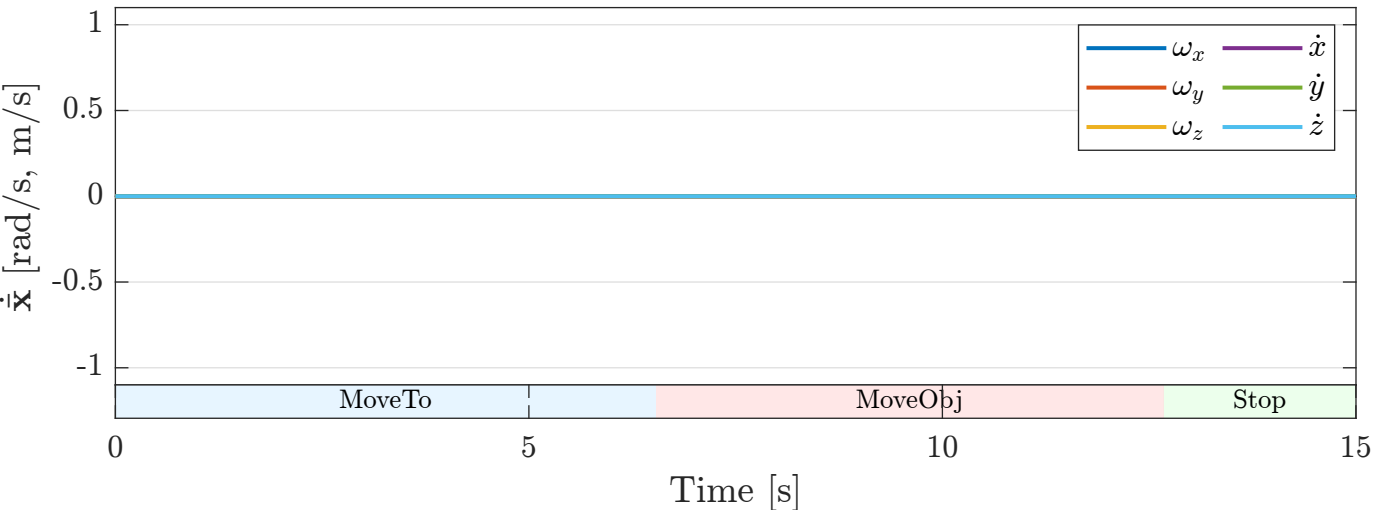


# Kinematic Constraint - Reference ( $\ddot{\mathbf{x}}$ )



# Kinematic Constraint - Activation (A)

