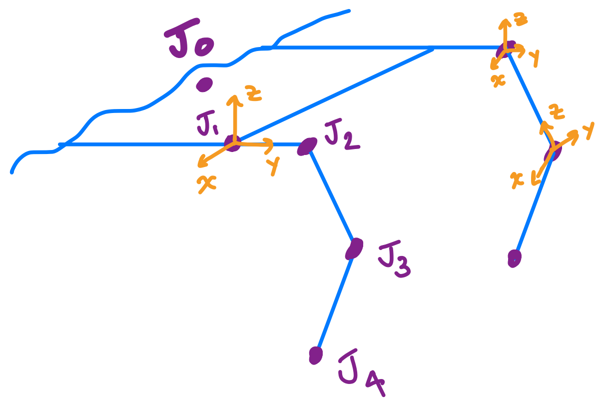
Co-ordinate System:



J_0: center of Dog [CoM]

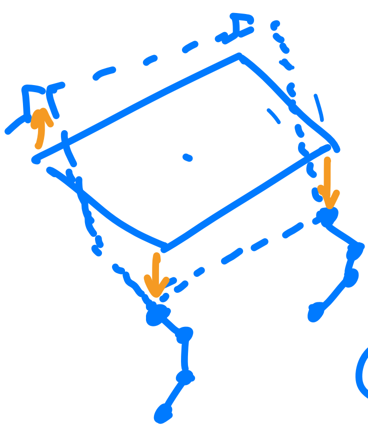
J_1: Leg origin

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:

$$\overrightarrow{XYZ}_0 = R^{-1}\Big(\underbrace{[\text{CoM origin}]}_{\text{location of } J_1 \text{ relative to } J_0} + \underbrace{[x, y, z]}_{\text{location of foot, relative to } J_1} - [\text{Center of Rotation}]\Big)^T$$

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

J_R, point to rotate about.

$= [x \; y \; z]$ ← column vector

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

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

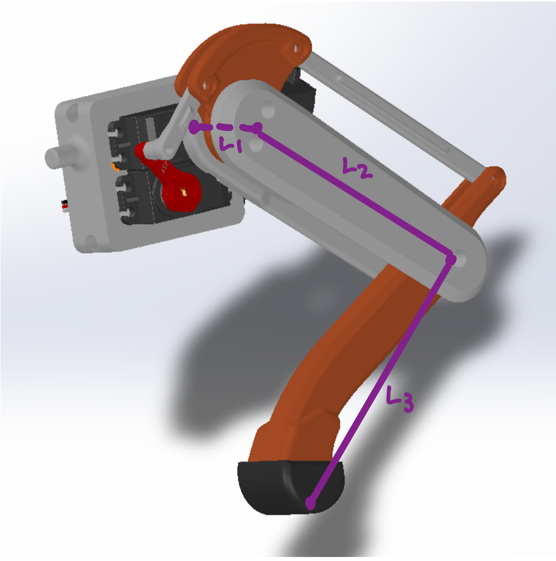
$= [x', y', z']$ ← Use Inverse Kinematics on this.

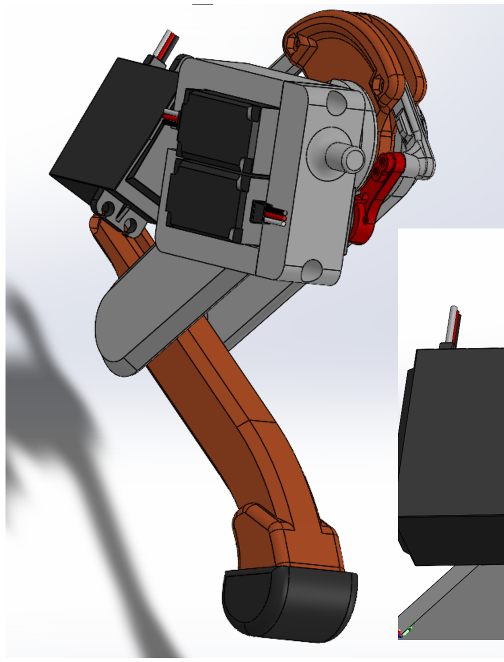
Inverse Kinematics:

Known: Foot (end effector) position

↳ X, Y, Z {given} relative to J_1

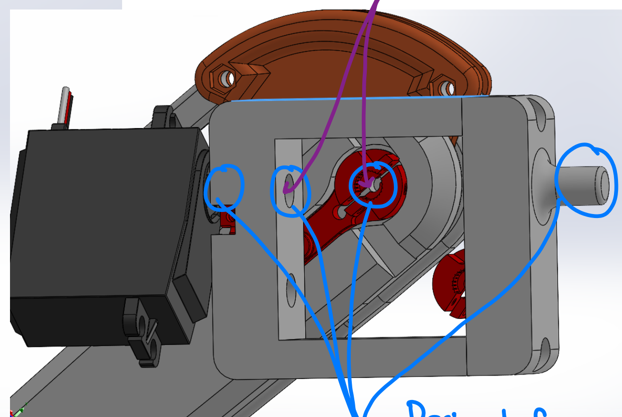
Desired: Joint angles: θ_{hip}, θ_{femur}, θ_{tibia}





Intersection of these points

⇒ leg origin J_1



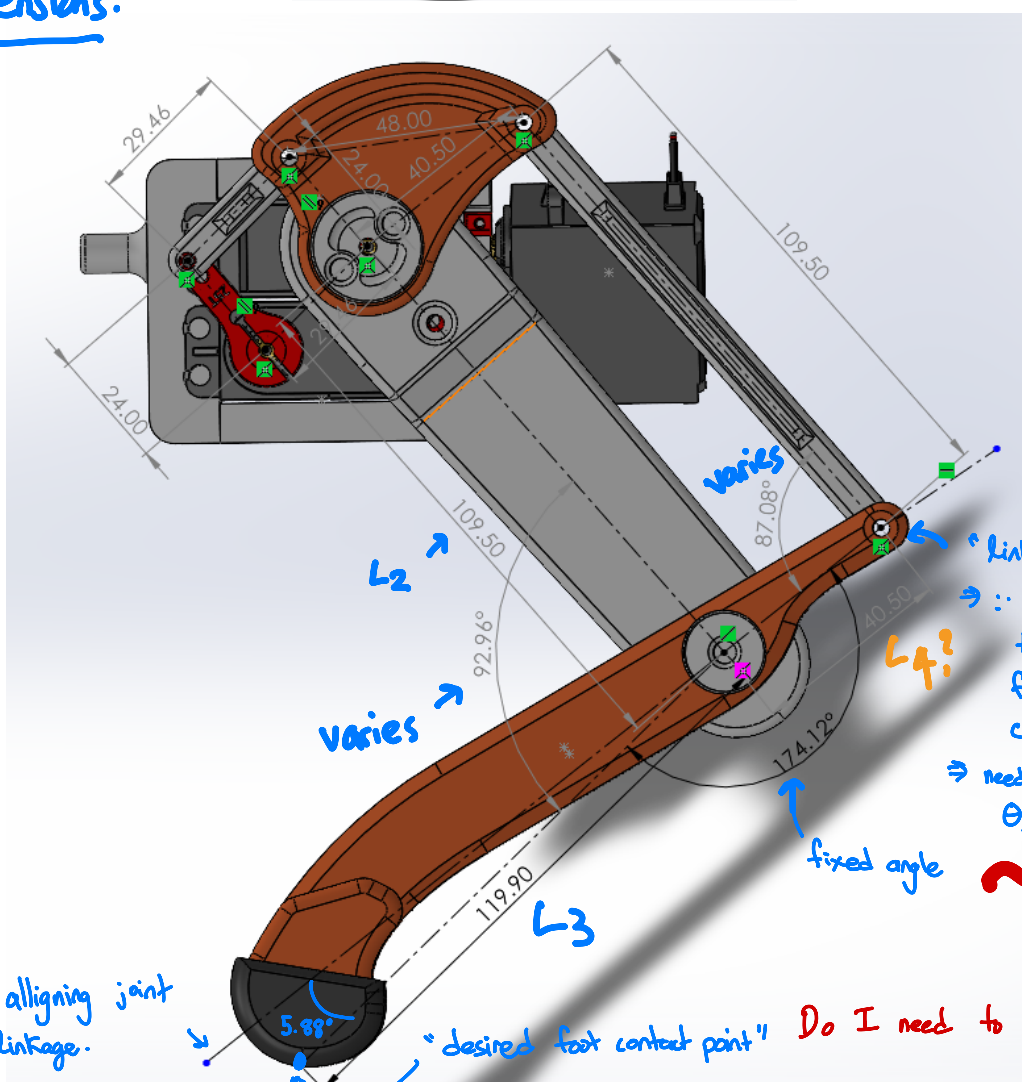
Designed for all to be collinear

Reference Dimensions:

L_1: Hip

L_2: Femur

L_3: Tibia



"linkage point"

∴ tibia curves, this point, the joint, and desired foot contact point are not collinear

⇒ need to account for offset

$\theta_{tibia\ offset} = 5.88°$

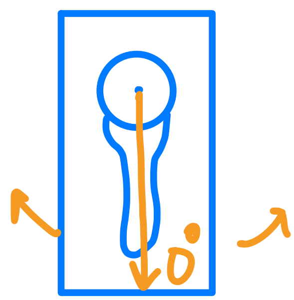
axis alligning joint and linkage.

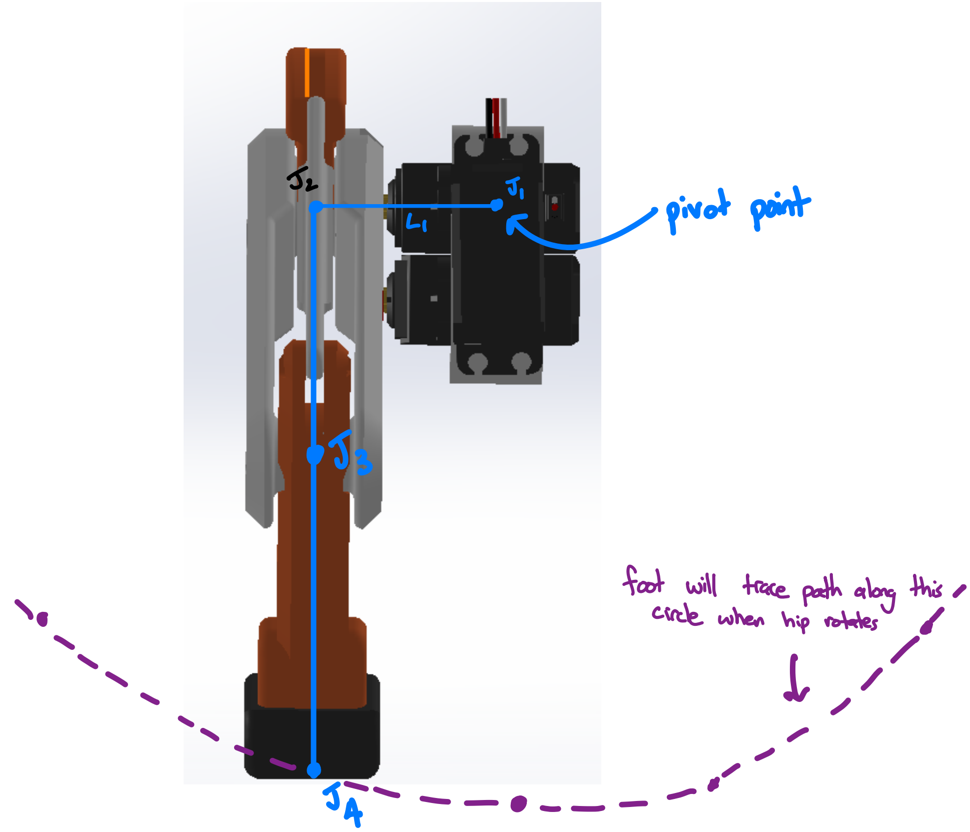
"desired foot contact point"

Do I need to get this complex??

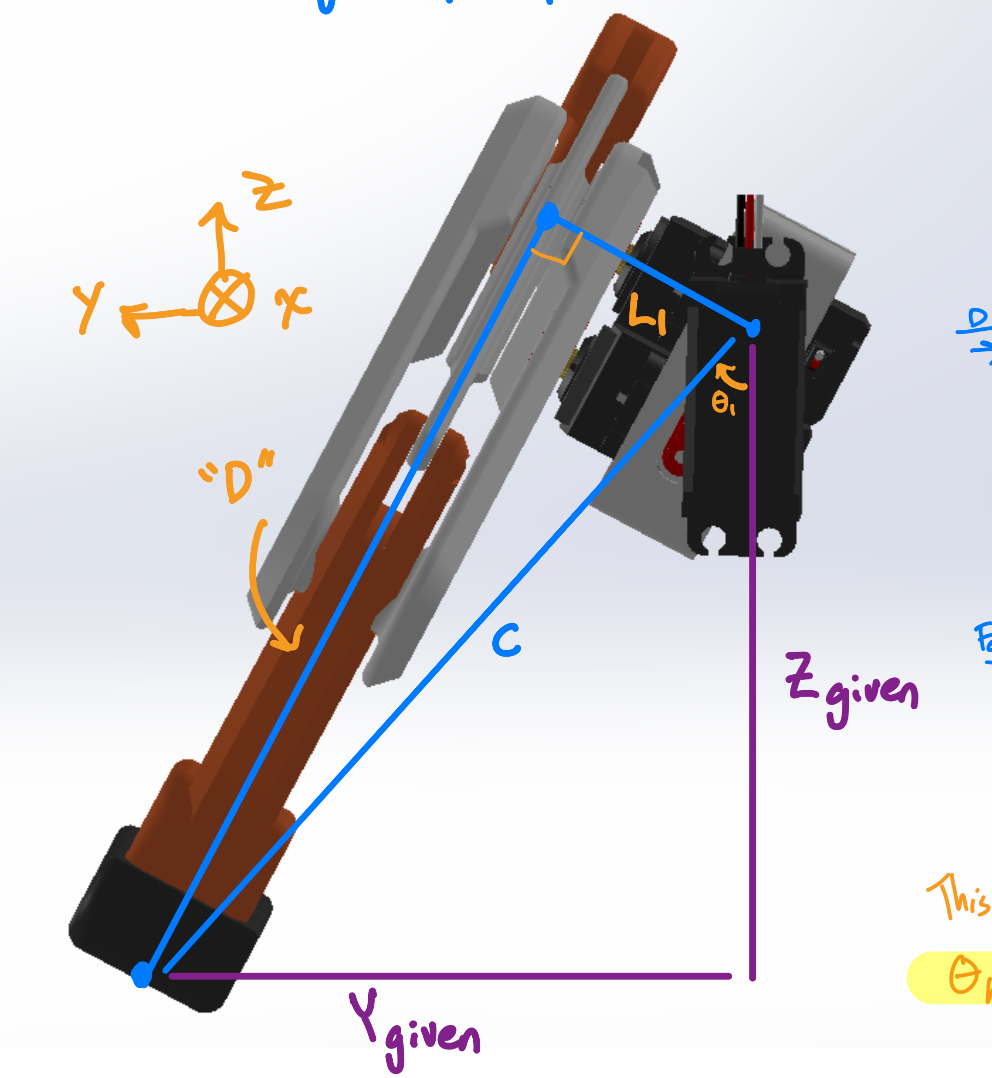
Hip Joint :

Back view of left leg.





When hip is angled up θ_1



"D" → leg length desired in the leg plane

Goal: Find θ_1, D.

$\underline{D}$ → $C = \sqrt{Y_{given}^2 + Z_{given}^2}$

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

⇒ $\boxed{D = \sqrt{Y_{given}^2 + Z_{given}^2 - L_1^2}}$

→ for vertical leg ⇒ $Y_{given} = L_1$

For θ_1

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

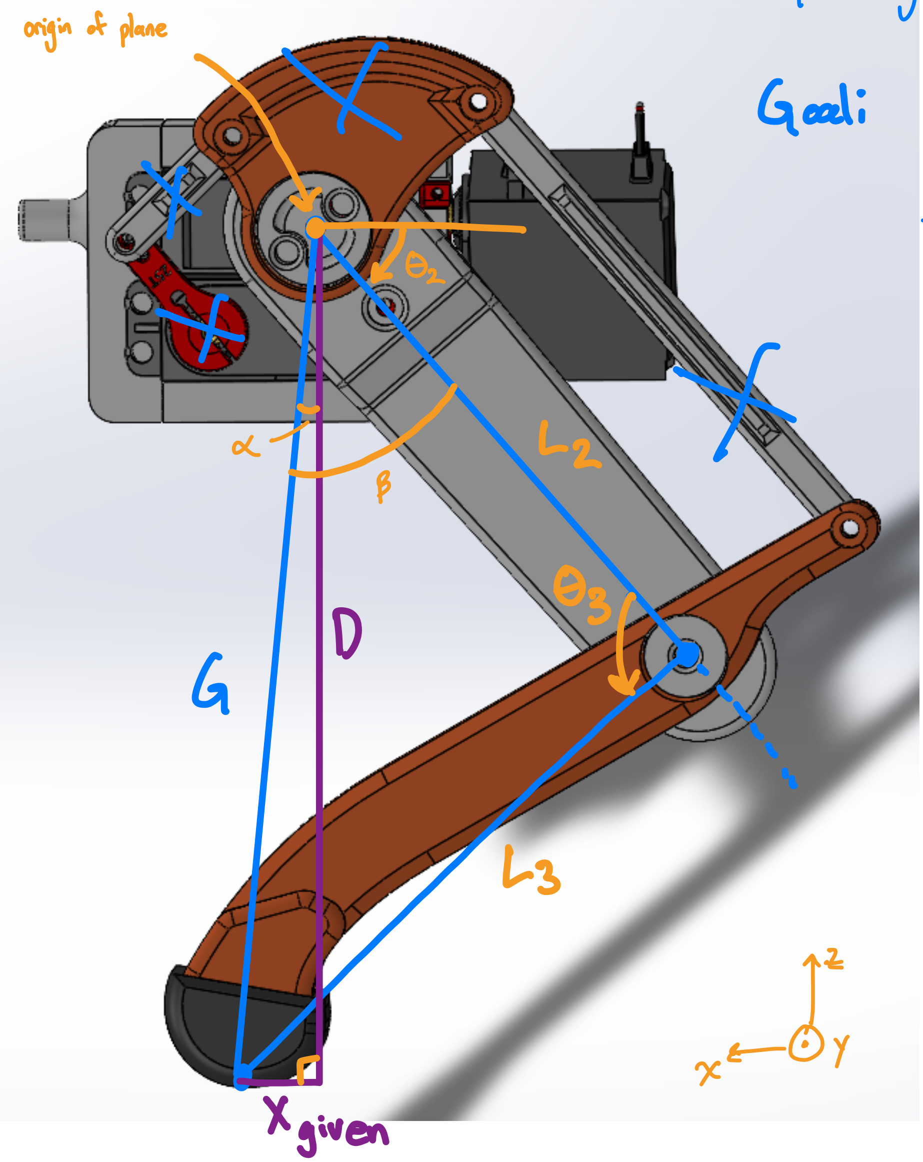
For right leg, Y_{given} flips ⇒ $\theta_1 = -\tan$...

This θ_1 is a virtual angle. For servo,

$\theta_{hip\,servo} = \theta_1 + \text{offset}$

TBD to align servo 0° w/ math

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



Goal: Find θ_2, θ_3:

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

For θ_3, cos law:

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

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

For θ_2:

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

β: Sine law $\frac{\sin\beta}{L_3} = \frac{\sin\theta_3}{G}$

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

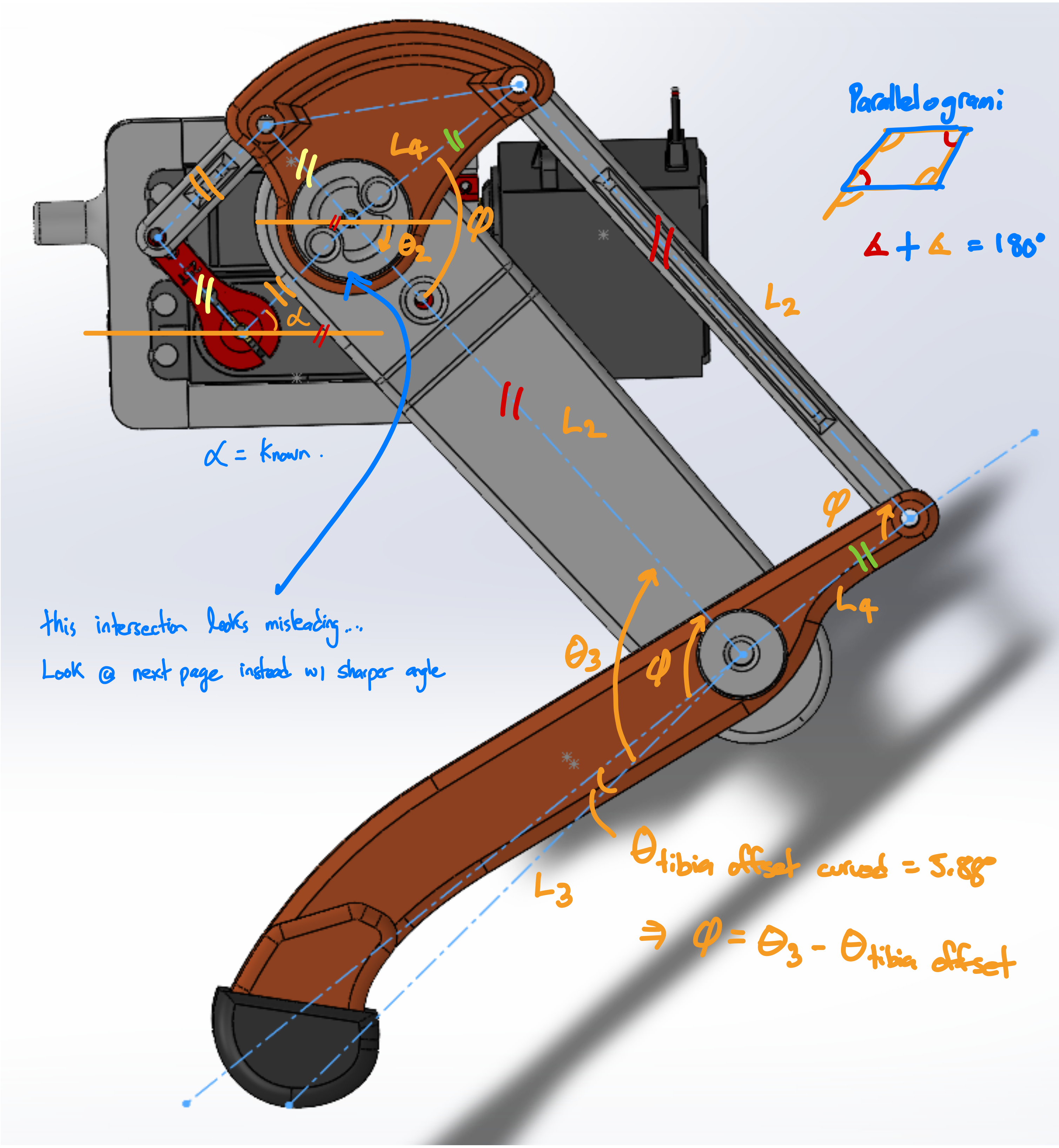
$$\Rightarrow \boxed{\theta_2 = \frac{\pi}{2} - (\beta - \alpha)}$$

Note: may need to revisit / adjust 0° point and direction of θ's for sim / real implementation.

θ_2, θ_3 are "virtual angles" $\rightarrow$ for servo, $\theta_{femur\ servo} = \theta_2 + \text{offset}$ ← alignment

For θ_{tibia} servo, need to draw linkages....

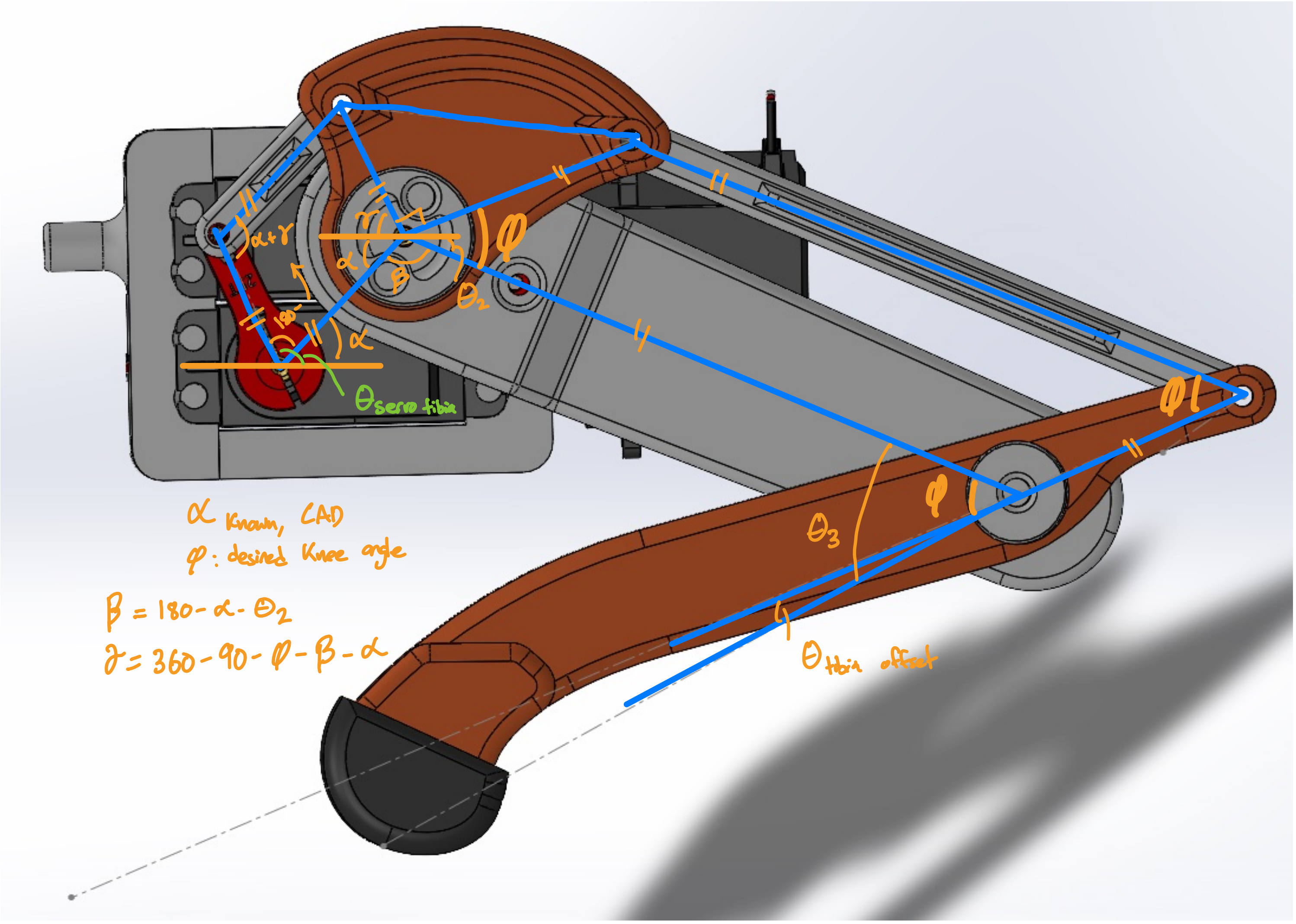
// = parallel pairs ⇒ linkages are designed to be 2 consecutive parallelograms



⇒ $\theta_{tibia\ servo} = \varphi + \theta_2 +$ servo alignment offset

↑ coupled.

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



α known, CAD
φ: desired knee angle

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

$\gamma = 360 - 90 - \varphi - \beta - \alpha$

$$\theta_{servo\ tibia} = \alpha + (180 - (\alpha + \gamma))$$
$$= \alpha + 180 - \alpha - \gamma$$
$$= 180 - \gamma$$
$$= 180 - (360 - 90 - \varphi - \beta - \alpha)$$
$$= 180 - 360 + 90 + \varphi + \beta + \alpha$$
$$= -90^\circ + \alpha + \varphi + 180 - \alpha - \theta_2$$

$$\boxed{\theta_{servo\ tibia} = 90^\circ + \varphi - \theta_2}$$

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