

# Homework 2

ENPM662: Introduction to Robot Modeling

Deadline : October 9, 2022

## Instructions

1. Submit your assignment as `your_directoryID_hw2.zip`
2. Your submission must contain your code, instructions to run it, and the report as a PDF only

## 1 Homogeneous Transformations

### 1.1 Composition of transforms

The world axes are fixed. Consider the following sequence of rotations and translations:

1. Rotate by  $\phi$  about the world x-axis.
2. Translate by  $y$  along the current y-axis.
3. Rotate by  $\theta$  about the world z-axis.
4. Rotate by  $\psi$  about the current x-axis.

Consider  $4 \times 4$  homogeneous transformation matrices  $R_{angle}$  (with zero translation),  $T_{distance}$  (with identity rotation). Write the matrix production equation using rotation matrices,  $R_{angle}$ , or translation matrices,  $T_{distance}$ , that will give the resulting pose of the frame and explain why you chose that order.

### 1.2 Modeling beyond rigid transformations

Consider a camera rigidly mounted on a drone hovering over a plane. If the camera's view is modelled as a cone with an apex angle  $\alpha = 45^\circ$ , derive an expression for coverage area  $A$  (when defined) in terms of 3 consecutive rotations  $(\psi, \theta, \phi)$  and 3D location  $(d_x, d_y, d_z)$  relative to the world frame on the ground plane as shown in Fig. 1. Refer to the Sec. 3 for hints.

Write a python function that takes the above six inputs (define values of your choice) and outputs the area.

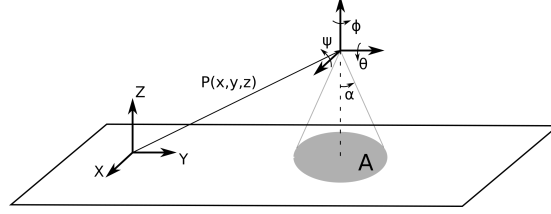


Figure 1: Representation of drone and camera model

### 1.3 Transform Estimation

Consider the location of a point  $P$  relative to frames  $A$ ,  $A'$  be  $(x, y, z)$  and  $(x', y', z')$  respectively. Assuming that the frame  $A$  is only rotated about  $Z$  axis with an angle  $\phi$  and translated freely in 3D space to the frame  $A'$ . Derive an expression for the transformation matrix  $H$  from the frame  $A$  to  $A'$  Fig. 2.

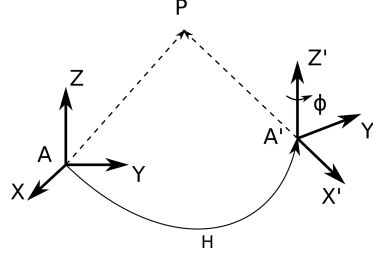


Figure 2: Illustration of reference frames

## 2 Kinematics

### 2.1 Trajectory Optimisation

A drone is in constant motion and it moves from a position  $\mathbf{X}$ ,  $\mathbf{Y}$ ,  $\mathbf{Z}$  to  $\mathbf{X}'$ ,  $\mathbf{Y}'$ ,  $\mathbf{Z}'$  as shown in figure 3. If the final orientation is  $\psi_g = 35^\circ$ ,  $\theta_g = 15^\circ$ ,  $\phi_g = 20^\circ$  with  $\omega_{max} = 1deg/s$ , Plot the trajectory of the drone such that it reaches the final orientation in the shortest amount of time, you can represent the trajectory as plots of six quantities  $\psi, \theta, \phi, \omega_x, \omega_y, \omega_z$  w.r.t time. Please describe your computations in the report.

**Assumptions:**

- The position  $\mathbf{X}$ ,  $\mathbf{Y}$ ,  $\mathbf{Z}$  is aligned with the global frame of reference.

- $\psi, \theta, \phi$  are consecutive rotations about the global  $X, Y, Z$  axes to obtain the drone's orientation.
- $\omega_x, \omega_y, \omega_z$  are angular velocities of the drone about the drone's local  $X, Y, Z$  axes.
- The angular velocities of the drone can be changed arbitrarily i.e., you can decide any profile for  $\omega_x, \omega_y, \omega_z$  (including initial and final values) as long as all  $|\omega_x|, |\omega_y|, |\omega_z| \leq \omega_{max}$

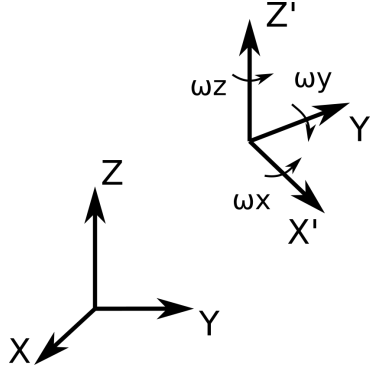


Figure 3: Illustration of angular speeds expressed in the drone's local frame

### 3 Appendix

1. Re-write equations in the homogeneous matrix multiplication form.
2. Area of an ellipse of form  $ax^2 + 2bxy + cy^2 + 2dx + 2ey + f = 0$  is given by

$$A = \frac{-\pi}{(ac - b^2)^{3/2}} \begin{vmatrix} a & b & d \\ b & c & e \\ d & e & f \end{vmatrix}$$