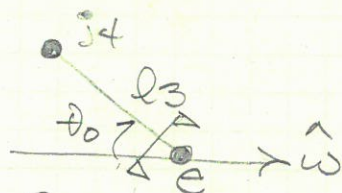


$\theta_0 \equiv$ end effector orientation

- typically you define 2 things:

- end effector location (x_e, y_e, z_e)
- end effector orientation ... why?

- we can find joint 4's location based off these 2 pieces of information



$e \equiv$ end effector loc

$$j_4 = [w_e - l_3 \cos(\theta_0)] \hat{w} + [z_e + l_3 \sin(\theta_0)] \hat{z}$$

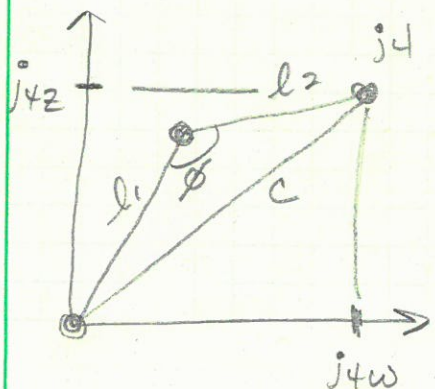
remember: this is a combination of \hat{x} and \hat{y} axes

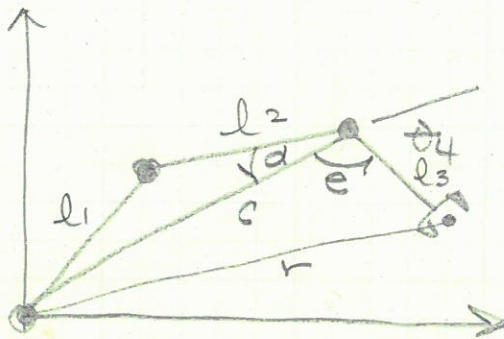
Now we know where the 4th joint is located.

$$C = \sqrt{j_{4w}^2 + j_{4z}^2}$$

$$\phi = \text{cosine-law}(l_1, l_2, C)$$

$$\theta_3 = \pi - \phi$$

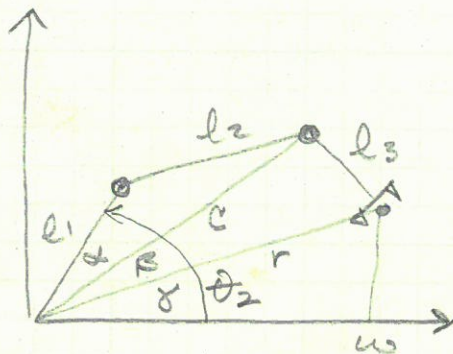




$$d = \text{cosine-law}(l_2 \text{ e } l_1)$$

$$e = \cos \mu - \cos(\ell_1, \ell_3, r)$$

$$\theta_4 = \pi - (d + e)$$



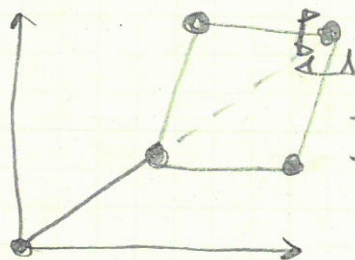
$$\gamma = a \tanh z(z, \omega)$$

$$B = \text{cosine_law}(c, r, l_3)$$

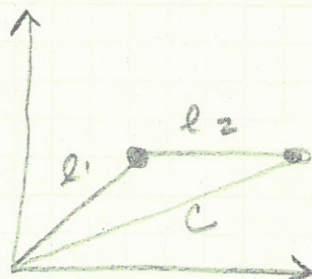
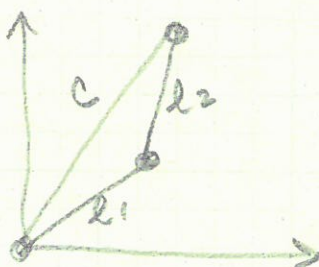
$$X = \text{cosine-law}(C, l_1, l_2)$$

$$\Theta_2 = \alpha + \beta + \gamma$$

- how you have : $\theta_1 \theta_2 \theta_3 \theta_4$
- you just need to keep an eye out for uniqueness issues :



- which one is it?
- how can you figure it out?
 - maybe use forward kinematics to see if you get to the correct point?



from a cosine law
stand point, these
are the same!