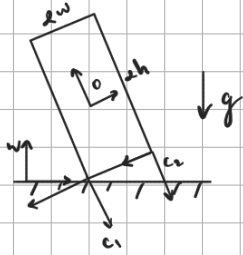


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$$\gamma = [x, y, \theta]^T$$

$$M = \begin{bmatrix} m & 0 & 0 \\ 0 & m & 0 \\ 0 & 0 & I_{c,2} \end{bmatrix}$$

$$I_{c,2} = \frac{m}{12} ((2w)^2 + (2h)^2) = \frac{m}{3} (w^2 + h^2)$$

$$\Rightarrow M = \begin{bmatrix} m & 0 & 0 \\ 0 & m & 0 \\ 0 & 0 & \frac{m}{3} (w^2 + h^2) \end{bmatrix}$$

Contact modes:

i) before impact: $a_1 = y - h \cos \theta - w \sin \theta$

ii) After impact: a_1 and $a_2 = y - h \cos \theta + w \sin \theta$

$$\text{So } A = \begin{bmatrix} \partial a_1 / \partial \gamma \\ \partial a_2 / \partial \gamma \end{bmatrix} = \begin{bmatrix} 0 & 1 & h \sin \theta - w \cos \theta \\ 0 & 1 & h \sin \theta + w \cos \theta \end{bmatrix} \bigg|_{\theta=0}$$

$$\rightarrow A = \begin{bmatrix} 0 & 1 & -w \\ 0 & 1 & h \end{bmatrix}$$

Since while analyzing the impact, we are assuming that only the velocity and other higher derivative terms are changing, the other terms can be ignored.

$$\dot{q}^+ = \dot{q}^- - A^T A \dot{q}^-$$

$$\dot{p} = A^T M \dot{q}^-$$

Wide block: assume both modes are active at the time of impact

Narrow block:

case 1: assume both modes are active at the time of impact

case 2: assume the block tips over and only mode 2 is active at the time of impact.