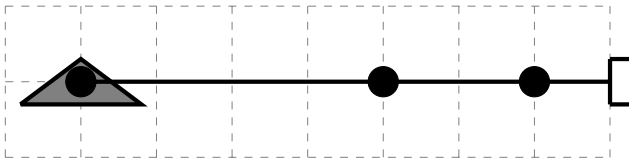
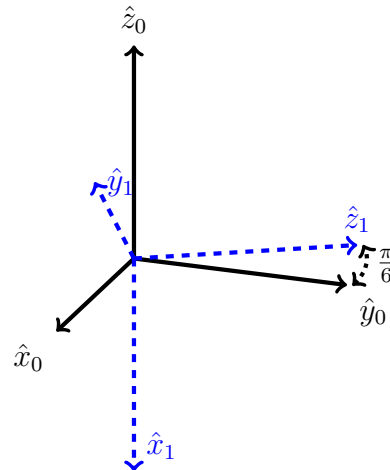


1. Sketch the workspace and dexterous workspace for the planar, three-link, RRR manipulator shown. Assume all rotational joints (denoted by dots) have a full range ( $360^\circ$ ) of motion.



2. Given frames 0 and 1 as shown in the figure below, find the rotation matrices  $R_1^0$  and  $R_0^1$ .



3. Consider the following sequence of rotations that takes a frame initially aligned with the fixed frame and rotates it to a new orientation:
  - (a) Rotate by angle  $\alpha$  about  $z$ -axis.
  - (b) Rotate by angle  $\beta$  about current  $y$ -axis.
  - (c) Rotate by angle  $\gamma$  about fixed  $x$ -axis.
  - (d) Rotate by angle  $\delta$  about current  $z$ -axis.

Write out the matrix product that yields the resulting rotation matrix describing the final orientation of the frame with respect to the fixed frame. Do not perform the multiplication.

4. A coordinate frame is rotated away from a fixed frame using the following sequence of rotations:

- (a)  $\frac{\pi}{2}$  about the  $z$ -axis,
- (b)  $\frac{\pi}{2}$  about the current  $y$ -axis,
- (c)  $\frac{\pi}{2}$  about the current  $x$ -axis.

Find the rotation matrix that represents the composition of these rotations, and sketch the initial/fixed and final frames.

5. A coordinate frame is rotated away from a fixed frame using the following sequence of rotations:

- (a)  $\frac{\pi}{2}$  about the  $z$ -axis,
- (b)  $\frac{\pi}{2}$  about the fixed  $y$ -axis,
- (c)  $\frac{\pi}{2}$  about the fixed  $x$ -axis.

Find the rotation matrix that represents the composition of these rotations, and sketch the initial/fixed and final frames.

6. Three coordinate frames (0, 1, 2) have been defined, and the orientations of frames 1 and 2 with respect to fixed frame 0 are given by the rotation matrices

$$R_1^0 = \begin{bmatrix} \frac{2}{3} & \frac{2}{3} & -\frac{1}{3} \\ -\frac{1}{3} & \frac{2}{3} & \frac{2}{3} \\ \frac{2}{3} & -\frac{1}{3} & \frac{2}{3} \end{bmatrix}, \quad R_2^0 = \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 0 \\ -1 & 0 & 0 \end{bmatrix}.$$

Find the following:

- (a) rotation matrix  $R_2^1$  that describes orientation of frame 2 with respect to frame 1,
- (b) ZYZ Euler angles  $(\varphi, \vartheta, \psi)$  that correspond to the orientation described by  $R_1^0$ ,
- (c) ZYZ Euler angles  $(\varphi, \vartheta, \psi)$  that correspond to the orientation described by  $R_2^0$ ,
- (d) RPY angles  $(\varphi, \vartheta, \psi)$  that correspond to the orientation described by  $R_1^0$ ,
- (e) RPY angles  $(\varphi, \vartheta, \psi)$  that correspond to the orientation described by  $R_2^0$ ,
- (f) angle and axis  $(\vartheta$  and  $\hat{r})$  that correspond to the orientation described by  $R_1^0$ ,
- (g) angle and axis  $(\vartheta$  and  $\hat{r})$  that correspond to the orientation described by  $R_2^0$ ,
- (h) quaternion  $(\eta$  and  $\vec{\epsilon})$  that correspond to the orientation described by  $R_1^0$ .
- (i) quaternion  $(\eta$  and  $\vec{\epsilon})$  that correspond to the orientation described by  $R_2^0$ .