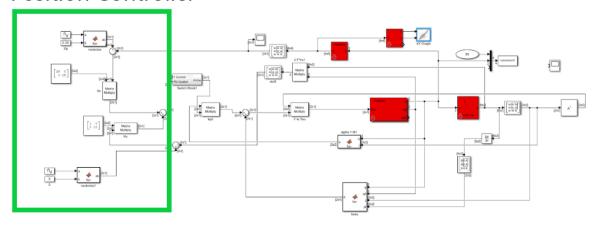
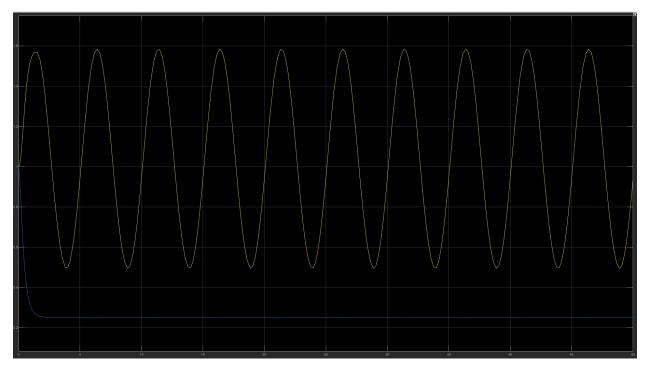
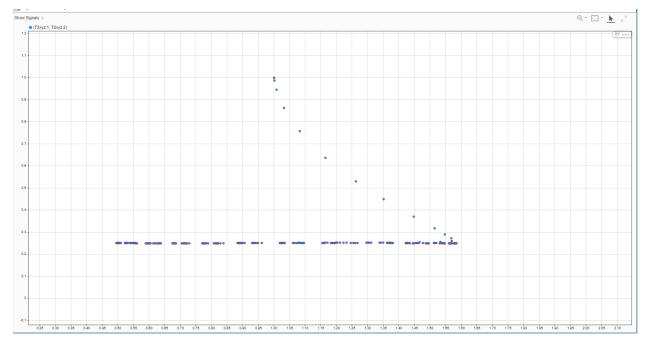
Position Controller



Simulink Model - Left to right functions (top to bottom) Vectorize - Alpha = M1 - Beta

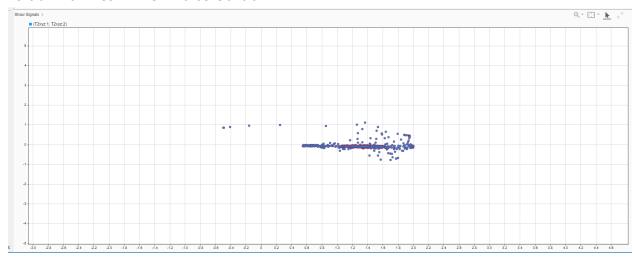


Endpoint time response - Position vs Time

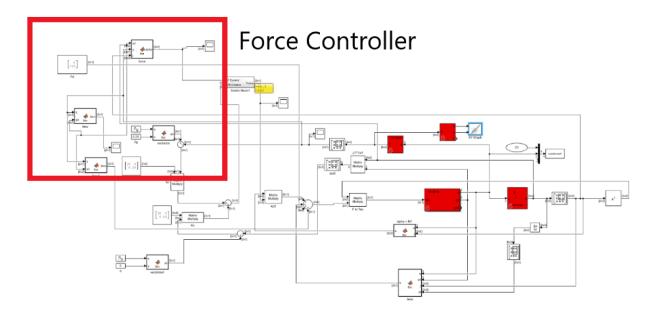


Endpoint position over time. X vs Z

Part b - Nonlinear 2-DOF Force Control

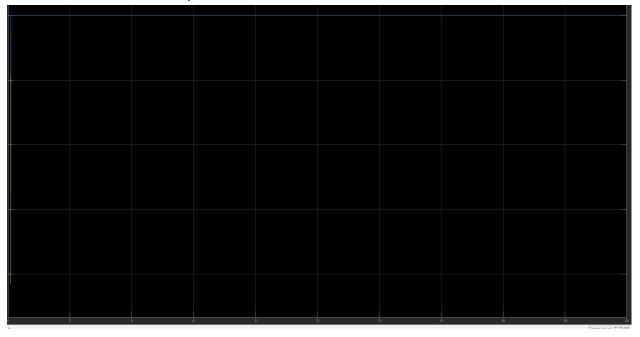


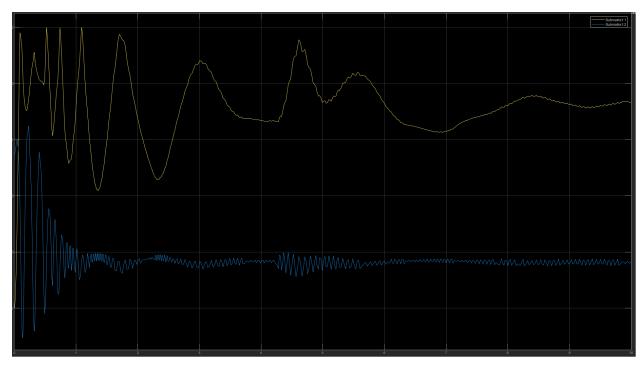
Endpoint position over time. X vs Z



Simulink Model - Left to right functions (top to bottom)

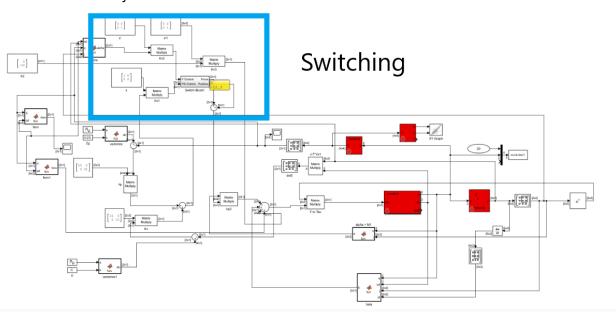
Fenv - Force - Vectorize - Alpha - Beta





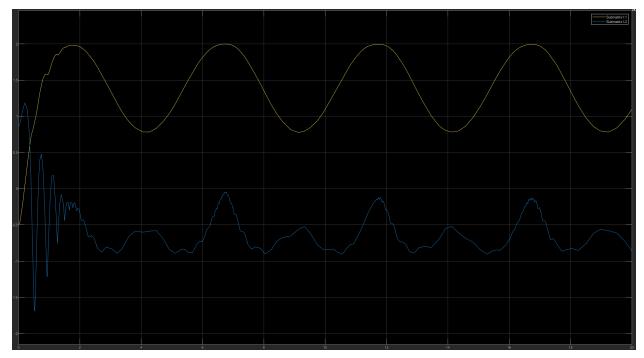
Force response over time - Force vs Time

Part c - Nonlinear Hybrid Control

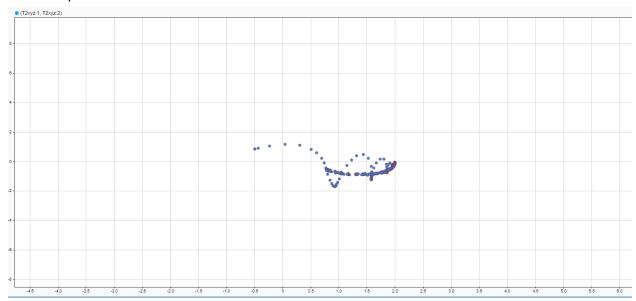


Simulink Model - Left to right functions (top to bottom)

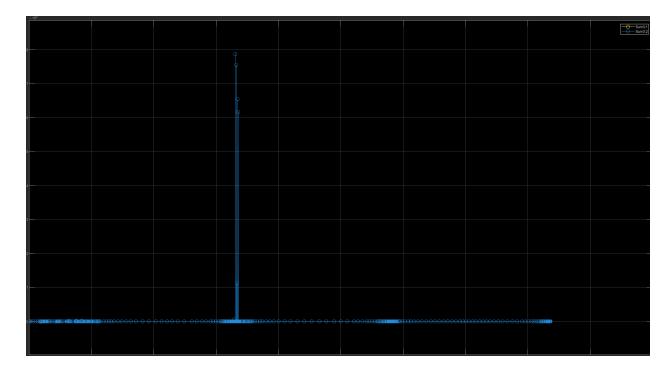
Fenv - Force - Vectorize - Alpha - Beta



Force response over time - Force vs Time



Endpoint position over time. X vs Z



Code

```
function a = fcn(q,j)
%Variable Definitions
l1 = 1;
l2 = 1;
m1 = 3;
m2 = 3;
c2 = cos(q(2));
%Jacobian Definitions
ji = inv(j);
jit = ji';

%Mass matrix Joint Space
m = [l2^2*m2+2*l1*l2*m2*c2+l1^2*(m1+m2), l2^2*m2+l1*l2*m2*c2;l2^2*m2+l1*l2*m2*c2,l2^2*m2];
%Mass Matrix Cartesian
a = jit*m*ji;
end
```

Alpha function, utilizing Mx function from the book.

```
function b = fcn(q,qd,j,jd)
%Variable definitions
11 = 1;
 12 = 1;
 m1 = 3;
 m2 = 3;
 g = 9.81;
b1 = 3;
b2 = 3;
c1 = cos(q(1));
c2 = cos(q(2));
s1 = sin(q(1));
s2 = sin(q(2));
 c12 = cos(q(1)+q(2));
 s12 = sin(q(1)+q(2));
t1 = qd(1);
t2 = qd(2);
%jacobian Definitions
 ji = inv(j);
jit = ji';
%Mass
 \label{eq:main_main_main} m = [12^2m2^2+2^211^22^2m2^2+11^2(m1+m2), 12^2m2+11^22^2m2^2+12^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^22^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n2^2m2^2+11^2n^2^2+11^2n^2^2+11^2n^2^2+11^2n^2^2+11^2n^2^2+11^2n^2^2m^2^2+11^2n^2^2+11^2n^2^2+11^2n^2^2+11^2n^2^2+11^2n^2^2+11^2n^2^2+11^2n^2^2+11^2n^2^2+11^2n^2^2+11^2n^2^2+11^2^2+11^2^2+11^2^2m^2^2+11^2^2+11^2^2+11^2^2+11^2^2+11^2^2+11^2^2+11^2^2+11^2^2+11^
%Velocity
v = [-m2*11*12*s2*t2^2 - 2*m2*11*12*s2*t1*t2; m2*11*12*s2*t1^2];
 vx = jit*(v-m*ji*jd*qd);
%Gravity
 g = [m2*12*g*c12 + (m1+m2)*11*g*c1; m2*12*g*c12];
gx = jit*g;
%friction
f = [t1*b1 ; t2*b2];
fx = ji'*f*ji;
%Beta
 b = vx+gx+fx;
 end
```

Beta function, utilizing Vx, Gx, Fx functio from the book.

```
ProjectccccccHOLYSHITYES • vectorize1

function ab = fcn(a,b)

ab = [a;b];
end
```

Function to vectorize values

```
function fenv = fcn(q,qd)
   ke = 1000; %Stiffness
   z = 0;
   if q(2) <= z %Checks if position has hit the wall
      fenv = [0; ke*q(2)]; %Wall exerts a force
   else
      fenv = [0;0]; %No force exerted from wall
   end
end</pre>
```

Force from the environment

```
function force = fcn(qd, q, j)
   %Variable Definitions
   %High gain values for overshoot
   kpf = [1000 0; 0 1000];
   kvf = [60 0; 0 60];
   m1 = 3;
   m2 = 3;
   11 = 1;
   12 = 1;
   fd = [0; 0];
   ke = 1000;
   ke_{inv} = 1 / ke;
   t1 = q(1);
   t2 = q(2);
   c2 = cos(q(2));
   %Jacobian Definitions
   j1 = inv(j);
   jjt = j * j';
   %Mass Matrix
   M = [m2*12^2 + 2*11*12*m2*c2 + (m1 + m2)*11^2, m2*12^2 + 11*12*m2*c2;
        m2*12^2 + 11*12*m2*c2, m2*12^2];
   mx = jjt * M * j_inv;
   %Fenvironment
    if q(2) <= 0
        fenv = [0; ke * t2];
    else
        fenv = [0; 0];
   end
   x_{dot} = [qd(1); qd(2)];
   %Error between desired force and environmental force
   ef = fd - fenv;
   %Force equation from the book
   force = mx * (kpf * ke_inv * ef - kvf * x_dot) + fd;
end
```

function

Force

```
SCURRTWOLINK.m × slaccel.m ×
1
          %clear all
2
          L{1} = link([0 1 0 0 0], 'standard');
13
          L{2} = link([0 1 0 0 0], 'standard');
4
15
          L{1}.m = 3;
16
          L\{2\}.m = 3;
17
          L{1}.r = [0 0 0];
8
          L\{2\}.r = [0 \ 0 \ 0];
          L{1}.I = [0 0 0 0 0 0];
19
          L{2}.I = [0 0 0 0 0 0];
20
21
          L\{1\}.Jm = 0;
          L\{2\}.Jm = 0;
22
23
          L{1}.G = 1;
          L{2}.G = 1;
24
25
          L{1}.B = 3;
          L{2}.B = 3;
26
27
         %useful poses
8
          qz = [0 pi/2];
                          %zero angle
19
30
          r = robot(L);
31
32
          r.gravity = [0; 9.81; 0];
33
34
```

Robot Definition