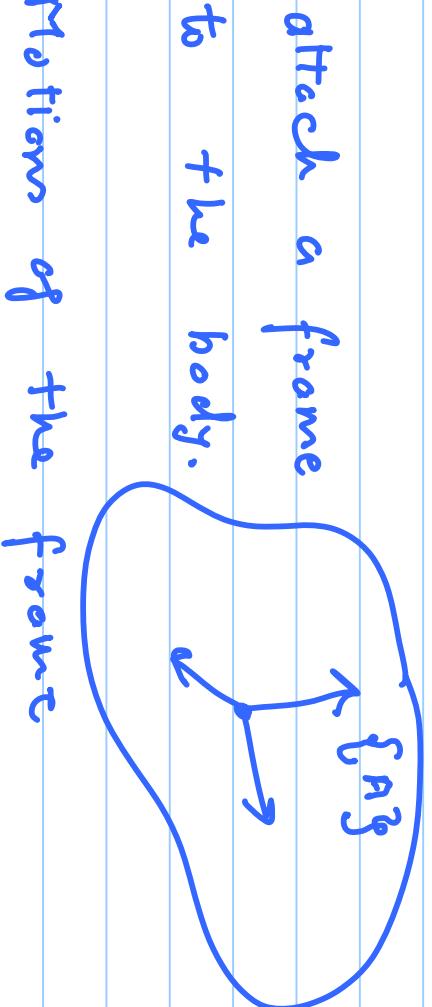


# Basic KINEMATICS

1) Represent rigid body motion  $\rightarrow$  trans.  
Rotation

2) articulated arm

3) Velocity



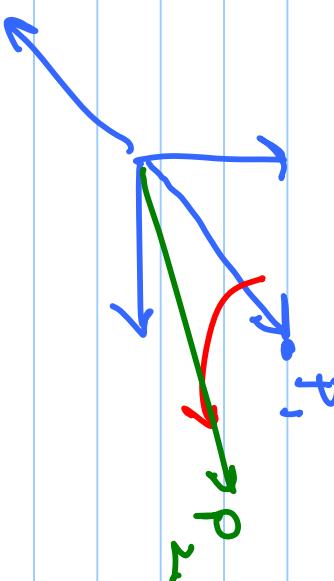
Motions of the frame

$\left\{ \begin{array}{l} \textcircled{1} \quad \text{Translation} \xrightarrow{\text{N} \times 1} \text{vector in } \mathbb{R}^N \\ \textcircled{2} \quad \text{Rotation} \xrightarrow{\text{N} \times \text{N}} \text{N} \times \text{N} \text{ matrices} \end{array} \right.$

3 interpretations: (pure rotations)

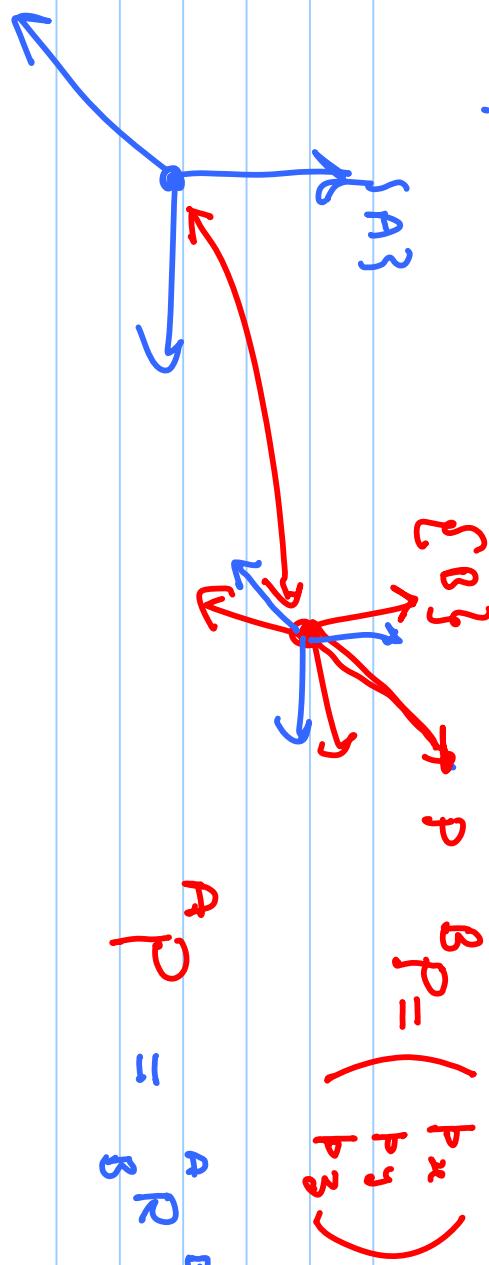
① Operator:  
rotate points/vectors w.r.t. a fixed

$$\text{frame.} \quad \rho_1 = R \rho_1 \quad \rho_2 = R \rho_2$$



② as a mapping of the name frt.

from one frame to another

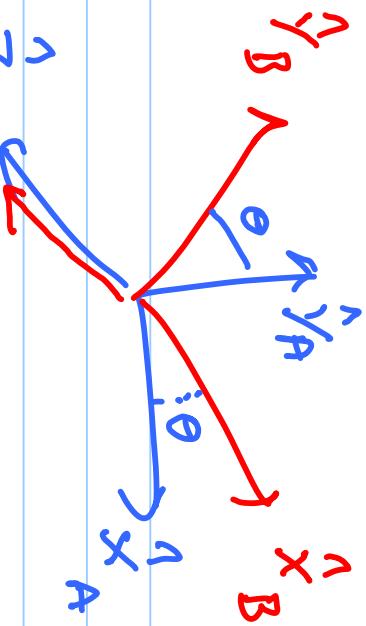


(3) represents a coord. frame w.r.f. another

$${}^A_R^B = \text{rep. of } \{B\} \text{ wrt } \{A\}$$

$${}^A_R^B = \begin{bmatrix} {}^A_x^B, {}^A_y^B, {}^A_z^B \\ 1 & 1 & 1 \end{bmatrix}$$

$${}^A_R^B =$$



$$R = \begin{bmatrix} A_1 & A_2 & A_3 \\ X_B^1 & X_B^2 & X_B^3 \\ C\theta & -S\theta & 0 \\ S\theta & C\theta & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$R^T = R^{-1}$$

prop. of Rot. motion:

- ① col. vect. are unit vect.

N-dim  
 "Ortho normal matrix"  
 mutually  $\perp$

③  $\det(R) = +1$

$3 \times 3$  matrices  $\rightarrow$  9 elements

Space of rot. matrices on  $R^9$

$$\begin{bmatrix} r_{11} & r_{12} & r_{13} \\ \vdots & \ddots & \vdots \\ r_{31} & r_{32} & r_{33} \end{bmatrix}$$

but constraints:  $r_{11}^2 + r_{21}^2 + r_{31}^2 = 1$

$$r_{11} \cdot r_{21} + r_{12} \cdot r_{22} + r_{13} \cdot r_{23} = 0$$

6 constraints



3 independent elements !!  
 $\Rightarrow$  3 dim manifold.

# $SO(3)$ or $SO(N)$

rotations in plane:

$$\begin{pmatrix} \cos \theta & \sin \theta \\ -\sin \theta & \cos \theta \end{pmatrix}$$

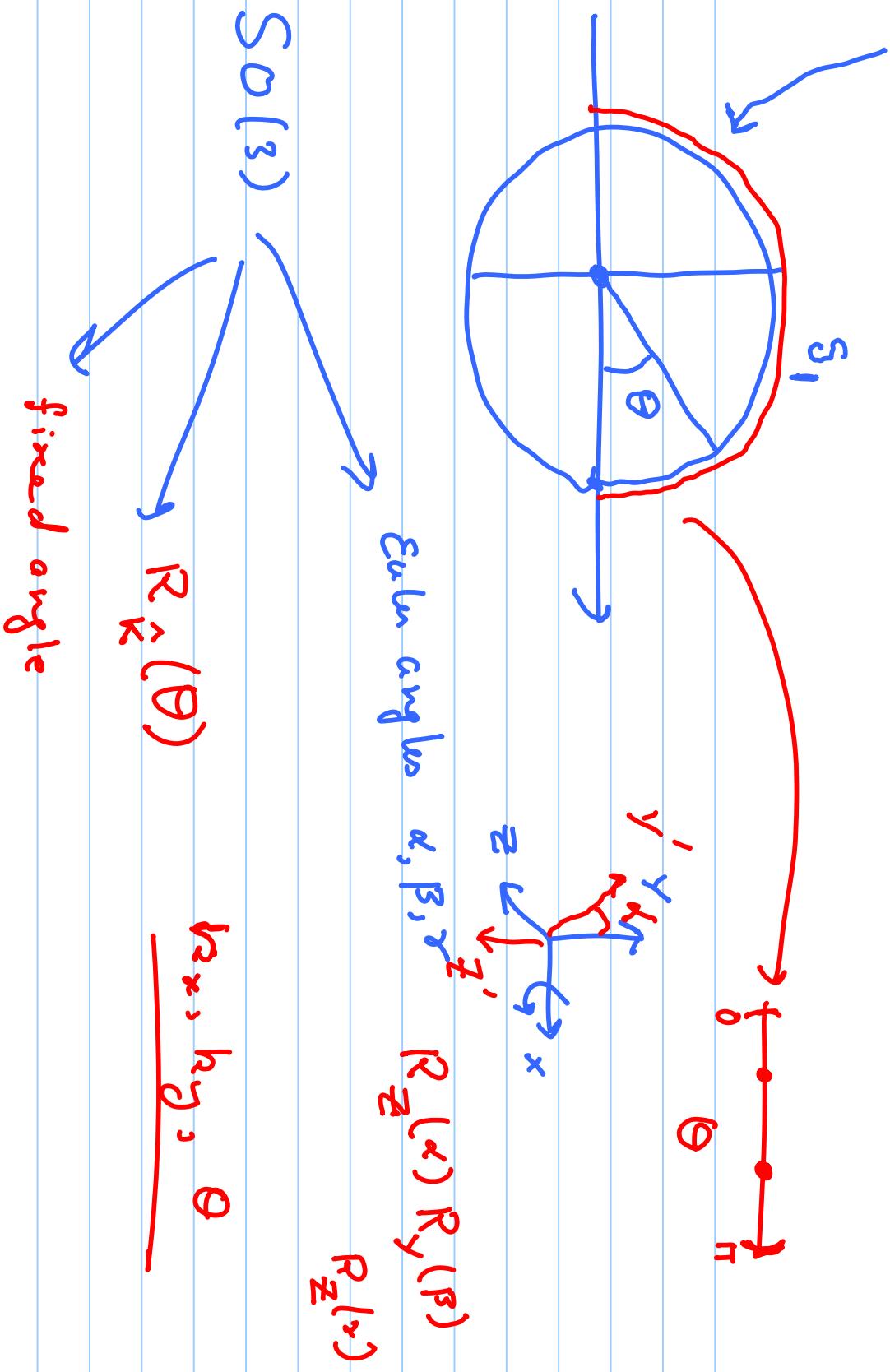
$SO(2)$ :

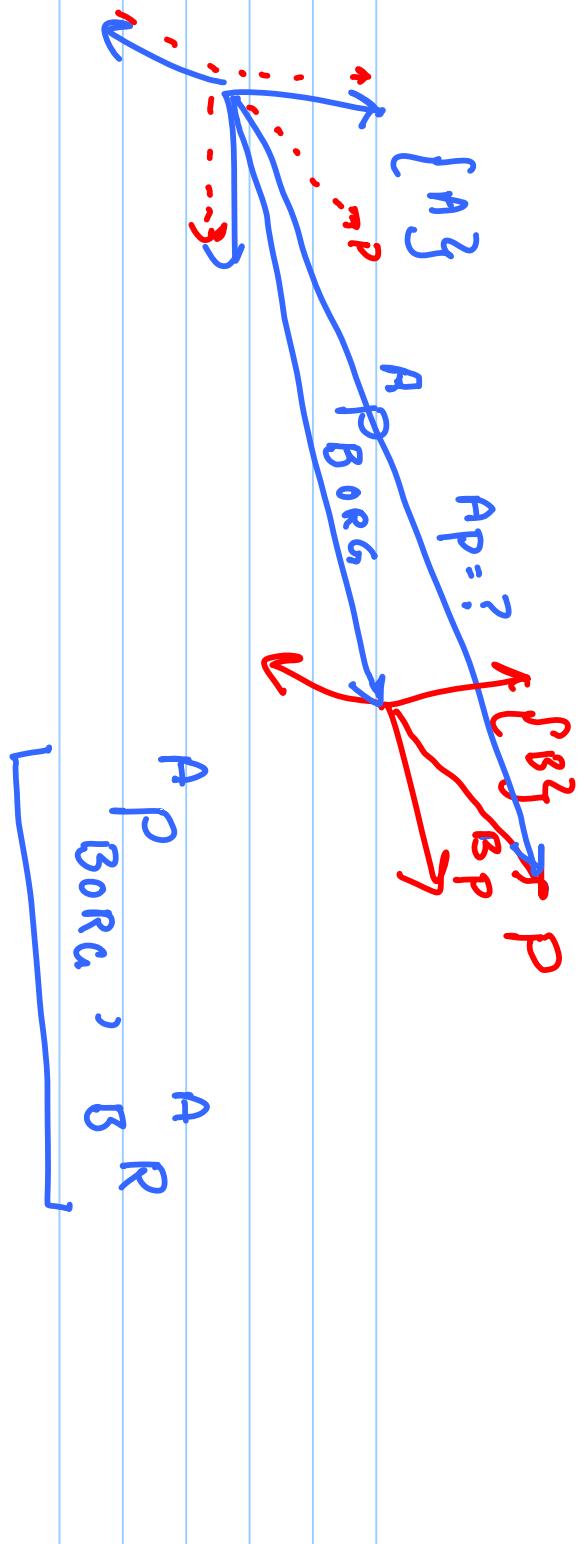
$$\left\{ \begin{array}{l} \alpha_{11}^2 + \alpha_{12}^2 = 1 \\ \alpha_{21}^2 + \alpha_{22}^2 = 1 \end{array} \right.$$

$$\left( \begin{array}{cc} \alpha_{11} & \alpha_{12} \\ \alpha_{21} & \alpha_{22} \end{array} \right)$$

$$\left\{ \begin{array}{l} \alpha_{11} \cdot \alpha_{12} + \alpha_{21} \cdot \alpha_{22} = 0 \end{array} \right.$$

0  
 $2\pi$





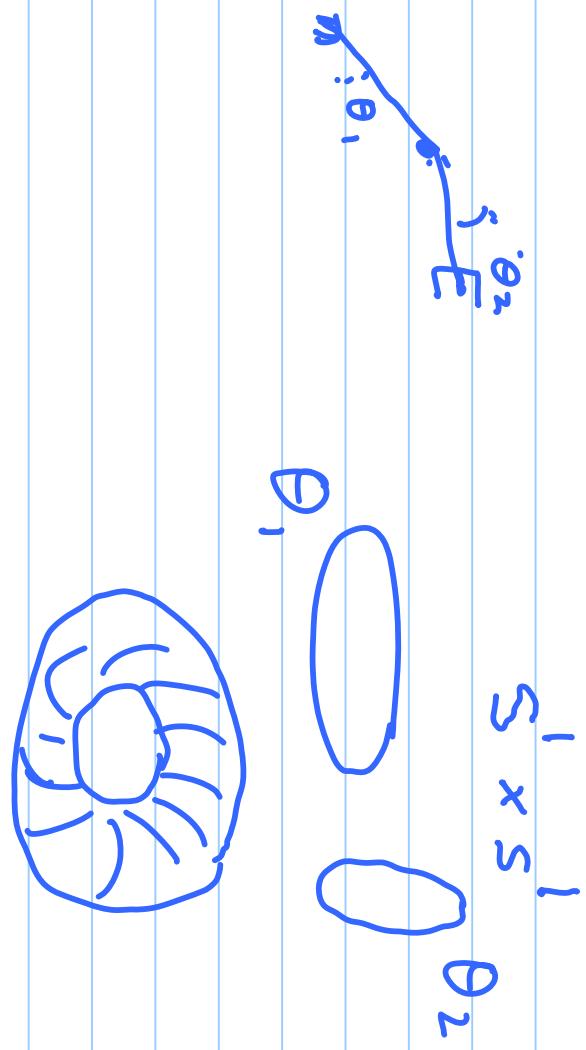
$SE(3)$

$${}^A_T = \begin{bmatrix} {}^A_R \\ {}^B_R \\ 0 \ 0 \ 0 \end{bmatrix} \quad {}^A_P_{BORG}$$

$$\begin{aligned} {}^A_P &= ? & {}^B_P \\ {}^A_P_{BORG} &= {}^A_R {}^B_P + {}^A_P_{BORG} \end{aligned}$$

$$\begin{bmatrix} {}^A_P \\ \vdots \end{bmatrix} = {}^A_T \begin{bmatrix} {}^B_P \\ \vdots \end{bmatrix}$$

$R^3 \times SO(3)$



Velocities: inst. motion

linear vel., angular vel.

$SO(N)$  or  $SO(3)$

point

frame

(vector)  
(vectors)

$$\dot{R}^T = I$$

$$\dot{R}^T + R \dot{R}^T = 0$$

$$\ddot{R}^T = -R \dot{R}^T$$

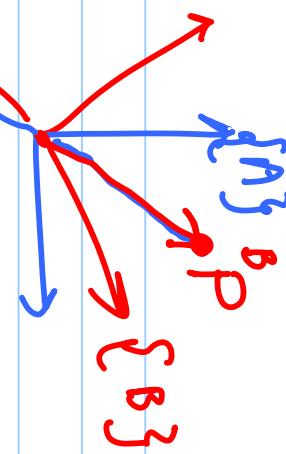
$$= S = -(\dot{R}^T)^T$$

$$\dot{A}P = \dot{B}R^T P$$

$$\dot{\varphi}_P = \dot{R}^T P$$

$$\ddot{A}P = \ddot{B}R^T P$$

$$\begin{pmatrix} 0 & x & y \\ -x & 0 & z \\ -y & -z & 0 \end{pmatrix}$$



$$= \boxed{\begin{pmatrix} {}^A_R \cdot {}^B_T {}^A_P \\ {}^A_S - {}^A_P \end{pmatrix}} + {}^A_R {}^B_P$$

$$P = \begin{bmatrix} {}^A_R \\ {}^B_P \end{bmatrix}$$

$$P = \begin{bmatrix} {}^B_R \\ {}^A_P \end{bmatrix}$$

$$\begin{bmatrix} {}^A_R \\ {}^B_P \end{bmatrix}^T = P$$

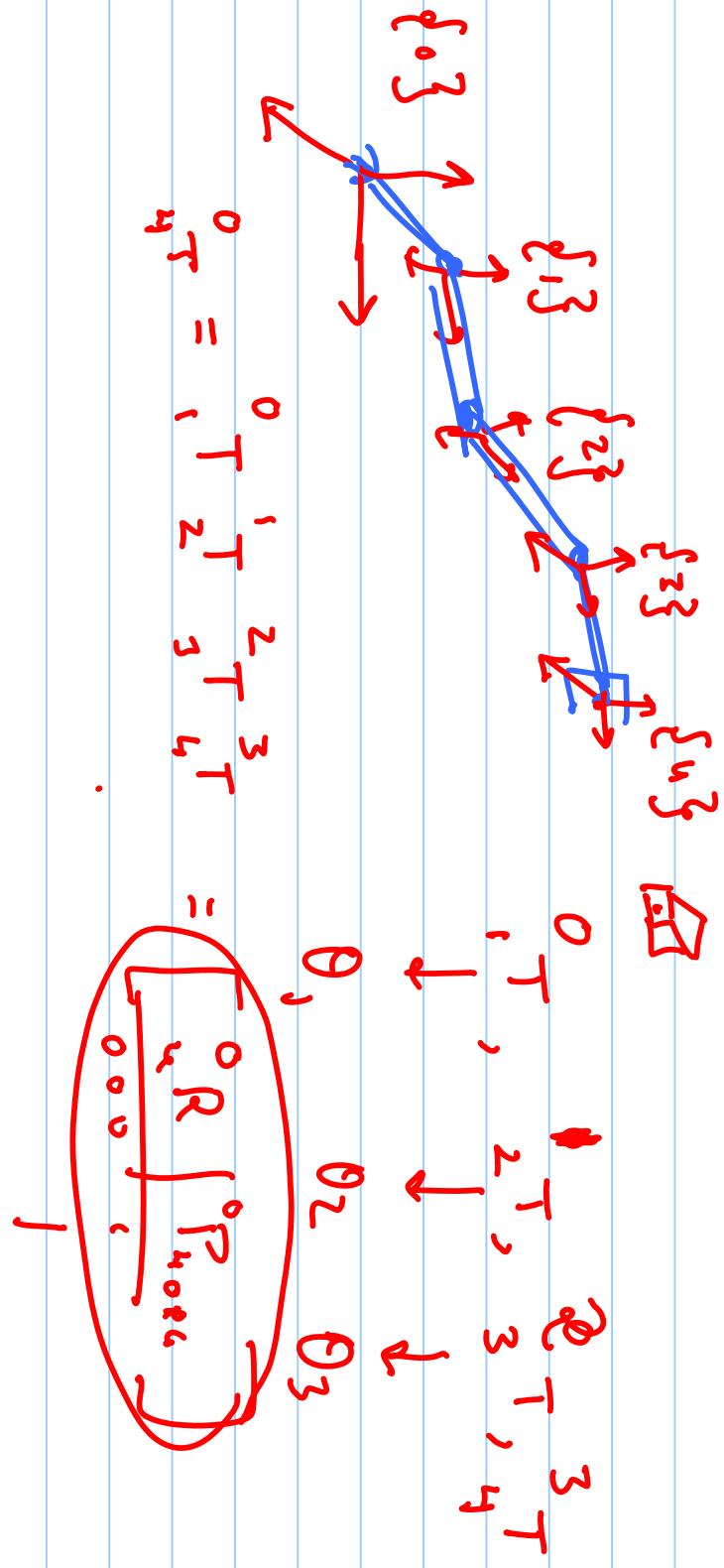
$$P = \begin{bmatrix} {}^A_R \\ {}^B_P \end{bmatrix}$$

$$= \begin{pmatrix} 3 & x & y \\ x & 0 & z \\ y & z & 0 \end{pmatrix} \cdot P$$



$$\overset{A}{\dot{P}} = \overset{A}{\Omega_B} \times \overset{A}{P} + \overset{A}{R} \overset{B}{\dot{P}}$$

$$\overset{A}{G_P} = \overset{A}{\Omega_B} \times \overset{A}{P} + \overset{A}{R} \overset{B}{G_P}$$



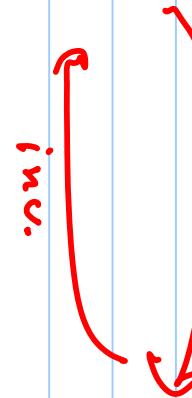
$$\overset{0}{\dot{T}} = \overset{1}{T} \overset{1}{\dot{T}} \overset{2}{T} \overset{2}{\dot{T}} \overset{3}{T} \overset{3}{\dot{T}} \overset{4}{T}$$

$\theta_1 \quad \theta_2 \quad \theta_3$

Diagram showing the orientation of a rigid body relative to a fixed coordinate system. The body is represented by four frames of reference:  $0_T, 1_T, 2_T, 3_T, 4_T$ . The orientation is defined by three Euler angles:  $\theta_1, \theta_2, \theta_3$ . The diagram shows the rotation of each frame relative to the previous one, with the final orientation of frame  $4_T$  being  $R_{\text{body}}$ .

$\theta_1, \theta_2, \theta_3, \theta_4$

$$\begin{matrix} \theta_1 \\ \theta_2 \\ \theta_3 \\ \theta_4 \end{matrix} \rightarrow \text{four}$$
$$R^3 \times SO(3)$$



inc.