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import numpy as np, sympy as sy

gravity = sy.symbols("g")

def symsum( listin):
    val = sy.zeros(listin[0].shape)
    for i in listin:
        val = val+i
    return val

#define numerical rotation matrices
def rotation_z(theta):
    return np.matrix([
        [ np.cos(theta), -np.sin(theta), 0],
        [ np.sin(theta),  np.cos(theta), 0],
        [0, 0, 1]
    ])
def rotation_y(theta):
    return np.matrix([
        [ np.cos(theta), 0,  np.sin(theta)],
        [0, 1, 0],
        [-np.sin(theta), 0,  np.cos(theta)]
    ])
def rotation_x(theta):
    return np.matrix([
        [1, 0, 0],
        [0, np.cos(theta), -np.sin(theta)],
        [0, np.sin(theta),  np.cos(theta)]
    ])

# define symbolic rotation matrices
def sym_rotation_z(theta):
    return sy.Matrix([
        [ sy.cos(theta), -sy.sin(theta), 0],
        [ sy.sin(theta),  sy.cos(theta), 0],
        [0, 0, 1]
    ])
def sym_rotation_y(theta):
    return sy.Matrix([
        [ sy.cos(theta), 0,  sy.sin(theta)],
        [0, 1, 0],
        [-sy.sin(theta), 0,  sy.cos(theta)]
    ])
def sym_rotation_x(theta):
    return sy.Matrix([
        [1, 0, 0],
        [0, sy.cos(theta), -sy.sin(theta)],
        [0, sy.sin(theta),  sy.cos(theta)]
    ])

# define numerical translation matrices
def translation_z( d):
    return np.matrix([
        [1,0,0,0],
        [0,1,0,0],
        [0,0,1,d],
        [0,0,0,1]
    ])
def translation_y( d):
    return np.matrix([
        [1,0,0,0],
        [0,1,0,d],
        [0,0,1,0],
        [0,0,0,1]
    ])
def translation_x( d):
    return np.matrix([
        [1,0,0,d],
        [0,1,0,0],
        [0,0,1,0],
        [0,0,0,1]
    ])
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# define symbolic translation matrices
def sym_translation_z( d):
    return sy.Matrix([
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        [0,1,0,0],
        [0,0,1,d],
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    ])
def sym_translation_y( d):
    return sy.Matrix([
        [1,0,0,0],
        [0,1,0,d],
        [0,0,1,0],
        [0,0,0,1]
    ])
def sym_translation_x( d):
    return sy.Matrix([
        [1,0,0,d],
        [0,1,0,0],
        [0,0,1,0],
        [0,0,0,1]
    ])
# numerically convert 3x3 rotation to 4x4 rotation
def convert3x3to4x4( matrix):
    # add column of zeroes
    matrix = np.hstack((matrix, np.transpose([np.zeros(3)])))
    # add row of 0,0,0,1
    matrix = np.vstack((matrix, np.array([0,0,0,1])))
    return matrix
# symbolically convert 3x3 rotation to 4x4 rotation
def syms_convert3x3to4x4( matrix):
    # add column of zeroes
    matrix = sy.Matrix.hstack(matrix, sy.Matrix(sy.zeros(3)[: ,2]))
    # add row of 0,0,0,1
    matrix = sy.Matrix.vstack((matrix, sy.Matrix([0,0,0,1]).T))
    return matrix

def denavit_hartenberg( link):
    return (
        translation_z(link[2])*convert3x3to4x4(rotation_z(link[3]))*
        translation_x(link[0])*convert3x3to4x4(rotation_x(link[1]))
    )
def sym_denavit_hartenberg( link):
    return (
        sym_translation_z(link[2])*sy.Matrix(syms_convert3x3to4x4(sym_rotation_z(link[3]
    )))*
        sym_translation_x(link[0])*sy.Matrix(syms_convert3x3to4x4(sym_rotation_x(link[1]
    )))
    )

def get_A0n( link_list):
    A0i = np.identity(4)
    A0n = []
    for link in link_list:
        A0i = A0i*denavit_hartenberg( link)
        A0n.append(A0i)
    return A0n

def sym_get_A0n( link_list):
    A0i = np.identity(4)
    A0n = []
    for link in link_list:
        A0i = A0i*sym_denavit_hartenberg( link)
        A0n.append(A0i)
    return A0n

def get_A0i():
    A0i = []
    for link in link_list:
        A0i.append(denavit_hartenberg( link))
    return A0i

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def sym_get_A0i(link_list):
    A0i = []
    for link in link_list:
        A0i.append(sym_denavit_hartenberg( link))
    return A0i

def end_jacobian( link_list):
    A0n = get_A0n( link_list)
    # rotational vectors
    R = [np.matrix(np.identity(3))]
    R = R + [end[:3,:3] for end in A0n]
    # positions of each end effector
    O = [sy.Matrix([[0],[0],[0]])]
    O = O + [np.matrix(end[:3][:3]) for end in A0n]
    # unit z vector
    k = np.matrix([[0],[0],[1]])
    J_v = []
    J_w = []
    for i in range(len(A0n)):
        # if theta_i is 0 then joint is prismatic
        if (link_list[i][3] == 0):
            J_v.append(sy.Matrix(R[i]*k))
            J_w.append(sy.Matrix([[0],[0],[0]]))
        # if theta_i is not 0 then joint is revolute
        else:
            J_v.append( np.matrix(np.cross( (R[i]*k).T, (O[-1]-O[i]).T)).T )
            J_w.append(np.matrix(R[i]*k))
    J = [np.vstack( (J_v[i], J_w[i])) for i in range(len(J_v))]
    J = np.hstack(J)
    return J

def sym_end_jacobian( link_list):
    A0n = sym_get_A0n( link_list)
    # rotational vectors
    R = [sy.Matrix(np.identity(3))]
    R = R + [end[:3,:3] for end in A0n]
    # positions of each end effector
    O = [sy.Matrix([[0],[0],[0]])]
    O = O + [sy.Matrix(end[:3][:3]) for end in A0n]
    # unit z vector
    k = sy.Matrix([[0],[0],[1]])
    J_v = []
    J_w = []
    for i in range(len(A0n)):
        # if theta_i is 0 then joint is prismatic
        if (link_list[i][3] == 0):
            J_v.append(sy.Matrix(R[i]*k))
            J_w.append(sy.Matrix([[0],[0],[0]]))
        # if theta_i is not 0 then joint is revolute
        else:
            J_v.append((sy.Matrix(R[i]*k).cross(O[-1]-O[i])))
            J_w.append(sy.Matrix(R[i]*k))
    J = [sy.Matrix.vstack( J_v[i], J_w[i]) for i in range(len(J_v))]
    J = sy.Matrix.hstack(J)
    Je= J[0]
    for i in range(len(J)-1):
        j = i+1
        Je = sy.Matrix.hstack(Je, J[j])
    return Je

def sym_cm_jacobian(link_list):
    return 0#Jcm

def sym_pt_jacobian(link_list_position):
    k = sy.Matrix([[0],[0],[1]])
    [link_list, pt_list] = link_list_position
    A0i = sym_get_A0n(link_list)
    O0i = [A0i[i]*pt_list[i] if type(pt_list[i])== type(A0i[i]) else
            sy.Matrix(A0i[i][:3][:3]) for i in range(len(A0i)) ]
    A0i = [sy.eye(4)]+A0i
    Jpt = []

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for i in range(len(link_list)):
    j_pt = []
    jci = sy.Matrix(np.zeros(6)).T
    for j in range(len(link_list)):
        if j <= i:
            if not link_list[i][-1] == 0:
                j_pt.append( sy.Matrix.vstack((A0i[j][:3,:3]*k).cross(
                    sy.Matrix(O0i[i][:3])-sy.Matrix(A0i[j][:,3][:3])),
                    A0i[j][:3,:3]*k)
                )
            else:
                j_pt.append( sy.Matrix.vstack(A0i[j][:3,:3]*k, sy.Matrix([[0],[0],[0]])))
        else:
            j_pt.append( sy.Matrix(np.zeros(6)).T)
    q = j_pt[0]
    for i in range(len(j_pt)-1):
        j = i+1
        q = sy.Matrix.hstack(q, j_pt[j])
    Jpt.append(q)
return Jpt

#def rotational_velocity_jacobian( link_list)
#def jacobian(link_list)
def D_i( vec):
    [Ji, Mi, Ii, Ri] = vec
    Jv = Ji[:3,:]
    Jw = Ji[3:,:]
    return Jv.T*Mi*Jv + Jw.T*Ri*Ii*Ri.T*Jw

# need a function to return the F from the lagrangian and a list of all the time dependent variables
def sym_lagrangian(link_list_cm, M, I, qdot):
    g = sy.Matrix([[0],[gravity],[0]])
    [link_list, Ocm] = link_list_cm
    A = sym_get_A0n(link_list)
    R = [Ai[:3,:3] for Ai in A]
    O = [sy.Matrix(Ai[:,3][:3]) for Ai in A]
    J = sym_pt_jacobian(link_list_cm)
    D = symsum([D_i([ J[i], M[i], I[i], R[i]]) for i in range( len(J))])
    K = .5*(qdot.T*(D)*qdot)
    O0c = [A[i]*Ocm[i] for i in range(len(A))]
    P = symsum( [g.T*M[i]*sy.Matrix(O0c[i][:3]) for i in range(len(J))])
    return K-P

def sym_torque(link_list_cm, M, I, qdot, q, tdv_vec):
    L = sym_lagrangian(link_list_cm, M, I, qdot)[0]
    dLdq_dot = sum([sy.diff(L, qdot[i]) for i in range(len(qdot))])
    dLdq = sum([sy.diff(L, q[i]) for i in range(len(q))])
    ddtdLdq_dot = sum([sy.diff(dLdq_dot, tdv_vec[i][0])*tdv_vec[i][1] for i in range(len(tdv_vec))])
    return ddtdLdq_dot - dLdq

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