

$${}^A_B H = \left[\begin{array}{ccc|c} {}^A_B R & & & {}^A P_{BORG} \\ \hline 0 & 0 & 0 & 1 \end{array} \right]$$

from frame
b to frame A

$${}^A P = {}^A_B R {}^B P + {}^A P_{BORG}$$

$$\begin{bmatrix} {}^A P \\ 1 \end{bmatrix} = {}^A_B H \begin{bmatrix} {}^B P \\ 1 \end{bmatrix}$$

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

$${}^A_B H^{-1} \neq {}^A_B H^T$$

Now how can we get the inverse of the transformation matrix.

$$\begin{bmatrix} {}^B P \\ 1 \end{bmatrix} = {}^B_A H \begin{bmatrix} {}^A P \\ 1 \end{bmatrix}$$

$$= {}^B_A H^{-1} \begin{bmatrix} {}^A P \\ 1 \end{bmatrix}$$

how do we get this

$$AP = {}^A_B R BP + AP_{BORG}$$

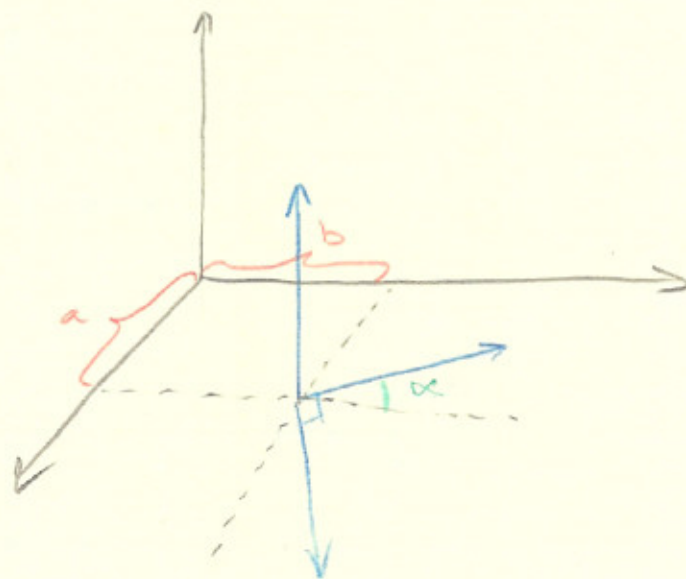
$${}^A_B R^T AP = {}^A_B R^T {}^A_B R BP + {}^A_B R^T AP_{BORG}$$

$$BP = {}^A_B R^T AP - {}^A_B R^T AP_{BORG}$$

$$\begin{bmatrix} BP \\ 1 \end{bmatrix} = \underbrace{\begin{bmatrix} {}^A_B R^T & -{}^A_B R^T AP_{BORG} \\ 0 & 1 \end{bmatrix}}_{\text{This is the inverse of the homogenous transformation matrix.}} \begin{bmatrix} AP \\ 1 \end{bmatrix}$$

This is the inverse of the homogenous transformation matrix.

EX:



Here there is one translation and one rotation.

$${}^A_B H = \left[\begin{array}{cc|c} {}^A_B R & & \begin{matrix} a \\ b \\ 0 \end{matrix} \\ \hline 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 1 \end{array} \right]$$

$${}^A_B R = R_z(\alpha) = \begin{bmatrix} C_\alpha & -S_\alpha & 0 \\ S_\alpha & C_\alpha & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$${}^A_B H = \begin{bmatrix} C_\alpha & -S_\alpha & 0 & a \\ S_\alpha & C_\alpha & 0 & b \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$${}^B_A H = ?$$

$${}^A_B R^T = \begin{bmatrix} C_\alpha & S_\alpha & 0 \\ -S_\alpha & C_\alpha & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$- {}^A_B R^T {}^A_P \text{BORG} = \begin{bmatrix} C_\alpha & S_\alpha & 0 \\ -S_\alpha & C_\alpha & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} a \\ b \\ 0 \end{bmatrix}$$

$$= - \begin{bmatrix} a C_{\alpha} + b S_{\alpha} \\ -a S_{\alpha} + b C_{\alpha} \\ 0 \end{bmatrix}$$

$${}^B_A H = \begin{bmatrix} C_{\alpha} & S_{\alpha} & 0 & (-a C_{\alpha} - b S_{\alpha}) \\ -S_{\alpha} & C_{\alpha} & 0 & (a S_{\alpha} - b C_{\alpha}) \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

EX: Consider 2 rotations, one about \hat{z} by 30° and one about \hat{x} by 30°

$$R_z(30^\circ) = \begin{bmatrix} 0.866 & -0.5 & 0 \\ 0.5 & 0.866 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$R_x(30^\circ) = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0.866 & -0.5 \\ 0 & 0.5 & 0.866 \end{bmatrix}$$

$$R_z(30^\circ) \cdot R_x(30^\circ) = \begin{bmatrix} 0.87 & -0.43 & 0.25 \\ 0.5 & 0.75 & -0.43 \\ 0 & 0.5 & 0.87 \end{bmatrix}$$

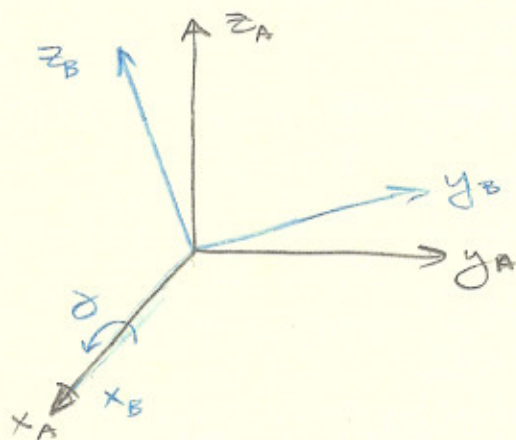
$$R_x(30^\circ) \cdot R_z(30^\circ) = \begin{bmatrix} 0.87 & -0.5 & 0 \\ 0.43 & 0.75 & -0.5 \\ 0.25 & 0.43 & 0.87 \end{bmatrix}$$

$$R_x(30^\circ) R_z(30^\circ) \neq R_z(30^\circ) R_x(30^\circ)$$

Types of Rotations

Start with frame B coincident w frame A

- * Rotate B about \hat{x}_A by angle γ
- * Rotate B about \hat{y}_A by angle β
- * Rotate B about \hat{z}_A by angle α



Then we rotate about y_A and z_A .

This type of rotation is:

X-Y-Z fixed angle

$${}^A_B R_{xyz}(\alpha, \beta, \gamma) = R_x(\alpha) \cdot R_y(\beta) \cdot R_z(\gamma)$$

Note: The rotations are multiplied in the reverse order.

Note: For successive rotations about fixed frame, the composition law consists of multiplying the rotation matrices in the reverse order.

or xyz ; does not matter.

Z-Y-X Euler Angles

Start w frame B coincident w frame A

- * Rotate B about \hat{z}_B by an angle α
- * Rotate B about \hat{y}_B by an angle β
- * Rotate B about \hat{x}_B by an angle γ

$${}^A_B R_{\hat{z}_B \hat{y}_B \hat{x}_B} = R_z(\alpha) R_y(\beta) \cdot R_x(\gamma)$$

Note: for 2 successive rotations with respect to the moving frame the composition law is multiplying the rotation matrices in direct order.

Z-Y-Z Euler Angles

Here we have 2 rotations about z and one about y .

Start w frame B coincident w frame A.

- * Rotate B about \hat{z}_B by α
- * Rotate B about \hat{y}_B by β
- * Rotate B about \hat{z}_B by γ

$${}^A_R_{z_B y_B z_B}(\alpha, \beta, \gamma) = R_z(\alpha) R_y(\beta) R_z(\gamma)$$