

EE 570: Location and Navigation

Navigation Mathematics: Translation

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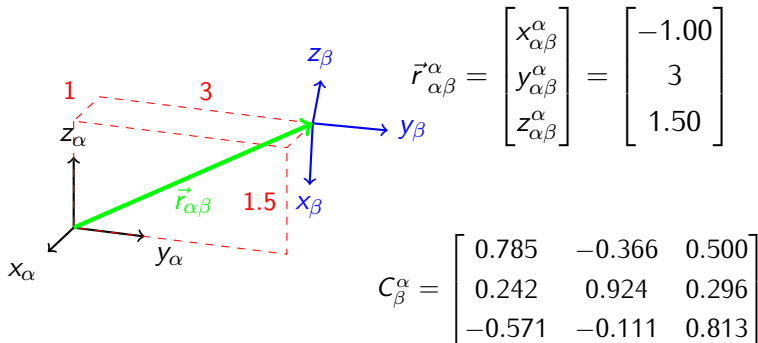
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Prescott, Arizona, USA

February 4, 2016

- 1 Vector Notation for Translation
- 2 Translation Between More Than Two Coordinate Frames
- 3 Example

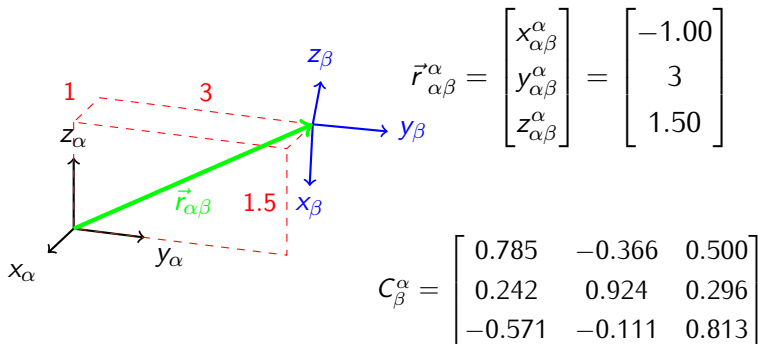
Define the vector $\vec{r}_{\alpha\beta}$ from the origin of $\{\alpha\}$ to the origin of $\{\beta\}$.

- specifies translation between frames



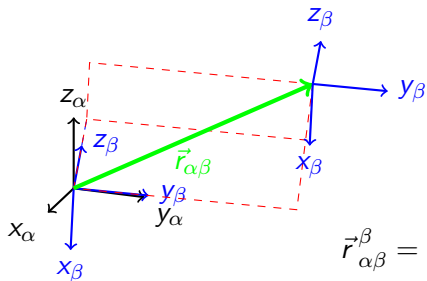
Define the vector $\vec{r}_{\alpha\beta}$ from the origin of $\{\alpha\}$ to the origin of $\{\beta\}$.

- specifies translation between frames



Now have means to describe rotation and translation between coordinate frames.

- Resolve, i.e., coordinatize, $\vec{r}_{\alpha\beta}$ wrt frame $\{\beta\}$.



$$\vec{r}_{\alpha\beta}^\beta = \begin{bmatrix} x_{\alpha\beta}^\beta \\ y_{\alpha\beta}^\beta \\ z_{\alpha\beta}^\beta \end{bmatrix} = \begin{bmatrix} -0.914 \\ 2.97 \\ 1.61 \end{bmatrix} = C_\alpha^\beta \vec{r}_{\alpha\beta}^\alpha$$

Same vector, so same “direction” and length.

Reverse vector \vec{r} , i.e., now from origin of $\{\beta\}$ to origin of $\{\alpha\}$.

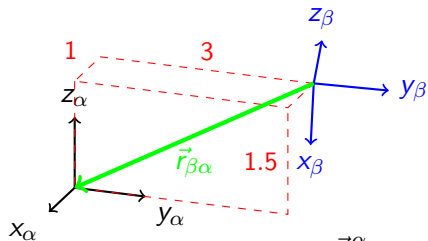
- notation:

Reverse vector \vec{r} , i.e., now from origin of $\{\beta\}$ to origin of $\{\alpha\}$.

- notation: $\vec{r}_{\beta\alpha} =$

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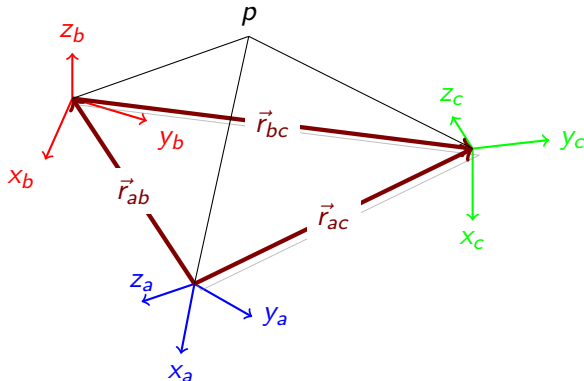
- notation: $\vec{r}_{\beta\alpha} = -\vec{r}_{\alpha\beta}$



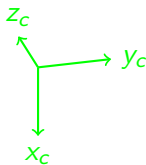
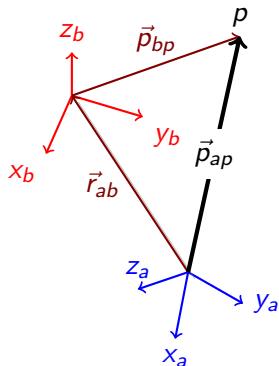
$$\vec{r}_{\beta\alpha}^{\alpha} = \begin{bmatrix} x_{\beta\alpha}^{\alpha} \\ y_{\beta\alpha}^{\alpha} \\ z_{\beta\alpha}^{\alpha} \end{bmatrix} = -\vec{r}_{\alpha\beta}^{\alpha} = \begin{bmatrix} -(-1.00) \\ -(3) \\ -(1.50) \end{bmatrix}$$

Consider three coordinate systems $\{a\}$, $\{b\}$, $\{c\}$ that have translation and rotation relative to each other.

- Knowing relationships between frames $\{a\}$, $\{b\}$, and $\{c\}$, i.e., \vec{r}_{ab} , \vec{r}_{bc} , \vec{r}_{ac} , C_b^a , C_c^b , and C_c^a , location of point p can be described in any frame, i.e., \vec{p}^a or \vec{p}^b or \vec{p}^c .

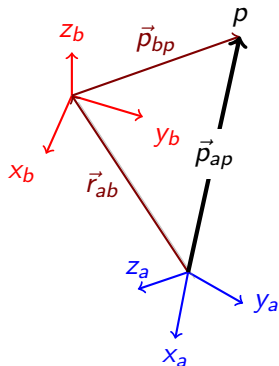


Determine the location of the point p relative to $\{a\}$ given location of point p is known relative to $\{b\}$.



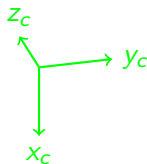
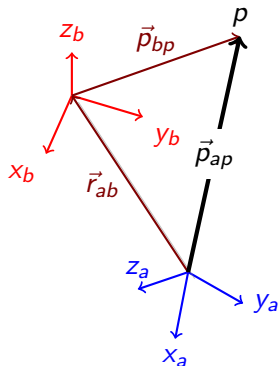
• $\vec{p}_{ap} =$

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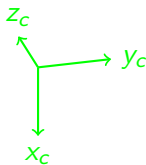
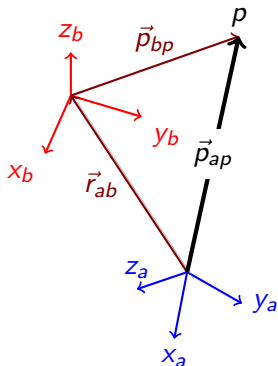
- $\vec{p}_{ap} = \vec{r}_{ab} + \vec{p}_{bp}$

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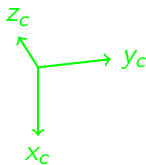
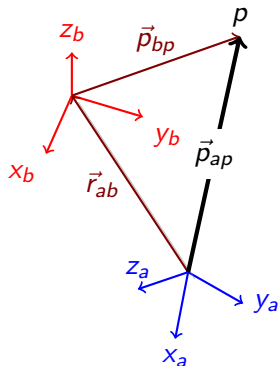
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In what frame?

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- $\vec{p}_{ap} = \vec{r}_{ab} + \vec{p}_{bp}$
In what frame?
- $\vec{p}_{ap}^a = \vec{r}_{ab}^a + \vec{p}_{bp}^a$
or
 $\vec{p}_{ap}^b = \vec{r}_{ab}^b + \vec{p}_{bp}^b$
or
 $\vec{p}_{ap}^c = \vec{r}_{ab}^c + \vec{p}_{bp}^c$

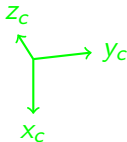
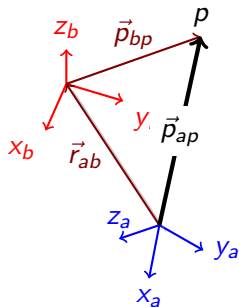
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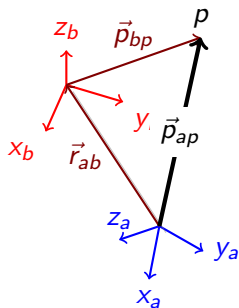
- $\vec{p}_{ap} = \vec{r}_{ab} + \vec{p}_{bp}$
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- $\vec{p}_{ap}^a = \vec{r}_{ab}^a + \vec{p}_{bp}^a$
or
 $\vec{p}_{ap}^b = \vec{r}_{ab}^b + \vec{p}_{bp}^b$
or
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Shorthand notation: $\vec{p}^a \equiv \vec{p}_{ap}^a$

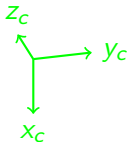
Given $\vec{p}_{ap}^a = \vec{r}_{ab}^a + \vec{p}_{bp}^a$ and/or the diagram, how would one find \vec{p}_{bp}^b ?



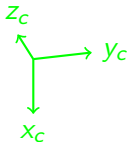
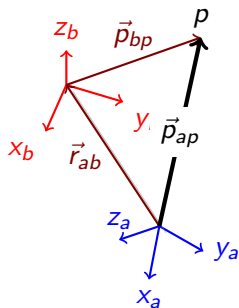
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- use given relationship or vector addition



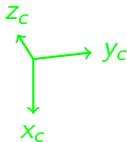
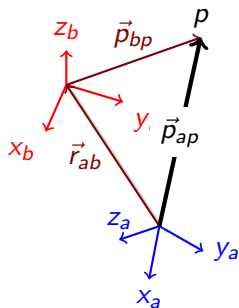
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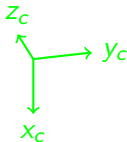
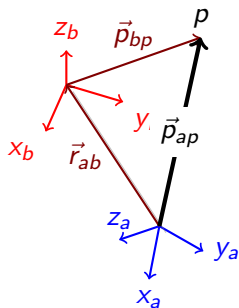
$$\Rightarrow \vec{p}_{bp}^a = \vec{p}_{ap}^a - \vec{r}_{ab}^a$$

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- use given relationship or vector addition
 $\Rightarrow \vec{p}_{bp}^a = \vec{p}_{ap}^a - \vec{r}_{ab}^a$
- now need to reference to $\{b\}$

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$$\Rightarrow \vec{p}_{bp}^a = \vec{p}_{ap}^a - \vec{r}_{ab}^a$$

- now need to reference to $\{b\}$

$$C_a^b \vec{p}_{bp}^a =$$

$$C_a^b (\vec{p}_{ap}^a - \vec{r}_{ab}^a)$$

$$\Rightarrow \vec{p}_{bp}^b = \vec{p}_{ap}^b - \vec{r}_{ab}^b$$

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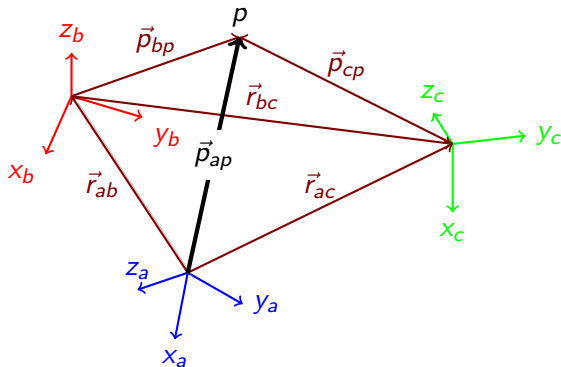
- Reoordinating: $\vec{p}_{ap}^c = C_a^c \vec{p}_{ap}^a$
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- Reoordinating: $\vec{p}_{ap}^c = C_a^c \vec{p}_{ap}^a$
(only frame of reference changes)
- Location *wrt* different frame: $\vec{p}_{cp}^c = \vec{r}_{cb}^c + C_b^c \vec{r}_{ba}^b + C_a^c \vec{p}_{ap}^a$
(vector addition in same frame)
 $\neq C_a^c \vec{p}_{ap}^a$

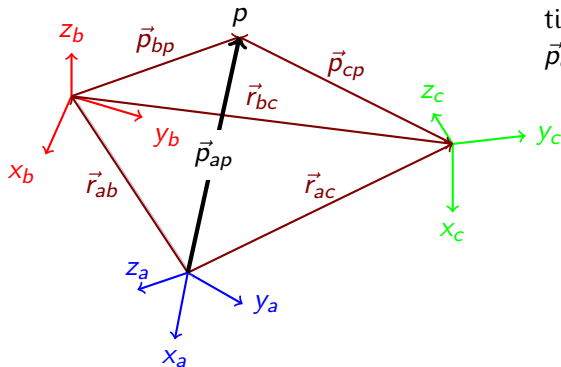
Determine location of point p from frame $\{c\}$;
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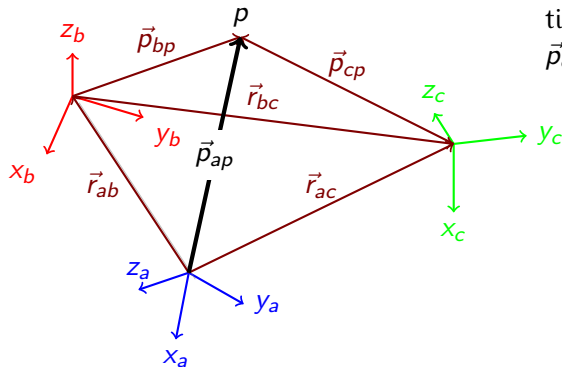
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Many approaches given
 labeled vectors/transla-
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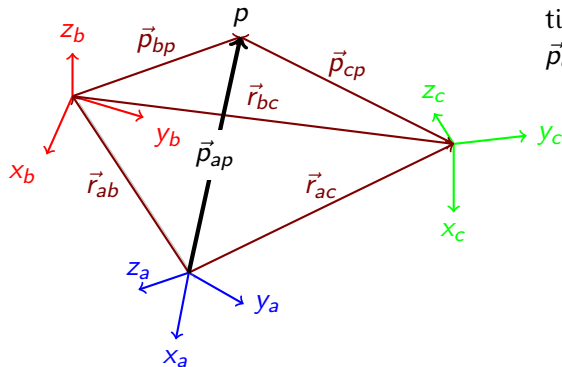


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$$\vec{p}_{cp} = -\vec{r}_{bc} + \vec{p}_{bp}$$

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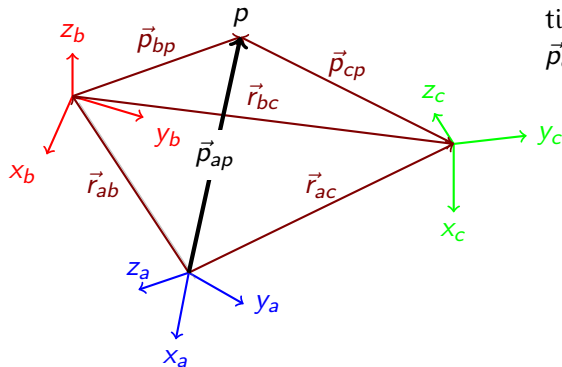
\vec{p}_{cp}

$$= -\vec{r}_{bc} + \vec{p}_{bp}$$

$$= -\vec{r}_{ac} + \vec{r}_{ab} + \vec{p}_{bp}$$

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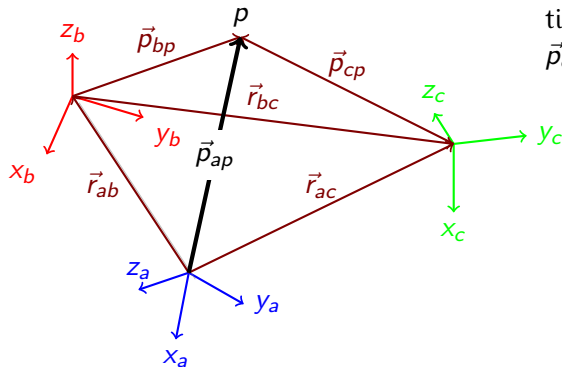
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\vec{p}_{cp}

$$\begin{aligned} &= -\vec{r}_{bc} + \vec{p}_{bp} \\ &= -\vec{r}_{ac} + \vec{r}_{ab} + \vec{p}_{bp} \\ &= -\vec{r}_{ac} + \vec{p}_{ap} \end{aligned}$$

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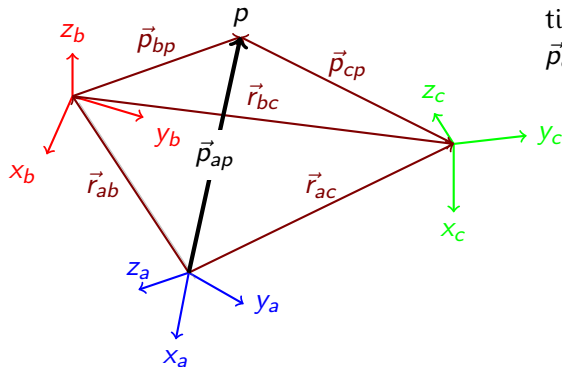
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 \end{aligned}$$

- In what frame?

Determine location of point p from frame $\{c\}$;

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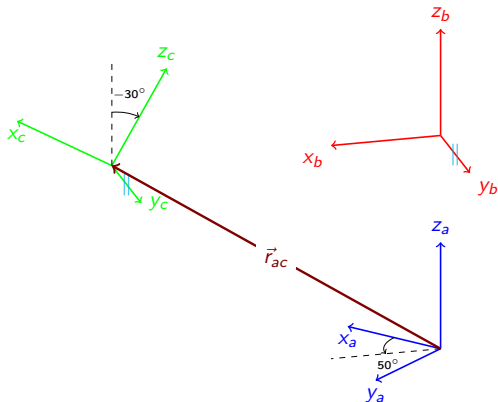
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\vec{p}_{cp}

$$\begin{aligned} &= -\vec{r}_{bc} + \vec{p}_{bp} \\ &= -\vec{r}_{ac} + \vec{r}_{ab} + \vec{p}_{bp} \\ &= -\vec{r}_{ac} + \vec{p}_{ap} \end{aligned}$$

- In what frame? doesn't matter, so long as same
- Can always recoordina-tize given C_b^a, C_c^b, C_c^a

Consider the three coordinate frames $\{a\}$, $\{b\}$, $\{c\}$ shown with the rotations and translations between some frames given.



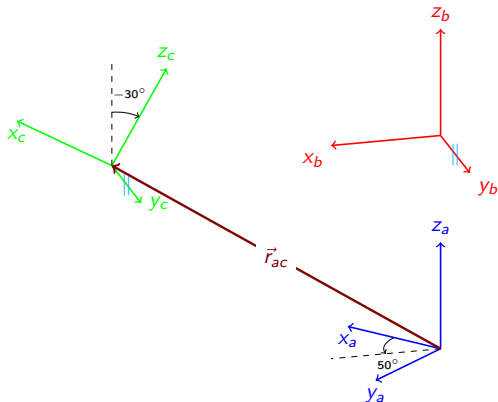
$$C_b^a = R_{z, 50^\circ}$$

$$C_c^b = R_{y, -30^\circ}$$

$$\vec{r}_{ab}^a = [0 \ 0 \ 2]^T$$

$$\vec{r}_{bc}^b = [3 \ 0 \ 0]^T$$

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• find

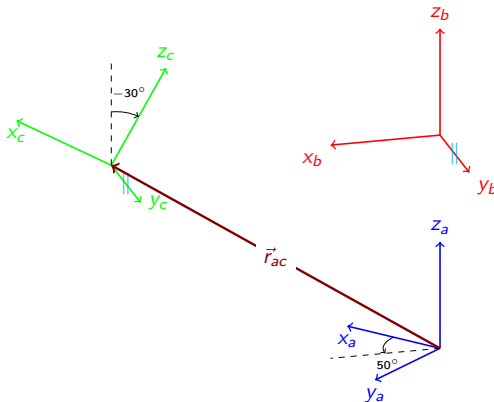
$$C_c^a$$

$$\vec{r}_{ac}^a$$

$$\vec{r}_{ca}^c$$

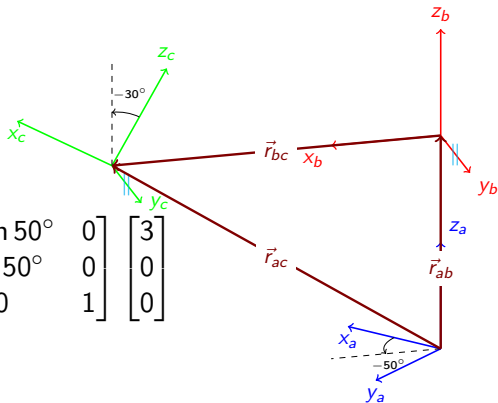
Example - Find C_c^a

$$C_c^a = C_b^a C_c^b = R_{z,50^\circ} R_{y,-30^\circ}$$



Example - Find \vec{r}_{ac}^a

$$\begin{aligned}
 \vec{r}_{ac}^a &= \vec{r}_{ab}^a + \vec{r}_{bc}^a \\
 &= \vec{r}_{ab}^a + C_b^a \vec{r}_{bc}^b \\
 &= \begin{bmatrix} 0 \\ 0 \\ 2 \end{bmatrix} + R_{z,50^\circ} \begin{bmatrix} 3 \\ 0 \\ 0 \end{bmatrix} \\
 &= \begin{bmatrix} 0 \\ 0 \\ 2 \end{bmatrix} + \begin{bmatrix} \cos 50^\circ & -\sin 50^\circ & 0 \\ \sin 50^\circ & \cos 50^\circ & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 3 \\ 0 \\ 0 \end{bmatrix} \\
 &= \begin{bmatrix} 1.93 \\ 2.30 \\ 2.00 \end{bmatrix}
 \end{aligned}$$



Example - Find \vec{r}_{ca}^c

$$\begin{aligned}\vec{r}_{ca}^c &= -\vec{r}_{ac}^c \\ &= -C_a^c \vec{r}_{ac}^a \\ &= -[C_c^a]^T \vec{r}_{ac}^a\end{aligned}$$

$$= -[R_{z,50^\circ} R_{y,-30^\circ}]^T \begin{bmatrix} 1.93 \\ 2.30 \\ 2.00 \end{bmatrix}$$

$$= \begin{bmatrix} -3.59 \\ 0 \\ -0.232 \end{bmatrix}$$

