## Exercise

## Representations of Orientation

**Roll-Pitch-Yaw** Orientation in space can be described using the three RPY angles  $\underline{RPY}(\alpha, \beta, \gamma)$ . The angles  $\alpha, \beta$  and  $\gamma$  represent three consecutive rotations:

- 1: rotation about the z-axis (roll) by angle  $\alpha$
- 2: rotation of the already rotated Systems about the new y-axis (pitch) by angle  $\beta$
- 3: rotation of the twice rotated Systems about the <u>new x-axis (yaw)</u> by angle  $\gamma$

$$\frac{RPY(\alpha, \beta, \gamma)}{Rot(\underline{z}, \alpha) \cdot Rot(\underline{y}, \beta) \cdot Rot(\underline{x}, \gamma)} = \frac{Rot(\underline{z}, \alpha) \cdot Rot(\underline{y}, \beta) \cdot Rot(\underline{x}, \gamma)}{\sin \alpha \cdot \cos \beta - \sin \alpha \cdot \cos \gamma + \sin \alpha \cdot \sin \beta} \cdot \cos \alpha \cdot \sin \beta \cdot \cos \gamma + \sin \alpha \cdot \sin \gamma$$

$$= \begin{bmatrix} \cos \alpha \cdot \cos \beta & \cos \alpha \cdot \cos \gamma + \sin \alpha \cdot \sin \beta \cdot \sin \gamma & \sin \beta \cdot \cos \gamma + \sin \alpha \cdot \sin \gamma \\ -\sin \beta & \cos \beta \cdot \sin \gamma & \cos \beta \cdot \cos \gamma \end{bmatrix}$$

**Task 1.** Given is the RPY rotation  $\underline{RPY}_1 = \underline{RPY}(90^\circ, 90^\circ, 0^\circ)$ .

- a) Determine the corresponding rotation vector  $\underline{k}$  and the rotation angle  $\Theta$  and sketch the source and target coordinate systems.
- **Task 2.** Given is the rotation vector  $\underline{k} = \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}$  and the rotation angle  $\Theta = 90^{\circ}$ .
  - a) Determine the orientation representation in RPY angles and draw the source and target coordinate systems.

**Path interpolation** To move a robot on a straight line from point  $P_0$  to point  $P_n$ , the path is divided into n sections according to n scan times. For this purpose the vector  $\overline{P_0P_n}$  is split into n equally long sub-vectors  $\frac{1}{n}\overline{P_0P_n}$  to interpolate the path.

- Task 3. It shall be investigated whether a path interpolation of a robot can be achieved with RPY angles. An initial orientation  $\underline{RPY}_0 = \underline{RPY}(\alpha_0, \beta_0, \gamma_0)$  and a final orientation  $\underline{RPY}_n = \underline{RPY}(\alpha_n, \beta_n, \gamma_n)$  are given. Using n partial rotations with  $\Delta \alpha = \frac{1}{n} \cdot (\alpha_n \alpha_o)$ ,  $\Delta \beta = \frac{1}{n} \cdot (\beta_n \beta_o)$ ,  $\Delta \gamma = \frac{1}{n} \cdot (\gamma_n \gamma_o)$  should lead to a continuous interpolation of the orientation.
  - a) Verify if continuous orientation change is maintained by determining the element (3,1) of the rotation matrix.
  - b) Illustrate the result from a) by using  $\underline{RPY}_0 = \underline{RPY}(-90^\circ, +90^\circ, 0^\circ)$ ,  $\underline{RPY}_n = \underline{RPY}(0^\circ, 0^\circ, 0^\circ)$  for the start and end position, respectively (with n=2).
- Task 4. This task illustrates rotation using quaternions.
  - a) Specify the quaternion which represents a rotation about the x-axis by angle  $\varphi$ . Convert the quaternion representation into a rotation matrix.
  - b) Determine the quaternion which represents a rotation about the rotation vector  $\underline{n} = (1, 2, 3)^T$  by angle  $\varphi$ .
  - c) Rotate the location vector  $\underline{v} = (1, 1, 1)^T$  by an angle of  $45^{\circ}$  about the given axis using the quaternion from part b) and specify its new coordinates.

