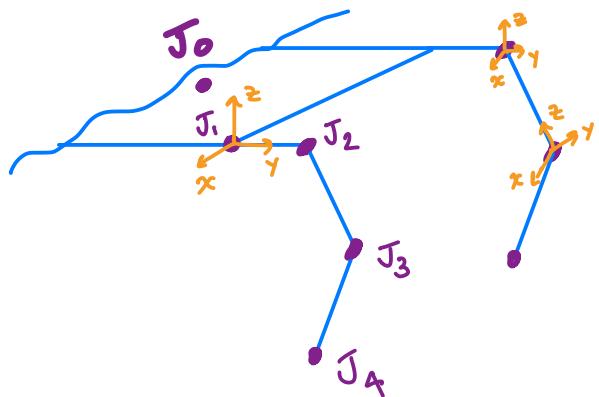


Co-ordinate System:



J_0 : center of Dog [CoM]

J_1 : Leg origin

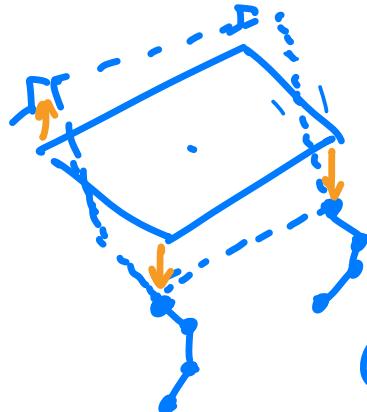
J_2 : Femur origin

J_3 : Tibia origin

J_4 : foot

Orientation Control / Rotating Main Body :

① New co-ord of feet relative to J_0 , center of Robot:



$$\vec{XYZ}_0 = R^{-1} \left([\text{CoM origin}] + [x, y, z] - [\text{Center of Rotation}]^T \right)$$

R = R_{yaw}R_{pitch}R_{roll},
 desired rotation matrix

location of J_i relative to J_0
 location of foot, relative to J_i
 ↗ J_R , point to rotate about.

$$= [x \ y \ z] \leftarrow \text{column vector}$$

② New co-ord of feet relative to leg's origin :

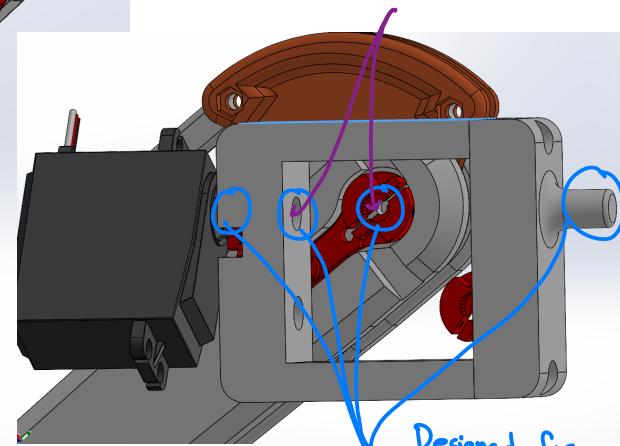
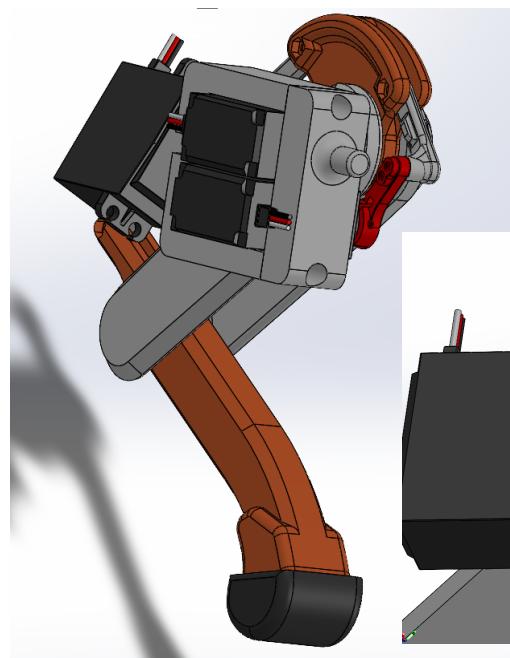
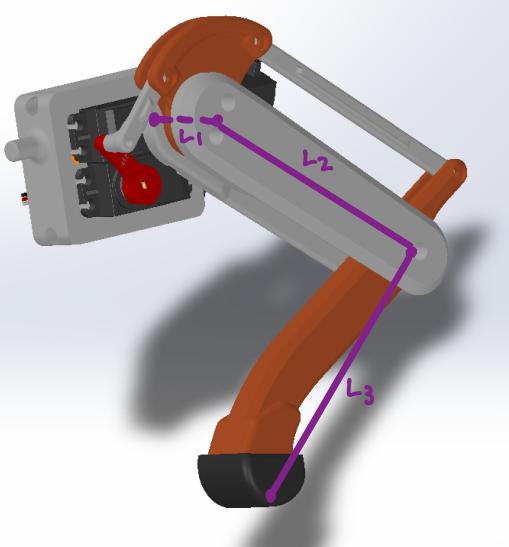
$$\vec{XYZ}_1 = \vec{XYZ}_0 - [\text{CoM origin}] + [\text{Center of Rotation}]$$

$$= [x', y', z'] \leftarrow \text{use Inverse Kinematics on this.}$$

Inverse Kinematics: Known: Foot (end effector) position

↳ X, Y, Z {given} relative to J_i

Desired: Joint angles: θ_{hip} , θ_{femur} , θ_{tibia}

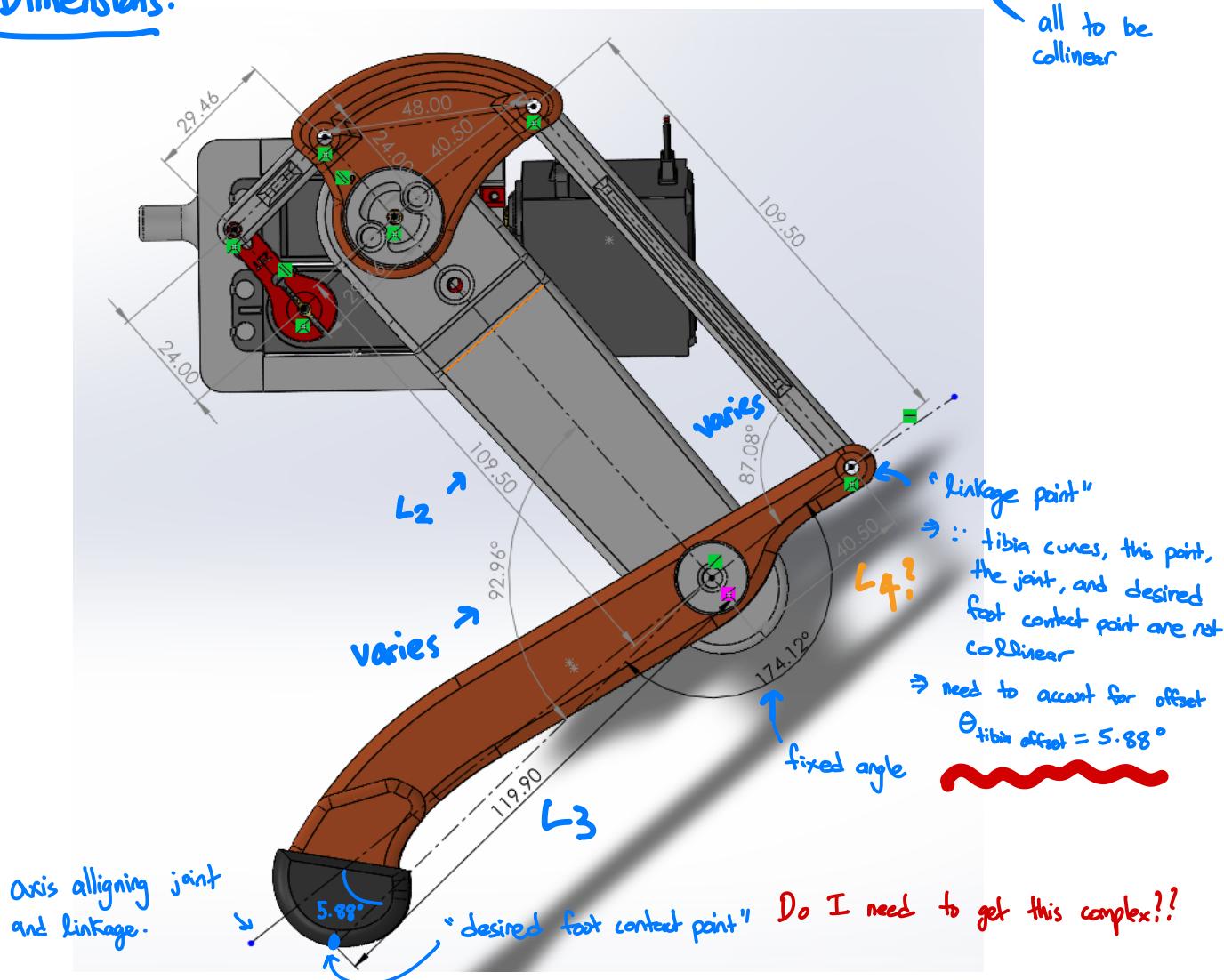


Reference Dimensions:

L₁: Hip

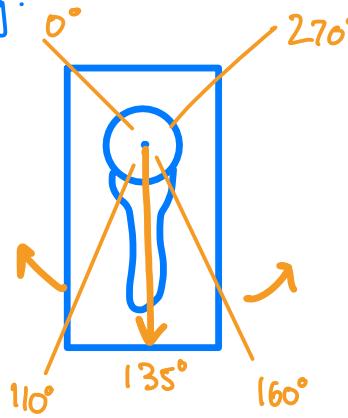
L₂: Femur

L₃: Tibia

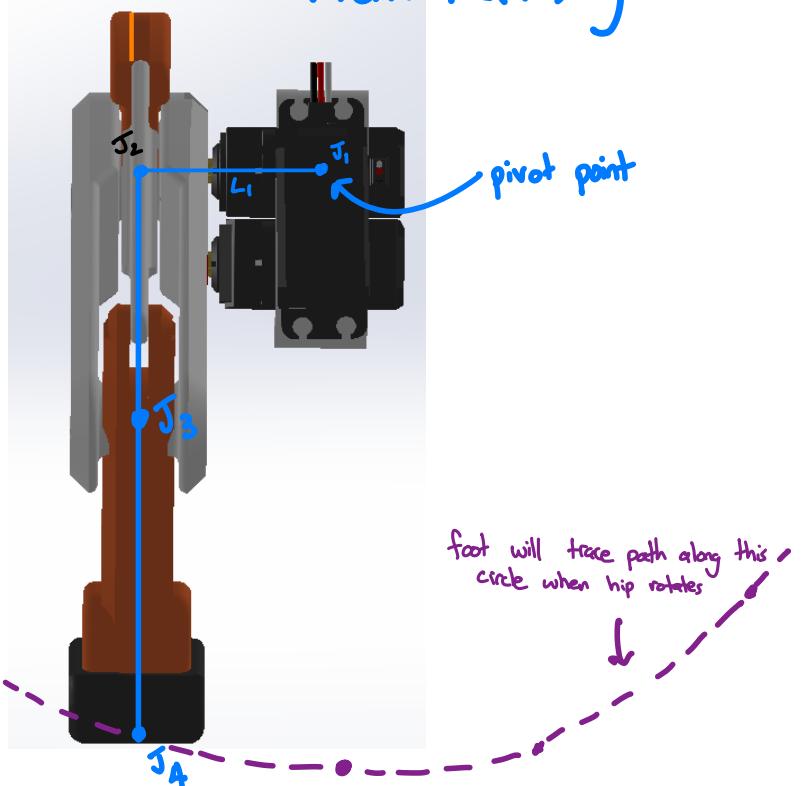


Hip Joint :

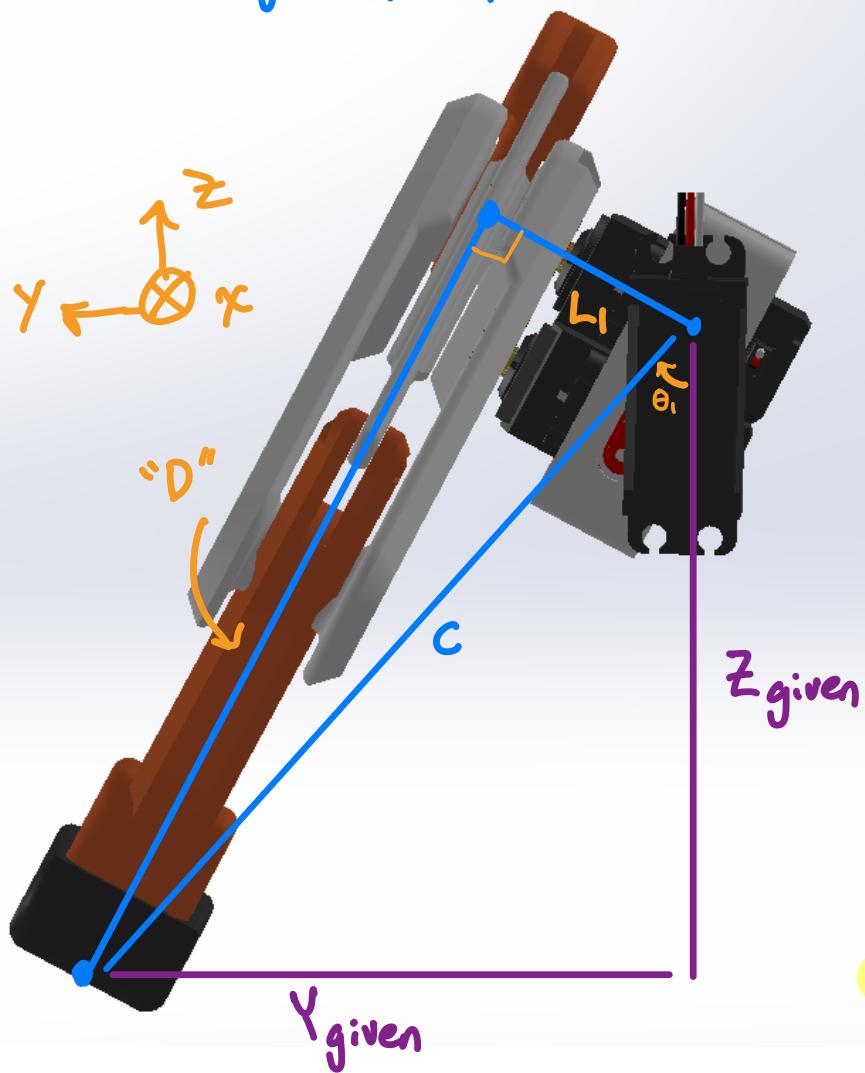
Front view of hip servo on front left leg:



Back view of front left leg



When hip is angled up θ_1 ,



"D" \rightarrow leg length desired in the leg plane

Goal: Find θ_1, D .

$$C = \sqrt{Y_{\text{given}}^2 + Z_{\text{given}}^2}$$

$$D = \sqrt{C^2 - L_1^2}$$

$$\Rightarrow D = \sqrt{Y_{\text{given}}^2 + Z_{\text{given}}^2 - L_1^2}$$

\rightarrow for vertical leg $\Rightarrow Y_{\text{given}} = L_1$

For θ_1

$$\theta_1 = \tan^{-1} (Y_{\text{given}} / Z_{\text{given}})$$

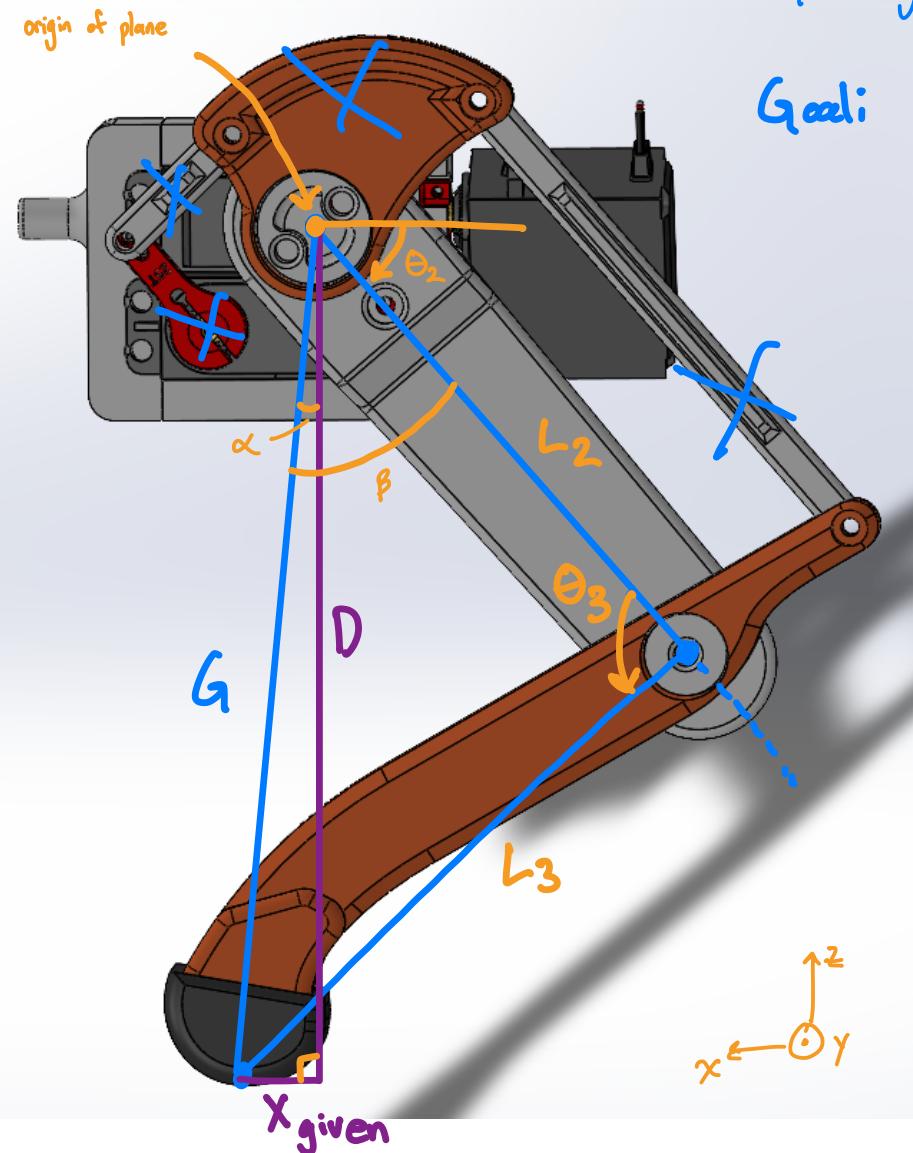
For right leg, Y_{given} flips $\Rightarrow \theta_1 = -\tan^{-1} \dots$

This θ_1 is a virtual angle. For servo,

$$\theta_{\text{hip servo}} = 135^\circ + \theta_1$$

\uparrow to align servo 0° w/ math

Leg Plane (X-Z plane) : Simplify first, by not accounting for $\theta_{\text{offset}} = 5.88^\circ$ and pretending tibia servo is mounted on knee joint.



Gooli

Find θ_2, θ_3 :

$$\rightarrow G = \sqrt{D^2 + X_{\text{given}}^2}$$

For θ_3 , cos law:

$$G^2 = L_2^2 + L_3^2 - 2L_2L_3 \cos \theta_3$$

$$\Rightarrow \theta_3 = \cos^{-1} \left(\frac{G^2 - L_2^2 - L_3^2}{-2L_2L_3} \right)$$

For θ_2 :

$$\alpha = \tan^{-1} \left(\frac{X_{\text{given}}}{D} \right)$$

B. Sine law

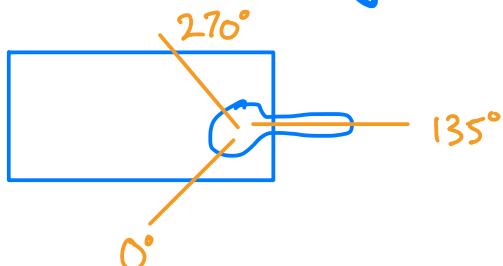
$$\frac{\sin \beta}{L_3} = \frac{\sin \theta_3}{G}$$

$$\Rightarrow \beta = \sin^{-1} \left(\frac{L_3 \sin \theta_3}{G} \right)$$

$$\Rightarrow \theta_2 = \frac{\pi}{2} - (\beta - \alpha)$$

θ_2, θ_3 are "virtual angles" \rightarrow for servo,

Femur Servo Mounting / Range of Motion:

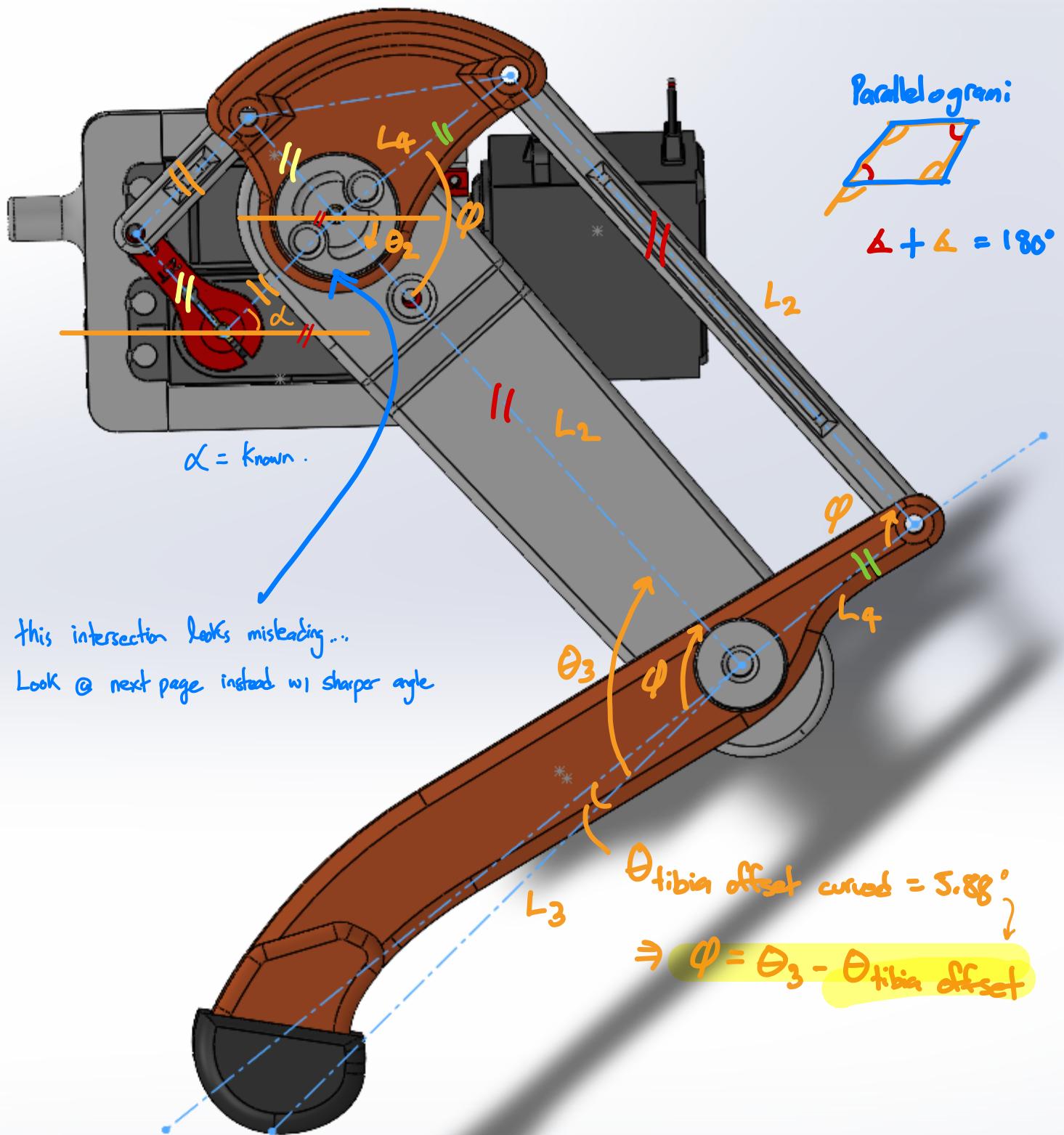


$$\Rightarrow \theta_{\text{femur servo}} = 135^\circ - \theta_2$$

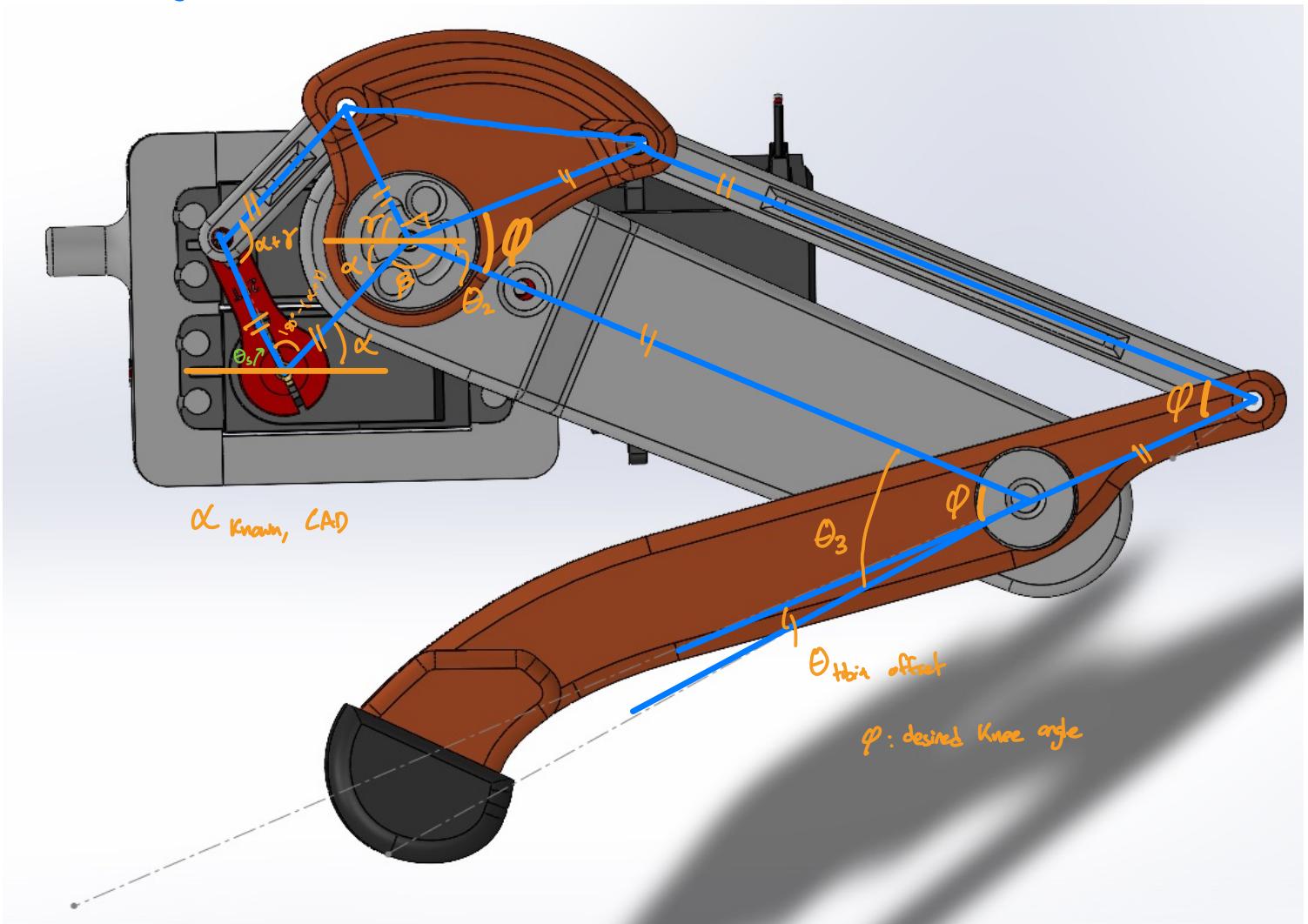
↑ offset alignment, varies wr each servo

For Θ tibia servo, need to draw linkages...

// = parallel pairs \Rightarrow linkages are designed to be 2 consecutive parallelograms



Analyzing sharper angle for $\theta_{\text{servo tibia}}$



$$\rightarrow \beta = 180 - \alpha - \theta_2$$

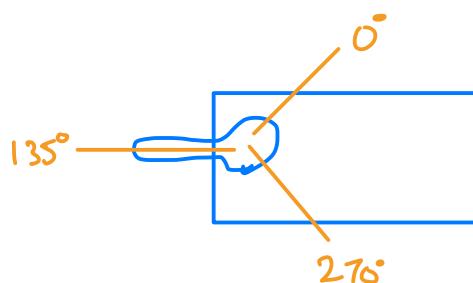
$$\rightarrow \gamma = 360 - 90 - \phi - \beta - \alpha$$

$$\begin{aligned} \therefore \theta_s &= 180^\circ - \alpha - [180^\circ - (\alpha + \gamma)] \\ &= -\alpha + \alpha + \gamma \\ &= \gamma \\ &= 360^\circ - 90^\circ - \phi - \beta - \alpha \quad [\text{Subst. } \gamma] \\ &= 360^\circ - 90^\circ - \phi - \alpha - (180^\circ - \alpha - \theta_2) \quad [\text{Subst. } \beta] \\ &= 360^\circ - 90^\circ - \phi - \alpha - 180^\circ + \alpha + \theta_2 \\ &= 90^\circ - \phi + \theta_2 \end{aligned}$$

Now, to account for servo alignment:

$$\theta_{\text{servo, tibia}} = 135^\circ - \theta_s$$

offset alignment



or possibly $= \phi + \theta_2$ based on other sources??