

1. Given a linear system $\dot{x} = Ax + Bu$. Its solution is given by

$$x(t) = e^{At}x_0 + \int_0^t e^{A(t-\tau)}Bu(\tau)d\tau$$

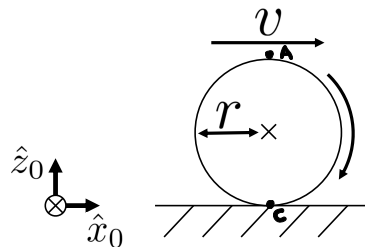
Now assume we have $u(t) \equiv u_k$ for $t \in [k\delta t, (k+1)\delta t)$. Please derive the Zero-order-hold discretization rule, namely, derive expressions for A_d and B_d such that

$$x_{k+1} = A_dx_k + B_du_k$$

where $x_k \triangleq x(k \cdot \delta t)$ and $u_k = u(k \cdot \delta t)$

2. **Spatial Velocity:** A cylinder rolls without slipping in the \hat{x}_0 direction on the $\hat{x}_0 - \hat{y}_0$ plane. The cylinder has a radius of r and a constant forward speed of v . Let ${}^0C=[C_x(t),0,0]^T$ be the position of the contact point at time t . Let ${}^0A=[A_x(t),0,0]^T$ be the position of the instantaneous top of the cylinder at time t .
- What is the linear velocity of the point C ? (hint: just need to compute $\frac{d}{dt}C_x(t)$)?
 - What is the linear velocity of the point A ?
 - What is velocity of the body-fixed point currently coincides with C ?
 - What is velocity of the body-fixed point currently coincides with A ?
 - What is the spatial velocity of the cylinder in $\{0\}$ -frame?
 - What is the spatial velocity of the cylinder in frame $\{C\}$? ($\{C\}$ has the same orientation as $\{0\}$, while its origin is at the contact point C)

Note: The first 4 questions are all referring to the inertia frame $\{0\}$



3. **Spatial Velocity:** Modern Robotics: Exercise 5.5

4. **Screw axis and its transformation:**

- Draw the screw axis for the twist $\mathcal{V} = (0, 2, 2, 4, 0, 0)$
- Consider an arbitrary screw axis \mathcal{S} . Suppose the axis has gone through a rigid body transformation $T = (R, p)$ and the resulting new screw axis is \mathcal{S}' . Show that

$$\mathcal{S}' = [\text{Ad}_T] \mathcal{S}$$

(we have given the proof in class, you need to go through it on your own again)

- (c) Consider a rigid body motion: rotation about z axis counterclockwise by 90° and then translate along negative y -axis by 1m. All the axes are with respect to the fixed inertia frame.
- i. Find the numerical values of the corresponding transformation matrix T ;
 - ii. Move the screw axis in part (a) using T . Find the new screw axis \mathcal{S}' after the motion.