

CS 369: Introduction to Robotics

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Spring 2026



Outline for today

- Coordinate frame transformations
- Robot kinematics

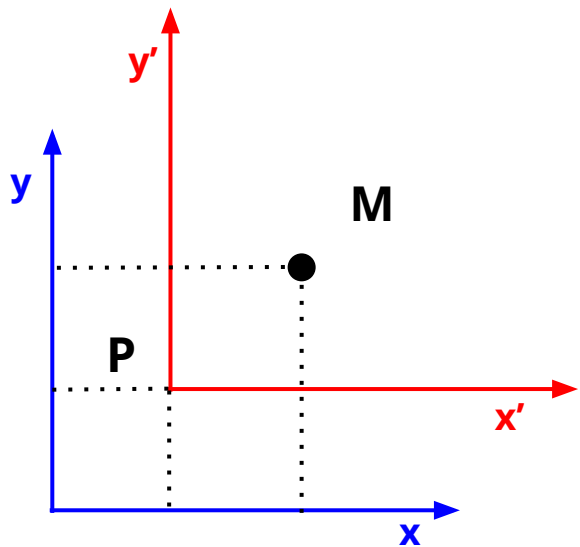
Outline for today

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Robot pose

- Refers to the robot's position and orientation in the environment
 - of which part of the robot?
 - with respect to which reference?
- Reference frame: static coordinate system

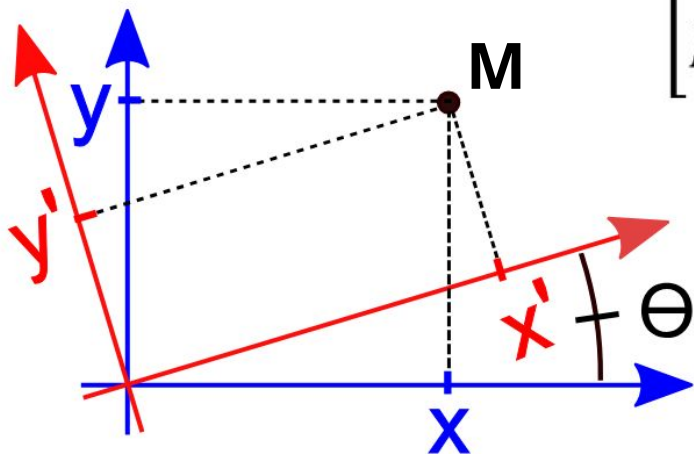
Translation



$$\begin{bmatrix} M_x \\ M_y \end{bmatrix} = \begin{bmatrix} P_x \\ P_y \end{bmatrix} + \begin{bmatrix} M_{x'} \\ M_{y'} \end{bmatrix}$$

↑
p (position vector)

Rotation



$$\begin{bmatrix} M_x \\ M_y \end{bmatrix} = \begin{bmatrix} \cos(\theta) & -\sin(\theta) \\ \sin(\theta) & \cos(\theta) \end{bmatrix} \begin{bmatrix} M_{x'} \\ M_{y'} \end{bmatrix}$$

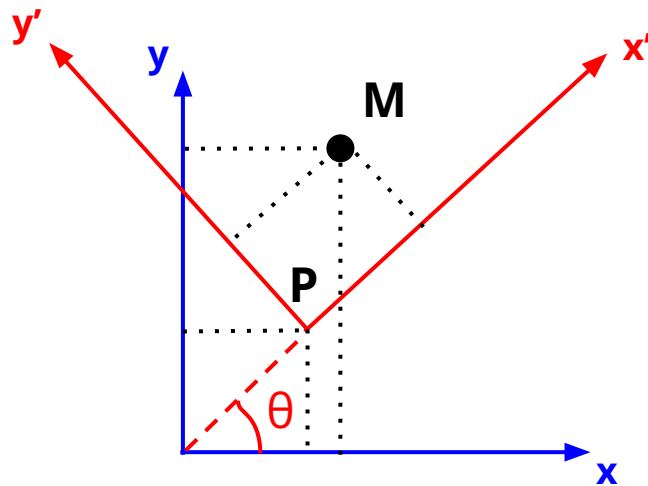
\uparrow
 $R(\theta)$

Homogeneous transformation matrix

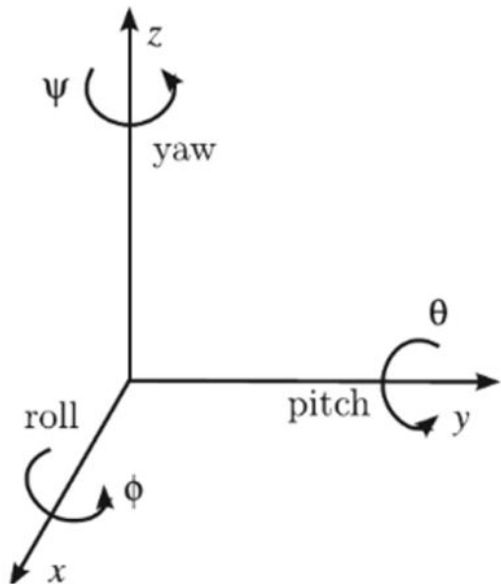
- Combines translation and rotation into a single matrix multiplication

- Standard form: $T = \begin{bmatrix} R & p \\ 0^T & 1 \end{bmatrix}$

- $$\begin{bmatrix} M_x \\ M_y \\ 1 \end{bmatrix} = \begin{bmatrix} \cos(\theta) & -\sin(\theta) & P_x \\ \sin(\theta) & \cos(\theta) & P_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} M_{x'} \\ M_{y'} \\ 1 \end{bmatrix}$$



3D transformations



$$p = \begin{bmatrix} P_x \\ P_y \\ P_z \end{bmatrix} \quad R = R_x R_y R_z$$

$$\mathbf{R}_x = \begin{pmatrix} 1 & 0 & 0 \\ 0 & \cos(\phi) & -\sin(\phi) \\ 0 & \sin(\phi) & \cos(\phi) \end{pmatrix}$$

$$\mathbf{R}_y = \begin{pmatrix} \cos(\theta) & 0 & \sin(\theta) \\ 0 & 1 & 0 \\ -\sin(\theta) & 0 & \cos(\theta) \end{pmatrix}$$

$$\mathbf{R}_z = \begin{pmatrix} \cos(\psi) & -\sin(\psi) & 0 \\ \sin(\psi) & \cos(\psi) & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

Rotations in 3D

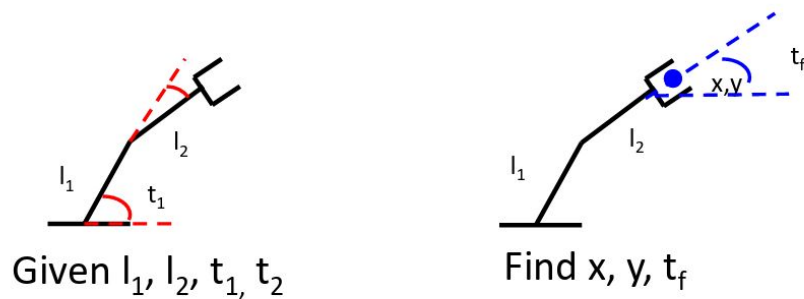
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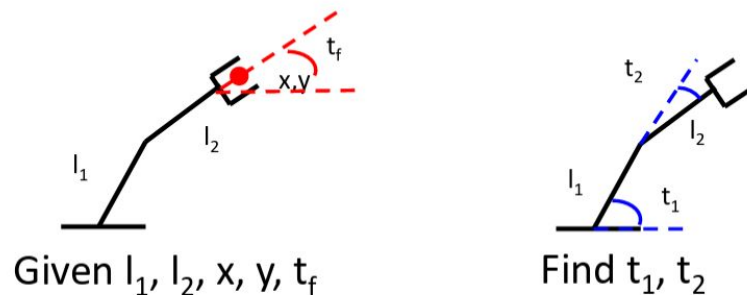
Robot kinematics

Refers to the geometry and movement of robotic mechanisms

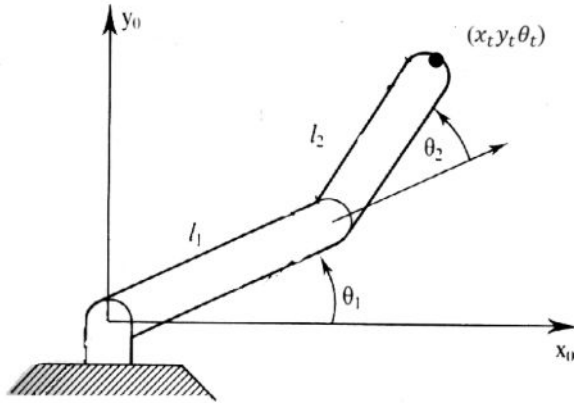
Forward Kinematics
(angles to position)



Inverse Kinematics
(position to angles)



Forward kinematics



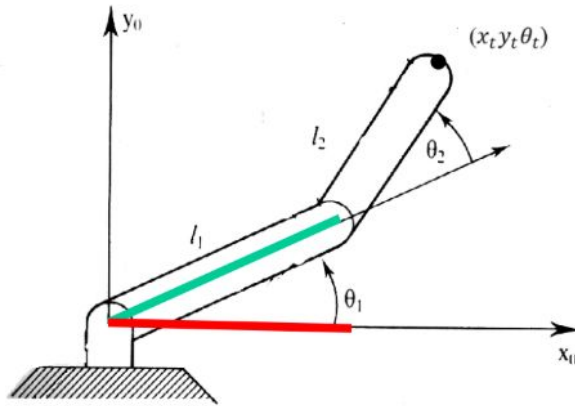
Set up:

- You have an RR robotic arm with base at the origin.
- The first link moves θ_1 with respect to the x -axis. The second link moves θ_2 with respect to the first link.

Question:

- What is the position and orientation of the end effector of the robotic arm?

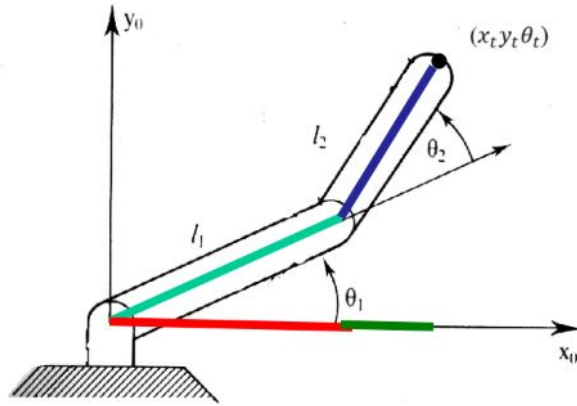
Geometric approach



$$\theta_t = \theta_1 + \theta_2$$

$$x_t = l_1 * \cos(\theta_1)$$

Geometric approach

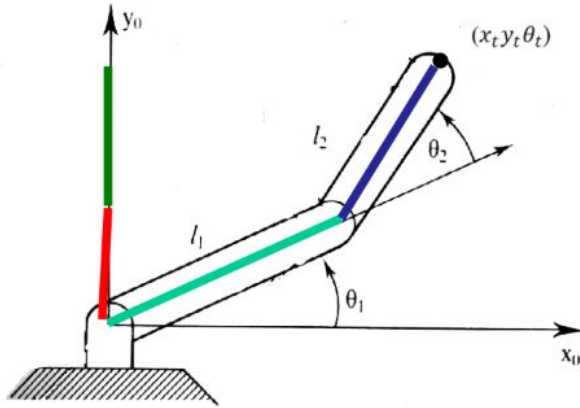


$$\theta_t = \theta_1 + \theta_2$$

$$x_t = l_1 * \cos(\theta_1) + l_2 * \cos(\theta_1 + \theta_2)$$



Geometric approach



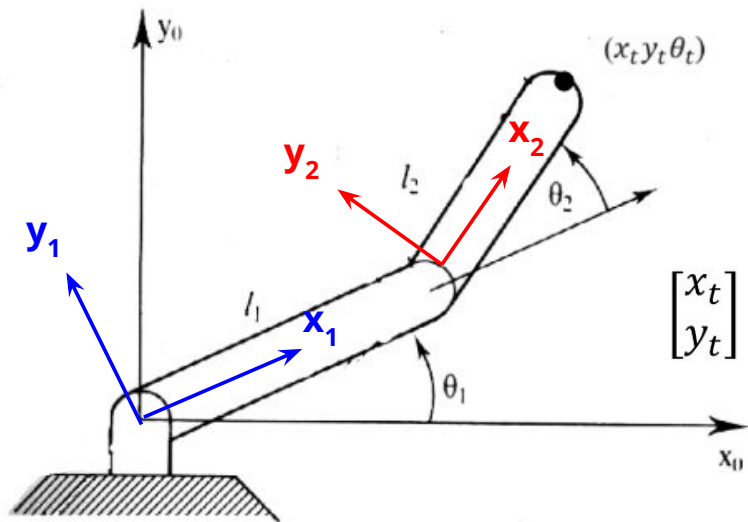
$$\theta_t = \theta_1 + \theta_2$$

$$x_t = l_1 * \cos(\theta_1) + l_2 * \cos(\theta_1 + \theta_2)$$

$$y_t = l_1 * \sin(\theta_1) + l_2 * \sin(\theta_1 + \theta_2)$$



Algebraic approach



$$\begin{bmatrix} x_t \\ y_t \end{bmatrix} = \begin{bmatrix} \cos(\theta_1) & -\sin(\theta_1) \\ \sin(\theta_1) & \cos(\theta_1) \end{bmatrix} \left(\begin{bmatrix} l_1 \\ 0 \end{bmatrix} + \begin{bmatrix} \cos(\theta_2) & -\sin(\theta_2) \\ \sin(\theta_2) & \cos(\theta_2) \end{bmatrix} \begin{bmatrix} l_2 \\ 0 \end{bmatrix} \right)$$