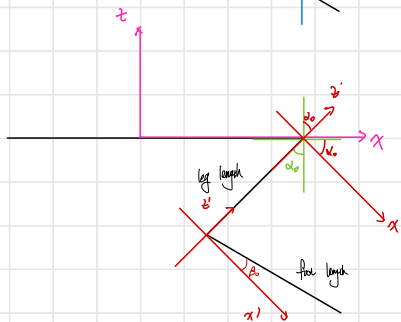
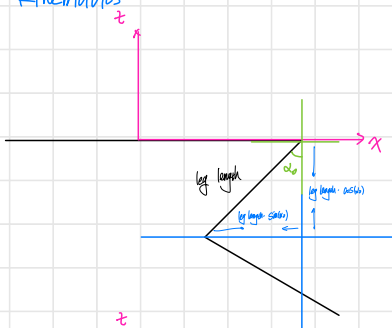


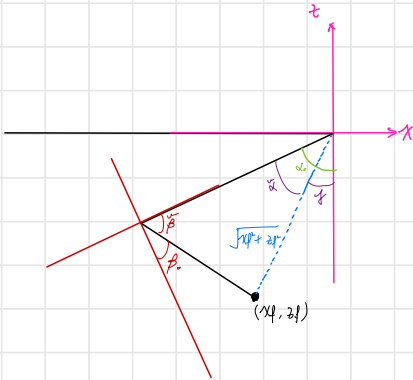
• Forward kinematics



Knee

α_0 clockwise
 $xz \rightarrow x'z'$

• Inverse kinematics for one leg.



(x_f, z_f) is the coord of end-effector i.e. shoulder

$$x_f^2 + z_f^2 = (\text{leg length})^2 + (\text{foot length})^2 - 2(\text{leg length})(\text{foot length}) \cdot \cos \beta$$

$$\tilde{\beta} = \arccos \left(\frac{(\text{leg length})^2 + (\text{foot length})^2 - (x_f^2 + z_f^2)}{2(\text{leg length})(\text{foot length})} \right)$$

$$\beta_0 = \frac{\pi}{2} - \tilde{\beta}$$

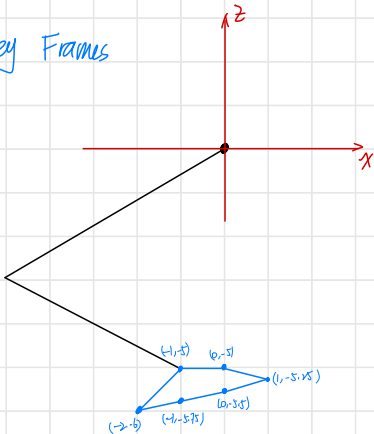
$$f = \arcsin \left(\frac{-x_f}{\sqrt{x_f^2 + z_f^2}} \right)$$

$$(\text{foot length})^2 = (\text{leg length})^2 + (x_f^2 + z_f^2) - 2(\text{leg length}) \cdot \sqrt{x_f^2 + z_f^2} \cos \tilde{\alpha}$$

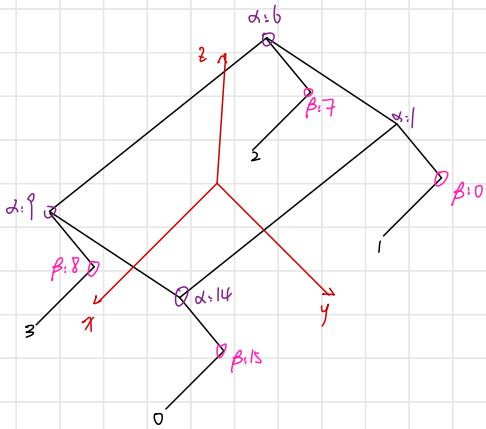
$$\tilde{\alpha} = \arccos \left(\frac{(\text{leg length})^2 + (x_f^2 + z_f^2) - (\text{foot length})^2}{2(\text{leg length}) \sqrt{x_f^2 + z_f^2}} \right)$$

$$\alpha_0 = \tilde{\alpha} + f$$

• Key Frames



Servo index on MyBoard VLI



Servo index for α

Servo index for β