

Translation & Rotation

3x3 · 3x1 ⇒ 3x1

$$\Rightarrow \bar{P}_{xyz} = \bar{R} \bar{P}_{uvw} + \bar{t}_{uvw}$$

$$\begin{pmatrix} \bar{P}_{xyz} \\ \vdots \\ 1 \end{pmatrix} = \begin{pmatrix} \bar{R} & \bar{t}_{uvw} \\ \dots & \dots \\ 000 & 1 \end{pmatrix} \begin{pmatrix} \bar{P}_{uvw} \\ \vdots \\ 1 \end{pmatrix}$$

$$\bar{R} \bar{P}_{uvw} = \bar{P}_{xyz} + (-\bar{t}_{uvw})$$

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

$$\bar{P}_{uvw} = \bar{R}^T (\bar{P}_{xyz} + (-\bar{t}_{uvw}))$$

not orthonormal

Inverse ⇒

$$\bar{P}_{uvw} = \bar{R}^T \bar{P}_{xyz} + \underbrace{-\bar{R}^T \bar{t}_{uvw}}_{\text{translation part}}$$

↑
rotation part

$$\bar{P} \Rightarrow \hat{P} = \begin{pmatrix} P_x \\ P_y \\ P_z \\ w \end{pmatrix}$$

Homogeneous coordinates

we use w=1

$$\hat{P} = \begin{pmatrix} P_x \\ P_y \\ P_z \\ 1 \end{pmatrix}$$

$$\hat{P}_{xyz} = \begin{pmatrix} P_x \\ P_y \\ P_z \\ 1 \end{pmatrix} = \begin{pmatrix} \bar{R} & \bar{t}_{uvw} \\ \dots & \dots \\ 000 & 1 \end{pmatrix} \begin{pmatrix} P_u \\ P_v \\ P_w \\ 1 \end{pmatrix}$$

↑
4x4

$$\begin{pmatrix} \bar{P}_{xyz} \\ 1 \end{pmatrix} = \begin{pmatrix} \bar{R} & \bar{t}_{uvw} \\ 000 & 1 \end{pmatrix} \begin{pmatrix} \bar{P}_{uvw} \\ 1 \end{pmatrix}$$

$$\begin{pmatrix} P_x \\ P_y \\ P_z \\ 1 \end{pmatrix} = \begin{pmatrix} r_{11} & r_{12} & r_{13} & t_u \\ r_{21} & r_{22} & r_{23} & t_v \\ r_{31} & r_{32} & r_{33} & t_w \\ 0 & 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} P_u \\ P_v \\ P_w \\ 1 \end{pmatrix}$$

↑
xyz T_{uvw}

Inverses

$$\bar{P}_{uvw} = \bar{R}^T \bar{P}_{xyz} + \underbrace{-\bar{R}^T \bar{t}_{uvw}}_{\text{translation part}}$$

$$\begin{pmatrix} \bar{P}_{uvw} \\ 1 \end{pmatrix} = \begin{pmatrix} \bar{R}^T & -\bar{R}^T \bar{t} \\ 000 & 1 \end{pmatrix} \begin{pmatrix} \bar{P}_{xyz} \\ 1 \end{pmatrix}$$

$$\begin{pmatrix} t_u \\ t_v \\ t_w \\ 000 \end{pmatrix}$$

3x1 1x3

$$\begin{pmatrix} \bar{R} & \bar{t} \\ 000 & 1 \end{pmatrix} \begin{pmatrix} \bar{R}^T & -\bar{R}^T \bar{t} \\ 000 & 1 \end{pmatrix} = \begin{pmatrix} \bar{I}_{33} & \text{3x3 matrix of zeros} \\ R R^T + \bar{t} \cdot (000) & -\bar{R} \bar{R}^T \bar{t} + \bar{t} \cdot 1 \\ (000) R^T + 1 \cdot (000) & (000) - R^T \bar{t} + 1 \cdot 1 \end{pmatrix} = \begin{pmatrix} \bar{I}_{37} & \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix} \\ (000) & 1 \end{pmatrix} = \bar{I}_{44}$$

Given ${}^B T_A$ and ${}^C T_B$ what is ${}^C T_A$

$$\hat{P}^B = \begin{matrix} \leftarrow 4 \times 4 \\ \begin{matrix} B \\ \overline{T}_A \\ A \\ \hat{P} \end{matrix} \end{matrix} \quad \hat{P}^C = {}^C \overline{T}_B \hat{P}^B \quad \hat{P}^C = {}^C \overline{T}_A \hat{P}^A$$

$$\hat{P}^C = \begin{matrix} \begin{matrix} C \\ \overline{T}_B \\ B \\ \overline{T}_A \\ A \\ \hat{P} \end{matrix} \end{matrix}$$

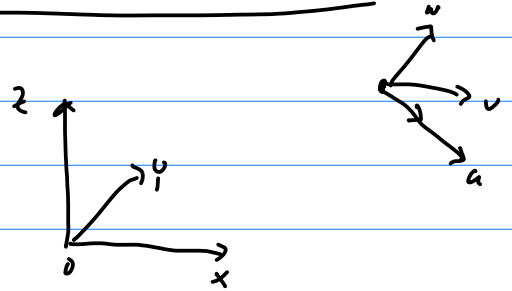
$${}^{robot} \overline{T}_{camera} \cdot {}^{camera} \overline{T}_{object} = {}^{robot} \overline{T}_{object}$$

$${}^{robot} \overline{T}_{obj2} \quad {}^{obj2} \overline{T}_{object} = {}^{obj2} \overline{T}_{robot} \quad {}^{robot} \overline{T}_{camera} \quad {}^{camera} \overline{T}_{object}$$

$$\uparrow$$

$$\left({}^{robot} \overline{T}_{obj2} \right)^{-1}$$

$$\begin{pmatrix} p_x \\ p_y \\ p_z \\ 1 \end{pmatrix} = \begin{bmatrix} n_x & s_x & a_x & t_x \\ n_y & s_y & a_y & t_y \\ n_z & s_z & a_z & t_z \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{pmatrix} p_u \\ p_v \\ p_w \\ 1 \end{pmatrix}$$



- $(n_x, n_y, n_z)^T =$ direction of \bar{u} wrt $OXYZ$
- $(s_x, s_y, s_z)^T =$ " " \bar{v} wrt $OXYZ$
- $(a_x, a_y, a_z)^T =$ " " \bar{w} wrt $OXYZ$
- $(t_x, t_y, t_z) =$ origin of $Ouvw$ wrt $OXYZ$

HW1 (6)

$${}^{XYZ} \overline{R}_{uvw} = {}^{XYZ} \overline{R}_{world} \cdot {}^{world} \overline{R}_{uvw} = \begin{bmatrix} \bar{x}^T \\ \bar{y}^T \\ \bar{z}^T \end{bmatrix} \begin{bmatrix} \bar{u} & \bar{v} & \bar{w} \end{bmatrix} = \begin{bmatrix} \bar{x}^T \bar{u} & \bar{x}^T \bar{v} & \bar{x}^T \bar{w} \\ \bar{y}^T \bar{u} & \bar{y}^T \bar{v} & \bar{y}^T \bar{w} \\ \bar{z}^T \bar{u} & \bar{z}^T \bar{v} & \bar{z}^T \bar{w} \end{bmatrix}$$

$${}^{world} \overline{R}_{uvw} = \begin{bmatrix} 1/2 & -1/2 & 0 \\ 0 & 0 & -1 \\ 1/2 & 1/2 & 0 \end{bmatrix} = \begin{bmatrix} \bar{u} & \bar{v} & \bar{w} \end{bmatrix} \quad {}^{world} \overline{R}_{XYZ} = \begin{bmatrix} \bar{x} & \bar{y} & \bar{z} \end{bmatrix}$$

$x_{yz} \vec{p}$ $x_{yz} \vec{T}_{uvw}$ $uvw \vec{p}$

$$\begin{pmatrix} 4 \\ -1 \\ 1 \\ 1 \end{pmatrix} = \begin{bmatrix} -1 & 0 & 0 & 5 \\ 0 & 0 & -1 & 2 \\ 0 & -1 & 0 & 3 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{pmatrix} 1 \\ 2 \\ 3 \\ 1 \end{pmatrix}$$

$$= \begin{matrix} x_{yz} \\ \vec{T}_{uvw} \end{matrix} \begin{pmatrix} 1 \\ 2 \\ 3 \\ 1 \end{pmatrix}$$