$$V_{c_2}^{\dagger} = J_{\underline{c}} \stackrel{!}{\underline{z}} \stackrel{!}{\underline{z}} = 0 \qquad -(\underline{z})$$

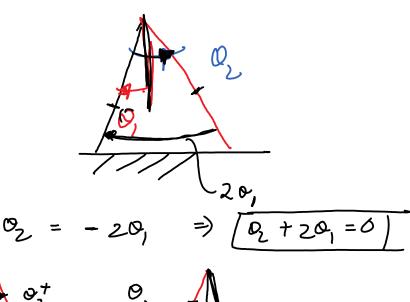
$$M(\underline{z}^{+} - \underline{z}^{-}) = J_{c_2}^{T} P_{c_2} \qquad -(\underline{J}) \text{ (from previous } proge)$$

$$M \stackrel{!}{\underline{z}} \stackrel{!}{\underline{z}} - J_{c_2}^{T} P_{c_3} = M \stackrel{!}{\underline{z}} - (\underline{J})$$

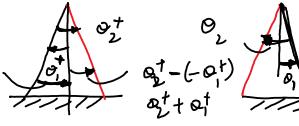
From (19) & 2

$$\begin{bmatrix} M & -J_{c_2}^T \\ J_{c_2} & 0 \end{bmatrix} \begin{bmatrix} \dot{z}^{\dagger} \\ P_{c_2} \end{bmatrix} = \begin{bmatrix} M\dot{z}^{\dagger} \\ 0 \end{bmatrix}$$

1) Detect allision



2-0,+



Just after footstrike swap.

$$Q = -Q^{\dagger}$$

$$Q = Q_{1}^{\dagger} + Q_{L}^{\dagger}$$