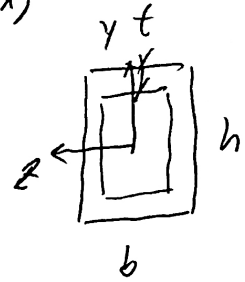
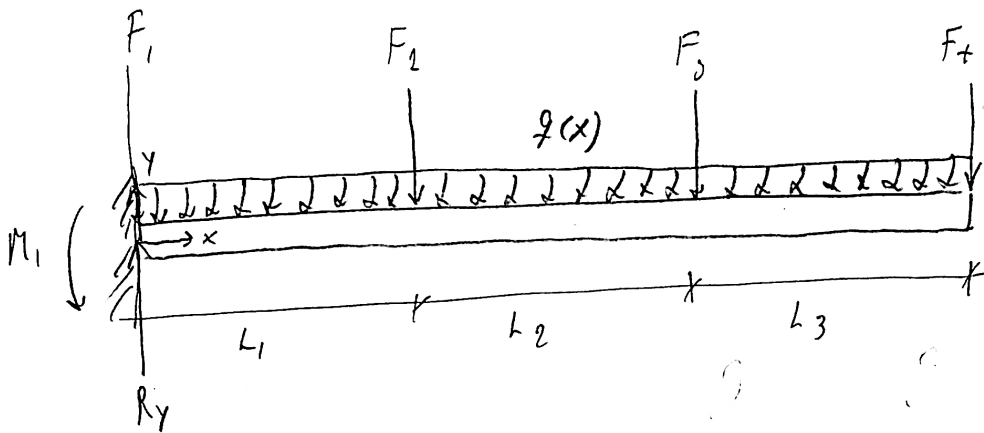


Deflection of A Arm

$$\frac{d^2 v(x)}{dx^2} = \frac{M(x)}{EI(x)}$$



$$L = L_1 + L_2 + L_3$$

$$F_1 = (m_g^{(1)} + m_m^{(1)} + m_j^{(1)})g \quad (\text{gear} + \text{motor} + \text{joint}) \times \text{gravity}$$

$$q(x) = \frac{m_b g}{L} x = \frac{L(bh - (b-2t)(h-2t))\rho_b g}{L} x = \underbrace{A_b \rho_b g}_{\substack{\text{load} \\ \text{intensity}}}$$

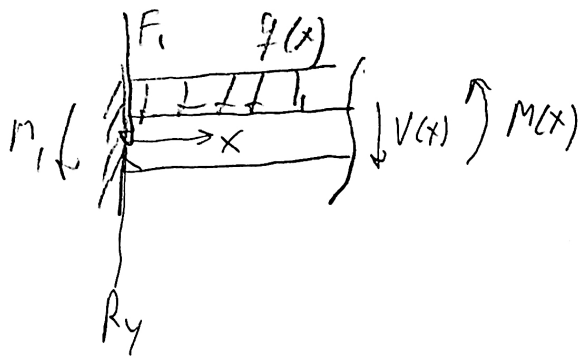
A_b : Beam cross-section area.

$$\sum F_y = 0 = R_y - F_1 - F_2 - F_3 - F_t - A_b \rho_b L \Rightarrow R_y = F_1 + F_2 + F_3 + F_t + A_b \rho_b L$$

$$\sum M_z = 0 = M_1 - L_1 F_2 - (L_1 + L_2) F_3 - L F_t - \frac{L}{2} A_b \rho_b L$$

$$\Rightarrow M_1 = L_1 F_2 + (L_1 + L_2) F_3 + L F_t + \frac{L}{2} A_b \rho_b L$$

Schnitt 1 $x \in [0, L_1]$



$$V(x) = R_y - F_1 - qx$$

$$M(x) = R_y x - F_1 x - q x \frac{x}{2} - M_1$$

Schnitt 2 $x \in [L_1, L_1 + L_2]$

$$V(x) = R_y - F_1 - F_2 - qx$$

$$M(x) = R_y x - F_1 x - F_2 (x - L_1) - q x \frac{x}{2} - M_1$$

Schnitt 3 $x \in [L_2 + L_2, L]$

$$V(x) = R_y - F_1 - F_2 - F_3 - qx - M_1$$