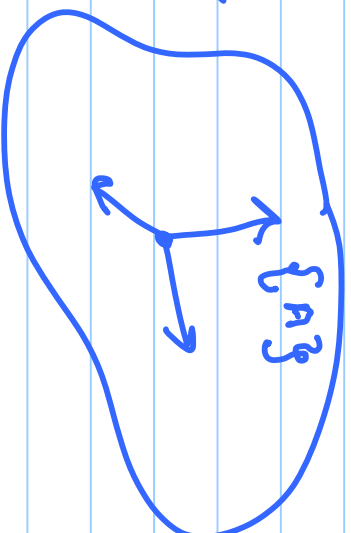


# Basic KINEMATICS

- 1) Represent rigid body motion  $\rightarrow$  Trans. Rotation
- 2) articulated arms
- 3) velocity

attach a frame  
to the body.



Motion of the frame

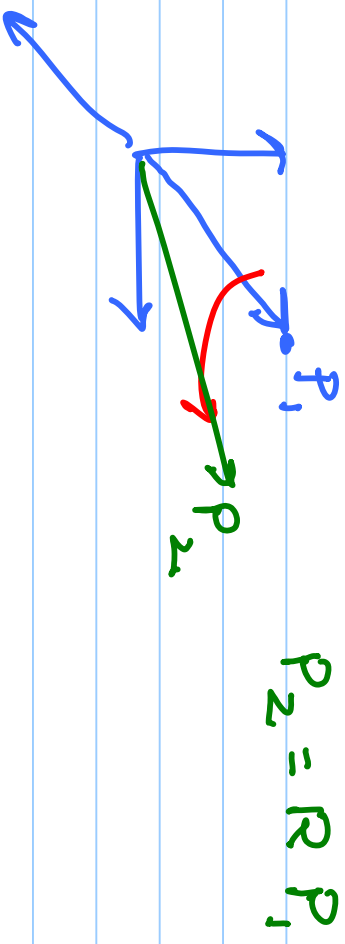
- {
   
 ① Translation  $\xrightarrow{N \times 1}$  Vectors in  $\mathbb{R}^N$ 
  
 ② Rotations  $\xrightarrow{N \times N}$  Matrices

3 interpretations: (pure rotations)

Operators:

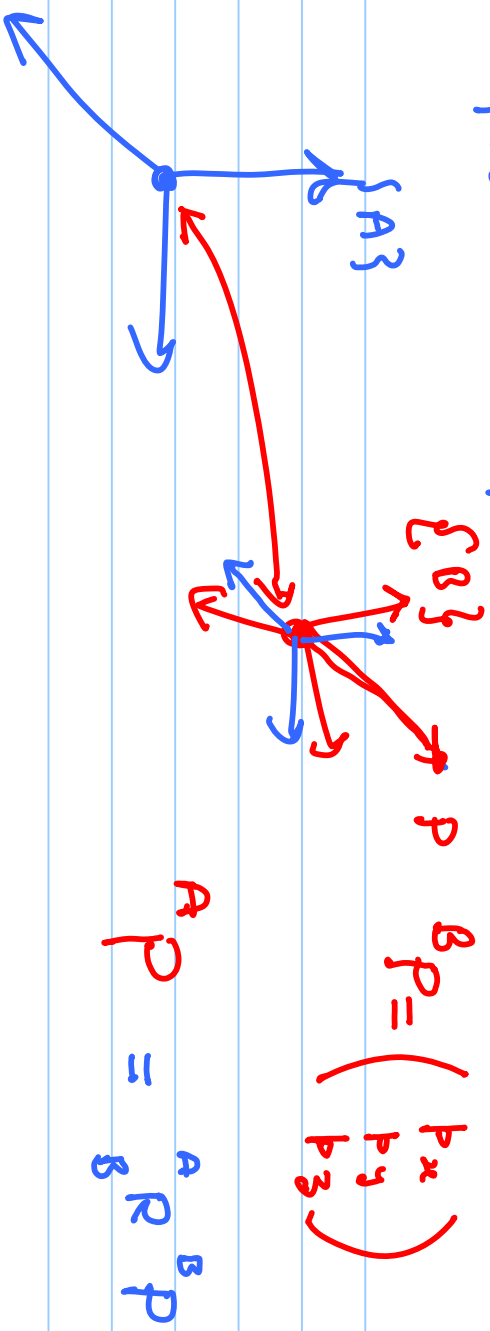
① rotate points/vectors w. r. t. a fixed

frame.



② as a mapping of the name pt.

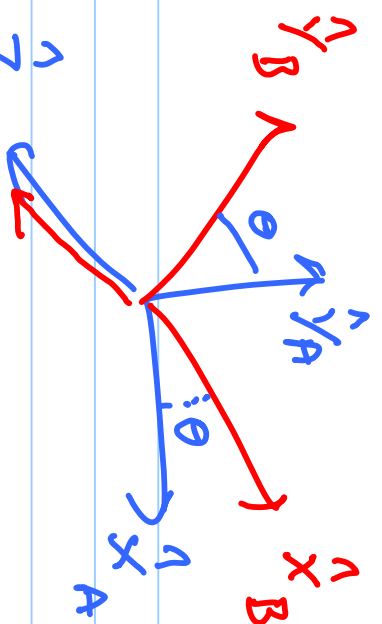
from one frame to another



③ represents a coord. frame w.r.t. another

${}^A R {}^B$  = reh. of  $\{B\}$  w.r.t  $\{A\}$

$${}^A R {}^B = \begin{bmatrix} X_B & Y_B & Z_B \\ \vdots & \vdots & \vdots \\ \vdots & \vdots & \vdots \end{bmatrix}$$



$${}^A R_B = \begin{bmatrix} {}^A x_B^A & {}^A y_B^A & {}^A z_B^A \\ c\theta & -s\theta & 0 \\ s\theta & c\theta & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

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

Prop. of Rot. matrices: ① Col. vecs. are unit vec

N-dim

②

"Ortho normal matrices" mutually  $\perp$

$$\textcircled{3} \det(R) = +1$$

3x3 matrices  $\longrightarrow$  9 elements

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

Space of rot. matrices as  $\mathbb{R}^9$

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

6 constraints  $\left\{ \begin{array}{l} r_{11} \cdot r_{21} + r_{12} \cdot r_{22} + r_{13} \cdot r_{23} = 0 \\ \vdots \end{array} \right.$



3 independent elements !!

$\longrightarrow$  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):

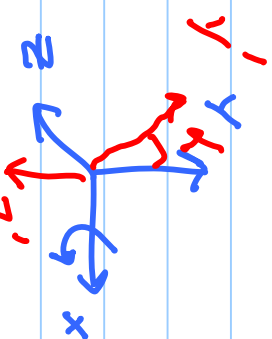
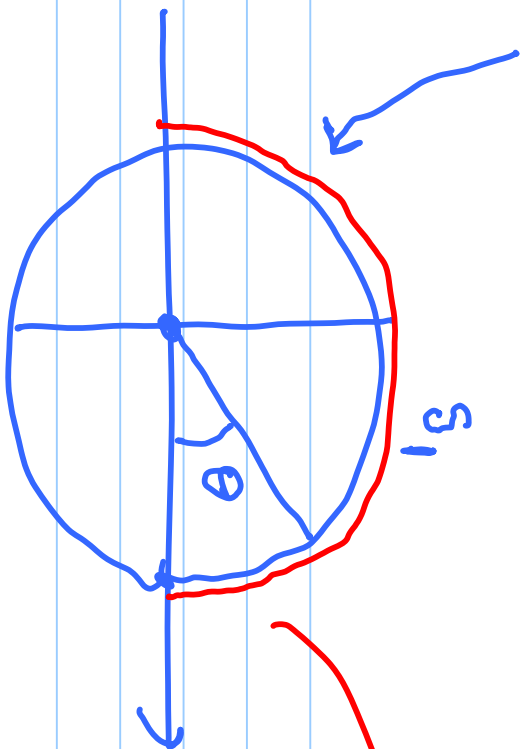
$$a_{11}^2 + a_{12}^2 = 1$$

$$a_{21}^2 + a_{22}^2 = 1$$

$$a_{11} \cdot a_{12} + a_{21} \cdot a_{22} = 0$$

$$\begin{pmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{pmatrix}$$

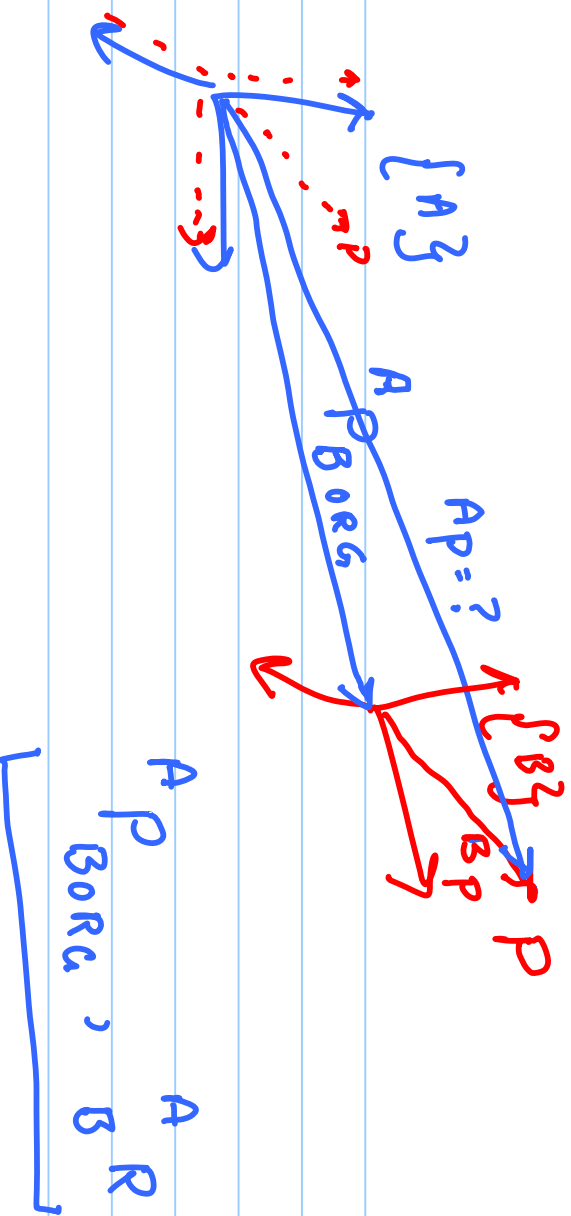




Euler angles  $\alpha, \beta, \gamma$   
 $R_z(\alpha) R_y(\beta) R_z(\gamma)$

$SO(3)$   
 $R_{\hat{k}}(\theta)$   
 fixed angle

$R_x, R_y, R_z$



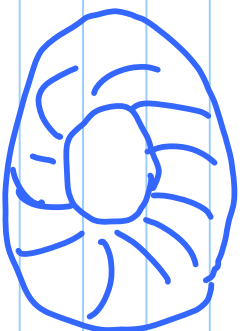
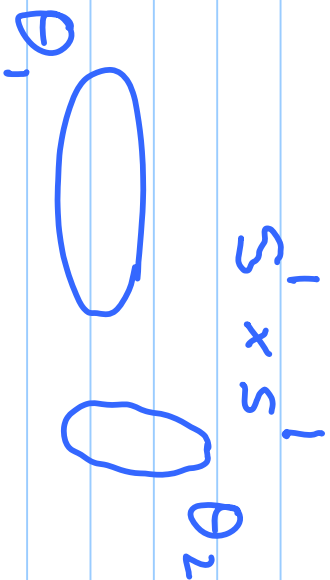
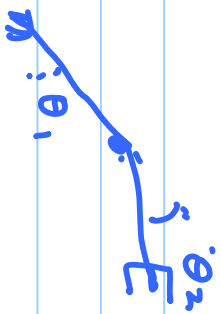
$$A_T = \begin{bmatrix} A_R & A_{P_{ORG}} \\ B & 1 \end{bmatrix} = A_R B_P + A_{P_{ORG}}$$

SE(3)  $\rightarrow$

$$\begin{bmatrix} A_P \\ -1 \end{bmatrix} = B^T \begin{bmatrix} B_P \\ -1 \end{bmatrix}$$



$$\mathbb{R}^3 \times \text{SO}(3)$$



Velocities: inst. motion

linear vel, angular vel.

Sol(N) or Sol(3)

$$R R^T = I$$

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

point frame  
(vector) (vectors) ✓

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

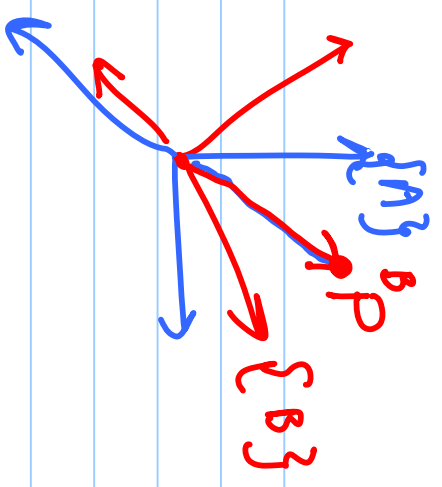
$$S = -(\dot{R} R^T)^T = -S^T$$

$${}^A P = {}^A R {}^B P$$

$$V_P = \dot{R} P$$

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

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



$${}^A P = {}^B R {}^B P$$

$${}^B P = {}^A R {}^A P$$

$$[{}^A R] {}^A P = {}^B P$$

$${}^B R {}^A P = {}^B P$$

$$\otimes \quad = \quad \cancel{{}^A R {}^B P} \quad \begin{matrix} + \\ {}^A R {}^B P \end{matrix}$$

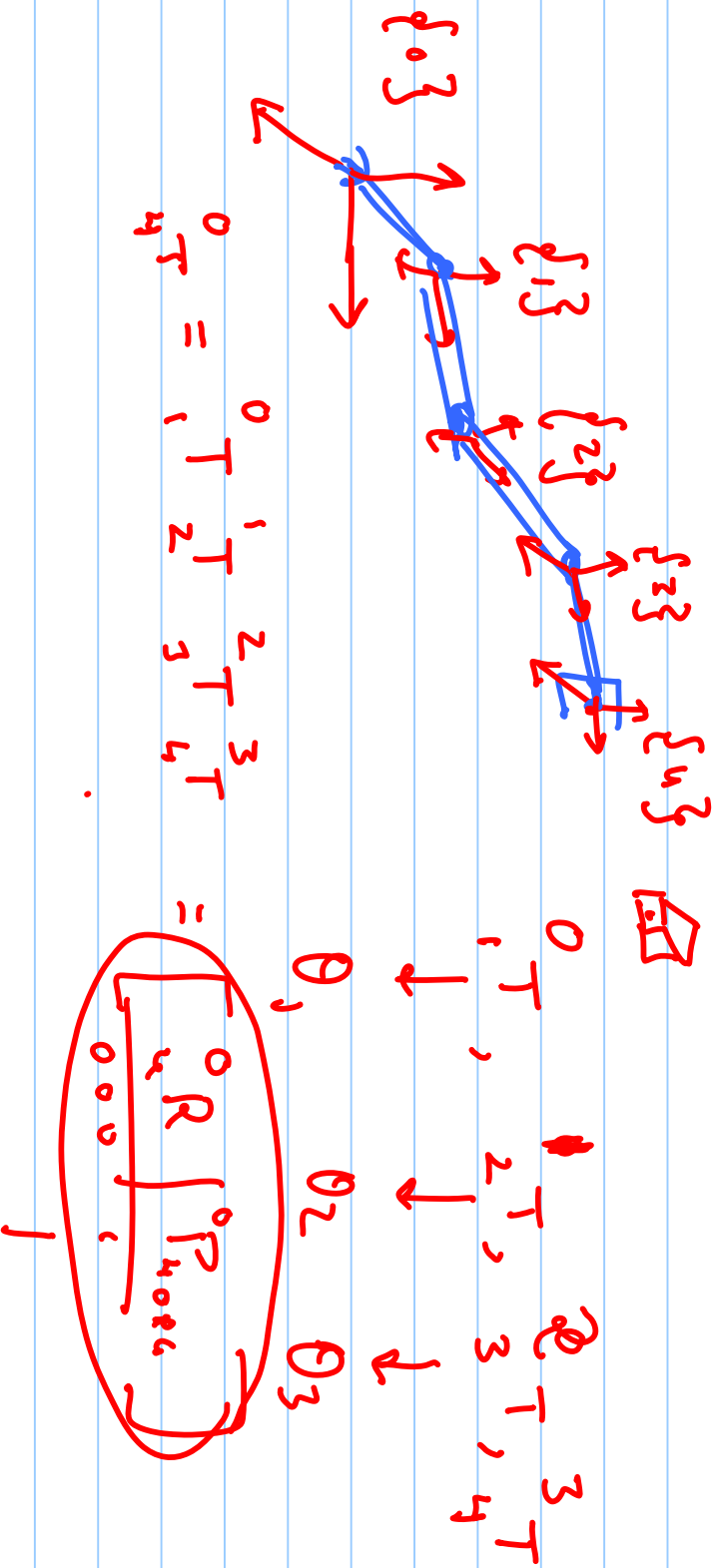
$$\begin{pmatrix} {}^A R & ({}^A R)^T \\ {}^B R & ({}^B R)^T \end{pmatrix} {}^A P$$

$$\underline{{}^A R} {}^A P = {}^A S - {}^A P$$

$$= \begin{pmatrix} x \\ y \\ z \end{pmatrix} {}^A P$$

$$\textcircled{X} \quad \dot{P} = {}^A \Omega_B \times {}^A P + {}^B R \dot{P}$$

$${}^A \dot{G}_P = {}^A \Omega_B \times {}^A P + {}^B R \dot{G}_P$$



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

