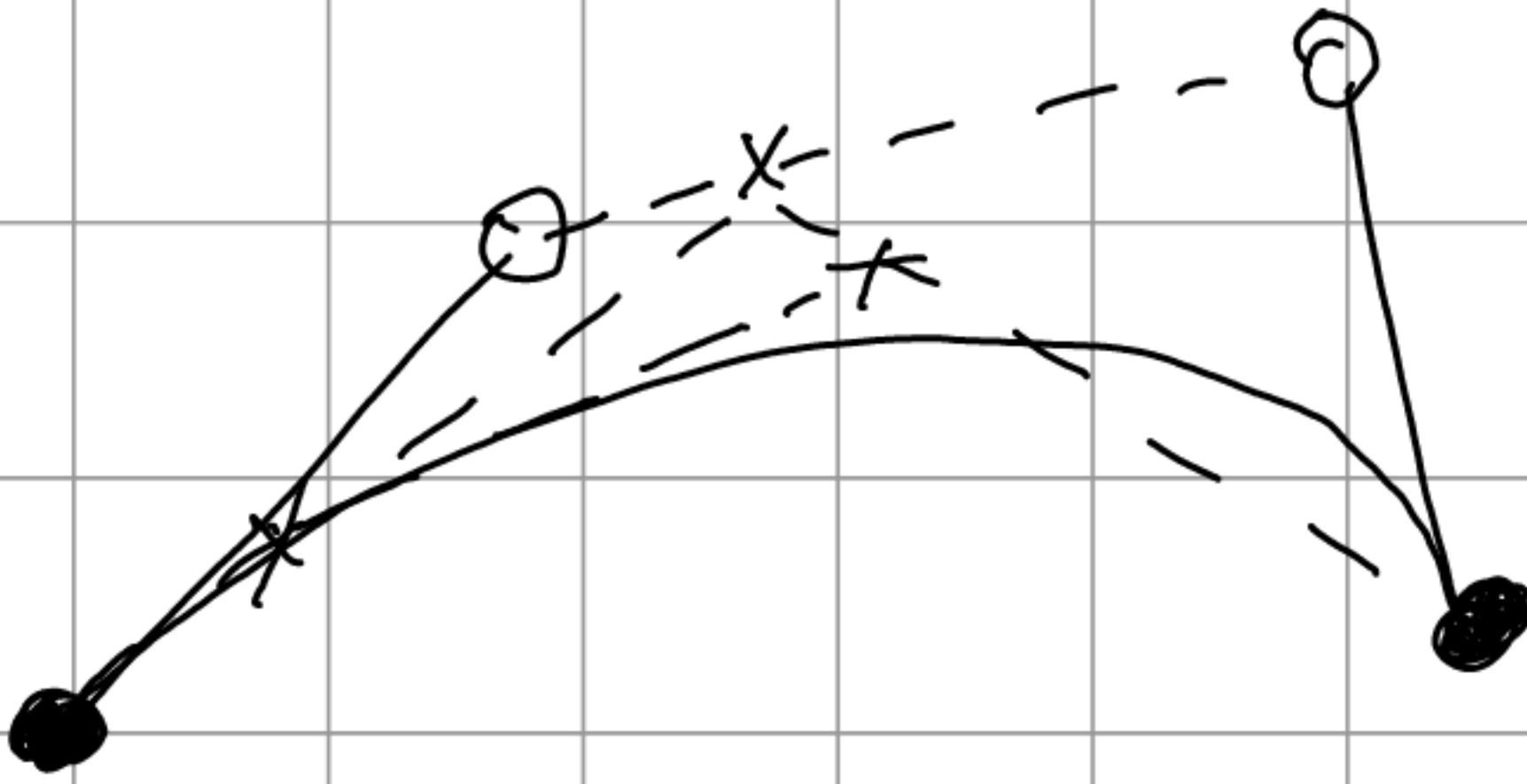


$$x, y = \text{spline}(s, \overline{\text{start}}, \overline{\text{end}}, \overline{\text{ctrl1}}, \overline{\text{ctrl2}})$$

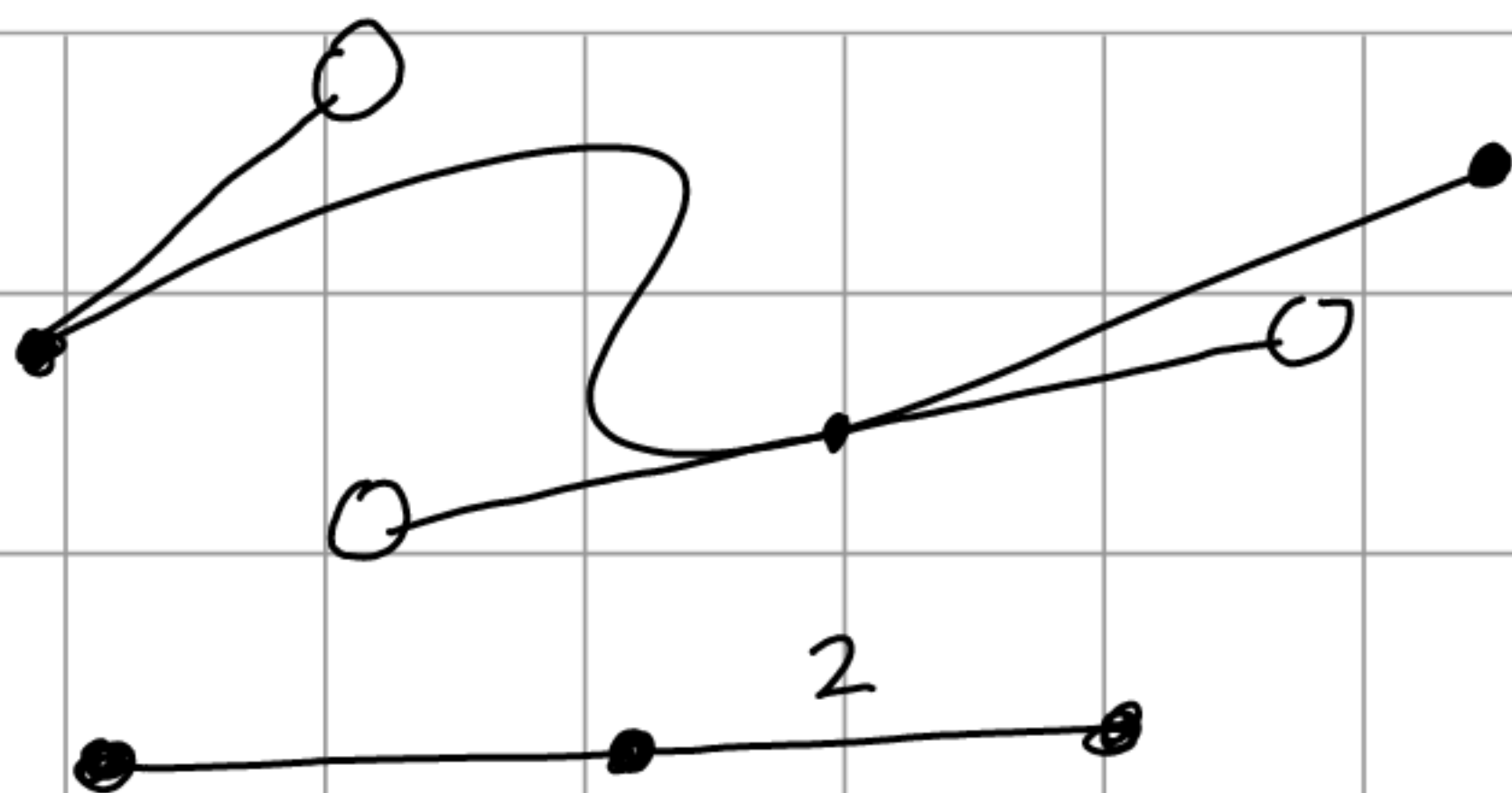


ver 1 : Cubic Bezier

Points Array:

$$p(i) = [\overline{pos}, \overline{magIn}, \overline{magOut}, H, useH?, usePos?]$$

(2)



$A_m = A_{max} \text{ motors}$   
 $r - 21110 \text{ "01127"}$   
 Segment  $\rightarrow s: [0 \dots 1]$   
 $dx - 167 \text{ } 183$

① Calc length  $L_i$  per segment, Total  $L$

②  $ds_i = \frac{dx}{L_i}$

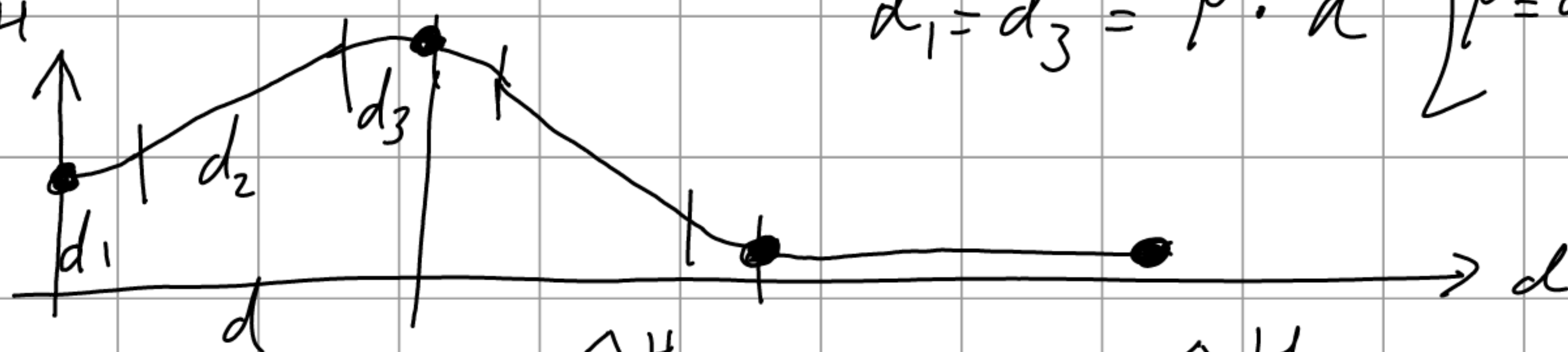
③ array of  $\sum ds_i$  Params:  $s, d, x, y, a, v, H, w, t$

④ Fill  $s, x, y, d, v_{max}$  per segment

⑤ centrifugal force  $\frac{1}{r^2} = \frac{d^2}{d^2}$   $V = M_m(v_i, \sqrt{R \cdot A_{skid}})$

Heading

⑥  $d_1 = d_3 = p \cdot d \quad [p = 0.05]$



$$w = \frac{\Delta H}{(1-p)d}$$

$$a = \frac{\Delta H}{2p(1-p)d^2}$$

$$H = \begin{cases} x < p \cdot d & : a x^2 \\ p \cdot d \leq x \leq (1-p)d & : a(p \cdot d)^2 + w(x - p d) \\ (1-p)d < x & : \Delta H - a(d - x)^2 \end{cases}$$

Forward Run :  $t, a, v$  all points

⑦  $dx \rightarrow dt$   $dt = \frac{dx}{v_{i-1}}$ ,  $\omega = \frac{H_i - H_{i-1}}{dt}$

$$v_m = v_{max} - \omega \cdot r$$

$(1, 2, 3, \dots, N) \rightarrow (N, N-1, \dots, 1)$

⑧  $a_i = \min(A_{skid}, a_{i-1} + J dt, A_m \frac{v_m - v_{i-1}}{v_m})$

$$v_i = \min(v_i, v_{i-1} + a_{i-1} dt + \frac{1}{2} J dt^2, v_m)$$

$$t_i = t_{i-1} + dt$$

\* Repeat 7, 8 for all points

Reverse Run  $t, a, v$  all points

⑨ Same as ⑦, ⑧ loop, BUT:

①  $i+1$  instead of  $i-1$

②  $N-1 \rightarrow 0$  instead of  $1 \rightarrow N$   
(Loop in reverse)

③ For  $a_i$  use  $A_m$  instead of  $A_m \frac{v_m - v_{i-1}}{v_m}$

Gaps: ①  $\omega$  not optimal...

②  $\infty$  Jerk when  $fwd, Rev$  meet  $< v_{max}$

⑩ loop  $t$  from 0 in steps of  $\Delta t$   
 $\Delta t = 0.02$

for each  $t$  find the points

$p_i, p_{i+1} : p_i \leq t < p_{i+1}$

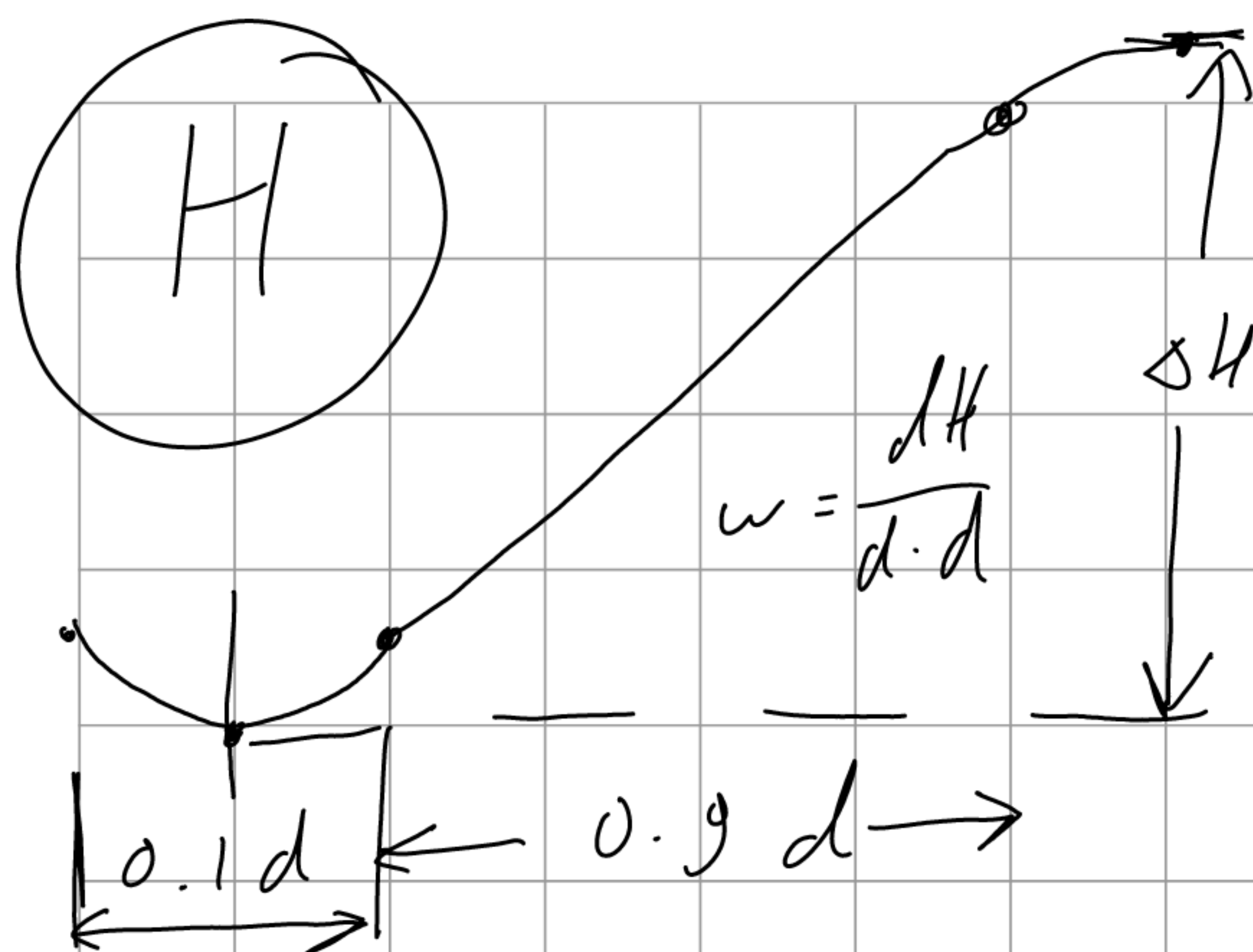
create array of points with  $\Delta t$  steps

:  $t, s, x, y, v, H, w$

⑪ Convert  $v$  to  $(v_x, v_y)$

reverse  $t$  ... time to end of  
section

Return array  $t, x, y, v_x, v_y, H, w$



$$H = ax^2, \quad w = 2ax$$

$$x = \overset{p}{0.05}d, \quad w(x) = \frac{\Delta H - 2ax^2}{d - 2x} = 2ax$$

$$\Delta H - 2ax^2 = 2ax(d - 2x)$$

$$\Delta H = 2ax(d - x)$$

$$a = \frac{\Delta H}{2x(d - x)} = \frac{\Delta H}{2p(1-p)d^2}$$

$$w = 2a \cdot p \cdot d = \frac{\Delta H}{(1-p)d}$$

$$H = \begin{cases} x < p \cdot d & : ax^2 \\ p \cdot d \leq x \leq (1-p)d & : a(p \cdot d)^2 + w(x - pd) \\ (1-p)d < x & : \Delta H - a(d - x)^2 \end{cases}$$