

Lecture - 4

RIGID BODY MOTIONS (CONTD.)

A_T
 B \rightarrow 1) Represents $\{B\}$ w.r.t. $\{A\}$

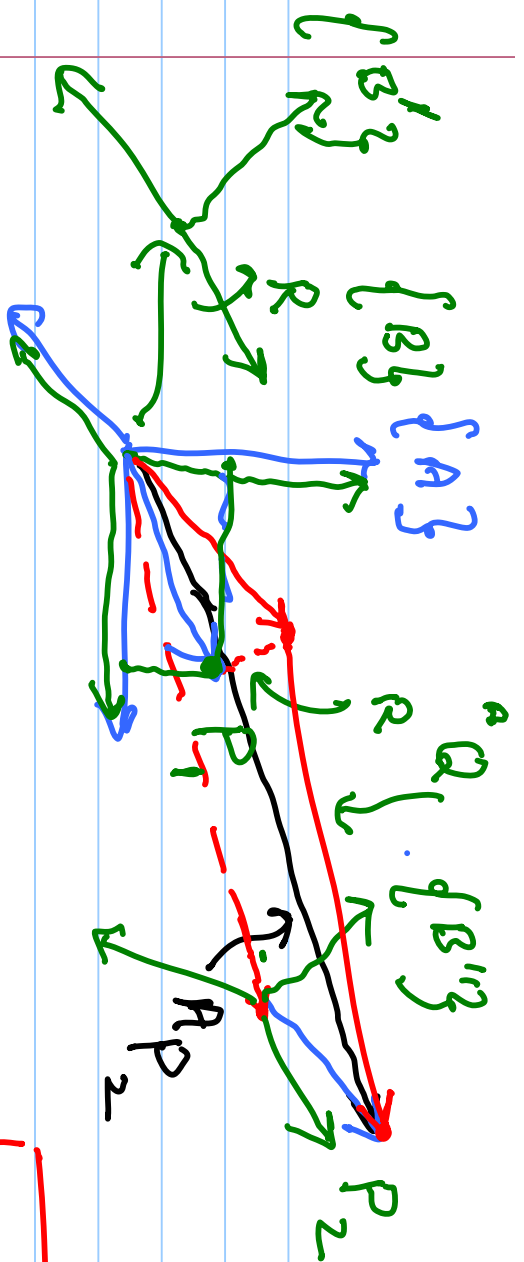
2) used as a mapping

that maps pts. expressed
(vectors)

in $\{B\}$ to that in $\{A\}$

3) Operator: represent

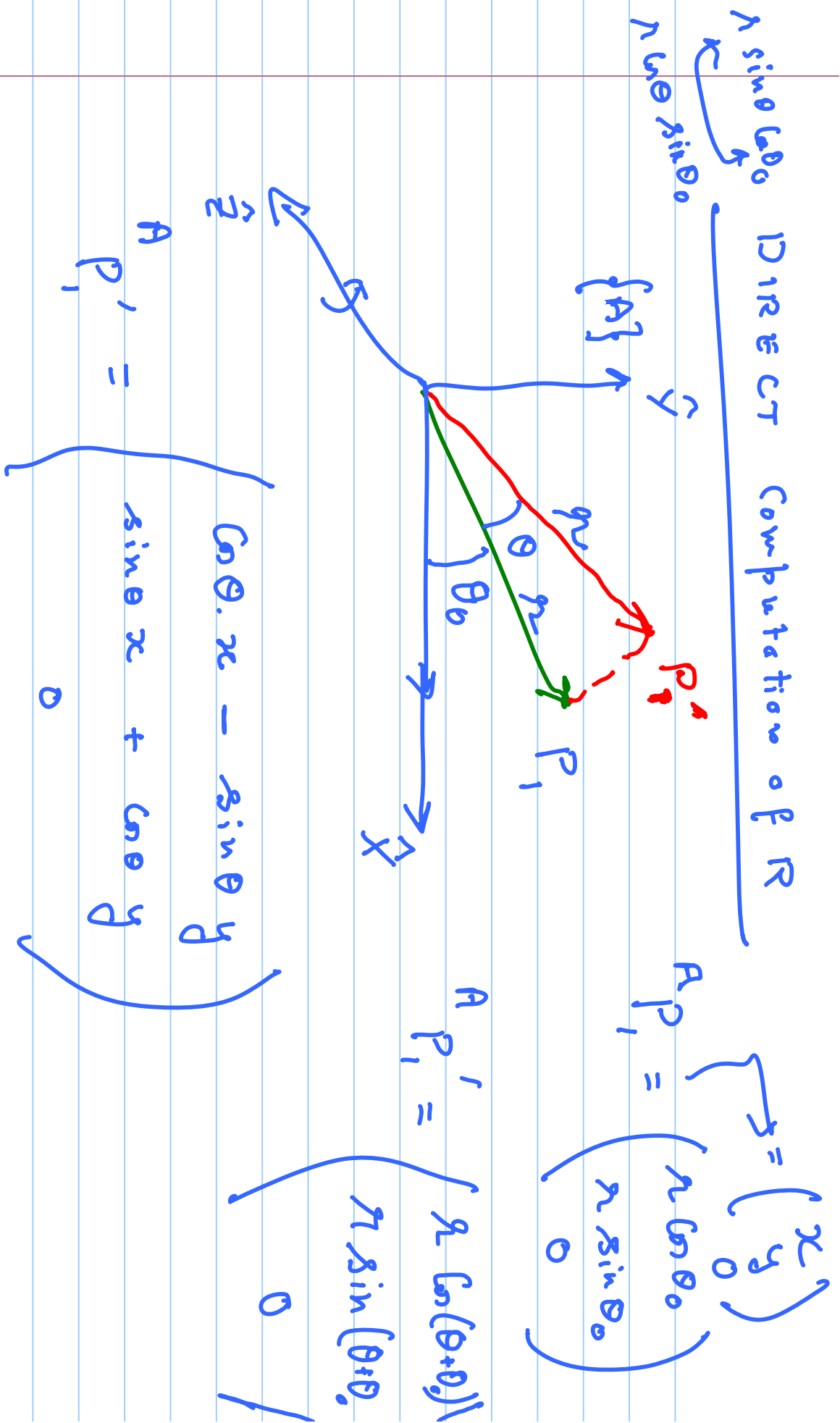
formation (motion) of ^{rigid body} pts.
in the same coord sys



$$\begin{matrix} B \\ B'' \\ R \\ P_2 \end{matrix}$$

$${}^A P_2 = {}^A Q_1 + {}^A R_1$$

$${}^A P_2 = {}^B P_1 + {}^B R_1$$

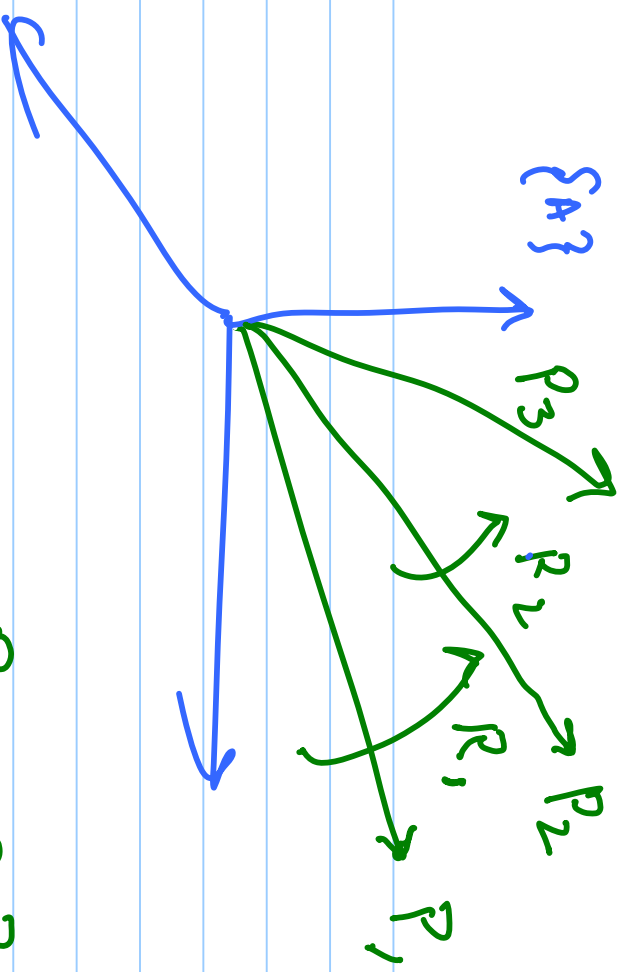


$$= \begin{pmatrix} \cos\theta & -\sin\theta & 0 \\ \sin\theta & \cos\theta & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \\ 0 \end{pmatrix}$$

$R_z(\theta)$ $R_k(\theta) \rightarrow$ rot. of Θ

around \hat{k}

$R_y(\theta)$ $R_x(\theta)$ \leftarrow Principal Rotations



$$P_3 = ? P_1$$

$$P_2 = R_1 P_1$$

$$P_3 = R_2 P_2$$

$$P_3 = \underbrace{R_2 R_1}_{R} P_1$$

Operator interpretation:

① successive rotations Corr. fo
pre. multiplication by corr. matrices.

② finite Rotations do not commute

TRANSFORM ARITHMETIC

1) Compounding Transform:

Given $\{A\}$, $\{B\}$, $\{C\}$,

And $A^T B^T$, C^T Take point P.

$$A^T = ? \quad A^T B^T P = B^T C^T P$$

~~AP~~

$$A^T P = C^T P$$

$$\therefore A^T = C^T$$

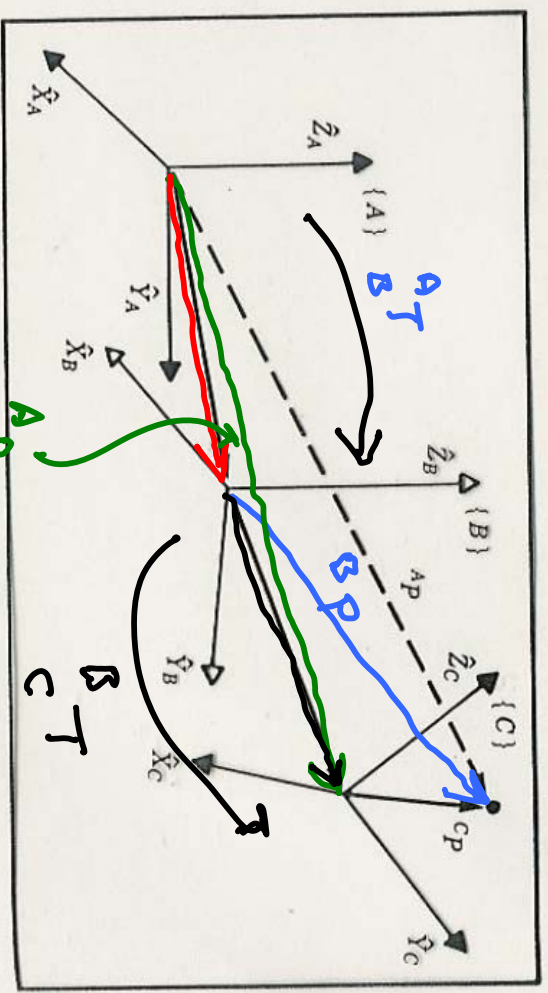


FIGURE 2.12 Compound frames: each is known relative to previous.

$$A^T_C = \left[\begin{array}{c|c} A^R_C & P_{\text{cor}_G}^A \\ \hline 0 & 1 \end{array} \right]$$

$$A^R_C = A^R_B C^R$$

$$A^T_B = \left[\begin{array}{c|c} A^R_B & P_{\text{cor}_G}^A \\ \hline 0 & 1 \end{array} \right]$$

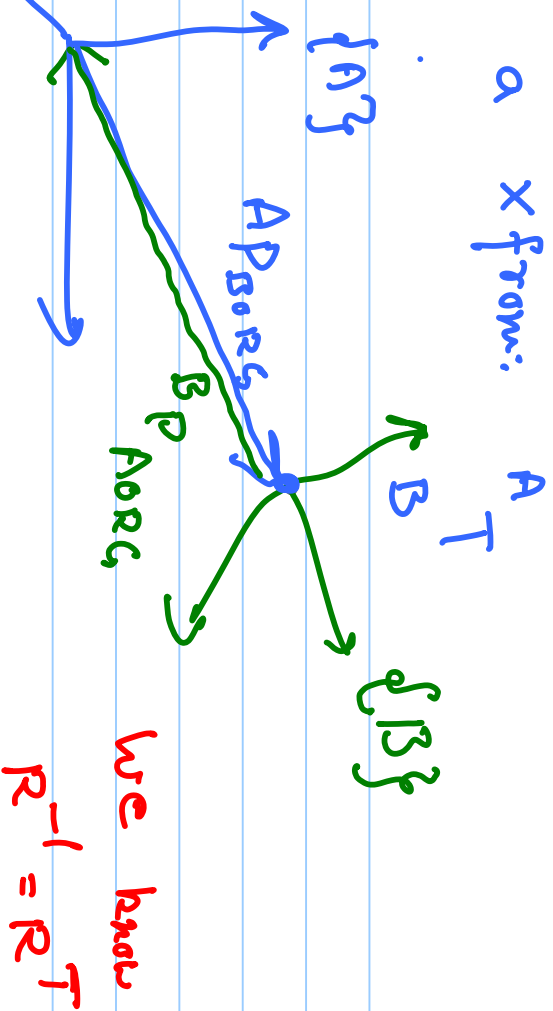
$$P_{\text{cor}_G}^A = A^R_B P_{\text{cor}_G}^A + A^R_B C^R P_{\text{cor}_G}^A$$

$$B^T_C = \left[\begin{array}{c|c} B^R_C & P_{\text{cor}_G}^B \\ \hline 0 & 1 \end{array} \right]$$

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2) INVERSE of a x from: A^T

$$A^T = \begin{bmatrix} A_R & A_P \\ B & P_{BORG} \\ 0 & 1 \end{bmatrix}$$



$$\begin{bmatrix} A_R & A_P \\ B & P_{BORG} \\ 0 & 1 \end{bmatrix}^{-1} = \begin{bmatrix} B & A^T \\ A & P_{AORG} \end{bmatrix}$$

$$= \begin{bmatrix} B_R & B_P \\ A_R & P_{AORG} \\ 0 & 1 \end{bmatrix}$$

$$\begin{bmatrix} A_R & A_P \\ B & P_{BORG} \\ 0 & 1 \end{bmatrix}^{-1} = \begin{bmatrix} A^T & A \\ B_R & B_P \\ 0 & 1 \end{bmatrix}$$

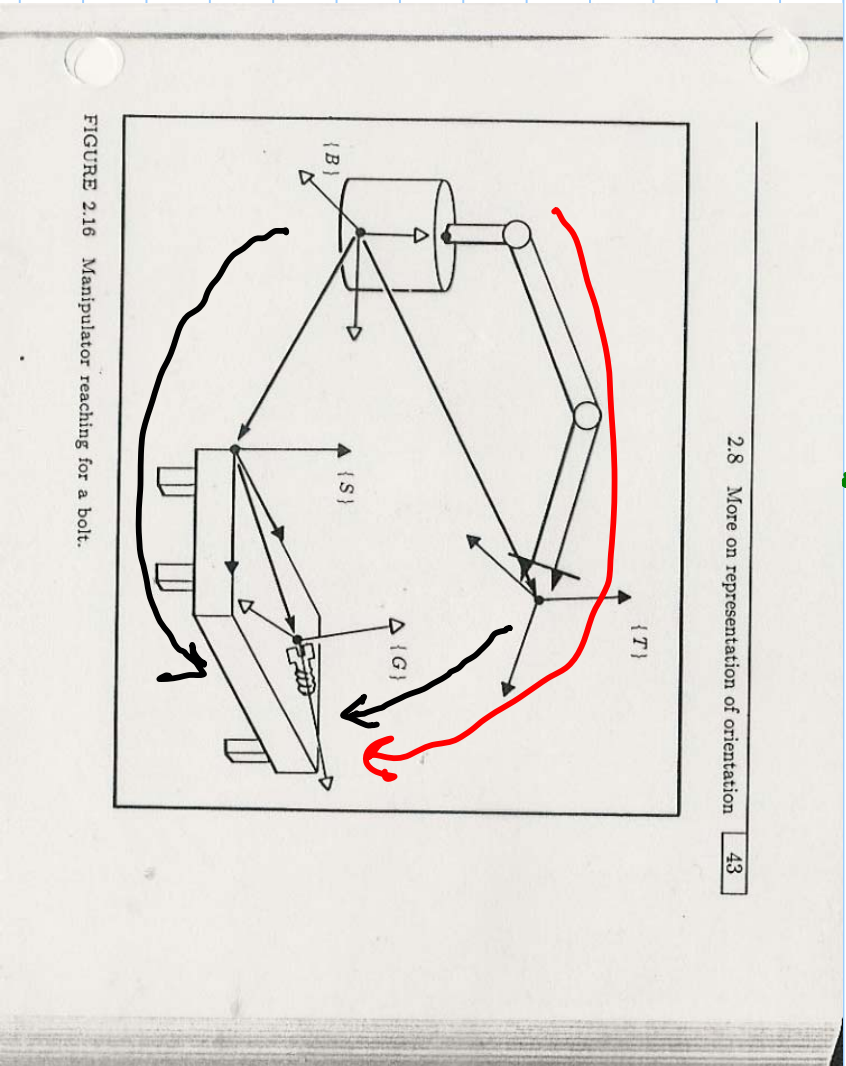
3) TRANSFORM CONS. :

Determine

T_G^T

KINEM:

B_T, B_T
 T, S
 G



Lower path :

$$B_T = S_T S_T G$$

Upper path :

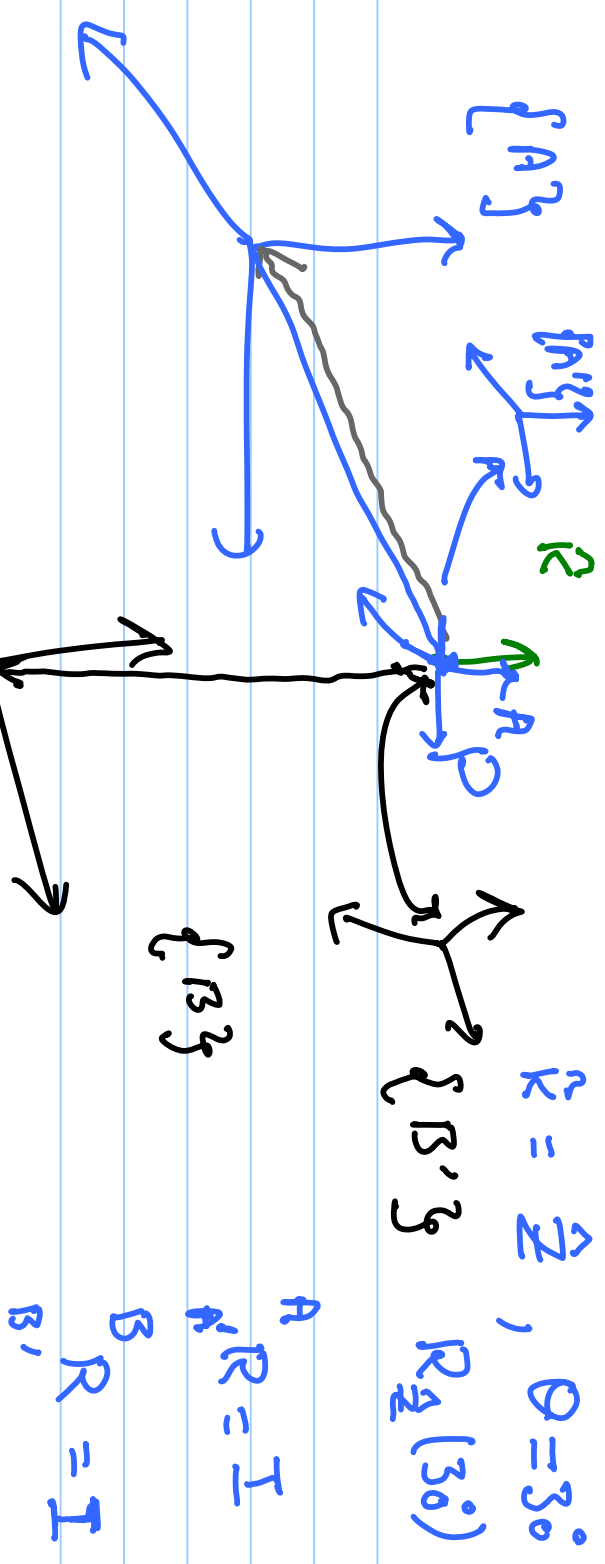
$$B_T = S_T T G$$

$$\Rightarrow B_T S_T = S_T T G$$

$$\Rightarrow T G = B_T^{-1} \left[B_T S_T \right]$$

$$= \cancel{B_T}^{-1} \cancel{B_T} S_T \cancel{S_T} T G$$

So for all rotations, are around axes (vectors) that pass through the origin. Some "transform arithmetic" can be used to det. effects of rotation around axes that do not pass through origin.



$$A_T = ?$$

$$B_T = ?$$

$$A_T = A_T A' T B' T$$

$$B_T = A' T B' T B_T$$

$$B' T = \left[\begin{array}{c|c} I & -A P \\ \hline 0 & 1 \end{array} \right]$$

$$B_T = \left[\begin{array}{c|c} I & -A P \\ \hline 0 & 1 \end{array} \right]$$

$$A' T = \left[\begin{array}{c|c} I & A P \\ \hline 0 & 1 \end{array} \right]$$

$$A' T = \left[\begin{array}{c|c} R_{\frac{\pi}{6}}(30^\circ) & 0 \\ \hline 0 & 1 \end{array} \right]$$