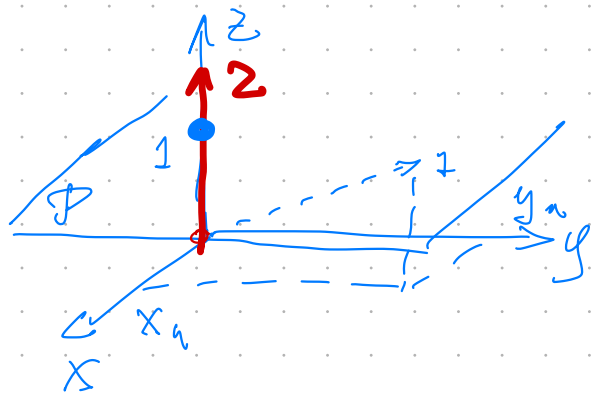


VECTOR $\vec{v} = \begin{bmatrix} x \\ y \\ z \\ \downarrow \end{bmatrix}$ PLANE $\mathcal{P} = [a, b, c, -1]$
 $[a, b, c, d]$ $m = \sqrt{a^2 + b^2 + c^2}$

Point $\vec{v} \in \mathcal{P}$ if $\mathcal{P} \cdot \vec{v} = d$ $ax + by + cz = 1$
 $= -\frac{d}{m}$



$\mathcal{P} = [0, 0, 1, -1]$

PLANE // (x-y) PLANE ∇ intersecting z-axis @ 1

any $\vec{v} = \begin{bmatrix} x_u \\ y_u \\ 1 \\ 1 \end{bmatrix}$ $\nabla x_u, y_u \rightarrow \mathcal{P}$ in \mathcal{P}
 i.e. $\vec{v} = \begin{bmatrix} 10 \\ 20 \\ 1 \\ 1 \end{bmatrix}$ $\mathcal{P} \cdot \vec{v} = \emptyset$

Point $\vec{v} = \begin{bmatrix} 0 \\ 0 \\ 2 \\ 1 \end{bmatrix}$ lies above the plane $\mathcal{P} \cdot \vec{v} = 1$

while $\vec{v} = \begin{bmatrix} 0 \\ 0 \\ 0 \\ 1 \end{bmatrix}$ lies below the plane $\mathcal{P} \cdot \vec{v} = -1$

$\vec{v} = H \vec{u}$
 4×4 4×1

$$H = \text{Trans}(a, b, c) = \left[\begin{array}{ccc|c} 1 & & & a \\ & 1 & & b \\ & & 1 & c \\ \hline 0 & 0 & 0 & 1 \end{array} \right]$$

$$V = \text{Trans}(a, b, c) \begin{bmatrix} x \\ y \\ z \\ 1 \end{bmatrix}$$

$$\text{Rot}(x, \theta) = \left[\begin{array}{ccc|c} 1 & 0 & 0 & 0 \\ 0 & \cos\theta & -\sin\theta & 0 \\ 0 & \sin\theta & \cos\theta & 0 \\ \hline 0 & 0 & 0 & 1 \end{array} \right]$$

$$\text{Rot}(y, \theta) = \left[\begin{array}{ccc|c} \cos\theta & 0 & \sin\theta & 0 \\ 0 & 1 & 0 & 0 \\ -\sin\theta & 0 & \cos\theta & 0 \\ \hline 0 & 0 & 0 & 1 \end{array} \right]$$

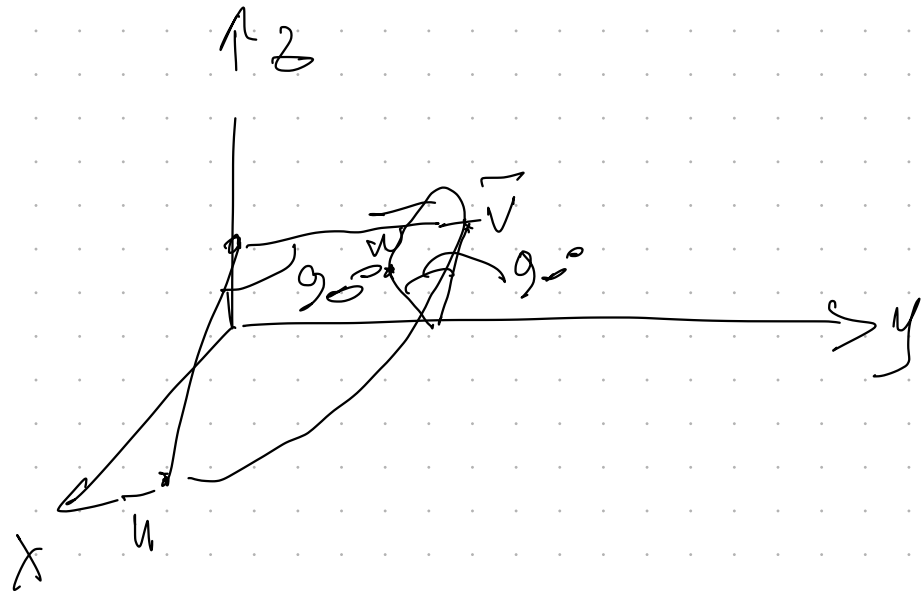
$$\text{Rot}(z, \theta) = \left[\begin{array}{ccc|c} \cos\theta & -\sin\theta & 0 & 0 \\ \sin\theta & \cos\theta & 0 & 0 \\ 0 & 0 & 1 & 0 \\ \hline & & & 1 \end{array} \right]$$

$$= \begin{bmatrix} x+a \\ y+b \\ z+c \\ 1 \end{bmatrix}$$

$$\vec{u} = \begin{bmatrix} 7 \\ 3 \\ 2 \\ 1 \end{bmatrix}$$

rotate \vec{u} about the z-axis to \vec{v}

$$\vec{v} = \begin{bmatrix} 3 \\ 7 \\ 2 \\ 1 \end{bmatrix} = \left[\begin{array}{ccc|c} 0 & -1 & 0 & 1 \\ 1 & 0 & 0 & 1 \\ 0 & 0 & 1 & 1 \end{array} \right] \begin{bmatrix} 7 \\ 3 \\ 2 \\ 1 \end{bmatrix}$$



$$\vec{v} = \text{Rot}(z, 90^\circ) \vec{u}$$

$$\vec{w} = \text{Rot}(y, 90^\circ) \vec{v}$$

$$\vec{w} = \begin{bmatrix} 2 \\ 7 \\ 3 \\ 1 \end{bmatrix}$$

$$\vec{w} = \underbrace{\text{Rot}(y, 90^\circ) \text{Rot}(z, 90^\circ)}_{\text{look @ Fig. 1.2}} \vec{u}$$

look @ Fig. 1.2

$$\text{Rot}(z, 90^\circ) \text{Rot}(y, 90^\circ) \neq \dots$$

$\text{Trans}(4, -3, 2)$ $\text{Rot}(y, 90)$ $\text{RA}(z, 90) = \left[\begin{array}{ccc|c} 0 & 0 & 1 & 4 \\ 1 & 0 & 0 & -3 \\ 0 & 1 & 0 & 2 \\ \hline 0 & 0 & 0 & 1 \end{array} \right] = T$

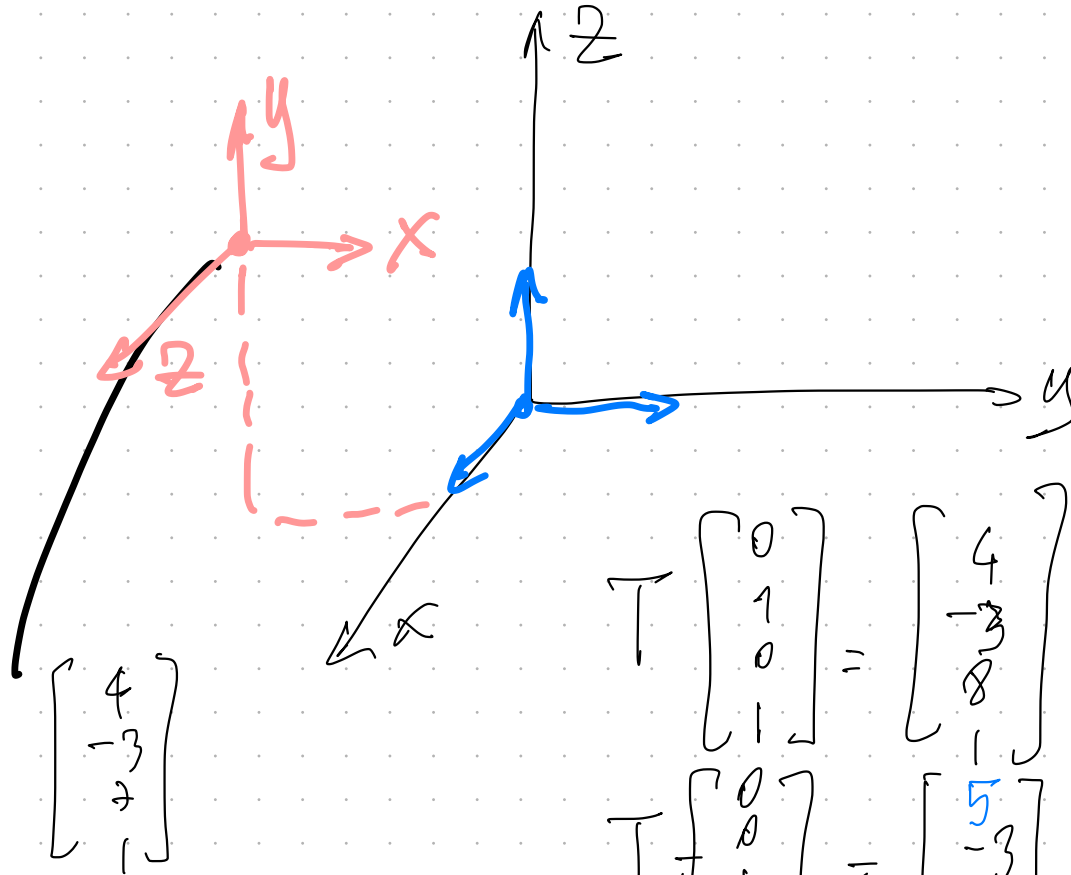
← Coordinate Frames

$$\begin{bmatrix} 0 \\ 0 \\ 0 \\ 1 \end{bmatrix}$$

Unit axis vectors

along x-axis $\begin{bmatrix} 1 \\ 0 \\ 0 \\ 1 \end{bmatrix}$ z-axis $\begin{bmatrix} 0 \\ 0 \\ 1 \\ 1 \end{bmatrix}$

y-axis $\begin{bmatrix} 0 \\ 1 \\ 0 \\ 1 \end{bmatrix}$



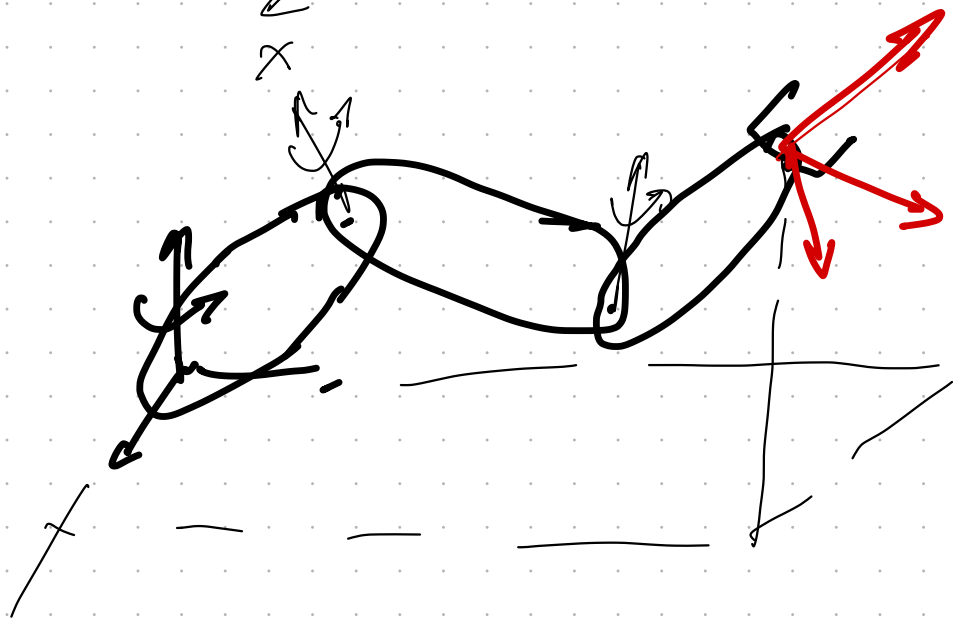
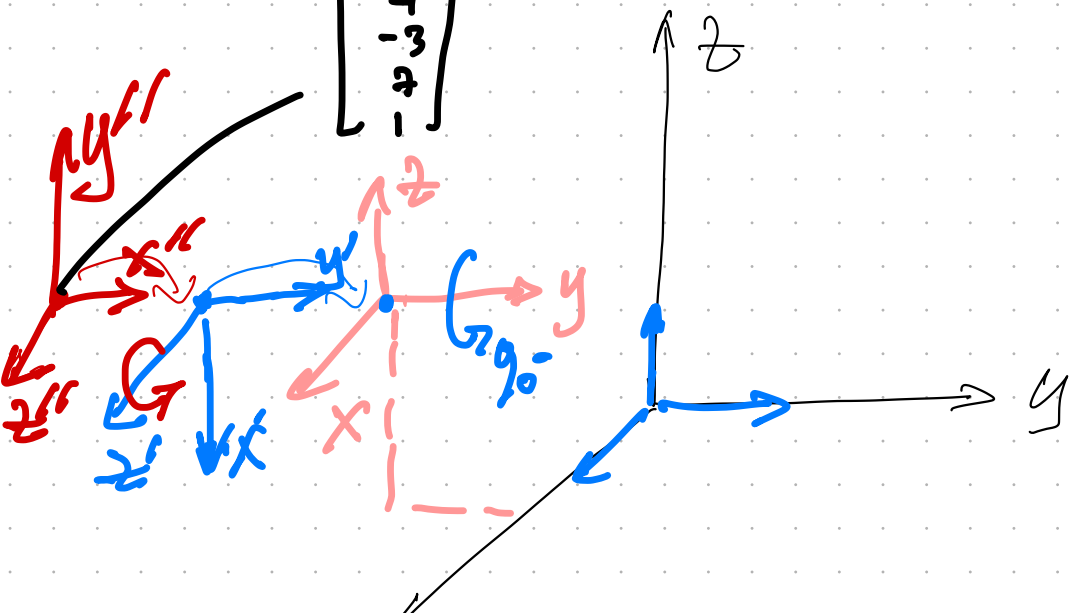
$$T \begin{bmatrix} 0 \\ 1 \\ 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 4 \\ -3 \\ 2 \\ 1 \end{bmatrix}$$

$$T \begin{bmatrix} 0 \\ 0 \\ 1 \\ 1 \end{bmatrix} = \begin{bmatrix} 5 \\ -4 \\ 3 \\ 1 \end{bmatrix}$$

$$T \begin{bmatrix} 0 \\ 0 \\ 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 4 \\ -3 \\ 2 \\ 1 \end{bmatrix}$$

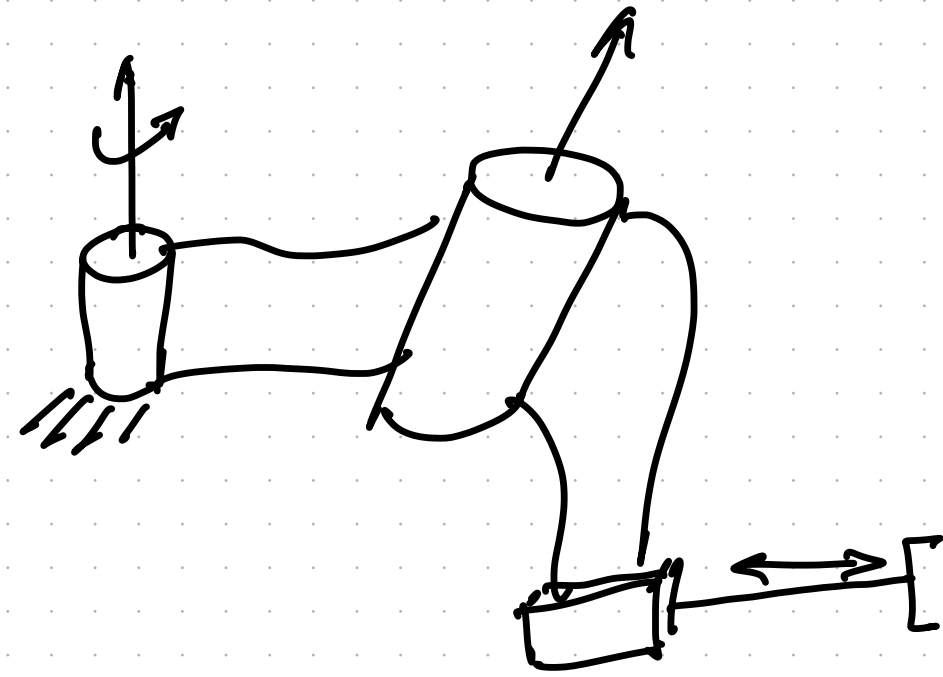
$$T \begin{bmatrix} 1 \\ 0 \\ 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 4 \\ -2 \\ 2 \\ 1 \end{bmatrix}$$

$$\begin{bmatrix} 4 \\ -3 \\ 7 \\ 1 \end{bmatrix}$$

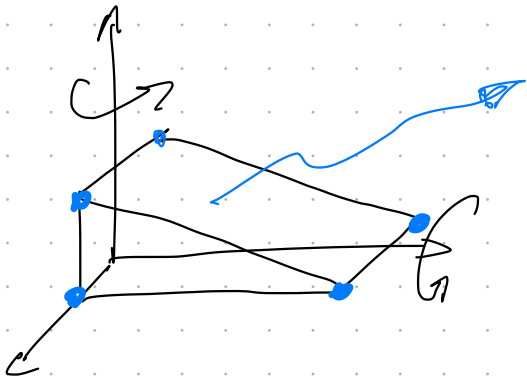


Trans (4, -3, 7) Rot(y, 90).

Rot(z, 90)



$$\cos x = 1 + \frac{x^2}{2!} + \dots$$

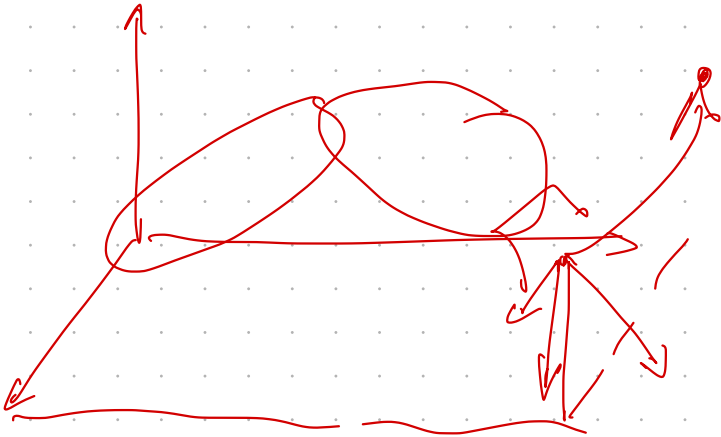


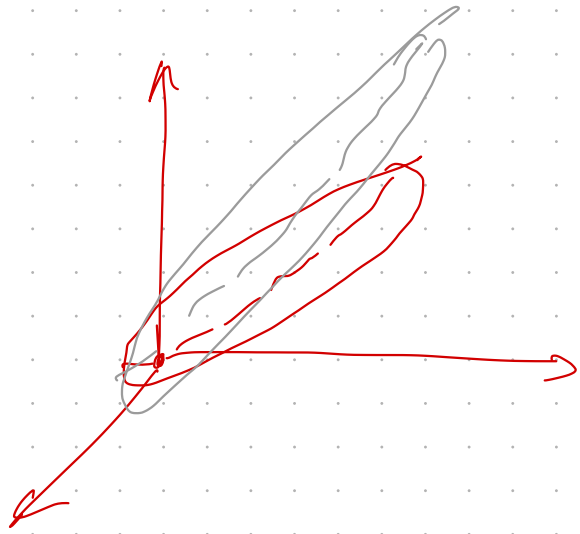
$$R^{-1} = R^T$$

$$\det(R) = \pm 1$$

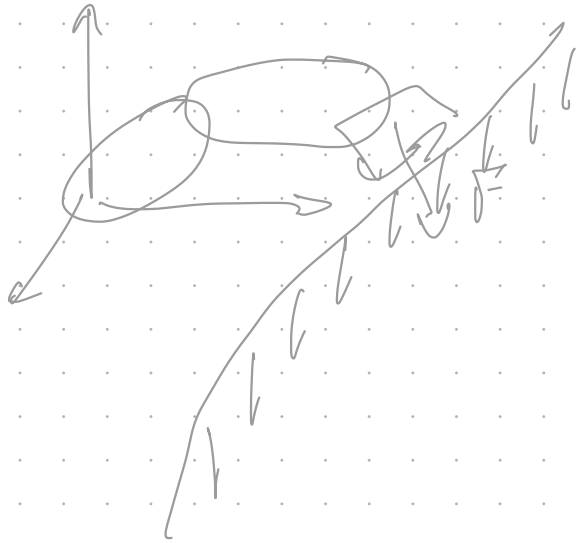
$$T = \left[\begin{array}{ccc|c} n_x & 0_x & a_x & p_x \\ n_y & 0_y & a_y & p_y \\ n_z & 0_z & a_z & p_z \\ \hline 0 & 0 & 0 & 1 \end{array} \right] = \left[\begin{array}{c|c} R & \vec{p} \\ \hline 000 & 1 \end{array} \right]$$

$$T^{-1} = \left[\begin{array}{ccc|c} R^T & & & -\vec{p} \cdot \vec{n} \\ & & & -\vec{p} \cdot \vec{a} \\ & & & -\vec{p} \cdot \vec{a} \\ \hline 0 & 0 & 0 & 1 \end{array} \right]$$

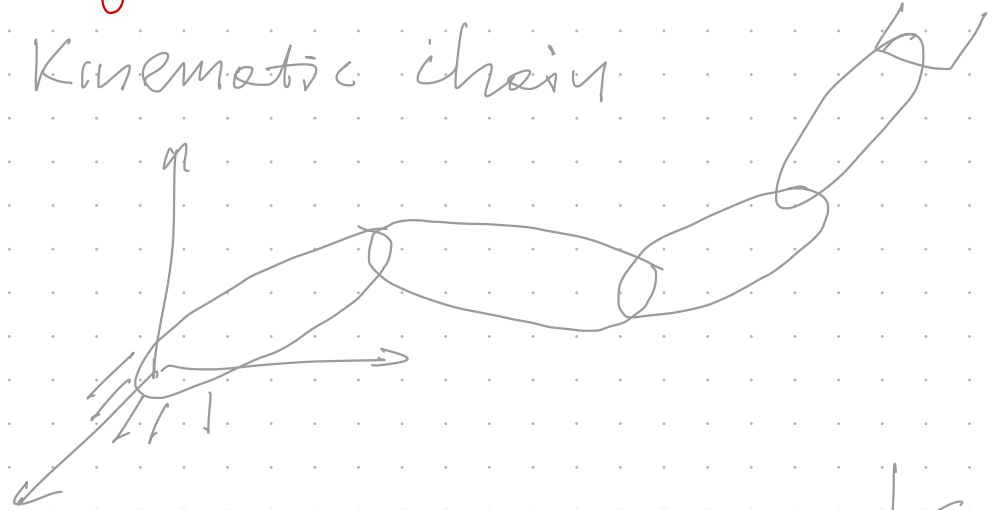




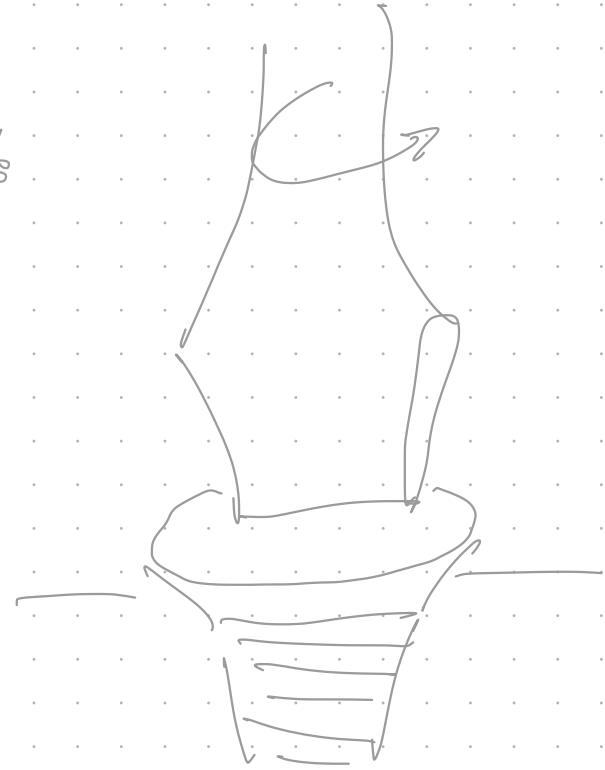
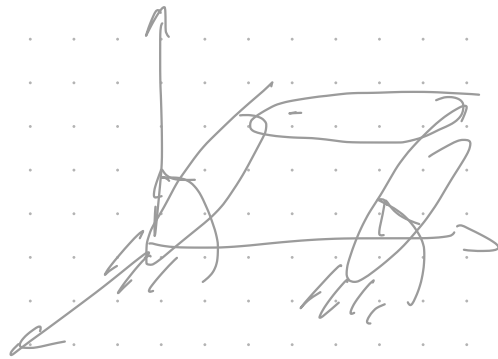
Does not exert force



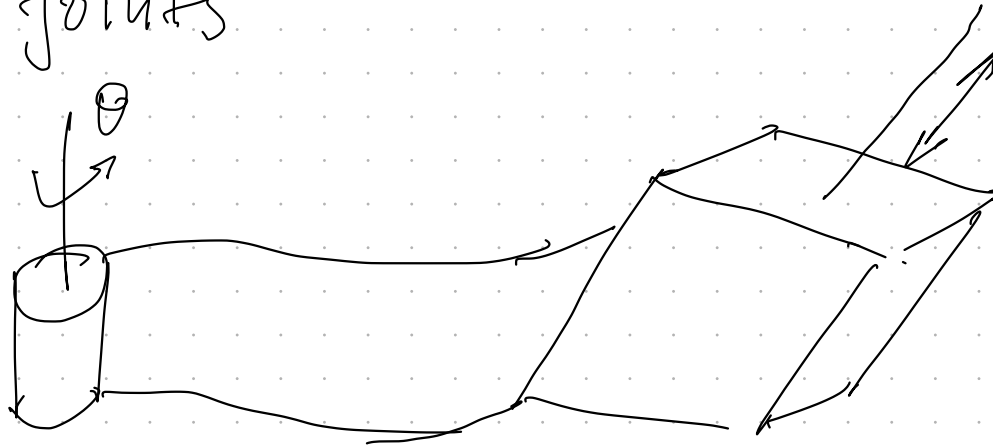
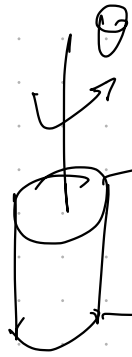
✓ Rigid \neq flexible
Kinematic chain



open \neq closed

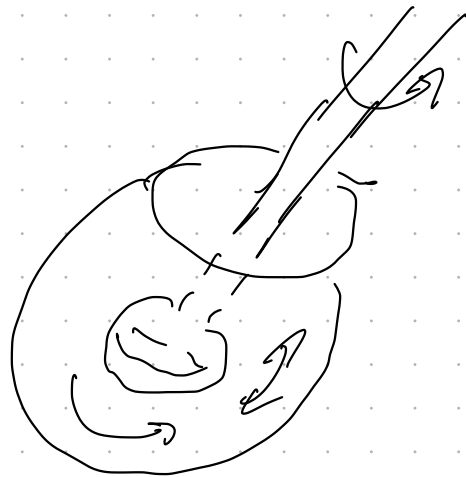


revolute joints

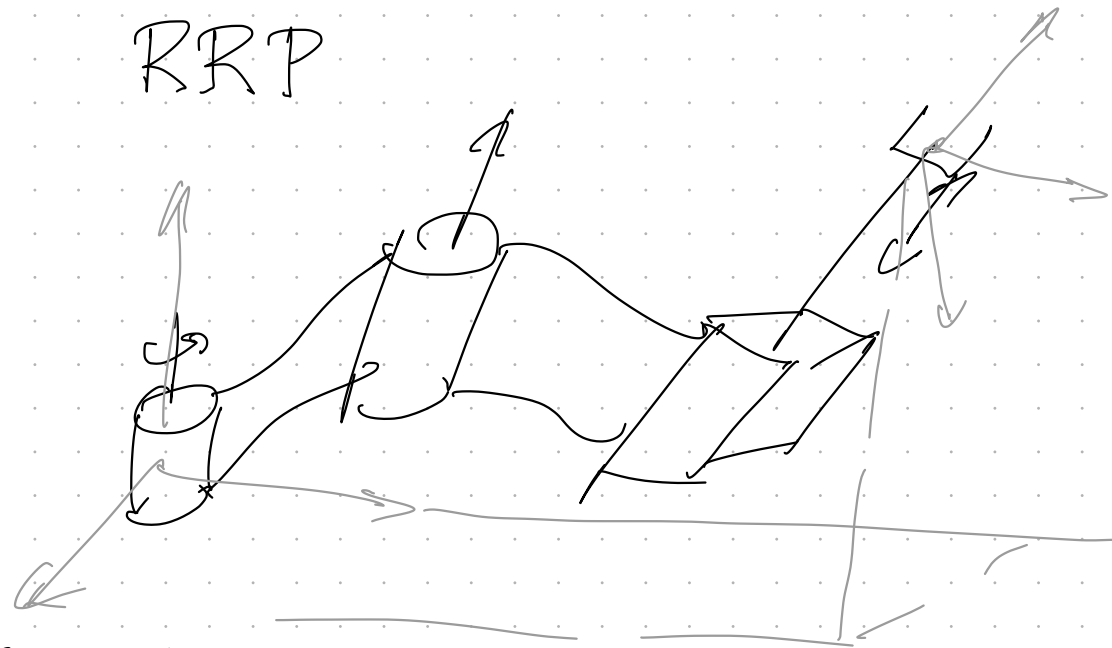


prismatic joints

~~spherical joints~~

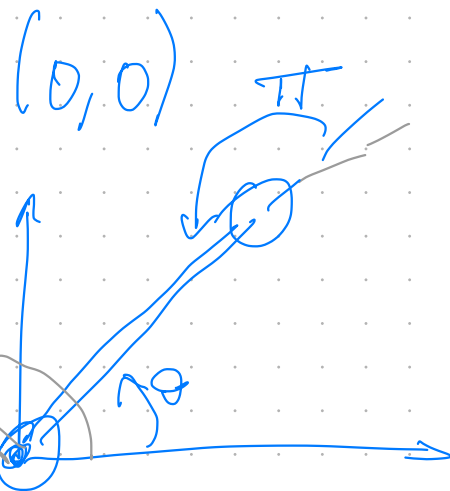
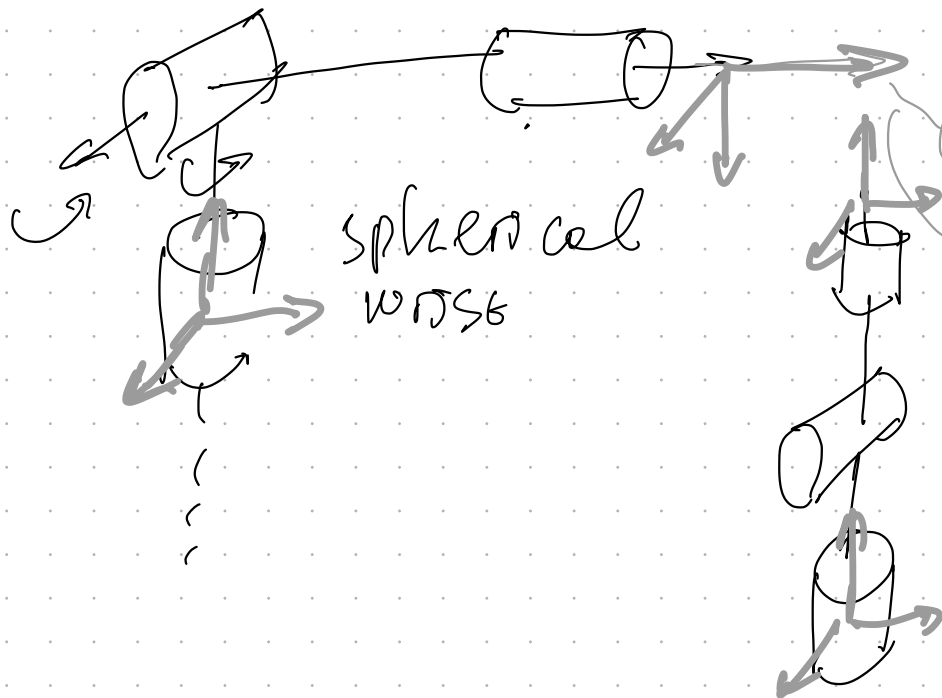
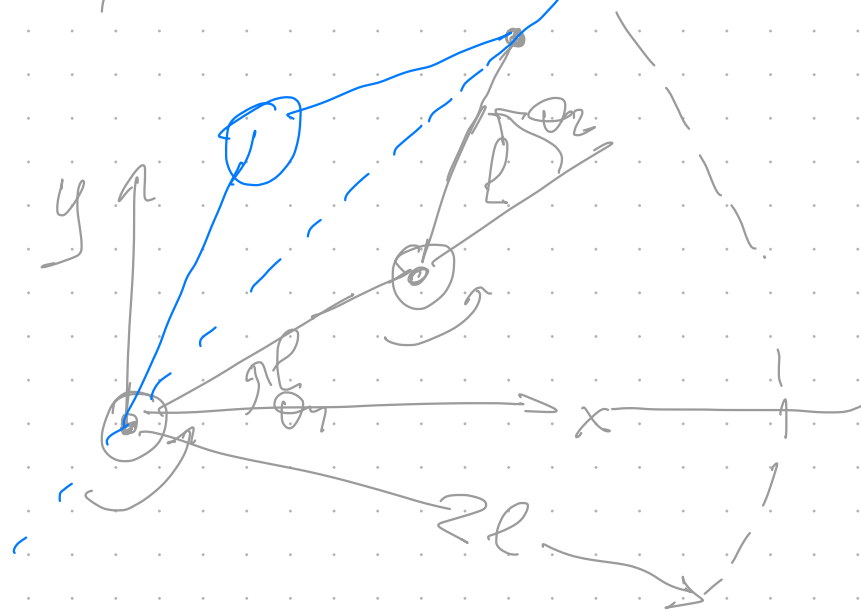
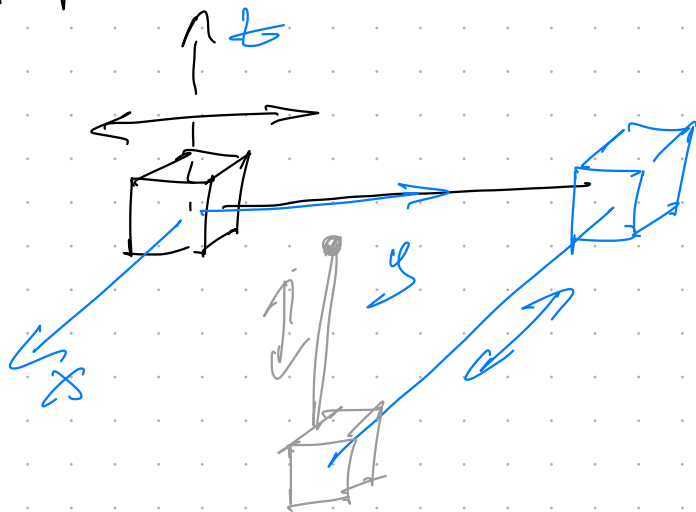


RRP



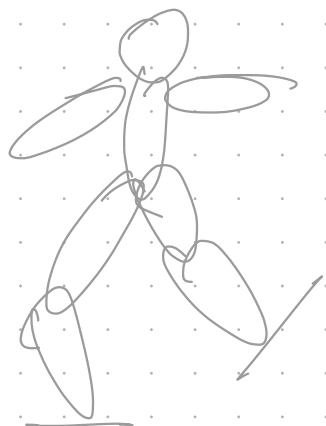
6 DoF Degree of Freedom

PPP



singularities

exoskeleton



Relative Transformations