

# Homogenous matrix

Andersen Ang

First created:2013. Last update: 2017-Feb-1

## Transformation of unit vector w.r.t different frame

A point  $p$  is described by 2 frame :  $o_0x_0y_0$  and  $o_1x_1y_1$ . Where frame 1 is frame 0 translated by a distance  $d$  (a vector), and then rotated by a rotation matrix  $R$ . Question: what is the relationship between  $p^1$  and  $p^0$  ?

Answer:

$$p^0 = Rp^1 + d$$

where

$$R = R_1^0 = \begin{bmatrix} x_1 \cdot x_0 & y_1 \cdot x_0 & z_1 \cdot x_0 \\ x_1 \cdot y_0 & y_1 \cdot y_0 & z_1 \cdot y_0 \\ x_1 \cdot z_0 & y_1 \cdot z_0 & z_1 \cdot z_0 \end{bmatrix} \quad d = \begin{bmatrix} d_x \\ d_y \\ d_z \end{bmatrix}$$

A dimension 4 matrix can be used to store the information of both translation and rotation. Such matrix is called homogenous matrix  $H$ :

$$H = \begin{bmatrix} x_1 \cdot x_0 & y_1 \cdot x_0 & z_1 \cdot x_0 & d_x \\ x_1 \cdot y_0 & y_1 \cdot y_0 & z_1 \cdot y_0 & d_y \\ x_1 \cdot z_0 & y_1 \cdot z_0 & z_1 \cdot z_0 & d_z \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Thus rotation matrix is thus

$$R = \begin{bmatrix} x_1 \cdot x_0 & y_1 \cdot x_0 & z_1 \cdot x_0 & 0 \\ x_1 \cdot y_0 & y_1 \cdot y_0 & z_1 \cdot y_0 & 0 \\ x_1 \cdot z_0 & y_1 \cdot z_0 & z_1 \cdot z_0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

where

$$R(x, \theta) = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & \cos \theta & -\sin \theta & 0 \\ 0 & \sin \theta & \cos \theta & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad R(y, \theta) = \begin{bmatrix} \cos \theta & 0 & \sin \theta & 0 \\ 0 & 1 & 0 & 0 \\ -\sin \theta & 0 & \cos \theta & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad R(z, \theta) = \begin{bmatrix} \cos \theta & -\sin \theta & 0 & 0 \\ \sin \theta & \cos \theta & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

And translation matrix is thus

$$T = \begin{bmatrix} 1 & 0 & 0 & d_x \\ 0 & 1 & 0 & d_y \\ 0 & 0 & 1 & d_z \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

where

$$T(x, d) = \begin{bmatrix} 1 & 0 & 0 & d_x \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad T(y, d) = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & d_y \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad T(z, d) = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & d_z \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Therefore

$$p^0 = Rp^1 + d \quad \begin{bmatrix} x_0 \\ y_0 \\ z_0 \end{bmatrix} = \begin{bmatrix} x_1 \cdot x_0 & y_1 \cdot x_0 & z_1 \cdot x_0 \\ x_1 \cdot y_0 & y_1 \cdot y_0 & z_1 \cdot y_0 \\ x_1 \cdot z_0 & y_1 \cdot z_0 & z_1 \cdot z_0 \end{bmatrix} \begin{bmatrix} x_1 \\ y_1 \\ z_1 \end{bmatrix} + \begin{bmatrix} d_x \\ d_y \\ d_z \end{bmatrix}$$

can be written as

$$\begin{bmatrix} x_0 \\ y_0 \\ z_0 \\ 1 \end{bmatrix} = \begin{bmatrix} x_1 \cdot x_0 & y_1 \cdot x_0 & z_1 \cdot x_0 & d_x \\ x_1 \cdot y_0 & y_1 \cdot y_0 & z_1 \cdot y_0 & d_y \\ x_1 \cdot z_0 & y_1 \cdot z_0 & z_1 \cdot z_0 & d_z \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x_1 \\ y_1 \\ z_1 \\ 1 \end{bmatrix}$$

## Properties of the homogenous matrix

$$H = \begin{bmatrix} x_1 \cdot x_0 & y_1 \cdot x_0 & z_1 \cdot x_0 & d_x \\ x_1 \cdot y_0 & y_1 \cdot y_0 & z_1 \cdot y_0 & d_y \\ x_1 \cdot z_0 & y_1 \cdot z_0 & z_1 \cdot z_0 & d_z \\ 0 & 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} \left( R \right)_{3 \times 3} & \left( d \right)_{3 \times 1} \\ 0_{1 \times 3} & 1_{1 \times 1} \end{bmatrix} = \begin{bmatrix} R & d \\ 0 & 1 \end{bmatrix}$$

Consecutive multiplications of  $H$  matrix do not change the form

$$\begin{bmatrix} R_1 & d_1 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} R_2 & d_2 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} R_1 R_2 & d_2 + R_1 d_2 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} R' & d' \\ 0 & 1 \end{bmatrix}$$

Since  $R$  is an orthogonal matrix :  $R^T R^{-1} = 1$

$$\det(R^T R^{-1}) = 1$$

$$\det(R^T) \det(R^{-1}) = 1$$

The inverse

$$\begin{bmatrix} R & d \\ 0 & 1 \end{bmatrix}^{-1} = \left( \det \begin{bmatrix} R & d \\ 0 & 1 \end{bmatrix} \right)^{-1} \text{cof} \begin{bmatrix} R & d \\ 0 & 1 \end{bmatrix} = \frac{\left( M_{ij} \begin{bmatrix} R & d \\ 0 & 1 \end{bmatrix} \right)^T}{\det \begin{bmatrix} R & d \\ 0 & 1 \end{bmatrix}} = \frac{1}{\|R\|} \begin{bmatrix} 1 & -d \\ 0 & R \end{bmatrix} = \frac{R}{\|R\|}$$

—END—