	GOKUZ SRIMIVASAN
	RBE 450X Homework-1
۸)	Pout-1 On Calculation Object dia=0.03m => radius=0.015m $C_1 = 0.015$ $C_2 = 0.015$ $C_3 = 0.015$
	$(S(C_1-0)) = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 0.015 \\ 0 & -0.015 & 0 \end{bmatrix}$
0	$ \left(S(C_1-0)\right) = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 70.015 \\ 0 & 0.015 & 0 \end{bmatrix} $
	$R_{N} = \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 0 & 0 & 1 \\ 1 & 0 & 0 \end{bmatrix} \Rightarrow R_{N}^{C_{1}} = \begin{bmatrix} R_{N}^{C_{1}} & 0 \\ 0 & R_{N}^{C_{1}} \end{bmatrix}$
	R _N = 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0	$P_{1} = \begin{bmatrix} I_{3}v_{3} & (S(c_{1}-0))^{T} \\ 0 & I_{3}v_{3} \end{bmatrix}$ we $G_{1}^{T} = R_{N}P_{1}$

1 1 1 1 1 1	
	G12 Colculation
	그리가 그렇게 가는 아들은 아들이 되는 것 같아. 그렇게 하는 사람들이 가장하다 하는 것이 없는 사람들이 되었다. 그렇게 하는 것 같아 그렇게 되었다면 하는 것 같아요?
	$(c_2-0) \ge [0.015 \ 0.0]^{7}$
	$(S(C_2-0))^T = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 0.015 \\ 0 & -0.015 & 0 \end{bmatrix}$
	0 0 0.015
	0 -0.015 0
	$R_{N}^{C2} = \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & -1 \\ -1 & 0 & 0 \end{bmatrix} = R_{N}^{C2} = \begin{bmatrix} R_{N}^{C2} & 0 \\ 0 & R_{N}^{C2} \end{bmatrix}$
7 27 45 255	
	$RN = \begin{bmatrix} 0 & 0 & 0 & 0 & 0 \end{bmatrix}$
	00-1000
	00000
	00000-1
	000 -100
	T
	$P_2 = \begin{bmatrix} I_{3\times3} & (S(\iota_1-0))^T \end{bmatrix}$
	_ O3x3
	$\begin{bmatrix} 0 & I_3x_3 \\ -c_2 & R_N & P_2 \end{bmatrix}$
	€ 012 = 1 2.
	7
	GT = [GIT]
	G12.
	D P AT LITARY
	The Calculation for P1, P2, G1, 612 Ce G7 are
0	performed using matlab we the results are
	as follows-

```
>> skew1 = [0 0 0; 0 0 -0.015; 0 0.015 0]
skew1 =
                    0
         0
                    0
                        -0.0150
              0.0150
         0
>> rnc1 = [0 1 0; 0 0 1; 1 0 0]
rnc1 =
     0
           1
     0
                  1
           0
>> rnc1bar = [rnc1 zeros(3); zeros(3) rnc1]
rnc1bar =
     0
           1
     0
                  1
                        0
                              0
                                     0
           0
     1
                        0
           0
                  0
                              0
                                     0
     0
           0
                  0
                        0
                              1
                                     0
     0
           0
                  0
                        0
                                     1
                  0
                        1
>> P1 = [eye(3) skew1; zeros(3) eye(3)]
P1 =
    1.0000
                              0
                                         0
                                                    0
                    0
               1.0000
         0
                              0
                                         0
                                                    0
                                                        -0.0150
         0
                    0
                         1.0000
                                         0
                                              0.0150
                                                              0
         0
                    0
                              0
                                    1.0000
                                                              0
         0
                    0
                               0
                                         0
                                              1.0000
                                                              0
         0
                              0
                                         0
                                                         1.0000
>> G1 = rnc1bar*P1
G1 =
         0
               1.0000
                                                        -0.0150
                         1.0000
                                              0.0150
    1.0000
                    0
                                         0
                                                              0
                              0
         0
                    0
                               0
                                         0
                                              1.0000
                                                              0
                                                         1.0000
         0
                    0
                               0
                                         0
                                                    0
                                    1.0000
>> skew2 = [0 0 0; 0 0 0.015; 0 -0.015 0]
skew2 =
         0
                    0
```

0.0150

-0.0150

```
>> rnc2 = [0 1 0; 0 0 -1; -1 0 0]
rnc2 =
     0
           1
                  0
     0
           0
                 -1
    -1
           0
                  0
>> rnc2bar = [rnc2 zeros(3); zeros(3) rnc2]
rnc2bar =
     0
           1
                  0
     0
           0
                 -1
    -1
           0
                  0
                        0
                               0
     0
           0
                 0
                       0
                              1
                                     0
                  0
                                    -1
     0
           0
                        0
     0
                  0
                       -1
                                     0
\Rightarrow P2 = [eye(3) skew2; zeros(3) eye(3)]
P2 =
    1.0000
                               0
                                         0
                                                    0
                                                              0
         0
               1.0000
                              0
                                         0
                                                    0
                                                         0.0150
         0
                         1.0000
                                         0
                                              -0.0150
                    0
                                                               0
                                    1.0000
         0
                    0
                               0
                                                               0
                                               1.0000
                    0
                               0
                                         0
                                                               0
                               0
                                         0
                                                         1.0000
>> G2 = rnc2bar*P2
G2 =
               1.0000
         0
                             Θ
                                                         0.0150
                        -1.0000
         0
                    0
                                         0
                                               0.0150
                                                               0
   -1.0000
                    0
                              0
                                         0
                                                               0
         0
                    0
                               0
                                               1.0000
         0
                    0
                               0
                                                    0
                                                         -1.0000
         0
                               0
                                   -1.0000
                                                    0
>> G = [G1;G2]
G =
         0
               1.0000
                                                         -0.0150
                         1.0000
                                               0.0150
         0
                    0
                                         0
                                                               0
    1.0000
                    0
                               0
                                         0
                                                               0
                                               1.0000
         0
                    0
                               0
                                         0
                                                               0
                                                         1.0000
         0
                    0
                               0
                                         0
                                                    0
         0
                                    1.0000
                               0
         0
               1.0000
                                                         0.0150
                               0
                                         0
                                                    0
                         -1.0000
                                               0.0150
         0
                                         0
                    0
   -1.0000
                    0
                                         0
                                               1.0000
         0
                    0
                               0
                                                               0
         0
                    0
                               0
                                         0
                                                    0
                                                         -1.0000
         0
                    0
                               0
                                   -1.0000
                                                    0
```

```
Since the object doesn't change orientation, it does not have any angular velocity.

i. gn = [0 -0.15 0 000] = [0-0.075 0 000] T

And Since epci = Grit Epn

C1 = Grit Epn

The calculation of Equipment of Equipment
```

0 0 0

PART - B