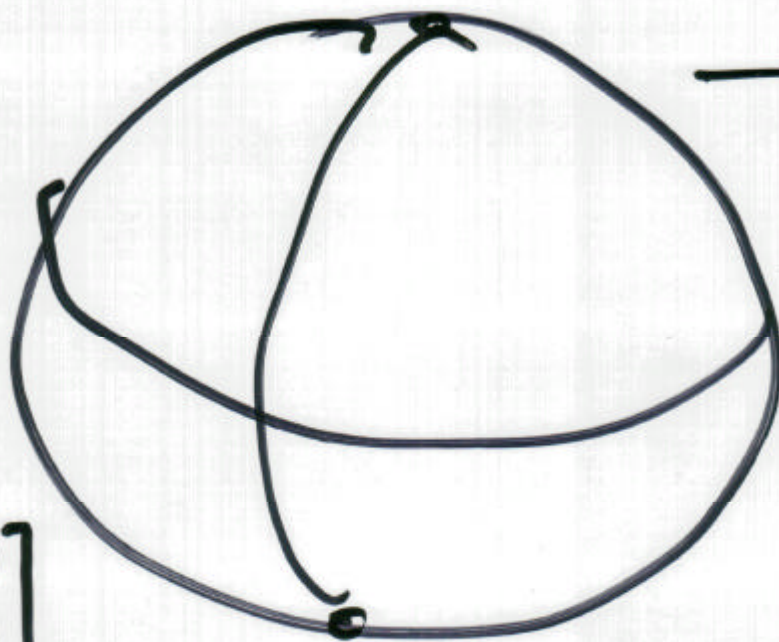


ROTO-TRASLAZIONI IN 3D

- CAP 2 TESTO
- APPENDICE
- APPUNTI MATRICI & VETTORI
- LEZIONI 2ª SETTIMANA 2004

GEOMETRIA $\leftarrow$ PIANE
 3D $\rightarrow$ EUCLIDEA



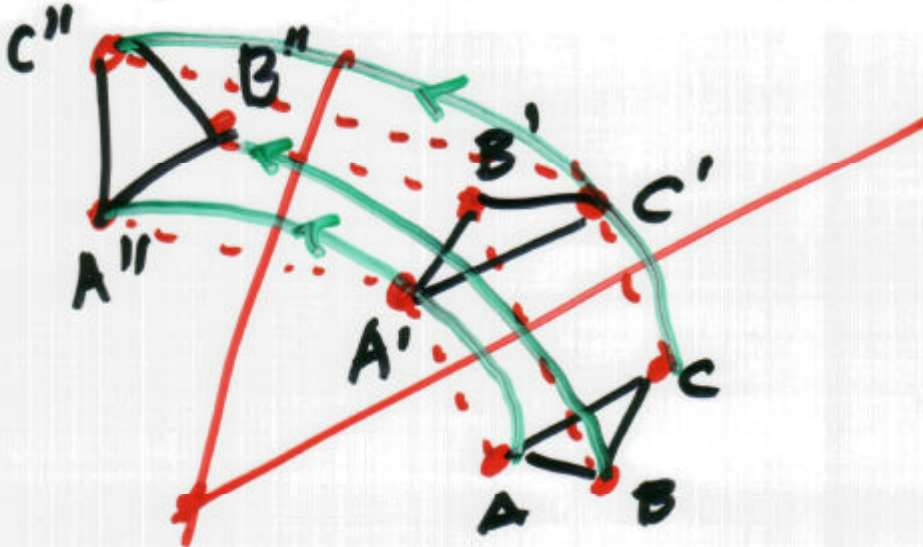
$\begin{bmatrix} x_1 \\ y_1 \\ z_1 \end{bmatrix}$
 $P_1 \cdots P_2 \begin{bmatrix} x_2 \\ y_2 \\ z_2 \end{bmatrix}$

$$d(P_1, P_2) = \sqrt{(x_1 - x_2)^2 + (y_1 - y_2)^2 + (z_1 - z_2)^2}$$

TRASFORMAZIONI ISOMETRICHE

CONSERVAZIONE DELLE DISTANZE

- RIFLESSIONI → IN ROBOTICA NON SI USA
- ROTAZIONI
- TRASLAZIONI



ROTAZIONI + TRASLAZIONI

TRASLAZIONI $\equiv$ SOMMA VETTORIALE

$$\underline{u}_A^t = \underline{u}_A + \underline{t}$$

$$\underline{u}_A = \underline{u}_A^t - \underline{t}$$

ROTAZIONI

$$\underline{u}_A \rightsquigarrow ? \underline{u}_A^r$$



$$\underline{u}_A^r = R \underline{u}_A$$

↑ OPERATORE: PRODOTTO DI MATRICE

$$\underline{u}_A = R^{-1} \underline{u}_A^r$$

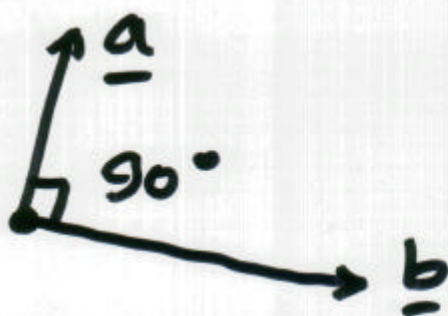
$$R^{-1} = R^T$$

R 3×3 di rotazione

- ORTO NORMALE righe/colonne ortogonali hanno norma 1

4

ortogonale


 $\underline{a}^T \underline{b} = 0$ prodotto scalare è nullo

$$\underline{a} \cdot \underline{b} = 0$$

$$\underline{a} \cdot \underline{b} = \underline{a}^T \underline{b}$$

$$\underline{a} \times \underline{b} \quad \leftarrow$$

$$\underline{a} \wedge \underline{b}$$

$$R = \begin{bmatrix} | & | & | \\ \underline{r}_1 & \underline{r}_2 & \underline{r}_3 \end{bmatrix}$$

$$\underline{r}_i^T \underline{r}_i = 1$$

$$\underline{r}_i^T \underline{r}_j = 0$$

$$R = \begin{bmatrix} - & c_1 & - \\ - & c_2 & - \\ - & c_3 & - \end{bmatrix}$$

$$\underline{c}_i^T \underline{c}_i = 1$$

$$\underline{c}_i^T \underline{c}_j = 0$$

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

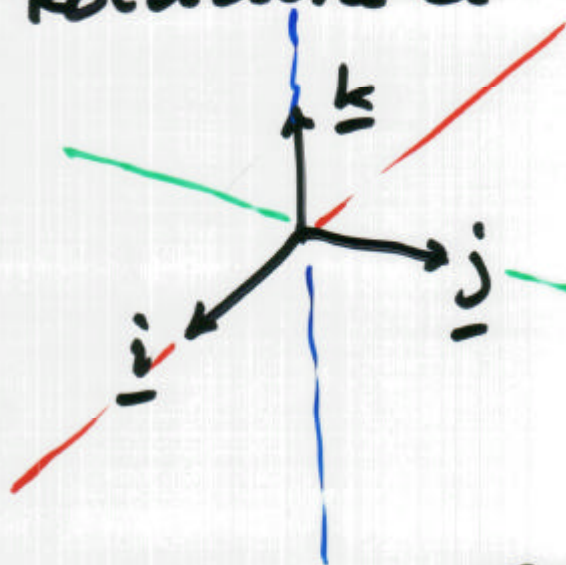
$$RR^T = R^T R = I$$

5

- $\det(R) = +1$

Riflessioni $\bar{R}$ $\det(\bar{R}) = -1$

Rotazione di α intorno a $\underline{i}$ (α)



$$\text{Rot}(\underline{i}, \alpha) =$$

$$= \begin{bmatrix} 1 & 0 & 0 \\ 0 & C_\alpha & -S_\alpha \\ 0 & S_\alpha & C_\alpha \end{bmatrix}$$

$$\text{Rot}(\underline{j}, \beta) = \begin{bmatrix} C_\beta & 0 & S_\beta \\ 0 & 1 & 0 \\ -S_\beta & 0 & C_\beta \end{bmatrix}$$

$$\text{Rot}(\underline{k}, \gamma) = \begin{bmatrix} C_\gamma & -S_\gamma & 0 \\ S_\gamma & C_\gamma & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

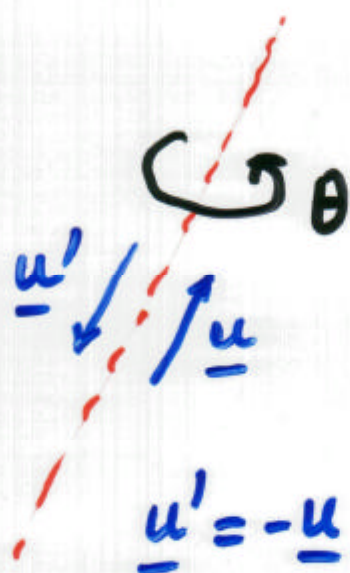
6

$\text{Rot}(\underline{u}, \theta) \Rightarrow$ formula
generale nel testo

— 0 —

$$\text{Rot}(\underline{u}, \theta) \quad (2.35)$$

$$\text{Rot}(\underline{u}, -\theta) = R(\underline{u}, 2\pi - \theta) = R(-\underline{u}, \theta)$$



VERSORE =
VETTORE $\|\cdot\| = 1$

$$\|\underline{u}\| = 1$$

$$\underline{u}^T \underline{u} = 1$$

$$\text{Rot}(\underline{u}, \theta) \cdot \text{Rot}(\underline{u}', \phi) \cdot \text{Rot}(\underline{u}'', \psi)$$

$$R_1 R_2 R_3 \dots R_n$$

7

$$R_1 R_2 \neq R_2 R_1$$

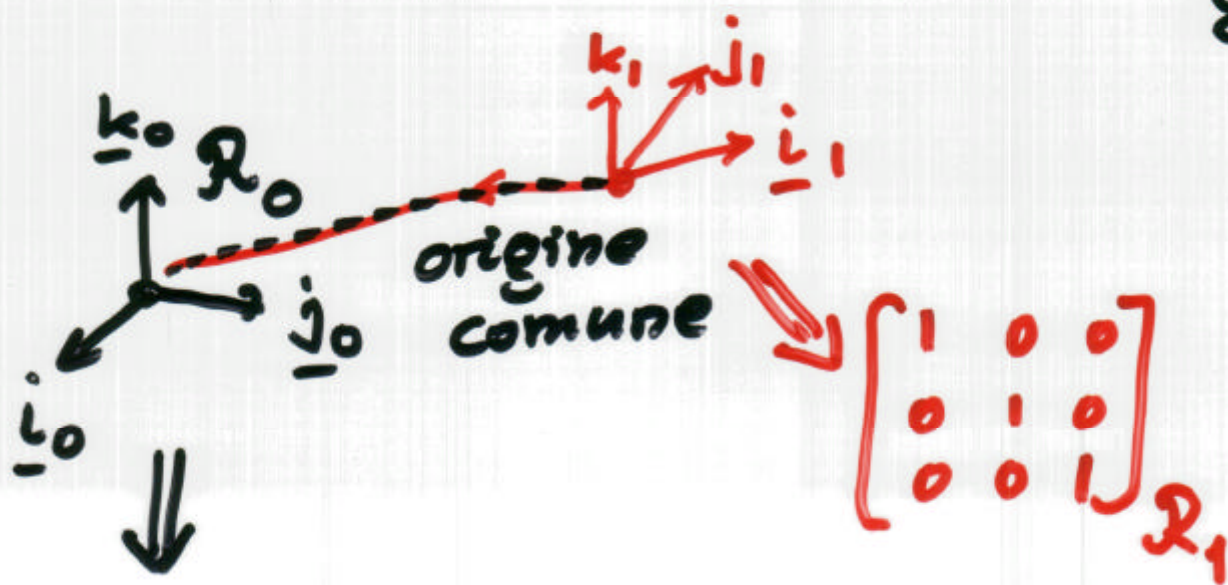
↑ IN GENERAL

$$\text{Rot}(\underline{u}, \theta) \cdot \text{Rot}(\underline{u}, \phi) \cdots \text{Rot}(\underline{u}, \psi) \\ = \text{Rot}(\underline{u}, (\theta + \phi + \cdots + \psi))$$

$$\text{Rot}(\underline{u}, \phi) \text{Rot}(\underline{u}, \psi) \cdots \text{Rot}(\underline{u}, \theta)$$

SAME ROT.
PLANE

$$R_1 R_2 R_3 R_4 = R_2 R_3 R_4 R_1$$



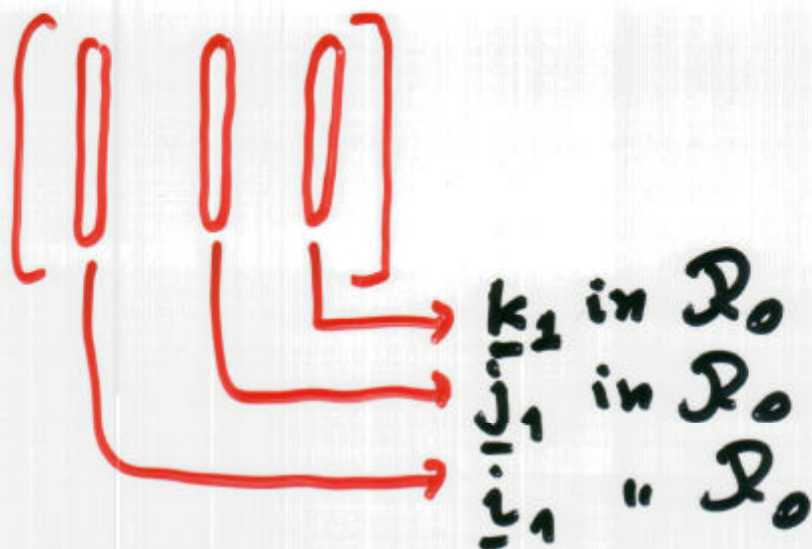
$$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}_{R_0}$$

R_0 in R_1
oppure

R_1 in R_0

se R_0 è quello "fisso"

R_1 in R_0 cos'è?



ESEMPIORot($\underline{i}_0$, 45°)

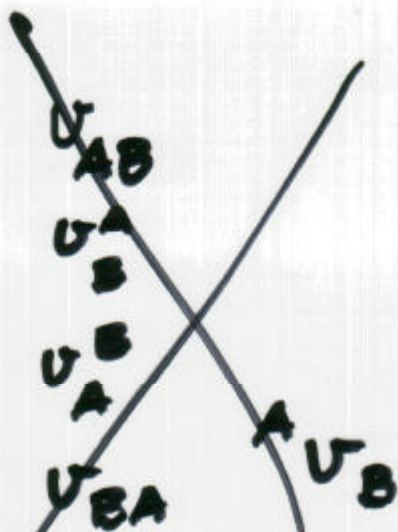
$$R = \begin{bmatrix} \underline{i}_1 & \underline{j}_1 & \underline{k}_1 \\ \downarrow & \downarrow & \downarrow \\ 1 & 0 & 0 \\ 0 & \sqrt{2}/2 & -\sqrt{2}/2 \\ 0 & \sqrt{2}/2 & \sqrt{2}/2 \end{bmatrix}$$

R rappresenta $\mathcal{R}_1$ in $\mathcal{R}_0 \rightarrow R^0$, si

0R_1 NO

R_{01} NO

R_{10} NO



R_1^0 che rappresenta $\mathcal{R}_1$ in $\mathcal{R}_0$
è anche la trasformazione "fisica"
che porta $\mathcal{R}_0$ a sovrapporsi a $\mathcal{R}_1$

— o —

$$R = I R = R I$$

PRE-FISSO
POST-MOBILE