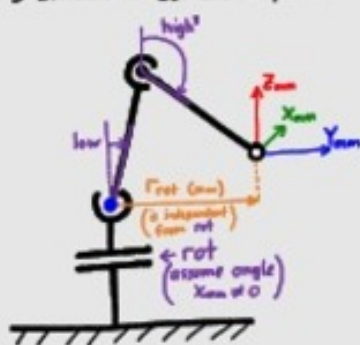


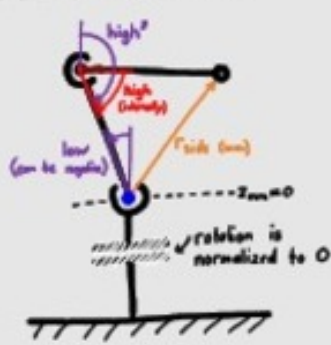
## Robot Geometry

Florian Tübler 2016  
See file "robotGeometry.cpp"

3-Dimensional Cartesian System



2-Dimensional Side View



Geometry for high



Geometry for low



$$r_{rot} = \sqrt{x_{arm}^2 + y_{arm}^2}$$

$$r_{side} = \sqrt{r_{rot}^2 + z_{arm}^2}$$

$$r_{rot} = \sin^{-1}\left(\frac{x_{arm}}{r_{rot}}\right)$$

$$high = 2 \cdot \cos^{-1}\left(\frac{r_{side}}{2 \cdot 120mm}\right)$$

$$low = \begin{cases} \omega + \psi & (Z_{arm} > 0) \\ \psi - \omega + \psi & (Z_{arm} < 0) \end{cases}$$

$$high^* = high + low$$

$$\omega = \sin^{-1}\left(\frac{r_{rot}}{r_{side}}\right)$$

$$\psi = \alpha - \frac{\pi}{2}$$

$$\alpha = \frac{\pi - high}{2}$$