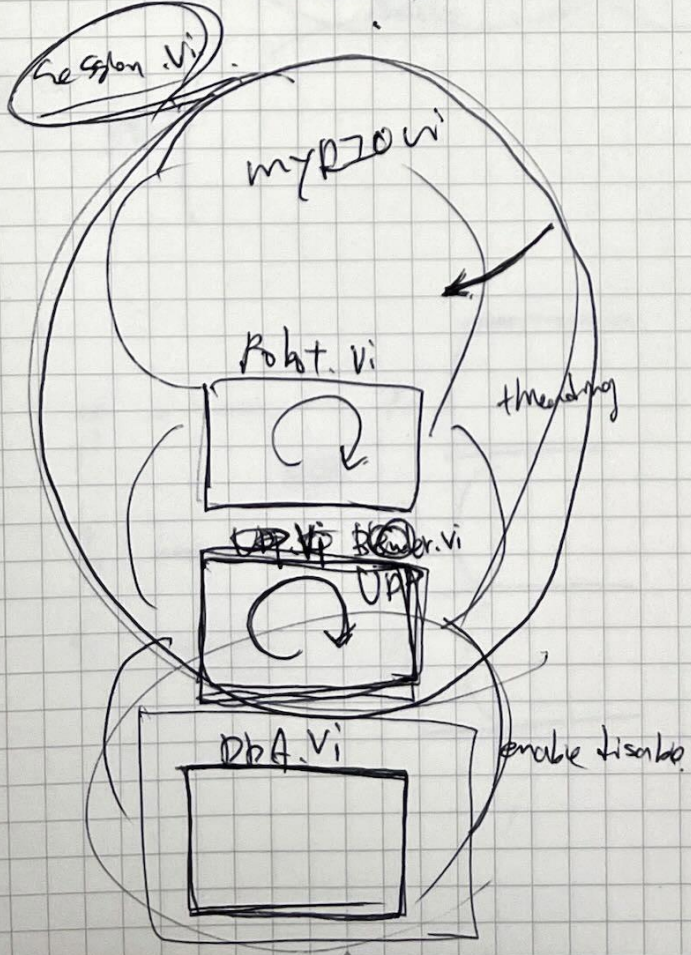
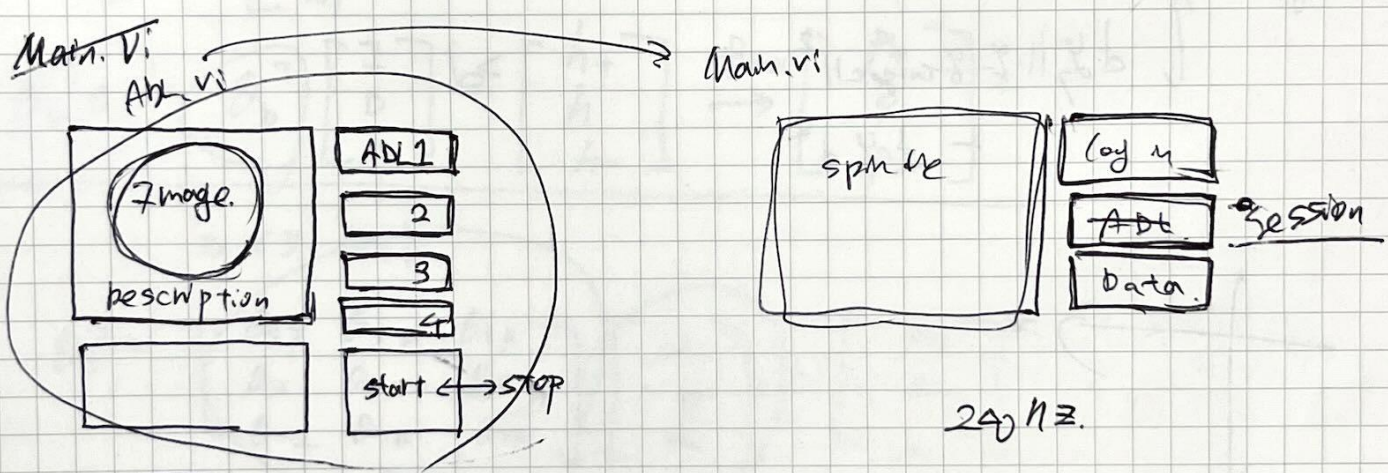


End Effector. $\begin{bmatrix} x \\ y \\ \phi \end{bmatrix}$



$$240 \text{ Hz}$$

$$\frac{1000}{240}$$

$$C_{\text{web}} = N \cdot S/m$$

$$24 \text{ FPS} \quad \frac{1}{24} \left(\frac{1000}{24} \right) \text{ ms}$$

$$\times 2$$