

generateFunction (generic function with 3 methods)

• Enter cell code...

iterativeSolve (generic function with 1 method)

• using LinearAlgebra ✓

• using ForwardDiff ✓

• using PlutoUI ✓

normalizeDegree (generic function with 1 method)

• normalizeDegree(X) = mod(X, 2*pi).*(180/pi)

normalizeRad (generic function with 1 method)

• normalizeRad(X) = mod(X, 2*pi)

How to use package

1. Define Vectors: @vectors V1 V2 V3 V4
2. Define Loop equation: vLoop = V1 + V2 - V3 - V4
3. Create Vector Loop: VectorLoop(Input, Output1, Output2, Constraints)
4. Store Known Values in a Dictionary: Dict{"θ1" => 2π}
5. Solve

• Enter cell code...

► briVec(: (r26 * cos(θ26)), : (r26 * sin(θ26)))

• @vectors V1 V2 V3 V4 Vp1 V5 V15 V6 V26

• Enter cell code...

loopEq =

► briVec(: (((r2 * cos(θ2) + r3 * cos(θ3)) + r4 * cos(θ4)) - r1 * cos(θ1)), : (((r2 * sin(θ2)

• loopEq = V2 + V3 + V4 - V1

loopEq2 =

► briVec(: (((((r2 * cos(θ2) + r26 * cos(θ26)) + r6 * cos(θ6)) + r5 * cos(θ5)) + r15 * cos(θ

• loopEq2 = V2 + V26 + V6 + V5 + V15 - V1

v16 (generic function with 1 method)

```
function v16(θ2, θ3, knowns)
    r2 = knowns["r2"]
    r3 = knowns["r3"]
    x = r2 * cos(θ2) + (r3 / 2) * cos(θ3)
    y = r2 * sin(θ2) + (r3 / 2) * sin(θ3)
    r16 = sqrt(x^2 + y^2)
    θ16 = atan(y, x)
    return (r16, θ16)
end
```

► [Vec(806.639, 1.63359, 1), Vec(401.0, 6.28318, 1), Vec(501.25, 4.82287, 1), Vec(501.25, 5.0

```
• # Define Vector of Vecs, used to plot the second vector loop
begin
    r16, θ16 = v16(θ2s[n], θ3s[n], knowns)
    Vecs2 = [Vec(r16, θ16), Vec(knowns["r6"], θ6s[n]), Vec(knowns["r5"], θ5s[n]),
    Vec(knowns["r15"], θ4s[n]), Vec(knowns["r1"], knowns["θ1"], -1)]
end
```

• Enter cell code...

vLoop = ► VectorLoop(:θ2, :θ3, :θ4, [])

• vLoop = VectorLoop(:θ2, :θ3, :θ4)

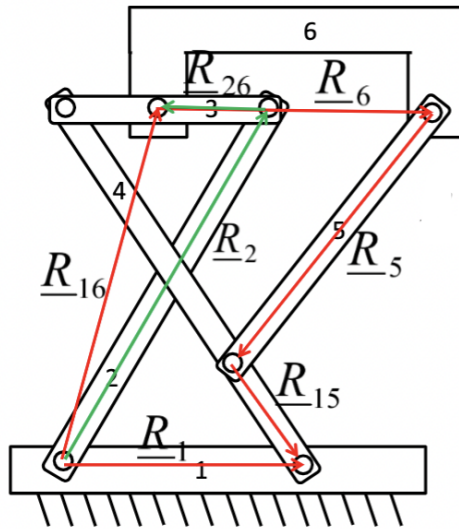
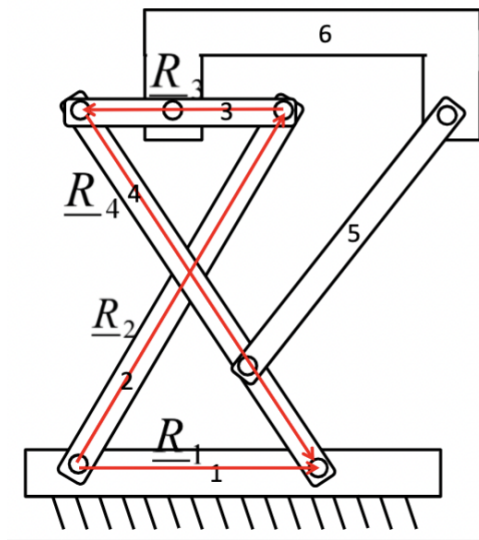
vLoop2 =

► VectorLoop(:X, :θ5, :θ6, [:(θ15 = θ4), :(r26 = r3 / 2), :(θ26 = θ3), :(θ2 = X[1]), :(θ3 =

• vLoop2 = VectorLoop(:X, :θ5, :θ6, [:(θ15 = θ4), :(r26 = r3/2), :(θ26 = θ3), :(θ2 = X[1]), :(θ3 = X[2]), :(θ4 = X[3])])

• Enter cell code...

• # applyConstraint(loopEq2, vLoop2)



• Enter cell code...

R5 = 501.25299806736604

```

R5= let
  θ15_min = (θ4s[end] - pi)
  r1 = knowns["r1"]
  r15 = knowns["r15"]
  p3x = r1 + r15*cos(θ15_min)
  p3y = r15*sin(θ15_min)
  p3min = (p3x, p3y)

  r6 = knowns["r6"]
  p1x = p1min[1]
  p1y = p1min[2]
  p2x = p1x + r6
  p2y = p1y

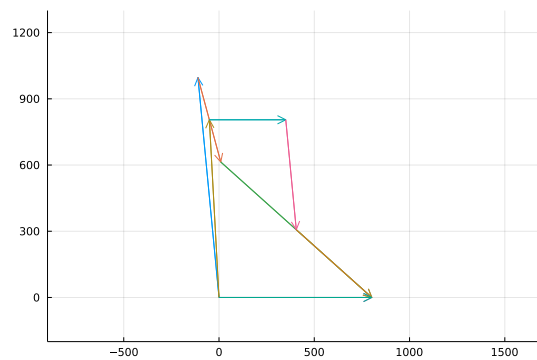
  y_R5 = p3y - p2y
  x_R5 = p3x - p2x
  mR5 = sqrt(y_R5^2 + x_R5^2)
  θr5 = normalizeRad(atan(y_R5, x_R5))*180/pi
  atan(y_R5, x_R5)*180/pi

mR5
end

```

• Enter cell code...

• Enter cell code...



```

- begin
-   p = plotVecs(Vecs)
-   plotVecs!(Vecs2, p)
-   plot!(p, xlims=(-900, 1700), ylims=(-200,1300))
-   # plotVecs(Vecs2)
- end

```

Enter cell code...

☐ @bind n Slider(length(inputs):-1:1)

```

pimin = ▶ (-50.6157, 805.049)
- pimin = (P1x[end], P1y[end])

```

```

pimax = ▶ (797.676, 801.545)
- pimax = (P1x[1], P1y[1])

```

```

▶ (350.384, 805.047)
- hP2(θ2s[n], θ3s[n], θ6s[n], knowns)

```

```

805.0470917217787
- knowns["r2"]*sin(θ2s[n]) + knowns["r3"]/2*sin(θ3s[n]) + knowns["r6"]*sin(θ6s[n])

```

```

r15 = r1 * 0.625; r36 = r3 * 0.5; r5 = r1 * 0.625; r6 = r1 * 0.5;

```

```

- md"""
- r15 = r1 * 0.625;
- r36 = r3 * 0.5;
- r5 = r1 * 0.625;
- r6 = r1 * 0.5;
- """

```

```

2.5
- 0.625*4

```

```

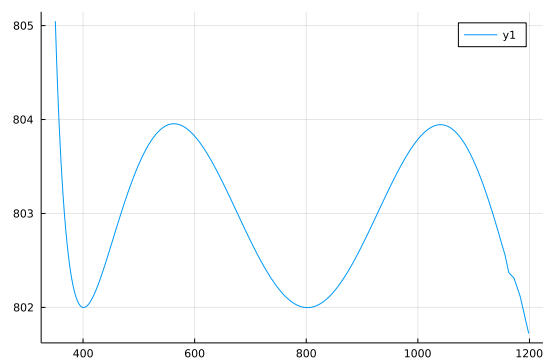
501.25299806736604
- R5

```

```

knowns =
▶ Dict{"r1" => 802.0, "r2" => 1002.5, "θ1" => 0, "r15" => 501.25, "r5" => 501.25, "r6" => 401.25, "θ6" => 0}
- knowns = Dict{
-   "r1" => 4*π,
-   "r2" => 5*π,
-   "r3" => 2*π,
-   "r4" => 5*π,
-   "θ1" => 0,
-   "r15" => 5*π/2,
-   # "θ6" => 0,
-   "r5" => 5*π/2,
-   "r6" => 2*π,
- }

```



```

- plot(P2x, P2y)

```

```

▶ [0.000441467, 6.09713e-5, 1.7115e-5, 0.000169897, 6.95915e-5, 5.61829e-5, 4.07554e-5, 3.11e-5]

```

```

- θ6s

```

Enter cell code...

Enter cell code...

```

a = 200.5
- a = 200.5

```

• Enter cell code...

• Enter cell code...

805.0

```
• begin
•   min_val = w
•   max_val = min_val + 4
• end
```

847.5988356585641

```
• maximum(P1x[(P1y .> min_val) .& (P1y .< max_val)]) - minimum(P1x[(P1y .> min_val) .&
(P1y .< max_val)])
```

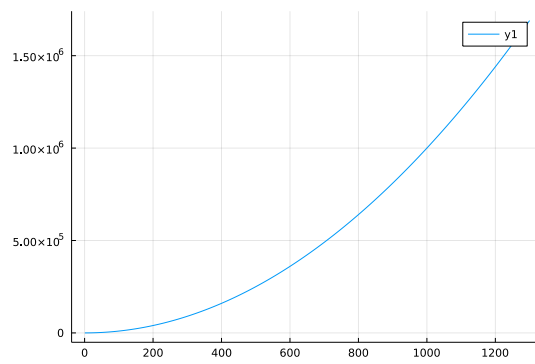
```
• # @min = @2s[P1y[end:-1:1] .>min_val][1]
```

```
• # @max = @2s[P1y[end:-1:1] .<max_val][end]
```

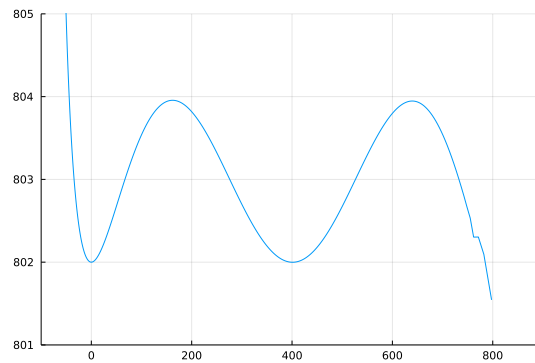
• @bind w Slider(801:0.1:808)

1.683

```
• begin
•   @min = 0.643
•   @max = 1.683
• end
```



```
• let
•   xs = 1:1300
•   ys = [x^2 for x in xs]
•   plot(xs, ys)
• end
```



```
• begin
•   p2 = plot(P1x, P1y, legend=false)
•   # plot!(P2x, P2y)
•   plot!(xlims=(-100,900), ylims=(min_val, max_val))
•   # plot!(xlims=(-100,900), ylims=(790, 1500))
• end
```

► [797.676, 782.251, 771.322, 761.912, 755.148, 748.705, 742.819, 737.319, 732.134, 727.209,

• P1x

► [801.545, 802.095, 802.304, 802.303, 802.532, 802.665, 802.794, 802.907, 803.01, 803.104, 803.197,

• P1y

► [801.722, 802.119, 802.311, 802.371, 802.56, 802.688, 802.81, 802.92, 803.02, 803.112, 803.197,

• P2y

false

• P1y ==P2y

foo (generic function with 1 method)

• foo(x) = x+ 1

• Enter cell code...

bar (generic function with 1 method)

• bar(x) = x^2

```

▶ [[1.59387, 4.72134], [1.6657, 4.75106], [1.71532, 4.77183], [1.75758, 4.78964], [1.78662,
- # Use newton method to solve for θ3 and θ4
- begin
-   y = []
-   Xi = [π; 3.3π/4]
-   for input in inputs
-     h = (x) -> g(input, x)
-     Xn = iterativeSolve(h, Xi, 0.05)
-     Xi = normalizeRad.(Xn)
-     push!(y, Xi)
-   end
-   y
- end

```

```

▶ [[3.78441, 0.000441467], [3.78633, 6.09713e-5], [3.78808, 1.7115e-5], [3.78975, 0.00016989
- # Use newton method to solve for theta 5 and theta 6
- begin
-   y2 = []
-   Xi_2 = [5π/4; 0]
-   for input in inputs2
-     h2 = (x) -> g2(input, x)
-     Xn_2 = iterativeSolve(h2, Xi_2, 0.1)
-     Xi_2 = normalizeRad.(Xn_2)
-     push!(y2, Xi_2)
-   end
-   y2
- end

```

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```

θ5s =
▶ [3.78441, 3.78633, 3.78808, 3.78975, 3.79153, 3.79327, 3.79502, 3.79677, 3.79852, 3.80027,
- θ5s = [x[1] for x in y2]

```

```

θ6s =
▶ [0.000441467, 6.09713e-5, 1.7115e-5, 0.000169897, 6.95915e-5, 5.61829e-5, 4.07554e-5, 3.11
- θ6s = [x[2] for x in y2]

```

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```

g (generic function with 1 method)
- begin
-   L2 = applyConstraint(loopEq, vLoop)
-   L3 = applyConstraint(L2, knowns)
-   exp = generateFunction(vLoop, L3)
-   f = eval(exp)
-   g(input, x) = f(input, x[1], x[2])
- end

```

```

g2 (generic function with 1 method)
- begin
-   L2_2 = applyConstraint(loopEq2, vLoop2)
-   L3_2 = applyConstraint(L2_2, knowns)
-   exp2 = generateFunction(vLoop2, L3_2)
-   f2 = eval(exp2)
-   f2([1; 2; 3], 2, 3)
-   inputs2 = collect(zip(θ2s, θ3s, θ4s))
-   g2(input, x) = f2(input, x[1], x[2])
- end

```

Enter cell code...

```

b = #3 (generic function with 1 method)
- b = (x, y) -> begin x[1] + y[2] end

```

```

5
- b([1;2], (3, 4))

```

Enter cell code...

Vec

```

plotVecs (generic function with 1 method)
- function plotVecs(Vs::Vector{Vec})
-   p = plot(arrow=true, legend=false)
-   x, y = lineSegment(0, 0, Vs[1])
-   if (Vs[1].sign > 0)
-     point = [x[2], y[2]]
-   else
-     point = [x[1], y[1]]
-   end
-   plot!(p, x, y, arrow=true)
-   for V in Vs[2:end]
-     x, y = lineSegment(point[1], point[2], V)
-     plot!(p, x, y, arrow=true)
-     if (V.sign > 0)
-       point = [x[2], y[2]]
-     else
-       point = [x[1], y[1]]
-     end
-   end
-   return p
- end

```

```

plotVecs! (generic function with 1 method)
- function plotVecs!(Vs::Vector{Vec}, p::Plots.Plot)
-   x, y = lineSegment(0, 0, Vs[1])
-   if (Vs[1].sign > 0)
-       point = [x[2], y[2]]
-   else
-       point = [x[1], y[1]]
-   end
-   plot!(p, x, y, arrow=true)
-   for V in Vs[2:end]
-       x, y = lineSegment(point[1], point[2], V)
-       plot!(p, x, y, arrow=true)
-       if (V.sign > 0)
-           point = [x[2], y[2]]
-       else
-           point = [x[1], y[1]]
-       end
-   end
-   return p
- end

```

```

lineSegment (generic function with 1 method)

```

```

inputs =
▶ [0.643, 0.644745, 0.64649, 0.648235, 0.64998, 0.651725, 0.65347, 0.655215, 0.65696, 0.6587
- inputs = collect(θmin:0.001745:θmax)

```

```

θ3s =
▶ [1.59387, 1.6657, 1.71532, 1.75758, 1.78662, 1.8142, 1.83906, 1.86208, 1.88359, 1.90387, 1
- θ3s = [x[1] for x in y]

```

```

θ4s =
▶ [4.72134, 4.75106, 4.77183, 4.78964, 4.8021, 4.81395, 4.82469, 4.83467, 4.84403, 4.85287,
- θ4s = [x[2] for x in y]

```

```

- Base.:- (V::Vec) = Vec(V.R, V.θ, V.signw-1)

```

```

Vecs =
▶ [Vec(1002.5, 1.68128, 1), Vec(401.0, 5.01585, 1), Vec(1002.5, 5.62438, 1), Vec(802.0, 0, -1
- Vecs = [Vec(knowns["r2"], θ2s[n]), Vec(knowns["r3"], θ3s[n]), Vec(knowns["r4"],
- θ4s[n]), Vec(knowns["r1"], knowns["θ1"], -1)]

```

```

- using Plots ✓

```

```

θ2s =
▶ [0.643, 0.644745, 0.64649, 0.648235, 0.64998, 0.651725, 0.65347, 0.655215, 0.65696, 0.6587
- θ2s = inputs

```

```

596
- n

```

```

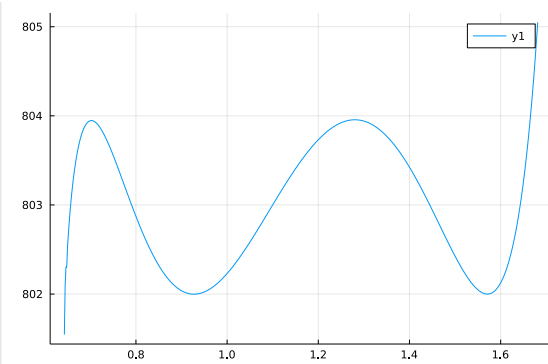
- begin
-   P1x = []
-   P1y = []
-   for i in 1:length(inputs)
-       x_p, y_p = hP1(inputs[i], knowns, θ3s[i])
-       push!(P1x, x_p)
-       push!(P1y, y_p)
-   end
-   # P1x = P1x[end:-1:1]
-   # P1y = P1y[end:-1:1]
- end

```

```

- begin
-   P2x = []
-   P2y = []
-   for i in 1:length(inputs)
-       x_p, y_p = hP2(inputs[i], θ3s[i], θ6s[i], knowns)
-       push!(P2x, x_p)
-       push!(P2y, y_p)
-   end
-   # P2x = P2x[end:-1:1]
-   # P2y = P2y[end:-1:1]
- end

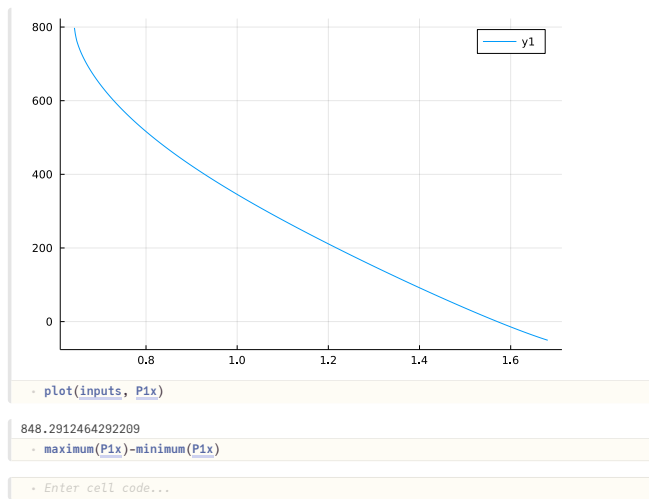
```



```

- plot(inputs, P1y)

```



Height of Point 1 vs angle

```
hP1 (generic function with 1 method)
- function hP1(θ2, knowns, θ3)
-   r2 = knowns["r2"]
-   rp1 = knowns["r3"]/2
-   y = r2*sin(θ2) + rp1*sin(θ3)
-   x = r2*cos(θ2) + rp1*cos(θ3)
-   return (x,y)
- end

Dict("r1" => 802.0, "r2" => 1002.5, "θ1" => 0, "r15" => 501.25, "r5" => 501.25, "r6" => 401.25, "θ6" => 40.7)
- knowns

hP2 (generic function with 1 method)
- function hP2(θ2, θ3, θ6, knowns)
-   r2 = knowns["r2"]
-   rp1 = knowns["r3"]/2
-   r6 = knowns["r6"]
-
-   x = r2*cos(θ2) + rp1*cos(θ3) + r6*cos(θ6)
-   y = r2*sin(θ2) + rp1*sin(θ3) + r6*sin(θ6)
-
-   return (x, y)
- end
```