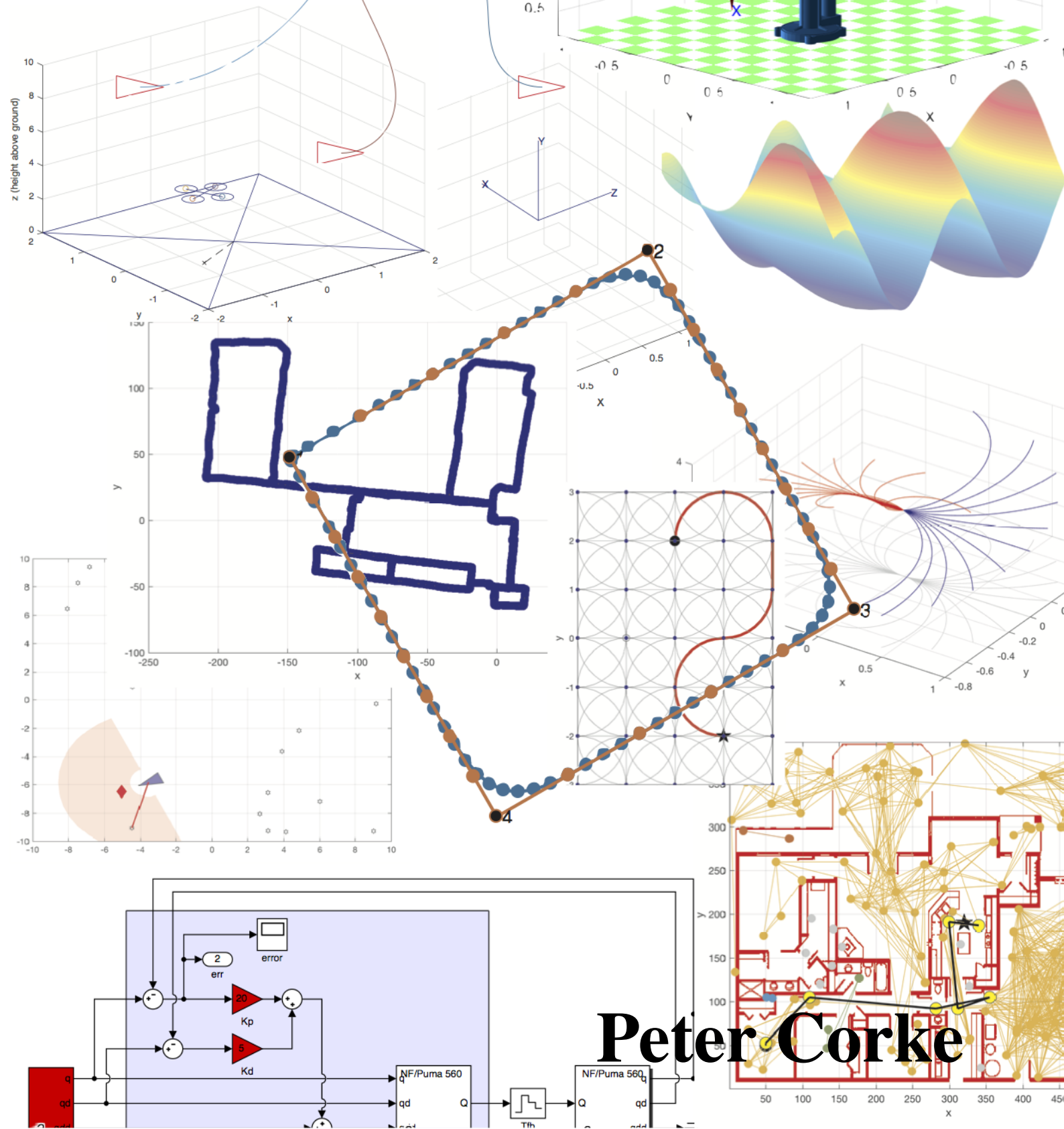


Robotics Toolbox

for MATLAB[®]

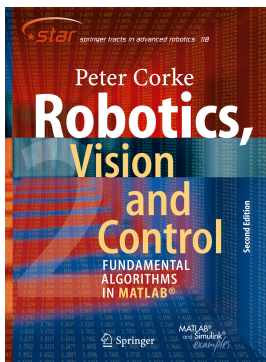
Release 10



Release	10.4
Release date	July 2020

Licence	LGPL
Toolbox home page	http://www.petercorke.com/robot
Discussion group	http://groups.google.com.au/group/robotics-tool-box

Preface



This, the tenth major release of the Toolbox, representing over twenty five years of continuous development and a substantial level of maturity. This version corresponds to the **second edition** of the book “*Robotics, Vision & Control*” published in June 2017 – RVC2.

This MATLAB® Toolbox has a rich collection of functions that are useful for the study and simulation of robots: arm-type robot manipulators and mobile robots. For robot manipulators, functions include kinematics, trajectory generation, dynamics and control. For mobile robots, functions include path planning, kinodynamic planning, localization, map building and simultaneous localization and mapping (SLAM).

The Toolbox makes strong use of classes to represent robots and such things as sensors and maps. It includes Simulink® models to describe the evolution of arm or mobile robot state over time for a number of classical control strategies. The Toolbox also provides functions for manipulating and converting between datatypes such as vectors, rotation matrices, unit-quaternions, quaternions, homogeneous transformations and twists which are necessary to represent position and orientation in 2- and 3-dimensions.

The code is written in a straightforward manner which allows for easy understanding, perhaps at the expense of computational efficiency. If you feel strongly about computational efficiency then you can always rewrite the function to be more efficient, compile the M-file using the MATLAB compiler, or create a MEX version.

The bulk of this manual is auto-generated from the comments in the MATLAB code itself. For elaboration on the underlying principles, extensive illustrations and worked examples please consult “*Robotics, Vision & Control, second edition*” which provides a detailed discussion (720 pages, nearly 500 figures and over 1000 code examples) of how to use the Toolbox functions to solve many types of problems in robotics.

Functions by category

Contents

Preface	2
Functions by category	5
1 Introduction	13
1.1 Changes in RTB 10	13
1.1.1 Incompatible changes	13
1.1.2 New features	14
1.1.3 Enhancements	15
1.2 Changes in RTB 10.3	17
1.3 Changes in RTB 10.2	19
1.4 How to obtain the Toolbox	19
1.4.1 From .mltbx file	19
1.4.2 From .zip file	20
1.4.3 MATLAB Online™	20
1.4.4 Simulink®	21
1.4.5 Notes on implementation and versions	24
1.4.6 Documentation	24
1.5 Compatible MATLAB versions	25
1.6 Use in teaching	25
1.7 Use in research	25
1.8 Support	25
1.9 Related software	26
1.9.1 Robotics System Toolbox™	26
1.9.2 Octave	26
1.9.3 Machine Vision toolbox	26
1.10 Contributing to the Toolboxes	27
1.11 Acknowledgements	27
2 Functions and classes	29
Astar	29
AstarMOO	35
AstarPO	41
Bicycle	47
Bug2	51
ccodefunctionstring	53
chi2inv_rtb	55
ctrj	55
delta2tr	56

DHFactor	56
distanceform	58
distributeblocks	59
doesblockexist	59
Dstar	60
DstarMOO	64
DstarPO	70
Dubbins	77
DXform	78
EKF	82
ETS	90
ETS2	92
ETS3	101
Frame	110
getprofilefunctionstats	112
joy2tr	113
joystick	113
jsingu	114
jtraj	114
LandmarkMap	115
Lattice	118
bresenham	121
circle	121
colorname	122
diff2	123
dockfigs	123
edgelist	123
filt1d	124
gaussfunc	125
mmlabel	125
mplot	126
mtools	127
pickregion	127
plotp	128
polydiff	128
Polygon	128
randinit	135
runscript	135
rvcpath	136
stlRead	136
usefig	137
xaxis	137
yaxis	138
about	138
angdiff	139
angvec2r	139
angvec2tr	140
Animate	140
circle	143
colnorm	143

delta2tr	144
e2h	144
eul2jac	145
eul2r	145
eul2tr	146
h2e	147
homline	147
homtrans	147
ishomog	148
ishomog2	149
isrot	149
isrot2	150
isunit	150
isvec	151
lift23	151
numcols	152
numrows	152
oa2r	152
oa2tr	153
PGraph	154
plot2	172
plot_arrow	173
plot_box	173
plot_circle	175
plot_ellipse	176
plot_homline	177
plot_point	178
plot_poly	179
plot_ribbon	180
plot_sphere	181
plotvol	182
Plucker	182
Quaternion	192
r2t	204
randinit	204
rot2	205
rotx	205
roty	206
rotz	206
rpy2jac	206
rpy2r	207
rpy2tr	208
rt2tr	209
RTBPose	210
SE2	223
SE3	232
skew	251
skewa	252
SO2	253
SO3	261

SpatialAcceleration	278
SpatialF6	280
SpatialForce	281
SpatialInertia	282
SpatialM6	285
SpatialMomentum	287
SpatialVec6	288
SpatialVelocity	292
stlRead	293
t2r	294
tb_optparse	294
tr2angvec	296
tr2delta	297
tr2eul	298
tr2jac	298
tr2rpy	299
tr2rt	300
tranimate	300
tranimate2	301
transl	302
transl2	303
trchain	304
trchain2	305
trexp	306
trexp2	307
trinterp	308
trinterp2	309
trlog	310
trnorm	311
trot2	311
trotx	312
troty	312
trotz	313
trplot	313
trplot2	315
trprint	316
trprint2	317
trscale	317
Twist	318
unit	324
UnitQuaternion	325
vex	347
vexa	348
xyzlabel	349
Link	349
lspb	360
makemap	361
models	362
mdl_ball	362
mdl_baxter	363

mdl_cobra600	364
mdl_coil	364
mdl_fanuc10L	365
mdl_hyper2d	366
mdl_hyper3d	366
mdl_irb140	367
mdl_irb140_mdh	368
mdl_jaco	369
mdl_KR5	370
mdl_LWR	370
mdl_M16	371
mdl_mico	372
mdl_motomanHP6	373
mdl_nao	373
mdl_offset6	374
mdl_onelink	375
mdl_p8	376
mdl_panda	376
mdl_phantomx	377
mdl_planar1	378
mdl_planar2	378
mdl_planar2_sym	379
mdl_planar3	380
mdl_puma560	380
mdl_puma560akb	381
mdl_quadrotor	382
mdl_S4ABB2p8	383
mdl_sawyer	384
mdl_simple6	384
mdl_stanford	385
mdl_stanford_mdh	386
mdl_twolink	386
mdl_twolink_mdh	387
mdl_twolink_sym	388
mdl_ur10	389
mdl_ur3	390
mdl_ur5	390
mstraj	391
mtraj	392
multidfprintf	393
Navigation	394
ParticleFilter	402
plot_vehicle	407
plotbotopt	409
PoseGraph	409
Prismatic	410
PrismaticMDH	412
PRM	415
purepursuit	418
qplot	419

RandomPath	419
RangeBearingSensor	422
ReedsShepp	427
Revolute	428
RevoluteMDH	430
RobotArm	433
RRT	437
rtbdemo	441
RTBPlot	441
Sensor	442
simulinkext	444
startup_rtb	445
sym2	445
symexpr2slblock	446
test_jacob_dot	447
tpoly	447
Unicycle	448
Vehicle	452
wtrans	460

Chapter 1

Introduction

1.1 Changes in RTB 10

RTB 10 is largely backward compatible with RTB 9.

1.1.1 Incompatible changes

- The class `Vehicle` no longer represents an Ackerman/bicycle vehicle model. `Vehicle` is now an abstract superclass of `Bicycle` and `Unicycle` which represent car-like and differentially-steered vehicles respectively.
- The class `LandmarkMap` replaces `PointMap`.
- Robot-arm forward kinematics now returns an `SE3` object rather than a 4×4 matrix.
- The `Quaternion` class used to represent both unit and non-unit quaternions which was untidy and confusing. They are now represented by two classes `UnitQuaternion` and `Quaternion`.
- The method to compute the arm-robot Jacobian in the end-effector frame has been renamed from `jacobn` to `jacobe`.
- The path planners, subclasses of `Navigation`, the method to find a path has been renamed from `path` to `query`.
- The Jacobian methods for the `RangeBearingSensor` class have been renamed to `Hx`, `Hp`, `Hw`, `Gx`, `Gz`.
- The function `se2` has been replaced with the class `SE2`. On some platforms (Mac) this is the same file. Broadly similar in function, the former returns a 3×3 matrix, the latter returns an object.
- The function `se3` has been replaced with the class `SE3`. On some platforms (Mac) this is the same file. Broadly similar in function, the former returns a 4×4 matrix, the latter returns an object.

RTB 9	RTB 10
Vehicle	Bicycle
Map	LandmarkMap
jacobn	jacobe
path	query
H_x	Hx
H_xf	Hp
H_w	Hw
G_x	Gx
G_z	Gz

Table 1.1: Function and method name changes

These changes are summarized in Table 1.1.

1.1.2 New features

- `SerialLinkplot3d()` renders realistic looking 3D models of robots. STL models from the package ARTE by Arturo Gil (<https://arvc.umh.es/arte>) are now included with RTB, by kind permission.
- ETS2 and ETS3 packages provide a gentle (non Denavit-Hartenberg) introduction to robot arm kinematics, see Chapter 7 for details.
- Distribution as an `.mltbx` format file.
- A comprehensive set of functions to handle rotations and transformations in 2D, these functions end with the suffix 2, eg. `transl2`, `rot2`, `trot2` etc.
- Matrix exponentials are handled by `trexp`, `trlog`, `trexp2` and `trlog2`.
- The class `Twist` represents a twist in 3D or 2D. Respectively, it is a 6-vector representation of the Lie algebra $se(3)$, or a 3-vector representation of $se(2)$.
- The method `SerialLink.jointdynamics` returns a vector of `tf` objects representing the dynamics of the joint actuators.
- The class `Lattice` is a simple kino-dynamic lattice path planner.
- The class `PoseGraph` solves graph relaxation problems and can be used for bundle adjustment and pose graph SLAM.
- The class `Plucker` represents a line using Plücker coordinates.
- The folder `RST` contains Live Scripts that demonstrate some capabilities of the MATLAB Robotics System Toolbox™.
- The folder `symbolic` contains Live Scripts that demonstrate use of the MATLAB Symbolic Math Toolbox™ for deriving Jacobians used in EKF SLAM (vehicle and sensor), inverse kinematics for a 2-joint planar arm and solving for roll-pitch-yaw angles given a rotation matrix.
- All the robot models, prefixed by `mdl_`, now reside in the folder `models`.

- New robot models include Universal Robotics UR3, UR5 and UR10; and Kuka light weight robot arm.
- A new folder `data` now holds various data files as used by examples in RVC2: STL models, occupancy grids, Hershey font, Toro and G2O data files.

Since its inception RTB has used matrices¹ to represent rotations and transformations in 2D and 3D. A trajectory, or sequence, was represented by a 3-dimensional matrix, eg. $4 \times 4 \times N$. In RTB10 a set of classes have been introduced to represent orientation and pose in 2D and 3D: `SO2`, `SE2`, `SO3`, `SE3`, `Twist` and `UnitQuaternion`. These classes are fairly polymorphic, that is, they share many methods and operators². All have a number of static methods that serve as constructors from particular representations. A trajectory is represented by a vector of these objects which makes code easier to read and understand. Overloaded operators are used so the classes behave in a similar way to native matrices³. The relationship between the classical Toolbox functions and the new classes are shown in Fig 1.1.

You can continue to use the classical functions. The new classes have methods with the names of classical functions to provide similar functionality. For instance

```
>> T = transl(1,2,3); % create a 4x4 matrix
>> trprint(T) % invoke the function trprint
>> T = SE3(1,2,3); % create an SE3 object
>> trprint(T) % invoke the method trprint
>> T.T % the equivalent 4x4 matrix
>> double(T) % the equivalent 4x4 matrix

>> T = SE3(1,2,3); % create a pure translation SE3 object
>> T2 = T*T; % the result is an SE3 object
>> T3 = trinterp(T, T2,, 5); % create a vector of five SE3 objects between T and T2
>> T3(1) % the first element of the vector
>> T3*T % each element of T3 multiplies T, giving a vector of five SE3 objects
```

1.1.3 Enhancements

- Dependencies on the Machine Vision Toolbox for MATLAB (MVTB) have been removed. The fast dilation function used for path planning is now searched for in MVTB and the MATLAB Image Processing Toolbox (IPT) and defaults to a provided M-function.
- A major pass over all code and method/function/class documentation.
- Reworking and refactoring all the manipulator graphics, work in progress.
- An “app” is included: `tripleangle` which allows graphical experimentation with Euler and roll-pitch-yaw angles.
- A tidyup of all Simulink models. Red blocks now represent user settable parameters, and shaded boxes are used to group parts of the models.

¹Early versions of RTB, before 1999, used vectors to represent quaternions but that changed to an object once objects were added to the language.

²For example, you could substitute objects of class `SO3` and `UnitQuaternion` with minimal code change.

³The capability is extended so that we can element-wise multiple two vectors of transforms, multiply one transform over a vector of transforms or a set of points.

Orientation		Pose	
Classic	New	Classic	New
rot2	SO2	trot2	SE2
trplot2	.plot	transl2	SE2
		trplot2	.plot
rotx, roty, rotz	SO3.Rx, SO3.Ry, SO3.Rz	trotx, troty, trotz	SE3.Rx, SE3.Ry, SE3.Rz
eul2r, rpy2r	SO3.eul, SO3.rpy	T = transl(v)	SE3(v)
angvec2r	SO3.angvec	eul2tr, rpy2tr	SE3.eul, SE3.rpy
oa2r	SO3.oa	angvec2tr	SE3.angvec
		oa2tr	SE3.oa
		v = transl(T)	.t, .transl
tr2eul, tr2rpy	.toeul, .torpy	tr2eul, tr2rpy	.toeul, .torpy
tr2angvec	.toangvec	tr2angvec	.toangvec
trexp	SO3.exp	trexp	SE3.exp
trlog	.log	trlog	.log
trplot	.plot	trplot	.plot

Functions starting with dot are methods on the new objects. You can use them in functional form `toeul(R)` or in dot form `R.toeul()` or `R.toeul`. It's a personal preference. The trailing parentheses are not required if no arguments are passed, but it is a useful convention and reminder that you that you are invoking a method not reading a property. The old function `transl` appears twice since it maps a vector to a matrix as well as the inverse.

	Output type										
Input type	<i>t</i>	Euler	RPY	ℓ, v	<i>R</i>	<i>T</i>	Twist vector	Twist	Unit-Quaternion	SO3	SE3
<i>t</i> (3-vector)						transl		Twist('T')			SE3()
Euler (3-vector)					eul2r	eul2tr			UnitQuaternion.eul()	SO3.eul()	SE3.eul()
RPY (3-vector)					rpy2r	rpy2tr			UnitQuaternion.rpy()	SO3.rpy()	SE3.rpy()
ℓ, v (scalar + 3-vector)					angvec2r	angvec2tr			UnitQuaternion.angvec()	SO3.angvec()	SE3.angvec()
<i>R</i> (3×3 matrix)		tr2eul	tr2rpy	tr2angvec		r2t	trlog		UnitQuaternion()	SO3()	SE3()
<i>T</i> (4×4 matrix)	transl	tr2eul	tr2rpy	tr2angvec	t2r		trlog	Twist()	UnitQuaternion()	SO3()	SE3()
Twist vector (3- or 6-vector)					trexp	trexp		Twist()		SO3.exp()	SE3.exp()
Twist						.T	.S				.SE
Unit-Quaternion		.toeul	.torpy	.toangvec	.R	.T				.SO3	.SE3
SO3		.toeul	.torpy	.toangvec	.R	.T	.log		.UnitQuaternion		.SE3
SE3	.t	.toeul	.torpy	.toangvec	.R	.T	.log	.Twist	.UnitQuaternion	.SO3	

Dark grey boxes are not possible conversions. Light grey boxes are possible conversions but the Toolbox has no direct conversion, you need to convert via an intermediate type. Red text indicates classical Robotics Toolbox functions that work with native MATLAB® vectors and matrices. `Class.type()` indicates a static factory method that constructs a Class object from input of that type. Functions shown starting with a dot are a method on the class corresponding to that row.

Figure 1.1: (top) new and classic methods for representing orientation and pose, (bottom) functions and methods to convert between representations. Reproduced from “*Robotics, Vision & Control, second edition, 2017*”

- RangeBearingSensor animation
- All the java code that supports the `DHFactor` functionality now lives in the folder `java`. The `Makefile` in there can be used to recompile the code. There are java version issues and the shipped class files are built to java 1.7 which allows operation

1.2 Changes in RTB 10.3

This release includes minor new features and a number of bug fixes compared to 10.2:

- Serial-link manipulators
 - The Symbolic Robot Modeling Toolbox component by Jörn Malzahn has been updated. It offers amazing speedups by using symbolic algebra to create robot specific MATLAB code or MEX files and it can even generate optimised Simulink blocks. I've seen speedups of over 50,000x. You need to have the Symbolic Math Toolbox.
 - New robot kinematic models: Franka-Emika PANDA and Rethink Sawyer.
 - Methods `DH` and `MDH` on the `SerialLink` class convert models between DH and MDH kinematics. Dynamics not yet supported.
 - `plot3d` behaves like `plot` for the `'trail'` and `'movie'` options.
 - Experimental feature: Manipulator configuration (joint angle) vectors can be kept *inside* the `SerialLink` object. At constructor time the option `'configs'`, `{'qz', qz, 'qr', qr}` adds these two configurations to the class instance, and they can be referenced later as, for example, `p560.qz`. This reduces the number of workspace variables and confusion when working with several robots at the same time.
 - Fix bug in the `'trail'` option for `SerialLink.plot`.

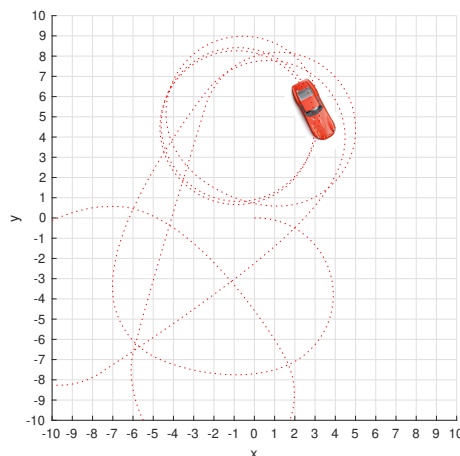


Figure 1.2: Car animation drawn with `demos/car_anim` using `plot_vehicle`

- Fixed bug in `ikunc`, `ikcon` which ignored `q0`.
- Mobile robotics
 - Added the ability to animate a picture of a vehicle to `plot_vehicle`, see `demos/car_demo` and Figure 1.2. Also added a `'trail'` feature, and updated documentation.
 - Experimental feature : A Reeds-Shepp path planner, see `rReedsShepp.m` and `demos/reedsshepp.mlx`, this is not (yet) properly integrated into the `Navigation` class architecture.
- Simulink
 - Simulink blocks for Euler angles now have a checkbox to allow degrees mode.
 - Simulink blocks for roll-pitch-yaw angles now have a checkbox to allow degrees mode and radio buttons to select the angle sequence.
 - New Simulink block for `mstraj` gives full access to all capabilities of that function.
 - A folder `simulink/R2015a` contains all the Simulink models exported as `.slx` files for Simulink R2015a. This might ease problems for those using older versions of Simulink on the models in the top folder, many of which have been edited and saved under R2018a. Check the README file for details.
- A new script `rvccheck` which attempts to diagnose installation and MATLAB path issues.
- The `demos` folder now includes LiveScript versions of each demo, these are `.mlx` files. I've done a first pass at formatting the content and in a few cases updating the content a little. From here on, the `.m` files are deprecated. You need MATLAB 2016a or later to run the LiveScripts.
- Major tidyup and documentation improvements for the `Twist` and `Plucker` objects.
- Changes to the `RTBPose.mtimes` method which now allows you to:
 - postmultiply an `SE3` object by a `Plucker` object which returns a `Plucker` object. This applies a rigid-body transformation to the line in space.
 - postmultiply an `SE2` object by a MATLAB `polyshape` object which returns a `polyshape` object. This applies a rigid-body transformation to the polygon.
- Added a `disp` method to various toolbox objects, invokes `display`, which provides a display of the type from within the debugger.
- `Quaternion == operator`
- `UnitQuaternion ==` accounts for double mapping
- `UnitQuaternion` has a `rand` method that generates a randomly distributed rotation, also used by `SO3.rand` and `SE3.rand`.

- `tr2rpy` fixed a long standing bug with the pitch angle in certain corner cases, the pitch angle now lies in the range $[-\pi, +\pi]$.
- Remove dependency on `numrows()` and `numcols()` for `rt2tr`, `tr2rt`, `transl`, `transl2` which simplifies standalone operation.
- A campaign to reduce the size of the RTB distribution file:
 - `tripleangle` uses updated STL files with reduced triangle counts for faster loading.
 - This manual is compressed.
 - Removal of extraneous files.
- Options to RTB functions can now be strings or character arrays, ie. `rotx(45, 'deg')` or `rotx(45, "deg")`. If you don't yet know about MATLAB strings (with double quotes) check them out.
- General tidyup to code and documentation, added missing files from earlier releases.

1.3 Changes in RTB 10.2

This release has a relatively small number of bug fixes compared to 10.1:

- Fixed bugs in `jacob` and `coriolis` when using symbolic arguments.
- New robot models: UR3, UR5, UR10, LWR.
- Fixed bug for `interp` method of `SE3` object.
- Fixed bug with detecting Optimisation Toolbox for `ikcon` and `ikunc`.
- Fixed bug in `ikine_sym`.
- Fixed various bugs related to plotting robots with prismatic joints.

1.4 How to obtain the Toolbox

The Robotics Toolbox is freely available from the Toolbox home page at

<http://www.petercorke.com>

The file is available in MATLABtoolbox format (`.mltbx`) or zip format (`.zip`).

1.4.1 From .mltbx file

Since MATLAB R2014b toolboxes can be packaged as, and installed from, files with the extension `.mltbx`. Download the most recent version of `robot.mltbx` or `vision.mltbx` to your computer. Using MATLAB navigate to the folder where you downloaded the file and double-click it (or right-click then select Install). The

Toolbox will be installed within the local MATLAB file structure, and the paths will be appropriately configured for this, and future MATLAB sessions.

1.4.2 From .zip file

Download the most recent version of `robot.zip` or `vision.zip` to your computer. Use your favourite unarchiving tool to unzip the files that you downloaded. To add the Toolboxes to your MATLAB path execute the command

```
>> addpath RVCDIR ;  
>> startup_rvc
```

where `RVCDIR` is the full pathname of the folder where the folder `rvctools` was created when you unzipped the Toolbox files. The script `startup_rvc` adds various subfolders to your path and displays the version of the Toolboxes. After installation the files for both Toolboxes reside in a top-level folder called `rvctools` and beneath this are a number of folders:

<code>robot</code>	The Robotics Toolbox
<code>vision</code>	The Machine Vision Toolbox
<code>common</code>	Utility functions common to the Robotics and Machine Vision Toolboxes
<code>simulink</code>	Simulink blocks for robotics and vision, as well as examples
<code>contrib</code>	Code written by third-parties

If you already have the Machine Vision Toolbox installed then download the zip file to the folder above the existing `rvctools` directory, and then unzip it. The files from this zip archive will properly interleave with the Machine Vision Toolbox files.

You need to setup the path every time you start MATLAB but you can automate this by setting up environment variables, editing your `startup.m` script, using `pathtool` and saving the path, or by pressing the "Update Toolbox Path Cache" button under MATLAB General preferences. You can check the path using the command `path` or `pathtool`.

A menu-driven demonstration can be invoked by

```
>> rtbdemo
```

1.4.3 MATLAB Online™

The Toolbox works well with MATLAB Online™ which lets you access a MATLAB session from a web browser, tablet or even a phone. The key is to get the RTB files into the filesystem associated with your Online account. The easiest way to do this is to install MATLAB Drive™ from MATLAB File Exchange or using the Get Add-Ons option from the MATLAB GUI. This functions just like Google Drive or Dropbox, a local filesystem on your computer is synchronized with your MATLAB Online account. Copy the RTB files into the local MATLAB Drive cache and they will soon be synchronized, invoke `startup_rvc` to setup the paths and you are ready to simulate robots on your mobile device or in a web browser.

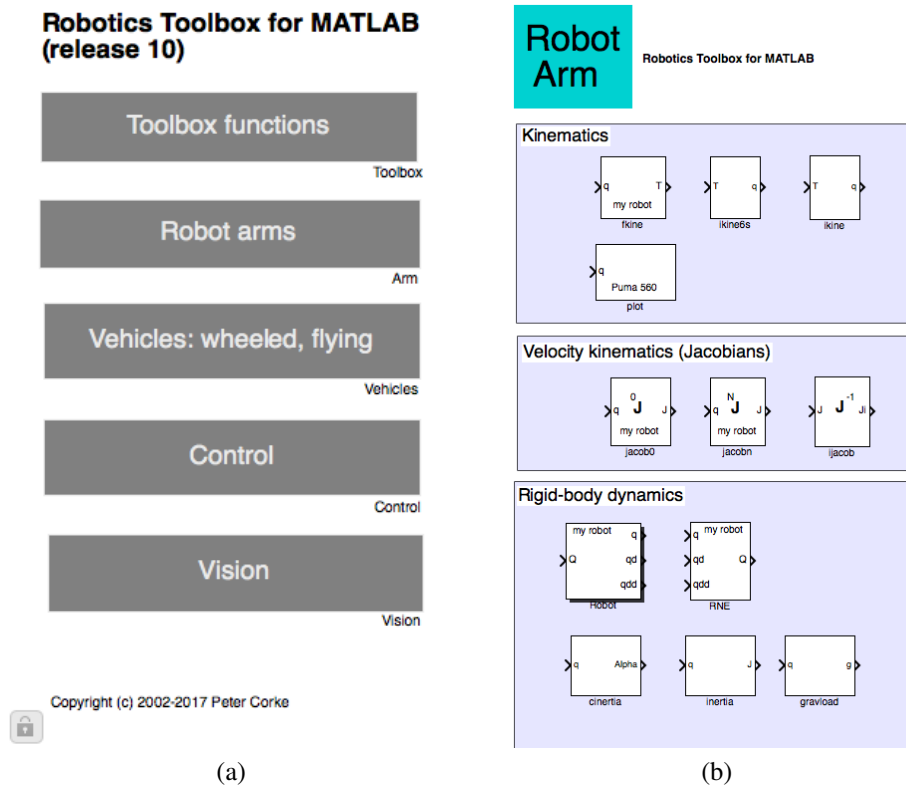


Figure 1.3: The Robotics Toolbox blockset.

1.4.4 Simulink®

Simulink® is the block-diagram-based simulation environment for MATLAB. It provides a very convenient way to create and visualize complex dynamic systems, and is particularly applicable to robotics. RTB includes a library of blocks for use in constructing robot kinematic and dynamic models. The block library is opened by

```
>> robblocks
```

and a window like that shown in Figure 1.3(a) will be displayed. Double click a particular category and it will expand into a palette of blocks, like Figure 1.3(b), that can be dragged into your model.

Users with no previous Simulink experience are advised to read the relevant Mathworks manuals and experiment with the examples supplied. Experienced Simulink users should find the use of the Robotics blocks quite straightforward. Generally there is a one-to-one correspondence between Simulink blocks and Toolbox functions. Several demonstrations have been included with the Toolbox in order to illustrate common topics in robot control and demonstrate Toolbox Simulink usage. These could be considered as starting points for your own work, just select the model closest to what you want and start changing it. Details of the blocks can be found using the File/ShowBrowser option on the block library window.

Arm robots	
<code>Robot</code>	represents a robot, with generalized joint force input and joint coordinates, velocities and accelerations as outputs. The parameters are the robot object to be simulated and the initial joint angles. It is similar to the <code>fdyn()</code> function and represents the forward dynamics of the robot.
<code>rne</code>	computes the inverse dynamics using the recursive Newton-Euler algorithm (function <code>rne</code>). Inputs are joint coordinates, velocities and accelerations and the output is the generalized joint force. The robot object is a parameter.
<code>cinertia</code>	computes the manipulator Cartesian inertia matrix. The parameters are the robot object to be simulated and the initial joint angles.
<code>inertia</code>	computes the manipulator joint-space inertia matrix. The parameters are the robot object to be simulated and the initial joint angles.
<code>inertia</code>	computes the gravity load. The parameters are the robot object to be simulated and the initial joint angles.
<code>jacob0</code>	outputs a manipulator Jacobian matrix, with respect to the world frame, based on the input joint coordinate vector. outputs the Jacobian matrix. The robot object is a parameter.
<code>jacobn</code>	outputs a manipulator Jacobian matrix, with respect to the end-effector frame, based on the input joint coordinate vector. outputs the Jacobian matrix. The robot object is a parameter.
<code>ijacob</code>	inverts a Jacobian matrix. Currently limited to square Jacobians only, ie. for 6-axis robots.
<code>fkine</code>	outputs a homogeneous transformation for the pose of the end-effector corresponding to the input joint coordinates. The robot object is a parameter.
<code>plot</code>	creates a graphical animation of the robot in a new window. The robot object is a parameter.
<hr/>	
Mobile robots	
<code>Bicycle</code>	is the kinematic model of a mobile robot that uses the bicycle model. The inputs are speed and steer angle and the outputs are position and orientation.
<code>Unicycle</code>	is the kinematic model of a mobile robot that uses the unicycle, or differential steering, model. The inputs are speed and turn rate and the outputs are position and orientation.
<code>Quadrotor</code>	is the dynamic model of a quadrotor. The inputs are rotor speeds and the output is translational and angular position and velocity. Parameter is a quadrotor structure.
<code>N-rotor</code>	is the dynamic model of a N-rotor flyer. The inputs are rotor speeds and the output is translational and angular position and velocity. Parameter is a quadrotor structure.
<code>ControlMixer</code>	accepts thrust and torque commands and outputs rotor speeds for a quadrotor.
<code>Quadrotor</code>	creates a graphical animation of the quadrotor in a new window. Parameter is a quadrotor structure.
<code>plot</code>	
<hr/>	
Trajectory	

jtraj	outputs coordinates of a point following a quintic polynomial as a function of time, as well as its derivatives. Initial and final velocity are assumed to be zero. The parameters include the initial and final points as well as the overall motion time.
lspb	outputs coordinates of a point following an LSPB trajectory as a function of time. The parameters include the initial and final points as well as the overall motion time.
circle	outputs the xy-coordinates of a point around a circle. Parameters are the centre, radius and angular frequency.
<hr/>	
Vision	
camera	input is a camera pose and the output is the coordinates of points projected on the image plane. Parameters are the camera object and the point positions.
camera2	input is a camera pose and point coordinate frame pose, and the output is the coordinates of points projected on the image plane. Parameters are the camera object and the point positions relative to the point frame.
image Jacobian	input is image points and output is the point feature Jacobian. Parameter is the camera object.
image Jacobian sphere	input is image points in spherical coordinates and output is the point feature Jacobian. Parameter is a spherical camera object.
Pose estimation	computes camera pose from image points. Parameter is the camera object.
<hr/>	
Miscellaneous	
Inverse	outputs the inverse of the input matrix.
Pre multiply	outputs the input homogeneous transform pre-multiplied by the constant parameter.
Post multiply	outputs the input homogeneous transform post-multiplied by the constant parameter.
inv Jac	inputs are a square Jacobian \mathbf{J} and a spatial velocity \mathbf{v} and outputs are \mathbf{J}^{-1} and the condition number of \mathbf{J} .
pinv Jac	inputs are a Jacobian \mathbf{J} and a spatial velocity \mathbf{v} and outputs are \mathbf{J}^{+} and the condition number of \mathbf{J} .
tr2diff	outputs the difference between two homogeneous transformations as a 6-vector comprising the translational and rotational difference.
xyz2T	converts a translational vector to a homogeneous transformation matrix.
rpy2T	converts a vector of roll-pitch-yaw angles to a homogeneous transformation matrix.
eul2T	converts a vector of Euler angles to a homogeneous transformation matrix.
T2xyz	converts a homogeneous transformation matrix to a translational vector.
T2rpy	converts a homogeneous transformation matrix to a vector of roll-pitch-yaw angles.

T2eul	converts a homogeneous transformation matrix to a vector of Euler angles.
angdiff	computes the difference between two input angles modulo 2π .

A number of models are also provided:

Robot manipulator arms	
sl_rrmc	Resolved-rate motion control
sl_rrmc2	Resolved-rate motion control (relative)
sl_ztorque	Robot collapsing under gravity
sl_jspace	Joint space control
sl_ctorque	Computed torque control
sl_fforward	Torque feedforward control
sl_opspace	Operational space control
sl_sea	Series-elastic actuator
vloop_test	Puma 560 velocity loop
ploop_test	Puma 560 position loop
Mobile ground robot	
sl_braitenberg	Braitenberg vehicle moving to a source
sl_lanechange	Lane changing control
sl_drivepoint	Drive to a point
sl_driveline	Drive to a line
sl_drivepose	Drive to a pose
sl_pursuit	Drive along a path
Flying robot	
sl_quadrotor	Quadrotor control
sl_quadrotor_vs	Control visual servoing to a target

1.4.5 Notes on implementation and versions

The Simulink blocks are implemented in Simulink itself with calls to MATLAB code, or as Level-1 S-functions (a proscribed coding format which MATLAB functions to interface with the Simulink simulation engine).

Simulink allows signals to have matrix values but not (yet) object values. Transformations must be represented as matrices, as per the classic functions, not classes. Very old versions of Simulink (prior to version 4) could only handle scalar signals which limited its usefulness for robotics.

1.4.6 Documentation

This document `robot.pdf` is a comprehensive manual that describes all functions in the Toolbox. It is auto-generated from the comments in the MATLAB code and is fully hyperlinked: to external web sites, the table of content to functions, and the “See also” functions to each other.

1.5 Compatible MATLAB versions

The Toolbox has been tested under R2019b and R2020aPRE. Compatibility problems are increasingly likely the older your version of MATLAB is.

1.6 Use in teaching

This is definitely encouraged! You are free to put the PDF manual (`robot.pdf` or the web-based documentation `html/*.html` on a server for class use. If you plan to distribute paper copies of the PDF manual then every copy must include the first two pages (cover and licence).

Link to other resources such as MOOCs or the Robot Academy can be found at www.petercorke.com/moocs.

1.7 Use in research

If the Toolbox helps you in your endeavours then I'd appreciate you citing the Toolbox when you publish. The details are:

```
@book{Corke17a,
  Author = {Peter I. Corke},
  Note = {ISBN 978-3-319-54413-7},
  Edition = {Second},
  Publisher = {Springer},
  Title = {Robotics, Vision \& Control: Fundamental Algorithms in {MATLAB}},
  Year = {2017}}
```

or

P.I. Corke, Robotics, Vision & Control: Fundamental Algorithms in MATLAB. Second edition. Springer, 2017. ISBN 978-3-319-54413-7.

which is also given in electronic form in the CITATION file.

1.8 Support

There is no support! This software is made freely available in the hope that you find it useful in solving whatever problems you have to hand. I am happy to correspond with people who have found genuine bugs or deficiencies but my response time can be long and I can't guarantee that I respond to your email.

I can guarantee that I will not respond to any requests for help with assignments or homework, no matter how urgent or important they might be to you. That's what your teachers, tutors, lecturers and professors are paid to do.

You might instead like to communicate with other users via the Google Group called "Robotics and Machine Vision Toolbox"

<http://tiny.cc/rvcforum>

which is a forum for discussion. You need to signup in order to post, and the signup process is moderated by me so allow a few days for this to happen. I need you to write a few words about why you want to join the list so I can distinguish you from a spammer or a web-bot.

1.9 Related software

1.9.1 Robotics System Toolbox™

The Robotics System Toolbox™ (RST) from MathWorks is an official and supported product. System toolboxes (see also the Computer Vision System Toolbox) are aimed at developers of systems. RST has a growing set of functions for mobile robots, arm robots, ROS integration and pose representations but its design (classes and functions) and syntax is quite different to RTB. A number of examples illustrating the use of RST are given in the folder RST as Live Scripts (extension `.mlx`), but you need to have the Robotics System Toolbox™ installed in order to use it.

1.9.2 Octave

GNU Octave (www.octave.org) is an impressive piece of free software that implements a language that is close to, but not the same as, MATLAB. The Toolboxes currently do not work well with Octave, though as time goes by compatibility improves. Many Toolbox functions work just fine under Octave, but most classes do not.

For uptodate information about running the Toolbox with Octave check out the page <http://petercorke.com/wordpress/toolboxes/other-languages>.

1.9.3 Machine Vision toolbox

Machine Vision toolbox (MVTB) for MATLAB. This was described in an article

```
@article{Corke05d,
  Author = {P.I. Corke},
  Journal = {IEEE Robotics and Automation Magazine},
  Month = nov,
  Number = {4},
  Pages = {16-25},
  Title = {Machine Vision Toolbox},
  Volume = {12},
  Year = {2005}}
```

and provides a very wide range of useful computer vision functions and is used to illustrate principals in the Robotics, Vision & Control book. You can obtain this from <http://www.petercorke.com/vision>. More recent products such as MATLAB Image Processing Toolbox and MATLAB Computer Vision System Toolbox provide functionality that overlaps with MVTB.

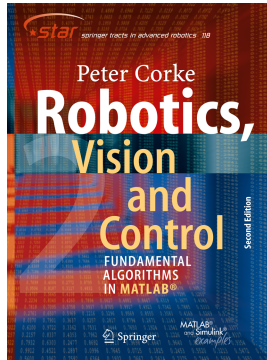
1.10 Contributing to the Toolboxes

I am very happy to accept contributions for inclusion in future versions of the toolbox. You will, of course, be suitably acknowledged (see below).

1.11 Acknowledgements

I have corresponded with a great many people via email since the first release of this Toolbox. Some have identified bugs and shortcomings in the documentation, and even better, some have provided bug fixes and even new modules, thank you. See the file `CONTRIB` for details.

I would especially like to thank the following. Giorgio Grisetti and Gian Diego Tipaldi for the core of the pose graph solver. Arturo Gil for allowing me to ship the STL robot models from [ARTE](#). Jörn Malzahn has donated a considerable amount of code, his Robot Symbolic Toolbox for MATLAB. Bryan Moutrie has contributed parts of his open-source package `phiWARE` to RTB, the remainder of that package can be found online. Other special mentions to Gautam Sinha, Wynand Smart for models of industrial robot arm, Pauline Pounds for the quadrotor and related models, Paul Newman for inspiring the mobile robot code, and Giorgio Grisetti for inspiring the pose graph code.



Chapter 2

Functions and classes

Astar

s

A* navigation class

A concrete subclass of the Navigation class that implements the A* navigation algorithm. Methods included are for the standard case, multiobjective optimization (MOO) – i.e. optimizes over several objectives/criteria – and the A*-PO algorithms for MOO that utilizes Pareto optimality.

Methods:

plan	Compute the cost map given a goal and map
path	Compute a path to the goal
visualize	Display the obstacle map (deprecated)
plot	Display the obstacle map

costmap_modify Modify the costmap

costmap_get	Return the current costmap
costmap_set	Set the current costmap
display	Print the parameters in human readable form
char	Convert to string

Properties: TBD

Example 1

```
load map1 % load map
goal = [50;30];
```

```

start=[20;10];
as = Astar(map);           % create Navigation object
as.plan(goal,2,3,0);       % setup costmap for specified goal;

                             % standard D* algorithm w/ 2 objectives
                             % and 3 costmap layers

as.path(start);            % plan solution path start-to-goal, animate
P = as.path(start);        % plan solution path start-to-goal, return
                             % path

```

Example 2

```

goal = [100;100];
start = [1;1];
as = Astar(0);             % create Navigation object with pseudo-
                             % random occupancy grid

ds.addCost(terrain);       % terrain is a 100x100 matrix of
                             % elevations [0,1]

ds.plan(goal,3,4,0);      % setup costmap for specified goal

                             % (3 and 4 include the added terrain cost)

as.path(start);            % plan solution path start-goal, animate
P = as.path(start);        % plan solution path start-goal, return
                             % path

```

Notes

- Obstacles are represented by Inf in the costmap.

References

- A Pareto Optimal D* Search Algorithm for Multiobjective Path Planning, A. Lavin.
- A Pareto Front-Based Multiobjective Path Planning Algorithm, A. Lavin.
- Robotics, Vision & Control, Sec 5.2.2, Peter Corke, Springer, 2011.

See Also Navigation, Dstar

Astar.Astar

A* constructor

AS = Astar(MAP, OPTIONS) is a A* navigation object, and MAP is an occupancy grid, a representation of a planar world as a matrix whose elements are 0 (free space) or 1 (occupied). The occupancy grid is converted to a costmap with a unit cost for traversing a cell.

Options

'world'= 0	will call for a pseudo-random occupancy grid
'goal',G	Specify the goal point (2×1)
'metric',M (default) or 'cityblock'	Specify the distance metric as 'Euclidean'
'inflate',K	Inflate all obstacles by K cells
'quiet'	Don't display the progress spinner

Other options are supported by the Navigation superclass.

See also

[Navigation.Navigation](#)

Astar.addCost

Add an additional cost layer

`AS.addCost(values)` adds the matrix specified by `values` as a cost layer. Inputs
`values`: normalized matrix the size of the environment

Astar.char

Convert Navigation object to string

`AS.char()` is a string representing the state of the **Astar** object in human-readable form.

See also

[Astar.display](#), [Navigation.char](#)

Astar.cost_get

Get the specified cost layer

Astar.costmap_get

Get the current costmap

`C = AS.costmap_get()` is the current costmap. The value of each element represents the cost of traversing the cell. It is autogenerated by the class constructor from the occupancy grid such that:

- free cell (occupancy 0) has a cost of 1
- occupied cell (occupancy >0) has a cost of Inf

See also

[Astar.costmap_set](#), [Astar.costmap_modify](#)

Astar.costmap_modify

Modify cost map

`AS.costmap_modify(P, NEW)` modifies the cost map at $P=[X,Y]$ to have the value `NEW`. If P ($2 \times M$) and `NEW` ($1 \times M$) then the cost of the points defined by the columns of P are set to the corresponding elements of `NEW`.

Notes

- After one or more point costs have been updated the path should be replanned by calling `AS.plan()`.

See also

[Astar.costmap_set](#), [Astar.costmap_get](#)

Astar.costmap_set

Set the current costmap

`AS.costmap_set(C)` sets the current costmap. This method accepts the full costmap – i.e. all layers.

Notes:

- After the cost map is changed the path should be replanned by calling `AS.plan()`.

See also

[Astar.costmap_get](#), [Astar.costmap_modify](#)

Astar.dc

the distance cost of moving from state X to state Y

Astar.goal_change

Changes the costlayers due to new goal

position

Astar.heuristic_get

Get the current heuristic map

`C = AS.heuristice_get()` is the current heuristic layer. It is computed in `Astar.plan`.

See also

[Astar.plan](#)

Astar.INSERT

state X to the openlist with objective space values

specified by pt.

Astar.neighbors

indices of neighbor states (max 8) as a row vector

Astar.next

by Navigation.step

Backpropagate from goal to start Return [col;row] of previous step

Astar.path

Find a path between two points

`AS.path(START)` finds and displays a path from `START` to `GOAL` which is overlaid on the occupancy grid.

`P = AS.path(START)` returns the path ($2 \times M$) from `START` to `GOAL`.

Astar.plan

Prep the grid for planning.

`AS.plan()` updates `AS` with a costmap of distance to the goal from every non-obstacle point in the map. The goal is as specified to the constructor.

Inputs:

goal: goal state coordinates N: number of optimization objectives; standard A* is 2 (i.e. distance and heuristic) layers: number of cost layers in costmap algorithm: specify standard A*(0), A*-MOO (1), A*-PO (2)

Astar.plot

Visualize navigation environment

`AS.plot()` displays the occupancy grid and the goal distance in a new figure. The goal distance is shown by intensity which increases with distance from the goal. Obstacles are overlaid and shown in red.

`AS.plot(P)` as above but also overlays a path given by the set of points `P` ($M \times 2$).

See also

[Navigation.plot](#)

Astar.projectCost

the projection of state a into objective space. If

specified, location is moving from b to a (case 3).

Astar.reset

Reset the planner

`AS.reset()` resets the A* planner. The next instantiation of `AS.plan()` will perform a global replan.

Astar.updateCosts

Only for costs that accumulate (i.e. sum) over the

path, and for dynamic costs. E.g. the heuristic parameter only needs updating when the goal state changes; its values are stored for each cell.

Location moving from state b to a.

The costs are coded to be (1) distance, (2) heuristic, (3) elevation, (4) solar deviation, and (5) risk. If deviating from these costs (in this order) you MUST EDIT THIS METHOD.

Astar.vc

the robot unit vector – direction of moving from

state X to state Y

AstarMOO

A*-MOO navigation class

A concrete subclass of the Navigation class that implements the A* navigation algorithm for multiobjective optimization (MOO) - i.e. optimizes over several objec-

tives/criteria.

Methods:

plan	Compute the cost map given a goal and map
path	Compute a path to the goal
visualize	Display the obstacle map (deprecated)
plot	Display the obstacle map
costmap_modify	Modify the costmap
costmap_get	Return the current costmap
costmap_set	Set the current costmap
distancemap_get	Set the current distance map
heuristic_get	Get the current heuristic map
display	Print the parameters in human readable form
char	Convert to string

Properties: TBD

Example

```
load map1          % load map
goal = [50;30];
start = [20;10];
as = AstarMOO(map); % create Navigation object
as.plan(goal,2);    % setup costmap for specified goal
as.path(start);     % plan solution path star-goal, animate
P = as.path(start); % plan solution path star-goal, return path
```

Example 2:

```
goal = [100;100];
start = [1;1];
as = AstarMOO(0); % create Navigation object with random occupancy grid
as.addCost(1,L);  % add 1st add'l cost layer L
as.plan(goal,3);  % setup costmap for specified goal
as.path(start);   % plan solution path start-goal, animate
P = as.path(start); % plan solution path start-goal, return path
```

Notes

- Obstacles are represented by Inf in the costmap.

References

- A Pareto Optimal D* Search Algorithm for Multiobjective Path Planning, A. Lavin.
- A Pareto Front-Based Multiobjective Path Planning Algorithm, A. Lavin.
- Robotics, Vision & Control, Sec 5.2.2, Peter Corke, Springer, 2011.

Author

Alexander Lavin

See also

[Navigation](#), [Astar](#), [AstarPO](#)

AstarMOO.AstarMOO

A*-MOO constructor

`AS = AstarMOO(MAP, OPTIONS)` is a A* navigation object, and `MAP` is an occupancy grid, a representation of a planar world as a matrix whose elements are 0 (free space) or 1 (occupied). The occupancy grid is converted to a costmap with a unit cost for traversing a cell.

Options

'goal',G	Specify the goal point (2×1)
'metric',M or 'cityblock'.	Specify the distance metric as 'euclidean'(default)
'inflate',K	Inflate all obstacles by K cells.
'quiet'	Don't display the progress spinner

Other options are supported by the `Navigation` superclass.

Notes

- If `MAP == 0` a random map is created.

See also

[Navigation.Navigation](#)

AstarMOO.addCost

Add an additional cost layer

`AS.addCost(LAYER, VALUES)` adds the matrix specified by `VALUES` as a cost layer. The layer number is given by `LAYER`, and `VALUES` has the same size as the

original occupancy grid.

AstarMOO.char

Convert navigation object to string

`AS.char()` is a string representing the state of the Astar object in human-readable form.

See also

[AstarMOO.display](#), [Navigation.char](#)

AstarMOO.cost_get

Get the specified cost layer

AstarMOO.costmap_get

Get the current costmap

`C = AS.costmap_get()` is the current costmap. The cost map is the same size as the occupancy grid and the value of each element represents the cost of traversing the cell. It is autogenerated by the class constructor from the occupancy grid such that:

- free cell (occupancy 0) has a cost of 1
- occupied cell (occupancy >0) has a cost of Inf

See also

[Astar.costmap_set](#), [Astar.costmap_modify](#)

AstarMOO.costmap_modify

Modify cost map

`AS.costmap_modify(P, NEW)` modifies the cost map at $P=[X,Y]$ to have the value `NEW`. If P ($2 \times M$) and `NEW` ($1 \times M$) then the cost of the points defined by the columns of P are set to the corresponding elements of `NEW`.

Notes

- After one or more point costs have been updated the path should be replanned by calling `AS.plan()`.

See also

[AstarMOO.costmap_set](#), [AstarMOO.costmap_get](#)

AstarMOO.costmap_set

Set the current costmap

`AS.costmap_set(C)` sets the current costmap. The cost map is the same size as the occupancy grid and the value of each element represents the cost of traversing the cell. A high value indicates that the cell is more costly (difficult) to traverse. A value of `Inf` indicates an obstacle.

Notes

- After the cost map is changed the path should be replanned by calling `AS.plan()`.

See also

[Astar.costmap_get](#), [Astar.costmap_modify](#)

AstarMOO.heuristic_get

Get the current heuristic map

`C = AS.heuristic_get()` is the current heuristic map. This map is the same size as the occupancy grid and the value of each element is the shortest distance from the corresponding point in the map to the current goal. It is computed by `Astar.plan`.

See also

[Astar.plan](#)

AstarMOO.next

from goal to start

Return [col;row] of previous step

AstarMOO.path

Find a path between two points

`AS.path (START)` finds and displays a path from `START` to `GOAL` which is overlaid on the occupancy grid.

`P = AS.path (START)` returns the path ($2 \times M$) from `START` to `GOAL`.

AstarMOO.plan

Prep the grid for planning.

`AS.plan()` updates `AS` with a costmap of distance to the goal from every non-obstacle point in the map. The goal is as specified to the constructor.

Inputs:

goal: goal state coordinates `N`: number of optimization objectives; standard A^* is 2 (i.e. distance and heuristic)

AstarMOO.plot

Visualize navigation environment

`AS.plot()` displays the occupancy grid and the goal distance in a new figure. The goal distance is shown by intensity which increases with distance from the goal. Obstacles are overlaid and shown in red.

`AS.plot (P)` as above but also overlays a path given by the set of points `P` ($M \times 2$).

See also

[Navigation.plot](#)

AstarMOO.reset

Reset the planner

`AS.reset()` resets the A* planner. The next instantiation of `AS.plan()` will perform a global replan.

AstarPO

(A*-PO)

A*PO navigation class

A concrete subclass of the Navigation class that implements the A* navigation algorithm for multiobjective optimization (MOO) - i.e. optimizes over several objectives/criteria.

Methods

<code>plan</code>	Compute the cost map given a goal and map
<code>path</code>	Compute a path to the goal
<code>visualize</code>	Display the obstacle map (deprecated)
<code>plot</code>	Display the obstacle map

`costmap_modify` Modify the costmap

<code>costmap_get</code>	Return the current costmap
<code>costmap_set</code>	Set the current costmap
<code>distancemap_get</code>	Set the current distance map
<code>heuristic_get</code>	Get the current heuristic map
<code>display</code>	Print the parameters in human readable form
<code>char</code>	Convert to string

Properties

TBD

Example

```

load map1          % load map

goal = [50;30];
start = [20;10];
as = AstarPO(map); % create Navigation object
as.plan(goal,2);   % setup costmap for specified goal
as.path(start);    % plan solution path star-goal, animate
P = as.path(start); % plan solution path star-goal, return path

```

Example 2:

```

goal = [100;100];
start = [1;1];
as = AstarPO(0); % create Navigation object with random occupancy grid
as.addCost(1,L); % add 1st add'l cost layer L
as.plan(goal,3); % setup costmap for specified goal
as.path(start);  % plan solution path start-goal, animate
P = as.path(start); % plan solution path start-goal, return path

```

Notes

- Obstacles are represented by Inf in the costmap.

References

- A Pareto Optimal D* Search Algorithm for Multiobjective Path Planning, A. Lavin.
- A Pareto Front-Based Multiobjective Path Planning Algorithm, A. Lavin.
- Robotics, Vision & Control, Sec 5.2.2, Peter Corke, Springer, 2011.

Author

Alexander Lavin

See also

[Navigation](#), [Astar](#), [AstarMOO](#)

AstarPO.AstarPO

A*-PO constructor

AS = AstarPO(MAP, OPTIONS) is a A* navigation object, and MAP is an occupancy grid, a representation of a planar world as a matrix whose elements are 0 (free

space) or 1 (occupied). The occupancy grid is converted to a costmap with a unit cost for traversing a cell.

Options

'world'= 0	will call for a random occupancy grid to be built
'goal',G	Specify the goal point (2×1)
'metric',M or 'cityblock'.	Specify the distance metric as 'euclidean'(default)
'inflate',K	Inflate all obstacles by K cells.
'quiet'	Don't display the progress spinner

Other options are supported by the Navigation superclass.

See also

[Navigation.Navigation](#)

AstarPO.addCost

Add an additional cost layer

`AS.addCost(LAYER, VALUES)` adds the matrix specified by values as a cost layer. The layer number is given by `LAYER`, and `VALUES` has the same size as the original occupancy grid.

AstarPO.char

Convert navigation object to string

`AS.char()` is a string representing the state of the Astar object in human-readable form.

See also

[AstarMOO.display](#), [Navigation.char](#)

AstarPO.cost_get

Get the specified cost layer

AstarPO.costmap_get

Get the current costmap

`C = AS.costmap_get()` is the current costmap. The cost map is the same size as the occupancy grid and the value of each element represents the cost of traversing the cell. It is autogenerated by the class constructor from the occupancy grid such that:

- free cell (occupancy 0) has a cost of 1
- occupied cell (occupancy >0) has a cost of Inf

See also

[Astar.costmap_set](#), [Astar.costmap_modify](#)

AstarPO.costmap_modify

Modify cost map

`AS.costmap_modify(P, NEW)` modifies the cost map at $P=[X,Y]$ to have the value `NEW`. If P ($2 \times M$) and `NEW` ($1 \times M$) then the cost of the points defined by the columns of P are set to the corresponding elements of `NEW`.

Notes

- After one or more point costs have been updated the path should be replanned by calling `AS.plan()`.

See also

[AstarMOO.costmap_set](#), [AstarMOO.costmap_get](#)

AstarPO.costmap_set

Set the current costmap

`AS.costmap_set(C)` sets the current costmap. The cost map is the same size as the occupancy grid and the value of each element represents the cost of traversing the cell. A high value indicates that the cell is more costly (difficult) to traverse. A value of `Inf` indicates an obstacle.

Notes:

- After the cost map is changed the path should be replanned by calling `AS.plan()`.

See also

[Astar.costmap_get](#), [Astar.costmap_modify](#)

AstarPO.heuristic_get

Get the current heuristic map

`C = AS.heuristic_get()` is the current heuristic map. This map is the same size as the occupancy grid and the value of each element is the shortest distance from the corresponding point in the map to the current goal. It is computed by `Astar.plan`.

See also

[Astar.plan](#)

AstarPO.next

from goal to start

Return `[col;row]` of previous step

AstarPO.path

Find a path between two points

`AS.path(START)` finds and displays a path from `START` to `GOAL` which is overlaid on the occupancy grid.

`P = AS.path (START)` returns the path ($2 \times M$) from START to GOAL.

AstarPO.plan

Prep the grid for planning.

`AS.plan()` updates AS with a costmap of distance to the goal from every non-obstacle point in the map. The goal is as specified to the constructor.

Inputs:

goal: goal state coordinates N: number of optimization objectives; standard A* is 2 (i.e. distance and heuristic)

AstarPO.plot

Visualize navigation environment

`AS.plot()` displays the occupancy grid and the goal distance in a new figure. The goal distance is shown by intensity which increases with distance from the goal. Obstacles are overlaid and shown in red.

`AS.plot (P)` as above but also overlays a path given by the set of points P ($M \times 2$).

See also

[Navigation.plot](#)

AstarPO.reset

Reset the planner

`AS.reset()` resets the A* planner. The next instantiation of `AS.plan()` will perform a global replan.

Bicycle

Car-like vehicle class

This concrete class models the kinematics of a car-like vehicle (bicycle or Ackerman model) on a plane. For given steering and velocity inputs it updates the true vehicle state and returns noise-corrupted odometry readings.

Methods

Bicycle	constructor
add_driver	attach a driver object to this vehicle
control	generate the control inputs for the vehicle
deriv	derivative of state given inputs
init	initialize vehicle state
f	predict next state based on odometry
Fx	Jacobian of f wrt x
Fv	Jacobian of f wrt odometry noise
update	update the vehicle state
run	run for multiple time steps
step	move one time step and return noisy odometry

Plotting/display methods

char	convert to string
display	display state/parameters in human readable form
plot	plot/animate vehicle on current figure
plot_xy	plot the true path of the vehicle
Vehicle.plotv	plot/animate a pose on current figure

Properties (read/write)

x	true vehicle state: x, y, theta (3×1)
V	odometry covariance (2×2)
odometry	distance moved in the last interval (2×1)

rdim dimension of the robot (for drawing)

L	length of the vehicle (wheelbase)
alphalim	steering wheel limit
maxspeed	maximum vehicle speed
T	sample interval

verbose	verbosity
x_hist	history of true vehicle state ($N \times 3$)
driver	reference to the driver object
x0	initial state, restored on init()

Examples

Odometry covariance (per timestep) is

```
V = diag([0.02, 0.5*pi/180].^2);
```

Create a vehicle with this noisy odometry

```
v = Bicycle( 'covar', diag([0.1 0.01].^2 );
```

and display its initial state

```
v
```

now apply a speed (0.2m/s) and steer angle (0.1rad) for 1 time step

```
odo = v.step(0.2, 0.1)
```

where `odo` is the noisy odometry estimate, and the new true vehicle state

```
v
```

We can add a driver object

```
v.add_driver( RandomPath(10) )
```

which will move the vehicle within the region $-10 < x < 10$, $-10 < y < 10$ which we can see by

```
v.run(1000)
```

which shows an animation of the vehicle moving for 1000 time steps between randomly selected waypoints.

Notes

- Subclasses the MATLAB handle class which means that pass by reference semantics apply.

Reference

Robotics, Vision & Control, Chap 6 Peter Corke, Springer 2011

See also

[RandomPath](#), [EKF](#)

Bicycle.Bicycle

Vehicle object constructor

`V = Bicycle(OPTIONS)` creates a **Bicycle** object with the kinematics of a bicycle (or Ackerman) vehicle.

Options

'steermax',M	Maximu steer angle [rad] (default 0.5)
'accelmax',M	Maximum acceleration [m/s ²] (default Inf)
'covar',C	specify odometry covariance (2×2) (default 0)
'speedmax',S	Maximum speed (default 1m/s)
'L',L	Wheel base (default 1m)
'x0',x0	Initial state (default (0,0,0))
'dt',T	Time interval (default 0.1)
'rdim',R	Robot size as fraction of plot window (default 0.2)
'verbose'	Be verbose

Notes

- The covariance is used by a “hidden” random number generator within the class.
- Subclasses the MATLAB handle class which means that pass by reference semantics apply.

Notes

- Subclasses the MATLAB handle class which means that pass by reference semantics apply.
-

Bicycle.char

Convert to a string

`s = V.char()` is a string showing vehicle parameters and state in a compact human readable format.

See also

[Bicycle.display](#)

Bicycle.deriv

Time derivative of state

$\text{DX} = \text{V.deriv}(\text{T}, \text{X}, \text{U})$ is the time derivative of state (3×1) at the state X (3×1) with input U (2×1).

Notes

- The parameter T is ignored but called from a continuous time integrator such as ode45 or Simulink.
-

Bicycle.f

Predict next state based on odometry

$\text{XN} = \text{V.f}(\text{X}, \text{ODO})$ is the predicted next state XN (1×3) based on current state X (1×3) and odometry ODO (1×2) = [distance, heading_change].

$\text{XN} = \text{V.f}(\text{X}, \text{ODO}, \text{W})$ as above but with odometry noise W .

Notes

- Supports vectorized operation where X and XN ($N \times 3$).
-

Bicycle.Fv

Jacobian df/dv

$\text{J} = \text{V.Fv}(\text{X}, \text{ODO})$ is the Jacobian df/dv (3×2) at the state X , for odometry input ODO (1×2) = [distance, heading_change].

See also

[Bicycle.F](#), [Vehicle.Fx](#)

Bicycle.Fx

Jacobian df/dx

$J = V.Fx(X, ODO)$ is the Jacobian df/dx (3×3) at the state X , for odometry input ODO (1×2) = [distance, heading_change].

See also

[Bicycle.f](#), [Vehicle.Fv](#)

Bicycle.update

Update the vehicle state

$ODO = V.update(U)$ is the true odometry value for motion with $U=[speed,steer]$.

Notes

- Appends new state to state history property `x_hist`.
 - Odometry is also saved as property `odometry`.
-

Bug2

Bug navigation class

A concrete subclass of the abstract `Navigation` class that implements the bug2 navigation algorithm. This is a simple automaton that performs local planning, that is, it can only sense the immediate presence of an obstacle.

Methods

<code>Bug2</code>	Constructor
<code>query</code>	Find a path from start to goal
<code>plot</code>	Display the obstacle map
<code>display</code>	Display state/parameters in human readable form
<code>char</code>	Convert to string

Example

```
load map1           % load the map
bug = Bug2(map);    % create navigation object
start = [20,10];
goal = [50,35];
bug.query(start, goal); % animate path
```

Reference

- Dynamic path planning for a mobile automaton with limited information on the environment,, V. Lumelsky and A. Stepanov,
- IEEE Transactions on Automatic Control, vol. 31, pp. 1058-1063, Nov. 1986.
- Robotics, Vision & Control, Sec 5.1.2, Peter Corke, Springer, 2011.

See also

[Navigation](#), [DXform](#), [Dstar](#), [PRM](#)

Bug2.Bug2

Construct a Bug2 navigation object

`B = Bug2 (MAP, OPTIONS)` is a bug2 navigation object, and MAP is an occupancy grid, a representation of a planar world as a matrix whose elements are 0 (free space) or 1 (occupied).

Options

'goal',G	Specify the goal point (1×2)
'inflate',K	Inflate all obstacles by K cells.

See also

[Navigation.Navigation](#)

Bug2.query

Find a path

`B.query(START, GOAL, OPTIONS)` is the path ($N \times 2$) from `START` (1×2) to `GOAL` (1×2). Row are the coordinates of successive points along the path. If either `START` or `GOAL` is `[]` the grid map is displayed and the user is prompted to select a point by clicking on the plot.

Options

'animate'	show a simulation of the robot moving along the path
'movie',M	create a movie
'current'	show the current position position as a black circle

Notes

- `START` and `GOAL` are given as X,Y coordinates in the grid map, not as MATLAB row and column coordinates.
- `START` and `GOAL` are tested to ensure they lie in free space.
- The Bug2 algorithm is completely reactive so there is no planning method.
- If the bug does a lot of back tracking it's hard to see the current position, use the 'current' option.
- For the movie option if M contains an extension a movie file with that extension is created. Otherwise a folder will be created containing
- individual frames.

See also

[Animate](#)

ccodefunctionstring

Converts a symbolic expression into a C-code function

`[FUNSTR, HDRSTR] = ccodefunctionstring(SYMEXPR, ARGLIST)` returns a string representing a C-code implementation of a symbolic expression `SYMEXPR`. The C-code implementation has a signature of the form:

```
void funname(double[][n_o] out, const double in1,
            const double* in2, const double[][n_i] in3);
```

depending on the number of inputs to the function as well as the dimensionality of the inputs (n_i) and the output (n_o). The whole C-code implementation is returned in FUNSTR, while HDRSTR contains just the signature ending with a semi-colon (for the use in header files).

Options

'funname', name this optional argument is omitted, the variable name

'output', outVar

'vars', varCells elements of this cell array contain the symbolic variables required to

'flag', sig

Specify the name of the of the first input argument. Defines the identifier of The inputs to the C-code compute the output. The symbolic variables. The as exemplified above. Specifies if function sign

Example

```
% Create symbolic variables
syms q1 q2 q3

Q = [q1 q2 q3];
% Create symbolic expression
myrot = rotz(q3)*roty(q2)*rotx(q1)

% Generate C-function string
[funstr, hdrstr] = ccodefunctionstring(myrot, 'output', 'foo', ...
    'vars', {Q}, 'funname', 'rotate_xyz')
```

Notes

- The function wraps around the built-in Matlab function 'ccode'. It does not check for proper C syntax. You must take care of proper
- dimensionality of inputs and outputs with respect to your symbolic
- expression on your own. Otherwise the generated C-function may not
- compile as desired.

Author

Joern Malzahn, (joern.malzahn@tu-dortmund.de)

See also

[ccode](#), [matlabFunction](#)

chi2inv_rtb

Inverse chi-squared function

$X = \text{CHI2INV_RTB}(P, N)$ is the inverse chi-squared CDF function of N -degrees of freedom.

Notes

- only works for $N=2$
- uses a table lookup with around 6 figure accuracy
- an approximation to `chi2inv()` from the Statistics & Machine Learning Toolbox

See also

[chi2inv](#)

ctrj

Cartesian trajectory between two poses

$TC = \text{CTRAJ}(T0, T1, N)$ is a Cartesian trajectory ($4 \times 4 \times N$) from pose $T0$ to $T1$ with N points that follow a trapezoidal velocity profile along the path. The Cartesian trajectory is a homogeneous transform sequence and the last subscript being the point index, that is, $T(:, :, i)$ is the i 'th point along the path.

$TC = \text{CTRAJ}(T0, T1, S)$ as above but the elements of S ($N \times 1$) specify the fractional distance along the path, and these values are in the range $[0 \ 1]$. The i 'th point corresponds to a distance $S(i)$ along the path.

Notes

- If T_0 or T_1 is equal to $[\]$ it is taken to be the identity matrix.
- In the second case S could be generated by a scalar trajectory generator such as TPOLY or LSPB (default).
- Orientation interpolation is performed using quaternion interpolation.

Reference

Robotics, Vision & Control, Sec 3.1.5, Peter Corke, Springer 2011

See also

[lspb](#), [mstraj](#), [trinterp](#), [UnitQuaternion.interp](#), [SE3.ctraj](#)

delta2tr

Convert differential motion to a homogeneous transform

$T = \text{DELTA2TR}(D)$ is a homogeneous transform (4×4) representing differential translation and rotation. The vector $D=(dx, dy, dz, dRx, dRy, dRz)$ represents an infinitesimal motion, and is an approximation to the spatial velocity multiplied by time.

See also

[tr2delta](#), [SE3.delta](#)

DHFactor

Simplify symbolic link transform expressions

$F = \text{DHFactor}(S)$ is an object that encodes the kinematic model of a robot provided by a string S that represents a chain of elementary transforms from the robot's base to its tool tip. The chain of elementary rotations and translations is symbolically factored into a sequence of link transforms described by DH parameters.

For example:


```
s = 'Rz(q1).Rx(q2).Ty(L1).Rx(q3).Tz(L2)';
```

indicates a rotation of q_1 about the z-axis, then rotation of q_2 about the x-axis, translation of L_1 about the y-axis, rotation of q_3 about the x-axis and translation of L_2 along the z-axis.

Methods

base	the base transform as a Java string
tool	the tool transform as a Java string
command representing the specified kinematics	a command string that will create a <code>SerialLink()</code> object
char	convert to string representation
display	display in human readable form

Example

```
>> s = 'Rz(q1).Rx(q2).Ty(L1).Rx(q3).Tz(L2)'; >> dh = DHFactor(s); >> dh DH(q1+90,
0, 0, +90).DH(q2, L1, 0, 0).DH(q3-90, L2, 0, 0).Rz(+90).Rx(-90).Rz(-90) >> r = eval(
dh.command('myrobot') );
```

Notes

- Variables starting with q are assumed to be joint coordinates.
- Variables starting with L are length constants.
- Length constants must be defined in the workspace before executing the last line above.
- Implemented in Java.
- Not all sequences can be converted to DH format, if conversion cannot be achieved an error is reported.

Reference

- A simple and systematic approach to assigning Denavit-Hartenberg parameters, P. Corke, IEEE Transaction on Robotics, vol. 23, pp. 590-594, June 2007.
- Robotics, Vision & Control, Sec 7.5.2, 7.7.1, Peter Corke, Springer 2011.

See also

[SerialLink](#)

distanceform

Distance transform

$D = \text{DISTANCEXFORM}(IM, \text{OPTIONS})$ is the distance transform of the binary image IM . The elements of D have a value equal to the shortest distance from that element to a non-zero pixel in the input image IM .

$D = \text{DISTANCEXFORM}(\text{OCCGRID}, \text{GOAL}, \text{OPTIONS})$ is the distance transform of the occupancy grid OCCGRID with respect to the specified goal point $\text{GOAL} = [X,Y]$. The cells of the grid have values of 0 for free space and 1 for obstacle. The resulting matrix D has cells whose value is the shortest distance to the goal from that cell, or NaN if the cell corresponds to an obstacle (set to 1 in OCCGRID).

Options:

'euclidean'	Use Euclidean (L2) distance metric (default)
'cityblock'	Use cityblock or Manhattan (L1) distance metric
'animate'	Show the iterations of the computation
'delay',D	Delay of D seconds between animation frames (default 0.2s)
'movie',M	Save animation to a movie file or folder
'noipt'	Don't use Image Processing Toolbox, even if available
'novlfeat'	Don't use VLFeat, even if available
'nofast'	Don't use IPT, VLFeat or imorph, even if available.

'delay'

Notes

- For the first case Image Processing Toolbox (IPT) or VLFeat will be used if available, searched for in that order. They use a 2-pass rather than iterative algorithm and are much faster.
- Options can be used to disable use of IPT or VLFeat.
- If IPT or VLFeat are not available, or disabled, then imorph is used.
- If IPT, VLFeat or imorph are not available a slower M-function is used.
- If the 'animate' option is given then the MATLAB implementation is used.
- Using imorph requires iteration and is slow.
 - For the second case the Machine Vision Toolbox function imorph is required.
 - imorph is a mex file and must be compiled.
- The goal is given as [X,Y] not MATLAB [row,col] format.

See also

[imorph](#), [DXform](#), [Animate](#)

distributeblocks

Distribute blocks in Simulink block library

`distributeBlocks(MODEL)` equidistantly distributes blocks in a Simulink block library named `MODEL`.

Notes

- The MATLAB functions to create Simulink blocks from symbolic expressions actually place all blocks on top of each other. This
- function scans a simulink model and rearranges the blocks on an
- equidistantly spaced grid.
- The Simulink model must already be opened before running this function!

Author

Joern Malzahn, (joern.malzahn@tu-dortmund.de)

See also

[symexpr2slblock](#), [doesblockexist](#)

doesblockexist

Check existence of block in Simulink model

`RES = doesblockexist(MDLNAME, BLOCKADDRESS)` is a logical result that indicates whether or not the block `BLOCKADDRESS` exists within the Simulink model `MDLNAME`.

Author

Joern Malzahn, (joern.malzahn@tu-dortmund.de)

See also

[symexpr2slblock](#), [distributeblocks](#)

Dstar

D* navigation class

A concrete subclass of the abstract Navigation class that implements the D* navigation algorithm. This provides minimum distance paths and facilitates incremental replanning.

Methods

Dstar	Constructor
plan	Compute the cost map given a goal and map
query	Find a path
plot	Display the obstacle map
display	Print the parameters in human readable form
char	Convert to string% costmap_modify Modify the costmap
modify_cost	Modify the costmap

Properties (read only)

distancemap	Distance from each point to the goal.
costmap	Cost of traversing cell (in any direction).
niter	Number of iterations.

Example

```
load map1          % load map
goal = [50,30];
start=[20,10];
ds = Dstar(map);   % create navigation object
ds.plan(goal)      % create plan for specified goal
ds.query(start)    % animate path from this start location
```

Notes

- Obstacles are represented by Inf in the costmap.
- The value of each element in the costmap is the shortest distance from the corresponding point in the map to the current goal.

References

- The D* algorithm for real-time planning of optimal traverses, A. Stentz,
- Tech. Rep. CMU-RI-TR-94-37, The Robotics Institute, Carnegie-Mellon University, 1994.
- https://www.ri.cmu.edu/pub_files/pub3/stentz_anthony__tony__1994_2/stentz_anthony__tony__1994_2.pdf
- Robotics, Vision & Control, Sec 5.2.2, Peter Corke, Springer, 2011.

See also

[Navigation](#), [DXform](#), [PRM](#)

Dstar.Dstar

D* constructor

`DS = Dstar(MAP, OPTIONS)` is a D* navigation object, and `MAP` is an occupancy grid, a representation of a planar world as a matrix whose elements are 0 (free space) or 1 (occupied). The occupancy grid is converted to a costmap with a unit cost for traversing a cell.

Options

'goal',G	Specify the goal point (2×1)
'metric',M or 'cityblock'.	Specify the distance metric as 'euclidean'(default)
'inflate',K	Inflate all obstacles by K cells.
'progress'	Don't display the progress spinner

Other options are supported by the `Navigation` superclass.

See also

[Navigation.Navigation](#)

Dstar.char

Convert navigation object to string

`DS.char()` is a string representing the state of the **Dstar** object in human-readable form.

See also

[Dstar.display](#), [Navigation.char](#)

Dstar.modify_cost

Modify cost map

`DS.modify_cost(P, C)` modifies the cost map for the points described by the columns of P ($2 \times N$) and sets them to the corresponding elements of C ($1 \times N$). For the particular case where P (2×2) the first and last columns define the corners of a rectangular region which is set to C (1×1).

Notes

- After one or more point costs have been updated the path should be replanned by calling `DS.plan()`.

See also

[Dstar.set_cost](#)

Dstar.plan

Plan path to goal

`DS.plan(OPTIONS)` create a D* plan to reach the goal from all free cells in the map. Also updates a D* plan after changes to the costmap. The goal is as previously specified.

`DS.plan(GOAL, OPTIONS)` as above but goal given explicitly.

Options

'animate' Plot the distance transform as it evolves
'progress' Display a progress bar

Note

- If a path has already been planned, but the costmap was modified, then reinvoking this method will replan,
- incrementally updating the plan at lower cost than a full
- replan.
- The reset method causes a fresh plan, rather than replan.

See also

[Dstar.reset](#)

Dstar.plot

Visualize navigation environment

`DS.plot()` displays the occupancy grid and the goal distance in a new figure. The goal distance is shown by intensity which increases with distance from the goal. Obstacles are overlaid and shown in red.

`DS.plot(P)` as above but also overlays a path given by the set of points P ($M \times 2$).

See also

[Navigation.plot](#)

Dstar.reset

Reset the planner

`DS.reset()` resets the D^* planner. The next instantiation of `DS.plan()` will perform a global replan.

Dstar.set_cost

Set the current costmap

`DS.set_cost(C)` sets the current costmap. The cost map is the same size as the occupancy grid and the value of each element represents the cost of traversing the cell. A high value indicates that the cell is more costly (difficult) to traverse. A value of `Inf` indicates an obstacle.

Notes

- After the cost map is changed the path should be replanned by calling `DS.plan()`.

See also

[Dstar.modify_cost](#)

DstarMOO

D*-MOO navigation class

A concrete subclass of the `Navigation` class that implements the D* navigation algorithm; facilitates incremental replanning. This implementation of D* is intended for multiobjective optimization (MOO) problems - i.e. optimizes over several objectives/criteria.

Methods

<code>plan</code>	Compute the cost map given a goal and map
<code>path</code>	Compute a path to the goal
<code>visualize</code>	Display the obstacle map (deprecated)
<code>plot</code>	Display the obstacle map
<code>cost_get</code>	Return the specified cost layer
<code>costmap_modify</code>	Modify the costmap
<code>modify_cost</code>	Modify the costmap (deprecated, use <code>costmap_modify</code>)
<code>costmap_get</code>	Return the current costmap
<code>costmap_set</code>	Set the current costmap
<code>distancemap_get</code>	Set the current distance map
<code>display</code>	Print the parameters in human readable form
<code>char</code>	Convert to string

Properties

TBD

Example

```
load map1           % load map
goal = [50,30];
start=[20,10];
ds = DstarMOO(map); % create navigation object
ds.plan(goal,1)     % create plan for specified goal
ds.path(start)      % animate path from this start location
```

Example 2:

```
goal = [100;100]; start = [1;1];
```

```
ds = DstarMOO(0); % create Navigation object with random occupancy grid
ds.addCost(1,L);  % add 1st add'l cost layer L
ds.plan(goal,2);  % setup costmap for specified goal
ds.path(start);   % plan solution path start-goal, animate
P = as.path(start); % plan solution path start-goal, return path
```

Notes

- Obstacles are represented by Inf in the costmap.

References

- The D* algorithm for real-time planning of optimal traverses, A. Stentz, Tech. Rep. CMU-RI-TR-94-37, The Robotics Institute, Carnegie-Mellon University, 1994.
- A Pareto Optimal D* Search Algorithm for Multiobjective Path Planning, A. Lavin.
- Robotics, Vision & Control, Sec 5.2.2, Peter Corke, Springer, 2011.

Author

Alexander Lavin based on Dstar by Peter Corke

See also

[Navigation](#), [Dstar](#), [DstarPO](#), [Astar](#), [DXform](#)

DstarMOO.DstarMOO

D*MOO constructor

`DS = DstarMOO(MAP, OPTIONS)` is a D* navigation object, and `MAP` is an occupancy grid, a representation of a planar world as a matrix whose elements are 0 (free space) or 1 (occupied). The occupancy grid is converted to a costmap with a unit cost for traversing a cell.

Options

'goal',G	Specify the goal point (2×1)
'metric','M or 'cityblock'.	Specify the distance metric as 'euclidean'(default)
'inflate',K	Inflate all obstacles by K cells.
'quiet'	Don't display the progress spinner

Other options are supported by the Navigation superclass.

Notes

- If `MAP == 0` a random map is created.

See also

[Navigation.Navigation](#)

DstarMOO.addCost

Add an additional cost layer

`DS.addCost(layer, values)` adds the matrix specified by `values` as a cost layer. Inputs

`layer`: 1, 2, or 3 to specify which cost layer to add `values`: normalized matrix the size of the environment (100×100)

DstarMOO.char

Convert navigation object to string

`DS.char()` is a string representing the state of the Dstar object in human-readable form.

See also

[Dstar.display](#), [Navigation.char](#)

DstarMOO.cost_get

Get the specified cost layer

DstarMOO.costmap_get

Get the current costmap

`C = DS.costmap_get()` is the current costmap. The cost map is the same size as the occupancy grid and the value of each element represents the cost of traversing the cell. It is autogenerated by the class constructor from the occupancy grid such that:

- free cell (occupancy 0) has a cost of 1
- occupied cell (occupancy >0) has a cost of Inf

See also

[Dstar.costmap_set](#), [Dstar.costmap_modify](#)

DstarMOO.costmap_modify

Modify cost map

`DS.costmap_modify(P, NEW)` modifies the cost map at $P=[X,Y]$ to have the value `NEW`. If P ($2 \times M$) and `NEW` ($1 \times M$) then the cost of the points defined by the columns of P are set to the corresponding elements of `NEW`.

Notes

- After one or more point costs have been updated the path should be replanned by calling `DS.plan()`.
- Replaces `modify_cost`, same syntax.

See also

[Dstar.costmap_set](#), [Dstar.costmap_get](#)

DstarMOO.costmap_set

Set the current costmap

`DS.costmap_set (C)` sets the current costmap. The cost map is the same size as the occupancy grid and the value of each element represents the cost of traversing the cell. A high value indicates that the cell is more costly (difficult) to traverse. A value of `Inf` indicates an obstacle.

Notes

- After the cost map is changed the path should be replanned by calling `DS.plan()`.

See also

[Dstar.costmap_get](#), [Dstar.costmap_modify](#)

DstarMOO.distancemap_get

Get the current distance map

`C = DS.distancemap_get ()` is the current distance map. This map is the same size as the occupancy grid and the value of each element is the shortest distance from the corresponding point in the map to the current goal. It is computed by `Dstar.plan`.

See also

[Dstar.plan](#)

DstarMOO.INSERT

state X to the openlist with objective space values

specified by pt.

DstarMOO.plan

Plan path to goal

`DS.plan()` updates DS with a costmap of distance to the goal from every non-obstacle point in the map. The goal is as specified to the constructor.

Note

- If a path has already been planned, but the costmap was modified, then reinvoking this method will replan,
- incrementally updating the plan at lower cost than a full
- replan.

Inputs:

goal: goal state coordinates N: number of optimization objectives; standard D* is 2 (i.e. distance and heuristic)

DstarMOO.plot

Visualize navigation environment

`DS.plot()` displays the occupancy grid and the goal distance in a new figure. The goal distance is shown by intensity which increases with distance from the goal. Obstacles are overlaid and shown in red.

`DS.plot(P)` as above but also overlays a path given by the set of points P ($M \times 2$).

See also

[Navigation.plot](#)

DstarMOO.PROCESS_STATE

with the lowest k value are removed from the

open list

DstarMOO.projectCost

the projection of state a into objective space. If

specified, location is moving from b to a .

DstarMOO.reset

Reset the planner

`DS.reset()` resets the D* planner. The next instantiation of `DS.plan()` will perform a global replan.

DstarMOO.updateCosts

Only for costs that accumulate (i.e. sum) over the

path, and for dynamic costs. E.g. the heuristic parameter `DS.cost_h` only needs updating when the goal state changes; it's values are stored for each cell.

Location moving from state b to a .

DstarPO

D*-PO navigation class

A concrete subclass of the Navigation class that implements the D* navigation algorithm; facilitates incremental replanning. This implementation of D* is intended for multiobjective optimization (MOO) problems - i.e. optimizes over several objectives/criteria - with the use of Pareto fronts (see Lavin paper).

Methods

<code>plan</code>	Compute the cost map given a goal and map
<code>path</code>	Compute a path to the goal
<code>visualize</code>	Display the obstacle map (deprecated)
<code>plot</code>	Display the obstacle map
<code>cost_get</code>	Return the specified cost layer
<code>costmap_modify</code>	Modify the costmap
<code>modify_cost</code>	Modify the costmap (deprecated, use <code>costmap_modify</code>)
<code>costmap_get</code>	Return the current costmap
<code>costmap_set</code>	Set the current costmap
<code>distancemap_get</code>	Set the current distance map
<code>display</code>	Print the parameters in human readable form
<code>char</code>	Convert to string

Properties

TBD

Example

```
load map1           % load map
goal = [50,30];
start=[20,10];
ds = DstarPO(map);   % create navigation object
ds.plan(goal,1)      % create plan for specified goal
ds.path(start)       % animate path from this start location
```

Example 2:

```
goal = [100;100]; start = [1;1];
```

```
ds = DstarPO(0);      % create Navigation object with random occupancy grid
ds.addCost(1,L);      % add 1st add'l cost layer L
ds.plan(goal,2);      % setup costmap for specified goal
ds.path(start);       % plan solution path start-goal, animate
P = as.path(start);   % plan solution path start-goal, return path
```

Notes

- Obstacles are represented by Inf in the costmap.

References

- The D* algorithm for real-time planning of optimal traverses, A. Stentz, Tech. Rep. CMU-RI-TR-94-37, The Robotics Institute,

- Carnegie-Mellon University, 1994.
- A Pareto Optimal D* Search Algorithm for Multiobjective Path Planning, A. Lavin.
- Robotics, Vision & Control, Sec 5.2.2, Peter Corke, Springer, 2011.

Author

Alexander Lavin based on Dstar by Peter Corke

See also

[Navigation](#), [Dstar](#), [DstarMOO](#), [Astar](#), [DXform](#)

DstarPO.DstarPO

D*-PO constructor

`DS = Dstar(MAP, OPTIONS)` is a D* navigation object, and `MAP` is an occupancy grid, a representation of a planar world as a matrix whose elements are 0 (free space) or 1 (occupied). The occupancy grid is converted to a costmap with a unit cost for traversing a cell.

Options

'goal',G	Specify the goal point (2×1)
'metric',M or 'cityblock'.	Specify the distance metric as 'euclidean'(default)
'inflate',K	Inflate all obstacles by K cells.
'quiet'	Don't display the progress spinner

Other options are supported by the `Navigation` superclass.

Notes

- If `MAP == 0` a random map is created.

See also

[Navigation.Navigation](#)

DstarPO.addCost

Add an additional cost layer

`DS.addCost(layer, values)` adds the matrix specified by `values` as a cost layer. Inputs

`layer`: 1, 2, or 3 to specify which cost layer to add `values`: normalized matrix the size of the environment (100×100)

DstarPO.char

Convert navigation object to string

`DS.char()` is a string representing the state of the Dstar object in human-readable form.

See also

[Dstar.display](#), [Navigation.char](#)

DstarPO.cost_get

Get the specified cost layer

DstarPO.costmap_get

Get the current costmap

`C = DS.costmap_get()` is the current costmap. The cost map is the same size as the occupancy grid and the value of each element represents the cost of traversing the cell. It is autogenerated by the class constructor from the occupancy grid such that:

- free cell (occupancy 0) has a cost of 1
- occupied cell (occupancy >0) has a cost of Inf

See also

[Dstar.costmap_set](#), [Dstar.costmap_modify](#)

DstarPO.costmap_modify

Modify cost map

`DS.costmap_modify(P, NEW)` modifies the cost map at $P=[X,Y]$ to have the value `NEW`. If P ($2 \times M$) and `NEW` ($1 \times M$) then the cost of the points defined by the columns of P are set to the corresponding elements of `NEW`.

Notes

- After one or more point costs have been updated the path should be replanned by calling `DS.plan()`.
- Replaces `modify_cost`, same syntax.

See also

[DstarPO.costmap_set](#), [DstarPO.costmap_get](#)

DstarPO.costmap_set

Set the current costmap

`DS.costmap_set(C)` sets the current costmap. The cost map is the same size as the occupancy grid and the value of each element represents the cost of traversing the cell. A high value indicates that the cell is more costly (difficult) to traverse. A value of `Inf` indicates an obstacle.

Notes

- After the cost map is changed the path should be replanned by calling `DS.plan()`.

See also

[DstarPO.costmap_get](#), [DstarPO.costmap_modify](#)

DstarPO.distancemap_get

Get the current distance map

`C = DS.distancemap_get()` is the current distance map. This map is the same size as the occupancy grid and the value of each element is the shortest distance from the corresponding point in the map to the current goal. It is computed by `Dstar.plan`.

See also

[Dstar.plan](#)

DstarPO.INSERT

state X to the openlist with objective space values

specified by `pt`.

DstarPO.plan

Plan path to goal

`DS.plan()` updates `DS` with a costmap of distance to the goal from every non-obstacle point in the map. The goal is as specified to the constructor.

`DS.plan(GOAL)` as above but uses the specified goal.

Note

- If a path has already been planned, but the costmap was modified, then reinvoking this method will replan,
- incrementally updating the plan at lower cost than a full
- replan.

Inputs:

goal: goal state coordinates N: number of optimization objectives; standard D^* is 2 (i.e. distance and heuristic)

DstarPO.plot

Visualize navigation environment

`DS.plot()` displays the occupancy grid and the goal distance in a new figure. The goal distance is shown by intensity which increases with distance from the goal. Obstacles are overlaid and shown in red.

`DS.plot(P)` as above but also overlays a path given by the set of points P ($M \times 2$).

See also

[Navigation.plot](#)

DstarPO.PROCESS_STATE

with the lowest cost value are removed from the

open list

DstarPO.projectCost

the projection of state a into objective space. If

specified, location is moving from b to a .

DstarPO.reset

Reset the planner

`DS.reset()` resets the D* planner. The next instantiation of `DS.plan()` will perform a global replan.

DstarPO.updateCosts

Only for costs that accumulate (i.e. sum) over the

path, and for dynamic costs. E.g. the heuristic parameter `DS.cost_h` only needs updating when the goal state changes; it's values are stored for each cell.

Location moving from state b to a.

Dubbins

path planner sample code

`P = Dubbins(q0, qf, maxc, dl)` finds the shortest path between configurations `q0` and `qf` where each is a vector `[x y theta]`. `maxc` is the maximum curvature

The robot can only move forwards and the path consists of 3 segments which have zero or maximum curvature `maxc`. There are discontinuities in velocity and steering commands (cusps) at the transitions between the segments.

Example

```
q0 = [1 1 pi/4]'; qf = [1 1 pi]';  
p = Dubbins(q0, qf, 1, 0.05)  
p.plot('circles', 'k--', 'join', {'Marker', 'o', 'MarkerFaceColor', 'k'});
```

or alternatively

```
Dubbins.test
```

References

- Dubins, L.E. On Curves of Minimal Length with a Constraint on Average Curvature, and with Prescribed Initial and Terminal Positions and Tangents
- American Journal of Mathematics. 79(3), July 1957, pp497?516.
- doi:10.2307/2372560.

Acknowledgement

- Based on python code from Python Robotics by Atsushi Sakai <https://github.com/AtsushiSakai/PythonRobotics>

See also Navigation, ReedsShepp

Dubbins.generate_path

a list of all possible words

Dubbins.mod2pi

$= \text{theta} - 2.0 * \pi * \text{floor}(\text{theta} / 2.0 / \pi)$

Dubbins.pi_2_pi

$= (\text{angle} + \pi) \% (2 * \text{math}.\pi) - \text{math}.\pi$

Dubbins.plot

Plot Dubbins path

`DP.plot(OPTIONS)` plots the optimal **Dubbins** path.

Options

'circle',LS	Plot the full circle corresponding to each curved segment
'join',LS	Plot a marker at the intermediate segment boundaries

Notes

- LS can be a simple LineSpec string or a cell array of Name,Value pairs.
-

DXform

Distance transform navigation class

A concrete subclass of the abstract Navigation class that implements the distance transform navigation algorithm which computes minimum distance paths.

Methods

DXform	Constructor
plan	Compute the cost map given a goal and map
query	Find a path
plot	Display the distance function and obstacle map
plot3d	Display the distance function as a surface
display	Print the parameters in human readable form
char	Convert to string

Properties (read only)

distancemap	Distance from each point to the goal.
metric	The distance metric, can be 'euclidean'(default) or 'cityblock'

Example

```
load map1           % load map
goal = [50,30];     % goal point
start = [20, 10];   % start point
dx = DXform(map);   % create navigation object
dx.plan(goal)        % create plan for specified goal
dx.query(start)      % animate path from this start location
```

Notes

- Obstacles are represented by NaN in the distancemap.
- The value of each element in the distancemap is the shortest distance from the corresponding point in the map to the current goal.

References

- Robotics, Vision & Control, Sec 5.2.1, Peter Corke, Springer, 2011.

See also

[Navigation](#), [Dstar](#), [PRM](#), [distancexform](#)

DXform.DXform

Distance transform constructor

`DX = DXform(MAP, OPTIONS)` is a distance transform navigation object, and `MAP` is an occupancy grid, a representation of a planar world as a matrix whose el-

ements are 0 (free space) or 1 (occupied).

Options

'goal',G	Specify the goal point (2×1)
'metric',M or 'cityblock'.	Specify the distance metric as 'euclidean'(default)
'inflate',K	Inflate all obstacles by K cells.

Other options are supported by the Navigation superclass.

See also

[Navigation.Navigation](#)

DXform.char

Convert to string

`DX.char()` is a string representing the state of the object in human-readable form.

See also **DXform.display**, `Navigation.char`

DXform.plan

Plan path to goal

`DX.plan(GOAL, OPTIONS)` plans a path to the goal given to the constructor, updates the internal distancemap where the value of each element is the minimum distance from the corresponding point to the goal.

`DX.plan(GOAL, OPTIONS)` as above but goal is specified explicitly

Options

'animate' Plot the distance transform as it evolves

Notes

- This may take many seconds.

See also

[Navigation.path](#)

DXform.plot

Visualize navigation environment

`DX.plot(OPTIONS)` displays the occupancy grid and the goal distance in a new figure. The goal distance is shown by intensity which increases with distance from the goal. Obstacles are overlaid and shown in red.

`DX.plot(P, OPTIONS)` as above but also overlays a path given by the set of points P ($M \times 2$).

Notes

- See `Navigation.plot` for options.

See also

[Navigation.plot](#)

DXform.plot3d

3D costmap view

`DX.plot3d()` displays the distance function as a 3D surface with distance from goal as the vertical axis. Obstacles are “cut out” from the surface.

`DX.plot3d(P)` as above but also overlays a path given by the set of points P ($M \times 2$).

`DX.plot3d(P, LS)` as above but plot the line with the MATLAB linestyle `LS`.

See also

[Navigation.plot](#)

EKF

Extended Kalman Filter for navigation

Extended Kalman filter for optimal estimation of state from noisy measurements given a non-linear dynamic model. This class is specific to the problem of state estimation for a vehicle moving in $SE(2)$.

This class can be used for:

- dead reckoning localization
- map-based localization
- map making
- simultaneous localization and mapping (SLAM)

It is used in conjunction with:

- a kinematic vehicle model that provides odometry output, represented by a `Vehicle` subclass object.
- The vehicle must be driven within the area of the map and this is achieved by connecting the `Vehicle` subclass object to a `Driver` object.
- a map containing the position of a number of landmark points and is represented by a `LandmarkMap` object.
- a sensor that returns measurements about landmarks relative to the vehicle's pose and is represented by a `Sensor` object subclass.

The EKF object updates its state at each time step, and invokes the state update methods of the vehicle object. The complete history of estimated state and covariance is stored within the EKF object.

Methods

<code>run</code>	run the filter
<code>plot_xy</code>	plot the actual path of the vehicle
<code>plot_P</code>	plot the estimated covariance norm along the path
<code>plot_map</code>	plot estimated landmark points and confidence limits
<code>plot_vehicle</code>	plot estimated vehicle covariance ellipses
<code>plot_error</code>	plot estimation error with standard deviation bounds
<code>display</code>	print the filter state in human readable form
<code>char</code>	convert the filter state to human readable string

Properties

<code>x_est</code>	estimated state
<code>P</code>	estimated covariance

V_est estimated odometry covariance
W_est estimated sensor covariance

landmarks maps sensor landmark id to filter state element

robot	reference to the Vehicle object
sensor	reference to the Sensor subclass object
history each time step	vector of structs that hold the detailed filter state from
verbose	show lots of detail (default false)
joseph	use Joseph form to represent covariance (default true)

Vehicle position estimation (localization)

Create a vehicle with odometry covariance V , add a driver to it, create a Kalman filter with estimated covariance V_est and initial state covariance $P0$

```
veh = Vehicle(V); veh.add_driver( RandomPath(20, 2) ); ekf = EKF(veh, V_est, P0);
```

We run the simulation for 1000 time steps

```
ekf.run(1000);
```

then plot true vehicle path

```
veh.plot_xy('b');
```

and overlay the estimated path

```
ekf.plot_xy('r');
```

and overlay uncertainty ellipses

```
ekf.plot_ellipse('g');
```

We can plot the covariance against time as

```
clf ekf.plot_P();
```

Map-based vehicle localization

Create a vehicle with odometry covariance V , add a driver to it, create a map with 20 point landmarks, create a sensor that uses the map and vehicle state to estimate landmark range and bearing with covariance W , the Kalman filter with estimated covariances V_est and W_est and initial vehicle state covariance $P0$

```
veh = Bicycle(V); veh.add_driver( RandomPath(20, 2) ); map = LandmarkMap(20);  
sensor = RangeBearingSensor(veh, map, W); ekf = EKF(veh, V_est, P0, sensor,  
W_est, map);
```

We run the simulation for 1000 time steps

```
ekf.run(1000);
```

then plot the map and the true vehicle path

```
map.plot(); veh.plot_xy('b');
```

and overlay the estimated path

```
ekf.plot_xy('r');
```

and overlay uncertainty ellipses

```
ekf.plot_ellipse('g');
```

We can plot the covariance against time as

```
clf; ekf.plot_P();
```

Vehicle-based map making

Create a vehicle with odometry covariance V , add a driver to it, create a sensor that uses the map and vehicle state to estimate landmark range and bearing with covariance W , the Kalman filter with estimated sensor covariance W_{est} and a “perfect” vehicle (no covariance), then run the filter for N time steps.

```
veh = Vehicle(V); veh.add_driver(RandomPath(20, 2)); map = LandmarkMap(20);
sensor = RangeBearingSensor(veh, map, W); ekf = EKF(veh, [], [], sensor, W_est,
[]);
```

We run the simulation for 1000 time steps

```
ekf.run(1000);
```

Then plot the true map

```
map.plot();
```

and overlay the estimated map with 97% confidence ellipses

```
ekf.plot_map('g', 'confidence', 0.97);
```

Simultaneous localization and mapping (SLAM)

Create a vehicle with odometry covariance V , add a driver to it, create a map with 20 point landmarks, create a sensor that uses the map and vehicle state to estimate landmark range and bearing with covariance W , the Kalman filter with estimated covariances V_{est} and W_{est} and initial state covariance P_0 , then run the filter to estimate the vehicle state at each time step and the map.

```
veh = Vehicle(V); veh.add_driver(RandomPath(20, 2)); map = PointMap(20);
sensor = RangeBearingSensor(veh, map, W); ekf = EKF(veh, V_est, P0, sensor, W,
[]);
```

We run the simulation for 1000 time steps

```
ekf.run(1000);
```

then plot the map and the true vehicle path

```
map.plot(); veh.plot_xy('b');
```

and overlay the estimated path

```
ekf.plot_xy('r');
```

and overlay uncertainty ellipses

```
ekf.plot_ellipse('g');
```

We can plot the covariance against time as

```
clf ekf.plot_P();
```

Then plot the true map

```
map.plot();
```

and overlay the estimated map with 3 sigma ellipses

```
ekf.plot_map(3, 'g');
```

References

Robotics, Vision & Control, Chap 6, Peter Corke, Springer 2011

Stochastic processes and filtering theory, AH Jazwinski Academic Press 1970

Acknowledgement

Inspired by code of Paul Newman, Oxford University, <http://www.robots.ox.ac.uk/~pnewman>

See also

[Vehicle](#), [RandomPath](#), [RangeBearingSensor](#), [PointMap](#), [ParticleFilter](#)

EKF.EKF

EKF object constructor

$E = \text{EKF}(\text{VEHICLE}, V_EST, P0, \text{OPTIONS})$ is an **EKF** that estimates the state of the VEHICLE (subclass of Vehicle) with estimated odometry covariance V_EST (2×2) and initial covariance (3×3).

$E = \text{EKF}(\text{VEHICLE}, V_EST, P0, \text{SENSOR}, W_EST, \text{MAP}, \text{OPTIONS})$ as above but uses information from a VEHICLE mounted sensor, estimated sensor covariance W_EST and a MAP (LandmarkMap class).

Options

'verbose'	Be verbose.
'nohistory'	Don't keep history.
'joseph'	Use Joseph form for covariance
'dim',D	Dimension of the robot's workspace.

- D scalar; X: -D to +D, Y: -D to +D
- D (1×2); X: -D(1) to +D(1), Y: -D(2) to +D(2)
- D (1×4); X: D(1) to D(2), Y: D(3) to D(4)

Notes

- If MAP is [] then it will be estimated.
- If V_EST and P0 are [] the vehicle is assumed error free and the filter will only estimate the landmark positions (map).
- If V_EST and P0 are finite the filter will estimate the vehicle pose and the landmark positions (map).
- EKF subclasses Handle, so it is a reference object.
- Dimensions of workspace are normally taken from the map if given.

See also

[Vehicle](#), [Bicycle](#), [Unicycle](#), [Sensor](#), [RangeBearingSensor](#), [LandmarkMap](#)

EKF.char

Convert to string

`E.char()` is a string representing the state of the **EKF** object in human-readable form.

See also

[EKF.display](#)

EKF.display

Display status of EKF object

`E.display()` displays the state of the **EKF** object in human-readable form.

Notes

- This method is invoked implicitly at the command line when the result of an expression is a EKF object and the command has no trailing semicolon.

See also

[EKF.char](#)

EKF.get_map

Get landmarks

`P = E.get_map()` is the estimated landmark coordinates ($2 \times N$) one per column. If the landmark was not estimated the corresponding column contains NaNs.

See also

[EKF.plot_map](#), [EKF.plot_ellipse](#)

EKF.get_P

Get covariance magnitude

`E.get_P()` is a vector of estimated covariance magnitude at each time step.

EKF.get_xy

Get vehicle position

`P = E.get_xy()` is the estimated vehicle pose trajectory as a matrix ($N \times 3$) where each row is x, y, theta.

See also

[EKF.plot_xy](#), [EKF.plot_error](#), [EKF.plot_ellipse](#), [EKF.plot_P](#)

EKF.init

Reset the filter

`E.init()` resets the filter state and clears landmarks and history.

EKF.plot_ellipse

Plot vehicle covariance as an ellipse

`E.plot_ellipse()` overlay the current plot with the estimated vehicle position covariance ellipses for 20 points along the path.

`E.plot_ellipse(LS)` as above but pass line style arguments `LS` to `plot_ellipse`.

Options

'interval',I	Plot an ellipse every I steps (default 20)
'confidence',C	Confidence interval (default 0.95)

See also

[plot_ellipse](#)

EKF.plot_error

Plot vehicle position

`E.plot_error(OPTIONS)` plot the error between actual and estimated vehicle path (x, y, theta) versus time. Heading error is wrapped into the range $[-\pi, \pi)$

Options

'bound',S	Display the confidence bounds (default 0.95).
'color',C	Display the bounds using color C
LS	Use MATLAB linestyle LS for the plots

Notes

- The bounds show the instantaneous standard deviation associated with the state. Observations tend to decrease the uncertainty
- while periods of dead-reckoning increase it.
- Set bound to zero to not draw confidence bounds.
- Ideally the error should lie “mostly” within the $\pm 3\sigma$ bounds.

See also

[EKF.plot_xy](#), [EKF.plot_ellipse](#), [EKF.plot_P](#)

EKF.plot_map

Plot landmarks

`E.plot_map(OPTIONS)` overlay the current plot with the estimated landmark position (a +-marker) and a covariance ellipses.

`E.plot_map(LS, OPTIONS)` as above but pass line style arguments `LS` to `plot_ellipse`.

Options

'confidence',C Draw ellipse for confidence value C (default 0.95)

See also

[EKF.get_map](#), [EKF.plot_ellipse](#)

EKF.plot_P

Plot covariance magnitude

`E.plot_P()` plots the estimated covariance magnitude against time step.

`E.plot_P(LS)` as above but the optional line style arguments `LS` are passed to `plot`.

EKF.plot_xy

Plot vehicle position

`E.plot_xy()` overlay the current plot with the estimated vehicle path in the xy-plane.

`E.plot_xy(LS)` as above but the optional line style arguments `LS` are passed to `plot`.

See also

[EKF.get_xy](#), [EKF.plot_error](#), [EKF.plot_ellipse](#), [EKF.plot_P](#)

EKF.run

Run the filter

`E.run(N, OPTIONS)` runs the filter for `N` time steps and shows an animation of the vehicle moving.

Options

'plot' Plot an animation of the vehicle moving

Notes

- All previously estimated states and estimation history are initially cleared.
-

ETS

Elementary Transform Sequence class

Manipulate a sequence (vector) of elementary transformations

- `ETS.TX`
- `ETS.TY`
- `ETS.TZ`

- ETS.RX
- ETS.RY
- ETS.RZ

Methods

ETS	Construct a sequence from string
isrot	True if rotational transform
istrans	True if translational transform
isjoint	Is ETS a function of qj
njoints	Maximum joint variable index
axis	Axis of translation or rotation
find	Find ETS that is a function of qj
subs	Substitute element of sequence
eval	Evaluate ETS
jacobian	Compute Jacobian of ETS
display	Display a sequence in human readable form
char	Convert sequence to a string

Example

```
ets = ETS('Rx(q1)Tx(a1)Ry(q2)Ty(a3)Rz(q3)Rx(pi/2)')
ets.eval([1 2 3]);
```

Notes

- Still experimental

See also

[trchain](#), [trchain2](#)

ETS.ETS

Construct elementary transform element or sequence

- $e = \text{ETS}()$ is a new **ETS** object.
- $e = \text{ETS}(t)$ is a clone of the **ETS** object t and all properties are copied.
- $e = \text{ETS}(op, v)$ is a new **ETS** object of type op and value v . OP can be any of

'Rx'	rotation about the x-axis
'Ry'	rotation about the y-axis
'Rz'	rotation about the z-axis
'Tx'	translation along the x-axis
'Ty'	translation along the y-axis
'Tz'	translation along the z-axis
'transl'	sequence of finite translations along the x-, y- and z-directions.
'rpy'	sequence of finite rotations about the x-, y- and z-directions.

`e = ETS(str)` is a sequence of **ETS** objects, each described by a subexpression in the string `STR`. Each subexpression comprises an operation as per the table above followed by parentheses and a value. For example:

```
ets = ETS('Rx(q1)Tx(a1)Ry(q2)Ty(a3)Rz(q3)Rx(pi/2)')
```

ETS.display

Display parameters

`ETS.display()` displays the transform parameters in compact single line format.

Notes

- This method is invoked implicitly at the command line when the result of an expression is a `Link` object and the command has no trailing
- semicolon.

See also

[Link.char](#), [Link.dyn](#), [SerialLink.showlink](#)

ETS2

Elementary transform sequence in 2D

This class and package allows experimentation with sequences of spatial transformations in 2D.

```
import ETS2.*
a1 = 1; a2 = 1;
E = Rz('q1') * Tx(a1) * Rz('q2') * Tx(a2)
```

Operation methods

fkine forward kinematics

Information methods

isjoint test if transform is a joint
njoints the number of joint variables

structure a string listing the joint types

Display methods

display display value as a string
plot graphically display the sequence as a robot
teach graphically display as robot and allow user control

Conversion methods

char convert to string
string convert to string with symbolic variables

Operators

* compound two elementary transforms
+ compound two elementary transforms

Notes

- The sequence is an array of objects of superclass ETS2, but with distinct sub-classes: Rz, Tx, Ty.
- Use the command 'clear imports' after using ETS3.

See also[ETS3](#)

ETS2.ETS2

Create an ETS2 object

$E = \text{ETS2}(W, V)$ is a new **ETS2** object that defines an elementary transform where W is 'Rz', 'Tx' or 'Ty' and V is the parameter for the transform. If V is a string of the form 'qN' where N is an integer then the transform is considered to be a joint. Otherwise the transform is a constant.

$E = \text{ETS2}(E1)$ is a new **ETS2** object that is a clone of the **ETS2** object $E1$.

See also[ETS2.Rz](#), [ETS2.Tx](#), [ETS2.Ty](#)

ETS2.char

Convert to string

$E.\text{char}()$ is a string showing transform parameters in a compact format. If E is a transform sequence ($1 \times N$) then the string describes each element in sequence in a single line format.

See also[ETS2.display](#)

ETS2.display

Display parameters

$E.\text{display}()$ displays the transform or transform sequence parameters in compact single line format.

Notes

- This method is invoked implicitly at the command line when the result of an expression is an ETS2 object and the command has no trailing semicolon.

See also

[ETS2.char](#)

ETS2.find

Find joints in transform sequence

`E.find(J)` is the index in the transform sequence ETS ($1 \times N$) corresponding to the J 'th joint.

ETS2.fkine

Forward kinematics

`ETS.fkine(Q, OPTIONS)` is the forward kinematics, the pose of the end of the sequence as an SE2 object. Q ($1 \times N$) is a vector of joint variables.

`ETS.fkine(Q, N, OPTIONS)` as above but process only the first N elements of the transform sequence.

Options

'deg' Angles are given in degrees.

ETS2.isjoint

Test if transform is a joint

`E.isjoint` is true if the transform element is a joint, that is, its parameter is of the form 'qN'.

ETS2.isprismatic

Test if transform is prismatic joint

`E.isprismatic` is true if the transform element is a joint, that is, its parameter is of the form 'qN' and it controls a translation.

ETS2.mtimes

Compound transforms

`E1 * E2` is a sequence of two elementary transform.

See also

[ETS2.plus](#)

ETS2.n

Number of joints in transform sequence

`E.njoints` is the number of joints in the transform sequence.

Notes

- Is a wrapper on `njoints`, for compatibility with `SerialLink` object.

See also

[ETS2.n](#)

ETS2.njoints

Number of joints in transform sequence

`E.njoints` is the number of joints in the transform sequence.

See also

[ETS2.n](#)

ETS2.plot

Graphical display and animation

`ETS2.plot(Q, options)` displays a graphical animation of a robot based on the transform sequence. Constant translations are represented as pipe segments, rotational joints as cylinder, and prismatic joints as boxes. The robot is displayed at the joint angle Q ($1 \times N$), or if a matrix ($M \times N$) it is animated as the robot moves along the M-point trajectory.

Options

'workspace', W	Size of robot 3D workspace, $W = [x_{mn}, x_{mx} \ y_{mn} \ y_{mx} \ z_{mn} \ z_{mx}]$
'floorlevel', L	Z-coordinate of floor (default -1)
'delay', D	Delay between frames for animation (s)
'fps', fps	Number of frames per second for display, inverse of 'delay'
'[no]loop'	Loop over the trajectory forever
'[no]raise'	Autoraise the figure
'movie', M	Save an animation to the movie M
'trail', L	Draw a line recording the tip path, with line style L
'scale', S	Annotation scale factor
'zoom', Z robot look bigger	Reduce size of auto-computed workspace by Z, makes
'ortho'	Orthographic view
'perspective'	Perspective view (default)
'view', V plan view, or general view by azimuth and elevation	Specify view $V='x', 'y', 'top'$ or [az el] for side elevations, angle.
'top'	View from the top.
'[no]shading'	Enable Gouraud shading (default true)
'lightpos', L	Position of the light source (default [0 0 20])
'[no]name'	Display the robot's name
'[no]wrist'	Enable display of wrist coordinate frame
'xyz'	Wrist axis label is XYZ
'noa'	Wrist axis label is NOA
'[no]arrow'	Display wrist frame with 3D arrows
'[no]tiles'	Enable tiled floor (default true)
'tilesize', S	Side length of square tiles on the floor (default 0.2)

'tile1color',C	Color of even tiles [r g b] (default [0.5 1 0.5] light green)
'tile2color',C	Color of odd tiles [r g b] (default [1 1 1] white)
'[no]shadow'	Enable display of shadow (default true)
'shadowcolor',C	Colorspec of shadow, [r g b]
'shadowwidth',W	Width of shadow line (default 6)
'[no]jaxes'	Enable display of joint axes (default false)
'[no]jvec'	Enable display of joint axis vectors (default false)
'[no]joints'	Enable display of joints
'jointcolor',C	Colorspec for joint cylinders (default [0.7 0 0])
'jointcolor',C	Colorspec for joint cylinders (default [0.7 0 0])
'jointdiam',D	Diameter of joint cylinder in scale units (default 5)
'linkcolor',C	Colorspec of links (default 'b')
'[no]base'	Enable display of base 'pedestal'
'basecolor',C	Color of base (default 'k')
'basewidth',W	Width of base (default 3)

The `options` come from 3 sources and are processed in order:

- Cell array of `options` returned by the function `PLOTBOTOPT` (if it exists)
- Cell array of `options` given by the 'plotopt' option when creating the `SerialLink` object.
- List of arguments in the command line.

Many boolean `options` can be enabled or disabled with the 'no' prefix. The various option sources can toggle an option, the last value encountered is used.

Graphical annotations and options

The robot is displayed as a basic stick figure robot with annotations such as:

- shadow on the floor
- XYZ wrist axes and labels
- joint cylinders and axes

which are controlled by `options`.

The size of the annotations is determined using a simple heuristic from the workspace dimensions. This dimension can be changed by setting the multiplicative scale factor using the 'mag' option.

Figure behaviour

- If no figure exists one will be created and the robot drawn in it.
- If no robot of this name is currently displayed then a robot will be drawn in the current figure. If hold is enabled (hold on) then the
- robot will be added to the current figure.
- If the robot already exists then that graphical model will be found and moved.

Notes

- The `options` are processed when the figure is first drawn, to make different `options` come into effect it is necessary to clear the figure.
- Delay between frames can be eliminated by setting option 'delay', 0 or 'fps', Inf.
- The size of the plot volume is determined by a heuristic for an all-revolute robot. If a prismatic joint is present the 'workspace' option is
- required. The 'zoom' option can reduce the size of this workspace.

See also

[ETS2.teach](#), [SerialLink.plot3d](#)

ETS2.plus

Compound transforms

$E1 + E2$ is a sequence of two elementary transform.

See also

[ETS2.mtimes](#)

ETS2.string

Convert to string with symbolic variables

`E.string` is a `string` representation of the transform sequence where non-joint parameters have symbolic names L1, L2, L3 etc.

See also

[trchain](#)

ETS2.structure

Show joint type structure

`E.structure` is a character array comprising the letters 'R' or 'P' that indicates the types of joints in the elementary transform sequence `E`.

Notes

- The string will be `E.njoints` long.

See also

[SerialLink.config](#)

ETS2.teach

Graphical teach pendant

Allow the user to “drive” a graphical robot using a graphical slider panel.

`ETS.teach(OPTIONS)` adds a slider panel to a current ETS plot. If no graphical robot exists one is created in a new window.

`ETS.teach(Q, OPTIONS)` as above but the robot joint angles are set to Q ($1 \times N$).

Options

'eul'	Display tool orientation in Euler angles (default)
'rpy'	Display tool orientation in roll/pitch/yaw angles
'approach'	Display tool orientation as approach vector (z-axis)
'[no]deg'	Display angles in degrees (default true)

GUI

- The Quit (red X) button removes the teach panel from the robot plot.

Notes

- The currently displayed robots move as the sliders are adjusted.
- The slider limits are derived from the joint limit properties. If not set then for
 - a revolute joint they are assumed to be $[-\pi, +\pi]$
 - a prismatic joint they are assumed unknown and an error occurs.

See also

[ETS2.plot](#)

ETS3

Elementary transform sequence in 3D

This class and package allows experimentation with sequences of spatial transformations in 3D.

```
import +ETS3.*
L1 = 0; L2 = -0.2337; L3 = 0.4318; L4 = 0.0203; L5 = 0.0837; L6 = 0.4318;
E3 = Tz(L1) * Rz('q1') * Ry('q2') * Ty(L2) * Tz(L3) * Ry('q3') * Tx(L4) * Ty(L5) * Tz(L6)
```

Operation methods

fkine

Information methods

isjoint test if transform is a joint
njoints the number of joint variables

structure a string listing the joint types

Display methods

display display value as a string
plot graphically display the sequence as a robot
teach graphically display as robot and allow user control

Conversion methods

char convert to string
string convert to string with symbolic variables

Operators

* compound two elementary transforms
+ compound two elementary transforms

Notes

- The sequence is an array of objects of superclass ETS3, but with distinct sub-classes: Rx, Ry, Rz, Tx, Ty, Tz.
- Use the command 'clear imports' after using ETS2.

See also

[ETS2](#)

ETS3.ETS3

Create an ETS3 object

$E = \text{ETS3}(W, V)$ is a new **ETS3** object that defines an elementary transform where W is 'Rx', 'Ry', 'Rz', 'Tx', 'Ty' or 'Tz' and V is the parameter for the transform. If V is a string of the form 'qN' where N is an integer then the transform is considered to be a joint and the parameter is ignored. Otherwise the transform is a constant.

$E = \text{ETS3}(E1)$ is a new **ETS3** object that is a clone of the **ETS3** object $E1$.

See also

[ETS2.Rz](#), [ETS2.Tx](#), [ETS2.Ty](#)

ETS3.char

Convert to string

`E.char()` is a string showing transform parameters in a compact format. If `E` is a transform sequence ($1 \times N$) then the string describes each element in sequence in a single line format.

See also

[ETS3.display](#)

ETS3.display

Display parameters

`E.display()` displays the transform or transform sequence parameters in compact single line format.

Notes

- This method is invoked implicitly at the command line when the result of an expression is an ETS3 object and the command has no trailing semicolon.

See also

[ETS3.char](#)

ETS3.find

Find joints in transform sequence

`E.find(J)` is the index in the transform sequence `ETS(1 × N)` corresponding to the J 'th joint.

ETS3.fkine

Forward kinematics

`ETS.fkine(Q, OPTIONS)` is the forward kinematics, the pose of the end of the sequence as an SE3 object. Q ($1 \times N$) is a vector of joint variables.

`ETS.fkine(Q, N, OPTIONS)` as above but process only the first N elements of the transform sequence.

Options

'deg' Angles are given in degrees.

ETS3.isjoint

Test if transform is a joint

`E.isjoint` is true if the transform element is a joint, that is, its parameter is of the form 'qN'.

ETS3.isprismatic

Test if transform is prismatic joint

`E.isprismatic` is true if the transform element is a joint, that is, its parameter is of the form 'qN' and it controls a translation.

ETS3.mtimes

Compound transforms

$E1 * E2$ is a sequence of two elementary transform.

See also

[ETS3.plus](#)

ETS3.n

Number of joints in transform sequence

`E.njoints` is the number of joints in the transform sequence.

Notes

- Is a wrapper on `njoints`, for compatibility with `SerialLink` object.

See also

[ETS3.n](#)

ETS3.njoints

Number of joints in transform sequence

`E.njoints` is the number of joints in the transform sequence.

See also

[ETS2.n](#)

ETS3.plot

Graphical display and animation

`ETS.plot(Q, options)` displays a graphical animation of a robot based on the transform sequence. Constant translations are represented as pipe segments, rotational joints as cylinder, and prismatic joints as boxes. The robot is displayed at the joint angle Q ($1 \times N$), or if a matrix ($M \times N$) it is animated as the robot moves along the M-point trajectory.

Options

'workspace', W
'floorlevel', L

Size of robot 3D workspace, $W = [x_{mn}, x_{mx} \ y_{mn} \ y_{mx} \ z_{mn} \ z_{mx}]$
Z-coordinate of floor (default -1)

'delay', D

Delay between frames for animation (s)

'fps',fps	Number of frames per second for display, inverse of frame period
'[no]loop'	Loop over the trajectory forever
'[no]raise'	Autoraise the figure
'movie',M	Save an animation to the movie M
'trail',L	Draw a line recording the tip path, with line style L
'scale',S	Annotation scale factor
'zoom',Z robot look bigger	Reduce size of auto-computed workspace by Z
'ortho'	Orthographic view
'perspective'	Perspective view (default)
'view',V plan view, or general view by azimuth and elevation	Specify view V='x', 'y', 'top' or [az el] for side elevation angle.
'top'	View from the top.
'[no]shading'	Enable Gouraud shading (default true)
'lightpos',L	Position of the light source (default [0 0 20])
'[no]name'	Display the robot's name
'[no]wrist'	Enable display of wrist coordinate frame
'xyz'	Wrist axis label is XYZ
'noa'	Wrist axis label is NOA
'[no]arrow'	Display wrist frame with 3D arrows
'[no]tiles'	Enable tiled floor (default true)
'tilesize',S	Side length of square tiles on the floor (default 10)
'tile1color',C	Color of even tiles [r g b] (default [0.5 1 0.5] light green)
'tile2color',C	Color of odd tiles [r g b] (default [1 1 1] white)
'[no]shadow'	Enable display of shadow (default true)
'shadowcolor',C	Colorspec of shadow, [r g b]
'shadowwidth',W	Width of shadow line (default 6)
'[no]jaxes'	Enable display of joint axes (default false)
'[no]jvec'	Enable display of joint axis vectors (default false)
'[no]joints'	Enable display of joints
'jointcolor',C	Colorspec for joint cylinders (default [0.7 0 0])
'jointcolor',C	Colorspec for joint cylinders (default [0.7 0 0])
'jointdiam',D	Diameter of joint cylinder in scale units (default 5)
'linkcolor',C	Colorspec of links (default 'b')
'[no]base'	Enable display of base 'pedestal'
'basecolor',C	Color of base (default 'k')
'basewidth',W	Width of base (default 3)

The `options` come from 3 sources and are processed in order:

- Cell array of `options` returned by the function `PLOTBOTOPT` (if it exists)
- Cell array of `options` given by the `'plotopt'` option when creating the `SerialLink` object.
- List of arguments in the command line.

Many boolean `options` can be enabled or disabled with the `'no'` prefix. The various option sources can toggle an option, the last value encountered is used.

Graphical annotations and `options`

The robot is displayed as a basic stick figure robot with annotations such as:

- shadow on the floor
- XYZ wrist axes and labels
- joint cylinders and axes

which are controlled by `options`.

The size of the annotations is determined using a simple heuristic from the workspace dimensions. This dimension can be changed by setting the multiplicative scale factor using the `'mag'` option.

Figure behaviour

- If no figure exists one will be created and the robot drawn in it.
- If no robot of this name is currently displayed then a robot will be drawn in the current figure. If `hold` is enabled (`hold on`) then the
- robot will be added to the current figure.
- If the robot already exists then that graphical model will be found and moved.

Notes

- The `options` are processed when the figure is first drawn, to make different `options` come into effect it is necessary to clear the figure.
- Delay between frames can be eliminated by setting option `'delay'`, 0 or `'fps'`, Inf.
- The size of the plot volume is determined by a heuristic for an all-revolute robot. If a prismatic joint is present the `'workspace'` option is
- required. The `'zoom'` option can reduce the size of this workspace.

See also

[ETS3.teach](#), [SerialLink.plot3d](#)

ETS3.plus

Compound transforms

$E1 + E2$ is a sequence of two elementary transform.

See also

[ETS3.mtimes](#)

ETS3.string

Convert to string with symbolic variables

`E.string` is a `string` representation of the transform sequence where non-joint parameters have symbolic names `L1`, `L2`, `L3` etc.

See also

[trchain](#)

ETS3.structure

Show joint type structure

`E.structure` is a character array comprising the letters 'R' or 'P' that indicates the types of joints in the elementary transform sequence `E`.

Notes

- The string will be `E.njoints` long.

See also

[SerialLink.config](#)

ETS3.teach

Graphical teach pendant

Allow the user to “drive” a graphical robot using a graphical slider panel.

`ETS.teach(OPTIONS)` adds a slider panel to a current ETS plot. If no graphical robot exists one is created in a new window.

`ETS.teach(Q, OPTIONS)` as above but the robot joint angles are set to Q ($1 \times N$).

Options

'eul'	Display tool orientation in Euler angles (default)
'rpy'	Display tool orientation in roll/pitch/yaw angles
'approach'	Display tool orientation as approach vector (z-axis)
'[no]deg'	Display angles in degrees (default true)

GUI

- The Quit (red X) button removes the teach panel from the robot plot.

Notes

- The currently displayed robots move as the sliders are adjusted.
- The slider limits are derived from the joint limit properties. If not set then for
 - a revolute joint they are assumed to be $[-\pi, +\pi]$
 - a prismatic joint they are assumed unknown and an error occurs.

See also

[ETS3.plot](#)

Frame

Coordinate frame object

`F = Frame(P, OPTIONS)` creates an object that graphically renders a coordinate frame for SE(2), SO(2) or SE(3) represented by the pose `P` which can be:

- homogeneous transform (3×3) for SE(2)
- Quaternion for SO(3)
- orthonormal rotation matrix (3×3) for SO(3)
- homogeneous transform (4×4) for SE(3)

Methods

`move` move the graphical coordinate frame to a new pose
`animate` move the graphical coordinate frame to a new pose

`char display delete`

Options

<code>'color', C</code>	The color to draw the axes, MATLAB colorspec <code>C</code>
<code>'noaxes'</code>	Don't display axes on the plot
<code>'axis', A</code>	Set dimensions of the MATLAB axes to <code>A=[xmin xmax]</code>
<code>'frame', F</code>	The frame is named $\{F\}$ and the subscript on the axis labels
<code>'text_opts', opt</code>	A cell array of MATLAB text properties
<code>'handle', H</code>	Draw in the MATLAB axes specified by the axis handle <code>H</code>
<code>'view', V</code> for view toward origin of coordinate frame	Set plot view parameters <code>V=[az el]</code> angles, or 'auto'
<code>'arrow'</code>	Use arrows rather than line segments for the axes
<code>'width', w</code>	Width of arrow tips

Examples

```
f_a = Frame(TA, 'frame', 'A') f_b = Frame(TB, 'frame', 'B', 'color', 'b') f_c = Frame(TC,
'frame', 'C', 'text_opts', {'FontSize', 10, 'FontWeight', 'bold'})
```

```
f_a.move(T);
```

Notes

- The `arrow` option requires the third party package `arrow3`.

See also

[trplot2](#), [tranimate](#)

Frame.animate

Animate a coordinate frame

`ANIMATE(P1, P2, OPTIONS)` animates a 3D coordinate frame moving from pose `P1` to pose `P2`. Poses `P1` and `P2` can be represented by:

- homogeneous transformation matrices (4×4)
- orthonormal rotation matrices (3×3)
- Quaternion

`ANIMATE(P, OPTIONS)` animates a coordinate frame moving from the identity pose to the pose `P` represented by any of the types listed above.

`ANIMATE(PSEQ, OPTIONS)` animates a trajectory, where `PSEQ` is any of

- homogeneous transformation matrix sequence ($4 \times 4 \times N$)
- orthonormal rotation matrix sequence ($3 \times 3 \times N$)
- Quaternion vector ($N \times 1$)

Options

'fps', fps	Number of frames per second to display (default 10)
'nsteps', n	The number of steps along the path (default 50)
'axis', A	Axis bounds [xmin, xmax, ymin, ymax, zmin, zmax]

See also

[trplot](#)

Frame.char

String representation of parameters

`s = L.char()` is a string showing link parameters in compact single line format. If `L` is a vector of Link objects return a string with one line per Link.

See also[Link.display](#)

Frame.delete

Delete the coordinate frame

Frame.display

Display parameters

`F.display()` display link parameters in compact single line format. If `L` is a vector of Link objects display one line per element.

Notes

- this method is invoked implicitly at the command line when the result of an expression is a Link object and the command has no trailing semicolon.

See also[Link.char](#), [Link.dyn](#), [SerialLink.showlink](#)

getprofilefunctionstats

Summary of this function goes here

Detailed explanation goes here

AuthorJoern Malzahn, (joern.malzahn@tu-dortmund.de)

joy2tr

Update transform from joystick

`T = JOY2TR(T, OPTIONS)` updates the SE(3) homogeneous transform (4×4) according to spatial velocities sourced from a connected joystick device.

Options

'delay',D	Pause for D seconds after reading (default 0.1)
'scale',S	A 2-vector which scales joystick translational and rotational to rates (default [0.5m/s, 0.25rad/s])
'world'	Joystick motion is in the world frame
'tool'	Joystick motion is in the tool frame (default)
'rotate',R	Index of the button used to enable rotation (default 7)

Notes

- Joystick axes 0,1,3 map to X,Y,Z or R,P,Y motion.
- A joystick button enables the mapping to translation OR rotation.
- A 'delay' of zero means no pause
- If 'delay' is non-zero 'scale' maps full scale to m/s or rad/s.
- If 'delay' is zero 'scale' maps full scale to m/sample or rad/sample.

See also

[joystick](#)

joystick

Input from joystick

`J = JOYSTICK()` returns a vector of joystick values in the range -1 to +1.

`[J,B] = JOYSTICK()` as above but also returns a vector of button values, either 0 (not pressed) or 1 (pressed).

Notes

- This is a MEX file that uses SDL (www.libsdl.org) to interface to a standard gaming joystick.
- The length of the vectors \mathcal{J} and \mathcal{B} depend on the capabilities of the joystick identified when it is first opened.

See also

[joy2tr](#)

jsingu

Show the linearly dependent joints in a Jacobian matrix

`JSINGU(J)` displays the linear dependency of joints in a Jacobian matrix. This dependency indicates joint axes that are aligned and causes singularity.

See also

[SerialLink.jacobn](#)

jtraj

Compute a joint space trajectory

$[Q, QD, QDD] = \text{JTRAJ}(Q0, QF, M)$ is a joint space trajectory Q ($M \times N$) where the joint coordinates vary from $Q0$ ($1 \times N$) to QF ($1 \times N$). A quintic (5th order) polynomial is used with default zero boundary conditions for velocity and acceleration. Time is assumed to vary from 0 to 1 in M steps. Joint velocity and acceleration can be optionally returned as QD ($M \times N$) and QDD ($M \times N$) respectively. The trajectory Q , QD and QDD are $M \times N$ matrices, with one row per time step, and one column per joint.

$[Q, QD, QDD] = \text{JTRAJ}(Q0, QF, M, QD0, QDF)$ as above but also specifies initial $QD0$ ($1 \times N$) and final QDF ($1 \times N$) joint velocity for the trajectory.

$[Q, QD, QDD] = \text{JTRAJ}(Q0, QF, T)$ as above but the number of steps in the trajectory is defined by the length of the time vector T ($M \times 1$).

$[Q, QD, QDD] = \text{JTRAJ}(Q0, QF, T, QD0, QDF)$ as above but specifies initial and final joint velocity for the trajectory and a time vector.

Notes

- When a time vector is provided the velocity and acceleration outputs are scaled assumign that the time vector starts at zero and increases
- linearly.

See also

[qplot](#), [ctrjaj](#), [SerialLink.jtraj](#)

LandmarkMap

Map of planar point landmarks

A `LandmarkMap` object represents a square 2D environment with a number of landmark points.

Methods

`plot` Plot the landmark map

`landmark` Return a specified map landmark

`display` Display map parameters in human readable form

`char` Convert map parameters to human readable string

Properties

`map` Matrix of map landmark coordinates $2 \times N$

`dim` The dimensions of the map region x,y in $[-dim,dim]$

`nlandmarks` The number of map landmarks N

Examples

To create a map for an area where X and Y are in the range -10 to +10 metres and with 50 random landmark points

```
map = LandmarkMap(50, 10);
```

which can be displayed by

```
map.plot();
```

Reference

Robotics, Vision & Control, Chap 6, Peter Corke, Springer 2011

See also

[RangeBearingSensor](#), [EKF](#)

LandmarkMap.LandmarkMap

Create a map of point landmark landmarks

`M = LandmarkMap(N, DIM, OPTIONS)` is a **LandmarkMap** object that represents N random point landmarks in a planar region bounded by +/-DIM in the x- and y-directions.

Options

'verbose' Be verbose

LandmarkMap.char

Convert map parameters to a string

`s = M.char()` is a string showing map parameters in a compact human readable format.

LandmarkMap.display

Display map parameters

`M.display()` displays map parameters in a compact human readable form.

Notes

- This method is invoked implicitly at the command line when the result of an expression is a `LandmarkMap` object and the command has no trailing semicolon.

See also

[map.char](#)

LandmarkMap.landmark

Get landmarks from map

`F = M.landmark(K)` is the coordinate (2×1) of the K 'th landmark (landmark).

LandmarkMap.plot

Plot the map

`M.plot()` plots the landmark map in the current figure, as a square region with dimensions given by the `M.dim` property. Each landmark is marked by a black diamond.

`M.plot(LS)` as above, but the arguments `LS` are passed to plot and override the default marker style.

Notes

- The plot is left with `HOLD ON`.
-

LandmarkMap.show

Show the landmark map

Notes

- Deprecated, use plot method.
-

LandmarkMap.verbosity

Set verbosity

`M.verbosity(V)` set verbosity to `V`, where 0 is silent and greater values display more information.

Lattice

Lattice planner navigation class

A concrete subclass of the abstract Navigation class that implements the lattice planner navigation algorithm over an occupancy grid. This performs goal independent planning of kinematically feasible paths.

Methods

<code>Lattice</code>	Constructor
<code>plan</code>	Compute the roadmap
<code>query</code>	Find a path
<code>plot</code>	Display the obstacle map
<code>display</code>	Display the parameters in human readable form
<code>char</code>	Convert to string

Properties (read only)

`graph` A PGraph object describing the tree

Example

```
lp = Lattice();                % create navigation object
lp.plan('iterations', 8)      % create roadmaps
lp.query( [1 2 pi/2], [2 -2 0] ) % find path
lp.plot();                    % plot the path
```

References

- Robotics, Vision & Control, Section 5.2.4, P. Corke, Springer 2016.

See also

[Navigation](#), [DXform](#), [Dstar](#), [PGraph](#)

Lattice.Lattice

Create a Lattice navigation object

`P = Lattice(MAP, options)` is a probabilistic roadmap navigation object, and `MAP` is an occupancy grid, a representation of a planar world as a matrix whose elements are 0 (free space) or 1 (occupied).

Options

'grid',G	Grid spacing in X and Y (default 1)
'root',R	Root coordinate of the lattice (2×1) (default [0,0])
'iterations',N	Number of sample points (default Inf)
'cost',C	Cost for straight, left, right (default [1,1,1])
'inflate',K	Inflate all obstacles by K cells.

Other `options` are supported by the `Navigation` superclass.

Notes

- Iterates until the area defined by the map is covered.

See also

[Navigation.Navigation](#)

Lattice.char

Convert to string

`P.char()` is a string representing the state of the **Lattice** object in human-readable form.

See also

[Lattice.display](#)

Lattice.plan

Create a lattice plan

`P.plan(OPTIONS)` creates the lattice by iteratively building a tree of possible paths. The resulting graph is kept within the object.

Options

<code>'iterations',N</code>	Number of sample points (default Inf)
<code>'cost',C</code>	Cost for straight, left, right (default [1,1,1])

Default parameter values come from the constructor

Lattice.plot

Visualize navigation environment

`P.plot()` displays the occupancy grid with an optional distance field.

Options

<code>'goal'</code>	Superimpose the goal position if set
<code>'nooverlay'</code>	Don't overlay the Lattice graph

Lattice.query

Find a path between two poses

`P.query(START, GOAL)` finds a path ($N \times 3$) from pose `START` (1×3) to pose `GOAL` (1×3). The pose is expressed as `[X,Y,THETA]`.

bresenham

Generate a line

`P = BRESENHAM(X1, Y1, X2, Y2)` is a list of integer coordinates ($2 \times N$) for points lying on the line segment joining the integer coordinates `(X1,Y1)` and `(X2,Y2)`.

`P = BRESENHAM(P1, P2)` as above but `P1=[X1; Y1]` and `P2=[X2; Y2]`.

Notes

- Endpoint coordinates must be integer values.

Author

- Based on code by Aaron Wetzler

See also

[icanvas](#)

circle

Compute points on a circle

`CIRCLE(C, R, OPTIONS)` plots a circle centred at `C` (1×2) with radius `R` on the current axes.

`X = CIRCLE(C, R, OPTIONS)` is a matrix ($2 \times N$) whose columns define the coordinates `[x,y]` of points around the circumference of a circle centred at `C` (1×2) and of radius `R`.

C is normally 2×1 but if 3×1 then the circle is embedded in 3D, and X is $N \times 3$, but the circle is always in the xy -plane with a z -coordinate of $C(3)$.

Options

'n',N Specify the number of points (default 50)

colormame

Map between color names and RGB values

$RGB = \text{COLORNAME}(NAME)$ is the RGB-tristimulus value (1×3) corresponding to the color specified by the string $NAME$. If RGB is a cell-array ($1 \times N$) of names then RGB is a matrix ($N \times 3$) with each row being the corresponding tristimulus.

$XYZ = \text{COLORNAME}(NAME, 'xyz')$ as above but the XYZ-tristimulus value corresponding to the color specified by the string $NAME$.

$XY = \text{COLORNAME}(NAME, 'xy')$ as above but the xy-chromaticity coordinates corresponding to the color specified by the string $NAME$.

$NAME = \text{COLORNAME}(RGB)$ is a string giving the name of the color that is closest (Euclidean) to the given RGB-tristimulus value (1×3). If RGB is a matrix ($N \times 3$) then return a cell-array ($1 \times N$) of color names.

$NAME = \text{COLORNAME}(XYZ, 'xyz')$ as above but the color is the closest (Euclidean) to the given XYZ-tristimulus value.

$NAME = \text{COLORNAME}(XYZ, 'xy')$ as above but the color is the closest (Euclidean) to the given xy-chromaticity value with assumed $Y=1$.

Notes

- Color name may contain a wildcard, eg. “?burnt”
 - Based on the standard X11 color database rgb.txt.
 - Tristimulus values are in the range 0 to 1
-

diff2

First-order difference

$D = \text{DIFF2}(V)$ is the first-order difference ($1 \times N$) of the series data in vector V ($1 \times N$) and the first element is zero.

$D = \text{DIFF2}(A)$ is the first-order difference ($M \times N$) of the series data in each row of the matrix A ($M \times N$) and the first element in each row is zero.

Notes

- Unlike the builtin function `DIFF`, the result of `DIFF2` has the same number of columns as the input.

See also

[diff](#)

dockfigs

Control figure docking in the GUI

`dockfigs` causes all new figures to be docked into the GUI

`dockfigs(1)` as above.

`dockfigs(0)` causes all new figures to be undocked from the GUI

edgelist

Return list of edge pixels for region

$EG = \text{EDGELIST}(IM, SEED)$ is a list of edge pixels ($2 \times N$) of a region in the image IM starting at edge coordinate $SEED=[X,Y]$. The edgelist has one column per edge point coordinate (x,y).

$EG = \text{EDGELIST}(IM, SEED, DIRECTION)$ as above, but the direction of edge following is specified. $DIRECTION == 0$ (default) means clockwise, non zero is

counter-clockwise. Note that direction is with respect to y-axis upward, in matrix coordinate frame, not image frame.

`[EG,D] = EDGELIST(IM, SEED, DIRECTION)` as above but also returns a vector of edge segment directions which have values 1 to 8 representing W SW S SE E NW N NW respectively.

Notes

- Coordinates are given assuming the matrix is an image, so the indices are always in the form (x,y) or (column,row).
- `IM` is a binary image where 0 is assumed to be background, non-zero is an object.
- `SEED` must be a point on the edge of the region.
- The seed point is always the first element of the returned edgelist.
- 8-direction chain coding can give incorrect results when used with blobs founds using 4-way connectivity.

Reference

- METHODS TO ESTIMATE AREAS AND PERIMETERS OF BLOB-LIKE OBJECTS: A COMPARISON Luren Yang, Fritz Albregtsen, Tor Lgtnestad and Per Grgttum
- IAPR Workshop on Machine Vision Applications Dec. 13-15, 1994, Kawasaki

See also

[ilabel](#)

filt1d

1-dimensional rank filter

`Y = FILT1D(X, OPTIONS)` is the minimum, maximum or median value ($1 \times N$) of the vector `X` ($1 \times N$) compute over an odd length sliding window.

Options

'max'	Compute maximum value over the window (default)
'min'	Compute minimum value over the window

'median' Compute minimum value over the window
 'width',W Width of the window (default 5)

Notes

- If the window width is even, it is incremented by one.
 - The first and last elements of X are replicated so the output vector is the same length as the input vector.
-

gaussfunc

kernel

$G = \text{GAUSSFUNC}(\text{MEAN}, \text{VARIANCE}, X)$ is the value of the normal distribution (Gaussian) function with MEAN (1×1) and VARIANCE (1×1), at the point X .

$G = \text{GAUSSFUNC}(\text{MEAN}, \text{COVARIANCE}, X, Y)$ is the value of the bivariate normal distribution (Gaussian) function with MEAN (1×2) and COVARIANCE (2×2), at the point (X,Y) .

$G = \text{GAUSSFUNC}(\text{MEAN}, \text{COVARIANCE}, X)$ as above but X ($N \times M$) and the result is also ($N \times M$). X and Y values come from the column and row indices of X .

Notes

- X or Y can be row or column vectors, and the result will also be a vector.
 - The area or volume under the curve is unity.
-
-
-

mmlabel

for mplot style graph

`mmlabel({lab1 lab2 lab3})`

Notes

- was previously (rev 9) named `mlabel()` but changed to avoid clash with the Mapping Toolbox.

mplot

Plot time-series data

A convenience function for plotting time-series data held in a matrix. Each row is a timestep and the first column is time.

`MPLOT(Y, OPTIONS)` plots the time series data $Y(N \times M)$ in multiple subplots. The first column is assumed to be time, so $M-1$ plots are produced.

`MPLOT(T, Y, OPTIONS)` plots the time series data $Y(N \times M)$ in multiple subplots. Time is provided explicitly as the first argument so M plots are produced.

`MPLOT(S, OPTIONS)` as above but S is a structure. Each field is assumed to be a time series which is plotted. Time is taken from the field called 't'. Plots are labelled according to the name of the corresponding field.

`MPLOT(W, OPTIONS)` as above but W is a structure created by the Simulink write to workspace block where the save format is set to "Structure with time". Each field in the signals substructure is plotted.

`MPLOT(R, OPTIONS)` as above but R is a Simulink.SimulationOutput object returned by the Simulink `sim()` function.

Options

'col',C	column indices in the range 1 to M-1	Select columns to plot, a boolean of length M-1 or a list of
'label',L		Label the axes according to the cell array of strings L
'date'		Add a datestamp in the top right corner

Notes

- In all cases a simple GUI is created which is invoked by a right clicking on one of the plotted lines. The supported options are:
 - zoom in the x-direction
 - shift view to the left or right
 - unzoom
 - show data points

See also

[plot2](#), [plotp](#)

mtools

simple/useful tools to all windows in figure

pickregion

Pick a rectangular region of a figure using mouse

`[p1,p2] = PICKREGION()` initiates a rubberband box at the current click point and animates it so long as the mouse button remains down. Returns the first and last coordinates in axis units.

Options

'axis',A	The axis to select from (default current axis)
'ls',LS	Line style for foreground line (default 'y');
'bg'LS,	Line style for background line (default '-k');
'width',W	Line width (default 2)
'pressed'	Don't wait for first button press, use current position

Notes

- Effectively a replacement for the builtin `rbbox` function which draws the box in the wrong location on my Mac's external monitor.

Author

Based on rubberband box from MATLAB Central written/Edited by Bob Hamans (B.C.Hamans@student.tue.nl) 02-04-2003, in turn based on an idea of Sandra Martinka's Rubberline.

plotp

Plot trajectory

Convenience function to plot points stored columnwise.

`PLOTP(P)` plots a set of points P , which by Toolbox convention are stored one per column. P can be $2 \times N$ or $3 \times N$. By default a linestyle of 'bx' is used.

`PLOTP(P, LS)` as above but the line style arguments LS are passed to `plot`.

See also

[plot](#), [plot2](#)

polydiff

Differentiate a polynomial

$PD = \text{POLYDIFF}(P)$ is a vector of coefficients of a polynomial $(1 \times N - 1)$ which is the derivative of the polynomial P $(1 \times N)$.

```
p = [3 2 -1];  
polydiff(p)  
ans =  
     6     2
```

See also

[polyval](#)

Polygon

Polygon class

A general class for manipulating polygons and vectors of polygons.

Methods

plot	Plot polygon
area	Area of polygon
moments	Moments of polygon
centroid	Centroid of polygon
perimeter	Perimeter of polygon
transform	Transform polygon
inside	Test if points are inside polygon
intersection	Intersection of two polygons
difference	Difference of two polygons
union	Union of two polygons
xor	Exclusive or of two polygons
display	print the polygon in human readable form
char	convert the polygon to human readable string

Properties

vertices	List of polygon vertices, one per column
extent	Bounding box [minx maxx; miny maxy]
n	Number of vertices

Notes

- This is reference class object
- Polygon objects can be used in vectors and arrays

Acknowledgement

The methods: inside, intersection, difference, union, and xor are based on code written by:

Kirill K. Pankratov, kirill@plume.mit.edu, <http://puddle.mit.edu/glenn/kirill/saga.html>

and require a licence. However the author does not respond to email regarding the licence, so use with care, and modify with acknowledgement.

Polygon.Polygon

Polygon class constructor

`P = Polygon(V)` is a polygon with vertices given by V, one column per vertex.

`P = Polygon(C, WH)` is a rectangle centred at C with dimensions WH=[WIDTH, HEIGHT].

Polygon.area

Area of polygon

$A = P.area()$ is the area of the polygon.

See also

[Polygon.moments](#)

Polygon.centroid

Centroid of polygon

$X = P.centroid()$ is the centroid of the polygon.

See also

[Polygon.moments](#)

Polygon.char

String representation

$S = P.char()$ is a compact representation of the polygon in human readable form.

Polygon.difference

Difference of polygons

$D = P.difference(Q)$ is polygon P minus polygon Q.

Notes

- If polygons P and Q are not intersecting, returns coordinates of P.
 - If the result D is not simply connected or consists of several polygons, resulting vertex list will contain NaNs.
-

Polygon.display

Display polygon

`P.display()` displays the polygon in a compact human readable form.

See also

[Polygon.char](#)

Polygon.inside

Test if points are inside polygon

`IN = P.inside(P)` tests if points given by columns of `P` ($2 \times N$) are inside the polygon. The corresponding elements of `IN` ($1 \times N$) are either true or false.

Polygon.intersect

Intersection of polygon with list of polygons

`I = P.intersect(PLIST)` indicates whether or not the **Polygon** `P` intersects with

`i(j) = 1` if `p` intersects `polylist(j)`, else 0.

Polygon.intersect_line

Intersection of polygon and line segment

`I = P.intersect_line(L)` is the intersection points of a polygon `P` with the line segment `L=[x1 x2; y1 y2]`. `I` ($2 \times N$) has one column per intersection, each column is `[x y]'`.

Polygon.intersection

Intersection of polygons

`I = P.intersection(Q)` is a **Polygon** representing the intersection of polygons `P` and `Q`.

Notes

- If these polygons are not intersecting, returns empty polygon.
 - If intersection consist of several disjoint polygons (for non-convex `P` or `Q`) then vertices of `I` is the concatenation
 - of the vertices of these polygons.
-

Polygon.moments

Moments of polygon

`A = P.moments(p, q)` is the pq 'th moment of the polygon.

See also

[Polygon.area](#), [Polygon.centroid](#), [mpq_poly](#)

Polygon.perimeter

Perimeter of polygon

`L = P.perimeter()` is the perimeter of the polygon.

Polygon.plot

Draw polygon

`P.plot()` draws the polygon `P` in the current plot.

`P.plot(LS)` as above but pass the arguments `LS` to plot.

Notes

- The polygon is added to the current plot.
-

Polygon.transform

Transform polygon vertices

`P2 = P.transform(T)` is a new **Polygon** object whose vertices have been transformed by the SE(2) homogeneous transformation T (3×3).

Polygon.union

Union of polygons

`I = P.union(Q)` is a polygon representing the union of polygons P and Q .

Notes

- If these polygons are not intersecting, returns a polygon with vertices of both polygons separated by NaNs.
 - If the result P is not simply connected (such as a polygon with a “hole”) the resulting contour consist of counter-clockwise “outer boundary” and one or more clock-wise
 - “inner boundaries” around “holes”.
-

Polygon.xor

Exclusive or of polygons

`I = P.xor(Q)` is a polygon representing the exclusive-or of polygons P and Q .

Notes

- If these polygons are not intersecting, returns a polygon with vertices of both polygons separated by NaNs.
- If the result P is not simply connected (such as a polygon with a “hole”) the resulting contour consist of counter-

- clockwise “outer boundary” and one or more clock-wise
- “inner boundaries” around “holes”.

randinit

Reset random number generator

RANDINIT resets the default random number stream.

See also

[RandStream](#)

runscript

Run an M-file in interactive fashion

RUNSCRIPT (SCRIPT, OPTIONS) runs the M-file SCRIPT and pauses after every executable line in the file until a key is pressed. Comment lines are shown without any delay between lines.

Options

'delay',D	Don't wait for keypress, just delay of D seconds (default 0)
'cdelay',D	Pause of D seconds after each comment line (default 0)
'begin'	Start executing the file after the comment line %%begin (default false)
'dock'	Cause the figures to be docked when created
'path',P	Look for the file SCRIPT in the folder P (default .)
'dock'	Dock figures within GUI
'nocolor'	Don't use cprintf to print lines in color (comments black, code blue)

Notes

- If no file extension is given in SCRIPT, .m is assumed.
- A copyright text block will be skipped and not displayed.

- If `cprintf` exists and 'nocolor' is not given then lines are displayed in color.
- Leading comment characters are not displayed.
- If the executable statement has comments immediately afterward (no blank lines) then the pause occurs after those comments are displayed.
- A simple '-' prompt indicates when the script is paused, hit enter.
- If the function `cprintf()` is in your path, the display is more colorful. You can get this file from MATLAB File Exchange.
- If the file has a lot of boilerplate, you can skip over and not display it by giving the 'begin' option which searches for the first line
- starting with `%%begin` and commences execution at the line after that.

See also

[eval](#)

rvcpath

Install location of RVC tools

`p = RVC_PATH` is the path of the top level folder for the installed RVC tools.

`p = RVC_PATH(FOLDER)` is the full path of the specified `FOLDER` which is relative to the installed RVC tools.

stlRead

reads any STL file not depending on its format

`[v, f, n, name] = stlRead(fileName)` reads the STL format file (ASCII or binary) and returns vertices `V`, faces `F`, normals `N` and `NAME` is the name of the STL object (NOT the name of the STL file).

Authors

- from MATLAB File Exchange by Pau Mico, <https://au.mathworks.com/matlabcentral/fileexchange/51200-stltools>
 - Copyright (c) 2015, Pau Mico
 - Copyright (c) 2013, Adam H. Aitkenhead
 - Copyright (c) 2011, Francis Esmonde-White
-
-

usefig

figure windows

`usefig('Foo')` makes figure 'Foo' the current figure, if it doesn't exist create it.

`h = usefig('Foo')` as above, but returns the figure handle

xaxis

Set X-axis scaling

`XAXIS (MAX)` set x-axis scaling from 0 to MAX.

`XAXIS (MIN, MAX)` set x-axis scaling from MIN to MAX.

`XAXIS ([MIN MAX])` as above.

`XAXIS` restore automatic scaling for x-axis.

See also

[yaxis](#)

yaxis

Y-axis scaling

`YAXIS (MAX)` set y-axis scaling from 0 to MAX.

`YAXIS (MIN, MAX)` set y-axis scaling from MIN to MAX.

`YAXIS ([MIN MAX])` as above.

`YAXIS` restore automatic scaling for y-axis.

See also

[yaxis](#)

about

Compact display of variable type

`ABOUT (X)` displays a compact line that describes the class and dimensions of X.

`ABOUT X` as above but this is the command rather than functional form.

Examples

```
>> a=1;
>> about a
a [double] : 1x1 (8 bytes)

>> a = rand(5,7);
>> about a
a [double] : 5x7 (280 bytes)
```

See also

[whos](#)

angdiff

Difference of two angles

`ANGDIFF (TH1, TH2)` is the difference between angles TH1 and TH2, ie. $TH1-TH2$ on the circle. The result is in the interval $[-\pi, \pi)$. Either or both arguments can be a vector:

- If TH1 is a vector, and TH2 a scalar then return a vector where TH2 is modulo subtracted from the corresponding elements of TH1.
- If TH1 is a scalar, and TH2 a vector then return a vector where the corresponding elements of TH2 are modulo subtracted from TH1.
- If TH1 and TH2 are vectors then return a vector whose elements are the modulo difference of the corresponding elements of TH1 and TH2, which must be the same length.

`ANGDIFF (TH)` as above but $TH=[TH1\ TH2]$.

`ANGDIFF (TH)` is the equivalent angle to the scalar TH in the interval $[-\pi, \pi)$.

Notes

- The MathWorks Robotics Systems Toolbox defines a function with the same name which computes $TH2-TH1$ rather than $TH1-TH2$.
 - If TH1 and TH2 are both vectors they should have the same orientation, which the output will assume.
-

angvec2r

Convert angle and vector orientation to a rotation matrix

$R = \text{ANGVEC2R}(THETA, V)$ is an orthonormal rotation matrix (3×3) equivalent to a rotation of THETA about the vector V.

Notes

- Uses Rodrigues' formula
- If $THETA == 0$ then return identity matrix and ignore V.
- If $THETA \neq 0$ then V must have a finite length.

See also

[angvec2tr](#), [eul2r](#), [rpy2r](#), [tr2angvec](#), [trexp](#), [SO3.angvec](#)

angvec2tr

Convert angle and vector orientation to a homogeneous transform

$T = \text{ANGVEC2TR}(\text{THETA}, V)$ is a homogeneous transform matrix (4×4) equivalent to a rotation of THETA about the vector V .

Note

- Uses Rodrigues' formula
- The translational part is zero.
- If $\text{THETA} == 0$ then return identity matrix and ignore V .
- If $\text{THETA} \neq 0$ then V must have a finite length.

See also

[angvec2r](#), [eul2tr](#), [rpy2tr](#), [angvec2r](#), [tr2angvec](#), [trexp](#), [SO3.angvec](#)

Animate

Create an animation

Helper class for creating animations as MP4, animated GIF or a folder of images.

Example

```
anim = Animate('movie.mp4');
for i=1:100
    plot(...);
    anim.add();
end
anim.close();
```

will save the frames in an MP4 movie file using VideoWriter.

Alternatively, to create a set of images in PNG format frames named 0000.png, 0001.png and so on in a folder called 'frames'

```
anim = Animate('frames');
for i=1:100
    plot(...);
    anim.add();
end
anim.close();
```

To convert the image files to a movie you could use a tool like ffmpeg

```
ffmpeg -r 10 -i frames/%04d.png out.mp4
```

Notes

- MP4 movies cannot be generated under Linux, a limitation of MATLAB VideoWriter.
-

Animate.Animate

Create an animation class

`ANIM = ANIMATE(NAME, OPTIONS)` initializes an animation, and creates a movie file or a folder holding individual frames.

`ANIM = ANIMATE({NAME, OPTIONS})` as above but arguments are passed as a cell array, which allows a single argument to a higher-level option like 'movie', M to express options as well as filename.

Options

'resolution',R	Set the resolution of the saved image to R pixels per inch.
'profile',P	See VideoWriter for details
'fps',F	Frame rate (default 30)
'bgcolor',C color name.	Set background color of axes, 3 vector or MATLAB
'inner'	inner frame of axes; no axes, labels, ticks.

A profile can also be set by the file extension given:

none	0000.png, 0001.png and so on	Create a folder full of frames in PNG format frames named
.gif		Create animated GIF
.mp4		Create MP4 movie (not on Linux)
.avi		Create AVI movie
.mj2		Create motion jpeg file

Notes

- MP4 movies cannot be generated under Linux, a limitation of MATLAB VideoWriter.
- if no extension or profile is given a folder full of frames is created.
- if a profile is given a movie is created, see VideoWriter for allowable profiles.
- if the file has an extension it specifies the profile.
- if an extension of '.gif' is given an animated GIF is created
- if NAME is [] then an Animation object is created but the add() and close() methods do nothing.

See also

[VideoWriter](#)

Animate.add

Adds current plot to the animation

A.ADD () adds the current figure to the animation.

A.ADD (FIG) as above but captures the figure FIG.

Notes

- the frame is added to the output file or as a new sequentially numbered image in a folder.
- if the filename was given as [] in the constructor then no action is taken.

See also

[print](#)

Animate.close

Closes the animation

A.CLOSE () ends the animation process and closes any output file.

Notes

- if the filename was given as [] in the constructor then no action is taken.

circle

Compute points on a circle

`CIRCLE(C, R, OPTIONS)` plots a circle centred at C (1×2) with radius R on the current axes.

$X = \text{CIRCLE}(C, R, \text{OPTIONS})$ is a matrix ($2 \times N$) whose columns define the coordinates $[x,y]$ of points around the circumference of a circle centred at C (1×2) and of radius R .

C is normally 2×1 but if 3×1 then the circle is embedded in 3D, and X is $N \times 3$. The circle is always in the xy -plane with a z -coordinate of $C(3)$.

Options

'n',N Specify the number of points (default 50)

colnorm

Column-wise norm of a matrix

$CN = \text{COLNORM}(A)$ is a vector ($1 \times M$) comprising the Euclidean norm of each column of the matrix A ($N \times M$).

See also

[norm](#)

delta2tr

Convert differential motion to $SE(3)$ homogeneous transform

$T = \text{DELTA2TR}(D)$ is a homogeneous transform (4×4) representing differential motion D (6×1) .

The vector $D=(dx, dy, dz, dRx, dRy, dRz)$ represents infinitesimal translation and rotation, and is an approximation to the instantaneous spatial velocity multiplied by time step.

Reference

- Robotics, Vision & Control: Second Edition, P. Corke, Springer 2016; p67.

See also

[tr2delta](#), [SE3.delta](#)

e2h

Euclidean to homogeneous

$H = \text{E2H}(E)$ is the homogeneous version $(K+1 \times N)$ of the Euclidean points E $(K \times N)$ where each column represents one point in \mathbb{R}^K .

Reference

- Robotics, Vision & Control: Second Edition, P. Corke, Springer 2016; p604.

See also

[h2e](#)

eul2jac

Euler angle rate Jacobian

`J = EUL2JAC (PHI, THETA, PSI)` is a Jacobian matrix (3×3) that maps ZYZ Euler angle rates to angular velocity at the operating point specified by the Euler angles `PHI, THETA, PSI`.

`J = EUL2JAC (EUL)` as above but the Euler angles are passed as a vector `EUL=[PHI, THETA, PSI]`.

Notes

- Used in the creation of an analytical Jacobian.
- Angles in radians, rates in radians/sec.

Reference

- Robotics, Vision & Control: Second Edition, P. Corke, Springer 2016; p232-3.

See also

[rpy2jac](#), [eul2r](#), [SerialLink.jacobe](#)

eul2r

Convert Euler angles to rotation matrix

`R = EUL2R (PHI, THETA, PSI, OPTIONS)` is an $SO(3)$ orthonormal rotation matrix (3×3) equivalent to the specified Euler angles. These correspond to rotations about the Z, Y, Z axes respectively. If `PHI, THETA, PSI` are column vectors ($N \times 1$) then they are assumed to represent a trajectory and `R` is a three-dimensional matrix ($3 \times 3 \times N$), where the last index corresponds to rows of `PHI, THETA, PSI`.

`R = EUL2R (EUL, OPTIONS)` as above but the Euler angles are taken from the vector (1×3) `EUL = [PHI THETA PSI]`. If `EUL` is a matrix ($N \times 3$) then `R` is a three-dimensional matrix ($3 \times 3 \times N$), where the last index corresponds to rows of `RPY` which are assumed to be `[PHI,THETA,PSI]`.

Options

'deg' Angles given in degrees (radians default)

Note

- The vectors PHI, THETA, PSI must be of the same length.

See also

[eul2tr](#), [rpy2tr](#), [tr2eul](#), [SO3.eul](#)

eul2tr

Convert Euler angles to homogeneous transform

$T = \text{EUL2TR}(\text{PHI}, \text{THETA}, \text{PSI}, \text{OPTIONS})$ is an $\text{SE}(3)$ homogeneous transformation matrix (4×4) with zero translation and rotation equivalent to the specified Euler angles. These correspond to rotations about the Z, Y, Z axes respectively. If PHI, THETA, PSI are column vectors ($N \times 1$) then they are assumed to represent a trajectory and R is a three-dimensional matrix ($4 \times 4 \times N$), where the last index corresponds to rows of PHI, THETA, PSI.

$R = \text{EUL2R}(\text{EUL}, \text{OPTIONS})$ as above but the Euler angles are taken from the vector (1×3) $\text{EUL} = [\text{PHI} \text{ THETA} \text{ PSI}]$. If EUL is a matrix ($N \times 3$) then R is a three-dimensional matrix ($4 \times 4 \times N$), where the last index corresponds to rows of RPY which are assumed to be [PHI, THETA, PSI].

Options

'deg' Angles given in degrees (radians default)

Note

- The vectors PHI, THETA, PSI must be of the same length.
- The translational part is zero.

See also

[eul2r](#), [rpy2tr](#), [tr2eul](#), [SE3.eul](#)

h2e

Homogeneous to Euclidean

$E = H2E(H)$ is the Euclidean version ($K - 1 \times N$) of the homogeneous points H ($K \times N$) where each column represents one point in \mathbb{P}^K .

Reference

- Robotics, Vision & Control: Second Edition, P. Corke, Springer 2016; p604.

See also

[e2h](#)

homline

Homogeneous line from two points

$L = \text{HOMLINE}(X1, Y1, X2, Y2)$ is a vector (3×1) which describes a line in homogeneous form that contains the two Euclidean points $(X1, Y1)$ and $(X2, Y2)$.

Homogeneous points X (3×1) on the line must satisfy $L'X = 0$.

See also

[plot_homline](#)

homtrans

Apply a homogeneous transformation

$P2 = \text{HOMTRANS}(T, P)$ applies the homogeneous transformation T to the points stored columnwise in P .

- If T is in $SE(2)$ (3×3) and
 - P is $2 \times N$ (2D points) they are considered Euclidean (\mathbb{R}^2)

- P is $3 \times N$ (2D points) they are considered projective (\mathbb{P}^2)
- If T is in $SE(3)$ (4×4) and
 - P is $3 \times N$ (3D points) they are considered Euclidean (\mathbb{R}^3)
 - P is $4 \times N$ (3D points) they are considered projective (\mathbb{P}^3)

$P2$ and P have the same number of rows, ie. if Euclidean points are given then Euclidean points are returned, if projective points are given then projective points are returned.

$TP = \text{HOMTRANS}(T, T1)$ applies homogeneous transformation T to the homogeneous transformation $T1$, that is $TP = T * T1$. If $T1$ is a 3-dimensional transformation then T is applied to each plane as defined by the first two dimensions, ie. if T is $N \times N$ and $T1$ is $N \times N \times M$ then the result is $N \times N \times M$.

Notes

- If T is a homogeneous transformation defining the pose of $\{B\}$ with respect to $\{A\}$, then the points are defined with respect to frame $\{B\}$ and are transformed to be
 - with respect to frame $\{A\}$.

See also

[e2h](#), [h2e](#), [RTBPose.mtimes](#)

ishomog

Test if $SE(3)$ homogeneous transformation matrix

$\text{ISHOMOG}(T)$ is true (1) if the argument T is of dimension 4×4 or $4 \times 4 \times N$, else false (0).

$\text{ISHOMOG}(T, 'check')$ as above, but also checks the validity of the rotation sub-matrix.

Notes

- A valid rotation sub-matrix has determinant of 1.
- The first form is a fast, but incomplete, test for a transform is $SE(3)$.

See also

[isrot](#), [ishomog2](#), [isvec](#)

ishomog2

Test if SE(2) homogeneous transformation matrix

ISHOMOG2 (T) is true (1) if the argument T is of dimension 3×3 or $3 \times 3 \times N$, else false (0).

ISHOMOG2 (T, 'check') as above, but also checks the validity of the rotation sub-matrix.

Notes

- A valid rotation sub-matrix has determinant of 1.
- The first form is a fast, but incomplete, test for a transform in SE(3).

See also

[ishomog](#), [isrot2](#), [isvec](#)

isrot

Test if SO(3) rotation matrix

ISROT (R) is true (1) if the argument is of dimension 3×3 or $3 \times 3 \times N$, else false (0).

ISROT (R, 'check') as above, but also checks the validity of the rotation matrix.

Notes

- A valid rotation matrix has determinant of 1.

See also

[ishomog](#), [isrot2](#), [isvec](#)

isrot2

Test if $\text{SO}(2)$ rotation matrix

`ISROT2 (R)` is true (1) if the argument is of dimension 2×2 or $2 \times 2 \times N$, else false (0).

`ISROT2 (R, 'check')` as above, but also checks the validity of the rotation matrix.

Notes

- A valid rotation matrix has determinant of 1.

See also

[isrot](#), [ishomog2](#), [isvec](#)

isunit

Test if vector has unit length

`ISUNIT (V)` is true if the vector has unit length.

Notes

- A tolerance of 100eps is used.
-

isvec

Test if vector

`ISVEC(V)` is true (1) if the argument `V` is a 3-vector, either a row- or column-vector. Otherwise false (0).

`ISVEC(V, L)` is true (1) if the argument `V` is a vector of length `L`, either a row- or column-vector. Otherwise false (0).

Notes

- Differs from MATLAB builtin function `ISVECTOR` which returns true for the case of a scalar, `ISVEC` does not.
- Gives same result for row- or column-vector, ie. 3×1 or 1×3 gives true.
- Works for a symbolic math symfun.

See also

[ishomog](#), [isrot](#)

lift23

Lift $SE(2)$ transform to $SE(3)$

`T3 = SE3(T2)` returns a homogeneous transform (4×4) that represents the same X,Y translation and Z rotation as does `T2` (3×3).

See also

[SE2](#), [SE2.SE3](#), [transl](#), [rotx](#)

numcols

Number of columns in matrix

`NC = NUMCOLS (M)` is the number of columns in the matrix `M`.

Notes

- Readable shorthand for `SIZE(M,2)`;

See also

[numrows](#), [size](#)

numrows

Number of rows in matrix

`NR = NUMROWS (M)` is the number of rows in the matrix `M`.

Notes

- Readable shorthand for `SIZE(M,1)`;

See also

[numcols](#), [size](#)

oa2r

Convert orientation and approach vectors to rotation matrix

`R = OA2R (O, A)` is an $SO(3)$ rotation matrix (3×3) for the specified orientation and approach vectors (3×1) formed from 3 vectors such that $R = [N \ O \ A]$ and $N = O \times A$.

Notes

- The matrix is guaranteed to be orthonormal so long as \mathbf{O} and \mathbf{A} are not parallel.
- The vectors \mathbf{O} and \mathbf{A} are parallel to the Y- and Z-axes of the coordinate frame respectively.

References

- Robot manipulators: mathematics, programming and control Richard Paul, MIT Press, 1981.

See also

[rpy2r](#), [eul2r](#), [oa2tr](#), [SO3.oa](#)

oa2tr

Convert orientation and approach vectors to homogeneous transformation

$\mathbf{T} = \text{OA2TR}(\mathbf{O}, \mathbf{A})$ is an $\text{SE}(3)$ homogeneous transformation (4×4) for the specified orientation and approach vectors (3×1) formed from 3 vectors such that $\mathbf{R} = [\mathbf{N} \ \mathbf{O} \ \mathbf{A}]$ and $\mathbf{N} = \mathbf{O} \times \mathbf{A}$.

Notes

- The rotation submatrix is guaranteed to be orthonormal so long as \mathbf{O} and \mathbf{A} are not parallel.
- The vectors \mathbf{O} and \mathbf{A} are parallel to the Y- and Z-axes of the coordinate frame respectively.
- The translational part is zero.

References

- Robot manipulators: mathematics, programming and control Richard Paul, MIT Press, 1981.

See also

[rpy2tr](#), [eul2tr](#), [oa2r](#), [SE3.oa](#)

PGraph

Graph class

`g = PGraph()` create a 2D, planar embedded, directed graph
`g = PGraph(n)` create an n-d, embedded, directed graph

Provides support for graphs that:

- are directed
- are embedded in a coordinate system (2D or 3D)
- have multiple unconnected components
- have symmetric cost edges (A to B is same cost as B to A)
- have no loops (edges from A to A)

Graph representation:

- vertices are represented by integer vertex ids (vid)
- edges are represented by integer edge ids (eid)
- each vertex can have arbitrary associated data
- each edge can have arbitrary associated data

Methods**Constructing the graph**

`g.add_node(coord)` add vertex
`g.add_edge(v1, v2)` add edge between vertices
`g.setcost(e, c)` set cost for edge
`g.setedata(e, u)` set user data for edge
`g.setvdata(v, u)` set user data for vertex

Modifying the graph

`g.clear()` remove all vertices and edges from the graph

<code>g.delete_edge(e)</code>	remove edge
<code>g.delete_node(v)</code>	remove vertex
<code>g.setcoord(v)</code>	set coordinate of vertex

Information from graph

<code>g.about()</code>	summary information about node
<code>g.component(v)</code>	component id for vertex
<code>g.componentnodes(c)</code>	vertices in component
<code>g.connectivity()</code>	number of edges for all vertices
<code>g.connectivity_in()</code>	number of incoming edges for all vertices
<code>g.connectivity_out()</code>	number of outgoing edges for all vertices
<code>g.coord(v)</code>	coordinate of vertex
<code>g.cost(e)</code>	cost of edge
<code>g.distance_metric(v1,v2)</code>	distance between nodes
<code>g.edata(e)</code>	get edge user data
<code>g.edgedir(v1,v2)</code>	direction of edge
<code>g.edges(v)</code>	list of edges for vertex
<code>g.edges_in(v)</code>	list of edges into vertex
<code>g.edges_out(v)</code>	list of edges from vertex
<code>g.lookup(name)</code>	vertex from name
<code>g.name(v)</code>	name of vertex
<code>g.neighbours(v)</code>	neighbours of vertex
<code>g.neighbours_d(v)</code>	neighbours of vertex and edge directions
<code>g.neighbours_in(v)</code>	neighbours with edges in
<code>g.neighbours_out(v)</code>	neighbours with edges out
<code>g.samecomponent(v1,v2)</code>	test if vertices in same component
<code>g.vdata(v)</code>	vertex user data
<code>g.vertices(e)</code>	vertices for edge

Display

<code>g.char()</code>	convert graph to string
<code>g.display()</code>	display summary of graph
<code>g.highlight_node(v)</code>	highlight vertex
<code>g.highlight_edge(e)</code>	highlight edge
<code>g.highlight_component(c)</code>	highlight all nodes in component
<code>g.highlight_path(p)</code>	highlight nodes and edge along path
<code>g.pick(coord)</code>	vertex closest to coord
<code>g.plot()</code>	plot graph

Matrix representations

<code>g.adjacency()</code>	adjacency matrix
<code>g.degree()</code>	degree matrix

g.incidence() incidence matrix
g.laplacian() Laplacian matrix

Planning paths through the graph

g.Astar(s, g) shortest path from s to g
g.goal(v) set goal vertex, and plan paths
g.path(v) list of vertices from v to goal

Graph and world points

g.closest(coord) vertex closest to coord
g.coord(v) coordinate of vertex v
g.distance(v1, v2) distance between v1 and v2
g.distances(coord) return sorted distances from coord to all vertices

Object properties (read only)

g.n number of vertices
g.ne number of edges
g.nc number of components

Example

```
g = PGraph();
g.add_node([1 2]'); % add node 1
g.add_node([3 4]'); % add node 1
g.add_node([1 3]'); % add node 1
g.add_edge(1, 2);   % add edge 1-2
g.add_edge(2, 3);   % add edge 2-3
g.add_edge(1, 3);   % add edge 1-3
g.plot()
```

Notes

- Support for edge direction is quite simple.
 - The method distance_metric() could be redefined in a subclass.
-

PGraph.PGraph

Graph class constructor

`G=PGraph(D, OPTIONS)` is a graph object embedded in D dimensions.

Options

'distance',M	'Euclidean'(default) or 'SE2'.	Use the distance metric M for path planning which is either
'verbose'		Specify verbose operation

Notes

- Number of dimensions is not limited to 2 or 3.
 - The distance metric 'SE2' is the sum of the squares of the difference in position and angle modulo 2π .
 - To use a different distance metric create a subclass of PGraph and override the method `distance_metric()`.
-

PGraph.add_edge

Add an edge

`E = G.add_edge(V1, V2)` adds a directed edge from vertex id $V1$ to vertex id $V2$, and returns the edge id E . The edge cost is the distance between the vertices.

`E = G.add_edge(V1, V2, C)` as above but the edge cost is C .

Notes

- If $V2$ is a vector add edges from $V1$ to all elements of $V2$
- Distance is computed according to the metric specified in the constructor.

See also

[PGraph.add_node](#), [PGraph.edgedir](#)

PGraph.add_node

Add a node

`V = G.add_node(X, OPTIONS)` adds a node/vertex with coordinate X ($D \times 1$) and returns the integer node id V .

Options:

- 'name',N Assign a string name N to this vertex
- 'from',V Create a directed edge from vertex V with cost equal to the distance between the vertices.
- 'cost',C If an edge is created use cost C

Notes

- Distance is computed according to the metric specified in the constructor.

See also

[PGraph.add_edge](#), [PGraph.data](#), [PGraph.getdata](#)

PGraph.adjacency

Adjacency matrix of graph

`A = G.adjacency()` is a matrix ($N \times N$) where element $A(i,j)$ is the cost of moving from vertex i to vertex j .

Notes

- Matrix is symmetric.
- Eigenvalues of A are real and are known as the spectrum of the graph.
- The element $A(I,J)$ can be considered the number of walks of one edge from vertex I to vertex J (either zero or one). The element (I,J)
- of A^N are the number of walks of length N from vertex I to vertex J .

See also

[PGraph.degree](#), [PGraph.incidence](#), [PGraph.laplacian](#)

PGraph.Astar

path finding

`PATH = G.Astar(V1, V2)` is the lowest cost path from vertex `V1` to vertex `V2`.
`PATH` is a list of vertices starting with `V1` and ending `V2`.

`[PATH,C] = G.Astar(V1, V2)` as above but also returns the total cost of traversing `PATH`.

Notes

- Uses the efficient A* search algorithm.
- The heuristic is the distance function selected in the constructor, it must be admissible, meaning that it never overestimates the actual cost to get to the nearest goal node.

References

- Correction to “A Formal Basis for the Heuristic Determination of Minimum Cost Paths”. Hart, P. E.; Nilsson, N. J.; Raphael, B.
- SIGART Newsletter 37: 28-29, 1972.

See also

[PGraph.goal](#), [PGraph.path](#)

PGraph.char

Convert graph to string

`S = G.char()` is a compact human readable representation of the state of the graph including the number of vertices, edges and components.

PGraph.clear

Clear the graph

`G.clear()` removes all vertices, edges and components.

PGraph.closest

Find closest vertex

`V = G.closest(X)` is the vertex geometrically closest to coordinate `X`.

`[V,D] = G.closest(X)` as above but also returns the distance `D`.

See also

[PGraph.distances](#)

PGraph.component

Graph component

`C = G.component(V)` is the id of the graph component that contains vertex `V`.

PGraph.componentnodes

Graph component

`C = G.component(V)` are the ids of all vertices in the graph component `V`.

PGraph.connectivity

Node connectivity

`C = G.connectivity()` is a vector ($N \times 1$) with the number of edges per vertex.

The average vertex connectivity is

```
mean(g.connectivity())
```

and the minimum vertex connectivity is

```
min(g.connectivity())
```

PGraph.connectivity_in

Graph connectivity

`C = G.connectivity()` is a vector ($N \times 1$) with the number of incoming edges per vertex.

The average vertex connectivity is

```
mean(g.connectivity())
```

and the minimum vertex connectivity is

```
min(g.connectivity())
```

PGraph.connectivity_out

Graph connectivity

`C = G.connectivity()` is a vector ($N \times 1$) with the number of outgoing edges per vertex.

The average vertex connectivity is

```
mean(g.connectivity())
```

and the minimum vertex connectivity is

```
min(g.connectivity())
```

PGraph.coord

Coordinate of node

`X = G.coord(V)` is the coordinate vector ($D \times 1$) of vertex id V .

PGraph.cost

Cost of edge

`C = G.cost(E)` is the cost of edge id E .

PGraph.degree

Degree matrix of graph

`D = G.degree()` is a diagonal matrix ($N \times N$) where element `D(i,i)` is the number of edges connected to vertex id `i`.

See also

[PGraph.adjacency](#), [PGraph.incidence](#), [PGraph.laplacian](#)

PGraph.display

Display graph

`G.display()` displays a compact human readable representation of the state of the graph including the number of vertices, edges and components.

See also

[PGraph.char](#)

PGraph.distance

Distance between vertices

`D = G.distance(V1, V2)` is the geometric distance between the vertices `V1` and `V2`.

See also

[PGraph.distances](#)

PGraph.distances

Distances from point to vertices

`D = G.distances(X)` is a vector ($1 \times N$) of geometric distance from the point `X` ($D \times 1$) to every other vertex sorted into increasing order.

`[D,W] = G.distances(P)` as above but also returns W ($1 \times N$) with the corresponding vertex id.

Notes

- Distance is computed according to the metric specified in the constructor.

See also

[PGraph.closest](#)

PGraph.dotfile

Create a GraphViz dot file

`G.dotfile(filename, OPTIONS)` creates the specified file which contains the GraphViz code to represent the embedded graph.

`G.dotfile(OPTIONS)` as above but outputs the code to the console.

Options

'directed' create a directed graph

Notes

- An undirected graph is default
 - Use `neato` rather than `dot` to get the embedded layout
-

PGraph.edata

Get user data for node

`U = G.data(V)` gets the user data of vertex V which can be of any type such as a number, struct, object or cell array.

See also

[PGraph.setdata](#)

PGraph.edgedir

Find edge direction

$D = G.\text{edgedir}(V1, V2)$ is the direction of the edge from vertex id $V1$ to vertex id $V2$.

If we add an edge from vertex 3 to vertex 4

```
g.add_edge(3, 4)
```

then

```
g.edgedir(3, 4)
```

is positive, and

```
g.edgedir(4, 3)
```

is negative.

See also

[PGraph.add_node](#), [PGraph.add_edge](#)

PGraph.edges

Find edges given vertex

$E = G.\text{edges}(V)$ is a vector containing the id of all edges connected to vertex id V .

See also

[PGraph.edgedir](#)

PGraph.edges_in

Find edges given vertex

$E = G.\text{edges}(V)$ is a vector containing the id of all edges connected to vertex id V .

See also

[PGraph.edgedir](#)

PGraph.edges_out

Find edges given vertex

`E = G.edges(V)` is a vector containing the id of all edges connected to vertex id `V`.

See also

[PGraph.edgedir](#)

PGraph.get.n

Number of vertices

`G.n` is the number of vertices in the graph.

See also

[PGraph.ne](#)

PGraph.get.nc

Number of components

`G.nc` is the number of components in the graph.

See also

[PGraph.component](#)

PGraph.get.ne

Number of edges

`G.ne` is the number of edges in the graph.

See also

[PGraph.n](#)

PGraph.graphcolor

the graph

PGraph.highlight_component

Highlight a graph component

`G.highlight_component (C, OPTIONS)` highlights the vertices that belong to graph component `C`.

Options

'NodeSize',S	Size of vertex circle (default 12)
'NodeFaceColor',C	Node circle color (default yellow)
'NodeEdgeColor',C	Node circle edge color (default blue)

See also

[PGraph.highlight_node](#), [PGraph.highlight_edge](#), [PGraph.highlight_component](#)

PGraph.highlight_edge

Highlight a node

`G.highlight_edge (V1, V2)` highlights the edge between vertices `V1` and `V2`.

`G.highlight_edge (E)` highlights the edge with id `E`.

Options

'EdgeColor',C	Edge edge color (default black)
'EdgeThickness',T	Edge thickness (default 1.5)

See also

[PGraph.highlight_node](#), [PGraph.highlight_path](#), [PGraph.highlight_component](#)

PGraph.highlight_node

Highlight a node

`G.highlight_node(V, OPTIONS)` highlights the vertex `V` with a yellow marker. If `V` is a list of vertices then all are highlighted.

Options

'NodeSize',S	Size of vertex circle (default 12)
'NodeFaceColor',C	Node circle color (default yellow)
'NodeEdgeColor',C	Node circle edge color (default blue)

See also

[PGraph.highlight_edge](#), [PGraph.highlight_path](#), [PGraph.highlight_component](#)

PGraph.highlight_path

Highlight path

`G.highlight_path(P, OPTIONS)` highlights the path defined by vector `P` which is a list of vertex ids comprising the path.

Options

'NodeSize',S	Size of vertex circle (default 12)
'NodeFaceColor',C	Node circle color (default yellow)
'NodeEdgeColor',C	Node circle edge color (default blue)
'EdgeColor',C	Node circle edge color (default black)
'EdgeThickness',T	Edge thickness (default 1.5)

See also

[PGraph.highlight_node](#), [PGraph.highlight_edge](#), [PGraph.highlight_component](#)

PGraph.incidence

Incidence matrix of graph

`IN = G.incidence()` is a matrix ($N \times NE$) where element `IN(i,j)` is non-zero if vertex id `i` is connected to edge id `j`.

See also

[PGraph.adjacency](#), [PGraph.degree](#), [PGraph.laplacian](#)

PGraph.laplacian

Laplacian matrix of graph

`L = G.laplacian()` is the Laplacian matrix ($N \times N$) of the graph.

Notes

- `L` is always positive-semidefinite.
- `L` has at least one zero eigenvalue.
- The number of zero eigenvalues is the number of connected components in the graph.

See also

[PGraph.adjacency](#), [PGraph.incidence](#), [PGraph.degree](#)

PGraph.name

Name of node

`X = G.name(V)` is the name (string) of vertex id `V`.

PGraph.neighbours

Neighbours of a vertex

`N = G.neighbours(V)` is a vector of ids for all vertices which are directly connected neighbours of vertex `V`.

`[N,C] = G.neighbours(V)` as above but also returns a vector `C` whose elements are the edge costs of the paths corresponding to the vertex ids in `N`.

PGraph.neighbours_d

Directed neighbours of a vertex

`N = G.neighbours_d(V)` is a vector of ids for all vertices which are directly connected neighbours of vertex `V`. Elements are positive if there is a link from `V` to the node (outgoing), and negative if the link is from the node to `V` (incoming).

`[N,C] = G.neighbours_d(V)` as above but also returns a vector `C` whose elements are the edge costs of the paths corresponding to the vertex ids in `N`.

PGraph.neighbours_in

Incoming neighbours of a vertex

`N = G.neighbours(V)` is a vector of ids for all vertices which are directly connected neighbours of vertex `V`.

`[N,C] = G.neighbours(V)` as above but also returns a vector `C` whose elements are the edge costs of the paths corresponding to the vertex ids in `N`.

PGraph.neighbours_out

Outgoing neighbours of a vertex

`N = G.neighbours(V)` is a vector of ids for all vertices which are directly connected neighbours of vertex `V`.

`[N,C] = G.neighbours(V)` as above but also returns a vector `C` whose elements are the edge costs of the paths corresponding to the vertex ids in `N`.

PGraph.pick

Graphically select a vertex

`V = G.pick()` is the id of the vertex closest to the point clicked by the user on a plot of the graph.

See also

[PGraph.plot](#)

PGraph.plot

Plot the graph

`G.plot(OPT)` plots the graph in the current figure. Nodes are shown as colored circles.

Options

'labels'	Display vertex id (default false)
'edges'	Display edges (default true)
'edgelabels'	Display edge id (default false)
'NodeSize',S	Size of vertex circle (default 8)
'NodeFaceColor',C	Node circle color (default blue)
'NodeEdgeColor',C	Node circle edge color (default blue)
'NodeLabelSize',S	Node label text sizer (default 16)
'NodeLabelColor',C	Node label text color (default blue)
'EdgeColor',C	Edge color (default black)
'EdgeLabelSize',S	Edge label text size (default black)
'EdgeLabelColor',C	Edge label text color (default black)
'componentcolor'	Node color is a function of graph component
'only',N	Only show these nodes

PGraph.samecomponent

Graph component

`C = G.component(V)` is the id of the graph component that contains vertex `V`.

PGraph.setcoord

Coordinate of node

`X = G.coord(V)` is the coordinate vector ($D \times 1$) of vertex id V .

PGraph.setcost

Set cost of edge

`G.setcost(E, C)` set cost of edge id E to C .

PGraph.setedata

Set user data for node

`G.setdata(V, U)` sets the user data of vertex V to U which can be of any type such as a number, struct, object or cell array.

See also

[PGraph.data](#)

PGraph.setvdata

Set user data for node

`G.setdata(V, U)` sets the user data of vertex V to U which can be of any type such as a number, struct, object or cell array.

See also

[PGraph.data](#)

PGraph.vdata

Get user data for node

`U = G.data(V)` gets the user data of vertex V which can be of any type such as a number, struct, object or cell array.

See also

[PGraph.setdata](#)

PGraph.vertices

Find vertices given edge

`V = G.vertices(E)` return the id of the vertices that define edge E .

plot2

Plot trajectories

Convenience function for plotting 2D or 3D trajectory data stored in a matrix with one row per time step.

`PLOT2(P)` plots a line with coordinates taken from successive rows of $P(N \times 2$ or $N \times 3)$.

If P has three dimensions, ie. $N \times 2 \times M$ or $N \times 3 \times M$ then the M trajectories are overlaid in the one plot.

`PLOT2(P, LS)` as above but the line style arguments LS are passed to plot.

See also

[mplot](#), [plot](#)

plot_arrow

Draw an arrow in 2D or 3D

`PLOT_ARROW(P1, P2, OPTIONS)` draws an arrow from `P1` to `P2` (2×1 or 3×1). For 3D case the arrow head is a cone.

`PLOT_ARROW(P, OPTIONS)` as above where the columns of `P` (2×2 or 3×2) define the start and end points, ie. `P=[P1 P2]`.

`H = PLOT_ARROW(...)` as above but returns the graphics handle of the arrow.

Options

- All options are passed through to `arrow3`.
- MATLAB `LineStyle` such as 'r' or 'b--'

Example

```
plot_arrow([0 0 0]', [1 2 3]', 'r') % a red arrow
plot_arrow([0 0 0], [1 2 3], 'r--3', 4) % dashed red arrow big head
```

Notes

- Requires <https://www.mathworks.com/matlabcentral/fileexchange/14056-arrow3>
- `ARROW3` attempts to preserve the appearance of existing axes. In particular, `ARROW3` will not change `XYZLim`, `View`, or `CameraViewAngle`.

See also

[arrow3](#)

plot_box

Draw a box

`PLOT_BOX(B, OPTIONS)` draws a box defined by `B=[XL XR; YL YR]` on the current plot with optional MATLAB `linestyle` options `LS`.

`PLOT_BOX(X1,Y1, X2,Y2, OPTIONS)` draws a box with corners at (X1,Y1) and (X2,Y2), and optional MATLAB linestyle options LS.

`PLOT_BOX('centre', P, 'size', W, OPTIONS)` draws a box with center at P=[X,Y] and with dimensions W=[WIDTH HEIGHT].

`PLOT_BOX('topleft', P, 'size', W, OPTIONS)` draws a box with top-left at P=[X,Y] and with dimensions W=[WIDTH HEIGHT].

`PLOT_BOX('matlab', BOX, LS)` draws box(es) as defined using the MATLAB convention of specifying a region in terms of top-left coordinate, width and height. One box is drawn for each row of BOX which is [xleft ytop width height].

`H = PLOT_ARROW(...)` as above but returns the graphics handle of the arrow.

Options

'edgecolor'	the color of the circle's edge, MATLAB ColorSpec
'fillcolor'	the color of the circle's interior, MATLAB ColorSpec
'alpha'	transparency of the filled circle: 0=transparent, 1=solid

- For an unfilled box:
 - any standard MATLAB LineSpec such as 'r' or 'b—'.
 - any MATLAB LineProperty options can be given such as 'LineWidth', 2.
- For a filled box any MATLAB PatchProperty options can be given.

Examples

```
plot_box([0 1; 0 2], 'r')    % draw a hollow red box
plot_box([0 1; 0 2], 'fillcolor', 'b', 'alpha', 0.5) % translucent filled blue box
```

Notes

- The box is added to the current plot irrespective of hold status.

See also

[plot_poly](#), [plot_circle](#), [plot_ellipse](#)

plot_circle

Draw a circle

`plot_circle(C, R, OPTIONS)` draws a circle on the current plot with centre $C=[X,Y]$ and radius R . If $C=[X,Y,Z]$ the circle is drawn in the XY -plane at height Z .

If C ($2 \times N$) then N circles are drawn. If R (1×1) then all circles have the same radius or else R ($1 \times N$) to specify the radius of each circle.

$H = \text{plot_circle}(\dots)$ as above but return handles. For multiple circles H is a vector of handles, one per circle.

Options

'edgecolor'	the color of the circle's edge, Matlab color spec
'fillcolor'	the color of the circle's interior, Matlab color spec
'alpha'	transparency of the filled circle: 0=transparent, 1=solid
'alter',H	alter existing circles with handle H

- For an unfilled circle:
 - any standard MATLAB LineStyle such as 'r' or 'b—'.
 - any MATLAB LineProperty options can be given such as 'LineWidth', 2.
- For a filled circle any MATLAB PatchProperty options can be given.

Example

```
H = plot_circle([3 4]', 2, 'r'); % draw red circle
plot_circle([3 4]', 3, 'alter', H); % change the circle radius
plot_circle([3 4]', 3, 'alter', H, 'LineColor', 'k'); % change the color
```

Notes

- The 'alter' option can be used to create a smooth animation.
- The circle(s) is added to the current plot irrespective of hold status.

See also

[plot_ellipse](#), [plot_box](#), [plot_poly](#)

plot_ellipse

Draw an ellipse or ellipsoid

`plot_ellipse(E, OPTIONS)` draws an ellipse or ellipsoid defined by $X'EX = 0$ on the current plot, centred at the origin. E (2×2) for an ellipse and E (2×3) for an ellipsoid.

`plot_ellipse(E, C, OPTIONS)` as above but centred at $C=[X,Y]$. If $C=[X,Y,Z]$ the ellipse is parallel to the XY plane but at height Z .

`H = plot_ellipse(...)` as above but return graphic handle.

Options

'confidence',C	confidence interval, range 0 to 1
'alter',H	alter existing ellipses with handle H
'npoints',N	use N points to define the ellipse (default 40)
'edgecolor'	color of the ellipse boundary edge, MATLAB color spec
'fillcolor'	the color of the ellipses's interior, MATLAB color spec
'alpha'	transparency of the fillcolored ellipse: 0=transparent, 1=solid
'shadow'	show shadows on the 3 walls of the plot box

- For an unfilled ellipse:
 - any standard MATLAB LineStyle such as 'r' or 'b—'.
 - any MATLAB LineProperty options can be given such as 'LineWidth', 2.
- For a filled ellipse any MATLAB PatchProperty options can be given.

Example

```
H = plot_ellipse(diag([1 2]), [3 4]', 'r'); % draw red ellipse
plot_ellipse(diag([1 2]), [5 6]', 'alter', H); % move the ellipse
plot_ellipse(diag([1 2]), [5 6]', 'alter', H, 'LineColor', 'k'); % change color

plot_ellipse(COVAR, 'confidence', 0.95); % draw 95% confidence ellipse
```

Notes

- The 'alter' option can be used to create a smooth animation.
- If E (2×2) draw an ellipse, else if E (3×3) draw an ellipsoid.
- The ellipse is added to the current plot irrespective of hold status.
- Shadow option only valid for ellipsoids.

- If a confidence interval is given then E is interpreted as a covariance matrix and the ellipse size is computed using an inverse chi-squared function.
- This requires CHI2INV in the Statistics and Machine Learning Toolbox or
- CHI2INV_RTb from the Robotics Toolbox for MATLAB.

See also

[plot_ellipse_inv](#), [plot_circle](#), [plot_box](#), [plot_poly](#), [ch2inv](#)

plot_homline

Draw a line in homogeneous form

PLOT_HOMLINE(L) draws a 2D line in the current plot defined in homogenous form $ax + by + c = 0$ where L (3×1) is $L = [a \ b \ c]$. The current axis limits are used to determine the endpoints of the line. If L ($3 \times N$) then N lines are drawn, one per column.

PLOT_HOMLINE(L , LS) as above but the MATLAB line specification LS is given.

$H = \text{PLOT_HOMLINE}(\dots)$ as above but returns a vector of graphics handles for the lines.

Notes

- The line(s) is added to the current plot.
- The line(s) can be drawn in 3D axes but will always lie in the xy-plane.

Example

```
L = homline([1 2]', [3 1]'); % homog line from (1,2) to (3,1)
plot_homline(L, 'k--'); % plot dashed black line
```

See also

[plot_box](#), [plot_poly](#), [homline](#)

plot_point

Draw a point

`PLOT_POINT(P, OPTIONS)` adds point markers and optional annotation text to the current plot, where P ($2 \times N$) and each column is a point coordinate.

`H = PLOT_POINT(...)` as above but return handles to the points.

Options

'textcolor', colspec	Specify color of text
'textsize', size	Specify size of text
'bold'	Text in bold font.
'printf', fmt, data string and corresponding element of data	Label points according to printf format
'sequence'	Label points sequentially
'label',L	Label for point

Additional options to PLOT can be used:

- standard MATLAB LineStyle such as 'r' or 'b—'
- any MATLAB LineProperty options can be given such as 'LineWidth', 2.

Notes

- The point(s) and annotations are added to the current plot.
- Points can be drawn in 3D axes but will always lie in the xy-plane.
- Handles are to the points but not the annotations.

Examples

Simple point plot with two markers

```
P = rand(2,4);  
plot_point(P);
```

Plot points with markers

```
plot_point(P, '*');
```

Plot points with solid blue circular markers

```
plot_point(P, 'bo', 'MarkerFaceColor', 'b');
```

Plot points with square markers and labelled 1 to 4

```
plot_point(P, 'sequence', 's');
```

Plot points with circles and labelled P1, P2, P4 and P8

```
data = [1 2 4 8];  
plot_point(P, 'printf', {' P%d', data}, 'o');
```

plot_poly

Draw a polygon

`plot_poly(P, OPTIONS)` adds a closed polygon defined by vertices in the columns of P ($2 \times N$), in the current plot.

`H = plot_poly(...)` as above but returns a graphics handle.

`plot_poly(H,)`

OPTIONS

'fillcolor',F	the color of the circle's interior, MATLAB color spec
'alpha',A	transparency of the filled circle: 0=transparent, 1=solid.
'edgecolor',E	edge color
'animate'	the polygon can be animated
'tag',T	the polygon is created with a handle graphics tag
'axis',h	handle of axis or UIAxis to draw into (default is current axis)

- For an unfilled polygon:
 - any standard MATLAB LineStyle such as 'r' or 'b—'.
 - any MATLAB LineProperty options can be given such as 'LineWidth', 2.
- For a filled polygon any MATLAB PatchProperty options can be given.

Notes

- If P ($3 \times N$) the polygon is drawn in 3D
- If not filled the polygon is a line segment, otherwise it is a patch object.
- The 'animate' option creates an `hgtransform` object as a parent of the polygon, which can be animated by the last call signature above.
- The graphics are added to the current plot.

Example

```
POLY = [0 1 2; 0 1 0];
H = plot_poly(POLY, 'animate', 'r'); % draw a red polygon

H = plot_poly(POLY, 'animate', 'r'); % draw a red polygon that can be animated
plot_poly(H, transl(2,1,0) ); % transform its vertices by (2,1)
```

See also

[plot_box](#), [plot_circle](#), [patch](#), [Polygon](#)

plot_ribbon

Draw a wide curved 3D arrow

`plot_ribbon()` adds a 3D curved arrow “ribbon” to the current plot. The ribbon by default is about the z-axis at the origin.

Options

'radius',R	radius of the ribbon (default 0.25)
'N',N	number of points along the ribbon (default 100)
'd',D	ratio of shaft length to total (default 0.9)
'w1',W	width of shaft (default 0.2)
'w2',W	width of head (default 0.4)
'phi',P	length of ribbon as fraction of circle (default 0.8)
'phase',P	rotate the arrow about its axis (radians, default 0)
'color',C	color as MATLAB ColorSpec (default 'r')
'specular',S	specularity of surface (default 0.2)
'diffuse',D	diffusivity of surface (default 0.8)
'nice'	adjust the phase for nicely phased arrow

The parameters of the ribbon are:



```
v      <----- d ----->
w2     <----- phi ----->
```

Examples

To draw the ribbon at distance A along the X, Y, Z axes is:

```
plot_ribbon2( SE3(A,0,0)*SE3.Ry(pi/2) )
plot_ribbon2( SE3(0, A,0)*SE3.Rx(pi/2) )
plot_ribbon2( SE3(0, 0, A) )
shading interp
camlight
```

See also

[plot_arrow](#), [plot](#)

plot_sphere

Draw sphere

`PLOT_SPHERE(C, R, LS)` draws spheres in the current plot. `C` is the centre of the sphere (3×1), `R` is the radius and `LS` is an optional MATLAB ColorSpec, either a letter or a 3-vector.

`PLOT_SPHERE(C, R, COLOR, ALPHA)` as above but `ALPHA` specifies the opacity of the sphere where 0 is transparent and 1 is opaque. The default is 1.

If `C` ($3 \times N$) then `N` spheres are drawn and `H` is $N \times 1$. If `R` (1×1) then all spheres have the same radius or else `R` ($1 \times N$) to specify the radius of each sphere.

`H = PLOT_SPHERE(...)` as above but returns the handle(s) for the spheres.

Notes

- The sphere is always added, irrespective of figure hold state.
- The number of vertices to draw the sphere is hardwired.

Example

```
plot_sphere( mkgrid(2, 1), .2, 'b'); % Create four spheres
lighting gouraud % full lighting model
light
```

See also

: [plot_point](#), [plot_box](#), [plot_circle](#), [plot_ellipse](#), [plot_poly](#)

plotvol

Set the bounds for a 2D or 3D plot

2D plots::

`PLOTVOL ([WX WY])` creates a new axis, and sets the bounds for a 2D plot, with X spanning `[-WX, WX]` and Y spanning `[-WY, WY]`.

`PLOTVOL ([XMIN XMAX YMIN YMAX])` as above but the X and Y axis limits are explicitly provided.

3D plots::

`PLOTVOL (W)` creates a new axis, and sets the bounds for a 3D plot with X, Y and Z spanning the interval `-W` to `W`.

`PLOTVOL ([WX WY WZ])` as above with X spanning `[-WX, WX]`, Y spanning `[-WY, WY]` and Z spanning `[-WZ, WZ]`.

Notes

- The axes are labelled, grid is enabled, aspect ratio set to 1:1.
- Hold is enabled for subsequent plots.

See also

: [axis](#)

Plucker

Plucker coordinate class

Concrete class to represent a 3D line using Plucker coordinates.

Methods

Plucker	Constructor from points
Plucker,planes	Constructor from planes
Plucker,pointdir	Constructor from point and direction

Information and test methods

closest	closest point on line
commonperp	common perpendicular for two lines
contains	test if point is on line
distance	minimum distance between two lines
intersects	intersection point for two lines
intersect_plane	intersection points with a plane
intersect_volume	intersection points with a volume
pp	principal point
ppd	principal point distance from origin
point	generate point on line

Conversion methods

char	convert to human readable string
double	convert to 6-vector
skew	convert to 4×4 skew symmetric matrix

Display and print methods

display	display in human readable form
plot	plot line

Operators

*	multiply Plucker matrix by a general matrix
	test if lines are parallel
^	test if lines intersect
==	test if two lines are equivalent
~=	test if lines are not equivalent

Notes

- This is reference (handle) class object

- Plucker objects can be used in vectors and arrays

References

- Ken Shoemake, “Ray Tracing News”, Volume 11, Number 1 <http://www.realtimerendering.com/resources/RTNews/html/rtnv11n1.html#art3>
- Matt Mason lecture notes <http://www.cs.cmu.edu/afs/cs/academic/class/16741-s07/www/lectures/lecture9.pdf>
- Robotics, Vision & Control: Second Edition, P. Corke, Springer 2016; p596-7.

Implementation notes

- The internal representation is two 3-vectors: v (direction), w (moment).
 - There is a huge variety of notation used across the literature, as well as the ordering of the direction and moment components in the 6-vector.
-

Plucker.Plucker

Create Plucker line object

$P = \text{Plucker}(P1, P2)$ create a **Plucker** object that represents the line joining the 3D points $P1$ (3×1) and $P2$ (3×1). The direction is from $P2$ to $P1$.

$P = \text{Plucker}(X)$ creates a **Plucker** object from X (6×1) = $[V, W]$ where V (3×1) is the moment and W (3×1) is the line direction.

$P = \text{Plucker}(L)$ creates a copy of the **Plucker** object L .

Plucker.char

Convert to string

$s = P.\text{char}()$ is a string showing **Plucker** parameters in a compact single line format.

See also

[Plucker.display](#)

Plucker.closest

Point on line closest to given point

`P = PL.closest(X)` is the coordinate of a point (3×1) on the line that is closest to the point `X` (3×1).

`[P,d] = PL.closest(X)` as above but also returns the minimum distance between the point and the line.

`[P,dist,lambda] = PL.closest(X)` as above but also returns the line parameter `lambda` corresponding to the point on the line, ie. `P = PL.point(lambda)`

See also

[Plucker.point](#)

Plucker.commonperp

Common perpendicular to two lines

`P = PL1.commonperp(PL2)` is a **Plucker** object representing the common perpendicular line between the lines represented by the Plucker objects `PL1` and `PL2`.

See also

[Plucker.intersect](#)

Plucker.contains

Test if point is on the line

`PL.contains(X)` is true if the point `X` (3×1) lies on the line defined by the Plucker object `PL`.

Plucker.display

Display parameters

`P.display()` displays the **Plucker** parameters in compact single line format.

Notes

- This method is invoked implicitly at the command line when the result of an expression is a Plucker object and the command has no trailing
- semicolon.

See also

[Plucker.char](#)

Plucker.distance

Distance between lines

`d = P1.distance(P2)` is the minimum distance between two lines represented by Plucker objects `P1` and `P2`.

Notes

- Works for parallel, skew and intersecting lines.
-

Plucker.double

Convert Plucker coordinates to real vector

`PL.double()` is a vector (6×1) comprising the **Plucker** moment and direction vectors.

Plucker.eq

Test if two lines are equivalent

`PL1 == PL2` is true if the **Plucker** objects describe the same line in space. Note that because of the over parameterization, lines can be equivalent even if they have different parameters.

Plucker.get.uw

Line direction as a unit vector

`PL.UW` is a unit-vector parallel to the line

Plucker.intersect_plane

Line intersection with plane

`X = PL.intersect_plane(PI)` is the point where the **Plucker** line `PL` intersects the plane `PI`. `X=[]` if no intersection.

The plane `PI` can be either:

- a vector $(1 \times 4) = [a \ b \ c \ d]$ to describe the plane $ax+by+cz+d=0$.
- a structure with a normal `PI.n` (3×1) and an offset `PI.p` (1×1) such that `PI.n` `X` + `PI.p` = 0.

`[X, lambda] = PL.intersect_plane(P)` as above but also returns the line parameter at the intersection point, ie. `X = PL.point(lambda)`.

See also

[Plucker.point](#)

Plucker.intersect_volume

Line intersection with volume

`P = PL.intersect_volume(BOUNDS)` is a matrix $(3 \times N)$ with columns that indicate where the Plucker line `PL` intersects the faces of a volume specified by `BOUNDS` = `[xmin xmax ymin ymax zmin zmax]`. The number of columns `N` is either 0 (the line is outside the plot volume) or 2 (where the line pierces the bounding volume).

`[P, lambda] = PL.intersect_volume(bounds, line)` as above but also returns the line parameters $(1 \times N)$ at the intersection points, ie. `X = PL.point(lambda)`.

See also

[Plucker.plot](#), [Plucker.point](#)

Plucker.intersects

Find intersection of two lines

`P = P1.intersects(P2)` is the point of intersection (3×1) of the lines represented by Plucker objects `P1` and `P2`. `P = []` if the lines do not intersect, or the lines are equivalent.

Notes

- Can be used in operator form as `P1P2`.
- Returns `[]` if the lines are equivalent (`P1==P2`) since they would intersect at an infinite number of points.

See also

[Plucker.commonperp](#), [Plucker.eq](#), [Plucker.mpower](#)

Plucker.isparallel

Test if lines are parallel

`P1.isparallel(P2)` is true if the lines represented by **Plucker** objects `P1` and `P2` are parallel.

See also

[Plucker.or](#), [Plucker.intersects](#)

Plucker.mpower

Test if lines intersect

`P1^P2` is true if lines represented by **Plucker** objects `P1` and `P2` intersect at a point.

Notes

- Is false if the lines are equivalent since they would intersect at an infinite number of points.

See also

[Plucker.intersects](#), [Plucker.parallel](#)

Plucker.mtimes

Plucker multiplication

$PL1 * PL2$ is the scalar reciprocal product.

$PL * M$ is the product of the **Plucker** skew matrix and $M (4 \times N)$.

$M * PL$ is the product of $M (N \times 4)$ and the **Plucker** skew matrix (4×4) .

Notes

- The $*$ operator is overloaded for convenience.
- Multiplication or composition of Plucker lines is not defined.
- Premultiplying by an SE3 will transform the line with respect to the world coordinate frame.

See also

[Plucker.skew](#), [SE3.mtimes](#)

Plucker.ne

Test if two lines are not equivalent

$PL1 \neq PL2$ is true if the **Plucker** objects describe different lines in space. Note that because of the over parameterization, lines can be equivalent even if they have different parameters.

Plucker.or

Test if lines are parallel

$P1 | P2$ is true if the lines represented by **Plucker** objects $P1$ and $P2$ are parallel.

Notes

- Can be used in operator form as $P1|P2$.

See also

[Plucker.isparallel](#), [Plucker.mpower](#)

Plucker.planes

Create Plucker line from two planes

`P = Plucker.planes(PI1, PI2)` is a **Plucker** object that represents the line formed by the intersection of two planes `PI1, PI2` (each 4×1).

Notes

- Planes are given by the 4-vector $[a \ b \ c \ d]$ to represent $ax+by+cz+d=0$.
-

Plucker.plot

Plot a line

`PL.plot(OPTIONS)` adds the **Plucker** line `PL` to the current plot volume.

`PL.plot(B, OPTIONS)` as above but plots within the plot bounds `B = [XMIN XMAX YMIN YMAX ZMIN ZMAX]`.

Options

- Are passed directly to `plot3`, eg. 'k-', 'LineWidth', etc.

Notes

- If the line does not intersect the current plot volume nothing will be displayed.

See also

[plot3](#), [Plucker.intersect_volume](#)

Plucker.point

Generate point on line

$P = PL.point(LAMBDA)$ is a point on the line, where $LAMBDA$ is the parametric distance along the line from the principal point of the line $P = PP + PL.UW * LAMBDA$.

See also

[Plucker.pp](#), [Plucker.closest](#)

Plucker.pointdir

Construct Plucker line from point and direction

$P = Plucker.pointdir(P, W)$ is a **Plucker** object that represents the line containing the point P (3×1) and parallel to the direction vector W (3×1).

See also

[: Plucker](#)

Plucker.pp

Principal point of the line

$P = PL.pp()$ is the point on the line that is closest to the origin.

Notes

- Same as `Plucker.point(0)`

See also

[Plucker.ppd](#), [Plucker.point](#)

Plucker.ppd

Distance from principal point to the origin

$P = PL.ppd()$ is the distance from the principal point to the origin. This is the smallest distance of any point on the line to the origin.

See also

[Plucker.pp](#)

Plucker.skew

Skew matrix form of the line

$L = PL.skew()$ is the **Plucker** matrix, a 4×4 skew-symmetric matrix representation of the line.

Notes

- For two homogeneous points P and Q on the line, $PQ'-QP'$ is also skew symmetric.
 - The projection of Plucker line by a perspective camera is a homogeneous line (3×1) given by $vex(C*L*C')$ where C (3×4) is the camera matrix.
-

Quaternion

Quaternion class

A quaternion is 4-element mathematical object comprising a scalar s , and a vector v which can be considered as a pair (s,v) . In the Toolbox it is denoted by $q = s \ll vx, vy, vz \gg$.

A quaternion of unit length can be used to represent 3D orientation and is implemented by the subclass `UnitQuaternion`.

Constructors

Quaternion	general constructor
Quaternion.pure	pure quaternion

Display and print methods

display	print in human readable form
---------	------------------------------

Group operations

*	quaternion (Hamilton) product or elementwise multiplication by scalar
/	multiply by inverse or elementwise division by scalar
^	exponentiate (integer only)
+	elementwise sum of quaternion elements
-	elementwise difference of quaternion elements
conj	conjugate
exp	exponential
log	logarithm
inv	inverse
prod	product of elements
unit	unitized quaternion

Methods

inner	inner product
isequal	test for non-equality
norm	norm, or length

Conversion methods

char	convert to string
double	quaternion elements as 4-vector
matrix	quaternion as a 4×4 matrix

Overloaded operators

==	test for quaternion equality
~=	test for quaternion inequality

Properties (read only)

s real part
v vector part

Notes

- This is reference (handle) class object
- Quaternion objects can be used in vectors and arrays.

References

- Animating rotation with quaternion curves, K. Shoemake, in Proceedings of ACM SIGGRAPH, (San Francisco), pp. 245-254, 1985.
- On homogeneous transforms, quaternions, and computational efficiency, J. Funda, R. Taylor, and R. Paul,
- IEEE Transactions on Robotics and Automation, vol. 6, pp. 382-388, June 1990.
- Quaternions for Computer Graphics, J. Vince, Springer 2011.
- Robotics, Vision & Control: Second Edition, P. Corke, Springer 2016; p44-45.

See also

[UnitQuaternion](#)

Quaternion.Quaternion

Construct a quaternion object

`Q = Quaternion(S, V)` is a **Quaternion** formed from the scalar `S` and vector part `V` (1×3).

`Q = Quaternion([S V1 V2 V3])` is a **Quaternion** formed by specifying directly its 4 elements.

`Q = Quaternion()` is a zero **Quaternion**, all its elements are zero.

Notes

- The constructor is not vectorized, it cannot create a vector of Quaternions.
-

Quaternion.char

Convert to string

`S = Q.char()` is a compact string representation of the **Quaternion**'s value as a 4-tuple. If `Q` is a vector then `S` has one line per element.

Notes

- The vector part is delimited by double angle brackets, to differentiate from a `UnitQuaternion` which is delimited by single angle brackets.

See also

[UnitQuaternion.char](#)

Quaternion.conj

Conjugate of a quaternion

`Q.conj()` is a **Quaternion** object representing the conjugate of `Q`.

Notes

- Conjugation is the negation of the vector component.

See also

[Quaternion.inv](#)

Quaternion.display

Display quaternion

`Q.display()` displays a compact string representation of the **Quaternion**'s value as a 4-tuple. If `Q` is a vector then `S` has one line per element.

Notes

- This method is invoked implicitly at the command line when the result of an expression is a Quaternion object and the command has no trailing semicolon.
- The vector part is displayed with double brackets `<< 1, 0, 0 >>` to distinguish it from a UnitQuaternion which displays as `< 1, 0, 0 >`
- If Q is a vector of Quaternion objects the elements are displayed on consecutive lines.

See also

[Quaternion.char](#)

Quaternion.double

Convert a quaternion to a 4-element vector

`V = Q.double()` is a row vector (1×4) comprising the **Quaternion** elements, scalar then vector, ie. $V = [s \ v_x \ v_y \ v_z]$. If Q is a vector ($1 \times N$) of Quaternion objects then V is a matrix ($N \times 4$) with rows corresponding to the quaternion elements.

Quaternion.eq

Test quaternion equality

`Q1 == Q2` is true if the Quaternions Q1 and Q2 are equal.

Notes

- Overloaded operator '=='.
- Equality means elementwise equality of Quaternion elements.
- If either, or both, of Q1 or Q2 are vectors, then the result is a vector.
 - if Q1 is a vector ($1 \times N$) then R is a vector ($1 \times N$) such that $R(i) = Q1(i) == Q2$.
 - if Q2 is a vector ($1 \times N$) then R is a vector ($1 \times N$) such that $R(i) = Q1 == Q2(i)$.
 - if both Q1 and Q2 are vectors ($1 \times N$) then R is a vector ($1 \times N$) such that $R(i) = Q1(i) == Q2(i)$.

See also

[Quaternion.ne](#)

Quaternion.exp

Exponential of quaternion

`Q.log()` is the logarithm of the **Quaternion** `Q`.

See also

[Quaternion.exp](#)

Quaternion.inner

Quaternion inner product

`V = Q1.inner(Q2)` is the inner (dot) product of two vectors (1×4), comprising the elements of `Q1` and `Q2` respectively.

Notes

- `Q1.inner(Q1)` is the same as `Q1.norm()`.

See also

[Quaternion.norm](#)

Quaternion.inv

Invert a quaternion

`Q.inv()` is a **Quaternion** object representing the inverse of `Q`.

Notes

- If `Q` is a vector then an equal length vector of Quaternion objects is computed representing the elementwise inverse of `Q`.

See also[Quaternion.conj](#)

Quaternion.isequal

Test quaternion element equality

`ISEQUAL(Q1, Q2)` is true if the Quaternions `Q1` and `Q2` are equal.

Notes

- Used by test suite `verifyEqual()` in addition to `eq()`.
- Invokes `eq()` so respects double mapping for `UnitQuaternion`.

See also[Quaternion.eq](#)

Quaternion.log

Logarithm of quaternion

`Q.log()` is the logarithm of the **Quaternion** `Q`.

See also[Quaternion.exp](#)

Quaternion.matrix

Matrix representation of Quaternion

`Q.matrix()` is a matrix (4×4) representation of the **Quaternion** `Q`.

Quaternion, or Hamilton, multiplication can be implemented as a matrix-vector product, where the column-vector is the elements of a second quaternion:

```
matrix(Q1) * double(Q2)'
```

Notes

- This matrix is not unique, other matrices will serve the purpose for multiplication, see https://en.wikipedia.org/wiki/Quaternion#Matrix_representations
- The determinant of the matrix is the norm of the Quaternion to the fourth power.

See also

[Quaternion.double](#), [Quaternion.mtimes](#)

Quaternion.minus

Subtract quaternions

$Q1 - Q2$ is a **Quaternion** formed from the element-wise difference of **Quaternion** elements.

$Q1 - V$ is a **Quaternion** formed from the element-wise difference of $Q1$ and the vector V (1×4).

Notes

- Overloaded operator '-'.
- Effectively V is promoted to a Quaternion.

See also

[Quaternion.plus](#)

Quaternion.mpower

Raise quaternion to integer power

Q^N is the **Quaternion** Q raised to the integer power N .

Notes

- Overloaded operator '^textquotesingle'.
- N must be an integer, computed by repeated multiplication.

See also

[Quaternion.mtimes](#)

Quaternion.mrdivide

Quaternion quotient.

$R = Q1/Q2$ is a Quaternion formed by Hamilton product of $Q1$ and $\text{inv}(Q2)$.
 $R = Q/S$ is the element-wise division of Quaternion elements by the scalar S .

Notes

- Overloaded operator '/'.
- If either, or both, of $Q1$ or $Q2$ are vectors, then the result is a vector.
 - if $Q1$ is a vector ($1 \times N$) then R is a vector ($1 \times N$) such that $R(i) = Q1(i)/Q2$.
 - if $Q2$ is a vector ($1 \times N$) then R is a vector ($1 \times N$) such that $R(i) = Q1./Q2(i)$.
 - if both $Q1$ and $Q2$ are vectors ($1 \times N$) then R is a vector ($1 \times N$) such that $R(i) = Q1(i)./Q2(i)$.

See also

[Quaternion.mtimes](#), [Quaternion.mpower](#), [Quaternion.plus](#), [Quaternion.minus](#)

Quaternion.mtimes

Multiply a quaternion object

$Q1*Q2$ is a Quaternion formed by the Hamilton product of two Quaternions.
 $Q*S$ is the element-wise multiplication of Quaternion elements by the scalar S .
 $S*Q$ is the element-wise multiplication of Quaternion elements by the scalar S .

Notes

- Overloaded operator '*'.
- If either, or both, of $Q1$ or $Q2$ are vectors, then the result is a vector.
 - if $Q1$ is a vector ($1 \times N$) then R is a vector ($1 \times N$) such that $R(i) = Q1(i)*Q2$.

- if $Q2$ is a vector ($1 \times N$) then R is a vector ($1 \times N$) such that $R(i) = Q1 * Q2(i)$.
- if both $Q1$ and $Q2$ are vectors ($1 \times N$) then R is a vector ($1 \times N$) such that $R(i) = Q1(i) * Q2(i)$.

See also

[Quaternion.mrdivide](#), [Quaternion.mpower](#)

Quaternion.ne

Test quaternion inequality

$Q1 \neq Q2$ is true if the Quaternions $Q1$ and $Q2$ are not equal.

Notes

- Overloaded operator ' \neq '.
- If either, or both, of $Q1$ or $Q2$ are vectors, then the result is a vector.
 - if $Q1$ is a vector ($1 \times N$) then R is a vector ($1 \times N$) such that $R(i) = Q1(i) \neq Q2$.
 - if $Q2$ is a vector ($1 \times N$) then R is a vector ($1 \times N$) such that $R(i) = Q1 \neq Q2(i)$.
 - if both $Q1$ and $Q2$ are vectors ($1 \times N$) then R is a vector ($1 \times N$) such that $R(i) = Q1(i) \neq Q2(i)$.

See also

[Quaternion.eq](#)

Quaternion.new

Construct a new quaternion

$QN = Q.new()$ constructs a new **Quaternion** object.

$QN = Q.new([S, V1, V2, V3])$ as above but specified directly by its 4 elements.

$QN = Q.new(S, V)$ as above but specified directly by the scalar S and vector part V (1×3)

Notes

- Polymorphic with UnitQuaternion and RTBPose derived classes.
-

Quaternion.norm

Quaternion magnitude

`Q.norm(Q)` is the scalar norm or magnitude of the **Quaternion** `Q`.

Notes

- This is the Euclidean norm of the Quaternion written as a 4-vector.
- A unit-quaternion has a norm of one and is represented by the UnitQuaternion class.

See also

[Quaternion.inner](#), [Quaternion.unit](#), [UnitQuaternion](#)

Quaternion.plus

Add quaternions

`Q1+Q2` is a **Quaternion** formed from the element-wise sum of **Quaternion** elements.

`Q1+V` is a **Quaternion** formed from the element-wise sum of `Q1` and the vector `V` (1×4).

Notes

- Overloaded operator '+'.
• Effectively `V` is promoted to a Quaternion.

See also

[Quaternion.minus](#)

Quaternion.prod

Product of quaternions

`prod(Q)` is the product of the elements of the vector of **Quaternion** objects `Q`.

See also

[Quaternion.mtimes](#), [RTBPose.prod](#)

Quaternion.pure

Construct a pure quaternion

`Q = Quaternion.pure(V)` is a pure **Quaternion** formed from the vector `V` (1×3) and has a zero scalar part.

Quaternion.set.s

Set scalar component

`Q.s = S` sets the scalar part of the **Quaternion** object to `S`.

Quaternion.set.v

Set vector component

`Q.v = V` sets the vector part of the **Quaternion** object to `V` (1×3).

Quaternion.unit

Unitize a quaternion

`QU = Q.unit()` is a **Quaternion** with a norm of 1. If `Q` is a vector ($1 \times N$) then `QU` is also a vector ($1 \times N$).

Notes

- This is Quaternion of unit norm, not a UnitQuaternion object.

See also

[Quaternion.norm](#), [UnitQuaternion](#)

r2t

Convert rotation matrix to a homogeneous transform

$T = R2T(R)$ is an $SE(2)$ or $SE(3)$ homogeneous transform equivalent to an $SO(2)$ or $SO(3)$ orthonormal rotation matrix R with a zero translational component. Works for T in either $SE(2)$ or $SE(3)$:

- if R is 2×2 then T is 3×3 , or
- if R is 3×3 then T is 4×4 .

Notes

- Translational component is zero.
- For a rotation matrix sequence $(K \times K \times N)$ returns a homogeneous transform sequence $(K+1 \times K+1 \times N)$.

See also

[t2r](#)

randinit

Reset random number generator

RANDINIT resets the default random number stream. For example:

```
>> rand
ans =
    0.8147
>> rand
ans =
    0.9058
>> rand
ans =
    0.1270
>> randinit
>> rand
ans =
    0.8147
```

rot2

SO(2) rotation matrix

$R = \text{ROT2}(\text{THETA})$ is an SO(2) rotation matrix (2×2) representing a rotation of THETA radians.

$R = \text{ROT2}(\text{THETA}, 'deg')$ as above but THETA is in degrees.

See also

[trot2](#), [isrot2](#), [trplot2](#), [rotx](#), [roty](#), [rotz](#), [SO2](#)

rotx

SO(3) rotation about X axis

$R = \text{ROTX}(\text{THETA})$ is an SO(3) rotation matrix (3×3) representing a rotation of THETA radians about the x-axis.

$R = \text{ROTX}(\text{THETA}, 'deg')$ as above but THETA is in degrees.

See also

[trotx](#), [roty](#), [rotz](#), [angvec2r](#), [rot2](#), [SO3.Rx](#)

roty

SO(3) rotation about Y axis

$R = \text{ROTY}(\text{THETA})$ is an SO(3) rotation matrix (3×3) representing a rotation of THETA radians about the y-axis.

$R = \text{ROTY}(\text{THETA}, 'deg')$ as above but THETA is in degrees.

See also

[troty](#), [rotx](#), [rotz](#), [angvec2r](#), [rot2](#), [SO3.Ry](#)

rotz

SO(3) rotation about Z axis

$R = \text{ROTZ}(\text{THETA})$ is an SO(3) rotation matrix (3×3) representing a rotation of THETA radians about the z-axis.

$R = \text{ROTZ}(\text{THETA}, 'deg')$ as above but THETA is in degrees.

See also

[trotz](#), [rotx](#), [roty](#), [angvec2r](#), [rot2](#), [SO3.Rx](#)

rpy2jac

Jacobian from RPY angle rates to angular velocity

$J = \text{RPY2JAC}(\text{RPY}, \text{OPTIONS})$ is a Jacobian matrix (3×3) that maps ZYX roll-pitch-yaw angle rates to angular velocity at the operating point $\text{RPY}=[R,P,Y]$.

$J = \text{RPY2JAC}(R, P, Y, \text{OPTIONS})$ as above but the roll-pitch-yaw angles are passed as separate arguments.

Options

'xyz' Use XYZ roll-pitch-yaw angles
'yxz' Use YXZ roll-pitch-yaw angles

Notes

- Used in the creation of an analytical Jacobian.
- Angles in radians, rates in radians/sec.

Reference

- Robotics, Vision & Control: Second Edition, P. Corke, Springer 2016; p232-3.

See also

[eul2jac](#), [rpy2r](#), [SerialLink.jacobe](#)

rpy2r

Roll-pitch-yaw angles to $SO(3)$ rotation matrix

$R = \text{RPY2R}(\text{ROLL}, \text{PITCH}, \text{YAW}, \text{OPTIONS})$ is an $SO(3)$ orthonormal rotation matrix (3×3) equivalent to the specified roll, pitch, yaw angles. These correspond to rotations about the Z, Y, X axes respectively. If ROLL , PITCH , YAW are column vectors ($N \times 1$) then they are assumed to represent a trajectory and R is a three-dimensional matrix ($3 \times 3 \times N$), where the last index corresponds to rows of ROLL , PITCH , YAW .

$R = \text{RPY2R}(\text{RPY}, \text{OPTIONS})$ as above but the roll, pitch, yaw angles are taken from the vector (1×3) $\text{RPY}=[\text{ROLL},\text{PITCH},\text{YAW}]$. If RPY is a matrix ($N \times 3$) then R is a three-dimensional matrix ($3 \times 3 \times N$), where the last index corresponds to rows of RPY which are assumed to be $[\text{ROLL},\text{PITCH},\text{YAW}]$.

Options

'deg' Compute angles in degrees (radians default)
'xyz' Rotations about X, Y, Z axes (for a robot gripper)
'zyx' Rotations about Z, Y, X axes (for a mobile robot, default)
'yxz' Rotations about Y, X, Z axes (for a camera)
'arm' Rotations about X, Y, Z axes (for a robot arm)

'vehicle' Rotations about Z, Y, X axes (for a mobile robot)

'camera' Rotations about Y, X, Z axes (for a camera)

Note

- Toolbox rel 8-9 has XYZ angle sequence as default.
- ZYX order is appropriate for vehicles with direction of travel in the X direction. XYZ order is appropriate if direction of travel is in the Z direction.
- 'arm', 'vehicle', 'camera' are synonyms for 'xyz', 'zyx' and 'yxz' respectively.

See also

[tr2rpy](#), [eul2tr](#)

rpy2tr

Roll-pitch-yaw angles to SE(3) homogeneous transform

$T = \text{RPY2TR}(\text{ROLL}, \text{PITCH}, \text{YAW}, \text{OPTIONS})$ is an SE(3) homogeneous transformation matrix (4×4) with zero translation and rotation equivalent to the specified roll, pitch, yaw angles. These correspond to rotations about the Z, Y, X axes respectively. If $\text{ROLL}, \text{PITCH}, \text{YAW}$ are column vectors ($N \times 1$) then they are assumed to represent a trajectory and R is a three-dimensional matrix ($4 \times 4 \times N$), where the last index corresponds to rows of $\text{ROLL}, \text{PITCH}, \text{YAW}$.

$T = \text{RPY2TR}(\text{RPY}, \text{OPTIONS})$ as above but the roll, pitch, yaw angles are taken from the vector (1×3) $\text{RPY}=[\text{ROLL}, \text{PITCH}, \text{YAW}]$. If RPY is a matrix ($N \times 3$) then R is a three-dimensional matrix ($4 \times 4 \times N$), where the last index corresponds to rows of RPY which are assumed to be $\text{ROLL}, \text{PITCH}, \text{YAW}$.

Options

- 'deg' Compute angles in degrees (radians default)
- 'xyz' Rotations about X, Y, Z axes (for a robot gripper)
- 'zyx' Rotations about Z, Y, X axes (for a mobile robot, default)
- 'yxz' Rotations about Y, X, Z axes (for a camera)
- 'arm' Rotations about X, Y, Z axes (for a robot arm)

'vehicle' Rotations about Z, Y, X axes (for a mobile robot)

'camera' Rotations about Y, X, Z axes (for a camera)

Note

- Toolbox rel 8-9 has the reverse angle sequence as default.
- ZYX order is appropriate for vehicles with direction of travel in the X direction. XYZ order is appropriate if direction of travel is in the Z direction.
- 'arm', 'vehicle', 'camera' are synonyms for 'xyz', 'zyx' and 'yxz' respectively.

See also

[tr2rpy](#), [rpy2r](#), [eul2tr](#)

rt2tr

Convert rotation and translation to homogeneous transform

$TR = RT2TR(R, t)$ is a homogeneous transformation matrix $(N+1 \times N+1)$ formed from an orthonormal rotation matrix R ($N \times N$) and a translation vector t ($N \times 1$). Works for R in $SO(2)$ or $SO(3)$:

- If R is 2×2 and t is 2×1 , then TR is 3×3
- If R is 3×3 and t is 3×1 , then TR is 4×4

For a sequence R ($N \times N \times K$) and t ($N \times K$) results in a transform sequence $(N+1 \times N+1 \times K)$.

Notes

- The validity of R is not checked

See also

[t2r](#), [r2t](#), [tr2rt](#)

RTBPOSE

Superclass for SO2, SO3, SE2, SE3

This abstract class provides common methods for the 2D and 3D orientation and pose classes: SO2, SE2, SO3 and SE3.

Display and print methods

animate	graphically animate coordinate frame for pose
display	print the pose in human readable matrix form
plot	graphically display coordinate frame for pose
print	print the pose in single line format

Group operations

*	mtimes: multiplication within group, also transform vector
/	mrdivide: multiplication within group by inverse
prod	mower: product of elements

Methods

dim	dimension of the underlying matrix
isSE	true for SE2 and SE3
issym	true if value is symbolic
simplify	apply symbolic simplification to all elements
vpa	apply vpa to all elements

% Conversion methods::

char	convert to human readable matrix as a string
double	convert to real rotation or homogeneous transformation matrix

Operators

+	plus: elementwise addition, result is a matrix
-	minus: elementwise subtraction, result is a matrix
==	eq: test equality
~=	ne: test inequality

Compatibility methods

A number of compatibility methods give the same behaviour as the classic RTB functions:

<code>tr2rt</code>	convert to rotation matrix and translation vector
<code>t2r</code>	convert to rotation matrix
<code>tranimate</code>	animate coordinate frame
<code>trprint</code>	print single line representation
<code>trprint2</code>	print single line representation
<code>trplot</code>	plot coordinate frame
<code>trplot2</code>	plot coordinate frame

Notes

- This is a handle class.
- `RTBPose` subclasses can be used in vectors and arrays.
- Multiplication and division with normalization operations are performed in the subclasses.
- `SO3` is polymorphic with `UnitQuaternion` making it easy to change rotational representations.

See also

[SO2](#), [SO3](#), [SE2](#), [SE3](#)

RTBPose.animate

Animate a coordinate frame

`RTBPose.animate(P1, P2, OPTIONS)` animates a 3D coordinate frame moving from `RTBPose P1` to `RTBPose P2`.

`RTBPose.animate(P, OPTIONS)` animates a coordinate frame moving from the identity pose to the `RTBPose P`.

`RTBPose.animate(PV, OPTIONS)` animates a trajectory, where `PV` is a vector of `RTBPose` subclass objects.

⌘

Options

'fps', fps	Number of frames per second to display (default 10)
'nsteps', n	The number of steps along the path (default 50)
'axis', A	Axis bounds [xmin, xmax, ymin, ymax, zmin, zmax]
'movie', M	Save frames as files in the folder M
'cleanup'	Remove the frame at end of animation
'noxyz'	Don't label the axes
'rgb'	Color the axes in the order x=red, y=green, z=blue
'retain'	Retain frames, don't animate

Additional options are passed through to `tranimate` or `tranimate2`.

See also

[tranimate](#), [tranimate2](#)

RTBPose.char

Convert to string

`s = P.char()` is a string showing **RTBPose** matrix elements as a matrix.

See also

[RTBPose.display](#)

RTBPose.dim

Dimension

`N = P.dim()` is the dimension of the matrix representing the **RTBPose** subclass instance `P`. It is 2 for SO2, 3 for SE2 and SO3, and 4 for SE3.

RTBPose.display

Display pose in matrix form

`P.display()` displays the matrix elements for the **RTBPose** instance `P` to the console. If `P` is a vector ($1 \times N$) then matrices are displayed sequentially.

Notes

- This method is invoked implicitly at the command line when the result of an expression is an RTBPose subclass object and the command has no trailing semicolon.
- If the function `cprintf` is found is used to colorise the matrix: rotational elements in red, translational in blue.
- See <https://www.mathworks.com/matlabcentral/fileexchange/24093-cprintf-display-formatted-colored-text-in-the-command-window>

See also

[SO2](#), [SO3](#), [SE2](#), [SE3](#)

RTBPose.double

Convert to matrix

`T = P.double()` is a native matrix representation of the **RTBPose** subclass instance `P`, either a rotation matrix or a homogeneous transformation matrix.

If `P` is a vector ($1 \times N$) then `T` will be a 3-dimensional array ($M \times M \times N$).

Notes

- If the pose is symbolic the result will be a symbolic matrix.
-

RTBPose.ishomog

Test if SE3 class (compatibility)

`ISHOMOG(T)` is true (1) if `T` is of class `SE3`.

See also

[ishomog](#)

RTBPose.ishomog2

Test if SE2 class (compatibility)

ISHOMOG2 (T) is true (1) if T is of class SE2.

See also

[ishomog2](#)

RTBPose.isrot

Test if SO3 class (compatibility)

ISROT (R) is true (1) if R is of class SO3.

See also

[isrot](#)

RTBPose.isrot2

Test if SO2 class (compatibility)

ISROT2 (R) is true (1) if R is of class SO2.

See also

[isrot2](#)

RTBPose.isSE

Test if rigid-body motion

P.isSE () is true if P is an instance of the **RTBPose** subclass SE2 or SE3.

RTBPose.issym

Test if pose is symbolic

`P.issym()` is true if the **RTBPose** subclass instance `P` has symbolic rather than real values.

RTBPose.isvec

Test if vector (compatibility)

`ISVEC(T)` is always false.

See also

[isvec](#)

RTBPose.minus

Subtract poses

`P1-P2` is the elementwise difference of the matrix elements of the two poses. The result is a matrix not the input class type since the result of subtraction is not in the group.

RTBPose.mpower

Exponential of pose

`P^N` is an **RTBPose** subclass instance equal to **RTBPose** subclass instance `P` raised to the integer power `N`. It is equivalent of compounding `P` with itself `N-1` times.

Notes

- `N` can be 0 in which case the result is the identity element.
- `N` can be negative which is equivalent to the inverse of N .

See also

[RTBPose.power](#), [RTBPose.mtimes](#), [RTBPose.times](#)

RTBPose.mrdivide

Compound SO2 object with inverse

$R = P/Q$ is an **RTBPose** subclass instance representing the composition of the RTBPose subclass instance P by the inverse of the RTBPose subclass instance Q .

If either, or both, of P or Q are vectors, then the result is a vector.

- if P is a vector ($1 \times N$) then R is a vector ($1 \times N$) such that $R(i) = P(i)/Q$.
- if P is a vector ($1 \times N$) then R is a vector ($1 \times N$) such that $R(i) = P/Q(i)$.
- if both P and Q are vectors ($1 \times N$) then R is a vector ($1 \times N$) such that $R(i) = P(i)/Q(i)$.

Notes

- Computed by matrix multiplication of their equivalent matrices with the second one inverted.

See also

[RTBPose.mtimes](#)

RTBPose.mtimes

Compound pose objects

$R = P*Q$ is an **RTBPose** subclass instance representing the composition of the RTBPose subclass instance P by the RTBPose subclass instance Q .

If either, or both, of P or Q are vectors, then the result is a vector.

- if P is a vector ($1 \times N$) then R is a vector ($1 \times N$) such that $R(i) = P(i)*Q$.
- if P is a vector ($1 \times N$) then R is a vector ($1 \times N$) such that $R(i) = P*Q(i)$.
- if both P and Q are vectors ($1 \times N$) then R is a vector ($1 \times N$) such that $R(i) = P(i)*Q(i)$.

$\mathbb{W} = \mathbb{P} * \mathbb{V}$ is a column vector (2×1) which is the transformation of the column vector \mathbb{V} (2×1) by the matrix representation of the RTBPose subclass instance \mathbb{P} .

\mathbb{P} can be a vector and/or \mathbb{V} can be a matrix, a columnwise set of vectors:

- if \mathbb{P} is a vector ($1 \times N$) then \mathbb{W} is a matrix ($2 \times N$) such that $\mathbb{W}(:,i) = \mathbb{P}(i) * \mathbb{V}$.
- if \mathbb{V} is a matrix ($2 \times N$) \mathbb{V} is a matrix ($2 \times N$) then \mathbb{W} is a matrix ($2 \times N$) such that $\mathbb{W}(:,i) = \mathbb{P} * \mathbb{V}(:,i)$.
- if \mathbb{P} is a vector ($1 \times N$) and \mathbb{V} is a matrix ($2 \times N$) then \mathbb{W} is a matrix ($2 \times N$) such that $\mathbb{W}(:,i) = \mathbb{P}(i) * \mathbb{V}(:,i)$.

Notes

- Computed by matrix multiplication of their equivalent matrices.

See also

[RTBPose.mrdivide](#)

RTBPose.plot

Draw a coordinate frame (compatibility)

`trplot(P, OPTIONS)` draws a 3D coordinate frame represented by \mathbb{P} which is SO2, SO3, SE2 or SE3.

Compatible with matrix function `trplot(T)`.

Options are passed through to `trplot` or `trplot2` depending on the object type.

See also

[trplot](#), [trplot2](#)

RTBPose.plus

Add poses

$\mathbb{P1} + \mathbb{P2}$ is the elementwise summation of the matrix elements of the RTBPose subclass instances $\mathbb{P1}$ and $\mathbb{P2}$. The result is a native matrix not the input class type since the result of addition is not in the group.

RTBPose.power

Exponential of pose

$P.^N$ is the exponential of P where N is an integer, followed by normalization. It is equivalent of compounding the rigid-body motion of P with itself $N-1$ times.

Notes

- N can be 0 in which case the result is the identity matrix.
- N can be negative which is equivalent to the inverse of $P.^{abs(N)}$.

See also

[RTBPose.mpower](#), [RTBPose.mtimes](#), [RTBPose.times](#)

RTBPose.print

Compact display of pose

`P.print(OPTIONS)` displays the **RTBPose** subclass instance P in a compact single-line format. If P is a vector then each element is printed on a separate line.

Example

```
T = SE3.rand()
T.print('rpy', 'xyz') % display using XYZ RPY angles
```

Notes

- Options are passed through to `trprint` or `trprint2` depending on the object type.

See also

[trprint](#), [trprint2](#)

RTBPose.prod

Compound array of poses

`P.prod()` is an **RTBPose** subclass instance representing the product (composition) of the successive elements of P ($1 \times N$).

Note

- Composition is performed with the `.*` operator, ie. the product is renormalized at every step.

See also

[RTBPose.times](#)

RTBPose.simplify

Symbolic simplification

`P2 = P.simplify()` applies symbolic simplification to each element of internal matrix representation of the **RTBPose** subclass instance P .

See also

[simplify](#)

RTBPose.subs

Symbolic substitution

`T = subs(T, old, new)` replaces `old` with `new` in the symbolic transformation T .

See also: `subs`

RTBPose.t2r

Get rotation matrix (compatibility)

$\text{t2r}(P)$ is a native matrix corresponding to the rotational component of the SE2 or SE3 instance P .

See also

[t2r](#)

RTBPose.tr2rt

Split rotational and translational components (compatibility)

$[R, t] = \text{tr2rt}(P)$ is the rotation matrix and translation vector corresponding to the SE2 or SE3 instance P .

See also

[tr2rt](#)

RTBPose.tranimate

Animate a 3D coordinate frame (compatibility)

`TRANIMATE(P1, P2, OPTIONS)` animates a 3D coordinate frame moving between RTBPose subclass instances $P1$ and pose $P2$.

`TRANIMATE(P, OPTIONS)` animates a 2D coordinate frame moving from the identity pose to the RTBPose subclass instance P .

`TRANIMATE(PV, OPTIONS)` animates a trajectory, where PV is a vector of RTBPose subclass instances.

Notes

- see `tranimate` for details of options.
- P , $P1$, $P2$, PV can be instances of SO3 or SE3.

See also

[RTBPose.animate](#), [tranimate](#)

RTBPose.tranimate2

Animate a 2D coordinate frame (compatibility)

TRANIMATE2(P1, P2, OPTIONS) animates a 2D coordinate frame moving between RTBPose subclass instances P1 and pose P2.

TRANIMATE2(P, OPTIONS) animates a 2D coordinate frame moving from the identity pose to the RTBPose subclass instance P.

TRANIMATE2(PV, OPTIONS) animates a trajectory, where PV is a vector of RTBPose subclass instances.

Notes

- see `tranimate2` for details of options.
- P, P1, P2, PV can be instances of SO2 or SE2.

See also

[RTBPose.animate](#), [tranimate](#)

RTBPose.trplot

Draw a 3D coordinate frame (compatibility)

trplot(P, OPTIONS) draws a 3D coordinate frame represented by **RTBPose** subclass instance P.

Notes

- see `trplot` for details of options.
- P can be instances of SO3 or SE3.

See also

[RTBPose.plot](#), [trplot](#)

RTBPose.trplot2

Draw a 2D coordinate frame (compatibility)

`trplot2(P, OPTIONS)` draws a 2D coordinate frame represented by **RTBPose** subclass instance `P`.

Notes

- see `trplot` for details of options.
- `P` can be instances of `SO2` or `SE2`.

See also

[RTBPose.plot](#), [trplot2](#)

RTBPose.trprint

Compact display of 3D rotation or transform (compatibility)

`trprint(P, OPTIONS)` displays the **RTBPose** subclass instance `P` in a compact single-line format. If `P` is a vector then each element is printed on a separate line.

Notes

- see `trprint` for details of options.
- `P` can be instances of `SO3` or `SE3`.

See also

[RTBPose.print](#), [trprint](#)

RTBPose.trprint2

Compact display of 2D rotation or transform (compatibility)

`trprint2(P, OPTIONS)` displays the **RTBPose** subclass instance `P` in a compact single-line format. If `P` is a vector then each element is printed on a separate line.

Notes

- see `trprint` for details of options.
- `P` can be instances of `SO2` or `SE2`.

See also

[RTBPose.print](#), [trprint2](#)

RTBPose.vpa

Variable precision arithmetic

`P2 = P.vpa()` numerically evaluates each element of internal matrix representation of the `RTBPose` subclass instance `P`.

`P2 = P.vpa(D)` as above but with `D` decimal digit accuracy.

Notes

- Values of symbolic variables are taken from the workspace.

See also

[vpa](#), [simplify](#)

SE2

Representation of 2D rigid-body motion

This subclass of `RTBPose` is an object that represents rigid-body motion in 2D. Internally this is a 3×3 homogeneous transformation matrix (3×3) belonging to the group $SE(2)$.

Constructor methods

SE2	general constructor
SE2.exp	exponentiate an se(2) matrix
SE2.rand	random transformation
new	new SE2 object

Display and print methods

animate	^graphically animate coordinate frame for pose
display	^print the pose in human readable matrix form
plot	^graphically display coordinate frame for pose
print	^print the pose in single line format

Group operations

*	^mtimes: multiplication (group operator, transform point)
/	^mrdivide: multiply by inverse
^	^mpower: exponentiate (integer only):
inv	inverse
prod	^product of elements

Methods

det	determinant of matrix component
eig	eigenvalues of matrix component
log	logarithm of rotation matrix
inv	inverse
simplify*	apply symbolic simplification to all elements
interp	interpolate between poses
theta	rotation angle

Information and test methods

dim	^returns 2
isSE	^returns true
issym	^test if rotation matrix has symbolic elements
SE2.isa	test if matrix is SE(2)

Conversion methods

char*	convert to human readable matrix as a string
-------	----------------------------------------------

SE2.convert	convert SE2 object or SE(2) matrix to SE2 object
double	convert to rotation matrix
R	convert to rotation matrix
SE3	convert to SE3 object with zero translation
SO2	convert rotational part to SO2 object
T	convert to homogeneous transformation matrix
Twist	convert to Twist object
t	get.t: convert to translation column vector

Compatibility methods

isrot2	^returns false
ishomog2	^returns true
tr2rt	^convert to rotation matrix and translation vector
t2r	^convert to rotation matrix
transl2	^translation as a row vector
trprint2	^print single line representation
trplot2	^plot coordinate frame
tranimate2	^animate coordinate frame

^inherited from RTBPose class.

See also

[SO2](#), [SE3](#), [RTBPose](#)

SE2.SE2

Construct an SE(2) object

Constructs an SE(2) pose object that contains a 3×3 homogeneous transformation matrix.

$T = \text{SE2}()$ is the identity element, a null motion.

$T = \text{SE2}(X, Y)$ is an object representing pure translation defined by X and Y .

$T = \text{SE2}(XY)$ is an object representing pure translation defined by XY (2×1). If XY ($N \times 2$) returns an array of SE2 objects, corresponding to the rows of XY .

$T = \text{SE2}(X, Y, \text{THETA})$ is an object representing translation, X and Y , and rotation, angle THETA .

$T = \text{SE2}(XY, \text{THETA})$ is an object representing translation, XY (2×1), and rotation, angle THETA .

$T = \text{SE2}(XYT)$ is an object representing translation, $XYT(1)$ and $XYT(2)$, and rotation angle $XYT(3)$. If $XYT(N \times 3)$ returns an array of SE2 objects, corresponding to the rows of XYT .

$T = \text{SE2}(T)$ is an object representing translation and rotation defined by the SE(2) homogeneous transformation matrix $T(3 \times 3)$. If $T(3 \times 3 \times N)$ returns an array $(1 \times N)$ of SE2 objects, corresponding to the third index of T .

$T = \text{SE2}(R)$ is an object representing pure rotation defined by the SO(2) rotation matrix $R(2 \times 2)$

$T = \text{SE2}(R, XY)$ is an object representing rotation defined by the orthonormal rotation matrix $R(2 \times 2)$ and position given by $XY(2 \times 1)$

$T = \text{SE2}(T)$ is a copy of the **SE2** object T . If $T(N \times 1)$ returns an array of **SE2** objects, corresponding to the index of T .

Options

'deg' Angle is specified in degrees

Notes

- Arguments can be symbolic
 - The form $\text{SE2}(XY)$ is ambiguous with $\text{SE2}(R)$ if XY has 2 rows, the second form is assumed.
 - The form $\text{SE2}(XYT)$ is ambiguous with $\text{SE2}(T)$ if XYT has 3 rows, the second form is assumed.
 - R and T are checked to be valid SO(2) or SE(2) matrices.
-

SE2.convert

Convert to SE2

$Q = \text{SE2.convert}(X)$ is an **SE2** object equivalent to X where X is either an SE2 object, or an SE(2) homogeneous transformation matrix (3×3) .

SE2.exp

Construct SE2 from Lie algebra

$\text{SE2.exp}(\text{SIGMA})$ is the **SE2** rigid-body motion corresponding to the se(2) Lie algebra element $\text{SIGMA}(3 \times 3)$.

`SE3.exp(TW)` as above but the Lie algebra is represented as a twist vector $TW(1 \times 1)$.

Notes

- TW is the non-zero elements of X .

Reference

- Robotics, Vision & Control: Second Edition, P. Corke, Springer 2016; p25-31.

See also

[texp2](#), [skewa](#)

SE2.get.t

Get translational component

`P.t` is a column vector (2×1) representing the translational component of the rigid-body motion described by the SE2 object P .

Notes

- If P is a vector the result is a MATLAB comma separated list, in this case use `P.transl()`.

See also

[SE2.transl](#)

SE2.interp

Interpolate between SO2 objects

`P1.interp(P2, s)` is an **SE2** object which is an interpolation between poses represented by SE2 objects $P1$ and $P2$. s varies from 0 ($P1$) to 1 ($P2$). If s is a vector ($1 \times N$) then the result will be a vector of SE2 objects.

Notes

- It is an error if S is outside the interval 0 to 1.

See also

[SO2.angle](#)

SE2.inv

Inverse of SE2 object

$Q = \text{inv}(P)$ is the inverse of the **SE2** object P .

Notes

- This is formed explicitly, no matrix inverse required.
 - This is a group operator: input and output in the SE(2) group.
 - $P*Q$ will be the identity group element (zero motion, identity matrix).
-

SE2.isa

Test if matrix is SE(2)

`SE2.isa(T)` is true (1) if the argument T is of dimension 3×3 or $3 \times 3 \times N$, else false (0).

`SE2.isa(T, true)` as above, but also checks the validity of the rotation sub-matrix.

Notes

- This is a class method.
- The first form is a fast, but incomplete, test for a transform in SE(3).
- There is ambiguity in the dimensions of SE2 and SO3 in matrix form.

See also

[SO3.ISA](#), [SE2.ISA](#), [SO2.ISA](#), [ishomog2](#)

SE2.log

Lie algebra

`se2 = P.log()` is the Lie algebra corresponding to the **SE2** object `P`. It is an augmented skew-symmetric matrix (3×3).

See also

[SE2.Twist](#), [logm](#), [skewa](#), [vexa](#)

SE2.new

Construct a new object of the same type

`P2 = P.new(X)` creates a new object of the same type as `P`, by invoking the **SE2** constructor on the matrix `X` (3×3).

`P2 = P.new()` as above but defines a null motion.

Notes

- Serves as a dynamic constructor.
- This method is polymorphic across all RTB Pose derived classes, and allows easy creation of a new object of the same class as an existing
- one without needing to explicitly determine its type.

See also

[SE3.new](#), [SO3.new](#), [SO2.new](#)

SE2.rand

Construct a random SE(2) object

`SE2.rand()` is an **SE2** object with a uniform random translation and a uniform random orientation. Random numbers are in the interval $[-1 \ 1]$ and rotations in the interval $[-\pi \ \pi]$.

See also

[rand](#)

SE2.SE3

Lift to 3D

$Q = P.SE3()$ is an SE3 object formed by lifting the rigid-body motion described by the SE2 object P from 2D to 3D. The rotation is about the z-axis, and the translation is within the xy-plane.

See also

[SE3](#)

SE2.set.t

Set translational component

$P.t = TV$ sets the translational component of the rigid-body motion described by the SE2 object P to TV (2×1).

Notes

- TV can be a row or column vector.
 - If TV contains a symbolic value then the entire matrix becomes symbolic.
-

SE2.SO2

Extract $SO(2)$ rotation

$Q = SO2(P)$ is an SO2 object that represents the rotational component of the SE2 rigid-body motion.

See also

[SE2.R](#)

SE2.T

Get homogeneous transformation matrix

$T = P.T()$ is the homogeneous transformation matrix (3×3) associated with the SE2 object P , and has zero translational component. If P is a vector ($1 \times N$) then T ($3 \times 3 \times N$) is a stack of homogeneous transformation matrices, with the third dimension corresponding to the index of P .

See also

[SO2.T](#)

SE2.transl

Get translational component

$TV = P.transl()$ is a row vector (1×2) representing the translational component of the rigid-body motion described by the SE2 object P . If P is a vector of objects ($1 \times N$) then TV ($N \times 2$) will have one row per object element.

SE2.Twist

Convert to Twist object

$TW = P.Twist()$ is the equivalent Twist object. The elements of the twist are the unique elements of the Lie algebra of the SE2 object P .

See also

[SE2.log](#), [Twist](#)

SE2.xyt

Extract configuration

$XYT = P.xyt()$ is a column vector (3×1) comprising the minimum three configuration parameters of this rigid-body motion: translation (x,y) and rotation θ .

SE3

Representation of 3D rigid-body motion

This subclass of RTBPose is an object that represents rigid-body motion in 2D. Internally this is a 3×3 homogeneous transformation matrix (4×4) belonging to the group $SE(3)$.

Constructor methods

SE3	general constructor
SE3.angvec	rotation about vector
SE3.eul	rotation defined by Euler angles
SE3.exp	exponentiate an $se(3)$ matrix
SE3.oa	rotation defined by o- and a-vectors
SE3.Rx	rotation about x-axis
SE3.Ry	rotation about y-axis
SE3.Rz	rotation about z-axis
SE3.rand	random transformation
SE3.rpy	rotation defined by roll-pitch-yaw angles
new	new SE3 object

Display and print methods

animate	^graphically animate coordinate frame for pose
display	^print the pose in human readable matrix form
plot	^graphically display coordinate frame for pose
print	^print the pose in single line format

Group operations

*	^mtimes: multiplication (group operator, transform point)
.*	^^times: multiplication (group operator) followed by normalization
/	^mrdivide: multiply by inverse
./	^^rdivide: multiply by inverse followed by normalization
^	^mpower: xponentiate (integer only)
.^	^power: exponentiate followed by normalization
inv	inverse
prod	^product of elements

Methods

det	determinant of matrix component
-----	---------------------------------

eig	eigenvalues of matrix component
log	logarithm of rotation matrix $r \geq 0$ & $r \leq 1$
simplify	^apply symbolic simplification to all elements
Ad	adjoint matrix (6×6)
increment	update pose based on incremental motion
interp	interpolate poses
velxform	compute velocity transformation
interp	interpolate between poses
ctrj	Cartesian motion
norm	normalize the rotation submatrix

Information and test methods

dim*	returns 4
isSE*	returns true
issym*	test if rotation matrix has symbolic elements
isidentity	test for null motion
SE3.isa	check if matrix is SE(3)

Conversion methods

char	convert to human readable matrix as a string
SE3.convert	convert SE3 object or SE(3) matrix to SE3 object
double	convert to SE(3) matrix
R	convert rotation part to SO(3) matrix
SO3	convert rotation part to SO3 object
T	convert to SE(3) matrix
t	translation column vector
toangvec	convert to rotation about vector form
todelta	convert to differential motion vector
toeul	convert to Euler angles
torpy	convert to roll-pitch-yaw angles
tv	translation column vector for vector of SE3
UnitQuaternion	convert to UnitQuaternion object

Compatibility methods

homtrans	apply to vector
isrot	^returns false
ishomog	^returns true
t2r	^convert to rotation matrix
tr2rt	^convert to rotation matrix and translation vector
tr2eul	^^convert to Euler angles
tr2rpy	^^convert to roll-pitch-yaw angles
tranimate	^animate coordinate frame

<code>transl</code>	translation as a row vector
<code>trnorm</code>	\wedge normalize the rotation matrix
<code>trplot</code>	\wedge plot coordinate frame
<code>trprint</code>	\wedge print single line representation

Other operators

<code>+</code>	\wedge plus: elementwise addition, result is a matrix
<code>-</code>	\wedge minus: elementwise subtraction, result is a matrix
<code>==</code>	\wedge eq: test equality
<code>~=</code>	\wedge ne: test inequality

- \wedge inherited from `RTBPose`
- $\wedge\wedge$ inherited from `SO3`

Properties

<code>n</code>	<code>get.n</code> : normal (x) vector
<code>o</code>	<code>get.o</code> : orientation (y) vector
<code>a</code>	<code>get.a</code> : approach (z) vector
<code>t</code>	<code>get.t</code> : translation vector

For single SE3 objects only, for a vector of SE3 objects use the equivalent methods

<code>t</code>	translation as a 3×1 vector (read/write)
<code>R</code>	rotation as a 3×3 matrix (read)

Notes

- The properties `R`, `t` are implemented as MATLAB dependent properties. When applied to a vector of SE3 object the result is a comma-separated
- list which can be converted to a matrix by enclosing it in square
- brackets, eg `[T.t]` or more conveniently using the method `T.transl`

See also

[SO3](#), [SE2](#), [RTBPose](#)

SE3.SE3

Create an SE(3) object

Constructs an SE(3) pose object that contains a 4×4 homogeneous transformation matrix.

$T = \text{SE3}()$ is the identity element, a null motion.

$T = \text{SE3}(X, Y, Z)$ is an object representing pure translation defined by X , Y and Z .

$T = \text{SE3}(XYZ)$ is an object representing pure translation defined by XYZ (3×1). If XYZ ($N \times 3$) returns an array of SE3 objects, corresponding to the rows of XYZ .

$T = \text{SE3}(T)$ is an object representing translation and rotation defined by the homogeneous transformation matrix T (3×3). If T ($3 \times 3 \times N$) returns an array of SE3 objects, corresponding to the third index of T .

$T = \text{SE3}(R, XYZ)$ is an object representing rotation defined by the orthonormal rotation matrix R (3×3) and position given by XYZ (3×1).

$T = \text{SE3}(T)$ is a copy of the **SE3** object T . If T ($N \times 1$) returns an array of **SE3** objects, corresponding to the index of T .

Options

'deg' Angle is specified in degrees

Notes

- Arguments can be symbolic.
 - R and T are checked to be valid SO(2) or SE(2) matrices.
-

SE3.Ad

Adjoint matrix

$A = P.\text{Ad}()$ is the adjoint matrix (6×6) corresponding to the pose P .

See also

[Twist.ad](#)

SE3.angvec

Construct SE3 from angle and axis vector

`SE3.angvec(THETA, V)` is an **SE3** object equivalent to a rotation of `THETA` about the vector `V` and with zero translation.

Notes

- If `THETA == 0` then return identity matrix.
- If `THETA \neq 0` then `V` must have a finite length.

See also

[SO3.angvec](#), [eul2r](#), [rpy2r](#), [tr2angvec](#)

SE3.convert

Convert to SE3

`Q = SE3.convert(X)` is an **SE3** object equivalent to `X` where `X` is either an **SE3** object, or an $SE(3)$ homogeneous transformation matrix (4×4).

SE3.ctray

Cartesian trajectory between two poses

`TC = T0.ctray(T1, N)` is a Cartesian trajectory defined by a vector of **SE3** objects ($1 \times N$) from pose `T0` to `T1`, both described by **SE3** objects. There are `N` points on the trajectory that follow a trapezoidal velocity profile along the trajectory.

`TC = CTRAJ(T0, T1, S)` as above but the elements of `S` ($N \times 1$) specify the fractional distance along the path, and these values are in the range $[0 \ 1]$. The i 'th point corresponds to a distance `S(i)` along the path.

Notes

- In the second case `S` could be generated by a scalar trajectory generator such as `TPOLY` or `LSPB` (default).
- Orientation interpolation is performed using quaternion interpolation.

Reference

Robotics, Vision & Control, Sec 3.1.5, Peter Corke, Springer 2011

See also

[lspb](#), [mstraj](#), [trinterp](#), [ctrj](#), [UnitQuaternion.interp](#)

SE3.delta

Construct SE3 object from differential motion vector

`T = SE3.delta(D)` is an **SE3** pose object representing differential motion D (6×1).

The vector $D=(dx, dy, dz, dRx, dRy, dRz)$ represents infinitesimal translation and rotation, and is an approximation to the instantaneous spatial velocity multiplied by time step.

Reference

- Robotics, Vision & Control: Second Edition, P. Corke, Springer 2016; p67.

See also

[SE3.todelta](#), [SE3.increment](#), [tr2delta](#)

SE3.eul

Construct SE3 from Euler angles

`P = SO3.eul(PHI, THETA, PSI, OPTIONS)` is an **SE3** object equivalent to the specified Euler angles. These correspond to rotations about the Z, Y, Z axes respectively. If `PHI`, `THETA`, `PSI` are column vectors ($N \times 1$) then they are assumed to represent a trajectory then `P` is a vector ($1 \times N$) of SE3 objects.

`P = SO3.eul(EUL, OPTIONS)` as above but the Euler angles are taken from consecutive columns of the passed matrix `EUL = [PHI THETA PSI]`. If `EUL` is a matrix ($N \times 3$) then they are assumed to represent a trajectory then `P` is a vector ($1 \times N$) of SE3 objects.

Options

'deg' Angles are specified in degrees (default radians)

Note

- Translation is zero.
- The vectors PHI, THETA, PSI must be of the same length.

Reference

- Robotics, Vision & Control: Second Edition, P. Corke, Springer 2016; p36-37.

See also

[SO3.eul](#), [SE3.rpy](#), [eul2tr](#), [rpy2tr](#), [tr2eul](#)

SE3.exp

Construct SE3 from Lie algebra

`SE3.exp(SIGMA)` is the **SE3** rigid-body motion corresponding to the `se(3)` Lie algebra element `SIGMA` (4×4).

`SE3.exp(TW)` as above but the Lie algebra is represented as a twist vector `TW` (6×1).

`SE3.exp(SIGMA, THETA)` as above, but the motion is given by `SIGMA*THETA` where `SIGMA` is an `se(3)` element (4×4) whose rotation part has a unit norm.

Notes

- `TW` is the non-zero elements of `X`.

Reference

- Robotics, Vision & Control: Second Edition, P. Corke, Springer 2016; p42-43.

See also

[trexp](#), [skewa](#), [Twist](#)

SE3.homtrans

Apply transformation to points (compatibility)

`homtrans(P, V)` applies **SE3** pose object `P` to the points stored columnwise in `V` ($3 \times N$) and returns transformed points ($3 \times N$).

Notes

- `P` is an SE3 object defining the pose of $\{A\}$ with respect to $\{B\}$.
- The points are defined with respect to frame $\{A\}$ and are transformed to be with respect to frame $\{B\}$.
- Equivalent to `P*V` using overloaded SE3 operators.

See also

[RTBPose.mtimes](#), [homtrans](#)

SE3.increment

Apply incremental motion to an SE3 pose

`P1 = P.increment(D)` is an **SE3** pose object formed by compounding the SE3 pose with the incremental motion described by `D` (6×1).

The vector `D`=(`dx`, `dy`, `dz`, `dRx`, `dRy`, `dRz`) represents infinitesimal translation and rotation, and is an approximation to the instantaneous spatial velocity multiplied by time step.

See also

[SE3.todelta](#), [SE3.delta](#), [delta2tr](#), [tr2delta](#)

SE3.interp

Interpolate SE3 poses

`P1.interp(P2, s)` is an **SE3** object representing an interpolation between poses represented by SE3 objects `P1` and `P2`. `s` varies from 0 (`P1`) to 1 (`P2`). If `s` is a vector ($1 \times N$) then the result will be a vector of SE3 objects.

`P1.interp(P2, N)` as above but returns a vector ($1 \times N$) of **SE3** objects interpolated between `P1` and `P2` in N steps.

Notes

- The rotational interpolation (`slerp`) can be interpreted as interpolation along a great circle arc on a sphere.
- It is an error if any element of S is outside the interval 0 to 1.

See also

[trinterp](#), [ctrj](#), [UnitQuaternion](#)

SE3.inv

Inverse of SE3 object

`Q = inv(P)` is the inverse of the **SE3** object `P`.

Notes

- This is formed explicitly, no matrix inverse required.
 - This is a group operator: input and output in the $SE(3)$ group.
 - $P*Q$ will be the identity group element (zero motion, identity matrix).
-

SE3.isa

Test if matrix is $SE(3)$

`SE3.ISA(T)` is true (1) if the argument `T` is of dimension 4×4 or $4 \times 4 \times N$, else false (0).

`SE3.ISA(T, 'valid')` as above, but also checks the validity of the rotation sub-matrix.

Notes

- Is a class method.
- The first form is a fast, but incomplete, test for a transform in $SE(3)$.

See also

[SO3.isa](#), [SE2.isa](#), [SO2.isa](#)

SE3.identity

Test if identity element

`P.identity()` is true if the **SE3** object `P` corresponds to null motion, that is, its homogeneous transformation matrix is identity.

SE3.log

Lie algebra

`P.log()` is the Lie algebra corresponding to the **SE3** object `P`. It is an augmented skew-symmetric matrix (4×4).

Reference

- Robotics, Vision & Control: Second Edition, P. Corke, Springer 2016; p42-43.

See also

[SE3.logs](#), [SE3.Twist](#), [trlog](#), [logm](#), [skewa](#), [vexa](#)

SE3.logs

Lie algebra in vector form

`P.logs()` is the Lie algebra expressed as a vector (1×6) corresponding to the **SE2** object `P`. The vector comprises the translational elements followed by the unique elements of the skew-symmetric upper-left 3×3 submatrix.

Reference

- Robotics, Vision & Control: Second Edition, P. Corke, Springer 2016; p42-43.

See also

[SE3.log](#), [SE3.Twist](#), [trlog](#), [logm](#)

SE3.new

Construct a new object of the same type

`P2 = P.new(X)` creates a new object of the same type as `P`, by invoking the **SE3** constructor on the matrix `X` (4×4).

`P2 = P.new()` as above but defines a null motion.

Notes

- Serves as a dynamic constructor.
- This method is polymorphic across all RTBPose derived classes, and allows easy creation of a new object of the same class as an existing
- one without needing to explicitly determine its type.

See also

[SO3.new](#), [SO2.new](#), [SE2.new](#)

SE3.norm

Normalize rotation submatrix (compatibility)

`P.norm()` is an **SE3** pose equivalent to `P` but the rotation matrix is normalized (guaranteed to be orthogonal).

Notes

- Overrides the classic RTB function `trnorm` for an `SE3` object.

See also

[trnorm](#)

SE3.aa

Construct SE3 from orientation and approach vectors

`P = SE3.aa(O, A)` is an **SE3** object for the specified orientation and approach vectors (3×1) formed from 3 vectors such that $R = [N \ O \ A]$ and $N = O \times A$, with zero translation.

Notes

- The rotation submatrix is guaranteed to be orthonormal so long as O and A are not parallel.
- The vectors O and A are parallel to the Y- and Z-axes of the coordinate frame.

References

- Robot manipulators: mathematics, programming and control Richard Paul, MIT Press, 1981.

See also

[rpy2r](#), [eul2r](#), [oa2tr](#), [SO3.aa](#)

SE3.rand

Construct random SE3

`SE3.rand()` is an **SE3** object with a uniform random translation and a uniform random RPY/ZYX orientation. Random numbers are in the interval -1 to 1.

See also

[rand](#)

SE3.rpy

Construct SE3 from roll-pitch-yaw angles

`P = SE3.rpy(ROLL, PITCH, YAW, OPTIONS)` is an **SE3** object equivalent to the specified roll, pitch, yaw angles with zero translation. These correspond

to rotations about the Z, Y, X axes respectively. If `ROLL`, `PITCH`, `YAW` are column vectors ($N \times 1$) then they are assumed to represent a trajectory then `P` is a vector ($1 \times N$) of SE3 objects.

`P = SE3.rpy(RPY, OPTIONS)` as above but the roll, pitch, yaw angles angles are taken from consecutive columns of the passed matrix `RPY = [ROLL, PITCH, YAW]`. If `RPY` is a matrix ($N \times 3$) then they are assumed to represent a trajectory and `P` is a vector ($1 \times N$) of SE3 objects.

Options

'deg' Compute angles in degrees (radians default)
'xyz' Rotations about X, Y, Z axes (for a robot gripper)
'yxz' Rotations about Y, X, Z axes (for a camera)

Reference

- Robotics, Vision & Control: Second Edition, P. Corke, Springer 2016; p37-38.

See also

[SO3.rpy](#), [SE3.eul](#), [tr2rpy](#), [eul2tr](#)

SE3.Rx

Construct SE3 from rotation about X axis

`P = SE3.Rx(THETA)` is an **SE3** object representing a rotation of `THETA` radians about the x-axis. If the `THETA` is a vector ($1 \times N$) then `P` will be a vector ($1 \times N$) of corresponding SE3 objects.

`P = SE3.Rx(THETA, 'deg')` as above but `THETA` is in degrees.

See also

[SE3.Ry](#), [SE3.Rz](#), [rotx](#)

SE3.Ry

Construct SE3 from rotation about Y axis

$P = \text{SE3.Ry}(\text{THETA})$ is an **SE3** object representing a rotation of THETA radians about the y-axis. If the THETA is a vector ($1 \times N$) then P will be a vector ($1 \times N$) of corresponding SE3 objects.

$P = \text{SE3.Ry}(\text{THETA}, 'deg')$ as above but THETA is in degrees.

See also

[SE3.Ry](#), [SE3.Rz](#), [rotx](#)

SE3.Rz

Construct SE3 from rotation about Z axis

$P = \text{SE3.Rz}(\text{THETA})$ is an **SE3** object representing a rotation of THETA radians about the z-axis. If the THETA is a vector ($1 \times N$) then P will be a vector ($1 \times N$) of corresponding SE3 objects.

$P = \text{SE3.Rz}(\text{THETA}, 'deg')$ as above but THETA is in degrees.

See also

[SE3.Ry](#), [SE3.Rz](#), [rotx](#)

SE3.set.t

Get translation vector

$T = P.t$ is the translational part of **SE3** object as a 3-element column vector.

Notes

- If applied to a vector will return a comma-separated list, use `.tv()` instead.

See also

[SE3.tv](#), [transl](#)

SE3.SO3

Convert rotational component to SO3 object

`P.SO3` is an `SO3` object representing the rotational component of the **SE3** pose `P`. If `P` is a vector ($N \times 1$) then the result is a vector ($N \times 1$).

SE3.T

Get homogeneous transformation matrix

`T = P.T()` is the homogeneous transformation matrix (3×3) associated with the `SO2` object `P`, and has zero translational component. If `P` is a vector ($1 \times N$) then `T` ($3 \times 3 \times N$) is a stack of rotation matrices, with the third dimension corresponding to the index of `P`.

See also

[SO2.T](#)

SE3.toangvec

Convert to angle-vector form

`[THETA,V] = P.toangvec(OPTIONS)` is rotation expressed in terms of an angle `THETA` (1×1) about the axis `V` (1×3) equivalent to the rotational part of the `SE3` object `P`.

If `P` is a vector ($1 \times N$) then `THETA` ($K \times 1$) is a vector of angles for corresponding elements of the vector and `V` ($K \times 3$) are the corresponding axes, one per row.

Options

'deg' Return angle in degrees

Notes

- If no output arguments are specified the result is displayed.

See also

[angvec2r](#), [angvec2tr](#), [trlog](#)

SE3.todelta

Convert SE3 object to differential motion vector

`D = P0.todelta(P1)` is the differential motion (6×1) corresponding to infinitesimal motion (in the $P0$ frame) from SE3 pose $P0$ to $P1$.

The vector $D=(dx, dy, dz, dRx, dRy, dRz)$ represents infinitesimal translation and rotation, and is an approximation to the instantaneous spatial velocity multiplied by time step.

`D = P.todelta()` as above but the motion is from the world frame to the **SE3** pose P .

Notes

- D is only an approximation to the motion, and assumes that $P0 \approx P1$ or $P \approx \text{eye}(4,4)$.
- can be considered as an approximation to the effect of spatial velocity over a time interval, average spatial velocity multiplied by time.

See also

[SE3.increment](#), [tr2delta](#), [delta2tr](#)

SE3.toeul

Convert to Euler angles

`EUL = P.toeul(OPTIONS)` are the ZYZ Euler angles (1×3) corresponding to the rotational part of the SE3 object P . The 3 angles $EUL=[\text{PHI}, \text{THETA}, \text{PSI}]$ correspond to sequential rotations about the Z, Y and Z axes respectively.

If P is a vector ($1 \times N$) then each row of EUL corresponds to an element of the vector.

Options

- 'deg' Compute angles in degrees (radians default)
- 'flip' Choose first Euler angle to be in quadrant 2 or 3.

Notes

- There is a singularity for the case where $\text{THETA}=0$ in which case PHI is arbitrarily set to zero and PSI is the sum ($\text{PHI}+\text{PSI}$).

See also

[SO3.toeul](#), [SE3.torpy](#), [eul2tr](#), [tr2rpy](#)

SE3.torpy

Convert to roll-pitch-yaw angles

$\text{RPY} = \text{P.torpy}(\text{options})$ are the roll-pitch-yaw angles (1×3) corresponding to the rotational part of the SE3 object P. The 3 angles $\text{RPY}=[\text{R},\text{P},\text{Y}]$ correspond to sequential rotations about the Z, Y and X axes respectively.

If P is a vector ($1 \times N$) then each row of RPY corresponds to an element of the vector.

Options

- 'deg' Compute angles in degrees (radians default)
- 'xyz' Return solution for sequential rotations about X, Y, Z axes
- 'yxz' Return solution for sequential rotations about Y, X, Z axes

Notes

- There is a singularity for the case where $\text{P}=\pi/2$ in which case R is arbitrarily set to zero and Y is the sum ($\text{R}+\text{Y}$).

See also

[SE3.torpy](#), [SE3.toeul](#), [rpy2tr](#), [tr2eul](#)

SE3.transl

Get translation vector

$\text{T} = \text{P.transl}()$ is the translational part of **SE3** object as a 3-element row vector. If P is a vector ($1 \times N$) then

the rows of \mathbb{T} ($M \times 3$) are the translational component of the corresponding pose in the sequence.

`[X,Y,Z] = P.transl()` as above but the translational part is returned as three components. If \mathbb{P} is a vector ($1 \times N$) then X,Y,Z ($1 \times N$) are the translational components of the corresponding pose in the sequence.

Notes

- The `.t` method only works for a single pose object, on a vector it returns a comma-separated list.

See also

[SE3.t](#), [transl](#)

SE3.trnorm

Normalize rotation submatrix (compatibility)

$\mathbb{T} = \text{trnorm}(\mathbb{P})$ is an **SE3** object equivalent to \mathbb{P} but normalized (rotation matrix guaranteed to be orthogonal).

Notes

- Overrides the classic RTB function `trnorm` for an SE3 object.

See also

[trnorm](#)

SE3.tv

Return translation for a vector of SE3 objects

$\mathbb{P}.\text{tv}$ is a column vector (3×1) representing the translational part of the SE3 pose object \mathbb{P} . If \mathbb{P} is a vector of SE3 objects ($N \times 1$) then the result is a matrix ($3 \times N$) with columns corresponding to the elements of \mathbb{P} .

See also

[SE3.t](#)

SE3.Twist

Convert to Twist object

`TW = P.Twist()` is the equivalent Twist object. The elements of the twist are the unique elements of the Lie algebra of the SE3 object P.

See also

[SE3.logs](#), [Twist](#)

SE3.velxform

Velocity transformation

Transform velocity between frames. A is the world frame, B is the body frame and C is another frame attached to the body. PAB is the pose of the body frame with respect to the world frame, PCB is the pose of the body frame with respect to frame C.

`J = PAB.velxform()` is a 6×6 Jacobian matrix that maps velocity from frame B to frame A.

`J = PCB.velxform('samebody')` is a 6×6 Jacobian matrix that maps velocity from frame C to frame B. This is also the adjoint of PCB.

skew

Create skew-symmetric matrix

`S = SKEW(V)` is a skew-symmetric matrix formed from V.

If $V(1 \times 1)$ then $S =$

$$\begin{bmatrix} 0 & -v \\ v & 0 \end{bmatrix}$$

and if $V(1 \times 3)$ then $S =$

$$\begin{bmatrix} 0 & -v_z & v_y \\ v_z & 0 & -v_x \\ -v_y & v_x & 0 \end{bmatrix}$$

Notes

- This is the inverse of the function `VEX()`.
- These are the generator matrices for the Lie algebras $\mathfrak{so}(2)$ and $\mathfrak{so}(3)$.

References

- Robotics, Vision & Control: Second Edition, Chap 2, P. Corke, Springer 2016.

See also

[skewa](#), [vex](#)

skewa

Create augmented skew-symmetric matrix

$S = \text{SKEWA}(V)$ is an augmented skew-symmetric matrix formed from V .

If V (1×3) then $S =$

$$\begin{bmatrix} 0 & -v_3 & v_1 \\ v_3 & 0 & v_2 \\ 0 & 0 & 0 \end{bmatrix}$$

and if V (1×6) then $S =$

$$\begin{bmatrix} 0 & -v_6 & v_5 & v_1 \\ v_6 & 0 & -v_4 & v_2 \\ -v_5 & v_4 & 0 & v_3 \\ 0 & 0 & 0 & 0 \end{bmatrix}$$

Notes

- This is the inverse of the function `VEXA()`.
- These are the generator matrices for the Lie algebras $\mathfrak{se}(2)$ and $\mathfrak{se}(3)$.
- Map twist vectors in 2D and 3D space to $\mathfrak{se}(2)$ and $\mathfrak{se}(3)$.

References

- Robotics, Vision & Control: Second Edition, Chap 2, P. Corke, Springer 2016.

See also

[skew](#), [vex](#), [Twist](#)

SO2

Representation of 2D rotation

This subclass of RTBPose is an object that represents rotation in 2D. Internally this is a 2×2 orthonormal matrix belonging to the group $SO(2)$.

Constructor methods

SO2	general constructor
SO2.exp	exponentiate an so(2) matrix
SO2.rand	random orientation
new	new SO2 object from instance

Display and print methods

animate	^graphically animate coordinate frame for pose
display	^print the pose in human readable matrix form
plot	^graphically display coordinate frame for pose
print	^print the pose in single line format

Group operations

*	^mtimes: multiplication (group operator, transform point)
/	^mrdivide: multiply by inverse
^	^mpower: exponentiate (integer only)
inv	^inverse rotation
prod	^product of elements

Methods

det	determinant of matrix value (is 1)
eig	^eigenvalues of matrix value
interp	interpolate between rotations
log	logarithm of rotation matrix
simplify	^apply symbolic simplification to all elements
subs	^symbolic substitution
vpa	^symbolic variable precision arithmetic

Information and test methods

dim	^returns 2
isSE	^returns false
issym	^test if rotation matrix has symbolic elements
SO2.isa	test if matrix is SO(2)

Conversion methods

char	^convert to human readable matrix as a string
SO2.convert	convert SO2 object or SO(2) matrix to SO2 object
double	^convert to rotation matrix
theta	rotation angle
R	convert to rotation matrix
SE2	convert to SE2 object with zero translation
T	convert to homogeneous transformation matrix with zero translation

Compatibility methods

ishomog2	^returns false
isrot2	^returns true
tranimate2	^animate coordinate frame
trplot2	^plot coordinate frame
trprint2	^print single line representation

Operators

+	^plus: elementwise addition, result is a matrix
-	^minus: elementwise subtraction, result is a matrix
==	^eq: test equality
~=	^ne: test inequality

^inherited from RTBPose class.

See also

[SE2](#), [SO3](#), [SE3](#), [RTBPose](#)

SO2.SO2

Construct SO2 object

$P = \text{SO2}()$ is the identity element, a null rotation.

$P = \text{SO2}(\text{THETA})$ is an **SO2** object representing rotation of THETA radians. If THETA is a vector (N) then P is a vector of objects, corresponding to the elements of THETA.

$P = \text{SO2}(\text{THETA}, 'deg')$ as above but with THETA degrees.

$P = \text{SO2}(R)$ is an **SO2** object formed from the rotation matrix $R (2 \times 2)$.

$P = \text{SO2}(T)$ is an **SO2** object formed from the rotational part of the homogeneous transformation matrix $T (3 \times 3)$.

$P = \text{SO2}(Q)$ is an **SO2** object that is a copy of the **SO2** object Q.

Notes

- For matrix arguments R or T the rotation submatrix is checked for validity.

See also

[rot2](#), [SE2](#), [SO3](#)

SO2.angle

Rotation angle

$P.\text{angle}()$ is the rotation angle, in radians $[-\pi, \pi)$, associated with the SO2 object P.

See also

[atan2](#)

SO2.char

Convert to string

`P.char()` is a string containing rotation matrix elements.

See also

[RTB.display](#)

SO2.convert

Convert value to SO2

`Q = SO2.convert(X)` is an **SO2** object equivalent to `X` where `X` is either an SO2 object, an SO(2) rotation matrix (2×2), an SE2 object, or an SE(2) homogeneous transformation matrix (3×3).

SO2.det

Determinant

`det(P)` is the determinant of the **SO2** object `P` and should always be +1.

SO2.eig

Eigenvalues and eigenvectors

`E = eig(P)` is a column vector containing the eigenvalues of the underlying rotation matrix.

`[V,D] = eig(P)` produces a diagonal matrix `D` of eigenvalues and a full matrix `V` whose columns are the corresponding eigenvectors such that $A*V = V*D$.

See also

[eig](#)

SO2.exp

Construct SO2 from Lie algebra

`R = SO3.exp(X)` is the **SO2** rotation corresponding to the $\mathfrak{so}(2)$ Lie algebra element `SIGMA` (2×2).

`R = SO3.exp(TW)` as above but the Lie algebra is represented as a twist vector `TW` (1×1).

Notes

- `TW` is the non-zero elements of `X`.

Reference

- Robotics, Vision & Control: Second Edition, P. Corke, Springer 2016; p25-31.

See also

[trexp2](#), [skewa](#)

SO2.interp

Interpolate between rotations

`P1.interp(P2, s)` is an **SO2** object representing interpolation between rotations represented by `SO2` objects `P1` and `P2`. `s` varies from 0 (`P1`) to 1 (`P2`). If `s` is a vector ($1 \times N$) then the result will be a vector of `SO2` objects.

`P1.interp(P2, N)` as above but returns a vector ($1 \times N$) of **SO2** objects interpolated between `P1` and `P2` in `N` steps.

Notes

- It is an error if any element of `S` is outside the interval 0 to 1.

See also

[SO2.angle](#)

SO2.inv

Inverse

$Q = \text{inv}(P)$ is an **SO2** object representing the inverse of the **SO2** object P .

Notes

- This is a group operator: input and output in the $SO(2)$ group.
 - This is simply the transpose of the underlying matrix.
 - $P*Q$ will be the identity group element (zero rotation, identity matrix).
-

SO2.isa

Test if matrix belongs to $SO(2)$

$SO2.ISA(T)$ is true (1) if the argument T is of dimension 2×2 or $2 \times 2 \times N$, else false (0).

$SO2.ISA(T, \text{true})$ as above, but also checks the validity of the rotation matrix, ie. that its determinant is +1.

Notes

- The first form is a fast, but incomplete, test for a transform in $SO(2)$.

See also

[SO3.ISA](#), [SE2.ISA](#), [SE2.ISA](#), [ishomog2](#)

SO2.log

Logarithm

$\text{so2} = P.\text{log}()$ is the Lie algebra corresponding to the **SO2** object P . It is a skew-symmetric matrix (2×2).

See also

[SO2.exp](#), [Twist](#), [logm](#), [vex](#), [skew](#)

SO2.new

Construct a new object of the same type

Create a new object of the same type as the RTBPose derived instance object.

`P.new(X)` creates a new object of the same type as `P`, by invoking the **SO2** constructor on the matrix X (2×2).

`P.new()` as above but assumes an identity matrix.

Notes

- Serves as a dynamic constructor.
- This method is polymorphic across all RTBPose derived classes, and

allows easy creation of a new object of the same class as an existing one without needing to explicitly determine its type.

See also

[SE3.new](#), [SO3.new](#), [SE2.new](#)

SO2.R

Get rotation matrix

`R = P.R()` is the rotation matrix (2×2) associated with the **SO2** object `P`. If `P` is a vector ($1 \times N$) then `R` ($2 \times 2 \times N$) is a stack of rotation matrices, with the third dimension corresponding to the index of `P`.

See also

[SO2.T](#)

SO2.rand

Construct a random SO(2) object

`SO2.rand()` is an **SO2** object where the angle is drawn from a uniform random orientation. Random numbers are in the interval 0 to 2π .

See also

[rand](#)

SO2.SE2

Convert to SE2 object

`P.SE2()` is an SE2 object formed from the rotational component of the SO2 object `P` and with a zero translational component.

See also

[SE2](#)

SO2.T

Get homogeneous transformation matrix

`T = P.T()` is the homogeneous transformation matrix (3×3) associated with the SO2 object `P`, and has zero translational component. If `P` is a vector ($1 \times N$) then `T` ($3 \times 3 \times N$) is a stack of rotation matrices, with the third dimension corresponding to the index of `P`.

See also

[SO2.T](#)

SO2.theta

Rotation angle

`P.theta()` is the rotation angle, in radians, associated with the SO2 object `P`.

Notes

- Deprecated, use `angle()` instead.

See also

[SO2.angle](#)

SO3

Representation of 3D rotation

This subclass of `RTBPose` is an object that represents rotation in 3D. Internally this is a 3×3 orthonormal matrix belonging to the group $SO(3)$.

Constructor methods

<code>SO3</code>	general constructor
<code>SO3.exp</code>	exponentiate an $so(3)$ matrix
<code>SO3.angvec</code>	rotation about vector
<code>SO3.eul</code>	rotation defined by Euler angles
<code>SO3.oa</code>	rotation defined by o- and a-vectors
<code>SO3.Rx</code>	rotation about x-axis
<code>SO3.Ry</code>	rotation about y-axis
<code>SO3.Rz</code>	rotation about z-axis
<code>SO3.rand</code>	random orientation
<code>SO3.rpy</code>	rotation defined by roll-pitch-yaw angles
<code>new</code>	new SO3 object from instance

Display and print methods

<code>plot</code>	graphically display coordinate frame for pose
<code>animate</code>	graphically animate coordinate frame for pose
<code>print</code>	print the pose in single line format

display ^print the pose in human readable matrix form

Group operations

* ^mtimes: multiplication (group operator, transform point)

.* times: multiplication (group operator) followed by normalization

/ ^mrdivide: multiply by inverse

./ rdivide: multiply by inverse followed by normalization

^ ^mpower: exponentiate (integer only)

.^ power: exponentiate followed by normalization

inv ^inverse rotation

prod ^product of elements

Methods

det determinant of matrix value (is 1)

eig eigenvalues of matrix value

interp interpolate between rotations

log logarithm of matrix value

norm normalize matrix

simplify ^apply symbolic simplification to all elements

subs ^symbolic substitution

vpa ^symbolic variable precision arithmetic

Information and test methods

dim ^returns 3

isSE ^returns false

issym ^test if rotation matrix has symbolic elements

SO3.isa test if matrix is SO(3)

Conversion methods

char ^convert to human readable matrix as a string

SO3.convert convert SO3 object or SO(3) matrix to SO3 object

double convert to rotation matrix

R convert to rotation matrix

SE3 convert to SE3 object with zero translation

T convert to homogeneous transformation matrix with zero translation

toangvec convert to rotation about vector form

toeul convert to Euler angles

torpy convert to roll-pitch-yaw angles
 UnitQuaternion convert to UnitQuaternion object

Compatibility methods

isrot ^returns true
 ishomog ^returns false
 trprint ^print single line representation
 trplot ^plot coordinate frame
 tranimate ^animate coordinate frame
 tr2eul convert to Euler angles
 tr2rpy convert to roll-pitch-yaw angles
 trnorm normalize rotation matrix

Operators

+ ^plus: elementwise addition, result is a matrix
 - ^minus: elementwise subtraction, result is a matrix
 == ^eq: test equality
 ~= ^ne: test inequality

^inherited from RTBPose class.

Properties

n normal (x) vector
 o orientation (y) vector
 a approach (z) vector

See also

[SE2](#), [SO2](#), [SE3](#), [RTBPose](#)

SO3.SO3

Construct SO3 object

$P = SO3()$ is the identity element, a null rotation.

$P = SO3(R)$ is an **SO3** object formed from the rotation matrix R (3×3).

$P = \text{SO3}(T)$ is an **SO3** object formed from the rotational part of the homogeneous transformation matrix T (4×4).

$P = \text{SO3}(Q)$ is an **SO3** object that is a copy of the **SO3** object Q .

Notes

- For matrix arguments R or T the rotation submatrix is checked for validity.

See also

[SE3](#), [SO2](#)

SO3.angvec

Construct SO3 from angle and axis vector

$R = \text{SO3.angvec}(\text{THETA}, V)$ is an **SO3** object representing a rotation of THETA about the vector V .

Notes

- If $\text{THETA} == 0$ then return null group element (zero rotation, identity matrix).
- If $\text{THETA} \neq 0$ then V must have a finite length, does not have to be unit length.

Reference

- Robotics, Vision & Control: Second Edition, P. Corke, Springer 2016; p41-42.

See also

[SE3.angvec](#), [eul2r](#), [rpy2r](#), [tr2angvec](#)

SO3.convert

Convert value to SO3

$Q = \text{SO3.convert}(X)$ is an **SO3** object equivalent to X where X is either an **SO3** object, an $\text{SO}(3)$ rotation matrix (3×3), an **SE3** object, or an $\text{SE}(3)$ homogeneous transformation matrix (4×4).

SO3.det

Determinant

`det (P)` is the determinant of the **SO3** object `P` and should always be +1.

SO3.eig

Eigenvalues and eigenvectors

`E = eig (P)` is a column vector containing the eigenvalues of the underlying rotation matrix.

`[V,D] = eig (P)` produces a diagonal matrix `D` of eigenvalues and a full matrix `V` whose columns are the corresponding eigenvectors such that $A*V = V*D$.

See also

[eig](#)

SO3.eul

Construct SO3 from Euler angles

`P = SO3.eul (PHI, THETA, PSI, OPTIONS)` is an **SO3** object equivalent to the specified Euler angles. These correspond to rotations about the Z, Y, Z axes respectively. If `PHI`, `THETA`, `PSI` are column vectors ($N \times 1$) then they are assumed to represent a trajectory then `P` is a vector ($1 \times N$) of **SO3** objects.

`P = SO3.eul (EUL, OPTIONS)` as above but the Euler angles are taken from consecutive columns of the passed matrix `EUL = [PHI THETA PSI]`. If `EUL` is a matrix ($N \times 3$) then they are assumed to represent a trajectory then `P` is a vector ($1 \times N$) of **SO3** objects.

Options

'deg' Angles are specified in degrees (default radians)

Note

- The vectors `PHI`, `THETA`, `PSI` must be of the same length.

Reference

- Robotics, Vision & Control: Second Edition, P. Corke, Springer 2016; p36-37.

See also

[SO3.rpy](#), [SE3.eul](#), [eul2tr](#), [rpy2tr](#), [tr2eul](#)

SO3.exp

Construct SO3 from Lie algebra

$R = \text{SO3.exp}(X)$ is the **SO3** rotation corresponding to the $\mathfrak{so}(3)$ Lie algebra element SIGMA (3×3).

$R = \text{SO3.exp}(TW)$ as above but the Lie algebra is represented as a twist vector TW (3×1).

Notes

- TW is the non-zero elements of X .

Reference

- Robotics, Vision & Control: Second Edition, P. Corke, Springer 2016; p42-43.

See also

[trexp](#), [skew](#)

SO3.get.a

Get approach vector

$P.a$ is the approach vector (3×1), the third column of the rotation matrix, which is the z-axis unit vector.

See also

[SO3.n](#), [SO3.o](#)

SO3.get.n

Get normal vector

`P.n` is the normal vector (3×1), the first column of the rotation matrix, which is the x-axis unit vector.

See also

[SO3.o](#), [SO3.a](#)

SO3.get.o

Get orientation vector

`P.o` is the orientation vector (3×1), the second column of the rotation matrix, which is the y-axis unit vector..

See also

[SO3.n](#), [SO3.a](#)

SO3.interp

Interpolate between rotations

`P1.interp(P2, s)` is an **SO3** object representing a slerp interpolation between rotations represented by SO3 objects P1 and P2. `s` varies from 0 (P1) to 1 (P2). If `s` is a vector ($1 \times N$) then the result will be a vector of SO3 objects.

`P1.interp(P2, N)` as above but returns a vector ($1 \times N$) of **SO3** objects interpolated between P1 and P2 in N steps.

Notes

- It is an error if any element of `S` is outside the interval 0 to 1.

See also

[UnitQuaternion](#)

SO3.inv

Inverse

$Q = \text{inv}(P)$ is an **SO3** object representing the inverse of the **SO3** object P .

Notes

- This is a group operator: input and output in the $SO(3)$ group.
 - This is simply the transpose of the underlying matrix.
 - $P*Q$ will be the identity group element (zero rotation, identity matrix).
-

SO3.isa

Test if a rotation matrix

$SO3.ISA(R)$ is true (1) if the argument is of dimension 3×3 or $3 \times 3 \times N$, else false (0).

$SO3.ISA(R, 'valid')$ as above, but also checks the validity of the rotation matrix, ie. that its determinant is +1.

Notes

- The first form is a fast, but incomplete, test for a rotation in $SO(3)$.

See also

[SE3.ISA](#), [SE2.ISA](#), [SO2.ISA](#)

SO3.log

Logarithm

$P.\text{log}()$ is the Lie algebra corresponding to the **SO3** object P . It is a skew-symmetric matrix (3×3).

Reference

- Robotics, Vision & Control: Second Edition, P. Corke, Springer 2016; p42-43.

See also

[SO3.exp](#), [Twist](#), [trlog](#), [skew](#), [vex](#)

SO3.new

Construct a new object of the same type

Create a new object of the same type as the RTBPose derived instance object.

`P.new(X)` creates a new object of the same type as `P`, by invoking the **SO3** constructor on the matrix `X` (3×3).

`P.new()` as above but assumes an identity matrix.

Notes

- Serves as a dynamic constructor.
- This method is polymorphic across all RTBPose derived classes, and allows easy creation of a new object of the same class as an existing
- one without needing to explicitly determine its type.

See also

[SE3.new](#), [SO2.new](#), [SE2.new](#)

SO3.norm

Normalize rotation

`P.norm()` is an **SO3** object equivalent to `P` but with a rotation matrix guaranteed to be orthogonal.

Notes

- Overrides the classic RTB function `trnorm` for an `SO3` object.

See also

[trnorm](#)

SO3.oa

Construct SO3 from orientation and approach vectors

$P = \text{SO3.oa}(O, A)$ is an **SO3** object for the specified orientation and approach vectors (3×1) formed from 3 vectors such that $R = [N \ O \ A]$ and $N = O \times A$.

Notes

- The rotation matrix is guaranteed to be orthonormal so long as O and A are not parallel.
- The vectors O and A are parallel to the Y- and Z-axes of the coordinate frame.

References

- Robot manipulators: mathematical, programming and control Richard Paul, MIT Press, 1981.
 - Robotics, Vision & Control: Second Edition, P. Corke, Springer 2016; p40-41.
-

SO3.R

Get rotation matrix

$R = P.R()$ is the rotation matrix (3×3) associated with the **SO3** object P . If P is a vector ($1 \times N$) then $R(3 \times 3 \times N)$ is a stack of rotation matrices, with the third dimension corresponding to the index of P .

See also

[SO3.T](#)

SO3.rand

Construct random SO3

$\text{SO3.rand}()$ is an **SO3** object with a random orientation drawn from a uniform distribution.

See also

[rand](#), [UnitQuaternion.rand](#)

SO3.rdivide

Compose SO3 object with inverse and normalize

$P ./ Q$ is an **SO3** object representing the composition of **SO3** object P by the inverse of **SO3** object Q . This is matrix multiplication of their orthonormal rotation matrices followed by normalization.

If either, or both, of $P1$ or $P2$ are vectors, then the result is a vector.

- if $P1$ is a vector ($1 \times N$) then R is a vector ($1 \times N$) such that $R(i) = P1(i).*P2$.
- if $P2$ is a vector ($1 \times N$) then R is a vector ($1 \times N$) such that $R(i) = P1.*P2(i)$.
- if both $P1$ and $P2$ are vectors ($1 \times N$) then R is a vector ($1 \times N$) such that $R(i) = P1(i).*P2(i)$.

Notes

- Overloaded operator './'.
- This is a group operator: P , Q and result all belong to the $SO(3)$ group.

See also

[SO3.mrdivide](#), [SO3.times](#), [trnorm](#)

SO3.rpy

Construct SO3 from roll-pitch-yaw angles

$P = SO3.rpy(ROLL, PITCH, YAW, OPTIONS)$ is an **SO3** object equivalent to the specified roll, pitch, yaw angles. These correspond to rotations about the Z, Y, X axes respectively. If $ROLL, PITCH, YAW$ are column vectors ($N \times 1$) then they are assumed to represent a trajectory then P is a vector ($1 \times N$) of **SO3** objects.

$P = SO3.rpy(RPY, OPTIONS)$ as above but the roll, pitch, yaw angles are taken from consecutive columns of the passed matrix $RPY = [ROLL, PITCH, YAW]$. If RPY is a matrix ($N \times 3$) then they are assumed to represent a trajectory and P is a vector ($1 \times N$) of **SO3** objects.

Options

'deg' Compute angles in degrees (radians default)
 'xyz' Rotations about X, Y, Z axes (for a robot gripper)
 'yxz' Rotations about Y, X, Z axes (for a camera)

Reference

- Robotics, Vision & Control: Second Edition, P. Corke, Springer 2016; p37-38

See also

[SO3.eul](#), [SE3.rpy](#), [tr2rpy](#), [eul2tr](#)

SO3.Rx

Construct SO3 from rotation about X axis

$P = \text{SO3.Rx}(\text{THETA})$ is an **SO3** object representing a rotation of THETA radians about the x-axis. If the THETA is a vector ($1 \times N$) then P will be a vector ($1 \times N$) of corresponding SO3 objects.

$P = \text{SO3.Rx}(\text{THETA}, 'deg')$ as above but THETA is in degrees.

See also

[SO3.Ry](#), [SO3.Rz](#), [rotx](#)

SO3.Ry

Construct SO3 from rotation about Y axis

$P = \text{SO3.Ry}(\text{THETA})$ is an **SO3** object representing a rotation of THETA radians about the y-axis. If the THETA is a vector ($1 \times N$) then P will be a vector ($1 \times N$) of corresponding SO3 objects.

$P = \text{SO3.Ry}(\text{THETA}, 'deg')$ as above but THETA is in degrees.

See also

[SO3.Rx](#), [SO3.Rz](#), [roty](#)

SO3.Rz

Construct SO3 from rotation about Z axis

$P = \text{SO3.Rz}(\text{THETA})$ is an **SO3** object representing a rotation of THETA radians about the z-axis. If the THETA is a vector ($1 \times N$) then P will be a vector ($1 \times N$) of corresponding SO3 objects.

$P = \text{SO3.Rz}(\text{THETA}, 'deg')$ as above but THETA is in degrees.

See also

[SO3.Rx](#), [SO3.Ry](#), [rotz](#)

SO3.SE3

Convert to SE3 object

$Q = P.\text{SE3}()$ is an SE3 object with a rotational component given by the SO3 object P , and with a zero translational component. If P is a vector of SO3 objects then Q will be a same length vector of SE3 objects.

See also

[SE3](#)

SO3.T

Get homogeneous transformation matrix

$T = P.T()$ is the homogeneous transformation matrix (4×4) associated with the SO3 object P , and has zero translational component. If P is a vector ($1 \times N$) then T ($4 \times 4 \times N$) is a stack of rotation matrices, with the third dimension corresponding to the index of P .

See also

[SO3.T](#)

SO3.times

Compose SO3 objects and normalize

$R = P1 .* P2$ is an **SO3** object representing the composition of the two rotations described by the SO3 objects $P1$ and $P2$. This is matrix multiplication of their orthonormal rotation matrices followed by normalization.

If either, or both, of $P1$ or $P2$ are vectors, then the result is a vector.

- if $P1$ is a vector ($1 \times N$) then R is a vector ($1 \times N$) such that $R(i) = P1(i) .* P2$.
- if $P2$ is a vector ($1 \times N$) then R is a vector ($1 \times N$) such that $R(i) = P1 .* P2(i)$.
- if both $P1$ and $P2$ are vectors ($1 \times N$) then R is a vector ($1 \times N$) such that $R(i) = P1(i) .* P2(i)$.

Notes

- Overloaded operator '.*'.
- This is a group operator: P , Q and result all belong to the $SO(3)$ group.

See also

[RTBPose.mtimes](#), [SO3.divide](#), [tnorm](#)

SO3.toangvec

Convert to angle-vector form

$[THETA, V] = P.toangvec(OPTIONS)$ is rotation expressed in terms of an angle $THETA$ about the axis V (1×3) equivalent to the rotational part of the SO3 object P .

If P is a vector ($1 \times N$) then $THETA$ ($N \times 1$) is a vector of angles for corresponding elements of the vector and V ($N \times 3$) are the corresponding axes, one per row.

Options

'deg' Return angle in degrees (default radians)

Notes

- If no output arguments are specified the result is displayed.

Reference

- Robotics, Vision & Control: Second Edition, P. Corke, Springer 2016; p41-42.

See also

[angvec2r](#), [angvec2tr](#), [trlog](#)

SO3.toeul

Convert to Euler angles

`EUL = P.toeul(OPTIONS)` are the ZYZ Euler angles (1×3) corresponding to the rotational part of the SO3 object P. The three angles `EUL=[PHI,THETA,PSI]` correspond to sequential rotations about the Z, Y and Z axes respectively.

If P is a vector ($1 \times N$) then each row of `EUL` corresponds to an element of the vector.

Options

- 'deg' Compute angles in degrees (default radians)
'flip' Choose PHI to be in quadrant 2 or 3.

Notes

- There is a singularity when `THETA=0` in which case `PHI` is arbitrarily set to zero and `PSI` is the sum (`PHI+PSI`).

Reference

- Robotics, Vision & Control: Second Edition, P. Corke, Springer 2016; p36-37.

See also

[SO3.torpy](#), [eul2tr](#), [tr2rpy](#)

SO3.torpy

Convert to roll-pitch-yaw angles

`RPY = P.torpy(options)` are the roll-pitch-yaw angles (1×3) corresponding to the rotational part of the SO3 object P. The 3 angles `RPY=[ROLL,PITCH,YAW]` correspond to sequential rotations about the Z, Y and X axes respectively.

If P is a vector ($1 \times N$) then each row of `RPY` corresponds to an element of the vector.

Options

- 'deg' Compute angles in degrees (default radians)
- 'xyz' Return solution for sequential rotations about X, Y, Z axes
- 'yxz' Return solution for sequential rotations about Y, X, Z axes

Notes

- There is a singularity for the case where $\text{PITCH}=\pi/2$ in which case `ROLL` is arbitrarily set to zero and `YAW` is the sum (`ROLL+YAW`).

Reference

- Robotics, Vision & Control: Second Edition, P. Corke, Springer 2016; p37-38.

See also

[SO3.toeul](#), [rpy2tr](#), [tr2eul](#)

SO3.tr2eul

Convert to Euler angles (compatibility)

`tr2eul(P, OPTIONS)` is a vector (1×3) of ZYZ Euler angles equivalent to the rotation P (SO3 object).

Notes

- Overrides the classic RTB function `tr2eul` for an SO3 object.
- All the options of `tr2eul` apply.

See also

[tr2eul](#)

SO3.tr2rpy

Convert to RPY angles (compatibility)

`tr2rpy(P, OPTIONS)` is a vector (1×3) of roll-pitch-yaw angles equivalent to the rotation `P` (SO3 object).

Notes

- Overrides the classic RTB function `tr2rpy` for an SO3 object.
- All the options of `tr2rpy` apply.
- Defaults to ZYX order.

See also

[tr2rpy](#)

SO3.trnorm

Normalize rotation (compatibility)

`trnorm(P)` is an **SO3** object equivalent to `P` but with a rotation matrix guaranteed to be orthogonal.

Notes

- Overrides the classic RTB function `trnorm` for an SO3 object.

See also

[trnorm](#)

SO3.UnitQuaternion

Convert to UnitQuaternion object

`P.UnitQuaternion()` is a `UnitQuaternion` object equivalent to the rotation described by the `SO3` object `P`.

See also

[UnitQuaternion](#)

SpatialAcceleration

Spatial acceleration class

Concrete subclass of `SpatialM6` and represents the translational and rotational acceleration of a rigid-body moving in 3D space.

```
SpatialVec6 (abstract handle class)
|
+--- SpatialM6 (abstract)
|   |
|   +--- SpatialVelocity
|   +--- SpatialAcceleration
|
+--- SpatialF6 (abstract)
|   |
|   +--- SpatialForce
|   +--- SpatialMomentum
```

Methods

<code>SpatialAcceleration</code>	<code>^</code> constructor invoked by subclasses
<code>char</code>	<code>^</code> convert to string
<code>cross</code>	<code>^^</code> cross product
<code>display</code>	<code>^</code> display in human readable form
<code>double</code>	<code>^</code> convert to a $6 \times N$ double
<code>new</code>	construct new concrete class of same type

Operators

`+` `^`add spatial vectors of the same type

- ^subtract spatial vectors of the same type
- ^unary minus of spatial vectors
- * ^^premultiplication by SpatialInertia yields SpatialForce
- * ^^^premultiplication by Twist yields transformed SpatialAcceleration

Notes:

- ^is inherited from SpatialVec6.
- ^^is inherited from SpatialM6.
- ^^are implemented in SpatialInertia.
- ^^^are implemented in Twist.

References

- Robot Dynamics Algorithms, R. Featherstone, volume 22, Springer International Series in Engineering and Computer Science,
 - Springer, 1987.
 - A beginner's guide to 6-d vectors (part 1), R. Featherstone, IEEE Robotics Automation Magazine, 17(3):83-94, Sep. 2010.
-

SpatialAcceleration.new

Construct a new object of the same type

`A2 = A.new(X)` creates a new object of the same type as A, with the value X (6×1).

Notes

- Serves as a dynamic constructor.
 - This method is polymorphic across all SpatialVec6 derived classes, and allows easy creation of a new object of the same class as an existing
 - one without needing to explicitly determine its type.
-

SpatialF6

Abstract spatial force class

Abstract superclass that represents spatial force. This class has two concrete subclasses:

```
SpatialVec6 (abstract handle class)
|
+--- SpatialM6 (abstract)
|   |
|   +--- SpatialVelocity
|   +--- SpatialAcceleration
|
+--- SpatialF6 (abstract)
    |
    +--- SpatialForce
    +--- SpatialMomentum
```

Methods

SpatialF6	^constructor invoked by subclasses
char	^convert to string
display	^display in human readable form
double	^convert to a $6 \times N$ double

Operators

+	^add spatial vectors of the same type
-	^subtract spatial vectors of the same type
-	^unary minus of spatial vectors

Notes:

- ^is inherited from SpatialVec6.
- Subclass of the MATLAB handle class which means that pass by reference semantics apply.
- Spatial vectors can be placed into arrays and indexed.

References

- Robot Dynamics Algorithms, R. Featherstone, volume 22, Springer International Series in Engineering and Computer Science,
- Springer, 1987.

- A beginner's guide to 6-d vectors (part 1), R. Featherstone, IEEE Robotics Automation Magazine, 17(3):83-94, Sep. 2010.

See also

[SpatialForce](#), [SpatialMomentum](#), [SpatialInertia](#), [SpatialM6](#)

SpatialForce

Spatial force class

Concrete subclass of `SpatialF6` and represents the translational and rotational forces and torques acting on a rigid-body in 3D space.

```
SpatialVec6 (abstract handle class)
|
+--- SpatialM6 (abstract)
|   |
|   +--- SpatialVelocity
|   +--- SpatialAcceleration
|
+--- SpatialF6 (abstract)
|   |
|   +--- SpatialForce
|   +--- SpatialMomentum
```

Methods

<code>SpatialForce</code>	<code>^</code> constructor invoked by subclasses
<code>char</code>	<code>^</code> convert to string
<code>display</code>	<code>^</code> display in human readable form
<code>double</code>	<code>^</code> convert to a $6 \times N$ double
<code>new</code>	construct new concrete class of same type

Operators

<code>+</code>	<code>^</code> add spatial vectors of the same type
<code>-</code>	<code>^</code> subtract spatial vectors of the same type
<code>-</code>	<code>^</code> unary minus of spatial vectors
<code>*</code>	<code>^^</code> premultiplication by SE3 yields transformed <code>SpatialForce</code>
<code>*</code>	<code>^^^</code> premultiplication by Twist yields transformed <code>SpatialForce</code>

Notes:

- \wedge is inherited from `SpatialVec6`.
- $\wedge\wedge$ is inherited from `SpatialM6`.
- $\wedge\wedge\wedge$ are implemented in `RTBPose`.
- $\wedge\wedge\wedge\wedge$ are implemented in `Twist`.

References

- Robot Dynamics Algorithms, R. Featherstone, volume 22, Springer International Series in Engineering and Computer Science,
- Springer, 1987.
- A beginner's guide to 6-d vectors (part 1), R. Featherstone, IEEE Robotics Automation Magazine, 17(3):83-94, Sep. 2010.

See also

[SpatialVec6](#), [SpatialF6](#), [SpatialMomentum](#)

SpatialForce.new

Construct a new object of the same type

`A2 = A.new(X)` creates a new object of the same type as `A`, with the value `X` (6×1).

Notes

- Serves as a dynamic constructor.
 - This method is polymorphic across all `SpatialVec6` derived classes, and allows easy creation of a new object of the same class as an existing
 - one without needing to explicitly determine its type.
-

SpatialInertia

Spatial inertia class

Concrete class representing spatial inertia.

Methods

<code>SpatialInertia</code>	constructor
<code>char</code>	convert to string
<code>display</code>	display in human readable form
<code>double</code>	convert to a $6 \times N$ double

Operators

<code>+</code>	plus: add spatial inertia of connected bodies
<code>*</code>	mtimes: compute force or momentum

Notes

- Subclass of the MATLAB handle class which means that pass by reference semantics apply.
- Spatial inertias can be placed into arrays and indexed.

References

- Robot Dynamics Algorithms, R. Featherstone, volume 22, Springer International Series in Engineering and Computer Science,
- Springer, 1987.
- A beginner's guide to 6-d vectors (part 1), R. Featherstone, IEEE Robotics Automation Magazine, 17(3):83-94, Sep. 2010.

See also `SpatialM6`, `SpatialF6`, `SpatialVelocity`, `SpatialAcceleration`, `SpatialForce`, `SpatialMomentum`.

SpatialInertia.SpatialInertia

Constructor

`SI = SpatialInertia(M, C, I)` is a spatial inertia object for a rigid-body with mass M , centre of mass at C relative to the link frame, and an inertia matrix (3×3) about the centre of mass.

`SI = SpatialInertia(I)` is a spatial inertia object with a value equal to I (6×6).

SpatialInertia.char

Convert to string

`s = SI.char()` is a string showing spatial inertia parameters in a compact format. If `SI` is an array of spatial inertia objects return a string with the inertia values in a vertical list.

See also

[SpatialInertia.display](#)

SpatialInertia.display

Display parameters

`SI.display()` displays the spatial inertia parameters in compact format. If `SI` is an array of spatial inertia objects it displays them in a vertical list.

Notes

- This method is invoked implicitly at the command line when the result of an expression is a spatial inertia object and the command has
- no trailing semicolon.

See also

[SpatialInertia.char](#)

SpatialInertia.double

Convert to matrix

`double(V)` is a native matrix (6×6) with the value of the spatial inertia. If `V` is an array ($1 \times N$) the result is a matrix ($6 \times 6 \times N$).

SpatialInertia.mtimes

Multiplication operator

$SI * A$ is the `SpatialForce` required for a body with **SpatialInertia** SI to accelerate with the `SpatialAcceleration` A .

$SI * V$ is the `SpatialMomentum` of a body with **SpatialInertia** SI and `SpatialVelocity` V .

Notes

- These products must be written in this order, $A*SI$ and $V*SI$ are not defined.
-

SpatialInertia.plus

Addition operator

$SI1 + SI2$ is the **SpatialInertia** of a composite body when bodies with **SpatialInertia** $SI1$ and $SI2$ are connected.

SpatialM6

Abstract spatial motion class

Abstract superclass that represents spatial motion. This class has two concrete subclasses:

```
SpatialVec6 (abstract handle class)
|
+--- SpatialM6 (abstract)
|   |
|   +---SpatialVelocity
|   +---SpatialAcceleration
|
+---SpatialF6 (abstract)
|   |
|   +---SpatialForce
|   +---SpatialMomentum
```

Methods

<code>SpatialM6</code>	<code>^</code> constructor invoked by subclasses
<code>char</code>	<code>^</code> convert to string
<code>cross</code>	cross product
<code>display</code>	<code>^</code> display in human readable form
<code>double</code>	<code>^</code> convert to a $6 \times N$ double

Operators

- `+` `^`add spatial vectors of the same type
- `-` `^`subtract spatial vectors of the same type
- `-` `^`unary minus of spatial vectors

Notes:

- `^`is inherited from `SpatialVec6`.
- Subclass of the MATLAB handle class which means that pass by reference semantics apply.
- Spatial vectors can be placed into arrays and indexed.

References

- Robot Dynamics Algorithms, R. Featherstone, volume 22, Springer International Series in Engineering and Computer Science,
- Springer, 1987.
- A beginner's guide to 6-d vectors (part 1), R. Featherstone, IEEE Robotics Automation Magazine, 17(3):83-94, Sep. 2010.

See also

[SpatialForce](#), [SpatialMomentum](#), [SpatialInertia](#), [SpatialM6](#)

SpatialM6.cross

Spatial velocity cross product

`cross(V1, V2)` is a `SpatialAcceleration` object where `V1` and `V2` are **SpatialM6** subclass instances.

`cross(V, F)` is a `SpatialForce` object where `V1` is a **SpatialM6** subclass instances and `F` is a `SpatialForce` subclass instance.

Notes

- The first form is Featherstone's “x” operator.
 - The second form is Featherstone's “x*” operator.
-

SpatialMomentum

Spatial momentum class

Concrete subclass of SpatialF6 and represents the translational and rotational momentum of a rigid-body moving in 3D space.

```
SpatialVec6 (abstract handle class)
|
+--- SpatialM6 (abstract)
|   |
|   +--- SpatialVelocity
|   +--- SpatialAcceleration
|
+--- SpatialF6 (abstract)
    |
    +--- SpatialForce
    +--- SpatialMomentum
```

Methods

SpatialMomentum	^constructor invoked by subclasses
new	construct new concrete class of same type
double	^convert to a $6 \times N$ double
char	^convert to string
cross	^^cross product
display	^display in human readable form

Operators

- + ^add spatial vectors of the same type
- ^subtract spatial vectors of the same type
- ^unary minus of spatial vectors

Notes:

- ^is inherited from SpatialVec6.
- ^^is inherited from SpatialM6.

References

- Robot Dynamics Algorithms, R. Featherstone, volume 22, Springer International Series in Engineering and Computer Science,
- Springer, 1987.
- A beginner's guide to 6-d vectors (part 1), R. Featherstone, IEEE Robotics Automation Magazine, 17(3):83-94, Sep. 2010.

See also

[SpatialVec6](#), [SpatialF6](#), [SpatialForce](#)

SpatialMomentum.new

Construct a new object of the same type

`A2 = A.new(X)` creates a new object of the same type as `A`, with the value `X` (6×1).

Notes

- Serves as a dynamic constructor.
 - This method is polymorphic across all `SpatialVec6` derived classes, and allows easy creation of a new object of the same class as an existing
 - one without needing to explicitly determine its type.
-

SpatialVec6

Abstract spatial 6-vector class

Abstract superclass for spatial vector functionality. This class has two abstract subclasses, which each have concrete subclasses:

`SpatialVec6` (abstract handle class)

```
|
+--- SpatialM6 (abstract)
|   |
|   +---SpatialVelocity
|   +---SpatialAcceleration
|
+---SpatialF6 (abstract)
```



```
|
+---SpatialForce
+---SpatialMomentum
```

Methods

SpatialV6	constructor invoked by subclasses
double	convert to a $6 \times N$ double
char	convert to string
display	display in human readable form

Operators

- + add spatial vectors of the same type
- subtract spatial vectors of the same type
- unary minus of spatial vectors

Notes

- Subclass of the MATLAB handle class which means that pass by reference semantics apply.
- Spatial vectors can be placed into arrays and indexed.

References

- Robot Dynamics Algorithms, R. Featherstone, volume 22, Springer International Series in Engineering and Computer Science,
- Springer, 1987.
- A beginner's guide to 6-d vectors (part 1), R. Featherstone, IEEE Robotics Automation Magazine, 17(3):83-94, Sep. 2010.

See also SpatialM6, SpatialF6, SpatialVelocity, SpatialAcceleration, SpatialForce, SpatialMomentum, SpatialInertia.

SpatialVec6.SpatialVec6

Constructor

`SpatialVecXXX(V)` is a spatial vector of type `SpatialVecXXX` with a value from V (6×1). If V ($6 \times N$) then an ($N \times 1$) array of spatial vectors is returned.

This constructor is inherited by all the concrete subclasses.

See also

[SpatialVelocity](#), [SpatialAcceleration](#), [SpatialForce](#), [SpatialMomentum](#)

SpatialVec6.char

Convert to string

`s = V.char()` is a string showing spatial vector parameters in a compact single line format. If `V` is an array of spatial vector objects return a string with one line per element.

See also

[SpatialVec6.display](#)

SpatialVec6.display

Display parameters

`V.display()` displays the spatial vector parameters in compact single line format. If `V` is an array of spatial vector objects it displays one per line.

Notes

- This method is invoked implicitly at the command line when the result of an expression is a serial vector subclass object and the command has
- no trailing semicolon.

See also

[SpatialVec6.char](#)

SpatialVec6.double

Convert to matrix

`double(V)` is a native matrix (6×1) with the value of the spatial vector. If `V` is an array ($1 \times N$) the result is a matrix ($6 \times N$).

SpatialVec6.minus

Subtraction operator

$V1 - V2$ is a spatial vector of the same type as $V1$ and $V2$ whose value is the difference of $V1$ and $V2$. If both are arrays of spatial vectors $V1$ ($1 \times N$) and $V2$ ($1 \times N$) the result is an array ($1 \times N$).

See also

[SpatialVec6.uminus](#), [SpatialVec6.plus](#)

SpatialVec6.plus

Addition operator

$V1 + V2$ is a spatial vector of the same type as $V1$ and $V2$ whose value is the sum of $V1$ and $V2$. If both are arrays of spatial vectors $V1$ ($1 \times N$) and $V2$ ($1 \times N$) the result is an array ($1 \times N$).

See also

[SpatialVec6.minus](#)

SpatialVec6.uminus

Unary minus operator

- V is a spatial vector of the same type as V whose value is the negative of V . If V is an array V ($1 \times N$) then the result is an array ($1 \times N$).

See also

[SpatialVec6.minus](#), [SpatialVec6.plus](#)

SpatialVelocity

Spatial velocity class

Concrete subclass of SpatialM6 and represents the translational and rotational velocity of a rigid-body moving in 3D space.

```
SpatialVec6 (abstract handle class)
|
+--- SpatialM6 (abstract)
|   |
|   +---SpatialVelocity
|   +---SpatialAcceleration
|
+---SpatialF6 (abstract)
    |
    +---SpatialForce
    +---SpatialMomentum
```

Methods

SpatialVelocity	^constructor invoked by subclasses
char	^convert to string
cross	^^cross product
display	^display in human readable form
double	^convert to a $6 \times N$ double
new	construct new concrete class of same type

Operators

- + ^add spatial vectors of the same type
- ^subtract spatial vectors of the same type
- ^unary minus of spatial vectors
- * ^^premultiplication by SpatialInertia yields SpatialMomentum
- * ^^^premultiplication by Twist yields transformed SpatialVelocity

Notes:

- ^is inherited from SpatialVec6.
- ^^is inherited from SpatialM6.
- ^^^are implemented in SpatialInertia.
- ^^^^are implemented in Twist.

References

- Robot Dynamics Algorithms, R. Featherstone, volume 22, Springer International Series in Engineering and Computer Science,
- Springer, 1987.
- A beginner's guide to 6-d vectors (part 1), R. Featherstone, IEEE Robotics Automation Magazine, 17(3):83-94, Sep. 2010.

See also

[SpatialVec6](#), [SpatialM6](#), [SpatialAcceleration](#), [SpatialInertia](#), [SpatialMomentum](#)

SpatialVelocity.new

Construct a new object of the same type

`A2 = A.new(X)` creates a new object of the same type as A, with the value X (6×1).

Notes

- Serves as a dynamic constructor.
 - This method is polymorphic across all SpatialVec6 derived classes, and allows easy creation of a new object of the same class as an existing
 - one without needing to explicitly determine its type.
-

stlRead

Reads STL file

`[v, f, n, objname] = stlRead(fileName)` reads the STL format file (ASCII or binary) and returns:

V (Mx3)	each row is the 3D coordinate of a vertex
F (Nx3)	each row is a list of vertex indices that defines a triangular face
N (Nx3)	each row is a unit-vector defining the face normal
OBJNAME	is the name of the STL object (NOT the name of the STL file).

Authors

- From MATLAB File Exchange by Pau Mico, <https://au.mathworks.com/matlabcentral/fileexchange/51200-stltools>
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-

t2r

Rotational submatrix

$R = T2R(T)$ is the orthonormal rotation matrix component of homogeneous transformation matrix T . Works for T in $SE(2)$ or $SE(3)$

- If T is 4×4 , then R is 3×3 .
- If T is 3×3 , then R is 2×2 .

Notes

- For a homogeneous transform sequence $(K \times K \times N)$ returns a rotation matrix sequence $(K-1 \times K-1 \times N)$.
- The validity of rotational part is not checked

See also

[r2t](#), [tr2rt](#), [rt2tr](#)

tb_optparse

Standard option parser for Toolbox functions

`OPTOUT = TB_OPTPARSE(OPT, ARGLIST)` is a generalized option parser for Toolbox functions. `OPT` is a structure that contains the names and default values for the options, and `ARGLIST` is a cell array containing option parameters, typically it comes from `VARARGIN`. It supports options that have an assigned value, boolean or enumeration types (string or int).

[OPTOUT, ARGS] = TB_OPTPARSE(OPT, ARGLIST) as above but returns all the unassigned options, those that don't match anything in OPT, as a cell array of all unassigned arguments in the order given in ARGLIST.

[OPTOUT, ARGS, LS] = TB_OPTPARSE(OPT, ARGLIST) as above but if any unmatched option looks like a MATLAB LineSpec (eg. 'r:') it is placed in LS rather than in ARGS.

[OBJOUT, ARGS, LS] = TB_OPTPARSE(OPT, ARGLIST, OBJ) as above but properties of OBJ with matching names in OPT are set.

The software pattern is:

```
function myFunction(a, b, c, varargin)
    opt.foo = false;
    opt.bar = true;
    opt.blah = [];
    opt.stuff = {};
    opt.choose = {'this', 'that', 'other'};
    opt.select = {'#no', '#yes'};
    opt.old = '@foo';
    opt = tb_optparse(opt, varargin);
```

Optional arguments to the function behave as follows:

'foo'	sets opt.foo := true
'nobar'	sets opt.foo := false
'blah', 3	sets opt.blah := 3
'blah', x, y	sets opt.blah := {x, y}
'that'	sets opt.choose := 'that'
'yes'	sets opt.select := 2 (the second element)
'stuff', 5	sets opt.stuff to {5}
'stuff', 'k', 3	sets opt.stuff to {'k', 3}
'old'	synonym, is the same as the option foo

and can be given in any combination.

If neither of 'this', 'that' or 'other' are specified then opt.choose := 'this'. Alternatively if:

```
opt.choose = {'', 'this', 'that', 'other'};
```

then if neither of 'this', 'that' or 'other' are specified then opt.choose := [].

If neither of 'no' or 'yes' are specified then opt.select := 1.

The return structure is automatically populated with fields: verbose and debug. The following options are automatically parsed:

'verbose'	sets opt.verbose := true
'verbose=2'	sets opt.verbose := 2 (very verbose)
'verbose=3'	sets opt.verbose := 3 (extremeley verbose)
'verbose=4'	sets opt.verbose := 4 (ridiculously verbose)
'debug', N	sets opt.debug := N
'showopt'	displays opt and arglist
'setopt', S	opt.foo is set to 4. sets opt := S, if S.foo=4, and opt.foo is present, then

The allowable options are specified by the names of the fields in the structure `OPT`. By default if an option is given that is not a field of `OPT` an error is declared.

Notes

- That the enumerator names must be distinct from the field names.
 - That only one value can be assigned to a field, if multiple values are required they must be placed in a cell array.
 - If the option is seen multiple times the last (rightmost) instance applies.
 - To match an option that starts with a digit, prefix it with 'd_', so the field 'd_3d' matches the option '3d'.
 - Any input argument or element of the `opt` struct can be a string instead of a char array.
-

tr2angvec

Convert rotation matrix to angle-vector form

`[THETA, V] = TR2ANGVEC(R, OPTIONS)` is rotation expressed in terms of an angle `THETA` (1×1) about the axis `V` (1×3) equivalent to the orthonormal rotation matrix `R` (3×3).

`[THETA, V] = TR2ANGVEC(T, OPTIONS)` as above but uses the rotational part of the homogeneous transform `T` (4×4).

If `R` ($3 \times 3 \times K$) or `T` ($4 \times 4 \times K$) represent a sequence then `THETA` ($K \times 1$) is a vector of angles for corresponding elements of the sequence and `V` ($K \times 3$) are the corresponding axes, one per row.

Options

'deg' Return angle in degrees (default radians)

Notes

- For an identity rotation matrix both `THETA` and `V` are set to zero.
- The rotation angle is always in the interval $[0 \pi]$, negative rotation is handled by inverting the direction of the rotation axis.
- If no output arguments are specified the result is displayed.

See also

[angvec2r](#), [angvec2tr](#), [trlog](#)

tr2delta

Convert SE(3) homogeneous transform to differential motion

$D = \text{TR2DELTA}(T_0, T_1)$ is the differential motion (6×1) corresponding to infinitesimal motion (in the T_0 frame) from pose T_0 to T_1 which are homogeneous transformations (4×4) or SE3 objects.

The vector $D=(dx, dy, dz, dRx, dRy, dRz)$ represents infinitesimal translation and rotation, and is an approximation to the instantaneous spatial velocity multiplied by time step.

$D = \text{TR2DELTA}(T)$ as above but the motion is from the world frame to the SE3 pose T .

Notes

- D is only an approximation to the motion T , and assumes that $T_0 \approx T_1$ or $T \approx \text{eye}(4,4)$.
- Can be considered as an approximation to the effect of spatial velocity over a time interval, average spatial velocity multiplied by time.

Reference

- Robotics, Vision & Control: Second Edition, P. Corke, Springer 2016; p67.

See also

[delta2tr](#), [skew](#), [SE3.todelta](#)

tr2eul

Convert $SO(3)$ or $SE(3)$ matrix to Euler angles

`EUL = TR2EUL(T, OPTIONS)` are the ZYZ Euler angles (1×3) corresponding to the rotational part of a homogeneous transform T (4×4). The 3 angles `EUL=[PHI,THETA,PSI]` correspond to sequential rotations about the Z, Y and Z axes respectively.

`EUL = TR2EUL(R, OPTIONS)` as above but the input is an orthonormal rotation matrix R (3×3).

If R ($3 \times 3 \times K$) or T ($4 \times 4 \times K$) represent a sequence then each row of `EUL` corresponds to a step of the sequence.

Options

- 'deg' Compute angles in degrees (radians default)
- 'flip' Choose first Euler angle to be in quadrant 2 or 3.

Notes

- There is a singularity for the case where $THETA=0$ in which case PHI is arbitrarily set to zero and PSI is the sum ($PHI+PSI$).
- Translation component is ignored.

See also

[eul2tr](#), [tr2rpy](#)

tr2jac

Jacobian for differential motion

`J = TR2JAC(TAB)` is a Jacobian matrix (6×6) that maps spatial velocity or differential motion from frame $\{A\}$ to frame $\{B\}$ where the pose of $\{B\}$ relative to $\{A\}$ is represented by the homogeneous transform TAB (4×4).

`J = TR2JAC(TAB, 'samebody')` is a Jacobian matrix (6×6) that maps spatial velocity or differential motion from frame $\{A\}$ to frame $\{B\}$ where both are attached to the same moving body. The pose of $\{B\}$ relative to $\{A\}$ is represented by the homogeneous transform TAB (4×4).

See also

[wtrans](#), [tr2delta](#), [delta2tr](#), [SE3.velxform](#)

tr2rpy

Convert $SO(3)$ or $SE(3)$ matrix to roll-pitch-yaw angles

$RPY = \text{TR2RPY}(T, \text{options})$ are the roll-pitch-yaw angles (1×3) corresponding to the rotation part of a homogeneous transform T . The 3 angles $RPY=[\text{ROLL}, \text{PITCH}, \text{YAW}]$ correspond to sequential rotations about the Z, Y and X axes respectively. Roll and yaw angles are in $[-\pi, \pi)$ while pitch angle is in $[-\pi/2, \pi/2)$.

$RPY = \text{TR2RPY}(R, \text{options})$ as above but the input is an orthonormal rotation matrix R (3×3).

If R ($3 \times 3 \times K$) or T ($4 \times 4 \times K$) represent a sequence then each row of RPY corresponds to a step of the sequence.

Options

'deg' Compute angles in degrees (radians default)

'xyz'	Return solution for sequential rotations about X, Y, Z axes
'zyx'	Return solution for sequential rotations about Z, Y, X axes (default)
'yxz'	Return solution for sequential rotations about Y, X, Z axes
'arm'	Return solution for sequential rotations about X, Y, Z axes
'vehicle'	Return solution for sequential rotations about Z, Y, X axes
'camera'	Return solution for sequential rotations about Y, X, Z axes

Notes

- There is a singularity for the case where $\text{PITCH}=\pi/2$ in which case ROLL is arbitrarily set to zero and YAW is the sum ($\text{ROLL}+\text{YAW}$).
- Translation component is ignored.
- Toolbox rel 8-9 has XYZ angle sequence as default.
- 'arm', 'vehicle', 'camera' are synonyms for 'xyz', 'zyx' and 'yxz' respectively.
- these solutions are generated by symbolic/rpygen.mlx

See also[rpy2tr](#), [tr2eul](#)

tr2rt

Convert homogeneous transform to rotation and translation

$[R, t] = \text{TR2RT}(\text{TR})$ splits a homogeneous transformation matrix ($N \times N$) into an orthonormal rotation matrix R ($M \times M$) and a translation vector t ($M \times 1$), where $N=M+1$.

Works for TR in $\text{SE}(2)$ or $\text{SE}(3)$

- If TR is 4×4 , then R is 3×3 and T is 3×1 .
- If TR is 3×3 , then R is 2×2 and T is 2×1 .

A homogeneous transform sequence TR ($N \times N \times K$) is split into rotation matrix sequence R ($M \times M \times K$) and a translation sequence t ($K \times M$).

Notes

- The validity of R is not checked.

See also[rt2tr](#), [r2t](#), [t2r](#)

tranimate

Animate a 3D coordinate frame

$\text{TRANIMATE}(P1, P2, \text{OPTIONS})$ animates a 3D coordinate frame moving from pose $X1$ to pose $X2$. Poses $X1$ and $X2$ can be represented by:

- $\text{SE}(3)$ homogeneous transformation matrices (4×4)
- $\text{SO}(3)$ orthonormal rotation matrices (3×3)

`TRANIMATE(X, OPTIONS)` animates a coordinate frame moving from the identity pose to the pose `X` represented by any of the types listed above.

`TRANIMATE(XSEQ, OPTIONS)` animates a trajectory, where `XSEQ` is any of

- `SE(3)` homogeneous transformation matrix sequence ($4 \times 4 \times N$)
- `SO(3)` orthonormal rotation matrix sequence ($3 \times 3 \times N$)

Options

'fps', fps	Number of frames per second to display (default 10)
'nsteps', n	The number of steps along the path (default 50)
'axis', A	Axis bounds [xmin, xmax, ymin, ymax, zmin, zmax]
'movie', M	Save frames as a movie or sequence of frames
'cleanup'	Remove the frame at end of animation
'noxyz'	Don't label the axes
'rgb'	Color the axes in the order x=red, y=green, z=blue
'retain'	Retain frames, don't animate

Additional options are passed through to `TRPLOT`.

Notes

- Uses the `Animate` helper class to record the frames.

See also

[trplot](#), [Animate](#), [SE3.animate](#)

tranimate2

Animate a 2D coordinate frame

`TRANIMATE2(P1, P2, OPTIONS)` animates a 3D coordinate frame moving from pose `X1` to pose `X2`. Poses `X1` and `X2` can be represented by:

- `SE(2)` homogeneous transformation matrices (3×3)
- `SO(2)` orthonormal rotation matrices (2×2)

`TRANIMATE2(X, OPTIONS)` animates a coordinate frame moving from the identity pose to the pose `X` represented by any of the types listed above.

`TRANIMATE2(XSEQ, OPTIONS)` animates a trajectory, where `XSEQ` is any of

- SE(2) homogeneous transformation matrix sequence ($3 \times 3 \times N$)
- SO(2) orthonormal rotation matrix sequence ($2 \times 2 \times N$)

Options

'fps', fps	Number of frames per second to display (default 10)
'nsteps', n	The number of steps along the path (default 50)
'axis', A	Axis bounds [xmin, xmax, ymin, ymax, zmin, zmax]
'movie', M	Save frames as a movie or sequence of frames
'cleanup'	Remove the frame at end of animation
'noxyz'	Don't label the axes
'rgb'	Color the axes in the order x=red, y=green, z=blue
'retain'	Retain frames, don't animate

Additional options are passed through to TRPLOT2.

Notes

- Uses the Animate helper class to record the frames.

See also

[trplot](#), [Animate](#), [SE3.animate](#)

transl

SE(3) translational homogeneous transform

Create a translational SE(3) matrix

$T = \text{TRANSL}(X, Y, Z)$ is an SE(3) homogeneous transform (4×4) representing a pure translation of X, Y and Z.

$T = \text{TRANSL}(P)$ is an SE(3) homogeneous transform (4×4) representing a translation of $P=[X,Y,Z]$. P ($M \times 3$) represents a sequence and T ($4 \times 4 \times M$) is a sequence of homogeneous transforms such that $T(:, :, i)$ corresponds to the i 'th row of P .

Extract the translational part of an SE(3) matrix

$P = \text{TRANSL}(T)$ is the translational part of a homogeneous transform T as a 3-element column vector. T ($4 \times 4 \times M$) is a homogeneous transform sequence and the rows of P ($M \times 3$) are the translational component of the corresponding transform in the sequence.

$[X, Y, Z] = \text{TRANSL}(T)$ is the translational part of a homogeneous transform T as three components. If T ($4 \times 4 \times M$) is a homogeneous transform sequence then X, Y, Z ($1 \times M$) are the translational components of the corresponding transform in the sequence.

Notes

- Somewhat unusually, this function performs a function and its inverse. An historical anomaly.

See also

[SE3.t](#), [SE3.transl](#)

transl2

SE(2) translational homogeneous transform

Create a translational SE(2) matrix

$T = \text{TRANSL2}(X, Y)$ is an SE(2) homogeneous transform (3×3) representing a pure translation.

$T = \text{TRANSL2}(P)$ is a homogeneous transform representing a translation or point $P=[X,Y]$. P ($M \times 2$) represents a sequence and T ($3 \times 3 \times M$) is a sequence of homogeneous transforms such that $T(:, :, i)$ corresponds to the i 'th row of P .

Extract the translational part of an SE(2) matrix

$P = \text{TRANSL2}(T)$ is the translational part of a homogeneous transform as a 2-element column vector. T ($3 \times 3 \times M$) is a homogeneous transform sequence and the rows of P ($M \times 2$) are the translational component of the corresponding transform in the sequence.

Notes

- Somewhat unusually, this function performs a function and its inverse. An historical anomaly.

See also

[SE2.t](#), [rot2](#), [ishomog2](#), [trplot2](#), [transl](#)

trchain

Compound SE(3) transforms from string

$T = \text{TRCHAIN}(S)$ is a homogeneous transform (4×4) that results from compounding a number of elementary transformations defined by the string S . The string S comprises a number of tokens of the form $X(\text{ARG})$ where X is one of T_x , T_y , T_z , R_x , R_y , or R_z . ARG is an arbitrary MATLAB expression that can include constants or workspace variables. For example:

```
trchain('Tx(1) Rx(90) Ry(45) Tz(2)')
```

is equivalent to computing

```
transl(1,0,0) * trotx(90, 'deg') * troty(45, 'deg') * transl(0,0,2)
```

$T = \text{TRCHAIN}(S, Q)$ as above but the expression for ARG can also contain a variable 'qJ' which selects the Jth value from the passed vector Q ($1 \times N$). For example:

```
trchain('Rx(q1)Tx(a1)Ry(q2)Ty(a3)Rz(q3)', [1 2 3])
```

$[T, \text{TOK}] = \text{TRCHAIN}(S \dots)$ as above but return an array of tokens which can be passed in, instead of the string.

$T = \text{TRCHAIN}(\text{TOK} \dots)$ as above but chain is defined by array of tokens instead of a string.

Options

- 'deg' all angular variables are in degrees (default radians)
- 'qvar', V treat the string V as the joint variable name rather than 'q'

Notes

- Variables used in the string must exist in the caller workspace.
- The string can contain arbitrary characters between the elements, for example space, +, *, . or even |.
- Works for symbolic variables in the workspace and/or passed in via the vector \mathbf{Q} .
- For symbolic operations that involve use of the value π , make sure you define it first in the workspace: $\pi = \text{sym}(\pi)$;
- The tokens are simply a parsed version of the input string and provide some efficiency for repeated calls on the same chain.

See also

[trchain2](#), [trotx](#), [troty](#), [trotz](#), [transl](#), [SerialLink.trchain](#), [ETS](#)

trchain2

Compound SE(2) transforms from string

$\mathbf{T} = \text{TRCHAIN}(S)$ is a homogeneous transform (3×3) that results from compounding a number of elementary transformations defined by the string S . The string S comprises a number of tokens of the form $X(\text{ARG})$ where X is one of Tx , Ty , or R . ARG is an arbitrary MATLAB expression that can include constants or workspace variables. For example:

```
trchain('Tx(1) R(90) Ty(2)')
```

is equivalent to computing

```
transl2(1,0) * trot2(90, 'deg') * transl2(0,2)
```

$\mathbf{T} = \text{TRCHAIN}(S, \mathbf{Q})$ as above but the expression for ARG can also contain a variable 'qJ' which selects the Jth value from the passed vector \mathbf{Q} ($1 \times N$). For example:

```
trchain('Tx(1) R(q1-90) Ty(2) R(q2)', [1 2])
```

$[\mathbf{T}, \text{TOK}] = \text{TRCHAIN}(S \dots)$ as above but return an array of tokens which can be passed in, instead of the string.

$\mathbf{T} = \text{TRCHAIN}(\text{TOK} \dots)$ as above but chain is defined by array of tokens instead of a string.

Options

- 'deg' all angular variables are in degrees (default radians)
- 'qvar',V treat the string V as the joint variable name rather than 'q'

Notes

- Variables used in the string must exist in the caller workspace.
- The string can contain arbitrary characters between the elements, for example space, +, *, . or even |.
- Works for symbolic variables in the workspace and/or passed in via the vector Q.
- For symbolic operations that involve use of the value π , make sure you define it first in the workspace: $\pi = \text{sym}(\pi')$;
- The tokens are simply a parsed version of the input string and provide some efficiency for repeated calls on the same chain.

See also

[trchain2](#), [trotx](#), [troty](#), [trotx](#), [transl](#), [SerialLink.trchain](#), [ETS](#)

trexp

Matrix exponential for so(3) and se(3)

For so(3)

$R = \text{TREXP}(\text{OMEGA})$ is the matrix exponential (3×3) of the so(3) element OMEGA that yields a rotation matrix (3×3).

$R = \text{TREXP}(\text{OMEGA}, \text{THETA})$ as above, but so(3) motion of $\text{THETA} * \text{OMEGA}$.

$R = \text{TREXP}(S, \text{THETA})$ as above, but rotation of THETA about the unit vector S.

$R = \text{TREXP}(W)$ as above, but the so(3) value is expressed as a vector W (1×3) where $W = S * \text{THETA}$. Rotation by $\|W\|$ about the vector W.

For se(3)

$T = \text{TREXP}(\text{SIGMA})$ is the matrix exponential (4×4) of the se(3) element SIGMA that yields a homogeneous transformation matrix (4×4).

$T = \text{TREXP}(\text{SIGMA}, \text{THETA})$ as above, but $\text{se}(3)$ motion of $\text{SIGMA}*\text{THETA}$, the rotation part of SIGMA (4×4) must be unit norm.

$T = \text{TREXP}(\text{TW})$ as above, but the $\text{se}(3)$ value is expressed as a twist vector TW (1×6).

$T = \text{TREXP}(\text{TW}, \text{THETA})$ as above, but $\text{se}(3)$ motion of $\text{TW}*\text{THETA}$, the rotation part of TW (1×6) must be unit norm.

Notes

- Efficient closed-form solution of the matrix exponential for arguments that are $\text{so}(3)$ or $\text{se}(3)$.
- If THETA is given then the first argument must be a unit vector or a skew-symmetric matrix from a unit vector.
- Angle vector argument order is different to ANGVEC2R .

References

- Robotics, Vision & Control: Second Edition, P. Corke, Springer 2016; p42-43.
- Mechanics, planning and control, Park & Lynch, Cambridge, 2017.

See also

[angvec2r](#), [trlog](#), [trexp2](#), [skew](#), [skewa](#), [Twist](#)

trexp2

Matrix exponential for $\text{so}(2)$ and $\text{se}(2)$

$\text{SO}(2)$

$R = \text{TREXP2}(\text{OMEGA})$ is the matrix exponential (2×2) of the $\text{so}(2)$ element OMEGA that yields a rotation matrix (2×2).

$R = \text{TREXP2}(\text{THETA})$ as above, but rotation by THETA (1×1).

SE(2)

$T = \text{TREXP2}(\text{SIGMA})$ is the matrix exponential (3×3) of the $\text{se}(2)$ element SIGMA that yields a homogeneous transformation matrix (3×3).

$T = \text{TREXP2}(\text{SIGMA}, \text{THETA})$ as above, but $\text{se}(2)$ rotation of $\text{SIGMA} * \text{THETA}$, the rotation part of SIGMA (3×3) must be unit norm.

$T = \text{TREXP2}(\text{TW})$ as above, but the $\text{se}(2)$ value is expressed as a vector TW (1×3).

$T = \text{TREXP}(\text{TW}, \text{THETA})$ as above, but $\text{se}(2)$ rotation of $\text{TW} * \text{THETA}$, the rotation part of TW must be unit norm.

Notes

- Efficient closed-form solution of the matrix exponential for arguments that are $\text{so}(2)$ or $\text{se}(2)$.
- If THETA is given then the first argument must be a unit vector or a skew-symmetric matrix from a unit vector.

References

- Robotics, Vision & Control: Second Edition, P. Corke, Springer 2016; p25-26.
- Mechanics, planning and control, Park & Lynch, Cambridge, 2017.

See also

[trexp](#), [skew](#), [skewa](#), [Twist](#)

trinterp

Interpolate SE(3) homogeneous transformations

$\text{TRINTERP}(T0, T1, S)$ is a homogeneous transform (4×4) interpolated between $T0$ when $S=0$ and $T1$ when $S=1$. $T0$ and $T1$ are both homogeneous transforms (4×4). If S ($N \times 1$) then T ($4 \times 4 \times N$) is a sequence of homogeneous transforms corresponding to the interpolation values in S .

$\text{TRINTERP}(T1, S)$ as above but interpolated between the identity matrix when $S=0$ to $T1$ when $S=1$.

$\text{TRINTERP}(T0, T1, M)$ as above but M is a positive integer and return a sequence ($4 \times 4 \times M$) of homogeneous transforms linearly interpolating between $T0$ and $T1$ in M steps.

`TRINTERP (T1, M)` as above but return a sequence $(4 \times 4 \times M)$ of homogeneous interpolating between identity matrix and `T1` in `M` steps.

Notes

- `T0` or `T1` can also be an $SO(3)$ rotation matrix (3×3) in which case the result is $(3 \times 3 \times N)$.
- Rotation is interpolated using quaternion spherical linear interpolation (slerp).
- To obtain smooth continuous motion `S` should also be smooth and continuous, such as computed by `tpoly` or `lspb`.

See also

[trinterp2](#), [ctrj](#), [SE3.interp](#), [UnitQuaternion](#), [tpoly](#), [lspb](#)

trinterp2

Interpolate $SE(2)$ homogeneous transformations

`TRINTERP2 (T0, T1, S)` is a homogeneous transform (3×3) interpolated between `T0` when `S=0` and `T1` when `S=1`. `T0` and `T1` are both homogeneous transforms (4×4) . If `S` $(N \times 1)$ then `T` $(3 \times 3 \times N)$ is a sequence of homogeneous transforms corresponding to the interpolation values in `S`.

`TRINTERP2 (T1, S)` as above but interpolated between the identity matrix when `S=0` to `T1` when `S=1`.

`TRINTERP2 (T0, T1, M)` as above but `M` is a positive integer and return a sequence $(4 \times 4 \times M)$ of homogeneous transforms linearly interpolating between `T0` and `T1` in `M` steps.

`TRINTERP2 (T1, M)` as above but return a sequence $(4 \times 4 \times M)$ of homogeneous interpolating between identity matrix and `T1` in `M` steps.

Notes

- `T0` or `T1` can also be an $SO(2)$ rotation matrix (2×2) .
- Rotation angle is linearly interpolated.
- To obtain smooth continuous motion `S` should also be smooth and continuous, such as computed by `tpoly` or `lspb`.

See also

[trinterp](#), [SE3.interp](#), [UnitQuaternion](#), [tpoly](#), [lspb](#)

trlog

Logarithm of SO(3) or SE(3) matrix

$S = \text{trlog}(R)$ is the matrix logarithm (3×3) of R (3×3) which is a skew symmetric matrix corresponding to the vector $\text{theta} * w$ where theta is the rotation angle and w (3×1) is a unit-vector indicating the rotation axis.

$[\text{theta}, w] = \text{trlog}(R)$ as above but returns directly theta the rotation angle and w (3×1) the unit-vector indicating the rotation axis.

$S = \text{trlog}(T)$ is the matrix logarithm (4×4) of T (4×4) which has a skew-symmetric upper-left 3×3 submatrix corresponding to the vector $\text{theta} * w$ where theta is the rotation angle and w (3×1) is a unit-vector indicating the rotation axis, and a translation component.

$[\text{theta}, \text{twist}] = \text{trlog}(T)$ as above but returns directly theta the rotation angle and a twist vector (6×1) comprising $[v \ w]$.

Notes

- Efficient closed-form solution of the matrix logarithm for arguments that are SO(3) or SE(3).
- Special cases of rotation by odd multiples of π are handled.
- Angle is always in the interval $[0, \pi]$.
- There is no Toolbox function for SO(2) or SE(2), use LOGM instead.

References

- Robotics, Vision & Control: Second Edition, P. Corke, Springer 2016; p43.
- Mechanics, planning and control, Park & Lynch, Cambridge, 2016.

See also

[trexp](#), [trexp2](#), [Twist](#), [logm](#)

trnorm

Normalize an $SO(3)$ or $SE(3)$ matrix

`TRNORM(R)` is guaranteed to be a proper orthogonal matrix rotation matrix (3×3) which is “close” to the input matrix R (3×3). If $R = [N, O, A]$ the O and A vectors are made unit length and the normal vector is formed from $N = O \times A$, and then we ensure that O and A are orthogonal by $O = A \times N$.

`TRNORM(T)` as above but the rotational submatrix of the homogeneous transformation T (4×4) is normalised while the translational part is unchanged.

If R ($3 \times 3 \times K$) or T ($4 \times 4 \times K$) representing a sequence then the normalisation is performed on each of the K planes.

Notes

- Only the direction of A (the z -axis) is unchanged.
- Used to prevent finite word length arithmetic causing transforms to become ‘un-normalized’.
- There is no Toolbox function for $SO(2)$ or $SE(2)$.

See also

[oa2tr](#), [SO3.trnorm](#), [SE3.trnorm](#)

trot2

$SE(2)$ rotation matrix

$T = \text{TROT2}(\text{THETA})$ is a homogeneous transformation (3×3) representing a rotation of THETA radians.

$T = \text{TROT2}(\text{THETA}, 'deg')$ as above but THETA is in degrees.

Notes

- Translational component is zero.

See also

[rot2](#), [transl2](#), [ishomog2](#), [trplot2](#), [trotx](#), [troty](#), [trotx](#), [SE2](#)

trotx

SE(3) rotation about X axis

$T = \text{TROTX}(\text{THETA})$ is a homogeneous transformation (4×4) representing a rotation of THETA radians about the x-axis.

$T = \text{TROTX}(\text{THETA}, 'deg')$ as above but THETA is in degrees.

Notes

- Translational component is zero.

See also

[rotx](#), [troty](#), [trotx](#), [trotx](#), [SE3.Rx](#)

troty

SE(3) rotation about Y axis

$T = \text{troty}(\text{THETA})$ is a homogeneous transformation (4×4) representing a rotation of THETA radians about the y-axis.

$T = \text{troty}(\text{THETA}, 'deg')$ as above but THETA is in degrees.

Notes

- Translational component is zero.

See also

[roty](#), [trotx](#), [trotx](#), [trotx](#), [SE3.Ry](#)

trotz

SE(3) rotation about Z axis

`T = trotx(THETA)` is a homogeneous transformation (4×4) representing a rotation of THETA radians about the z-axis.

`T = trotx(THETA, 'deg')` as above but THETA is in degrees.

Notes

- Translational component is zero.

See also

[rotx](#), [trotx](#), [troty](#), [trotx](#), [SE3.Rz](#)

trplot

Plot a 3D coordinate frame

`TRPLOT(T, OPTIONS)` draws a 3D coordinate frame represented by the SE(3) homogeneous transform `T` (4×4).

`H = TRPLOT(T, OPTIONS)` as above but returns a handle.

`TRPLOT(R, OPTIONS)` as above but the coordinate frame is rotated about the origin according to the orthonormal rotation matrix `R` (3×3).

`H = TRPLOT(R, OPTIONS)` as above but returns a handle.

`H = TRPLOT()` creates a default frame `EYE(3,3)` at the origin and returns a handle.

Animation

Firstly, create a plot and keep the the handle as per above.

`TRPLOT (H, T)` moves the coordinate frame described by the handle `H` to the pose `T` (4×4).

Options

'handle',h	Update the specified handle
'axhandle',A	Draw in the MATLAB axes specified by the axis handle
'color',C	The color to draw the axes, MATLAB ColorSpec
'axes'	Show the MATLAB axes, box and ticks (default on)
'axis',A	Set dimensions of the MATLAB axes to $A=[x_{max} \ y_{max} \ z_{max}]$
'frame',F	The coordinate frame is named $\{F\}$ and the subframe is named $\{F_{sub}\}$
'framelabel',F	The coordinate frame is named $\{F\}$, axes have no labels
'framelabeloffset',O	Offset $O=[DX \ DY]$ frame labels in units of text height
'text_opts', opt	A cell array of MATLAB text properties
'length',s	Length of the coordinate frame arms (default 1)
'thick',t	Thickness of lines (default 0.5)
'text'	Enable display of X,Y,Z labels on the frame (default on)
'labels',L	Label the X,Y,Z axes with the 1st, 2nd, 3rd character of L
'rgb'	Display X,Y,Z axes in colors red, green, blue respectively
'rviz'	Display chunky rviz style axes%
'arrow'	Use arrows rather than line segments for the axes
'width', w	Width of arrow tips (default 1)
'perspective'	Display the axes with perspective projection (default on)
'3d'	Plot in 3D using anaglyph graphics
'anaglyph',A left and right (default colors 'rc'): chosen from 'r','g','b','c','m'	Specify anaglyph colors for '3d' as 2 characters from 'r'ed, 'g'reen, 'b'lue, 'c'yan, 'm'agenta.
'dispar',D	Disparity for 3d display (default 0.1)
'view',V for view toward origin of coordinate frame	Set plot view parameters $V=[az \ el]$ angles, or 'a' for azimuth, 'e' for elevation
'lefty'	Draw left-handed frame (dangerous)

Examples

```
trplot(T, 'frame', 'A') trplot(T, 'frame', 'A', 'color', 'b') trplot(T1, 'frame', 'A', 'text_opts', {'FontSize', 10, 'FontWeight', 'bold'}) trplot(T1, 'labels', 'NOA');
```

```
h = trplot(T, 'frame', 'A', 'color', 'b'); trplot(h, T2);
```

3D anaglyph plot

```
trplot(T, '3d');
```

Notes

- Multiple frames can be added using the HOLD command
 - When animating a coordinate frame it is best to set the axis bounds initially.
 - The 'rviz' option is equivalent to 'rgb', 'notext', 'noarrow', 'thick', 5.
 - The 'arrow' option requires <https://www.mathworks.com/matlabcentral/fileexchange/14056-arrow3>
-

trplot2

Plot a 2D coordinate frame

TRPLOT2 (T, OPTIONS) draws a 2D coordinate frame represented by the SE(2) homogeneous transform T (3×3).

H = TRPLOT2 (T, OPTIONS) as above but returns a handle.

TRPLOT (R, OPTIONS) as above but the coordinate frame is rotated about the origin according to the orthonormal rotation matrix R (2×2).

H = TRPLOT (R, OPTIONS) as above but returns a handle.

H = TRPLOT2 () creates a default frame EYE(2,2) at the origin and returns a handle.

Animation

Firstly, create a plot and keep the the handle as per above.

TRPLOT2 (H, T) moves the coordinate frame described by the handle H to the SE(2) pose T (3×3).

Options

'handle',h	Update the specified handle
'axhandle',A	Draw in the MATLAB axes specified by the axis handle A
'color',c	The color to draw the axes, MATLAB ColorSpec
'axes'	Show the MATLAB axes, box and ticks (default true)
'axis',A	Set dimensions of the MATLAB axes to $A=[xmin \ xmax \ ymin \ ymax]$
'frame',F	The frame is named $\{F\}$ and the subscript on the axis labels is F.
'framelabel',F	The coordinate frame is named $\{F\}$, axes have no subscripts.
'framelabeloffset',O	Offset $O=[DX \ DY]$ frame labels in units of text box height
'text_opts',opt	A cell array of Matlab text properties
'length',s	Length of the coordinate frame arms (default 1)

'thick',t	Thickness of lines (default 0.5)
'text'	Enable display of X,Y,Z labels on the frame (default true)
'labels',L	Label the X,Y,Z axes with the 1st and 2nd character of the string L
'arrow'	Use arrows rather than line segments for the axes
'width', w	Width of arrow tips
'lefty'	Draw left-handed frame (dangerous)

Examples

```
trplot2(T, 'frame', 'A') trplot2(T,'frame','A','color','b') trplot2(T1,'frame',
'A','text_opts',{FontSize,10,FontWeight,'bold'})
```

Notes

- Multiple frames can be added using the HOLD command
- When animating a coordinate frame it is best to set the axis bounds initially.
- The 'arrow' option requires <https://www.mathworks.com/matlabcentral/fileexchange/14056-arrow3>

See also

[trplot](#)

trprint

Compact display of SE(3) homogeneous transformation

TRPRINT(T, OPTIONS) displays the homogeneous transform (4×4) in a compact single-line format. If T is a homogeneous transform sequence then each element is printed on a separate line.

TRPRINT(R, OPTIONS) as above but displays the SO(3) rotation matrix (3×3).

S = TRPRINT(T, OPTIONS) as above but returns the string.

TRPRINT T OPTIONS is the command line form of above.

trprint2

Compact display of SE(2) homogeneous transformation

TRPRINT2 (T, OPTIONS) displays the homogeneous transform (3×3) in a compact single-line format. If T is a homogeneous transform sequence then each element is printed on a separate line.

TRPRINT2 (R, OPTIONS) as above but displays the SO(2) rotation matrix (3×3).

S = TRPRINT2 (T, OPTIONS) as above but returns the string.

TRPRINT2 T is the command line form of above, and displays in RPY format.

Options

'radian' display angle in radians (default is degrees)
'fmt', f use format string f for all numbers, (default %g)
'label', l display the text before the transform

Examples

```
>> trprint2(T2)
t = (0,0), theta = -122.704 deg
```

See also

[trprint](#)

trscale

Homogeneous transformation for pure scale

T = TRSCALE (S) is a homogeneous transform (4×4) corresponding to a pure scale change. If S is a scalar the same scale factor is used for x,y,z, else it can be a 3-vector specifying scale in the x-, y- and z-directions.

Note

- This matrix does not belong to SE(3) and if compounded with any SE(3) matrix the result will not be in SE(3).

Twist

SE(2) and SE(3) Twist class

A Twist class holds the parameters of a twist, a representation of a rigid body displacement in SE(2) or SE(3).

Methods

S	twist vector (1×3 or 1×6)
se	twist as (augmented) skew-symmetric matrix (3×3 or 4×4)
T	convert to homogeneous transformation (3×3 or 4×4)
R	convert rotational part to matrix (2×2 or 3×3)
exp	synonym for T
ad	logarithm of adjoint
pitch	pitch of the screw, SE(3) only
pole	a point on the line of the screw
prod	product of a vector of Twists
theta	rotation about the screw
line	Plucker line object representing line of the screw
display	print the Twist parameters in human readable form
char	convert to string

Conversion methods

SE	convert to SE2 or SE3 object
double	convert to real vector

Overloaded operators

- * compose two Twists
- * multiply Twist by a scalar

Properties (read only)

v	moment part of twist (2×1 or 3×1)
w	direction part of twist (1×1 or 3×1)

References

- “Mechanics, planning and control” Park & Lynch, Cambridge, 2016.

See also

[texp](#), [texp2](#), [tlog](#)

Twist.Twist

Create Twist object

`TW = Twist(T)` is a **Twist** object representing the SE(2) or SE(3) homogeneous transformation matrix T (3×3 or 4×4).

`TW = Twist(V)` is a twist object where the vector is specified directly.

3D CASE::

`TW = Twist('R', A, Q)` is a **Twist** object representing rotation about the axis of direction A (3×1) and passing through the point Q (3×1).

`TW = Twist('R', A, Q, P)` as above but with a pitch of P (distance/angle).

`TW = Twist('T', A)` is a **Twist** object representing translation in the direction of A (3×1).

2D CASE::

`TW = Twist('R', Q)` is a **Twist** object representing rotation about the point Q (2×1).

`TW = Twist('T', A)` is a **Twist** object representing translation in the direction of A (2×1).

Notes

The argument 'P' for prismatic is synonymous with 'T'.

Twist.ad

Logarithm of adjoint

`TW.ad` is the logarithm of the adjoint matrix of the corresponding homogeneous transformation.

See also[SE3.Ad](#)

Twist.Ad

Adjoint

`TW.Ad` is the adjoint matrix of the corresponding homogeneous transformation.

See also[SE3.Ad](#)

Twist.char

Convert to string

`s = TW.char()` is a string showing **Twist** parameters in a compact single line format. If `TW` is a vector of Twist objects return a string with one line per Twist.

See also[Twist.display](#)

Twist.display

Display parameters

`L.display()` displays the twist parameters in compact single line format. If `L` is a vector of Twist objects displays one line per element.

Notes

- This method is invoked implicitly at the command line when the result of an expression is a Twist object and the command has no trailing
- semicolon.

See also

[Twist.char](#)

Twist.double

Return the twist vector

`double (TW)` is the twist vector in `se(2)` or `se(3)` as a vector (3×1 or 6×1). If `TW` is a vector ($1 \times N$) of Twists the result is a matrix ($6 \times N$) with one column per twist.

Notes

- Sometimes referred to as the twist coordinate vector.
-

Twist.exp

Convert twist to homogeneous transformation

`TW.exp` is the homogeneous transformation equivalent to the twist (`SE2` or `SE3`).

`TW.exp (THETA)` as above but with a rotation of `THETA` about the twist.

Notes

- For the second form the twist must, if rotational, have a unit rotational component.

See also

[Twist.T](#), [texp](#), [texp2](#)

Twist.line

Line of twist axis in Plucker form

`TW.line` is a Plucker object representing the `line` of the twist axis.

Notes

- For 3D case only.

See also

[Plucker](#)

Twist.mtimes

Multiply twist by twist or scalar

$TW1 * TW2$ is a new **Twist** representing the composition of twists $TW1$ and $TW2$.

$TW * T$ is an SE2 or SE3 that is the composition of the twist TW and the homogeneous transformation object T .

$TW * S$ with its twist coordinates scaled by scalar S .

$TW * T$ compounds a twist with an SE2/3 transformation

Twist.pitch

Pitch of the twist

$TW.pitch$ is the *pitch* of the **Twist** as a scalar in units of distance per radian.

Notes

- For 3D case only.
-

Twist.pole

Point on the twist axis

$TW.pole$ is a point on the twist axis (2×1 or 3×1).

Notes

- For pure translation this point is at infinity.
-

Twist.prod

Compound array of twists

`TW.prod` is a twist representing the product (composition) of the successive elements of `TW` ($1 \times N$), an array of Twists.

See also

[RTBPose.prod](#), [Twist.mtimes](#)

Twist.S

Return the twist vector

`TW.S` is the twist vector in `se(2)` or `se(3)` as a vector (3×1 or 6×1).

Notes

- Sometimes referred to as the twist coordinate vector.
-

Twist.SE

Convert twist to SE2 or SE3 object

`TW.SE` is an `SE2` or `SE3` object representing the homogeneous transformation equivalent to the twist.

See also

[Twist.T](#), [SE2](#), [SE3](#)

Twist.se

Return the twist matrix

`TW.se` is the twist matrix in `se(2)` or `se(3)` which is an augmented skew-symmetric matrix (3×3 or 4×4).

Twist.T

Convert twist to homogeneous transformation

`TW.T` is the homogeneous transformation equivalent to the twist (3×3 or 4×4).

`TW.T (THETA)` as above but with a rotation of `THETA` about the twist.

Notes

- For the second form the twist must, if rotational, have a unit rotational component.

See also

[Twist.exp](#), [texp](#), [texp2](#), [trinterp](#), [trinterp2](#)

Twist.theta

Twist rotation

`TW.theta` is the rotation (1×1) about the twist axis in radians.

Twist.unit

Return a unit twist

`TW.unit()` is a **Twist** object representing a unit aligned with the **Twist** `TW`.

unit

Unitize a vector

`VN = UNIT(V)` is a unit-vector parallel to `V`.

Note

- Reports error for the case where V is non-symbolic and $\text{norm}(V)$ is zero
-

UnitQuaternion

Unit quaternion class

A UnitQuaternion is a compact method of representing a 3D rotation that has computational advantages including speed and numerical robustness. A quaternion has 2 parts, a scalar s , and a vector v and is typically written: $q = s \langle vx, vy, vz \rangle$.

A UnitQuaternion is one for which $s^2 + vx^2 + vy^2 + vz^2 = 1$. It can be considered as a rotation by an angle θ about a unit-vector V in space where

```
q = cos (theta/2) < v sin(theta/2)>
```

Constructors

UnitQuaternion	general constructor
UnitQuaternion.angvec	constructor, from (angle and vector)
UnitQuaternion.eul	constructor, from Euler angles
UnitQuaternion.omega	constructor for angle*vector
UnitQuaternion.rpy	constructor, from roll-pitch-yaw angles
UnitQuaternion.Rx	constructor, from x-axis rotation
UnitQuaternion.Ry	constructor, from y-axis rotation
UnitQuaternion.Rz	constructor, from z-axis rotation
UnitQuaternion.vec	constructor, from 3-vector

Display and print methods

animate	animates a coordinate frame
display	print in human readable form
plot	plot a coordinate frame representing orientation of quaternion

Group operations

*	^quaternion (Hamilton) product
.*	quaternion (Hamilton) product and renormalize
/	^multiply by inverse
./	multiply by inverse and renormalize

<code>^</code>	<code>^</code> exponentiate (integer only)
<code>exp</code>	<code>^</code> exponential
<code>inv</code>	<code>^</code> inverse
<code>log</code>	<code>^</code> logarithm
<code>prod</code>	product of elements

Methods

<code>angle</code>	angle between two quaternions
<code>conj</code>	<code>^</code> conjugate
<code>dot</code>	derivative of quaternion with angular velocity
<code>inner</code>	<code>^</code> inner product
<code>interp</code>	interpolation (slerp) between two quaternions
<code>norm</code>	<code>^</code> norm, or length
<code>unit</code>	unitized quaternion
<code>UnitQuaternion.qvmul</code>	multiply unit-quaternions in 3-vector form

Conversion methods

<code>char</code>	convert to string
<code>double</code>	<code>^</code> convert to 4-vector
<code>matrix</code>	convert to 4×4 matrix
<code>R</code>	convert to 3×3 rotation matrix
<code>SE3</code>	convert to SE3 object
<code>SO3</code>	convert to SO3 object
<code>T</code>	convert to 4×4 homogeneous transform matrix
<code>toangvec</code>	convert to angle vector form
<code>toeul</code>	convert to Euler angles
<code>torpy</code>	convert to roll-pitch-yaw angles
<code>tovec</code>	convert to 3-vector

Operators

<code>+</code>	elementwise sum of quaternion elements (result is a Quaternion)
<code>-</code>	elementwise difference of quaternion elements (result is a Quaternion)
<code>==</code>	test for equality
<code>~=</code>	<code>^</code> test for inequality

`^`means inherited from Quaternion class.

Properties (read only)

<code>s</code>	real part
----------------	-----------

v vector part

Notes

- A subclass of Quaternion
- Many methods and operators are inherited from the Quaternion superclass.
- UnitQuaternion objects can be used in vectors and arrays.
- The + and - operators return a Quaternion object not a UnitQuaternion since these are not group operators.
- For display purposes a Quaternion differs from a UnitQuaternion by using << >> notation rather than < >.
- To a large extent polymorphic with the SO3 class.

References

- Animating rotation with quaternion curves, K. Shoemake,
- in Proceedings of ACM SIGGRAPH, (San Francisco), pp. 245-254, 1985.
- On homogeneous transforms, quaternions, and computational efficiency, J. Funda, R. Taylor, and R. Paul,
- IEEE Transactions on Robotics and Automation, vol. 6, pp. 382-388, June 1990.
- Quaternions for Computer Graphics, J. Vince, Springer 2011.
- Robotics, Vision & Control: Second Edition, P. Corke, Springer 2016; p44-45.

See also

[Quaternion](#), [SO3](#)

UnitQuaternion.UnitQuaternion

Construct a unit quaternion object

Construct a **UnitQuaternion** from various other orientation representations.

$Q = \text{UnitQuaternion}()$ is the identity **UnitQuaternion** $1<0,0,0>$ representing a null rotation.

$Q = \text{UnitQuaternion}(Q1)$ is a copy of the **UnitQuaternion** $Q1$, if $Q1$ is a Quaternion it is normalised.

$Q = \text{UnitQuaternion}(S, V)$ is a **UnitQuaternion** formed by specifying directly its scalar and vector parts which are normalised.

$Q = \text{UnitQuaternion}([S, V1, V2, V3])$ is a **UnitQuaternion** formed by specifying directly its 4 elements which are normalised.

$Q = \text{Quaternion}(R)$ is a **UnitQuaternion** corresponding to the $SO(3)$ orthonormal rotation matrix R (3×3). If R ($3 \times 3 \times N$) is a sequence then Q ($N \times 1$) is a vector of Quaternions corresponding to the elements of R .

$Q = \text{Quaternion}(T)$ is a **UnitQuaternion** equivalent to the rotational part of the $SE(3)$ homogeneous transform T (4×4). If T ($4 \times 4 \times N$) is a sequence then Q ($N \times 1$) is a vector of Quaternions corresponding to the elements of T .

Notes

- Only the R and T forms are vectorised.
- To convert an $SO3$ or $SE3$ object to a **UnitQuaternion** use their **UnitQuaternion** conversion methods.

See also **UnitQuaternion.eul**, **UnitQuaternion.rpy**, **UnitQuaternion.angvec**, **UnitQuaternion.omega**, **UnitQuaternion.Rx**, **UnitQuaternion.Ry**, **UnitQuaternion.Rz**, **SE3.UnitQuaternion**, **SO3.UnitQuaternion**.

UnitQuaternion.angle

Angle between two UnitQuaternions

$A = Q1.\text{angle}(Q2)$ is the angle (in radians) between two **UnitQuaternions** $Q1$ and $Q2$.

Notes

- If either, or both, of $Q1$ or $Q2$ are vectors, then the result is a vector.
 - if $Q1$ is a vector ($1 \times N$) then A is a vector ($1 \times N$) such that $A(i) = P1(i).\text{angle}(Q2)$.
 - if $Q2$ is a vector ($1 \times N$) then A is a vector ($1 \times N$) such that $A(i) = P1.\text{angle}(P2(i))$.
 - if both $Q1$ and $Q2$ are vectors ($1 \times N$) then A is a vector ($1 \times N$) such that $A(i) = P1(i).\text{angle}(Q2(i))$.

References

- Metrics for 3D rotations: comparison and analysis, Du Q. Huynh, J.Math Imaging Vis. DOI 10.1007/s10851-009-0161-2.

See also

[Quaternion.angvec](#)

UnitQuaternion.angvec

Construct UnitQuaternion from angle and rotation vector

`Q = UnitQuaternion.angvec(TH, V)` is a **UnitQuaternion** representing rotation of TH about the vector V (3×1).

See also

[UnitQuaternion.omega](#)

UnitQuaternion.animate

Animate UnitQuaternion object

`Q.animate(options)` animates a **UnitQuaternion** array Q ($1 \times N$) as a 3D coordinate frame.

`Q.animate(QF, options)` animates a 3D coordinate frame moving from orientation Q to orientation QF.

Options

Options are passed to `tranimate` and include:

'fps', fps	Number of frames per second to display (default 10)
'nsteps', n	The number of steps along the path (default 50)
'axis', A	Axis bounds [xmin, xmax, ymin, ymax, zmin, zmax]
'movie', M	Save frames as files in the folder M
'cleanup'	Remove the frame at end of animation
'noxyz'	Don't label the axes
'rgb'	Color the axes in the order x=red, y=green, z=blue
'retain'	Retain frames, don't animate

Additional `options` are passed through to TRPLOT.

See also

[tranimate](#), [trplot](#)

UnitQuaternion.char

Convert to string

$S = Q.char()$ is a compact string representation of the **UnitQuaternion**'s value as a 4-tuple. If Q is a vector then S has one line per element.

Notes

- The vector part is delimited by single angle brackets, to differentiate from a Quaternion which is delimited by double angle brackets.

See also

[Quaternion.char](#)

UnitQuaternion.dot

UnitQuaternion derivative in world frame

$QD = Q.dot(omega)$ is the rate of change of the **UnitQuaternion** Q expressed as a Quaternion in the world frame. Q represents the orientation of a body frame with angular velocity $OMEGA (1 \times 3)$.

Notes

- This is not a group operator, but it is useful to have the result as a Quaternion.

Reference

- Robotics, Vision & Control, 2nd edition, Peter Corke, pp.64.

See also

[UnitQuaternion.dotb](#)

UnitQuaternion.dotb

UnitQuaternion derivative in body frame

$\dot{Q} = Q.\text{dotb}(\omega)$ is the rate of change of the **UnitQuaternion** Q expressed as a Quaternion in the body frame. Q represents the orientation of a body frame with angular velocity Ω (1×3).

Notes

- This is not a group operator, but it is useful to have the result as a quaternion.

Reference

- Robotics, Vision & Control, 2nd edition, Peter Corke, pp.64.

See also

[UnitQuaternion.dot](#)

UnitQuaternion.eq

Test for equality

$Q1 == Q2$ is true if the two UnitQuaternions represent the same rotation.

Notes

- The double mapping of the UnitQuaternion is taken into account, that is, UnitQuaternions are equal if $Q1.s == -Q1.s \ \&\& \ Q1.v == -Q2.v$.
 - If $Q1$ is a vector of UnitQuaternions, each element is compared to $Q2$ and the result is a logical array of the same length as $Q1$.
 - If $Q2$ is a vector of UnitQuaternion, each element is compared to $Q1$ and the result is a logical array of the same length as $Q2$.
 - If $Q1$ and $Q2$ are equal length vectors of UnitQuaternion, then the result is a logical array of the same length.
-

UnitQuaternion.eul

Construct UnitQuaternion from Euler angles

$Q = \text{UnitQuaternion.eul}(\text{PHI}, \text{THETA}, \text{PSI}, \text{OPTIONS})$ is a **UnitQuaternion** representing rotation equivalent to the specified Euler angles. These correspond to rotations about the Z, Y, Z axes respectively.

$Q = \text{UnitQuaternion.eul}(\text{EUL}, \text{OPTIONS})$ as above but the Euler angles are taken from the vector (1×3) $\text{EUL} = [\text{PHI} \text{ THETA} \text{ PSI}]$. If EUL is a matrix ($N \times 3$) then Q is a vector ($1 \times N$) of UnitQuaternion objects where the index corresponds to rows of EUL which are assumed to be $[\text{PHI}, \text{THETA}, \text{PSI}]$.

Options

'deg' Compute angles in degrees (default radians)

Notes

- Is vectorised, see `eul2r` for details.

See also

[UnitQuaternion.rpy](#), [eul2r](#)

UnitQuaternion.increment

Update UnitQuaternion by angular displacement

$QU = Q.\text{increment}(\text{OMEGA})$ updates Q by an infinitesimal rotation which is given as a spatial displacement OMEGA (3×1) whose direction is the rotation axis and magnitude is the amount of rotation.

Notes

- OMEGA is an approximation to the instantaneous spatial velocity multiplied by time step.

See also

[tr2delta](#)

UnitQuaternion.interp

Interpolate UnitQuaternion

`QI = Q.scale(S, OPTIONS)` is a **UnitQuaternion** that interpolates between a null rotation (identity UnitQuaternion) for $S=0$ to Q for $S=1$.

`QI = Q1.interp(Q2, S, OPTIONS)` as above but interpolates a rotation between $Q1$ for $S=0$ and $Q2$ for $S=1$.

If S is a vector QI is a vector of UnitQuaternions, each element corresponding to sequential elements of S .

Options

'shortest' Take the shortest path along the great circle

Notes

- This is a spherical linear interpolation (slerp) that can be interpreted as interpolation along a great circle arc on a sphere.
- It is an error if any element of S is outside the interval 0 to 1.

References

- Animating rotation with quaternion curves, K. Shoemake, in Proceedings of ACM SIGGRAPH, (San Francisco), pp. 245-254, 1985.

See also

[ctrj](#)

UnitQuaternion.inv

Invert a UnitQuaternion

`Q.inv()` is a **UnitQuaternion** object representing the inverse of Q . If Q is a vector ($1 \times N$) the result is a vector of elementwise inverses.

See also

Quaternion.conj

UnitQuaternion.mrdivide

Divide unit quaternions

$R = Q1/Q2$ is a **UnitQuaternion** object formed by Hamilton product of $Q1$ and $\text{inv}(Q2)$ where $Q1$ and $Q2$ are both UnitQuaternion objects.

Notes

- Overloaded operator '/'.
- If either, or both, of $Q1$ or $Q2$ are vectors, then the result is a vector.
 - if $Q1$ is a vector ($1 \times N$) then R is a vector ($1 \times N$) such that $R(i) = Q1(i)/Q2$.
 - if $Q2$ is a vector ($1 \times N$) then R is a vector ($1 \times N$) such that $R(i) = Q1/Q2(i)$.
 - if both $Q1$ and $Q2$ are vectors ($1 \times N$) then R is a vector ($1 \times N$) such

that $R(i) = Q1(i)/Q2(i)$.

See also

[Quaternion.mtimes](#), [Quaternion.mpower](#), [Quaternion.plus](#), [Quaternion.minus](#)

UnitQuaternion.mtimes

Multiply UnitQuaternion's

$R = Q1*Q2$ is a **UnitQuaternion** object formed by Hamilton product of $Q1$ and $Q2$ where $Q1$ and $Q2$ are both UnitQuaternion objects.

$Q*V$ is a vector (3×1) formed by rotating the vector V (3×1) by the UnitQuaternion Q .

Notes

- Overloaded operator '*'
- If either, or both, of $Q1$ or $Q2$ are vectors, then the result is a vector.

- if $Q1$ is a vector ($1 \times N$) then R is a vector ($1 \times N$) such that $R(i) = Q1(i)*Q2$.
- if $Q2$ is a vector ($1 \times N$) then R is a vector ($1 \times N$) such that $R(i) = Q1*Q2(i)$.
- if both $Q1$ and $Q2$ are vectors ($1 \times N$) then R is a vector ($1 \times N$) such that $R(i) = Q1(i)*Q2(i)$.

See also

[Quaternion.mrdivide](#), [Quaternion.mpower](#), [Quaternion.plus](#), [Quaternion.minus](#)

UnitQuaternion.new

Construct a new UnitQuaternion

$QN = Q.new()$ constructs a new **UnitQuaternion** object of the same type as Q .

$QN = Q.new([S, V1, V2, V3])$ as above but specified directly by its 4 elements.

$QN = Q.new(S, V)$ as above but specified directly by the scalar S and vector part V (1×3)

Notes

- Polymorphic with Quaternion and RTBPose derived classes. For any of these instance objects the new method creates a new instance object of the same type.
-

UnitQuaternion.omega

Construct UnitQuaternion from angle times rotation vector

$Q = UnitQuaternion.omega(W)$ is a **UnitQuaternion** representing rotation of $||W||$ about the vector W (3×1).

Notes

- The input representation is known as exponential coordinates.

See also

[UnitQuaternion.angvec](#)

UnitQuaternion.plot

Plot a quaternion object

`Q.plot(options)` plots the **UnitQuaternion** as an oriented coordinate frame.

`H = Q.plot(options)` as above but returns a handle which can be used for animation.

Animation

Firstly, create a plot and keep the the handle as per above.

`Q.plot('handle', H)` updates the coordinate frame described by the handle `H` to the orientation of `Q`.

Options

'color',C	The color to draw the axes, MATLAB colorspec C
'frame',F	The frame is named {F} and the subscript on the axis labels is F
'view',V for view toward origin of coordinate frame	Set plot view parameters V=[az el] angles, or 'auto'
'handle',h	Update the specified handle

These `options` are passed to `trplot`, see `trplot` for more `options`.

See also

[trplot](#)

UnitQuaternion.prod

Product of unit quaternions

`prod(Q)` is the product of the elements of the vector of **UnitQuaternion** objects `Q`.

Note

- Multiplication is performed with the `.*` operator, ie. the product is renormalized at every step.

See also

[UnitQuaternion.times](#), [RTBPose.prod](#)

UnitQuaternion.q2r

Convert unit quaternion as vector to $SO(3)$ rotation matrix

`UnitQuaternion.q2r(V)` is an $SO(3)$ orthonormal rotation matrix (3×3) representing the same 3D orientation as the elements of the unit quaternion V (1×4).

Notes

- Is a static class method.

Reference

- Funda, Taylor, IEEE Trans. Robotics and Automation, 6(3), June 1990, pp.382-388.

See also [UnitQuaternion.tr2q](#)

UnitQuaternion.qvmul

Multiply unit quaternions defined by vector part

`QV = UnitQuaternion.QVMUL(QV1, QV2)` multiplies two unit-quaternions defined only by their vector components `QV1` and `QV2` (3×1). The result is similarly the vector component of the Hamilton product (3×1).

Notes

- Is a static class method.

See also

[UnitQuaternion.tovec](#), [UnitQuaternion.vec](#)

UnitQuaternion.R

Convert to $SO(3)$ rotation matrix

$R = Q.R()$ is the equivalent $SO(3)$ orthonormal rotation matrix (3×3). If Q represents a sequence ($N \times 1$) then R is $3 \times 3 \times N$.

See also

[UnitQuaternion.T](#), [UnitQuaternion.SO3](#)

UnitQuaternion.rand

Construct a random UnitQuaternion

`UnitQuaternion.rand()` is a **UnitQuaternion** representing a random 3D rotation.

References

- Planning Algorithms, Steve LaValle, p164.

See also

[SO3.rand](#), [SE3.rand](#)

UnitQuaternion.rdivide

Divide unit quaternions and unitize

$Q1./Q2$ is a UnitQuaternion object formed by Hamilton product of $Q1$ and

$inv(Q2)$ where $Q1$ and $Q2$ are both **UnitQuaternion** objects. The result is explicitly unitized.

Notes

- Overloaded operator `./`.

- If either, or both, of $Q1$ or $Q2$ are vectors, then the result is a vector.
 - if $Q1$ is a vector ($1 \times N$) then R is a vector ($1 \times N$) such that $R(i) = Q1(i) ./ Q2$.
 - if $Q2$ is a vector ($1 \times N$) then R is a vector ($1 \times N$) such that $R(i) = Q1 ./ Q2(i)$.
 - if both $Q1$ and $Q2$ are vectors ($1 \times N$) then R is a vector ($1 \times N$) such that $R(i) = Q1(i) ./ Q2(i)$.

See also

[Quaternion.mtimes](#)

UnitQuaternion.rpy

Construct UnitQuaternion from roll-pitch-yaw angles

$Q = \text{UnitQuaternion.rpy}(\text{ROLL}, \text{PITCH}, \text{YAW}, \text{OPTIONS})$ is a **UnitQuaternion** representing rotation equivalent to the specified roll, pitch, yaw angles. These correspond to rotations about the Z, Y, X axes respectively.

$Q = \text{UnitQuaternion.rpy}(\text{RPY}, \text{OPTIONS})$ as above but the angles are given by the passed vector $\text{RPY} = [\text{ROLL}, \text{PITCH}, \text{YAW}]$. If RPY is a matrix ($N \times 3$) then Q is a vector ($1 \times N$) of UnitQuaternion objects where the index corresponds to rows of RPY which are assumed to be $[\text{ROLL}, \text{PITCH}, \text{YAW}]$.

Options

- 'deg' Compute angles in degrees (default radians)
- 'zyx' Return solution for sequential rotations about Z, Y, X axes (default)
- 'xyz' Return solution for sequential rotations about X, Y, Z axes
- 'yxz' Return solution for sequential rotations about Y, X, Z axes

Notes

- Is vectorised, see `rpy2r` for details.

See also

[UnitQuaternion.eul](#), [rpy2r](#)

UnitQuaternion.Rx

Construct UnitQuaternion from rotation about x-axis

`Q = UnitQuaternion.Rx (ANGLE)` is a **UnitQuaternion** representing rotation of ANGLE about the x-axis.

`Q = UnitQuaternion.Rx (ANGLE, 'deg')` as above but THETA is in degrees.

See also

[UnitQuaternion.Ry](#), [UnitQuaternion.Rz](#)

UnitQuaternion.Ry

Construct UnitQuaternion from rotation about y-axis

`Q = UnitQuaternion.Ry (ANGLE)` is a **UnitQuaternion** representing rotation of ANGLE about the y-axis.

`Q = UnitQuaternion.Ry (ANGLE, 'deg')` as above but THETA is in degrees.

See also

[UnitQuaternion.Rx](#), [UnitQuaternion.Rz](#)

UnitQuaternion.Rz

Construct UnitQuaternion from rotation about z-axis

`Q = UnitQuaternion.Rz (ANGLE)` is a **UnitQuaternion** representing rotation of ANGLE about the z-axis.

`Q = UnitQuaternion.Rz (ANGLE, 'deg')` as above but THETA is in degrees.

See also

[UnitQuaternion.Rx](#), [UnitQuaternion.Ry](#)

UnitQuaternion.SE3

Convert to SE3 object

`Q.SE3()` is an SE3 object with equivalent rotation and zero translation.

Notes

- The translational part of the SE3 object is zero
- If `Q` is a vector then an equivalent vector of SE3 objects is created.

See also

[UnitQuaternion.SE3](#), [SE3](#)

UnitQuaternion.SO3

Convert to SO3 object

`Q.SO3()` is an SO3 object with equivalent rotation.

Notes

- If `Q` is a vector then an equivalent vector of SO3 objects is created.

See also

[UnitQuaternion.SE3](#), [SO3](#)

UnitQuaternion.T

Convert to homogeneous transformation matrix

`T = Q.T()` is the equivalent SE(3) homogeneous transformation matrix (4×4). If `Q` is a sequence ($N \times 1$) then `T` is $4 \times 4 \times N$.

Notes:

- Has a zero translational component.

See also

[UnitQuaternion.R](#), [UnitQuaternion.SE3](#)

UnitQuaternion.times

Multiply UnitQuaternion's and unitize

$R = Q1 .* Q2$ is a **UnitQuaternion** object formed by Hamilton product of $Q1$ and $Q2$. The result is explicitly unitized.

Notes

- Overloaded operator ' $.*$ '
- If either, or both, of $Q1$ or $Q2$ are vectors, then the result is a vector.
 - if $Q1$ is a vector ($1 \times N$) then R is a vector ($1 \times N$) such that $R(i) = Q1(i) .* Q2$.
 - if $Q2$ is a vector ($1 \times N$) then R is a vector ($1 \times N$) such that $R(i) = Q1 .* Q2(i)$.
 - if both $Q1$ and $Q2$ are vectors ($1 \times N$) then R is a vector ($1 \times N$) such

that $R(i) = Q1(i) .* Q2(i)$.

See also

[Quaternion.mtimes](#)

UnitQuaternion.toangvec

Convert to angle-vector form

$TH = Q.toangvec(OPTIONS)$ is the rotational angle, about some vector, corresponding to this UnitQuaternion. If Q is a UnitQuaternion vector ($1 \times N$) then TH ($1 \times N$) and V ($N \times 3$).

$[TH, V] = Q.toangvec(OPTIONS)$ as above but also returns a unit vector parallel to the rotation axis.

$Q.toangvec(OPTIONS)$ prints a compact single line representation of the rotational angle and rotation vector corresponding to this UnitQuaternion. If Q is a UnitQuaternion vector then print one line per element.

Options

'deg' Display/return angle in degrees rather than radians

Notes

- Due to the double cover of the UnitQuaternion, the returned rotation angles will be in the interval $[-2\pi, 2\pi)$.

See also

[UnitQuaternion.angvec](#)

UnitQuaternion.toeul

Convert to roll-pitch-yaw angle form.

`EUL = Q.toeul(OPTIONS)` are the Euler angles (1×3) corresponding to the UnitQuaternion `Q`. These correspond to rotations about the Z, Y, Z axes respectively. `EUL = [PHI,THETA,PSI]`.

If `Q` is a vector ($1 \times N$) then each row of `EUL` corresponds to an element of the vector.

Options

'deg' Compute angles in degrees (radians default)

Notes

- There is a singularity for the case where `THETA=0` in which case `PHI` is arbitrarily set to zero and `PSI` is the sum (`PHI+PSI`).

See also

[UnitQuaternion.torpy](#), [tr2eul](#)

UnitQuaternion.torpy

Convert to roll-pitch-yaw angle form.

`RPY = Q.torpy(OPTIONS)` are the roll-pitch-yaw angles (1×3) corresponding to the UnitQuaternion `Q`. These correspond to rotations about the Z, Y, X axes respec-

tively. $\text{RPY} = [\text{ROLL}, \text{PITCH}, \text{YAW}]$.

If \mathbf{Q} is a vector ($1 \times N$) then each row of RPY corresponds to an element of the vector.

Options

- 'deg' Compute angles in degrees (radians default)
- 'xyz' Return solution for sequential rotations about X, Y, Z axes
- 'yxz' Return solution for sequential rotations about Y, X, Z axes

Notes

- There is a singularity for the case where $P=\pi/2$ in which case R is arbitrarily set to zero and Y is the sum $(R+Y)$.

See also

[UnitQuaternion.toeul](#), [tr2rpy](#)

UnitQuaternion.tovec

Convert to unique 3-vector

$\mathbf{V} = \mathbf{Q}.\text{tovec}()$ is a vector (1×3) that uniquely represents the **UnitQuaternion**. The scalar component can be recovered by $1 - \text{norm}(\mathbf{V})$ and will always be positive.

Notes

- UnitQuaternions have double cover of $\text{SO}(3)$ so the vector is derived from the UnitQuaternion with positive scalar component.
- This unique and concise vector representation of a UnitQuaternion is often used in bundle adjustment problems.

See also

[UnitQuaternion.vec](#), [UnitQuaternion.qymul](#)

UnitQuaternion.tr2q

Convert $SO(3)$ or $SE(3)$ matrix to unit quaternion as vector

`[S,V] = UnitQuaternion.tr2q(R)` is the scalar S and vector V (1×3) elements of a unit quaternion equivalent to the $SO(3)$ rotation matrix R (3×3).

`[S,V] = UnitQuaternion.tr2q(T)` as above but for the rotational part of the $SE(3)$ matrix T (4×4).

Notes

- Is a static class method.

Reference

- Funda, Taylor, IEEE Trans. Robotics and Automation, 6(3), June 1990, pp.382-388.
-

UnitQuaternion.unit

Unitize unit-quaternion

`QU = Q.unit()` is a **UnitQuaternion** with a norm of 1. If Q is a vector ($1 \times N$) then QU is also a vector ($1 \times N$).

Notes

- This is UnitQuaternion of unit norm, not a Quaternion of unit norm.

See also

[Quaternion.norm](#)

UnitQuaternion.vec

Construct UnitQuaternion from 3-vector

`Q = UnitQuaternion.vec(V)` is a **UnitQuaternion** constructed from just its vector component (1×3) and the scalar part is $1 - \text{norm}(V)$ and will always be positive.

Notes

- This unique and concise vector representation of a UnitQuaternion is often used in bundle adjustment problems.

See also

[UnitQuaternion.tovec](#), [UnitVector.qymul](#)

vex

Convert skew-symmetric matrix to vector

$V = \text{VEX}(S)$ is the vector which has the corresponding skew-symmetric matrix S .

In the case that $S (2 \times 2) =$

$$\begin{bmatrix} 0 & -v \\ v & 0 \end{bmatrix}$$

then $V = [v]$. In the case that $S (3 \times 3) =$

$$\begin{bmatrix} 0 & -v_z & v_y \\ v_z & 0 & -v_x \\ -v_y & v_x & 0 \end{bmatrix}$$

then $V = [v_x; v_y; v_z]$.

Notes

- This is the inverse of the function `SKEW()`.
- Only rudimentary checking (zero diagonal) is done to ensure that the matrix is actually skew-symmetric.
- The function takes the mean of the two elements that correspond to each unique element of the matrix.
- The matrices are the generator matrices for $\mathfrak{so}(2)$ and $\mathfrak{so}(3)$.

References

- Robotics, Vision & Control: Second Edition, P. Corke, Springer 2016; p25+43.

See also

[skew](#), [vexa](#)

vexa

Convert augmented skew-symmetric matrix to vector

$V = \text{VEXA}(S)$ is the vector which has the corresponding augmented skew-symmetric matrix S .

In the case that $S (3 \times 3) =$

$$\begin{bmatrix} 0 & -v_3 & v_1 \\ v_3 & 0 & v_2 \\ 0 & 0 & 0 \end{bmatrix}$$

then $V = [v_1; v_2; v_3]$. In the case that $S (6 \times 6) =$

$$\begin{bmatrix} 0 & -v_6 & v_5 & v_1 \\ v_6 & 0 & -v_4 & v_2 \\ -v_5 & v_4 & 0 & v_3 \\ 0 & 0 & 0 & 0 \end{bmatrix}$$

then $V = [v_1; v_2; v_3; v_4; v_5; v_6]$.

Notes

- This is the inverse of the function `SKEWA()`.
- The matrices are the generator matrices for `se(2)` and `se(3)`. The elements comprise the equivalent twist vector.

References

- Robotics, Vision & Control: Second Edition, Chap 2, P. Corke, Springer 2016.

See also

[skewa](#), [vex](#), [Twist](#)

xyzlabel

Label X, Y and Z axes

XYZLABEL () label the x-, y- and z-axes with 'X', 'Y', and 'Z' respectively.

XYZLABEL (FMT) as above but pass in a format string where %s is substituted for the axis label, eg.

```
xyzlabel('This is the %s axis')
```

See also

[xlabel](#), [ylabel](#), [zlabel](#), [sprintf](#)

Link

manipulator Link class

A Link object holds all information related to a robot joint and link such as kinematics parameters, rigid-body inertial parameters, motor and transmission parameters.

Constructors

Link	general constructor
Prismatic	construct a prismatic joint+link using standard DH
PrismaticMDH	construct a prismatic joint+link using modified DH
Revolute	construct a revolute joint+link using standard DH
RevoluteMDH	construct a revolute joint+link using modified DH

Information/display methods

display	print the link parameters in human readable form
dyn	display link dynamic parameters
type	joint type: 'R' or 'P'

Conversion methods

char	convert to string
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Operation methods

A	link transform matrix
friction	friction force
nofriction	Link object with friction parameters set to zero%

Testing methods

islimit	test if joint exceeds soft limit
isrevolute	test if joint is revolute
isprismatic	test if joint is prismatic
issym	test if joint+link has symbolic parameters

Overloaded operators

+	concatenate links, result is a SerialLink object
---	--------------------------------------------------

Properties (read/write)

theta	kinematic: joint angle
d	kinematic: link offset
a	kinematic: link length
alpha	kinematic: link twist
jointtype	kinematic: 'R' if revolute, 'P' if prismatic
mdh	kinematic: 0 if standard D&H, else 1
offset	kinematic: joint variable offset
qlim	kinematic: joint variable limits [min max]
m	dynamic: link mass
r	dynamic: link COG wrt link coordinate frame 3×1
I	dynamic: link inertia matrix, symmetric 3×3 , about link COG.
B	dynamic: link viscous friction (motor referred)
Tc	dynamic: link Coulomb friction
G	actuator: gear ratio
Jm	actuator: motor inertia (motor referred)

Examples

```
L = Link([0 1.2 0.3 pi/2]);
L = Link('revolute', 'd', 1.2, 'a', 0.3, 'alpha', pi/2);
L = Revolute('d', 1.2, 'a', 0.3, 'alpha', pi/2);
```

Notes

- This is a reference class object.
- Link objects can be used in vectors and arrays.
- Convenience subclasses are Revolute, Prismatic, RevoluteMDH and PrismaticMDH.

References

- Robotics, Vision & Control, P. Corke, Springer 2011, Chap 7.

See also

[Link](#), [Revolute](#), [Prismatic](#), [SerialLink](#), [RevoluteMDH](#), [PrismaticMDH](#)

Link.Link

Create robot link object

This the class constructor which has several call signatures.

`L = Link()` is a **Link** object with default parameters.

`L = Link(LNK)` is a **Link** object that is a deep copy of the link object `LNK` and has type `Link`, even if `LNK` is a subclass.

`L = Link(OPTIONS)` is a link object with the kinematic and dynamic parameters specified by the key/value pairs.

Options

'theta',TH	joint angle, if not specified joint is revolute
'd',D	joint extension, if not specified joint is prismatic
'a',A	joint offset (default 0)
'alpha',A	joint twist (default 0)
'standard'	defined using standard D&H parameters (default).
'modified'	defined using modified D&H parameters.
'offset',O	joint variable offset (default 0)
'qlim',L	joint limit (default [])
'T',I	link inertia matrix (3×1 , 6×1 or 3×3)
'r',R	link centre of gravity (3×1)
'm',M	link mass (1×1)
'G',G	motor gear ratio (default 1)
'B',B	joint friction, motor referenced (default 0)

'Jm',J	motor inertia, motor referenced (default 0)
'Tc',T	Coulomb friction, motor referenced (1×1 or 2×1), (default [0 0])
'revolute'	for a revolute joint (default)
'prismatic'	for a prismatic joint 'p'
'standard'	for standard D&H parameters (default).
'modified'	for modified D&H parameters.
'sym'	consider all parameter values as symbolic not numeric

Notes

- It is an error to specify both 'theta' and 'd'
- The joint variable, either theta or d, is provided as an argument to the A() method.
- The link inertia matrix (3×3) is symmetric and can be specified by giving a 3×3 matrix, the diagonal elements [Ixx Iyy Izz], or the moments and products of inertia [Ixx Iyy Izz Ixy Iyz Ixz].
- All friction quantities are referenced to the motor not the load.
- Gear ratio is used only to convert motor referenced quantities such as friction and inertia to the link frame.

Old syntax

`L = Link(DH, OPTIONS)` is a link object using the specified kinematic convention and with parameters:

- `DH = [THETA D A ALPHA SIGMA OFFSET]` where `SIGMA=0` for a revolute and 1 for a prismatic joint; and `OFFSET` is a constant displacement between the user joint variable and the value used by the kinematic model.
- `DH = [THETA D A ALPHA SIGMA]` where `OFFSET` is zero.
- `DH = [THETA D A ALPHA]`, joint is assumed revolute and `OFFSET` is zero.

Options

'standard'	for standard D&H parameters (default).
'modified'	for modified D&H parameters.
'revolute'	for a revolute joint, can be abbreviated to 'r'(default)
'prismatic'	for a prismatic joint, can be abbreviated to 'p'

Notes

- The parameter D is unused in a revolute joint, it is simply a placeholder in the vector and the value given is ignored.

- The parameter THETA is unused in a prismatic joint, it is simply a placeholder in the vector and the value given is ignored.

Examples

A standard Denavit-Hartenberg link

```
L3 = Link('d', 0.15005, 'a', 0.0203, 'alpha', -pi/2);
```

since 'theta' is not specified the joint is assumed to be revolute, and since the kinematic convention is not specified it is assumed 'standard'.

Using the old syntax

```
L3 = Link([ 0, 0.15005, 0.0203, -pi/2], 'standard');
```

the flag 'standard' is not strictly necessary but adds clarity. Only 4 parameters are specified so sigma is assumed to be zero, ie. the joint is revolute.

```
L3 = Link([ 0, 0.15005, 0.0203, -pi/2, 0], 'standard');
```

the flag 'standard' is not strictly necessary but adds clarity. 5 parameters are specified and sigma is set to zero, ie. the joint is revolute.

```
L3 = Link([ 0, 0.15005, 0.0203, -pi/2, 1], 'standard');
```

the flag 'standard' is not strictly necessary but adds clarity. 5 parameters are specified and sigma is set to one, ie. the joint is prismatic.

For a modified Denavit-Hartenberg revolute joint

```
L3 = Link([ 0, 0.15005, 0.0203, -pi/2, 0], 'modified');
```

Notes

- Link object is a reference object, a subclass of Handle object.
- Link objects can be used in vectors and arrays.
- The joint offset is a constant added to the joint angle variable before forward kinematics and subtracted after inverse kinematics. It is useful
- if you want the robot to adopt a 'sensible' pose for zero joint angle
- configuration.
- The link dynamic (inertial and motor) parameters are all set to zero. These must be set by explicitly assigning the object
- properties: m, r, I, Jm, B, Tc.
- The gear ratio is set to 1 by default, meaning that motor friction and inertia will be considered if they are non-zero.

See also

[Revolute](#), [Prismatic](#), [RevoluteMDH](#), [PrismaticMDH](#)

Link.A

Link transform matrix

$T = L.A(Q)$ is an SE3 object representing the transformation between link frames when the link variable Q which is either the Denavit-Hartenberg parameter THETA (revolute) or D (prismatic). For:

- standard DH parameters, this is from the previous frame to the current.
- modified DH parameters, this is from the current frame to the next.

Notes

- For a revolute joint the THETA parameter of the link is ignored, and Q used instead.
- For a prismatic joint the D parameter of the link is ignored, and Q used instead.
- The link offset parameter is added to Q before computation of the transformation matrix.

See also

[SerialLink.fkine](#)

Link.char

Convert to string

$s = L.char()$ is a string showing link parameters in a compact single line format. If L is a vector of Link objects return a string with one line per Link.

See also

[Link.display](#)

Link.display

Display parameters

`L.display()` displays the link parameters in compact single line format. If `L` is a vector of `Link` objects displays one line per element.

Notes

- This method is invoked implicitly at the command line when the result of an expression is a `Link` object and the command has no trailing semicolon.

See also

[Link.char](#), [Link.dyn](#), [SerialLink.showlink](#)

Link.dyn

Show inertial properties of link

`L.dyn()` displays the inertial properties of the link object in a multi-line format. The properties shown are mass, centre of mass, inertia, friction, gear ratio and motor properties.

If `L` is a vector of **Link** objects show properties for each link.

See also

[SerialLink.dyn](#)

Link.friction

Joint friction force

$F = L.friction(QD)$ is the joint friction force/torque ($1 \times N$) for joint velocity QD ($1 \times N$). The friction model includes:

- Viscous friction which is a linear function of velocity.
- Coulomb friction which is proportional to $sign(QD)$.

Notes

- The friction value should be added to the motor output torque, it has a negative value when $\dot{Q} > 0$.
- The returned friction value is referred to the output of the gearbox.
- The friction parameters in the Link object are referred to the motor.
- Motor viscous friction is scaled up by G^2 .
- Motor Coulomb friction is scaled up by G .
- The appropriate Coulomb friction value to use in the non-symmetric case depends on the sign of the joint velocity, not the motor velocity.
- The absolute value of the gear ratio is used. Negative gear ratios are tricky: the Puma560 has negative gear ratio for joints 1 and 3.

See also

[Link.nofriction](#)

Link.horzcat

Concatenate link objects

`[L1 L2]` is a vector that contains deep copies of the **Link** class objects `L1` and `L2`.

Notes

- The elements of the vector are all of type `Link`.
- If the elements were of a subclass type they are converted to type `Link`.
- Extends to arbitrary number of objects in list.

See also

[Link.plus](#)

Link.islimit

Test joint limits

`L.islimit(Q)` is true (1) if `Q` is outside the soft limits set for this joint.

Note

- The limits are not currently used by any Toolbox functions.
-

Link.isprismatic

Test if joint is prismatic

`L.isprismatic()` is true (1) if joint is prismatic.

See also

[Link.isrevolute](#)

Link.isrevolute

Test if joint is revolute

`L.isrevolute()` is true (1) if joint is revolute.

See also

[Link.isprismatic](#)

Link.issym

Check if link is a symbolic model

`res = L.issym()` is true if the **Link** `L` has any symbolic parameters.

See also

[Link.sym](#)

Link.nofriction

Remove friction

`LN = L.nofriction()` is a link object with the same parameters as `L` except non-linear (Coulomb) friction parameter is zero.

`LN = L.nofriction('all')` as above except that viscous and Coulomb friction are set to zero.

`LN = L.nofriction('coulomb')` as above except that Coulomb friction is set to zero.

`LN = L.nofriction('viscous')` as above except that viscous friction is set to zero.

Notes

- Forward dynamic simulation can be very slow with finite Coulomb friction.

See also

[Link.friction](#), [SerialLink.nofriction](#), [SerialLink.fdyn](#)

Link.plus

Concatenate link objects into a robot

`L1+L2` is a `SerialLink` object formed from deep copies of the **Link** class objects `L1` and `L2`.

Notes

- The elements can belong to any of the Link subclasses.
- Extends to arbitrary number of objects, eg. `L1+L2+L3+L4`.

See also

[SerialLink](#), [SerialLink.plus](#), [Link.horzcat](#)

Link.set.I

Set link inertia

`L.I = [Ixx Iyy Izz]` sets link inertia to a diagonal matrix.

`L.I = [Ixx Iyy Izz Ixy Iyz Ixz]` sets link inertia to a symmetric matrix with specified inertia and product of inertia elements.

`L.I = M` set **Link** inertia matrix to `M` (3×3) which must be symmetric.

Link.set.r

Set centre of gravity

`L.r = R` sets the link centre of gravity (COG) to `R` (3-vector).

Link.set.Tc

Set Coulomb friction

`L.Tc = F` sets Coulomb friction parameters to `[F -F]`, for a symmetric Coulomb friction model.

`L.Tc = [FP FM]` sets Coulomb friction to `[FP FM]`, for an asymmetric Coulomb friction model. `FP > 0` and `FM < 0`. `FP` is applied for a positive joint velocity and `FM` for a negative joint velocity.

Notes

- The friction parameters are defined as being positive for a positive joint velocity, the friction force computed by `Link.friction` uses the
- negative of the friction parameter, that is, the force opposing motion of
- the joint.

See also

[Link.friction](#)

Link.sym

Convert link parameters to symbolic type

`LS = L.sym` is a **Link** object in which all the parameters are symbolic ('sym') type.

See also

[Link.issym](#)

Link.type

Joint type

`c = L.type()` is a character 'R' or 'P' depending on whether joint is revolute or prismatic respectively. If `L` is a vector of Link objects return an array of characters in joint order.

See also

[SerialLink.config](#)

lspb

Linear segment with parabolic blend

`[S, SD, SDD] = LSPB(S0, SF, M)` is a scalar trajectory ($M \times 1$) that varies smoothly from `S0` to `SF` in `M` steps using a constant velocity segment and parabolic blends (a trapezoidal velocity profile). Velocity and acceleration can be optionally returned as `SD` ($M \times 1$) and `SDD` ($M \times 1$) respectively.

`[S, SD, SDD] = LSPB(S0, SF, M, V)` as above but specifies the velocity of the linear segment which is normally computed automatically.

`[S, SD, SDD] = LSPB(S0, SF, T)` as above but specifies the trajectory in terms of the length of the time vector `T` ($M \times 1$).

`[S, SD, SDD] = LSPB(S0, SF, T, V)` as above but specifies the velocity of the linear segment which is normally computed automatically and a time vector.

`LSPB(S0, SF, M, V)` as above but plots `S`, `SD` and `SDD` versus time in a single figure.

Notes

- If M is given
 - Velocity is in units of distance per trajectory step, not per second.
 - Acceleration is in units of distance per trajectory step squared, not per second squared.
- If T is given then results are scaled to units of time.
- The time vector T is assumed to be monotonically increasing, and time scaling is based on the first and last element.
- For some values of V no solution is possible and an error is flagged.

References

- Robotics, Vision & Control, Chap 3, P. Corke, Springer 2011.

See also

[tpoly](#), [jtraj](#)

makemap

Make an occupancy map

`map = makemap(N)` is an occupancy grid map ($N \times N$) created by a simple interactive editor. The map is initially unoccupied and obstacles can be added using geometric primitives.

`map = makemap()` as above but $N=128$.

`map = makemap(map0)` as above but the map is initialized from the occupancy grid `map0`, allowing obstacles to be added.

With focus in the displayed figure window the following commands can be entered:

left button	click and drag to create a rectangle
p	draw polygon
c	draw circle
u	undo last action
e	erase map
q	leave editing mode and return map

See also

[DXForm](#), [PRM](#), [RRT](#)

models

Summarise and search available robot models

`MODELS()` lists keywords associated with each of the models in Robotics Toolbox.

`MODELS(QUERY)` lists those models that match the keyword `QUERY`. Case is ignored in the comparison.

`M = MODELS(QUERY)` as above but returns a cell array ($N \times 1$) of the names of the M-files that define the models.

Examples

```
models
models('modified_DH') % all models using modified DH notation
models('kinova')       % all Kinova robot models
models('6dof')         % all 6dof robot models
models('redundant')    % all redundant robot models, >6 DOF
models('prismatic')    % all robots with a prismatic joint
```

Notes

- A model is a file `mdl_*.m` in the models folder of the RTB directory.
 - The keywords are indicated by a line `'% MODEL: '` after the main comment block.
-
-

mdl_ball

Create model of a ball manipulator

`MDL_BALL` creates the workspace variable `ball` which describes the kinematic characteristics of a serial link manipulator with 50 joints that folds into a ball shape.

`MDL_BALL(N)` as above but creates a manipulator with `N` joints.

Also define the workspace vectors:

q joint angle vector for default ball configuration

Reference

- “A divide and conquer articulated-body algorithm for parallel $O(\log(n))$ calculation of rigid body dynamics, Part 2”,
- Int. J. Robotics Research, 18(9), pp 876-892.

Notes

- Unlike most other mdl_XXX scripts this one is actually a function that behaves like a script and writes to the global workspace.

See also

[mdl_coil](#), [SerialLink](#)

mdl_baxter

Kinematic model of Baxter dual-arm robot

MDL_BAXTER is a script that creates the workspace variables left and right which describes the kinematic characteristics of the two 7-joint arms of a Rethink Robotics Baxter robot using standard DH conventions.

Also define the workspace vectors:

qz zero joint angle configuration
qr vertical 'READY' configuration
qd lower arm horizontal as per data sheet

Notes

- SI units of metres are used.

References

“Kinematics Modeling and Experimental Verification of Baxter Robot” Z. Ju, C. Yang, H. Ma, Chinese Control Conf, 2015.

See also

[mdl_ngo](#), [SerialLink](#)

mdl_cobra600

Create model of Adept Cobra 600 manipulator

MDL_COBRA600 is a script that creates the workspace variable c600 which describes the kinematic characteristics of the 4-axis Adept Cobra 600 SCARA manipulator using standard DH conventions.

Also define the workspace vectors:

qz zero joint angle configuration

Notes

- SI units are used.

See also

[SerialRevolute](#), [mdl_puma560akb](#), [mdl_stanford](#)

mdl_coil

Create model of a coil manipulator

MDL_COIL creates the workspace variable coil which describes the kinematic characteristics of a serial link manipulator with 50 joints that folds into a helix shape.

MDL_BALL(N) as above but creates a manipulator with N joints.

Also defines the workspace vectors:

`q` joint angle vector for default helical configuration

Reference

- “A divide and conquer articulated-body algorithm for parallel $O(\log(n))$ calculation of rigid body dynamics, Part 2”,
- Int. J. Robotics Research, 18(9), pp 876-892.

Notes

- Unlike most other `mdl_XXX` scripts this one is actually a function that behaves like a script and writes to the global workspace.

See also

[mdl_ball](#), [SerialLink](#)

mdl_fanuc10L

Create kinematic model of Fanuc AM120iB/10L robot

`MDL_FANUC10L` is a script that creates the workspace variable `R` which describes the kinematic characteristics of a Fanuc AM120iB/10L robot using standard DH conventions.

Also defines the workspace vector:

`q0` mastering position.

Notes

- SI units of metres are used.

Author

Wynand Swart, Mega Robots CC, P/O Box 8412, Pretoria, 0001, South Africa, wynand.swart@gmail.com

See also

[mdl_irb140](#), [mdl_m16](#), [mdl_motomanHP6](#), [mdl_puma560](#), [SerialLink](#)

mdl_hyper2d

Create model of a hyper redundant planar manipulator

MDL_HYPER2D creates the workspace variable h2d which describes the kinematic characteristics of a serial link manipulator with 10 joints which at zero angles is a straight line in the XY plane.

MDL_HYPER2D (N) as above but creates a manipulator with N joints.

Also define the workspace vectors:

qz joint angle vector for zero angle configuration

R = MDL_HYPER2D (N) functional form of the above, returns the SerialLink object.

[R, QZ] = MDL_HYPER2D (N) as above but also returns a vector of zero joint angles.

Notes

- All joint axes are parallel to z-axis.
- The manipulator in default pose is a straight line 1m long.
- Unlike most other mdl_xxx scripts this one is actually a function that behaves like a script and writes to the global workspace.

See also

[mdl_hyper3d](#), [mdl_coil](#), [mdl_ball](#), [mdl_twolink](#), [SerialLink](#)

mdl_hyper3d

Create model of a hyper redundant 3D manipulator

MDL_HYPER3D is a script that creates the workspace variable h3d which describes the kinematic characteristics of a serial link manipulator with 10 joints which at zero

angles is a straight line in the XY plane.

`MDL_HYPER3D(N)` as above but creates a manipulator with N joints.

Also define the workspace vectors:

`qz` joint angle vector for zero angle configuration

`R = MDL_HYPER3D(N)` functional form of the above, returns the `SerialLink` object.

`[R,QZ] = MDL_HYPER3D(N)` as above but also returns a vector of zero joint angles.

Notes

- In the zero configuration joint axes alternate between being parallel to the z- and y-axes.
- A crude snake or elephant trunk robot.
- The manipulator in default pose is a straight line 1m long.
- Unlike most other `mdl_XXX` scripts this one is actually a function that behaves like a script and writes to the global workspace.

See also

[mdl_hyper2d](#), [mdl_ball](#), [mdl_coil](#), [SerialLink](#)

mdl_irb140

Create model of ABB IRB 140 manipulator

`MDL_IRB140` is a script that creates the workspace variable `irb140` which describes the kinematic characteristics of an ABB IRB 140 manipulator using standard DH conventions.

Also define the workspace vectors:

`qz` zero joint angle configuration
`qr` vertical 'READY' configuration
`qd` lower arm horizontal as per data sheet

Reference

- “IRB 140 data sheet”, ABB Robotics.

- “Utilizing the Functional Work Space Evaluation Tool for Assessing a System Design and Reconfiguration Alternatives”
- A. Djuric and R. J. Urbanic

Notes

- SI units of metres are used.
- Unlike most other mdl_XXX scripts this one is actually a function that behaves like a script and writes to the global workspace.

See also

[mdl_fanuc10l](#), [mdl_m16](#), [mdl_motormanHP6](#), [mdl_S4ABB2p8](#), [mdl_puma560](#), [SerialLink](#)

mdl_irb140_mdh

Create model of the ABB IRB 140 manipulator

MDL_IRB140_MOD is a script that creates the workspace variable irb140 which describes the kinematic characteristics of an ABB IRB 140 manipulator using modified DH conventions.

Also define the workspace vectors:

qz zero joint angle configuration

Reference

- ABB IRB 140 data sheet
- “The modeling of a six degree-of-freedom industrial robot for the purpose of efficient path planning”,
- Master of Science Thesis, Penn State U, May 2009,
- Tyler Carter

See also

[mdl_irb140](#), [mdl_puma560](#), [mdl_stanford](#), [mdl_twolink](#), [SerialLink](#)

Notes

- SI units of metres are used.
 - The tool frame is in the centre of the tool flange.
 - Zero angle configuration has the upper arm vertical and lower arm horizontal.
-

mdl_jaco

Create model of Kinova Jaco manipulator

MDL_JACO is a script that creates the workspace variable `jaco` which describes the kinematic characteristics of a Kinova Jaco manipulator using standard DH conventions.

Also define the workspace vectors:

qz zero joint angle configuration
qr vertical 'READY' configuration

Reference

- “DH Parameters of Jaco” Version 1.0.8, July 25, 2013.

Notes

- SI units of metres are used.
- Unlike most other `mdl_xxx` scripts this one is actually a function that behaves like a script and writes to the global workspace.

See also

[mdl_mico](#), [mdl_puma560](#), [SerialLink](#)

mdl_KR5

Create model of Kuka KR5 manipulator

MDL_KR5 is a script that creates the workspace variable KR5 which describes the kinematic characteristics of a Kuka KR5 manipulator using standard DH conventions.

Also define the workspace vectors:

```
qk1    nominal working position 1
qk2    nominal working position 2
qk3    nominal working position 3
```

Notes

- SI units of metres are used.
- Includes an 11.5cm tool in the z-direction

Author

- Gautam Sinha, Indian Institute of Technology, Kanpur.

See also

[mdl_irb140](#), [mdl_fanuc10l](#), [mdl_motomanHP6](#), [mdl_S4ABB2p8](#), [mdl_puma560](#), [SerialLink](#)

mdl_LWR

Create model of Kuka LWR manipulator

MDL_LWR is a script that creates the workspace variable KR5 which describes the kinematic characteristics of a Kuka KR5 manipulator using standard DH conventions.

Also define the workspace vectors:

```
qz    all zero angles
```

Notes

- SI units of metres are used.

Reference

- Identifying the Dynamic Model Used by the KUKA LWR: A Reverse Engineering Approach Claudio Gaz Fabrizio Flacco Alessandro De Luca
- ICRA 2014

See also

[mdl_kr5](#), [mdl_irb140](#), [mdl_puma560](#), [SerialLink](#)

mdl_M16

Create model of Fanuc M16 manipulator

MDL_M16 is a script that creates the workspace variable `m16` which describes the kinematic characteristics of a Fanuc M16 manipulator using standard DH conventions.

Also define the workspace vectors:

```
qz    zero joint angle configuration
qr    vertical 'READY' configuration
qd    lower arm horizontal as per data sheet
```

References

- “Fanuc M-16iB data sheet”, <http://www.robots.com/fanuc/m-16ib>.
- “Utilizing the Functional Work Space Evaluation Tool for Assessing a System Design and Reconfiguration Alternatives”,
- A. Djuric and R. J. Urbanic

Notes

- SI units of metres are used.
- Unlike most other `mdl_xxx` scripts this one is actually a function that behaves like a script and writes to the global workspace.

See also

[mdl_irb140](#), [mdl_fanuc10l](#), [mdl_motomanHP6](#), [mdl_S4ABB2p8](#), [mdl_puma560](#), [SerialLink](#)

mdl_mico

Create model of Kinova Mico manipulator

MDL_MICO is a script that creates the workspace variable `mico` which describes the kinematic characteristics of a Kinova Mico manipulator using standard DH conventions.

Also define the workspace vectors:

`qz` zero joint angle configuration
`qr` vertical 'READY' configuration

Reference

- “DH Parameters of Mico” Version 1.0.1, August 05, 2013. Kinova

Notes

- SI units of metres are used.
- Unlike most other `mdl_XXX` scripts this one is actually a function that behaves like a script and writes to the global workspace.

See also

[Revolute](#), [mdl_jaco](#), [mdl_puma560](#), [mdl_twolink](#), [SerialLink](#)

mdl_motomanHP6

Create kinematic data of a Motoman HP6 manipulator

MDL_MotomanHP6 is a script that creates the workspace variable `hp6` which describes the kinematic characteristics of a Motoman HP6 manipulator using standard DH conventions.

Also defines the workspace vector:

`q0` mastering position.

Author

Wynand Swart, Mega Robots CC, P/O Box 8412, Pretoria, 0001, South Africa, wynand.swart@gmail.com

Notes

- SI units of metres are used.

See also

[mdl_irb140](#), [mdl_m16](#), [mdl_fanuc10l](#), [mdl_S4ABB2p8](#), [mdl_puma560](#), [SerialLink](#)

mdl_nao

Create model of Aldebaran NAO humanoid robot

MDL_NAO is a script that creates several workspace variables

<code>leftarm</code>	left-arm kinematics (4DOF)
<code>rightarm</code>	right-arm kinematics (4DOF)
<code>leftleg</code>	left-leg kinematics (6DOF)
<code>rightleg</code>	right-leg kinematics (6DOF)

which are each `SerialLink` objects that describe the kinematic characteristics of the arms and legs of the NAO humanoid.

Reference

- “Forward and Inverse Kinematics for the NAO Humanoid Robot”, Nikolaos Kofinas,
- Thesis, Technical University of Crete
- July 2012.
- “Mechatronic design of NAO humanoid” David Gouaillier etal.
- IROS 2009, pp. 769-774.

Notes

- SI units of metres are used.
- The base transform of arms and legs are constant with respect to the torso frame, which is assumed to be the constant value when the robot
- is upright. Clearly if the robot is walking these base transforms
- will be dynamic.
- The first reference uses Modified DH notation, but doesn't explicitly mention this, and the parameter tables have the wrong column headings
- for Modified DH parameters.
- TODO; add joint limits
- TODO; add dynamic parameters

See also

[mdl_baxter](#), [SerialLink](#)

mdl_offset6

A minimalistic 6DOF robot arm with shoulder offset

MDL_OFFSET6 is a script that creates the workspace variable `off6` which describes the kinematic characteristics of a simple arm manipulator with a spherical wrist and a shoulder offset, using standard DH conventions.

Also define the workspace vectors:

`qz` zero joint angle configuration

Notes

- Unlike most other mdl_XXX scripts this one is actually a function that behaves like a script and writes to the global workspace.

See also

[mdl_simple6](#), [mdl_puma560](#), [mdl_twolink](#), [SerialLink](#)

mdl_onelink

Create model of a simple 1-link mechanism

MDL_ONELINK is a script that creates the workspace variable `tl` which describes the kinematic and dynamic characteristics of a simple planar 1-link mechanism.

Also defines the vector:

`qz` corresponds to the zero joint angle configuration.

Notes

- SI units are used.
- It is a planar mechanism operating in the XY (horizontal) plane and is therefore not affected by gravity.
- Assume unit length links with all mass (unity) concentrated at the joints.

References

- Based on Fig 3-6 (p73) of Spong and Vidyasagar (1st edition).

See also

[mdl_twolink](#), [mdl_planar1](#), [SerialLink](#)

mdl_p8

Create model of Puma robot on an XY base

MDL_P8 is a script that creates the workspace variable p8 which is an 8-axis robot comprising a Puma 560 robot on an XY base. Joints 1 and 2 are the base, joints 3-8 are the robot arm.

Also define the workspace vectors:

qz	zero joint angle configuration
qr	vertical 'READY' configuration
qstretch	arm is stretched out in the X direction
qn	arm is at a nominal non-singular configuration

Notes

- SI units of metres are used.

References

- Robotics, Vision & Control, 1st edn, P. Corke, Springer 2011. Sec 7.3.4.

See also

[mdl_puma560](#), [SerialLink](#)

mdl_panda

Create model of Franka-Emika PANDA robot

MDL_PANDA is a script that creates the workspace variable panda which describes the kinematic characteristics of a Franka-Emika PANDA manipulator using standard DH conventions.

Also define the workspace vectors:

qz	zero joint angle configuration
qr	arm along +ve x-axis configuration

Reference

- http://www.diag.uniroma1.it/deluca/rob1_en/WrittenExamsRob1/Robotics1_18.01.11.pdf
- “Dynamic Identification of the Franka Emika Panda Robot With Retrieval of Feasible Parameters Using Penalty-Based Optimization” C. Gaz, M. Cognetti, A. Oliva, P. Robuffo Giordano and A. De Luca
- IEEE Robotics and Automation Letters 4(4), pp. 4147-4154, Oct. 2019, doi: 10.1109/LRA.2019.2931248

Notes

- SI units of metres are used.
- Unlike most other mdl_XXX scripts this one is actually a function that behaves like a script and writes to the global workspace.

See also

[mdl_sawyer](#), [SerialLink](#)

mdl_phantomx

Create model of PhantomX pincher manipulator

MDL_PHANTOMX is a script that creates the workspace variable `px` which describes the kinematic characteristics of a PhantomX Pincher Robot, a 4 joint hobby class manipulator by Trossen Robotics.

Also define the workspace vectors:

`qz` zero joint angle configuration

Notes

- Uses standard DH conventions.
- Tool centrepoint is middle of the fingertips.
- All translational units in mm.

Reference

- <http://www.trossenrobotics.com/productdocs/assemblyguides/phantomx-basic-robot-arm.html>
-

mdl_planar1

Create model of a simple planar 1-link mechanism

MDL_PLANAR1 is a script that creates the workspace variable `p1` which describes the kinematic characteristics of a simple planar 1-link mechanism.

Also defines the vector:

`qz` corresponds to the zero joint angle configuration.

Notes

- Moves in the XY plane.
- No dynamics in this model.

See also

[mdl_planar2](#), [mdl_planar3](#), [SerialLink](#)

mdl_planar2

Create model of a simple planar 2-link mechanism

MDL_PLANAR2 is a script that creates the workspace variable `p2` which describes the kinematic characteristics of a simple planar 2-link mechanism.

Also defines the vector:

`qz` corresponds to the zero joint angle configuration.

Notes

- Moves in the XY plane.
- No dynamics in this model.

See also

[mdl_twolink](#), [mdl_planar1](#), [mdl_planar3](#), [SerialLink](#)

mdl_planar2_sym

Create model of a simple planar 2-link mechanism

MDL_PLANAR2 is a script that creates the workspace variable p2 which describes the kinematic characteristics of a simple planar 2-link mechanism.

Also defines the vector:

qz corresponds to the zero joint angle configuration.

Also defines the vector:

qz corresponds to the zero joint angle configuration.

Notes

- Moves in the XY plane.
- No dynamics in this model.

See also

[mdl_twolink](#), [mdl_planar1](#), [mdl_planar3](#), [SerialLink](#)

mdl_planar3

Create model of a simple planar 3-link mechanism

MDL_PLANAR2 is a script that creates the workspace variable p3 which describes the kinematic characteristics of a simple redundant planar 3-link mechanism.

Also defines the vector:

qz corresponds to the zero joint angle configuration.

Notes

- Moves in the XY plane.
- No dynamics in this model.

See also

[mdl_twolink](#), [mdl_planar1](#), [mdl_planar2](#), [SerialLink](#)

mdl_puma560

Create model of Puma 560 manipulator

MDL_PUMA560 is a script that creates the workspace variable p560 which describes the kinematic and dynamic characteristics of a Unimation Puma 560 manipulator using standard DH conventions.

Also define the workspace vectors:

qz	zero joint angle configuration
qr	vertical 'READY' configuration
qstretch	arm is stretched out in the X direction
qn	arm is at a nominal non-singular configuration

Notes

- SI units are used.
- The model includes armature inertia and gear ratios.

Reference

- “A search for consensus among model parameters reported for the PUMA 560 robot”, P. Corke and B. Armstrong-Helouvry,
- Proc. IEEE Int. Conf. Robotics and Automation, (San Diego),
- pp. 1608-1613, May 1994.

See also

[SerialRevolute](#), [mdl_puma560akb](#), [mdl_stanford](#)

mdl_puma560akb

Create model of Puma 560 manipulator

MDL_PUMA560AKB is a script that creates the workspace variable p560m which describes the kinematic and dynamic characteristics of a Unimation Puma 560 manipulator modified DH conventions.

Also defines the workspace vectors:

qz	zero joint angle configuration
qr	vertical 'READY' configuration
qstretch	arm is stretched out in the X direction

Notes

- SI units are used.

References

- “The Explicit Dynamic Model and Inertial Parameters of the Puma 560 Arm”
Armstrong, Khatib and Burdick
- 1986

See also

[mdl_puma560](#), [mdl_stanford_mdh](#), [SerialLink](#)

mdl_quadrotor

Dynamic parameters for a quadrotor.

MDL_QUADCOPTER is a script creates the workspace variable quad which describes the dynamic characteristics of a quadrotor flying robot.

Properties

This is a structure with the following elements:

nrotors	Number of rotors (1×1)
J	Flyer rotational inertia matrix (3×3)
h	Height of rotors above CoG (1×1)
d	Length of flyer arms (1×1)
nb	Number of blades per rotor (1×1)
r	Rotor radius (1×1)
c	Blade chord (1×1)
e	Flapping hinge offset (1×1)
Mb	Rotor blade mass (1×1)
Mc	Estimated hub clamp mass (1×1)
ec	Blade root clamp displacement (1×1)
Ib	Rotor blade rotational inertia (1×1)
Ic	Estimated root clamp inertia (1×1)
mb	Static blade moment (1×1)
Ir	Total rotor inertia (1×1)
Ct	Non-dim. thrust coefficient (1×1)
Cq	Non-dim. torque coefficient (1×1)
sigma	Rotor solidity ratio (1×1)
thetat	Blade tip angle (1×1)
theta0	Blade root angle (1×1)
theta1	Blade twist angle (1×1)
theta75	3/4 blade angle (1×1)
thetai	Blade ideal root approximation (1×1)
a	Lift slope gradient (1×1)
A	Rotor disc area (1×1)
gamma	Lock number (1×1)

Notes

- SI units are used.

References

- Design, Construction and Control of a Large Quadrotor micro air vehicle. P.Pounds, PhD thesis,
- Australian National University, 2007.
- http://www.eng.yale.edu/pep5/P_Pounds_Thesis_2008.pdf
- This is a heavy lift quadrotor

See also

[sl_quadrotor](#)

mdl_S4ABB2p8

Create kinematic model of ABB S4 2.8robot

MDL_S4ABB2p8 is a script that creates the workspace variable s4 which describes the kinematic characteristics of an ABB S4 2.8 robot using standard DH conventions.

Also defines the workspace vector:

q0 mastering position.

Author

Wynand Swart, Mega Robots CC, P/O Box 8412, Pretoria, 0001, South Africa, wynand.swart@gmail.com

See also

[mdl_fanuc10l](#), [mdl_m16](#), [mdl_motormanHP6](#), [mdl_irb140](#), [mdl_puma560](#), [SerialLink](#)

mdl_sawyer

Create model of Rethink Robotics Sawyer robot

MDL_SAWYER is a script that creates the workspace variable `sawyer` which describes the kinematic characteristics of a Rethink Robotics Sawyer manipulator using standard DH conventions.

Also define the workspace vectors:

qz zero joint angle configuration
qr arm along +ve x-axis configuration

Reference

- <https://sites.google.com/site/daniellayeghi/daily-work-and-writing/major-project-2>

Notes

- SI units of metres are used.
- Unlike most other `mdl_XXX` scripts this one is actually a function that behaves like a script and writes to the global workspace.

See also

[mdl_baxter](#), [SerialLink](#)

mdl_simple6

A minimalistic 6DOF robot arm

MDL_SIMPLE6 is a script that creates the workspace variable `s6` which describes the kinematic characteristics of a simple arm manipulator with a spherical wrist and no shoulder offset, using standard DH conventions.

Also define the workspace vectors:

qz zero joint angle configuration

Notes

- Unlike most other `mdl_xxx` scripts this one is actually a function that behaves like a script and writes to the global workspace.

See also

[mdl_offset6](#), [mdl_puma560](#), [SerialLink](#)

mdl_stanford

Create model of Stanford arm

`MDL_STANFORD` is a script that creates the workspace variable `stanf` which describes the kinematic and dynamic characteristics of the Stanford (Scheinman) arm.

Also defines the vectors:

`qz` zero joint angle configuration.

Note

- SI units are used.
- Gear ratios not currently known, though reflected armature inertia is known, so gear ratios are set to 1.

References

- Kinematic data from “Modelling, Trajectory calculation and Servoing of a computer controlled arm”. Stanford AIM-177. Figure 2.3
- Dynamic data from “Robot manipulators: mathematics, programming and control” Paul 1981, Tables 6.5, 6.6
- Dobrotin & Scheinman, “Design of a computer controlled manipulator for robot research”, IJCAI, 1973.

See also

[mdl_puma560](#), [mdl_puma560akb](#), [SerialLink](#)

mdl_stanford_mdh

Create model of Stanford arm using MDH conventions

MDL_STANFORD is a script that creates the workspace variable stanf which describes the kinematic and dynamic characteristics of the Stanford (Scheinman) arm using modified Denavit-Hartenberg parameters.

Also defines the vectors:

qz zero joint angle configuration.

Notes

- SI units are used.

References

- Kinematic data from “Modelling, Trajectory calculation and Servoing of a computer controlled arm”. Stanford AIM-177. Figure 2.3
- Dynamic data from “Robot manipulators: mathematics, programming and control” Paul 1981, Tables 6.5, 6.6

See also

[mdl_puma560](#), [mdl_puma560akb](#), [SerialLink](#)

mdl_twolink

Create model of a 2-link mechanism

MDL_TWOLINK is a script that creates the workspace variable twolink which describes the kinematic and dynamic characteristics of a simple planar 2-link mechanism moving in the xz-plane, it experiences gravity loading.

Also defines the vector:

qz corresponds to the zero joint angle configuration.

Notes

- SI units are used.
- It is a planar mechanism operating in the vertical plane and is therefore affected by gravity (unlike `mdl_planar2` in the horizontal plane).
- Assume unit length links with all mass (unity) concentrated at the joints.

References

- Based on Fig 3-6 (p73) of Spong and Vidyasagar (1st edition).

See also

[mdl_twolink_sym](#), [mdl_planar2](#), [SerialLink](#)

mdl_twolink_mdh

Create model of a 2-link mechanism using modified DH convention

`MDL_TWOLINK_MDH` is a script that the workspace variable `twolink` which describes the kinematic and dynamic characteristics of a simple planar 2-link mechanism using modified Denavit-Hartenberg conventions.

Also defines the vector:

`qz` corresponds to the zero joint angle configuration.

Notes

- SI units of metres are used.
- It is a planar mechanism operating in the xz -plane (vertical) and is therefore not affected by gravity.

References

- Based on Fig 3.8 (p71) of Craig (3rd edition).

See also

[mdl_twolink](#), [mdl_onelink](#), [mdl_planar2](#), [SerialLink](#)

mdl_twolink_sym

Create symbolic model of a simple 2-link mechanism

MDL_TWOLINK_SYM is a script that creates the workspace variable `twolink` which describes in symbolic form the kinematic and dynamic characteristics of a simple planar 2-link mechanism moving in the xz -plane, it experiences gravity loading. The symbolic parameters are:

- link lengths: a_1 , a_2
- link masses: m_1 , m_2
- link CoMs in the link frame x -direction: c_1 , c_2
- gravitational acceleration: g
- joint angles: q_1 , q_2
- joint angle velocities: \dot{q}_1 , \dot{q}_2
- joint angle accelerations: \ddot{q}_1 , \ddot{q}_2

Notes

- It is a planar mechanism operating in the vertical plane and is therefore affected by gravity (unlike `mdl_planar2` in the horizontal plane).
- Gear ratio is 1 and motor inertia is 0.
- Link inertias I_{yy1} , I_{yy2} are 0.
- Viscous and Coulomb friction is 0.

References

- Based on Fig 3-6 (p73) of Spong and Vidyasagar (1st edition).

See also

[mdl_puma560](#), [mdl_stanford](#), [SerialLink](#)

mdl_ur10

Create model of Universal Robotics UR10 manipulator

MDL_UR5 is a script that creates the workspace variable `ur10` which describes the kinematic characteristics of a Universal Robotics UR10 manipulator using standard DH conventions.

Also define the workspace vectors:

`qz` zero joint angle configuration
`qr` arm along +ve x-axis configuration

Reference

- <https://www.universal-robots.com/how-tos-and-faqs/faq/ur-faq/actual-center-of-mass-for-robot-17264/>

Notes

- SI units of metres are used.
- Unlike most other `mdl_xxx` scripts this one is actually a function that behaves like a script and writes to the global workspace.

See also

[mdl_ur3](#), [mdl_ur5](#), [mdl_puma560](#), [SerialLink](#)

mdl_ur3

Create model of Universal Robotics UR3 manipulator

MDL_UR5 is a script that creates the workspace variable `ur3` which describes the kinematic characteristics of a Universal Robotics UR3 manipulator using standard DH conventions.

Also define the workspace vectors:

```
qz    zero joint angle configuration
qr    arm along +ve x-axis configuration
```

Reference

- <https://www.universal-robots.com/how-tos-and-faqs/faq/ur-faq/actual-center-of-mass-for-robot-17264/>

Notes

- SI units of metres are used.
- Unlike most other `mdl_xxx` scripts this one is actually a function that behaves like a script and writes to the global workspace.

See also

[mdl_ur5](#), [mdl_ur10](#), [mdl_puma560](#), [SerialLink](#)

mdl_ur5

Create model of Universal Robotics UR5 manipulator

MDL_UR5 is a script that creates the workspace variable `ur5` which describes the kinematic characteristics of a Universal Robotics UR5 manipulator using standard DH conventions.

Also define the workspace vectors:

```
qz    zero joint angle configuration
qr    arm along +ve x-axis configuration
```

Reference

- <https://www.universal-robots.com/how-tos-and-faqs/faq/ur-faq/actual-center-of-mass-for-robot-17264/>

Notes

- SI units of metres are used.
- Unlike most other mdl_XXX scripts this one is actually a function that behaves like a script and writes to the global workspace.

See also

[mdl_ur3](#), [mdl_ur10](#), [mdl_puma560](#), [SerialLink](#)

mstraj

Multi-segment multi-axis trajectory

`TRAJ = MSTRAJ(WP, QDMAX, TSEG, Q0, DT, TACC, OPTIONS)` is a trajectory ($K \times N$) for N axes moving simultaneously through M segment. Each segment is linear motion and polynomial blends connect the segments. The axes start at $Q0$ ($1 \times N$) and pass through $M-1$ via points defined by the rows of the matrix WP ($M \times N$), and finish at the point defined by the last row of WP . The trajectory matrix has one row per time step, and one column per axis. The number of steps in the trajectory K is a function of the number of via points and the time or velocity limits that apply.

- WP ($M \times N$) is a matrix of via points, 1 row per via point, one column per axis. The last via point is the destination.
- $QDMAX$ ($1 \times N$) are axis speed limits which cannot be exceeded,
- $TSEG$ ($1 \times M$) are the durations for each of the K segments
- $Q0$ ($1 \times N$) are the initial axis coordinates
- DT is the time step
- $TACC$ (1×1) is the acceleration time used for all segment transitions
- $TACC$ ($1 \times M$) is the acceleration time per segment, $TACC(i)$ is the acceleration time for the transition from segment i to segment $i+1$. $TACC(1)$ is also
- the acceleration time at the start of segment 1.

`TRAJ = MSTRAJ(WP, QDMAX, TSEG, [], DT, TACC, OPTIONS)` as above but the initial coordinates are taken from the first row of `WP`.

`TRAJ = MSTRAJ(WP, QDMAX, Q0, DT, TACC, QD0, QDF, OPTIONS)` as above but additionally specifies the initial and final axis velocities ($1 \times N$).

Options

'verbose' Show details.

Notes

- Only one of `QDMAX` or `TSEG` can be specified, the other is set to `[]`.
- If no output arguments are specified the trajectory is plotted.
- The path length `K` is a function of the number of via points, `Q0`, `DT` and `TACC`.
- The final via point `P(end,:)` is the destination.
- The motion has `M` segments from `Q0` to `P(1,:)` to `P(2,:)` ... to `P(end,:)`.
- All axes reach their via points at the same time.
- Can be used to create joint space trajectories where each axis is a joint coordinate.
- Can be used to create Cartesian trajectories where the “axes” correspond to translation and orientation in RPY or Euler angle form.
- If `qdmx` is a scalar then all axes are assumed to have the same maximum speed.

See also

[mtraj](#), [lspb](#), [ctrj](#)

mtraj

Multi-axis trajectory between two points

`[Q,QD,QDD] = MTRAJ(TFUNC, Q0, QF, M)` is a multi-axis trajectory ($M \times N$) varying from configuration `Q0` ($1 \times N$) to `QF` ($1 \times N$) according to the scalar trajectory function `TFUNC` in `M` steps. Joint velocity and acceleration can be optionally returned as `QD` ($M \times N$) and `QDD` ($M \times N$) respectively. The trajectory outputs have one row per time step, and one column per axis.

The shape of the trajectory is given by the scalar trajectory function `TFUNC` which is applied to each axis:

```
[S,SD,SDD] = TFUNC(S0, SF, M);
```

and possible values of `TFUNC` include `@lspb` for a trapezoidal trajectory, or `@tpoly` for a polynomial trajectory.

`[Q,QD,QDD] = MTRAJ(TFUNC, Q0, QF, T)` as above but `T (M × 1)` is a time vector which dictates the number of points on the trajectory.

Notes

- If no output arguments are specified `Q`, `QD`, and `QDD` are plotted.
- When `TFUNC` is `@tpoly` the result is functionally equivalent to `JTRAJ` except that no initial velocities can be specified. `JTRAJ` is computationally a little
- more efficient.

See also

[jtraj](#), [mstraj](#), [lspb](#), [tpoly](#)

multidfprintf

Print formatted text to multiple streams

`COUNT = MULTIDFPRINTF(IDVEC, FORMAT, A, ...)` performs formatted output to multiple streams such as console and files. `FORMAT` is the format string as used by `sprintf` and `fprintf`. `A` is the array of elements, to which the format will be applied similar to `sprintf` and `fprint`.

`IDVEC` is a vector ($1 \times N$) of file descriptors and `COUNT` is a vector ($1 \times N$) of the number of bytes written to each file.

Notes

- To write to the console use the file identifier 1.

Example

```
% Create and open a new example file:
fid = fopen('exampleFile.txt','w+');
% Write something to the file and the console simultaneously:
```

```
multidfprintf([1 FID], '% s % d % d % d % d % Close the file:
fclose(FID);
```

Authors

Joern Malzahn, (joern.malzahn@tu-dortmund.de)

See also

[fprintf](#), [sprintf](#)

Navigation

Navigation superclass

An abstract superclass for implementing planar grid-based navigation classes.

Methods

Navigation	Superclass constructor
plan	Find a path to goal
query	Return/animate a path from start to goal
plot	Display the occupancy grid
display	Display the parameters in human readable form
char	Convert to string
isoccupied	Test if cell is occupied
rand	Uniformly distributed random number
randn	Normally distributed random number
randi	Uniformly distributed random integer
progress_init	Create a progress bar
progress	Update progress bar
progress_delete	Remove progress bar

Properties (read only)

occgrid	Occupancy grid representing the navigation environment
goal	Goal coordinate
start	Start coordinate
seed0	Random number state

Methods that must be provided in subclass

`plan` Generate a plan for motion to goal
`next` Returns coordinate of next point along path

Methods that may be overridden in a subclass

`goal_set` The goal has been changed by `nav.goal = (a,b)`
`navigate_init` Start of path planning.

Notes

- Subclasses the MATLAB handle class which means that pass by reference semantics apply.
- A grid world is assumed and vehicle position is quantized to grid cells.
- Vehicle orientation is not considered.
- The initial random number state is captured as `seed0` to allow rerunning an experiment with an interesting outcome.

See also

[Bug2](#), [Dstar](#), [Dxform](#), [PRM](#), [Lattice](#), [RRT](#)

Navigation.Navigation

Create a Navigation object

`N = Navigation(OCCGRID, OPTIONS)` is a **Navigation** object that holds an occupancy grid `OCCGRID`. A number of options can be passed.

Options

<code>'goal',G</code>	Specify the goal point (2×1)
<code>'inflate',K</code>	Inflate all obstacles by K cells.
<code>'private'</code>	Use private random number stream.
<code>'reset'</code>	Reset random number stream.
<code>'verbose'</code>	Display debugging information
<code>'seed',S</code>	Set the initial state of the random number stream. S the <code>seed0</code> property of an earlier run.

Notes

- In the occupancy grid a value of zero means free space and non-zero means occupied (not driveable).
- Obstacle inflation is performed with a round structuring element (kcircle) with radius given by the 'inflate' option.
- Inflation requires either MVTB or IPT installed.
- The 'private' option creates a private random number stream for the methods rand, randn and randi. If not given the global stream is used.

See also

[randstream](#)

Navigation.char

Convert to string

`N.char()` is a string representing the state of the navigation object in human-readable form.

Navigation.display

Display status of navigation object

`N.display()` displays the state of the navigation object in human-readable form.

Notes

- This method is invoked implicitly at the command line when the result of an expression is a Navigation object and the command has no trailing
- semicolon.

See also

[Navigation.char](#)

Navigation.goal_change

Notify change of goal

Invoked when the goal property of the object is changed. Typically this is overridden in a subclass to take particular action such as invalidating a costmap.

Navigation.isoccupied

Test if grid cell is occupied

`N.isoccupied(POS)` is true if there is a valid grid map and the coordinates given by the columns of `POS` ($2 \times N$) are occupied.

`N.isoccupied(X, Y)` as above but the coordinates given separately.

Notes:

- `X` and `Y` are Cartesian rather than MATLAB row-column coordinates.
-

Navigation.message

Print debug message

`N.message(S)` displays the string `S` if the verbose property is true.

`N.message(FMT, ARGS)` as above but accepts `printf()` like semantics.

Navigation.navigate_init

Notify start of path

`N.navigate_init(START)` is called when the `query()` method is invoked. Typically overridden in a subclass to take particular action such as computing some path parameters. `START` (2×1) is the initial position for this path, and `nav.goal` (2×1) is the final position.

See also

[Navigate.query](#)

Navigation.plot

Visualize navigation environment

`N.plot(OPTIONS)` displays the occupancy grid in a new figure.

`N.plot(P, OPTIONS)` as above but overlays the points along the path ($2 \times M$) matrix.

Options

<p>'distance',D a matrix of the same size as the occupancy grid.</p> <p>'colormap',@f</p> <p>'beta',B</p> <p>'inflated'</p>	<p>Display a distance field D behind the obstacle map.</p> <p>Specify a colormap for the distance field as a function handle.</p> <p>Brighten the distance field by factor B.</p> <p>Show the inflated occupancy grid rather than original.</p>
-----------------------------------------------------------------------------------------------------------------------------	-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

Notes

- The distance field at a point encodes its distance from the goal, small distance is dark, a large distance is bright. Obstacles are encoded as red.
- red.
- Beta value $-1 < B < 0$ to darken, $0 < B < +1$ to lighten.

See also

[Navigation.plot_fg](#), [Navigation.plot_bg](#)

Navigation.plot_bg

Visualization background

`N.plot_bg(OPTIONS)` displays the occupancy grid with occupied cells shown as red and an optional distance field.

`N.plot_bg(P, OPTIONS)` as above but overlays the points along the path ($2 \times M$) matrix.

Options

<p>'distance',D a matrix of the same size as the occupancy grid.</p> <p>'colormap',@f</p>	<p>Display a distance field D behind the obstacle map.</p> <p>Specify a colormap for the distance field as a function handle.</p>
-------------------------------------------------------------------------------------------	-----------------------------------------------------------------------------------------------------------------------------------

'beta',B	Brighten the distance field by factor B.
'inflated'	Show the inflated occupancy grid rather than original
'pathmarker',M	Options to draw a path point
'startmarker',M	Options to draw the start marker
'goalmarker',M	Options to draw the goal marker

Notes

- The distance field at a point encodes its distance from the goal, small distance is dark, a large distance is bright. Obstacles are encoded as
- red.
- Beta value $-1 < B < 0$ to darken, $0 < B < +1$ to lighten.

See also

[Navigation.plot](#), [Navigation.plot_fg](#), [brighten](#)

Navigation.plot_fg

Visualization foreground

`N.plot_fg(OPTIONS)` displays the start and goal locations if specified. By default the goal is a pentagram and start is a circle.

`N.plot_fg(P, OPTIONS)` as above but overlays the points along the path ($2 \times M$) matrix.

Options

'pathmarker',M	Options to draw a path point
'startmarker',M	Options to draw the start marker
'goalmarker',M	Options to draw the goal marker

Notes

- In all cases M is a single string eg. 'r*' or a cell array of MATLAB LineSpec options.
- Typically used after a call to `plot_bg()`.

See also[Navigation.plot_bg](#)

Navigation.query

Find a path from start to goal using plan

`N.query(START, OPTIONS)` animates the robot moving from `START` (2×1) to the goal (which is a property of the object) using a previously computed plan.

`X = N.query(START, OPTIONS)` returns the path ($M \times 2$) from `START` to the goal (which is a property of the object).

The method performs the following steps:

- Initialize navigation, invoke method `N.navigate_init()`
- Visualize the environment, invoke method `N.plot()`
- Iterate on the `next()` method of the subclass until the goal is achieved.

Options

'animate' Show the computed path as a series of green dots.

Notes

- If `START` given as `[]` then the user is prompted to click a point on the map.

See also[Navigation.navigate_init](#), [Navigation.plot](#), [Navigation.goal](#)

Navigation.rand

Uniformly distributed random number

`R = N.rand()` return a uniformly distributed random number from a private random number stream.

`R = N.rand(M)` as above but return a matrix ($M \times M$) of random numbers.

`R = N.rand(L, M)` as above but return a matrix ($L \times M$) of random numbers.

Notes

- Accepts the same arguments as `rand()`.
- Seed is provided to Navigation constructor.
- Provides an independent sequence of random numbers that does not interfere with any other randomised algorithms that might be used.

See also

[Navigation.randi](#), [Navigation.randn](#), [rand](#), [RandStream](#)

Navigation.randi

Integer random number

`I = N.randi(RM)` returns a uniformly distributed random integer in the range 1 to `RM` from a private random number stream.

`I = N.randi(RM, M)` as above but returns a matrix ($M \times M$) of random integers.

`I = N.randn(RM, L, M)` as above but returns a matrix ($L \times M$) of random integers.

Notes

- Accepts the same arguments as `randi()`.
- Seed is provided to Navigation constructor.
- Provides an independent sequence of random numbers that does not interfere with any other randomised algorithms that might be used.

See also

[Navigation.rand](#), [Navigation.randn](#), [randi](#), [RandStream](#)

Navigation.randn

Normally distributed random number

`R = N.randn()` returns a normally distributed random number from a private random number stream.

`R = N.randn(M)` as above but returns a matrix ($M \times M$) of random numbers.

`R = N.randn(L,M)` as above but returns a matrix ($L \times M$) of random numbers.

Notes

- Accepts the same arguments as `randn()`.
- Seed is provided to Navigation constructor.
- Provides an independent sequence of random numbers that does not interfere with any other randomised algorithms that might be used.

See also

[Navigation.rand](#), [Navigation.randi](#), [randn](#), [RandStream](#)

Navigation.spinner

Update progress spinner

`N.spinner()` displays a simple ASCII progress spinner, a rotating bar.

Navigation.verbosity

Set verbosity

`N.verbosity(V)` set verbosity to `V`, where 0 is silent and greater values display more information.

ParticleFilter

Particle filter class

Monte-carlo based localisation for estimating vehicle pose based on odometry and observations of known landmarks.

Methods

<code>run</code>	run the particle filter
<code>plot_xy</code>	display estimated vehicle path
<code>plot_pdf</code>	display particle distribution

Properties

<code>robot</code>	reference to the robot object
<code>sensor</code>	reference to the sensor object
<code>history</code>	vector of structs that hold the detailed information from each time step
<code>nparticles</code>	number of particles used
<code>x</code>	particle states; <code>nparticles</code> x 3
<code>weight</code>	particle weights; <code>nparticles</code> x 1
<code>x_est</code>	mean of the particle population
<code>std</code>	standard deviation of the particle population
<code>Q</code>	covariance of noise added to state at each step
<code>L</code>	covariance of likelihood model
<code>w0</code>	offset in likelihood model
<code>dim</code>	maximum xy dimension

Example

Create a landmark map

```
map = PointMap(20);
```

and a vehicle with odometry covariance and a driver

```
W = diag([0.1, 1*pi/180].^2); veh = Vehicle(W); veh.add_driver( RandomPath(10) );
```

and create a range bearing sensor

```
R = diag([0.005, 0.5*pi/180].^2); sensor = RangeBearingSensor(veh, map, R);
```

For the particle filter we need to define two covariance matrices. The first is the covariance of the random noise added to the particle states at each iteration to represent uncertainty in configuration.

```
Q = diag([0.1, 0.1, 1*pi/180]).^2;
```

and the covariance of the likelihood function applied to innovation

```
L = diag([0.1 0.1]);
```

Now construct the particle filter

```
pf = ParticleFilter(veh, sensor, Q, L, 1000);
```

which is configured with 1000 particles. The particles are initially uniformly distributed over the 3-dimensional configuration space.

We run the simulation for 1000 time steps

```
pf.run(1000);
```

then plot the map and the true vehicle path

```
map.plot(); veh.plot_xy('b');
```

and overlay the mean of the particle cloud

```
pf.plot_xy('r');
```

We can plot the standard deviation against time

```
plot(pf.std(1:100,:))
```

The particles are a sampled approximation to the PDF and we can display this as

```
pf.plot_pdf()
```

Acknowledgement

Based on code by Paul Newman, Oxford University, <http://www.robots.ox.ac.uk/~pnewman>

Reference

Robotics, Vision & Control, Peter Corke, Springer 2011

See also

[Vehicle](#), [RandomPath](#), [RangeBearingSensor](#), [PointMap](#), [EKF](#)

ParticleFilter.ParticleFilter

Particle filter constructor

`PF = ParticleFilter(VEHICLE, SENSOR, Q, L, NP, OPTIONS)` is a particle filter that estimates the state of the `VEHICLE` with a landmark sensor `SENSOR`. `Q` is the covariance of the noise added to the particles at each step (diffusion), `L` is the covariance used in the sensor likelihood model, and `NP` is the number of particles.

Options

'verbose'

Be verbose.

'private'

Use private random number stream.

'reset'

Reset random number stream.

'seed', S be a proper random number generator state such as saved in

Set the initial state of the random number stream to the seed0 property of an earlier run.

'nohistory'
'x0'

Don't save history.
Initial particle states ($N \times 3$)

Notes

- ParticleFilter subclasses Handle, so it is a reference object.
- If initial particle states not given they are set to a uniform distribution over the map, essentially the kidnapped robot problem
- which is quite unrealistic.
- Initial particle weights are always set to unity.
- The 'private' option creates a private random number stream for the methods rand, randn and randi. If not given the global stream is used.

See also

[Vehicle](#), [Sensor](#), [RangeBearingSensor](#), [PointMap](#)

ParticleFilter.char

Convert to string

`PF.char()` is a string representing the state of the **ParticleFilter** object in human-readable form.

See also

[ParticleFilter.display](#)

ParticleFilter.display

Display status of particle filter object

`PF.display()` displays the state of the **ParticleFilter** object in human-readable form.

Notes

- This method is invoked implicitly at the command line when the result of an expression is a ParticleFilter object and the command has no trailing semicolon.

See also

[ParticleFilter.char](#)

ParticleFilter.init

Initialize the particle filter

`PF.init()` initializes the particle distribution and clears the history.

Notes

- If initial particle states were given to the constructor the states are set to this value, else a random distribution over the map is used.
 - Invoked by the `run()` method.
-

ParticleFilter.plot_pdf

Plot particles as a PDF

`PF.plot_pdf()` plots a sparse PDF as a series of vertical line segments of height equal to particle weight.

ParticleFilter.plot_xy

Plot vehicle position

`PF.plot_xy()` plots the estimated vehicle path in the xy-plane.

`PF.plot_xy(LS)` as above but the optional line style arguments `LS` are passed to `plot`.

ParticleFilter.run

Run the particle filter

`PF.run(N, OPTIONS)` runs the filter for N time steps.

Options

'noplots' Do not show animation.

Notes

- All previously estimated states and estimation history is cleared.
-

plot_vehicle

Draw mobile robot pose

`PLOT_VEHICLE(X, OPTIONS)` draws an oriented triangle to represent the pose of a mobile robot moving in a planar world. The pose X (1×3) = $[x, y, \theta]$. If X is a matrix ($N \times 3$) then an animation of the robot motion is shown and animated at the specified frame rate.

Image mode

Create a structure with the following elements and pass it with the 'model' option.

image	an RGB image ($H \times W \times 3$)
alpha	an alpha plane ($H \times W$) with pixels 0 if transparent
rotation	image rotation in degrees required for front to pointing to the right
centre	image coordinate (U,V) of the centre of the back axle
length	length of the car in real-world units

Animation mode

$H = \text{PLOT_VEHICLE}(X, \text{OPTIONS})$ as above draws the robot and returns a handle.

`PLOT_VEHICLE(X, 'handle', H)` updates the pose X (1×3) of the previously drawn robot.

Options

'scale',S 1/60)
 'size',S
 'fillcolor',F
 'alpha',A
 'box'
 'fps',F
 'image',I
 'retain'
 'model',M elements: image, alpha, rotation (deg), centre (pix), length (m).
 'axis',h
 'movie',M

draw vehicle with length S x max
 draw vehicle with length S
 the color of the circle's interior, M
 transparency of the filled circle: C
 draw a box shape (default is trian
 animate at F frames per second (c
 use an image to represent the rob
 when $X (N \times 3)$ then retain the ro
 animate an image of the vehicle.
 handle of axis or UIAxis to draw
 create a movie file in file M

Example

```
[car.image,~,car.alpha] = imread('car2.png'); % image and alpha layer
car.rotation = 180; % image rotation to align front with world x-axis
car.centre = [648; 173]; % image coordinates of centre of the back wheels
car.length = 4.2; % real world length for scaling (guess)
h = plot_vehicle(x, 'model', car) % draw car at configuration x
plot_vehicle(x, 'handle', h) % animate car to configuration x
```

Notes

- The vehicle is drawn relative to the size of the axes, so set them first using `axis()`.
- For backward compatibility, 'fill' is a synonym for 'fillcolor'
- For the 'model'option, you provide a monochrome or color image of the vehicle. Optionally you can provide an alpha mask (0=transparent).
- Specify the reference point on the vehicle as the (x,y) pixel
- coordinate within the image. Specify the rotation, in degrees, so that
- the car's front points to the right. Finally specify a length of the
- car, the image is scaled to be that length in the plot.
- Set 'fps'to Inf to have zero pause

See also `Vehicle.plot`, `Animate`, `plot_poly`, `demos/car_animation`

plotbotopt

Define default options for robot plotting

A user provided function that returns a cell array of default plot options for the `SerialLink.plot` method.

See also

[SerialLink.plot](#)

PoseGraph

Pose graph

PoseGraph.PoseGraph

the file data

we assume g2o format

```
VERTEX* vertex_id X Y THETA EDGE* startvertex_id endvertex_id X Y THETA  
IXX IXY IYY IXT IYT ITT
```

vertex numbers start at 0

PoseGraph.linear_factors

the ids of the vertices connected by the kth edge

```
id_i=eids(1,k); id_j=eids(2,k);
```

extract the poses of the vertices and the mean of the edge

```
v_i=vmeans(:,id_i); v_j=vmeans(:,id_j); z_ij=emeans(:,k);
```

Prismatic

Robot manipulator prismatic link class

A subclass of the Link class for a prismatic joint defined using standard Denavit-Hartenberg parameters: holds all information related to a robot link such as kinematics parameters, rigid-body inertial parameters, motor and transmission parameters.

Constructors

Prismatic construct a prismatic joint+link using standard DH

Information/display methods

display print the link parameters in human readable form
dyn display link dynamic parameters
type joint type: 'R' or 'P'

Conversion methods

char convert to string

Operation methods

A link transform matrix
friction friction force
nofriction Link object with friction parameters set to zero%

Testing methods

islimit test if joint exceeds soft limit
isrevolute test if joint is revolute
isprismatic test if joint is prismatic
issym test if joint+link has symbolic parameters

Overloaded operators

+ concatenate links, result is a SerialLink object

Properties (read/write)

theta	kinematic: joint angle
d	kinematic: link offset
a	kinematic: link length
alpha	kinematic: link twist
jointtype	kinematic: 'R' if revolute, 'P' if prismatic
mdh	kinematic: 0 if standard D&H, else 1
offset	kinematic: joint variable offset
qlim	kinematic: joint variable limits [min max]
m	dynamic: link mass
r	dynamic: link COG wrt link coordinate frame 3×1
I	dynamic: link inertia matrix, symmetric 3×3 , about link COG.
B	dynamic: link viscous friction (motor referred)
Tc	dynamic: link Coulomb friction
G	actuator: gear ratio
Jm	actuator: motor inertia (motor referred)

Notes

- Methods inherited from the Link superclass.
- This is reference class object
- Link class objects can be used in vectors and arrays

References

- Robotics, Vision & Control, P. Corke, Springer 2011, Chap 7.

See also

[Link](#), [Revolute](#), [SerialLink](#)

Prismatic.Prismatic

Create prismatic robot link object

`L = Prismatic(OPTIONS)` is a prismatic link object with the kinematic and dynamic parameters specified by the key/value pairs using the standard Denavit-Hartenberg conventions.

Options

'theta',TH	joint angle
'a',A	joint offset (default 0)
'alpha',A	joint twist (default 0)
'standard'	defined using standard D&H parameters (default).
'modified'	defined using modified D&H parameters.
'offset',O	joint variable offset (default 0)
'qlim',L	joint limit (default [])
'T',I	link inertia matrix (3×1 , 6×1 or 3×3)
'r',R	link centre of gravity (3×1)
'm',M	link mass (1×1)
'G',G	motor gear ratio (default 1)
'B',B	joint friction, motor referenced (default 0)
'Jm',J	motor inertia, motor referenced (default 0)
'Tc',T	Coulomb friction, motor referenced (1×1 or 2×1), (default [0 0])
'sym'	consider all parameter values as symbolic not numeric

Notes

- The joint extension, d , is provided as an argument to the `A()` method.
- The link inertia matrix (3×3) is symmetric and can be specified by giving a 3×3 matrix, the diagonal elements [I_{xx} I_{yy} I_{zz}], or the moments and products of inertia [I_{xx} I_{yy} I_{zz} I_{xy} I_{yz} I_{xz}].
- All friction quantities are referenced to the motor not the load.
- Gear ratio is used only to convert motor referenced quantities such as friction and inertia to the link frame.

See also

[Link](#), [Prismatic](#), [RevoluteMDH](#)

PrismaticMDH

Robot manipulator prismatic link class for MDH convention

A subclass of the `Link` class for a prismatic joint defined using modified Denavit-Hartenberg parameters: holds all information related to a robot link such as kinematics parameters, rigid-body inertial parameters, motor and transmission parameters.

Constructors

PrismaticMDH construct a prismatic joint+link using modified DH

Information/display methods

display print the link parameters in human readable form
dyn display link dynamic parameters
type joint type: 'R' or 'P'

Conversion methods

char convert to string

Operation methods

A link transform matrix
friction friction force
nofriction Link object with friction parameters set to zero%

Testing methods

islimit test if joint exceeds soft limit
isrevolute test if joint is revolute
isprismatic test if joint is prismatic
issym test if joint+link has symbolic parameters

Overloaded operators

+ concatenate links, result is a SerialLink object

Properties (read/write)

theta kinematic: joint angle
d kinematic: link offset
a kinematic: link length
alpha kinematic: link twist
jointtype kinematic: 'R' if revolute, 'P' if prismatic
mdh kinematic: 0 if standard D&H, else 1
offset kinematic: joint variable offset

qlim	kinematic: joint variable limits [min max]
m	dynamic: link mass
r	dynamic: link COG wrt link coordinate frame 3×1
I	dynamic: link inertia matrix, symmetric 3×3 , about link COG.
B	dynamic: link viscous friction (motor referred)
Tc	dynamic: link Coulomb friction
G	actuator: gear ratio
Jm	actuator: motor inertia (motor referred)

Notes

- Methods inherited from the Link superclass.
- This is reference class object
- Link class objects can be used in vectors and arrays
- Modified Denavit-Hartenberg parameters are used

References

- Robotics, Vision & Control, P. Corke, Springer 2011, Chap 7.

See also

[Link](#), [Prismatic](#), [RevoluteMDH](#), [SerialLink](#)

PrismaticMDH.PrismaticMDH

Create prismatic robot link object using MDH notation

`L = PrismaticMDH(OPTIONS)` is a prismatic link object with the kinematic and dynamic parameters specified by the key/value pairs using the modified Denavit-Hartenberg conventions.

Options

'theta',TH	joint angle
'a',A	joint offset (default 0)
'alpha',A	joint twist (default 0)
'standard'	defined using standard D&H parameters (default).
'modified'	defined using modified D&H parameters.

'offset',O	joint variable offset (default 0)
'qlim',L	joint limit (default [])
'I',I	link inertia matrix (3×1 , 6×1 or 3×3)
'r',R	link centre of gravity (3×1)
'm',M	link mass (1×1)
'G',G	motor gear ratio (default 1)
'B',B	joint friction, motor referenced (default 0)
'Jm',J	motor inertia, motor referenced (default 0)
'Tc',T	Coulomb friction, motor referenced (1×1 or 2×1), (default [0 0])
'sym'	consider all parameter values as symbolic not numeric

Notes

- The joint extension, d , is provided as an argument to the `A()` method.
- The link inertia matrix (3×3) is symmetric and can be specified by giving a 3×3 matrix, the diagonal elements [Ixx Iyy Izz], or the moments and products of inertia [Ixx Iyy Izz Ixy Iyz Ixz].
- All friction quantities are referenced to the motor not the load.
- Gear ratio is used only to convert motor referenced quantities such as friction and inertia to the link frame.

See also

[Link](#), [Prismatic](#), [RevoluteMDH](#)

PRM

Probabilistic RoadMap navigation class

A concrete subclass of the abstract `Navigation` class that implements the probabilistic roadmap navigation algorithm over an occupancy grid. This performs goal independent planning of roadmaps, and at the query stage finds paths between specific start and goal points.

Methods

PRM	Constructor
plan	Compute the roadmap
query	Find a path
plot	Display the obstacle map

`display` Display the parameters in human readable form
`char` Convert to string

Example

```
load map1                % load map
goal = [50,30];          % goal point
start = [20, 10];        % start point
prm = PRM(map);          % create navigation object
prm.plan()               % create roadmaps
prm.query(start, goal)   % animate path from this start location
```

References

- Probabilistic roadmaps for path planning in high dimensional configuration spaces, L. Kavraki, P. Svestka, J. Latombe, and M. Overmars,
- IEEE Transactions on Robotics and Automation, vol. 12, pp. 566-580, Aug 1996.
- Robotics, Vision & Control, Section 5.2.4, P. Corke, Springer 2011.

See also

[Navigation](#), [DXform](#), [Dstar](#), [PGraph](#)

PRM.PRM

Create a PRM navigation object

`P = PRM(MAP, options)` is a probabilistic roadmap navigation object, and `MAP` is an occupancy grid, a representation of a planar world as a matrix whose elements are 0 (free space) or 1 (occupied).

Options

<code>'npoints',N</code>	Number of sample points (default 100)
<code>'distthresh',D</code> than <code>D</code> (default <code>0.3 max(size(occgrid))</code>)	Distance threshold, edges only connect vertices closer

Other `options` are supported by the `Navigation` superclass.

See also

[Navigation.Navigation](#)

PRM.char

Convert to string

`P.char()` is a string representing the state of the **PRM** object in human-readable form.

See also

[PRM.display](#)

PRM.plan

Create a probabilistic roadmap

`P.plan(OPTIONS)` creates the probabilistic roadmap by randomly sampling the free space in the map and building a graph with edges connecting close points. The resulting graph is kept within the object.

Options

'npoints',N	Number of sample points (default is set by constructor)
'distthresh',D	Distance threshold, edges only connect vertices closer than D (default set by constructor)
'movie',M	make a movie of the PRM planning

PRM.plot

Visualize navigation environment

`P.plot()` displays the roadmap and the occupancy grid.

Options

'goal'	Superimpose the goal position if set
'nooverlay'	Don't overlay the PRM graph

Notes

- If a query has been made then the path will be shown.
 - Goal and start locations are kept within the object.
-

PRM.query

Find a path between two points

`P.query (START, GOAL)` finds a path ($M \times 2$) from START to GOAL.

purepursuit

Find pure pursuit goal

`P = PUREPURSUIT (CP, R, PATH)` is the current pursuit point (2×1) for a robot at location CP (2×1) following a PATH ($N \times 2$). The pursuit point is the closest point along the path that is a distance $\geq R$ from the current point CP.

Reference

- A review of some pure-pursuit based tracking techniques for control of autonomous vehicle, Samuel et al., Int. J. Computer Applications, Feb 2016
- Steering Control of an Autonomous Ground Vehicle with Application to the DARPA Urban Challenge, Stefan F. Campbell, Masters thesis, MIT, 2007.

See also

[Navigation](#)

qplot

Plot robot joint angles

`QPLOT(Q)` is a convenience function to plot joint angle trajectories ($M \times 6$) for a 6-axis robot, where each row represents one time step.

The first three joints are shown as solid lines, the last three joints (wrist) are shown as dashed lines. A legend is also displayed.

`QPLOT(T, Q)` as above but displays the joint angle trajectory versus time given the time vector `T` ($M \times 1$).

See also

[jtraj](#), [plotp](#), [plot](#)

RandomPath

Vehicle driver class

Create a “driver” object capable of steering a `Vehicle` subclass object through random waypoints within a rectangular region and at constant speed.

The driver object is connected to a `Vehicle` object by the latter's `add_driver()` method. The driver's `demand()` method is invoked on every call to the `Vehicle`'s `step()` method.

Methods

<code>init</code>	reset the random number generator
<code>demand</code>	speed and steer angle to next waypoint
<code>display</code>	display the state and parameters in human readable form
<code>char</code>	convert to string

`plot`

Properties

<code>goal</code>	current goal/waypoint coordinate
<code>veh</code>	the <code>Vehicle</code> object being controlled
<code>dim</code>	dimensions of the work space (2×1) [m]

speed speed of travel [m/s]
 dthresh proximity to waypoint at which next is chosen [m]

Example

```
veh = Bicycle(V); veh.add_driver( RandomPath(20, 2) );
```

Notes

- It is possible in some cases for the vehicle to move outside the desired region, for instance if moving to a waypoint near the edge, the limited
- turning circle may cause the vehicle to temporarily move outside.
- The vehicle chooses a new waypoint when it is closer than property close enough to the current waypoint.
- Uses its own random number stream so as to not influence the performance of other randomized algorithms such as path planning.

Reference

Robotics, Vision & Control, Chap 6, Peter Corke, Springer 2011

See also

[Vehicle](#), [Bicycle](#), [Unicycle](#)

RandomPath.RandomPath

Create a driver object

`D = RandomPath(D, OPTIONS)` returns a “driver” object capable of driving a Vehicle subclass object through random waypoints. The waypoints are positioned inside a rectangular region of dimension D interpreted as:

- D scalar; X: -D to +D, Y: -D to +D
- D (1 × 2); X: -D(1) to +D(1), Y: -D(2) to +D(2)
- D (1 × 4); X: D(1) to D(2), Y: D(3) to D(4)

Options

'speed',S Speed along path (default 1m/s).
 'dthresh',D Distance from goal at which next goal is chosen.

See also

[Vehicle](#)

RandomPath.char

Convert to string

`s = R.char()` is a string showing driver parameters and state in a compact human readable format.

RandomPath.demand

Compute speed and heading to waypoint

`[SPEED, STEER] = R.demand()` is the speed and steer angle to drive the vehicle toward the next waypoint. When the vehicle is within `R.dtresh` a new waypoint is chosen.

See also

[Vehicle](#)

RandomPath.display

Display driver parameters and state

`R.display()` displays driver parameters and state in compact human readable form.

Notes

- This method is invoked implicitly at the command line when the result of an expression is a `RandomPath` object and the command has no trailing
- semicolon.

See also

[RandomPath.char](#)

RandomPath.init

Reset random number generator

`R.init()` resets the random number generator used to create the waypoints. This enables the sequence of random waypoints to be repeated.

Notes

- Called by `Vehicle.run`.

See also

[randstream](#)

RangeBearingSensor

Range and bearing sensor class

A concrete subclass of the `Sensor` class that implements a range and bearing angle sensor that provides robot-centric measurements of landmark points in the world. To enable this it holds a references to a map of the world (`LandmarkMap` object) and a robot (`Vehicle` subclass object) that moves in $SE(2)$.

The sensor observes landmarks within its angular field of view between the minimum and maximum range.

Methods

<code>reading</code>	range/bearing observation of random landmark
<code>h</code>	range/bearing observation of specific landmark
<code>Hx</code>	Jacobian matrix with respect to vehicle pose dh/dx
<code>Hp</code>	Jacobian matrix with respect to landmark position dh/dp
<code>Hw</code>	Jacobian matrix with respect to noise dh/dw
<code>g</code>	feature position given vehicle pose and observation
<code>Gx</code>	Jacobian matrix with respect to vehicle pose dg/dx
<code>Gz</code>	Jacobian matrix with respect to observation dg/dz

Properties (read/write)

W measurement covariance matrix (2×2)
 interval valid measurements returned every interval'th call to reading()

landmarklog time history of observed landmarks

Reference

Robotics, Vision & Control, Chap 6, Peter Corke, Springer 2011

See also

[Sensor](#), [Vehicle](#), [LandmarkMap](#), [EKF](#)

RangeBearingSensor.RangeBearingSensor

Range and bearing sensor constructor

`S = RangeBearingSensor(VEHICLE, MAP, OPTIONS)` is an object representing a range and bearing angle sensor mounted on the `Vehicle` subclass object `VEHICLE` and observing an environment of known landmarks represented by the `LandmarkMap` object `MAP`. The sensor covariance is `W` (2×2) representing range and bearing covariance.

The sensor has specified angular field of view and minimum and maximum range.

Options

'covar',W	covariance matrix (2×2)
'range',xmax	maximum range of sensor
'range',[xmin xmax]	minimum and maximum range of sensor
'angle',TH	angular field of view, from -TH to +TH
'angle',[THMIN THMAX] and THMAX	detection for angles between THMIN
'skip',K	return a valid reading on every K'th call
'fail',[TMIN TMAX] timesteps TMIN and TMAX	sensor simulates failure between
'animate'	animate sensor readings

See also

[options for Sensor constructor](#)

See also

[RangeBearingSensor.reading](#), [Sensor.Sensor](#), [Vehicle](#), [LandmarkMap](#), [EKF](#)

RangeBearingSensor.g

Compute landmark location

$P = S.g(X, Z)$ is the world coordinate (2×1) of a feature given the observation Z (1×2) from a vehicle state with X (3×1).

See also

[RangeBearingSensor.Gx](#), [RangeBearingSensor.Gz](#)

RangeBearingSensor.Gx

Jacobian dg/dx

$J = S.Gx(X, Z)$ is the Jacobian dg/dx (2×3) at the vehicle state X (3×1) for sensor observation Z (2×1).

See also

[RangeBearingSensor.g](#)

RangeBearingSensor.Gz

Jacobian dg/dz

$J = S.Gz(X, Z)$ is the Jacobian dg/dz (2×2) at the vehicle state X (3×1) for sensor observation Z (2×1).

See also

[RangeBearingSensor.g](#)

RangeBearingSensor.h

Landmark range and bearing

$Z = S.h(X, K)$ is a sensor observation (1×2), range and bearing, from vehicle at pose X (1×3) to the K 'th landmark.

$Z = S.h(X, P)$ as above but compute range and bearing to a landmark at coordinate P .

$Z = s.h(X)$ as above but computes range and bearing to all map features. Z has one row per landmark.

Notes

- Noise with covariance W (property W) is added to each row of Z .
- Supports vectorized operation where XV ($N \times 3$) and Z ($N \times 2$).
- The landmark is assumed visible, field of view and range limits are not applied.

See also

[RangeBearingSensor.reading](#), [RangeBearingSensor.Hx](#), [RangeBearingSensor.Hw](#), [RangeBearingSensor.Hp](#)

RangeBearingSensor.Hp

Jacobian dh/dp

$J = S.Hp(X, K)$ is the Jacobian dh/dp (2×2) at the vehicle state X (3×1) for map landmark K .

$J = S.Hp(X, P)$ as above but for a landmark at coordinate P (1×2).

See also

[RangeBearingSensor.h](#)

RangeBearingSensor.Hw

Jacobian dh/dw

$J = S.Hw(X, K)$ is the Jacobian dh/dw (2×2) at the vehicle state X (3×1) for map landmark K .

See also

[RangeBearingSensor.h](#)

RangeBearingSensor.Hx

Jacobian dh/dx

$J = S.Hx(X, K)$ returns the Jacobian dh/dx (2×3) at the vehicle state X (3×1) for map landmark K .

$J = S.Hx(X, P)$ as above but for a landmark at coordinate P .

See also

[RangeBearingSensor.h](#)

RangeBearingSensor.reading

Choose landmark and return observation

$[Z, K] = S.reading()$ is an observation of a random visible landmark where $Z=[R, THETA]$ is the range and bearing with additive Gaussian noise of covariance W (property W). K is the index of the map feature that was observed.

The landmark is chosen randomly from the set of all visible landmarks, those within the angular field of view and range limits. If no valid measurement, ie. no features within range, interval subsampling enabled or simulated failure the return is $Z=[]$ and $K=0$.

Notes

- Noise with covariance W (property W) is added to each row of Z .
- If 'animate' option set then show a line from the vehicle to the landmark

- If 'animate' option set and the angular and distance limits are set then display that region as a shaded polygon.
- Implements sensor failure and subsampling if specified to constructor.

See also

[RangeBearingSensor.h](#)

ReedsShepp

Shepp path planner sample code

based on python code from Python Robotics by Atsushi Sakai (@Atsushi_twi)

Peter 3/18

Finds the shortest path between 2 configurations:

- robot can move forward or backward
- the robot turns at zero or maximum curvature
- there are discontinuities in velocity and steering commands (cusps)

to see what it does run

```
>> ReedsShepp.test
```

References

- Reeds, J. A.; Shepp, L. A. Optimal paths for a car that goes both forwards and backwards.
 - Pacific J. Math. 145 (1990), no. 2, 367–393.
 - <https://projecteuclid.org/euclid.pjm/1102645450>
-

ReedsShepp.generate_path

a list of all possible words

Revolute

Robot manipulator Revolute link class

A subclass of the Link class for a revolute joint defined using standard Denavit-Hartenberg parameters: holds all information related to a revolute robot link such as kinematics parameters, rigid-body inertial parameters, motor and transmission parameters.

Constructors

Revolute construct a revolute joint+link using standard DH

Information/display methods

display print the link parameters in human readable form
dyn display link dynamic parameters
type joint type: 'R' or 'P'

Conversion methods

char convert to string

Operation methods

A link transform matrix
friction friction force
nofriction Link object with friction parameters set to zero%

Testing methods

islimit test if joint exceeds soft limit
isrevolute test if joint is revolute
isprismatic test if joint is prismatic
issym test if joint+link has symbolic parameters

Overloaded operators

+ concatenate links, result is a SerialLink object

Properties (read/write)

theta	kinematic: joint angle
d	kinematic: link offset
a	kinematic: link length
alpha	kinematic: link twist
jointtype	kinematic: 'R'if revolute, 'P'if prismatic
mdh	kinematic: 0 if standard D&H, else 1
offset	kinematic: joint variable offset
qlim	kinematic: joint variable limits [min max]
m	dynamic: link mass
r	dynamic: link COG wrt link coordinate frame 3×1
I	dynamic: link inertia matrix, symmetric 3×3 , about link COG.
B	dynamic: link viscous friction (motor referred)
Tc	dynamic: link Coulomb friction
G	actuator: gear ratio
Jm	actuator: motor inertia (motor referred)

Notes

- Methods inherited from the Link superclass.
- This is reference class object
- Link class objects can be used in vectors and arrays

References

- Robotics, Vision & Control, P. Corke, Springer 2011, Chap 7.

See also

[Link](#), [Prismatic](#), [RevoluteMDH](#), [SerialLink](#)

Revolute.Revolute

Create revolute robot link object

`L = Revolute(OPTIONS)` is a revolute link object with the kinematic and dynamic parameters specified by the key/value pairs using the standard Denavit-Hartenberg conventions.

Options

'd',D	joint extension
'a',A	joint offset (default 0)
'alpha',A	joint twist (default 0)
'standard'	defined using standard D&H parameters (default).
'modified'	defined using modified D&H parameters.
'offset',O	joint variable offset (default 0)
'qlim',L	joint limit (default [])
'T',I	link inertia matrix (3×1 , 6×1 or 3×3)
'r',R	link centre of gravity (3×1)
'm',M	link mass (1×1)
'G',G	motor gear ratio (default 1)
'B',B	joint friction, motor referenced (default 0)
'Jm',J	motor inertia, motor referenced (default 0)
'Tc',T	Coulomb friction, motor referenced (1×1 or 2×1), (default [0 0])
'sym'	consider all parameter values as symbolic not numeric

Notes

- The joint angle, theta, is provided as an argument to the A() method.
- The link inertia matrix (3×3) is symmetric and can be specified by giving a 3×3 matrix, the diagonal elements [Ixx Iyy Izz], or the moments and products of inertia [Ixx Iyy Izz Ixy Iyz Ixz].
- All friction quantities are referenced to the motor not the load.
- Gear ratio is used only to convert motor referenced quantities such as friction and inertia to the link frame.

See also

[Link](#), [Prismatic](#), [RevoluteMDH](#)

RevoluteMDH

Robot manipulator Revolute link class for MDH convention

A subclass of the Link class for a revolute joint defined using modified Denavit-Hartenberg parameters: holds all information related to a revolute robot link such as kinematics parameters, rigid-body inertial parameters, motor and transmission parameters.

Constructors

RevoluteMDH construct a revolute joint+link using modified DH

Information/display methods

display print the link parameters in human readable form
dyn display link dynamic parameters
type joint type: 'R' or 'P'

Conversion methods

char convert to string

Operation methods

A link transform matrix
friction friction force
nofriction Link object with friction parameters set to zero%

Testing methods

islimit test if joint exceeds soft limit
isrevolute test if joint is revolute
isprismatic test if joint is prismatic
issym test if joint+link has symbolic parameters

Overloaded operators

+ concatenate links, result is a SerialLink object

Properties (read/write)

theta kinematic: joint angle
d kinematic: link offset
a kinematic: link length
alpha kinematic: link twist
jointtype kinematic: 'R' if revolute, 'P' if prismatic
mdh kinematic: 0 if standard D&H, else 1
offset kinematic: joint variable offset

qlim	kinematic: joint variable limits [min max]
m	dynamic: link mass
r	dynamic: link COG wrt link coordinate frame 3×1
I	dynamic: link inertia matrix, symmetric 3×3 , about link COG.
B	dynamic: link viscous friction (motor referred)
Tc	dynamic: link Coulomb friction
G	actuator: gear ratio
Jm	actuator: motor inertia (motor referred)

Notes

- Methods inherited from the Link superclass.
- This is reference class object
- Link class objects can be used in vectors and arrays
- Modified Denavit-Hartenberg parameters are used

References

- Robotics, Vision & Control, P. Corke, Springer 2011, Chap 7.

See also

[Link](#), [PrismaticMDH](#), [Revolute](#), [SerialLink](#)

RevoluteMDH.RevoluteMDH

Create revolute robot link object using MDH notation

`L = RevoluteMDH(OPTIONS)` is a revolute link object with the kinematic and dynamic parameters specified by the key/value pairs using the modified Denavit-Hartenberg conventions.

Options

'd',D	joint extension
'a',A	joint offset (default 0)
'alpha',A	joint twist (default 0)
'standard'	defined using standard D&H parameters (default).
'modified'	defined using modified D&H parameters.

'offset',O	joint variable offset (default 0)
'qlim',L	joint limit (default [])
'I',I	link inertia matrix (3×1 , 6×1 or 3×3)
'r',R	link centre of gravity (3×1)
'm',M	link mass (1×1)
'G',G	motor gear ratio (default 1)
'B',B	joint friction, motor referenced (default 0)
'Jm',J	motor inertia, motor referenced (default 0)
'Tc',T	Coulomb friction, motor referenced (1×1 or 2×1), (default [0 0])
'sym'	consider all parameter values as symbolic not numeric

Notes

- The joint angle, theta, is provided as an argument to the A() method.
- The link inertia matrix (3×3) is symmetric and can be specified by giving a 3×3 matrix, the diagonal elements [Ixx Iyy Izz], or the moments and products of inertia [Ixx Iyy Izz Ixy Iyz Ixz].
- All friction quantities are referenced to the motor not the load.
- Gear ratio is used only to convert motor referenced quantities such as friction and inertia to the link frame.

See also

[Link](#), [Prismatic](#), [RevoluteMDH](#)

RobotArm

Serial-link robot arm class

A subclass of SerialLink than includes an interface to a physical robot.

Methods

plot	display graphical representation of robot
teach	drive the physical and graphical robots
mirror	use the robot as a slave to drive graphics
jmove	joint space motion of the physical robot
cmove	Cartesian space motion of the physical robot

plus all other methods of SerialLink

Properties

as per SerialLink class

Note

- the interface to a physical robot, the machine, should be an abstract superclass but right now it isn't

- RobotArm is a subclass of SerialLink.
- RobotArm is a reference (handle subclass) object.
- RobotArm objects can be used in vectors and arrays

Reference

- <http://www.petercorke.com/doc/robotarm.pdf>
- Robotics, Vision & Control, Chaps 7-9, P. Corke, Springer 2011.
- Robot, Modeling & Control, M.Spong, S. Hutchinson & M. Vidyasagar, Wiley 2006.

See also

[Machine](#), [SerialLink](#), [Link](#), [DHFactor](#)

RobotArm.RobotArm

Construct a RobotArm object

`RA = RobotArm(L, M, OPTIONS)` is a robot object defined by a vector of Link objects `L` with a physical robot interface `M` represented by an object of class `Machine`.

Options

'name', name	set robot name property
'comment', comment	set robot comment property
'manufacturer', manuf	set robot manufacturer property
'base', base	set base transformation matrix property
'tool', tool	set tool transformation matrix property

'gravity', g	set gravity vector property
'plotopt', po	set plotting options property

See also

[SerialLink.SerialLink](#), [Arbotix.Arbotix](#)

RobotArm.cmove

Cartesian space move

`RA.cmove(T)` moves the robot arm to the pose specified by the homogeneous transformation (4×4).

Notes

- A joint-space trajectory is computed from the current configuration to QD using the `jmove()` method.
- If the robot is 6-axis with a spherical wrist inverse kinematics are computed using `ikine6s()` otherwise numerically using `ikine()`.

See also

[RobotArm.jmove](#), [Arbotix.setpath](#)

RobotArm.delete

Destroy the RobotArm object

`RA.delete()` closes and destroys the machine interface object and the **RobotArm** object.

RobotArm.getq

Get the robot joint angles

$Q = \text{RA.getq}()$ is a vector ($1 \times N$) of robot joint angles.

Notes

- If the robot has a gripper, its value is not included in this vector.
-

RobotArm.gripper

Control the robot gripper

`RA.gripper(C)` sets the robot gripper according to `C` which is 0 for closed and 1 for open.

Notes

- Not all robots have a gripper.
 - The gripper is assumed to be the last servo motor in the chain.
-

RobotArm.jmove

Joint space move

`RA.jmove(QD)` moves the robot arm to the configuration specified by the joint angle vector `QD` ($1 \times N$).

`RA.jmove(QD, T)` as above but the total move takes `T` seconds.

Notes

- A joint-space trajectory is computed from the current configuration to `QD`.

See also

[RobotArm.cmove](#), [Arbotix.setpath](#)

RobotArm.mirror

Mirror the robot pose to graphics

`RA.mirror()` places the robot arm in relaxed mode, and as it is moved by hand the graphical animation follows.

See also

[SerialLink.teach](#), [SerialLink.plot](#)

RobotArm.teach

Teach the robot

`RA.teach()` invokes a simple GUI to allow joint space motion, as well as showing an animation of the robot on screen.

See also

[SerialLink.teach](#), [SerialLink.plot](#)

RRT

Class for rapidly-exploring random tree navigation

A concrete subclass of the abstract Navigation class that implements the rapidly exploring random tree (RRT) algorithm. This is a kinodynamic planner that takes into account the motion constraints of the vehicle.

Methods

<code>RRT</code>	Constructor
<code>plan</code>	Compute the tree
<code>query</code>	Compute a path
<code>plot</code>	Display the tree
<code>display</code>	Display the parameters in human readable form
<code>char</code>	Convert to string

Properties (read only)

`graph` A PGraph object describing the tree

Example

```
goal = [0,0,0];
start = [0,2,0];
veh = Bicycle('steermax', 1.2);
rrt = RRT(veh, 'goal', goal, 'range', 5);
rrt.plan() % create navigation tree
rrt.query(start, goal) % animate path from this start location
```

References

- Randomized kinodynamic planning, S. LaValle and J. Kuffner,
- International Journal of Robotics Research vol. 20, pp. 378-400, May 2001.
- Probabilistic roadmaps for path planning in high dimensional configuration spaces, L. Kavraki, P. Svestka, J. Latombe, and M. Overmars,
- IEEE Transactions on Robotics and Automation, vol. 12, pp. 566-580, Aug 1996.
- Robotics, Vision & Control, Section 5.2.5, P. Corke, Springer 2011.

See also

[Navigation](#), [PRM](#), [DXform](#), [Dstar](#), [PGraph](#)

RRT.RRT

Create an RRT navigation object

`R = RRT.RRT(VEH, OPTIONS)` is a rapidly exploring tree navigation object for a vehicle kinematic model given by a Vehicle subclass object `VEH`.

`R = RRT.RRT(VEH, MAP, OPTIONS)` as above but for a region with obstacles defined by the occupancy grid `MAP`.

Options

'npoints',N	Number of nodes in the tree (default 500)
'simtime',T random point (default 0.5s)	Interval over which to simulate kinematic model toward
'goal',P	Goal position (1×2) or pose (1×3) in workspace
'speed',S	Speed of vehicle [m/s] (default 1)
'root',R	Configuration of tree root (3×1) (default [0,0,0])
'revcost',C	Cost penalty for going backwards (default 1)
'range',R	Specify rectangular bounds of robot's workspace:

- R scalar; X: -R to +R, Y: -R to +R

- $R(1 \times 2)$; X: $-R(1)$ to $+R(1)$, Y: $-R(2)$ to $+R(2)$
- $R(1 \times 4)$; X: $R(1)$ to $R(2)$, Y: $R(3)$ to $R(4)$

Other options are provided by the Navigation superclass.

Notes

- 'range' option is ignored if an occupancy grid is provided.

Reference

- Robotics, Vision & Control Peter Corke, Springer 2011. p102.

See also

[Vehicle](#), [Bicycle](#), [Unicycle](#)

RRT.char

Convert to string

`R.char()` is a string representing the state of the **RRT** object in human-readable form.

RRT.plan

Create a rapidly exploring tree

`R.plan(OPTIONS)` creates the tree roadmap by driving the vehicle model toward random goal points. The resulting graph is kept within the object.

Options

'goal',P	Goal pose (1×3)
'ntrials',N	Number of path trials (default 50)
'noprogess'	Don't show the progress bar
'samples'	Show progress in a plot of the workspace

- '.' for each random point `x_rand`
- 'o' for the nearest point which is added to the tree

- red line for the best path

Notes

- At each iteration we need to find a vehicle path/control that moves it from a random point towards a point on the graph. We sample ntrials of
 - random steer angles and velocities and choose the one that gets us
 - closest (computationally slow, since each path has to be integrated
 - over time).
-

RRT.plot

Visualize navigation environment

`R.plot()` displays the navigation tree in 3D, where the vertical axis is vehicle heading angle. If an occupancy grid was provided this is also displayed.

RRT.query

Find a path between two points

`X = R.path(START, GOAL)` finds a path ($N \times 3$) from pose `START` (1×3) to pose `GOAL` (1×3). The pose is expressed as `[X,Y,THETA]`.

`R.path(START, GOAL)` as above but plots the path in 3D, where the vertical axis is vehicle heading angle. The nodes are shown as circles and the line segments are blue for forward motion and red for backward motion.

Notes

- The path starts at the vertex closest to the `START` state, and ends at the vertex closest to the `GOAL` state. If the tree is sparse this
- might be a poor approximation to the desired start and end.

See also

[RRT.plot](#)

rtbdemo

Robot toolbox demonstrations

rtbdemo displays a menu of toolbox demonstration scripts that illustrate:

- fundamental datatypes
 - rotation and homogeneous transformation matrices
 - quaternions
 - trajectories
- serial link manipulator arms
 - forward and inverse kinematics
 - robot animation
 - forward and inverse dynamics
- mobile robots
 - kinematic models and control
 - path planning (D*, PRM, Lattice, RRT)
 - localization (EKF, particle filter)
 - SLAM (EKF, pose graph)
 - quadrotor control

`rtbdemo(T)` as above but waits for `T` seconds after every statement, no need to push the enter key periodically.

Notes

- By default the scripts require the user to periodically hit <Enter> in order to move through the explanation.
- Some demos require Simulink
- To quit, close the rtbdemo window

RTBPlot

Plot utilities for Robotics Toolbox

RTBPlot.box

Draw a box

`BPX(AX, R, EXTENT, COLOR, OFFSET, OPTIONS)` draws a cylinder parallel to axis `AX` ('x', 'y' or 'z') of side length `R` between `EXTENT(1)` and `EXTENT(2)`.

RTBPlot.cyl

Draw a cylinder

`CYL(AX, R, EXTENT, COLOR, OFFSET, OPTIONS)` draws a cylinder parallel to axis `AX` ('x', 'y' or 'z') of radius `R` between `EXTENT(1)` and `EXTENT(2)`.

`OPTIONS` are passed through to `surf`.

See also

[surf](#), [RTBPlot.box](#)

Sensor

Sensor superclass

An abstract superclass to represent robot navigation sensors.

Methods

<code>plot</code>	plot a line from robot to map feature
<code>display</code>	print the parameters in human readable form
<code>char</code>	convert to string

Properties

<code>robot</code>	The Vehicle object on which the sensor is mounted
<code>map</code>	The PointMap object representing the landmarks around the robot

Reference

Robotics, Vision & Control, Peter Corke, Springer 2011

See also

[RangeBearingSensor](#), [EKF](#), [Vehicle](#), [LandmarkMap](#)

Sensor.Sensor

Sensor object constructor

`S = Sensor(VEHICLE, MAP, OPTIONS)` is a sensor mounted on a vehicle described by the Vehicle subclass object `VEHICLE` and observing landmarks in a map described by the LandmarkMap class object `MAP`.

Options

'animate'	animate the action of the laser scanner
'ls',LS	laser scan lines drawn with style ls (default 'r-')
'skip', I	return a valid reading on every I'th call
'fail',T	sensor simulates failure between timesteps $T=[TMIN,TMAX]$

Notes

- Animation shows a ray from the vehicle position to the selected landmark.
-

Sensor.char

Convert sensor parameters to a string

`s = S.char()` is a string showing sensor parameters in a compact human readable format.

Sensor.display

Display status of sensor object

`S.display()` displays the state of the sensor object in human-readable form.

Notes

- This method is invoked implicitly at the command line when the result of an expression is a Sensor object and the command has no trailing
- semicolon.

See also

[Sensor.char](#)

Sensor.plot

Plot sensor reading

`S.plot(J)` draws a line from the robot to the J 'th map feature.

Notes

- The line is drawn using the linestyle given by the property `ls`
 - There is a delay given by the property `delay`
-

simulinkext

Return file extension of Simulink block diagrams.

`str = simulinkext()` is either

- `'.mdl'` if Simulink version number is less than 8
- `'.slx'` if Simulink version number is larger or equal to 8

Notes

The file extension for Simulink block diagrams has changed from Matlab 2011b to Matlab 2012a. This function is used for backwards compatibility.

Author

Joern Malzahn, (joern.malzahn@tu-dortmund.de)

See also

[symexpr2slblock](#), [doesblockexist](#), [distributeblocks](#)

startup_rtb

Initialize MATLAB paths for Robotics Toolbox

Adds demos, data, contributed code and examples to the MATLAB path, and adds also to Java class path.

Notes

- This sets the paths for the current session only.
- To make the settings persistent across sessions you can:
 - Add this script to your MATLAB startup.m script.
 - After running this script run PATHTOOL and save the path.

See also

[path](#), [addpath](#), [pathtool](#), [javaaddpath](#)

sym2

Subclass of sym class

This is ugly. The provided sym class can only generate MATLAB functions, not expressions. It can generate expressions in C and Fortran however.

The only way to access this capability is direct to the MuPad engine, and since we can't change the sym class we use a subclass and add a matgen method

sym2.matgen

MATLAB representation of a symbolic expression.

MATGEN (S) is a fragment of MATLAB that evaluates symbolic expression S.

See also

[sym/pretty](#), [sym/latex](#), [sym/ccode](#)

Based on `sym.fortran()`.

symexpr2slblock

Create symbolic embedded MATLAB Function block

`symexpr2slblock` (VARARGIN) creates an Embedded MATLAB Function block from a symbolic expression. The input arguments are just as used with the functions `emlBlock` or `matlabFunctionBlock`.

Notes

- In Symbolic Toolbox versions prior to V5.7 (2011b) the function to create Embedded Matlab Function blocks from symbolic expressions is
- 'emlBlock'.
- Since V5.7 (2011b) there is another function named 'matlabFunctionBlock' which replaces the old function.
- `symexpr2slblock` is a wrapper around both functions, which checks for the installed Symbolic Toolbox version and calls the
- required function accordingly.

Authors

Joern Malzahn, (joern.malzahn@tu-dortmund.de)

See also[emlBlock](#), [matlabFunctionBlock](#)

test_jacob_dot

harness for jacob_dot

tpoly

Generate scalar polynomial trajectory

`[S,SD,SDD] = TPOLY(S0, SF, M)` is a scalar trajectory ($M \times 1$) that varies smoothly from $S0$ to SF in M steps using a quintic (5th order) polynomial. Velocity and acceleration can be optionally returned as SD ($M \times 1$) and SDD ($M \times 1$) respectively.

`TPOLY(S0, SF, M)` as above but plots S , SD and SDD versus time in a single figure.

`[S,SD,SDD] = TPOLY(S0, SF, T)` as above but the trajectory is computed at each point in the time vector T ($M \times 1$).

`[S,SD,SDD] = TPOLY(S0, SF, T, QD0, QD1)` as above but also specifies the initial and final velocity of the trajectory.

Notes

- If M is given
 - Velocity is in units of distance per trajectory step, not per second.
 - Acceleration is in units of distance per trajectory step squared, not per second squared.
- If T is given then results are scaled to units of time.
- The time vector T is assumed to be monotonically increasing, and time scaling is based on the first and last element.

Reference:

Robotics, Vision & Control Chap 3 Springer 2011

See also

[lspb](#), [jtraj](#)

Unicycle

vehicle class

This concrete class models the kinematics of a differential steer vehicle (unicycle model) on a plane. For given steering and velocity inputs it updates the true vehicle state and returns noise-corrupted odometry readings.

Methods

<code>init</code>	initialize vehicle state
<code>f</code>	predict next state based on odometry
<code>step</code>	move one time step and return noisy odometry
<code>control</code>	generate the control inputs for the vehicle
<code>update</code>	update the vehicle state
<code>run</code>	run for multiple time steps
<code>Fx</code>	Jacobian of <code>f</code> wrt <code>x</code>
<code>Fv</code>	Jacobian of <code>f</code> wrt odometry noise
<code>gstep</code>	like <code>step()</code> but displays vehicle
<code>plot</code>	plot/animate vehicle on current figure
<code>plot_xy</code>	plot the true path of the vehicle
<code>add_driver</code>	attach a driver object to this vehicle
<code>display</code>	display state/parameters in human readable form
<code>char</code>	convert to string

Class methods

`plotv` plot/animate a pose on current figure

Properties (read/write)

<code>x</code>	true vehicle state: x, y, θ (3×1)
<code>V</code>	odometry covariance (2×2)
<code>odometry</code>	distance moved in the last interval (2×1)

`rdim` dimension of the robot (for drawing)

L	length of the vehicle (wheelbase)
alphalim	steering wheel limit
maxspeed	maximum vehicle speed
T	sample interval
verbose	verbosity
x_hist	history of true vehicle state ($N \times 3$)
driver	reference to the driver object
x0	initial state, restored on init()

Examples

Odometry covariance (per timestep) is

```
V = diag([0.02, 0.5*pi/180].^2);
```

Create a vehicle with this noisy odometry

```
v = Unicycle( 'covar', diag([0.1 0.01].^2) );
```

and display its initial state

```
v
```

now apply a speed (0.2m/s) and steer angle (0.1rad) for 1 time step

```
odo = v.step(0.2, 0.1)
```

where odo is the noisy odometry estimate, and the new true vehicle state

```
v
```

We can add a driver object

```
v.add_driver( RandomPath(10) )
```

which will move the vehicle within the region $-10 < x < 10$, $-10 < y < 10$ which we can see by

```
v.run(1000)
```

which shows an animation of the vehicle moving for 1000 time steps between randomly selected waypoints.

Notes

- Subclasses the MATLAB handle class which means that pass by reference semantics apply.

Reference

Robotics, Vision & Control, Chap 6 Peter Corke, Springer 2011

See also

[RandomPath](#), [EKF](#)

Unicycle.Unicycle

Unicycle object constructor

`V = Unicycle(VA, OPTIONS)` creates a **Unicycle** object with actual odometry covariance `VA` (2×2) matrix corresponding to the odometry vector `[dx dtheta]`.

Options

'W',W	Wheel separation [m] (default 1)
'vmax',S	Maximum speed (default 5m/s)
'x0',x0	Initial state (default (0,0,0))
'dt',T	Time interval
'rdim',R	Robot size as fraction of plot window (default 0.2)
'verbose'	Be verbose

Notes

- Subclasses the MATLAB handle class which means that pass by reference semantics apply.
-

Unicycle.char

Convert to a string

`s = V.char()` is a string showing vehicle parameters and state in a compact human readable format.

See also

[Unicycle.display](#)

Unicycle.deriv

be called from a continuous time integrator such as ode45 or Simulink

Unicycle.f

Predict next state based on odometry

$XN = V.f(X, ODO)$ is the predicted next state XN (1×3) based on current state X (1×3) and odometry ODO (1×2) = [distance, heading_change].

$XN = V.f(X, ODO, W)$ as above but with odometry noise W .

Notes

- Supports vectorized operation where X and XN ($N \times 3$).
-

Unicycle.Fv

Jacobian df/dv

$J = V.Fv(X, ODO)$ is the Jacobian df/dv (3×2) at the state X , for odometry input ODO (1×2) = [distance, heading_change].

See also

[Unicycle.F](#), [Vehicle.Fx](#)

Unicycle.Fx

Jacobian df/dx

$J = V.Fx(X, ODO)$ is the Jacobian df/dx (3×3) at the state X , for odometry input ODO (1×2) = [distance, heading_change].

See also

[Unicycle.f](#), [Vehicle.Fv](#)

Unicycle.update

Update the vehicle state

`ODO = V.update(U)` is the true odometry value for motion with $U=[\text{speed}, \text{steer}]$.

Notes

- Appends new state to state history property `x_hist`.
 - Odometry is also saved as property `odometry`.
-
-
-
-

Vehicle

Abstract vehicle class

This abstract class models the kinematics of a mobile robot moving on a plane and with a pose in $SE(2)$. For given steering and velocity inputs it updates the true vehicle state and returns noise-corrupted odometry readings.

Methods

<code>Vehicle</code>	constructor
<code>add_driver</code>	attach a driver object to this vehicle
<code>control</code>	generate the control inputs for the vehicle
<code>f</code>	predict next state based on odometry
<code>init</code>	initialize vehicle state
<code>run</code>	run for multiple time steps
<code>run2</code>	run with control inputs
<code>step</code>	move one time step and return noisy odometry
<code>update</code>	update the vehicle state

Plotting/display methods

<code>char</code>	convert to string
<code>display</code>	display state/parameters in human readable form

<code>plot</code>	plot/animate vehicle on current figure
<code>plot_xy</code>	plot the true path of the vehicle
<code>Vehicle.plotv</code>	plot/animate a pose on current figure

Properties (read/write)

<code>x</code>	true vehicle state: x, y, θ (3×1)
<code>V</code>	odometry covariance (2×2)
<code>odometry</code>	distance moved in the last interval (2×1)

`rdim` dimension of the robot (for drawing)

<code>L</code>	length of the vehicle (wheelbase)
<code>alphalim</code>	steering wheel limit
<code>speedmax</code>	maximum vehicle speed
<code>T</code>	sample interval
<code>verbose</code>	verbosity
<code>x_hist</code>	history of true vehicle state ($N \times 3$)
<code>driver</code>	reference to the driver object
<code>x0</code>	initial state, restored on <code>init()</code>

Examples

If `veh` is an instance of a `Vehicle` class then we can add a driver object

```
veh.add_driver( RandomPath(10) )
```

which will move the vehicle within the region $-10 < x < 10$, $-10 < y < 10$ which we can see by

```
veh.run(1000)
```

which shows an animation of the vehicle moving for 1000 time steps between randomly selected waypoints.

Notes

- Subclass of the MATLAB handle class which means that pass by reference semantics apply.

Reference

Robotics, Vision & Control, Chap 6 Peter Corke, Springer 2011

See also

[Bicycle](#), [Unicycle](#), [RandomPath](#), [EKF](#)

Vehicle.Vehicle

Vehicle object constructor

`V = Vehicle(OPTIONS)` creates a **Vehicle** object that implements the kinematic model of a wheeled vehicle.

Options

'covar',C	specify odometry covariance (2×2) (default 0)
'speedmax',S	Maximum speed (default 1m/s)
'L',L	Wheel base (default 1m)
'x0',x0	Initial state (default (0,0,0))
'dt',T	Time interval (default 0.1)
'rdim',R	Robot size as fraction of plot window (default 0.2)
'verbose'	Be verbose

Notes

- The covariance is used by a “hidden” random number generator within the class.
 - Subclasses the MATLAB handle class which means that pass by reference semantics apply.
-

Vehicle.add_driver

Add a driver for the vehicle

`V.add_driver(D)` connects a driver object `D` to the vehicle. The driver object has one public method:

```
[speed, steer] = D.demand();
```

that returns a speed and steer angle.

Notes

- The `Vehicle.step()` method invokes the driver if one is attached.

See also

[Vehicle.step](#), [RandomPath](#)

Vehicle.char

Convert to string

`s = V.char()` is a string showing vehicle parameters and state in a compact human readable format.

See also

[Vehicle.display](#)

Vehicle.control

Compute the control input to vehicle

`U = V.control(SPEED, STEER)` is a control input (1×2) = [speed,steer] based on provided controls SPEED,STEER to which speed and steering angle limits have been applied.

`U = V.control()` as above but demand originates with a “driver” object if one is attached, the driver's DEMAND() method is invoked. If no driver is attached then speed and steer angle are assumed to be zero.

See also

[Vehicle.step](#), [RandomPath](#)

Vehicle.display

Display vehicle parameters and state

`V.display()` displays vehicle parameters and state in compact human readable form.

Notes

- This method is invoked implicitly at the command line when the result of an expression is a Vehicle object and the command has no trailing
- semicolon.

See also

[Vehicle.char](#)

Vehicle.init

Reset state

`V.init()` sets the state $V.x := V.x0$, initializes the driver object (if attached) and clears the history.

`V.init(X0)` as above but the state is initialized to $X0$.

Vehicle.path

Compute path for constant inputs

$X_F = V.path(TF, U)$ is the final state of the vehicle (3×1) from the initial state (0,0,0) with the control inputs U (vehicle specific). TF is a scalar to specify the total integration time.

$XP = V.path(TV, U)$ is the trajectory of the vehicle ($N \times 3$) from the initial state (0,0,0) with the control inputs U (vehicle specific). T is a vector (N) of times for which elements of the trajectory will be computed.

$XP = V.path(T, U, X0)$ as above but specify the initial state.

Notes

- Integration is performed using ODE45.
- The ODE being integrated is given by the `deriv` method of the vehicle object.

See also

[ode45](#)

Vehicle.plot

Plot vehicle

The vehicle is depicted graphically as a narrow triangle that travels “point first” and has a length `V.rdim`.

`V.plot(OPTIONS)` plots the vehicle on the current axes at a pose given by the current robot state. If the vehicle has been previously plotted its pose is updated.

`V.plot(X, OPTIONS)` as above but the robot pose is given by $X (1 \times 3)$.

`H = V.plotv(X, OPTIONS)` draws a representation of a ground robot as an oriented triangle with pose $X (1 \times 3) [x,y,theta]$. `H` is a graphics handle.

`V.plotv(H, X)` as above but updates the pose of the graphic represented by the handle `H` to pose `X`.

Options

'scale',S	Draw vehicle with length <code>S</code> x maximum axis dimension
'size',S	Draw vehicle with length <code>S</code>
'color',C	Color of vehicle.
'fill'	Filled
'trail',S	Trail with line style <code>S</code> , use <code>line()</code> name-value pairs

Example

```
veh.plot('trail', {'Color', 'r', 'Marker', 'o', 'MarkerFaceColor', 'r', 'MarkerEdgeColor', 'r', 'l
```

Vehicle.plot_xy

Plots true path followed by vehicle

`V.plot_xy()` plots the true xy-plane path followed by the vehicle.

`V.plot_xy(LS)` as above but the line style arguments `LS` are passed to `plot`.

Notes

- The path is extracted from the `x_hist` property.
-

Vehicle.plotv

Plot ground vehicle pose

`H = Vehicle.plotv(X, OPTIONS)` draws a representation of a ground robot as an oriented triangle with pose X (1×3) $[x,y,theta]$. H is a graphics handle. If X ($N \times 3$) is a matrix it is considered to represent a trajectory in which case the vehicle graphic is animated.

`Vehicle.plotv(H, X)` as above but updates the pose of the graphic represented by the handle H to pose X .

Options

'scale',S	Draw vehicle with length S x maximum axis dimension
'size',S	Draw vehicle with length S
'fillcolor',C	Color of vehicle.
'fps',F	Frames per second in animation mode (default 10)

Example

Generate some path $3 \times N$

```
p = PRM.plan(start, goal);
```

Set the axis dimensions to stop them rescaling for every point on the path

```
axis([-5 5 -5 5]);
```

Now invoke the static method

```
Vehicle.plotv(p);
```

Notes

- This is a class method.

See also

[Vehicle.plot](#)

Vehicle.run

Run the vehicle simulation

`V.run(N)` runs the vehicle model for N timesteps and plots the vehicle pose at each step.

`P = V.run(N)` runs the vehicle simulation for N timesteps and return the state history ($N \times 3$) without plotting. Each row is (x,y,theta).

See also

[Vehicle.step](#), [Vehicle.run2](#)

Vehicle.run2

Run the vehicle simulation with control inputs

`P = V.run2(T, X0, SPEED, STEER)` runs the vehicle model for a time T with speed `SPEED` and steering angle `STEER`. P ($N \times 3$) is the path followed and each row is (x,y,theta).

Notes

- Faster and more specific version of `run()` method.
- Used by the RRT planner.

See also

[Vehicle.run](#), [Vehicle.step](#), [RRT](#)

Vehicle.step

Advance one timestep

`ODO = V.step(SPEED, STEER)` updates the vehicle state for one timestep of motion at specified `SPEED` and `STEER` angle, and returns noisy odometry.

`ODO = V.step()` updates the vehicle state for one timestep of motion and returns noisy odometry. If a “driver” is attached then its `DEMAND()` method is invoked to compute speed and steer angle. If no driver is attached then speed and steer angle are assumed to be zero.

Notes

- Noise covariance is the property `V`.

See also

[Vehicle.control](#), [Vehicle.update](#), [Vehicle.add_driver](#)

Vehicle.update

Update the vehicle state

`ODO = V.update (U)` is the true odometry value for motion with $U=[\text{speed}, \text{steer}]$.

Notes

- Appends new state to state history property `x_hist`.
 - Odometry is also saved as property `odometry`.
-

Vehicle.verbosity

Set verbosity

`V.verbosity (A)` set verbosity to `A`. `A=0` means silent.

wtrans

Transform a wrench between coordinate frames

$W_T = WTRANS (T, W)$ is a wrench (6×1) in the frame represented by the homogeneous transform T (4×4) corresponding to the world frame wrench W (6×1).

The wrenches W and W_T are 6-vectors of the form $[F_x F_y F_z M_x M_y M_z]'$.

See also

[tr2delta](#), [tr2jac](#)

Bibliography