



$$\overrightarrow{OO_1} = L_0 \cdot \vec{z_0}$$

$$\overrightarrow{O_1O_2} = L_1 \cdot \vec{y_2}$$

$$\overrightarrow{O_2O_3} = L_2 \cdot \vec{y_3}$$

$$\overrightarrow{O_3O_4} = -L_3 \cdot \vec{z_3}$$

$$\overrightarrow{V_{O_4 \in 4/0}} = \overrightarrow{V_{O_4 \in 4/3}} + \overrightarrow{V_{O_4 \in 3/2}} + \overrightarrow{V_{O_4 \in 2/1}} + \overrightarrow{V_{O_4 \in 1/0}}$$

$$\overrightarrow{V_{O_4 \in 4/0}} = -\dot{L}_3 \cdot \vec{z_3} + -(-L_3 \cdot \vec{z_3} + L_2 \cdot \vec{y_3}) \wedge \dot{\theta}_3 \cdot \vec{x_3} + (-L_0 \cdot \dot{\theta}_1 \cdot \vec{z_1} \wedge \vec{z_0} - (-L_3 \cdot \vec{z_3} + L_2 \cdot \vec{y_3} + L_1 \cdot \vec{y_2}) \wedge \dot{\theta}_2 \cdot \vec{x_2}) + -(-L_3 \cdot \vec{z_3} + L_2 \cdot \vec{y_3} + L_1 \cdot \vec{y_2} + L_0 \cdot \vec{z_0}) \wedge \dot{\theta}_1 \cdot \vec{z_1}$$

$$\overrightarrow{V_{O_4 \in 4/0}} = -\dot{L}_3 \cdot \vec{z_3} + -(-L_3 \times \dot{\theta}_3 \cdot \vec{y_3} - L_2 \times \dot{\theta}_3 \cdot \vec{z_3}) + (L_3 \times \dot{\theta}_2 \cdot \vec{y_3} + L_2 \times \dot{\theta}_2 \cdot \vec{z_3} + L_1 \times \dot{\theta}_2 \cdot \vec{z_2}) + -(-L_3 \times \dot{\theta}_1 \times (-\sin(\theta_3) \times \cos(\theta_2) - \cos(\theta_3) \times \sin(\theta_2)) \cdot \vec{x_1} + L_2 \times \dot{\theta}_1 \times (\cos(\theta_3) \times \cos(\theta_2) - \sin(\theta_3) \times \sin(\theta_2)) \cdot \vec{x_1} + L_1 \times \dot{\theta}_1 \times \cos(\theta_2) \cdot \vec{x_1})$$

$$\overrightarrow{V_{O_4 \in 4/0}} = (-\dot{L}_3 \cdot \vec{z_3} + L_3 \times \dot{\theta}_3 \cdot \vec{y_3} + L_2 \times \dot{\theta}_3 \cdot \vec{z_3} + L_3 \times \dot{\theta}_2 \cdot \vec{y_3} + L_2 \times \dot{\theta}_2 \cdot \vec{z_3} + L_1 \times \dot{\theta}_2 \cdot \vec{z_2} + L_3 \times \dot{\theta}_1 \times (-\sin(\theta_3) \times \cos(\theta_2) - \cos(\theta_3) \times \sin(\theta_2)) \cdot \vec{x_1} - L_2 \times \dot{\theta}_1 \times (\cos(\theta_3) \times \cos(\theta_2) - \sin(\theta_3) \times \sin(\theta_2)) \cdot \vec{x_1} - L_1 \times \dot{\theta}_1 \times \cos(\theta_2) \cdot \vec{x_1})$$