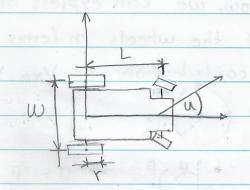
David Felipe Alvear Goyes



V-r wheel radius

U-r steering angle

W-r distance between

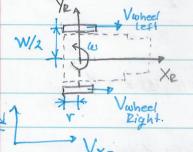
Left and Right wheels

L-r Distance between

front and rear wheels.

Pr-> Validate that the kinematic constraints of the racecar are given as follows.

First take a look to the year wheels configuration.



Polling and sliding constraits. We wheel Project the Velocity of the robot to the

Velocity of Right and left rear wheels.

Constraints

VXeSin(d+B) - VyRCOS(d+B)-LCOS(B)W=YØ/VXRCOS(d+B)+VyRSin(d+B)+LSinBW=O

Polling constraints - $V_{XS} - W. W = V \phi rear = V wheel <math>\Phi$ $d = \pi V_2$ $d = \pi$

d=-π/2 Similarly: Vxr + w. w = r φ rear = Vwheel ②

β=π

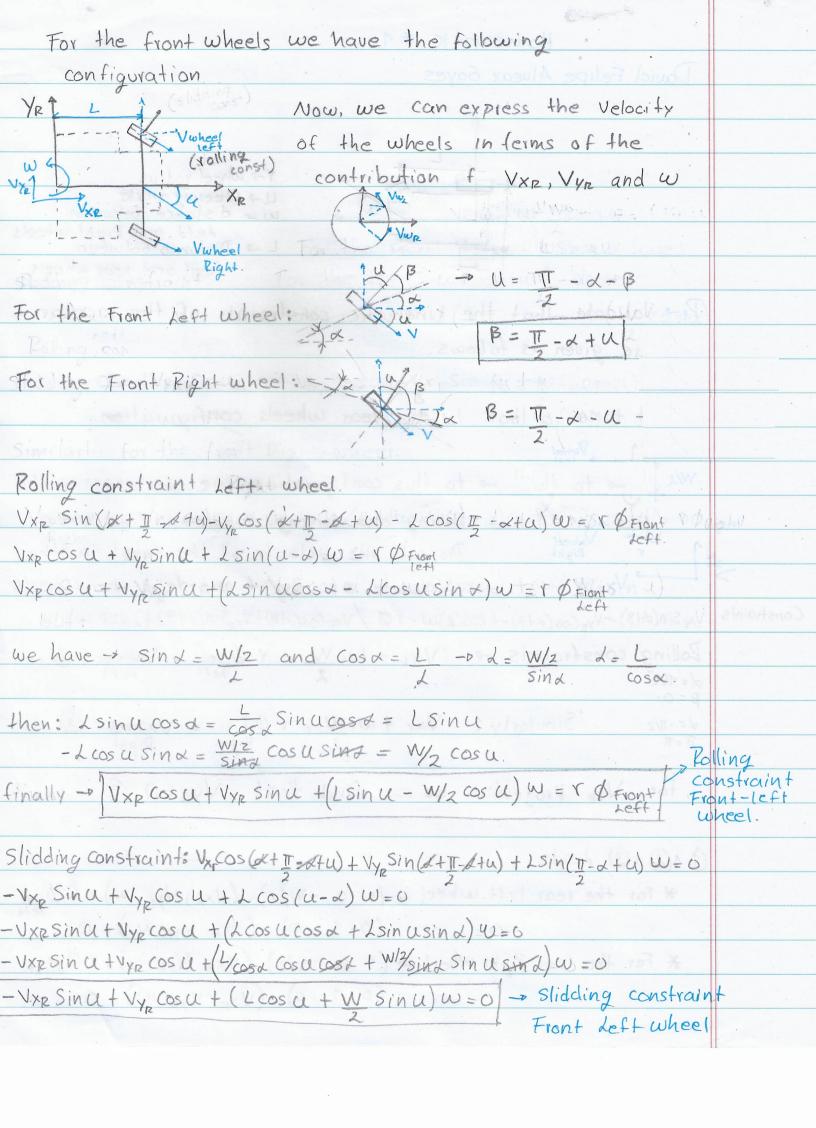
Right

For Vyp Projection we can find that Vyp=0 3

(1) 1(2) Lead:

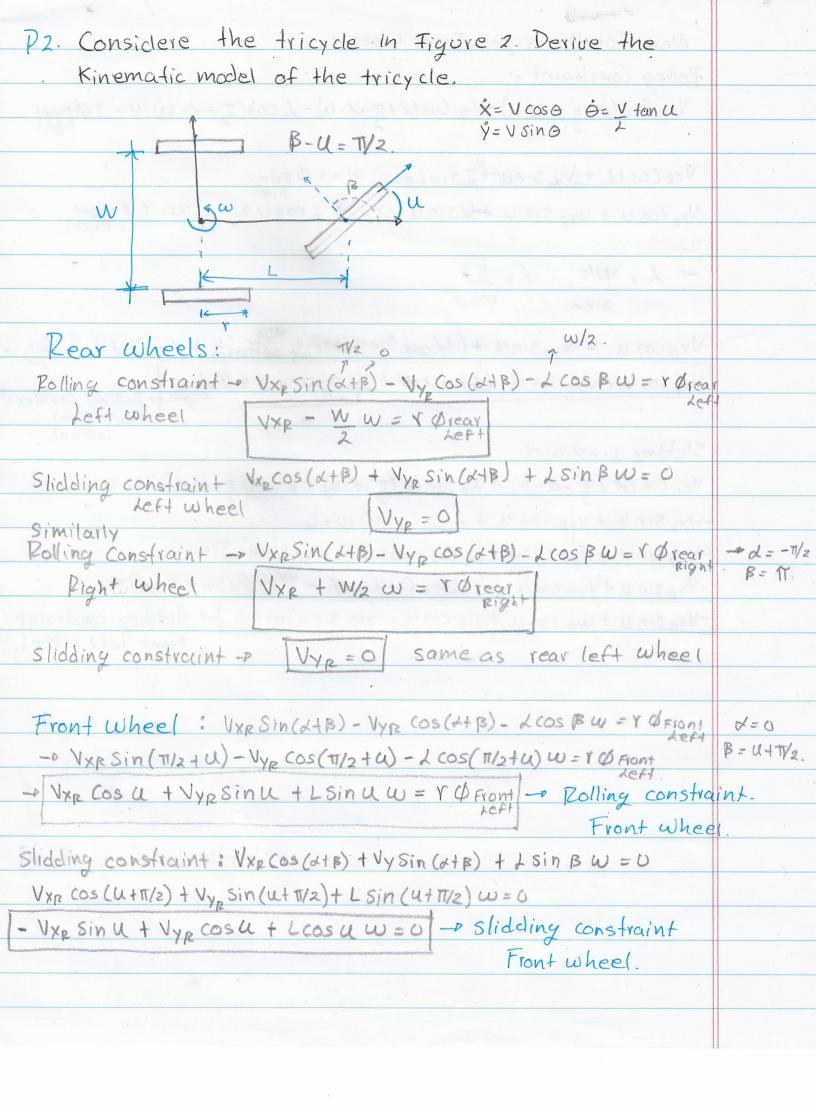
* For the rear left wheel -1 (1 0 - W/2). $(Vx_R Vy_R w) = f \phi_{Reay}$ $(0 1 0) - (Vx_R Vy_R w) = 0$

* For the lear Right wheel > (1 0 W/z). (VXR VYR W) = Y Ø rear Right (0 1 0). (VXR VYR W) = 0



Now for the right-Front wheel: Rolling constraint -VXRSin(x+1 - x-u)-VyR (OS(x+1 -x-u)-L COS(II-d-u) w= r & Front Right. VxxCosU+VxxSinu+Lsin(d+u)w=10 Front Right Vxx Cosut Vyx Sinu + (LSinucos x + L cosusin x) w= r & Front Right. VxpCosu - VypSinu + (4/cost Sinu Cost + W/2 cosusint) w= r & Front Right Vxp cos u + Vyp Sin u + L Sin u W + W cos u w = 1 O Front

Right Front Right Wheel Slidding constraint Nx, Cos (x+ II -/2-u) + Vyr Sin (x+ II -x-u) + & sin (I- a-u) w=0 -VxRSinut Vyz Cos u + Lcos(x+u) w=0 -Vxp sin u + Vyp cosu + (Lcos x cos u - Lsin x sin u) W=0. - Vxpsinut Vypcosut (4/cost Cosucost - W/2/sixt Sinusing) w= 0 - Vxp Sin u + Vyp cos u + (L cos u - W/2 Sin u) w = 0 |-> Slickling constraint Front Left wheel.



```
P3-> Consider Kuka iiwa, as illustrated in Figure 3.
  Compute all the transformations matrices 3T, 3T ... &T
  between two adjacent frames.
                                 COS 01 -SINO1
                                 Sin 01 COSO1 0 0
                       cason - Sind 0 0
                       Sinon COSON O O
                                      001
                                            COSO2 -SinO2 O O
                                            SIND2 COSOZ
                             -Sin 02 0 0
                      -sinOz -cosOz o diz
                                  0 0 0
                                          / COSO3 - SINO3 OO
                      -1 Od
                                           SIND3 COSD3 O C
                                             0
                                     100884 -Sin04 0 0
                                       Sin 04 COS 04 00
                   Cos 04 - Sin 04 0
                                  0 0/cos05 -sin05 0 0
                                        Sin 05 COS 05 0 0
                    1 cos 0 s - Sin 0 s 0 0
0 0 1 das
- Sin 0 s - Cos 0 0
```

