



Coordinate Frames and Homogeneous Transformations-II

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DEPARMENT OF MATHEMATICS



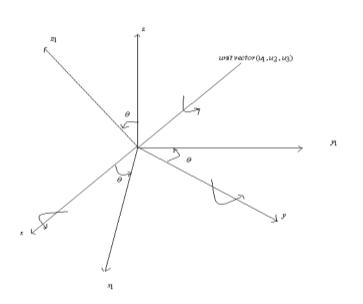
ROTATION ABOUT A UNIT VECTOR BY AN ANGLE θ

• If M is obtained from F by rotation about the unit vector $\vec{r}(u_1, u_2, u_3)$ by an angle θ , then



ROTATION ABOUT A UNIT VECTOR BY AN ANGLE θ

• Let R be the Rotation matrix then $T race of R = 1 + 2 cos \theta$



$$T \ r \ a \ c \ e \ o \ f \ R = 1 + 2 \ c \ o \ s \ \theta$$

$$\theta = \pm c \ o \ s^{-1} \left(\frac{T \ r \ a \ c \ e \ o \ f \ (R) - 1}{2} \right)$$

$$r \ 3 \ 2 - r \ 2 \ 3 = 2 \ u \ 1 \ s \ i \ n \ \theta$$

$$u \ 1 = \frac{r \ 3 \ 2 - r \ 2 \ 3}{2 \ s \ i \ n \ \theta},$$

$$u \ 2 = \frac{r \ 1 \ 3 - r \ 3 \ 1}{2 \ s \ i \ n \ \theta},$$

$$u \ 3 = \frac{r \ 2 \ 1 - r \ 1 \ 2}{2 \ s \ i \ n \ \theta} \left[\begin{array}{c} r \ 3 \ 2 - r \ 2 \ 3 \\ r \ 1 \ 3 - r \ 3 \ 1 \\ r \ 2 \ 1 - r \ 1 \ 2 \end{array} \right]$$



Homogeneous Transformation

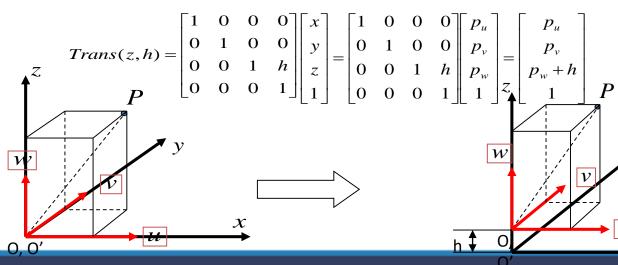
- A homogenous transformation matrix represent both a rotation and a translation
- **Special cases**
 - 1. Translation

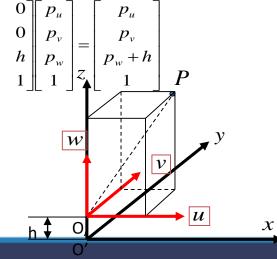
$${}^{A}T_{B} = \begin{bmatrix} I_{3\times3} & {}^{A}r^{o'} \\ 0_{1\times3} & 1 \end{bmatrix}$$

2. Rotation

$${}^{A}T_{B} = \begin{bmatrix} I_{3\times3} & {}^{A}r^{o'} \\ 0_{1\times3} & 1 \end{bmatrix} \qquad {}^{A}T_{B} = \begin{bmatrix} {}^{A}R_{B} & 0_{3\times1} \\ 0_{1\times3} & 1 \end{bmatrix}$$

Example: Translation along Z-axis with h:





Composite Homogeneous Transformation Matrix

Rules:

- Transformation (rotation/translation) w.r.t (X,Y,Z) (OLD FRAME),
 using pre-multiplication
- Transformation (rotation/translation) w.r.t (U,V,W) (NEW FRAME), using post-multiplication

Example:

Find the homogeneous transformation matrix (T) for the following operations:

Rotation α about OX axis

Translation of a along OX axis

Translation of d along OZ axis

Rotation of θ about OZ axis

$$T = T_{z,\theta} T_{z,d} T_{x,a} T_{x,\alpha} I_{4\times 4}$$

$$Answer: \begin{bmatrix} C\theta & -S\theta & 0 & 0 \\ S\theta & C\theta & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & d \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 & a \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & C\alpha & -S\alpha & 0 \\ 0 & S\alpha & C\alpha & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$



Thanks!



