}^A_B R^T = {}^A_B R^{-1} = {}^B_A R \quad \rightarrow \text{Rotation matrix is "orthogonal matrix".}$$

$$R = \begin{bmatrix} r_{11} & r_{12} & r_{13} \\ r_{21} & r_{22} & r_{23} \\ r_{31} & r_{32} & r_{33} \end{bmatrix}$$

9 parameters \rightarrow 3 independent parameters

- Since R is orthogonal matrix, 6 constraints exist

$$r_{11}^2 + r_{12}^2 + r_{13}^2 = 1$$

$$r_{11}r_{21} + r_{12}r_{22} + r_{13}r_{23} = 0$$

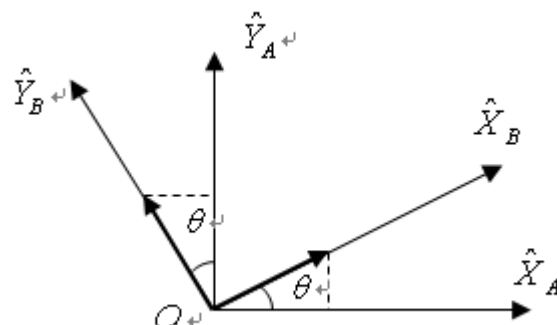
$$r_{21}^2 + r_{22}^2 + r_{23}^2 = 1$$

$$r_{11}r_{31} + r_{12}r_{32} + r_{13}r_{33} = 0$$

$$r_{31}^2 + r_{32}^2 + r_{33}^2 = 1$$

$$r_{21}r_{31} + r_{22}r_{32} + r_{23}r_{33} = 0$$

Example,



$${}^A\hat{X}_B = \cos\theta \cdot {}^A\hat{X}_A + \sin\theta \cdot {}^A\hat{Y}_A$$

Builds the rotation matrix

$${}^A\hat{Y}_B = -\sin\theta \cdot {}^A\hat{X}_A + \cos\theta \cdot {}^A\hat{Y}_A$$

$${}^A_R = \begin{bmatrix} {}^A\hat{X}_B & {}^A\hat{Y}_B & {}^A\hat{Z}_B \end{bmatrix}$$

$${}^A\hat{Z}_B = {}^A\hat{Z}_A$$

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

$${}^B\hat{X}_A = \cos\theta \cdot {}^B\hat{X}_B - \sin\theta \cdot {}^B\hat{Y}_B$$

$${}^B\hat{Y}_A = \sin\theta \cdot {}^B\hat{X}_B + \cos\theta \cdot {}^B\hat{Y}_B$$

$${}^B\hat{Z}_A = {}^B\hat{Z}_B$$

$${}^B_R = \begin{bmatrix} \cos\theta & \sin\theta & 0 \\ -\sin\theta & \cos\theta & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

2.3. Mappings: Changing descriptions from frame to frame

- Translation

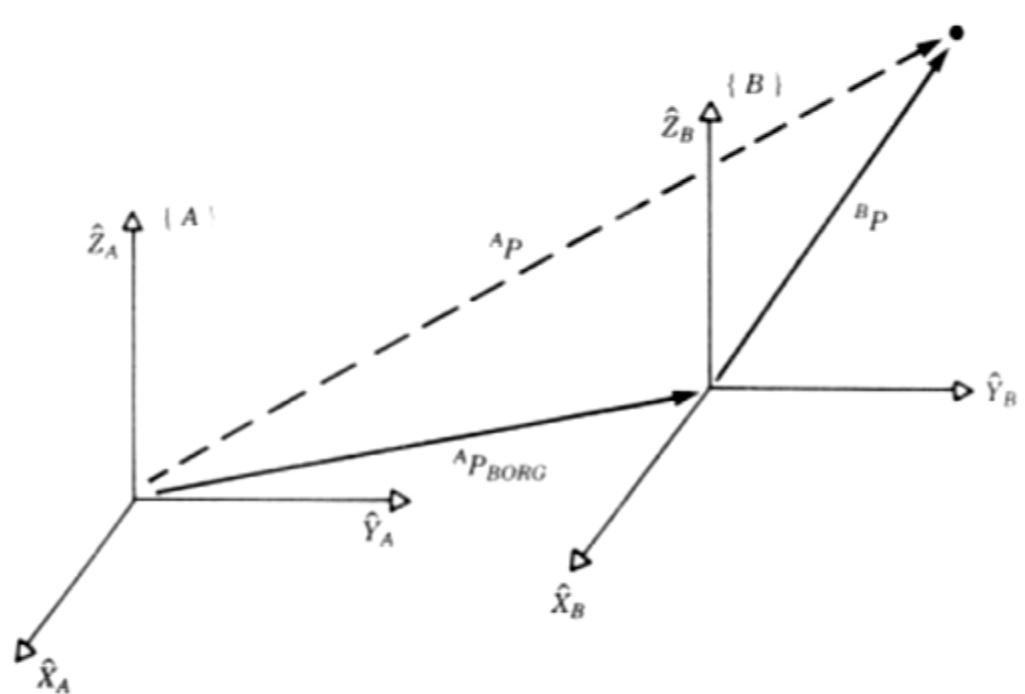


Figure 2.4. Translational mapping.

$${}^A P = {}^A P_{BORG} + {}^B P$$

- Rotation

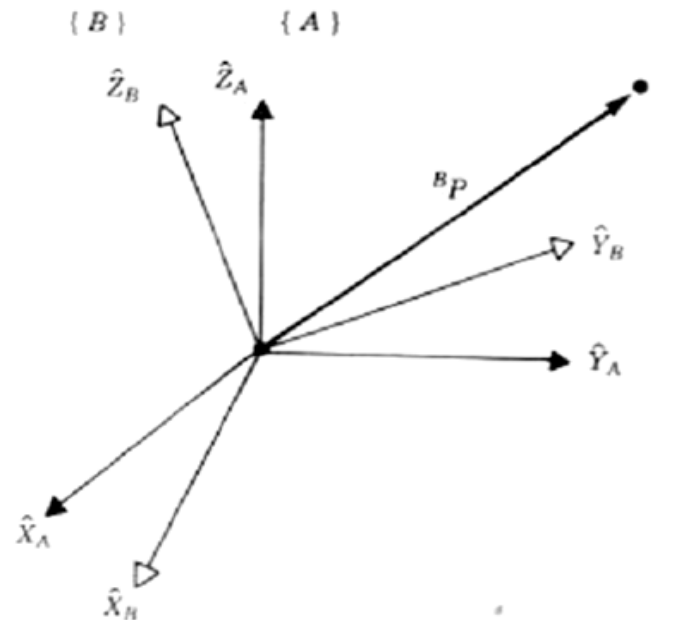


Fig. Rotating the description of a vector.

$${}^A R_B = \begin{bmatrix} {}^A \hat{X}_B & {}^A \hat{Y}_B & {}^A \hat{Z}_B \end{bmatrix} = \begin{bmatrix} {}^B \hat{X}_A^T \\ {}^B \hat{Y}_A^T \\ {}^B \hat{Z}_A^T \end{bmatrix}$$

$${}^A p_x = {}^B \hat{X}_A \cdot {}^B P,$$

$${}^A p_y = {}^B \hat{Y}_A \cdot {}^B P,$$

$${}^A p_z = {}^B \hat{Z}_A \cdot {}^B P.$$

$$\therefore {}^A P = {}^A R_B \cdot {}^B P.$$

Ex 2.1)

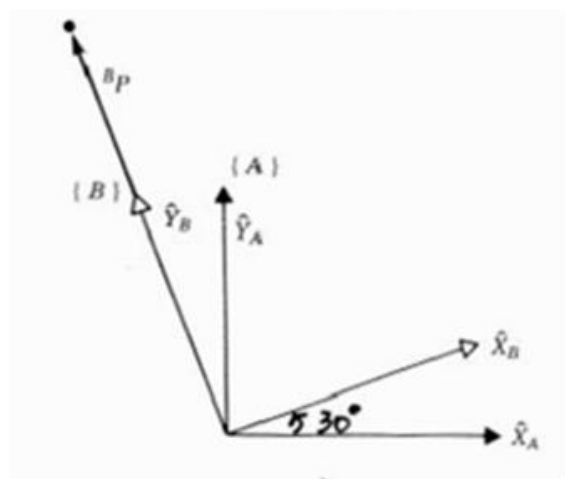


Fig. $\{B\}$ rotated 30 degree about \hat{Z} .

$${}^A_R{}^B = \begin{bmatrix} 0.866 & -0.500 & 0.000 \\ 0.500 & 0.866 & 0.000 \\ 0.000 & 0.000 & 1.000 \end{bmatrix} \quad (2.14)$$

Given

$${}^B P = \begin{bmatrix} 0.0 \\ 2.0 \\ 0.0 \end{bmatrix} \quad (2.15)$$

We calculate ${}^A P$ as

$${}^A P = {}^A_R{}^B P = \begin{bmatrix} -1.000 \\ 1.732 \\ 0.000 \end{bmatrix} \quad (2.16)$$

- Mapping involving general frames.

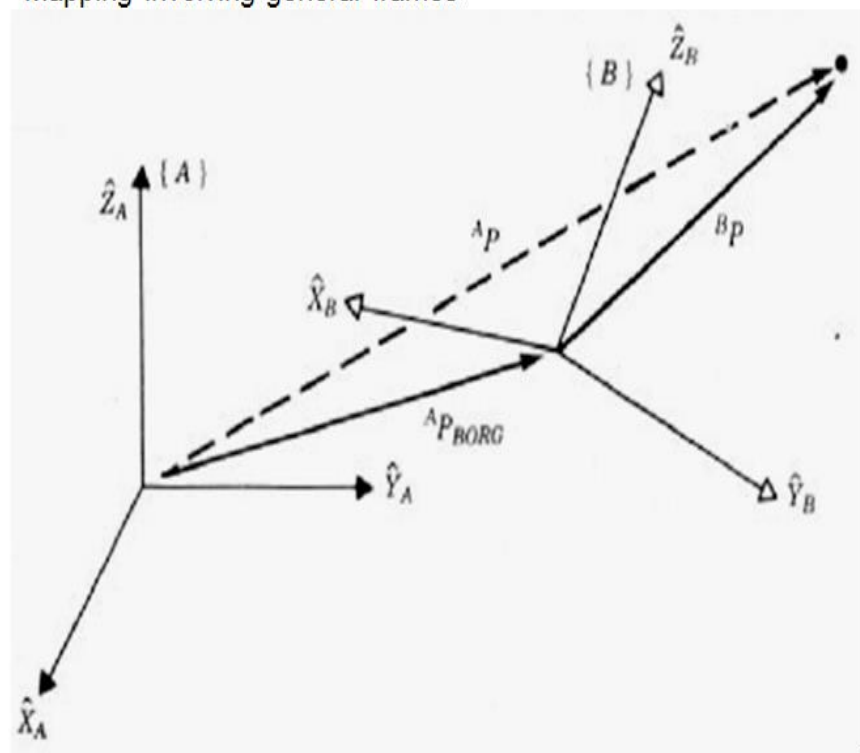


Figure 2.7. General transform of a vector.

$${}^A P = {}^A P_{BORG} + {}^A ({}^B P) = {}^A P_{BORG} + {}^A R \cdot {}^B P$$

$$\begin{bmatrix} {}^A P \\ \hline 1 \end{bmatrix} = \begin{bmatrix} & {}^A R & & | & {}^A P_{BORG} \\ \hline 0 & 0 & 0 & | & \hline \end{bmatrix} \begin{bmatrix} {}^B P \\ \hline 1 \end{bmatrix}$$

$$= {}^A T_B \begin{bmatrix} {}^B P \\ \hline 1 \end{bmatrix} : \text{Homogeneous transformation.}$$

Ex 2.2)

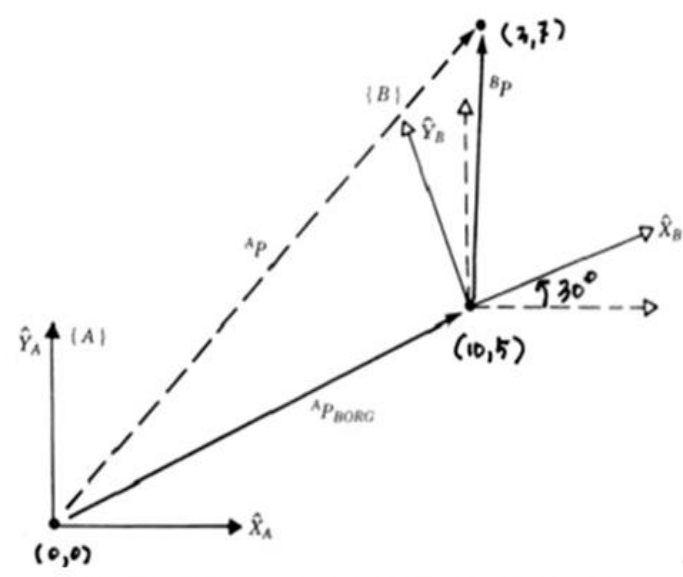


Fig. Frame {B} rotated and translated.

The definition of frame {B} is

$${}^A T_B = \begin{bmatrix} 0.866 & -0.500 & 0.000 & 10.0 \\ 0.500 & 0.866 & 0.000 & 5.0 \\ 0.000 & 0.000 & 1.000 & 0.0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

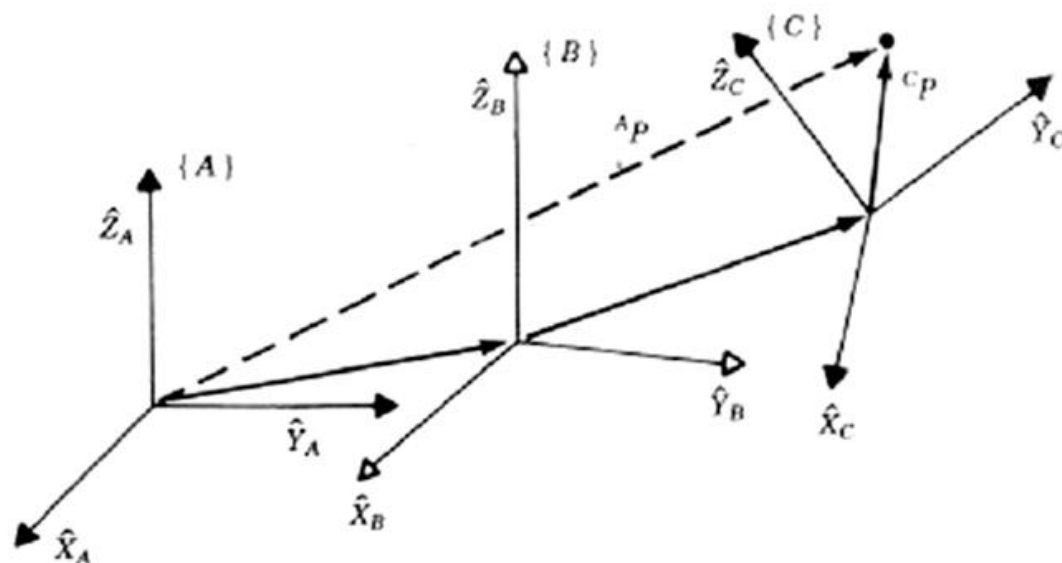
Given

$${}^B P = \begin{bmatrix} 3.0 \\ 7.0 \\ 0.0 \end{bmatrix}$$

We use the definition of {B} given above as a transformation,

$${}^A P = {}^A T_B \cdot {}^B P = \begin{bmatrix} 9.098 \\ 12.562 \\ 0.000 \end{bmatrix}$$

- Compound transformation



And then transform ${}^B P$ into ${}^A P$ as

Known : ${}^C P$ and Transformations

Find : ${}^A P$

$${}^B P = {}^B T {}^C P,$$

$${}^A P = {}^A T {}^B P.$$

$${}^A P = {}^A T {}^B T {}^C P,$$

From which we could define

$${}^A T = {}^A T {}^B T.$$

$${}^A T = \left[\begin{array}{ccc|c} & {}^A R {}^B R & & {}^A R {}^B P_{CORG} + {}^A P_{BORG} \\ \hline 0 & 0 & 0 & 1 \end{array} \right]$$

$${}^A_C T = \left[\begin{array}{ccc|c} & {}^A_B R {}^B_C R & & {}^A_B R {}^B P_{CORG} + {}^A P_{BORG} \\ \hline 0 & 0 & 0 & 1 \end{array} \right]$$

- Inverting Transform ↵

↵

Want to compute ${}^B_A T$ ↵

↵

1) Simple way: ${}^A P = {}^A_B T {}^B P$ ${}^B P = {}^A_B T^{-1} {}^A P = {}^B_A T {}^A P$ ↵

${}^A_B T = {}^B_A T^{-1}$: 4×4 matrix inversion: cumbersome ↵

2) Efficient way ↵

$${}^B T_A = I_{4 \times 4} \quad \leftarrow$$

$$\left[\begin{array}{c|c} {}^A R_B & {}^A P_{BORG} \\ \hline \underline{0} & 1 \end{array} \right] \left[\begin{array}{cc} A & B \\ \hline C & D \end{array} \right] = \left[\begin{array}{c|c} I & \underline{0} \\ \hline \underline{0} & 1 \end{array} \right] \quad \leftarrow$$

$${}^A R_B A + {}^A P_{BORG} C = I \quad (1) \quad \leftarrow$$

$${}^A R_B A + {}^A P_{BORG} C = 0 \quad (2) \quad \leftarrow$$

$$C = 0 \quad \leftarrow$$

$$D = 1 \quad \leftarrow$$

$$\text{From (2)} \quad {}^A P_{BORG} = - {}^A R_B^T B \quad \therefore B = - {}^A R_B^T {}^A P_{BORG} \quad \leftarrow$$

$$\text{From (1)} \quad A = {}^A R_B^T \quad \leftarrow$$

$$\therefore {}^B T_A = \left[\begin{array}{c|c} {}^A R_B^T & - {}^A R_B^T {}^A P_{BORG} \\ \hline \underline{0} & 1 \end{array} \right]$$

Ex 2.5)

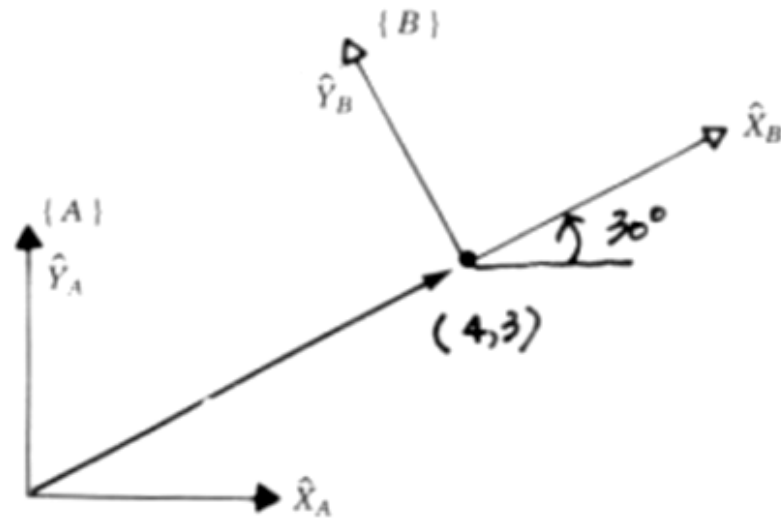
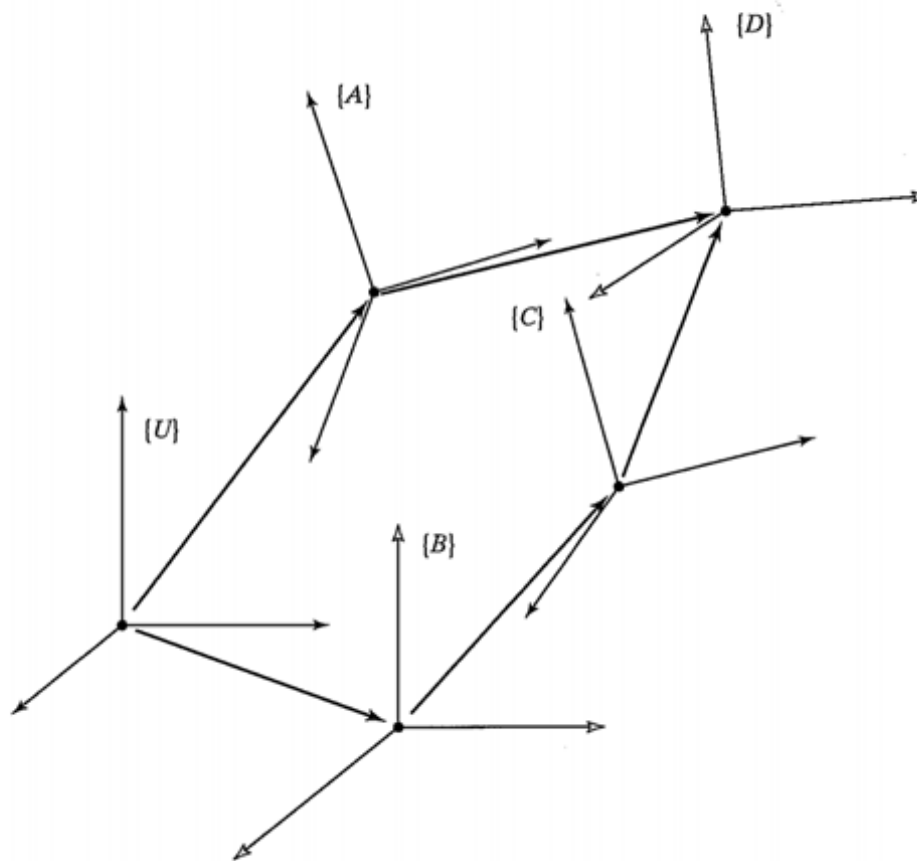


Figure 2.13. {B} relative to {A}

$${}^A_T{}^B = ?$$

$${}^B_T{}^A = ?$$

2.7 Transform Equations:



$${}^U T_D = {}^U T_A {}^A T_D$$

$${}^U T_D = {}^U T_B {}^B T_C {}^C T_D$$

$${}^U T_A {}^A T_D = {}^U T_B {}^B T_C {}^C T_D$$

Fig. Set of transforms forming a loop.

Ex 2.6) ↵

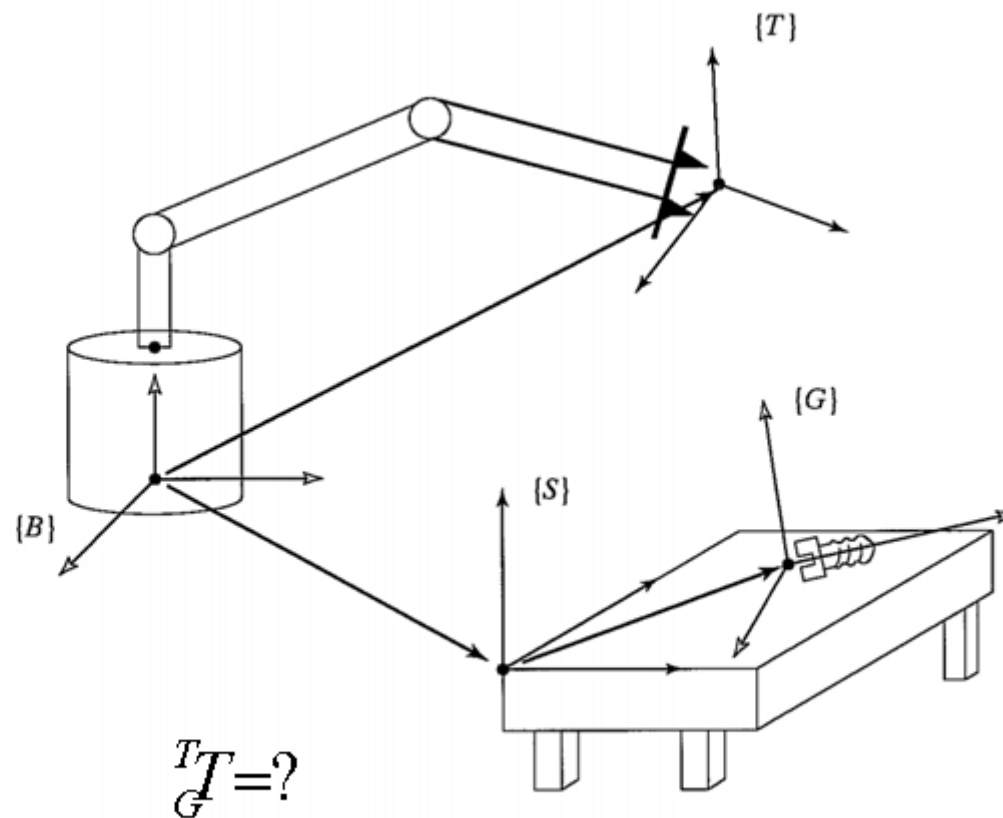


Fig. Manipulator reaching for a bolt. ↵

2.8 More on representation of Orientation:

$$R = [\hat{X} \quad \hat{Y} \quad \hat{Z}]$$

there are six constraints on the nine matrix elements:

$$|\hat{X}| = 1$$

$$|\hat{Y}| = 1$$

$$|\hat{Z}| = 1$$

$$\hat{X} \bullet \hat{Y} = 0$$

$$\hat{X} \bullet \hat{Z} = 0$$

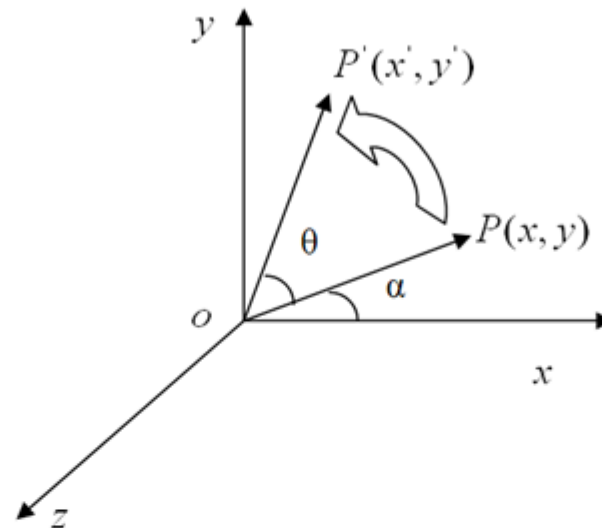
$$\hat{Y} \bullet \hat{Z} = 0$$

9 parameters \rightarrow 6 constraints \rightarrow

3 independence Parameters \rightarrow

"3 parameter expression for rotation matrix"

- Point Rotation VS. Coordinate Rotation
- Point Rotation



rotate P about z to get P'

$$|\overline{OP}| = l$$

$$x = l \cos \alpha, \quad y = l \sin \alpha$$

$$x' = l \cos(\theta + \alpha), \quad y' = l \sin(\theta + \alpha)$$

$$x' = l \cos \theta \cos \alpha - l \sin \theta \sin \alpha$$

$$y' = l \sin \theta \cos \alpha + l \cos \theta \sin \alpha$$

$$z' = z$$

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

Likewise, rotate P' about x to get P''

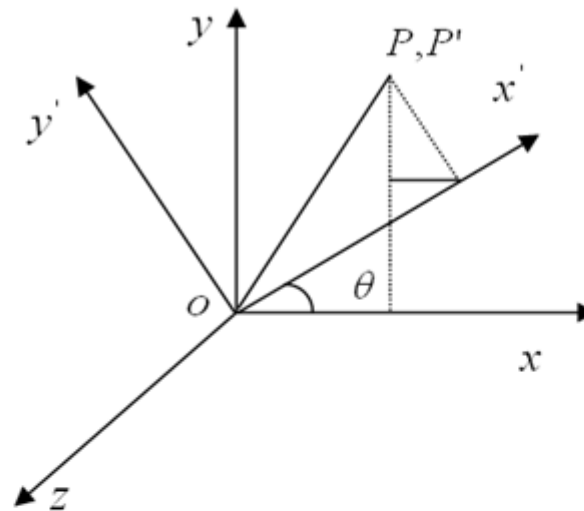
$$\begin{bmatrix} x'' \\ y'' \\ z'' \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos \theta & -\sin \theta \\ 0 & \sin \theta & \cos \theta \end{bmatrix} \begin{bmatrix} x' \\ y' \\ z' \end{bmatrix}$$

To get the result after two consecutive rotations

$$\underbrace{\begin{bmatrix} x'' \\ y'' \\ z'' \end{bmatrix}}_{\text{Unknown}} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos \theta & -\sin \theta \\ 0 & \sin \theta & \cos \theta \end{bmatrix} \begin{bmatrix} x' \\ y' \\ z' \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos \theta & -\sin \theta \\ 0 & \sin \theta & \cos \theta \end{bmatrix} \underbrace{\begin{bmatrix} \cos \theta & -\sin \theta & 0 \\ \sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \end{bmatrix}}_{\text{Known}}$$

Don't bother with this!

- Body fixed Coordinate Rotation



$$P' = (x', y'), P = (x, y)$$

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

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

$$z = z'$$

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

$${}^A P = {}^A R_B {}^B P$$

- $x', y', z' \dots$

$$\underbrace{P'' = (x'', y'')}_{\text{Known}}, P' = (x', y')$$

$$\begin{bmatrix} x' \\ y' \\ z' \end{bmatrix} = {}^B_C R \begin{bmatrix} x'' \\ y'' \\ z'' \end{bmatrix}$$

- $x', y', z' \dots$

$$\underbrace{\begin{bmatrix} x \\ y \\ z \end{bmatrix}}_{\text{Unknown}} = {}^A_B R {}^B_C R \underbrace{\begin{bmatrix} x'' \\ y'' \\ z'' \end{bmatrix}}_{\text{Known}}$$

- X-Y-Z fixed angle rotation

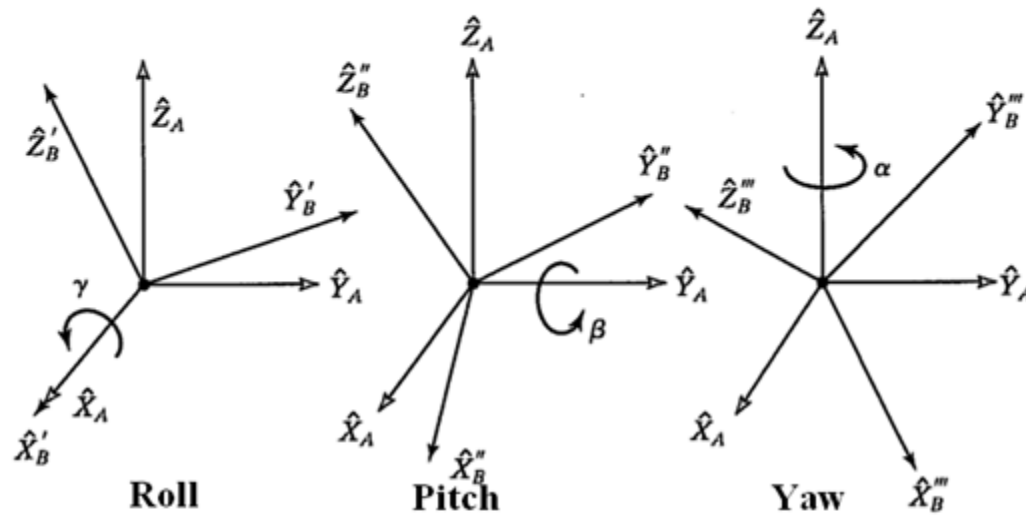


FIGURE 2.17 X-Y-Z fixed angles. Rotations are performed in the order

$$R_X(\gamma), R_Y(\beta), R_Z(\alpha)$$

$$\{A\} \longrightarrow \{B\}$$

Rotation γ about \hat{X}_A : Roll

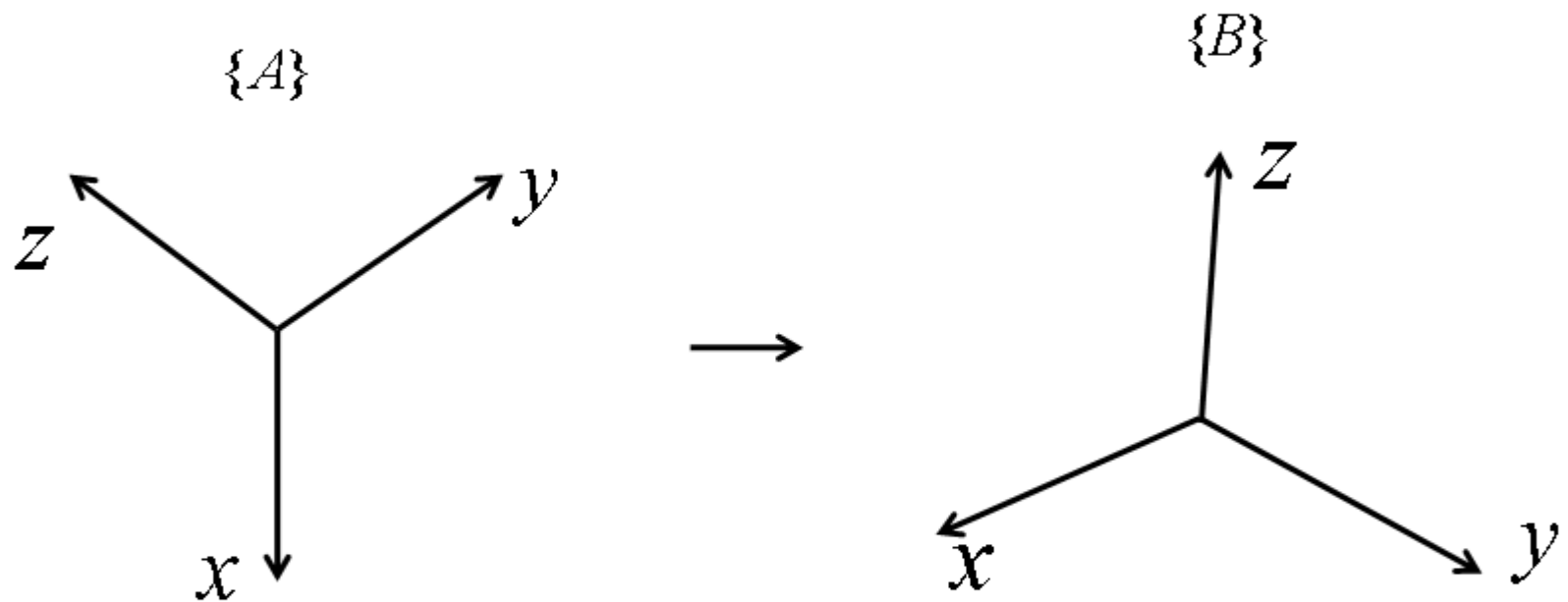
Rotation β about \hat{Y}'_B : Pitch

Rotation α about \hat{Z}''_B : Yaw

✚ Fixed axes....

$$\begin{aligned} {}^A_B R_{XYZ}(\gamma, \beta, \alpha) &= R_Z(\alpha) R_Y(\beta) R_X(\gamma) \\ &= \begin{bmatrix} c\alpha & -s\alpha & 0 \\ s\alpha & c\alpha & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} c\beta & 0 & s\beta \\ 0 & 1 & 0 \\ -s\beta & 0 & c\beta \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & c\gamma & -s\gamma \\ 0 & s\gamma & c\gamma \end{bmatrix} \\ {}^A_B R_{XYZ}(\gamma, \beta, \alpha) &= \begin{bmatrix} cac\beta & cas\beta s\gamma - sac\gamma & cas\beta c\gamma + sas\gamma \\ sac\beta & sas\beta s\gamma + cac\gamma & sas\beta c\gamma - cas\gamma \\ -s\beta & c\beta s\gamma & c\beta c\gamma \end{bmatrix} \end{aligned}$$

- Inversion of x-y-z fixed angle rotation
 - Rotation matrix x-y-z fixed angle
 - Why we need this?



$${}^A_B R_{XYZ}(\gamma, \beta, \alpha) = \begin{bmatrix} r_{11} & r_{12} & r_{13} \\ r_{21} & r_{22} & r_{23} \\ r_{31} & r_{32} & r_{33} \end{bmatrix} = \begin{bmatrix} c\alpha c\beta & c\alpha s\beta s\gamma - s\alpha c\gamma & c\alpha s\beta c\gamma + s\alpha s\gamma \\ s\alpha c\beta & s\alpha s\beta s\gamma + c\alpha c\gamma & s\alpha s\beta c\gamma - c\alpha s\gamma \\ -s\beta & c\beta s\gamma & c\beta c\gamma \end{bmatrix}$$

Find: α, β, γ

➤ Procedure:

$$r_{11}^2 + r_{21}^2 = c\beta^2(c\alpha^2 + s\alpha^2) = c\beta^2 \rightarrow c\beta = \pm\sqrt{r_{11}^2 + r_{21}^2}$$

$$\rightarrow c\beta = \sqrt{r_{11}^2 + r_{21}^2} \quad -90^\circ \leq \beta \leq 90^\circ$$

$$-r_{31} = s\beta$$

$$\tan \beta = \frac{-r_{31}}{\sqrt{r_{11}^2 + r_{21}^2}} \rightarrow \beta = A \tan^2(-r_{31}, \sqrt{r_{11}^2 + r_{21}^2})$$

$$r_{11} = c\alpha c\beta \quad c\alpha = \frac{r_{11}}{c\beta}$$

$$r_{21} = s\alpha c\beta \quad s\alpha = \frac{r_{21}}{s\beta}$$

$$\rightarrow \tan \alpha = \frac{r_{11}/c\beta}{r_{21}/s\beta} \quad \rightarrow \alpha = A \tan 2\left(\frac{r_{21}}{c\beta}, \frac{r_{11}}{c\beta}\right)$$

$$r_{32} = c\beta s\gamma \quad s\gamma = \frac{r_{32}}{c\beta}$$

$$r_{33} = c\beta c\gamma \quad c\gamma = \frac{r_{33}}{c\beta}$$

$$\rightarrow \tan \gamma = \frac{r_{32}/c\beta}{r_{33}/s\beta} \quad \rightarrow \gamma = A \tan 2\left(\frac{\gamma_{32}}{c\beta}, \frac{\gamma_{33}}{c\beta}\right)$$

when $\beta = \pm 90^\circ$ (singularity)

$$\beta = 90.0^\circ$$

$$\alpha = 0.0$$

$$\gamma = A \tan 2(r_{12}, r_{22})$$

Def) $A \tan 2(x, y) = \tan^{-1}\left(\frac{y}{x}\right)$ with signed x,y

$$A \tan 2(-2, -2) = -135^\circ$$

$$A \tan 2(2, 2) = 45^\circ$$

- Z-Y-X Euler angles

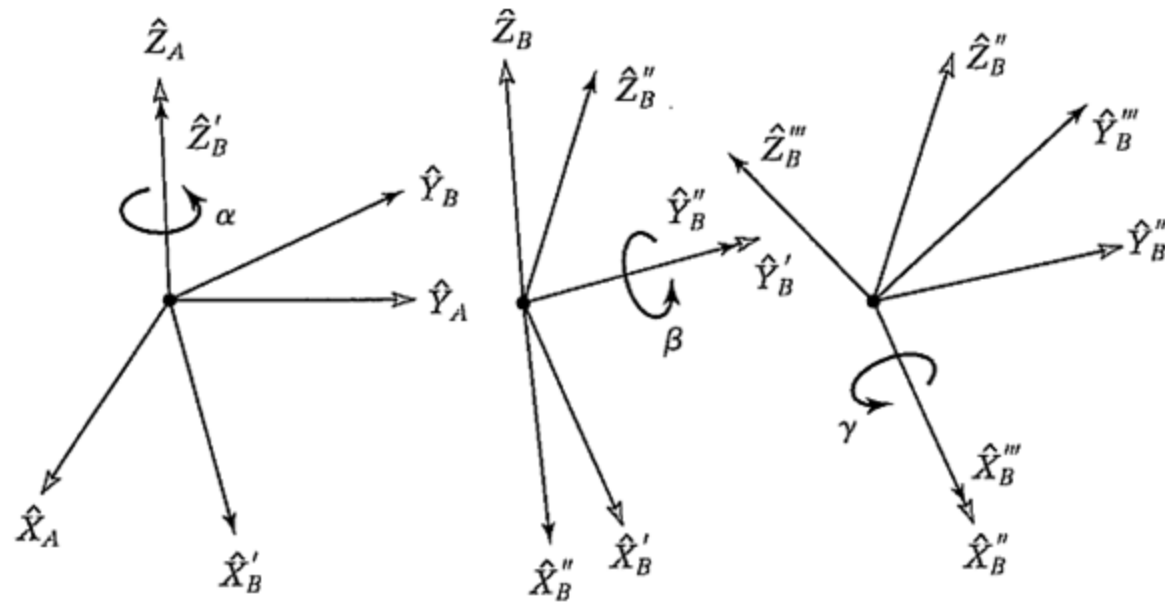


Figure 2.18. Z-Y-X Euler angles.

Rotation α about $\hat{z}_A \rightarrow {}^A P = {}^A R_Z(\alpha) {}^A P$

Rotation β about $\hat{y}_A \rightarrow {}^A P = {}^A R_Y(\beta) {}^A P$

Rotation γ about $\hat{x}_A \rightarrow {}^A P = {}^A R_X(\gamma) {}^A P$

$${}^A P = {}^A R_Z(\alpha) {}^A R_Y(\beta) {}^A R_X(\gamma) {}^A P$$

$$\begin{aligned}
{}^A_B R_{Z'Y'X'} &= R_Z(\alpha)R_Y(\beta)R_X(\gamma) \\
&= \begin{bmatrix} c\alpha & -s\alpha & 0 \\ s\alpha & c\alpha & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} c\beta & 0 & s\beta \\ 0 & 1 & 0 \\ -s\beta & 0 & c\beta \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & c\gamma & -s\gamma \\ 0 & s\gamma & c\gamma \end{bmatrix} \quad (2.70)
\end{aligned}$$

Where $c\alpha = \cos\alpha$ and $s\alpha = \sin\alpha$, etc. Multiplying out, we obtain

$$\begin{aligned}
{}^A_B R_{Z'Y'X'}(\alpha, \beta, \gamma) &= \begin{bmatrix} c\alpha c\beta & c\alpha s\beta s\gamma - s\alpha c\gamma & c\alpha s\beta c\gamma + s\alpha s\gamma \\ s\alpha c\beta & s\alpha s\beta s\gamma + c\alpha c\gamma & s\alpha s\beta c\gamma - c\alpha s\gamma \\ -s\beta & c\beta s\gamma & c\beta c\gamma \end{bmatrix} \quad (2.71) \\
&= {}^A_B R_{XYZ}(\gamma, \beta, \alpha) \quad (\text{roll} - \text{pitch} - \text{yaw})
\end{aligned}$$

Inversion Prob. is the same as XYZ fixed angle case

- Z-Y-Z Euler angles**

Rotation α about \hat{Z}_A

Rotation β about \hat{Y}_A

Rotation γ about \hat{Z}_A

$${}^A_B R_{ZYZ}(\alpha, \beta, \gamma) = \begin{bmatrix} c\alpha c\beta c\gamma - s\alpha s\gamma & -c\alpha c\beta s\gamma & c\alpha c\beta \\ s\alpha c\beta c\gamma & -s\alpha c\beta s\gamma & s\alpha c\beta \\ -s\beta c\gamma & s\beta s\gamma & c\beta \end{bmatrix}$$

If $\beta = 0.0$, then a solution may be calculated as

$$\beta = 0.0$$

$$\alpha = 0.0$$

$$\gamma = A \tan 2(-r_{12}, r_{11})$$

If $\beta = 180.0$, then a solution may be calculated as

$$\beta = 180.0$$

$$\alpha = 0.0$$

$$\gamma = A \tan 2(r_{12}, -r_{11})$$

$${}^A_B R_{ZYZ}(\alpha, \beta, \gamma) = \begin{bmatrix} r_{11} & r_{12} & r_{13} \\ r_{21} & r_{22} & r_{23} \\ r_{31} & r_{32} & r_{33} \end{bmatrix}$$

If $\sin \beta \neq 0$, then

$$\beta = A \tan 2(\sqrt{r_{31}^2 + r_{32}^2}, r_{33})$$

$$\alpha = A \tan 2(r_{23}/s\beta, r_{13}/s\beta)$$

$$\gamma = A \tan 2(r_{32}/s\beta, -r_{31}/s\beta)$$

- Other angle set conventions

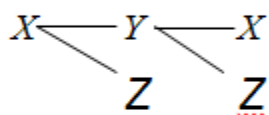
Fixed angle set

$$R_{XYZ}(\gamma, \beta, \alpha)$$

$$R_{XZY}(\gamma, \beta, \alpha)$$

$$R_{XYX}(\gamma, \beta, \alpha)$$

$$R_{XZX}(\gamma, \beta, \alpha)$$



Y

Z

$$3 \times 2 \times 2 = 12$$

Euler angle set

12 conventions are for fixed angle sets, and 12 are for Euler angle sets.

Note that because of the duality of fixed angle sets and Euler angle sets, there are really only 12 unique sets exist.

12오일러 각도법은 다음과 같다.

$$R_{X'Y'Z'}(\alpha, \beta, \gamma) = \begin{bmatrix} c\beta c\gamma & -c\beta s\gamma & s\beta \\ s\alpha s\beta c\gamma + c\alpha s\gamma & -s\alpha s\beta s\gamma + c\alpha c\gamma & -s\alpha c\beta \\ -c\alpha s\beta c\gamma + s\alpha s\gamma & c\alpha s\beta s\gamma + s\alpha c\gamma & c\alpha c\beta \end{bmatrix}$$

$$R_{X'Z'Y'}(\alpha, \beta, \gamma) = \begin{bmatrix} c\beta c\gamma & -s\beta & c\beta s\gamma \\ c\alpha s\beta c\gamma + s\alpha s\gamma & c\alpha c\beta & c\alpha s\beta s\gamma - s\alpha c\gamma \\ s\alpha s\beta c\gamma - c\alpha s\gamma & s\alpha c\beta & s\alpha s\beta s\gamma + c\alpha c\gamma \end{bmatrix}$$

$$R_{Y'X'Z'}(\alpha, \beta, \gamma) = \begin{bmatrix} s\alpha s\beta s\gamma + c\alpha c\gamma & s\alpha s\beta c\gamma - c\alpha s\gamma & s\alpha c\beta \\ c\beta s\gamma & c\beta c\gamma & -s\beta \\ c\alpha s\beta s\gamma - s\alpha c\gamma & c\alpha s\beta c\gamma + s\alpha s\gamma & c\alpha c\beta \end{bmatrix}$$

$$R_{Y'Z'X'}(\alpha, \beta, \gamma) = \begin{bmatrix} \alpha\alpha\beta & -\alpha s\beta c\gamma + s\alpha s\gamma & \alpha s\beta s\gamma + s\alpha c\gamma \\ s\beta & c\beta c\gamma & -c\beta s\gamma \\ -s\alpha\beta & s\alpha s\beta c\gamma + \alpha s\gamma & -s\alpha s\beta s\gamma + \alpha c\gamma \end{bmatrix}$$

$$R_{Z'X'Y'}(\alpha, \beta, \gamma) = \begin{bmatrix} -s\alpha\beta\gamma + c\alpha c\gamma & -s\alpha c\beta & s\alpha\beta c\gamma + c\alpha s\gamma \\ c\alpha\beta\gamma + s\alpha c\gamma & c\alpha c\beta & -c\alpha\beta c\gamma + s\alpha s\gamma \\ -c\beta s\gamma & s\beta & c\beta c\gamma \end{bmatrix}$$

$$R_{Z'Y'X'}(\alpha, \beta, \gamma) = \begin{bmatrix} \cos\alpha\cos\beta & \cos\alpha\sin\beta\sin\gamma - \sin\alpha\cos\gamma & \cos\alpha\sin\beta\cos\gamma + \sin\alpha\sin\gamma \\ \sin\alpha\cos\beta & -\sin\alpha\sin\beta\sin\gamma + \cos\alpha\cos\gamma & -\sin\alpha\sin\beta\cos\gamma - \cos\alpha\sin\gamma \\ -\sin\beta & \cos\beta\sin\gamma & \cos\beta\cos\gamma \end{bmatrix}$$

$$R_{X'Y'X'}(\alpha, \beta, \gamma) = \begin{bmatrix} c\beta & s\beta s\gamma & s\beta c\gamma \\ s\alpha s\beta & -s\alpha c\beta s\gamma + c\alpha c\gamma & -s\alpha c\beta c\gamma - c\alpha s\gamma \\ -c\alpha s\beta & c\alpha c\beta s\gamma + s\alpha c\gamma & c\alpha c\beta c\gamma - s\alpha s\gamma \end{bmatrix}$$

$$R_{X'Z'X'}(\alpha, \beta, \gamma) = \begin{bmatrix} c\beta & -s\beta c\gamma & s\beta s\gamma \\ c\alpha s\beta & c\alpha c\beta c\gamma - s\alpha s\gamma & -c\alpha c\beta s\gamma - s\alpha c\gamma \\ s\alpha s\beta & s\alpha c\beta c\gamma + c\alpha s\gamma & -s\alpha c\beta s\gamma + c\alpha c\gamma \end{bmatrix}$$

$$R_{Y'X'Y'}(\alpha, \beta, \gamma) = \begin{bmatrix} -s\alpha c\beta s\gamma + c\alpha c\gamma & s\alpha s\beta & s\alpha c\beta c\gamma + c\alpha s\gamma \\ s\beta s\gamma & c\beta & -s\beta c\gamma \\ -c\alpha c\beta s\gamma - s\alpha c\gamma & c\alpha s\beta & c\alpha c\beta c\gamma - s\alpha s\gamma \end{bmatrix}$$

$$R_{Y'Z'Y'}(\alpha, \beta, \gamma) = \begin{bmatrix} c\alpha\beta\gamma - s\alpha s\gamma & -c\alpha s\beta & c\alpha\beta s\gamma + s\alpha c\gamma \\ s\beta c\gamma & c\beta & s\beta s\gamma \\ -s\alpha\beta c\gamma - c\alpha s\gamma & s\alpha s\beta & -s\alpha\beta s\gamma + c\alpha c\gamma \end{bmatrix}$$

$$R_{Z'X'Z'}(\alpha, \beta, \gamma) = \begin{bmatrix} -s\alpha\beta s\gamma + c\alpha c\gamma & -s\alpha\beta c\gamma - c\alpha s\gamma & s\alpha s\beta \\ c\alpha\beta s\gamma + s\alpha c\gamma & c\alpha\beta c\gamma - s\alpha s\gamma & -c\alpha s\beta \\ s\beta s\gamma & s\beta c\gamma & c\beta \end{bmatrix}$$

$$R_{Z'Y'Z'}(\alpha, \beta, \gamma) = \begin{bmatrix} c\alpha c\beta c\gamma - s\alpha s\gamma & -c\alpha c\beta s\gamma - s\alpha c\gamma & c\alpha s\beta \\ s\alpha c\beta c\gamma + c\alpha s\gamma & -s\alpha c\beta s\gamma + c\alpha c\gamma & s\alpha s\beta \\ -s\beta c\gamma & s\beta s\gamma & c\beta \end{bmatrix}$$

12고정 각도법은 다음과 같다.

$$R_{XYZ}(\gamma, \beta, \alpha) = \begin{bmatrix} \alpha c \alpha \beta & \alpha s \alpha \beta s \gamma - s \alpha c \gamma & \alpha s \alpha \beta c \gamma + s \alpha s \gamma \\ s \alpha c \beta & s \alpha s \beta s \gamma + c \alpha c \gamma & s \alpha s \beta c \gamma - c \alpha s \gamma \\ -s \beta & c \beta s \gamma & c \beta c \gamma \end{bmatrix}$$

$$R_{XZY}(\gamma, \beta, \alpha) = \begin{bmatrix} \alpha\alpha\beta & -\alpha s\beta c\gamma + s\alpha s\gamma & \alpha s\beta s\gamma + s\alpha c\gamma \\ s\beta & c\beta c\gamma & -c\beta s\gamma \\ -s\alpha c\beta & s\alpha s\beta c\gamma + c\alpha s\gamma & -s\alpha s\beta s\gamma + c\alpha c\gamma \end{bmatrix}$$

$$R_{YXZ}(\gamma, \beta, \alpha) = \begin{bmatrix} -s\alpha s\beta s\gamma + c\alpha c\gamma & -s\alpha c\beta & s\alpha s\beta c\gamma + c\alpha s\gamma \\ c\alpha s\beta s\gamma + s\alpha c\gamma & c\alpha c\beta & -c\alpha s\beta c\gamma + s\alpha s\gamma \\ -c\beta s\gamma & s\beta & c\beta c\gamma \end{bmatrix}$$

$$R_{YZX}(\gamma, \beta, \alpha) = \begin{bmatrix} c\beta c\gamma & -s\beta & c\beta s\gamma \\ c\alpha s\beta c\gamma + s\alpha s\gamma & c\alpha c\beta & c\alpha s\beta s\gamma - s\alpha c\gamma \\ s\alpha s\beta c\gamma - c\alpha s\gamma & s\alpha c\beta & s\alpha s\beta s\gamma + c\alpha c\gamma \end{bmatrix}$$

$$R_{ZXY}(\gamma, \beta, \alpha) = \begin{bmatrix} sas\beta s\gamma + c\alpha c\gamma & sas\beta c\gamma - cas\gamma & sac\beta \\ c\beta s\gamma & c\beta c\gamma & -s\beta \\ c\alpha s\beta s\gamma - s\alpha c\gamma & c\alpha s\beta c\gamma + s\alpha s\gamma & c\alpha c\beta \end{bmatrix}$$

$$R_{ZYX}(\gamma, \beta, \alpha) = \begin{bmatrix} c\beta c\gamma & -c\beta s\gamma & s\beta \\ s\alpha s\beta c\gamma + c\alpha s\gamma & -s\alpha s\beta s\gamma + c\alpha c\gamma & -s\alpha c\beta \\ -c\alpha s\beta c\gamma + s\alpha s\gamma & c\alpha s\beta s\gamma + s\alpha c\gamma & c\alpha c\beta \end{bmatrix}$$

$$R_{XYX}(\gamma, \beta, \alpha) = \begin{bmatrix} c\beta & s\beta s\gamma & s\beta c\gamma \\ s\alpha s\beta & -s\alpha c\beta s\gamma + c\alpha c\gamma & -s\alpha c\beta c\gamma - c\alpha s\gamma \\ -c\alpha s\beta & c\alpha c\beta s\gamma + s\alpha c\gamma & c\alpha c\beta c\gamma - s\alpha s\gamma \end{bmatrix}$$

$$R_{XZX}(\gamma, \beta, \alpha) = \begin{bmatrix} c\beta & -s\beta c\gamma & s\beta s\gamma \\ c\alpha s\beta & c\alpha c\beta c\gamma - s\alpha s\gamma & -c\alpha c\beta s\gamma - s\alpha c\gamma \\ s\alpha s\beta & s\alpha c\beta c\gamma + c\alpha s\gamma & -s\alpha c\beta s\gamma + c\alpha c\gamma \end{bmatrix}$$

$$R_{YXY}(\gamma, \beta, \alpha) = \begin{bmatrix} -\alpha c \beta s \gamma + c \alpha c \gamma & s \alpha s \beta & s \alpha c \beta c \gamma + c \alpha s \gamma \\ s \beta s \gamma & c \beta & -s \beta c \gamma \\ -\alpha c \beta s \gamma - s \alpha c \gamma & c \alpha s \beta & c \alpha c \beta c \gamma - s \alpha s \gamma \end{bmatrix}$$

$$R_{YZY}(\gamma, \beta, \alpha) = \begin{bmatrix} c\alpha c\beta c\gamma - s\alpha s\gamma & -c\alpha s\beta & c\alpha c\beta s\gamma + s\alpha c\gamma \\ s\beta c\gamma & c\beta & s\beta s\gamma \\ -s\alpha c\beta c\gamma - c\alpha s\gamma & s\alpha s\beta & -s\alpha c\beta s\gamma + c\alpha c\gamma \end{bmatrix}$$

Equivalent Angle-Axis

3 angle parameter $(\alpha, \beta, \gamma) \longrightarrow \hat{k}, \theta$ with $k_x^2 + k_y^2 + k_z^2 = 1$

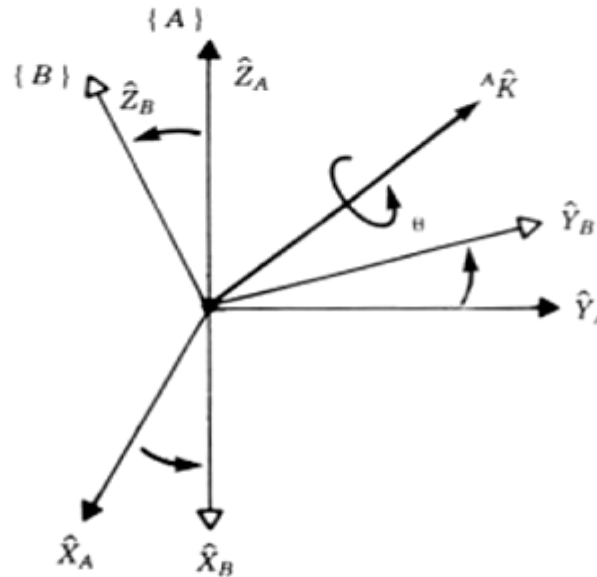


Fig. Equivalent angle-axis representation.

$$R_k(\theta) = \begin{bmatrix} k_x k_x v\theta + c\theta & k_x k_y v\theta - k_z s\theta & k_x k_z v\theta + k_y s\theta \\ k_x k_y v\theta + k_z s\theta & k_y k_y v\theta + c\theta & k_y k_z v\theta - k_x s\theta \\ k_x k_z v\theta - k_y s\theta & k_y k_z v\theta + k_x s\theta & k_z k_z v\theta + c\theta \end{bmatrix}$$

Where $c\theta = \cos\theta$, $s\theta = \sin\theta$, $v\theta = 1 - \cos\theta$, and $\hat{K} = [k_x \ k_y \ k_z]^T$.

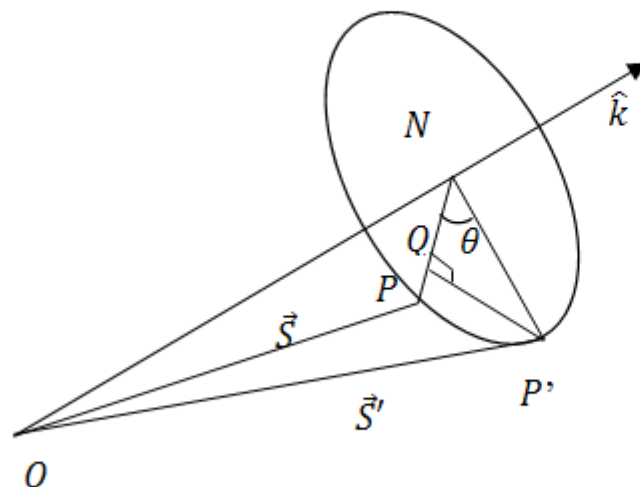
Inversion problem

$${}^A_R{}_B(\theta) = \begin{bmatrix} r_{11} & r_{12} & r_{13} \\ r_{21} & r_{22} & r_{23} \\ r_{31} & r_{32} & r_{33} \end{bmatrix}$$

$$\theta = \text{Acos}\left(\frac{r_{11} + r_{22} + r_{33} - 1}{2}\right)$$

$$\hat{K} = \frac{1}{2\sin\theta} \begin{bmatrix} r_{32} - r_{23} \\ r_{13} - r_{31} \\ r_{21} - r_{12} \end{bmatrix}$$

Euler Parameters (Quaternion) : Rodrigue's Formula



Given \vec{S}

Unit vector \hat{k}

Rotation by θ about \hat{k}

Find \vec{S}' in terms of \vec{S} , \hat{k} , θ

$$\vec{S}' = \vec{ON} + \vec{NQ} + \vec{QP'}$$

$$\vec{ON} = (\vec{S} \cdot \hat{k})\hat{k} \quad (1)$$

$$\vec{NP} = \vec{S} - \vec{ON} = \vec{S} - (\vec{S} \cdot \hat{k})\hat{k}$$

$$|\vec{NP}| = |\vec{NP'}|, \quad |\vec{NQ}| = |\vec{NP'}|\cos\theta = |\vec{NP}|\cos\theta$$

$$NQ = [\vec{S} - (\vec{S} \cdot \hat{k})\hat{k}]\cos\theta \quad (2)$$

$$|\hat{k} \times \vec{S}| = |\vec{NP}|$$

$$\vec{QP'} = (\hat{k} \times \vec{S})\sin\theta \quad (3)$$

From (1), (2) and (3)

$$\vec{S}' = (\vec{S} \cdot \hat{k})\hat{k} + [\vec{S} - (\vec{S} \cdot \hat{k})\hat{k}]\cos\theta + (\hat{k} \times \vec{S})\sin\theta$$

$$\vec{S}' = \vec{S}\cos\theta + k(\vec{S} \cdot \hat{k})(1 - \cos\theta) + (\hat{k} \times \vec{S})\sin\theta$$

$$\vec{S'} = \vec{S} \cos \theta + k(\vec{S} \cdot \hat{k})(1 - \cos \theta) + (\hat{k} \times \vec{S}) \sin \theta$$

Define:

$$\vec{e} = \hat{k} \sin \frac{\theta}{2}$$

$$e_0 = \cos \frac{\theta}{2}$$

$$\cos \theta = 2 \cos^2 \frac{\theta}{2} - 1, \quad \sin \theta = 2 \sin \frac{\theta}{2} \cos \frac{\theta}{2}, \quad 1 - \cos \theta = 2 \sin^2 \frac{\theta}{2}$$

$$\vec{S'} = \vec{S} \cos \theta + k(\vec{S} \cdot \hat{k})(1 - \cos \theta) + (\hat{k} \times \vec{S}) \sin \theta$$

$$\cos \theta = 2e_0^2 - 1, \quad \hat{k} = \frac{\vec{e}}{\sin \frac{\theta}{2}}, \quad \vec{S} \cdot \hat{k} = \frac{\vec{e} \cdot \vec{S}}{\sin \frac{\theta}{2}}$$

$$\vec{S'} = (2e_0^2 - 1)\vec{S} + 2\vec{e}(\vec{e} \cdot \vec{S}) + 2e_0\vec{e} \times \vec{S}$$

$$\vec{S'} = (2e_0^2 - 1)\vec{S} + 2\vec{e}(\vec{e} \cdot \vec{S}) + 2e_0\vec{e} \times \vec{S}$$

$$\text{Where } \vec{e} \times = \begin{bmatrix} 0 & -e_3 & e_2 \\ e_3 & 0 & -e_1 \\ -e_2 & e_1 & 0 \end{bmatrix}$$

$$\vec{S'} = [(2e_0^2 - 1)I + 2\vec{e}\vec{e}^T + 2e_0\vec{e} \times]\vec{S}$$

$$\vec{S'} = RS : \text{Point rotation matrix}$$

$$R = 2 \begin{bmatrix} e_0^2 + e_1^2 - \frac{1}{2} & e_1e_2 - e_0e_3 & e_1e_3 + e_0e_2 \\ e_1e_2 + e_0e_3 & e_0^2 + e_2^2 - \frac{1}{2} & e_2e_3 - e_0e_1 \\ e_1e_3 - e_0e_2 & e_2e_3 + e_0e_1 & e_0^2 + e_3^2 - \frac{1}{2} \end{bmatrix}$$

Quaternion expression for the rotation

Let \vec{u} be a unit vector (the rotation axis) and let $q = \cos \frac{\alpha}{2} + \vec{u} \sin \frac{\alpha}{2}$.

$$\mathbf{q} = e^{\frac{\theta}{2}(u_x \mathbf{i} + u_y \mathbf{j} + u_z \mathbf{k})} = \cos \frac{\theta}{2} + (u_x \mathbf{i} + u_y \mathbf{j} + u_z \mathbf{k}) \sin \frac{\theta}{2}$$

$$\mathbf{q}^{-1} = e^{-\frac{\theta}{2}(u_x \mathbf{i} + u_y \mathbf{j} + u_z \mathbf{k})} = \cos \frac{\theta}{2} - (u_x \mathbf{i} + u_y \mathbf{j} + u_z \mathbf{k}) \sin \frac{\theta}{2}.$$

$$\mathbf{p}' = \mathbf{q} \mathbf{p} \mathbf{q}^{-1}$$

Quaternion-derived rotation matrix [\[edit\]](#)

A quaternion rotation $\mathbf{p}' = \mathbf{q} \mathbf{p} \mathbf{q}^{-1}$ (with $\mathbf{q} = q_r + q_i \mathbf{i} + q_j \mathbf{j} + q_k \mathbf{k}$) can be algebraically manipulated into a [matrix rotation](#) $\mathbf{p}' = \mathbf{R} \mathbf{p}$, where \mathbf{R} is the [rotation matrix](#) given by:^[7]

$$\mathbf{R} = \begin{bmatrix} 1 - 2s(q_j^2 + q_k^2) & 2s(q_i q_j - q_k q_r) & 2s(q_i q_k + q_j q_r) \\ 2s(q_i q_j + q_k q_r) & 1 - 2s(q_i^2 + q_k^2) & 2s(q_j q_k - q_i q_r) \\ 2s(q_i q_k - q_j q_r) & 2s(q_j q_k + q_i q_r) & 1 - 2s(q_i^2 + q_j^2) \end{bmatrix}$$

Here $s = ||q||^{-2}$ and if q is a unit quaternion, $s = 1$

2.10 Computational Considerations

Order of Multiplication

$${}^A P = {}^A R {}^B R {}^C R {}^D P$$

$$\text{i) } {}^A P = \underbrace{{}^A R \underbrace{{}^B R {}^C R}_{{}^B R {}^C R}}_{{}^B R {}^C R} {}^D P$$

$$(3 \quad 2) \times 9 = 21 \quad 18$$

$$(3 \quad 2) \times 9 = 21 \quad 18$$

$$(3 \quad 2) \times 3 = 9 \quad 6$$

Total 63 Muls and 42 adds

$${}^A P = {}^A R {}^B R {}^C R {}^D P$$

$$(3 \quad 2) \times 3 \times 3 = 21 \text{ Muls} \quad 18 \text{ adds}$$