

# LECTURE 10

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

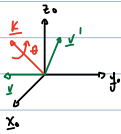
$$R_y(\theta) = \begin{bmatrix} \cos \theta & 0 & \sin \theta \\ 0 & 1 & 0 \\ \sin \theta & 0 & \cos \theta \end{bmatrix}$$

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

- 1's ON DIAGONAL (ZEROS ON THAT ROW/COLUMN)
- $\cos$  ALWAYS ON DIAGONAL
- $\sin$  ON UPPER RIGHT FOR  $R_x$   $R_y$
- BOTTOM LEFT FOR  $R_y(\theta)$

$$R_y\left(\frac{\pi}{2}\right) R_z\left(\frac{\pi}{2}\right) \neq R_z\left(\frac{\pi}{2}\right) R_y\left(\frac{\pi}{2}\right)$$

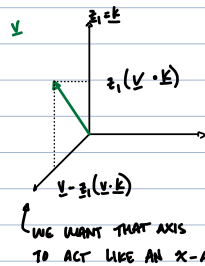
ROTATION ABOUT ARBITRARY VECTOR



ROTATE  $\underline{v}$  ABOUT  $\underline{k}$  TO GET  $\underline{v}'$

• CONSTRUCT NEW COORDINATE SYSTEM w/  $\underline{k}$  AS AXIS  $\underline{z}_1$

$\underline{v}$  IS A DUMMY VECTOR FOR DERIVATION



$$\underline{z}_1(\underline{z}_1 \cdot \underline{v}) \cdot (\underline{v} - \underline{z}_1(\underline{z}_1 \cdot \underline{v})) = (\underline{z}_1 \cdot \underline{v})(\underline{z}_1 \cdot \underline{v}) - (\underline{z}_1 \cdot \underline{v})(\underline{z}_1 \cdot \underline{v})(\underline{z}_1 \cdot \underline{v})$$

$$= 0$$

$\uparrow \therefore$  ORTHOGONAL

$$\leadsto \underline{x}_1 = \frac{\underline{v} - \underline{z}_1(\underline{z}_1 \cdot \underline{v})}{\|\underline{v} - \underline{z}_1(\underline{z}_1 \cdot \underline{v})\|}$$

$$\text{let } r = \|\underline{v} - \underline{z}_1(\underline{z}_1 \cdot \underline{v})\|$$

$$r \underline{x}_1 = \underline{v} - \underline{z}_1(\underline{z}_1 \cdot \underline{v})$$

$$\underline{y}_1 = \underline{z}_1 \times \underline{x}_1$$

$$\leadsto {}^0 \underline{R}_1 = \begin{bmatrix} {}^0 \underline{x}_1 & {}^0 \underline{y}_1 & {}^0 \underline{z}_1 \end{bmatrix}$$

$${}^1 \underline{v} = {}^0 \underline{R}_1^T {}^0 \underline{v}$$

$${}^1 \underline{v} = {}^1 \underline{R}_0 {}^0 \underline{v}$$

$$R_z(\theta) r'_{x_1} = \begin{bmatrix} \cos \theta & -\sin \theta & 0 \\ \sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} r \\ 0 \\ 0 \end{bmatrix} = \begin{bmatrix} r \cos \theta \\ r \sin \theta \\ 0 \end{bmatrix} = r \cos \theta x_1 + r \sin \theta y_1$$

$$\begin{aligned} \vec{v}' &= \vec{z}_1 (\vec{z}_1 \cdot \vec{v}) + r \cos \theta x_1 + r \sin \theta y_1 \\ &= \vec{z}_1 (\vec{z}_1 \cdot \vec{v}) + \cos \theta (\vec{v} - \vec{z}_1 (\vec{z}_1 \cdot \vec{v})) + \underbrace{r \sin \theta (\vec{z}_1 \times \vec{x}_1)}_{\substack{\text{||} \\ \sin \theta (\vec{z}_1 \times (\vec{v} - \vec{z}_1 (\vec{z}_1 \cdot \vec{v})))}} \end{aligned}$$

$$= \vec{z}_1 (\vec{z}_1 \cdot \vec{v}) + \cos \theta (\vec{v} - \vec{z}_1 (\vec{z}_1 \cdot \vec{v})) + \sin \theta (\vec{z}_1 \times \vec{v})$$

$$\vec{v}' = \underbrace{(1 - \cos \theta)}_{\text{VECSINE} = \sqrt{1 - \cos^2 \theta}} \vec{z}_1 (\vec{z}_1 \cdot \vec{v}) + \cos \theta \vec{v} + \sin \theta \vec{z}_1 \times \vec{v}$$

OLD GEOMETRY CRAP HE INSISTS ON USING  $\sqrt{1 - \cos^2 \theta}$

$$= \sqrt{1 - \cos^2 \theta} \vec{z}_1 (\vec{z}_1 \cdot \vec{v}) + \cos \theta \vec{v} + \sin \theta \vec{z}_1 \times \vec{v}$$

$$= \cos \theta \vec{v} + \sqrt{1 - \cos^2 \theta} (\vec{z}_1 (\vec{z}_1^T \vec{v}) + \vec{z}_1 \times \vec{v})$$

$$\vec{z}_1 (\vec{z}_1^T \vec{v}) = \underbrace{(\vec{z}_1 \vec{z}_1^T)}_{3 \times 3 \text{ CALLED "OUTER PRODUCT"}} \vec{v}$$

IF  $\vec{z}_1 = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \rightsquigarrow \vec{z}_1 (\vec{z}_1^T) = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix}$

CROSS PRODUCT REVIEW

$\underline{a} \times \underline{b}$

1. FIND  $\det$

$$\det \begin{bmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ \underline{i} & \underline{j} & \underline{k} \end{bmatrix} = a_1 b_2 \underline{k} + a_2 b_3 \underline{i} + a_3 b_1 \underline{j} - a_2 b_3 \underline{i} - a_1 b_3 \underline{j} - b_1 a_2 \underline{k}$$

$$2. \text{ VECTOR FROM } \underline{a} \times \underline{b} = \begin{bmatrix} a_2 b_3 - a_3 b_2 \\ a_3 b_1 - a_1 b_3 \\ a_1 b_2 - a_2 b_1 \end{bmatrix}$$

WE CAN DO THIS W/A MATRIX  
(SKEW-SYMMETRIC MATRIX)

$$S(\underline{a} \backslash \underline{b}) = \begin{bmatrix} 0 & -a_3 & a_2 \\ a_3 & 0 & -a_1 \\ -a_2 & a_1 & 0 \end{bmatrix}$$

↑  
SKEW SYMMETRIC

SKEW-SYMMETRIC  $A^T = -A$

RETURNING TO EARLIER...

$$S = \text{MATRIX OF } \underline{a} \times \underline{b}$$

$$R_k(\theta) = C_\theta \underline{I} + V_\theta \underline{\hat{z}}_1 \underline{\hat{z}}_1^T + S_\theta S(\underline{\hat{z}}_1)$$

$$= C_\theta \underline{I} + V_\theta \underline{\hat{k}} \underline{\hat{k}}^T + S_\theta S(\underline{\hat{k}})$$

$$\underline{R}_1 = R_k(\theta)$$

↑  
BASICALLY ANY ROTATION CAN BE REPRESENTED ABOUT AN ARBITRARY AXIS

$$\text{i.e. } R_x(\theta) = C_\theta \underline{I} + V_\theta \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \end{bmatrix} + S_\theta \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & -1 \\ 0 & 1 & 0 \end{bmatrix}$$

$$= \begin{bmatrix} C_\theta & 0 & 0 \\ 0 & C_\theta & 0 \\ 0 & 0 & C_\theta \end{bmatrix} + \begin{bmatrix} V_\theta & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} + \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & -S_\theta \\ 0 & S_\theta & 0 \end{bmatrix}$$

$$= \begin{bmatrix} C_\theta + (1 - C_\theta) & 0 & 0 \\ 0 & C_\theta & -S_\theta \\ 0 & S_\theta & C_\theta \end{bmatrix}$$

∴

$$\underline{a} \times \underline{b} \quad R(\underline{a})(\underline{b}) = \begin{bmatrix} 0 & -a_3 & a_2 \\ a_3 & 0 & -a_1 \\ a_2 & a_1 & 0 \end{bmatrix} \underline{b}$$

$$R(\underline{a}) = \begin{bmatrix} 0 & -a_3 & a_2 \\ a_3 & 0 & -a_1 \\ a_2 & a_1 & 0 \end{bmatrix}$$