Week 5

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Q 1

```
# We leave the derivation of the [T] and [M] matrices as an exercise
# for the reader :-) You will similarly use eq (8) and (9)
from sympy import diag
xuu = simplify(diff(xu, u))
xuv = simplify(diff(xu, v))

Tb = Matrix([list(xuu/normpu), list(xuv/normpvpos)]).transpose()

T = yu.transpose() * Tb
T = simplify(T)
print("\nT = ")
pprint(T)

M = diag(normpu, normpvpos)
print("\nM = ")
pprint(M)
```

which results in

```
T = \begin{bmatrix} -tan(u) \\ 0 & \hline \\ R \end{bmatrix}
M = \begin{bmatrix} R & 0 \\ \\ U & R \end{bmatrix}
U = \begin{bmatrix} R & 0 \\ U & R \end{bmatrix}
U = \begin{bmatrix} R & 0 \\ U & R \end{bmatrix}
```

same as in Montana's paper.

Q2

Q 2.1

I would expect the contact point to move with $v_y=-\omega_x\times r$ (in the plane reference frame), similarly to a cylindrical wheel. SO the point should move in the negative y-axis direction.

The result from the script matches the expectation.

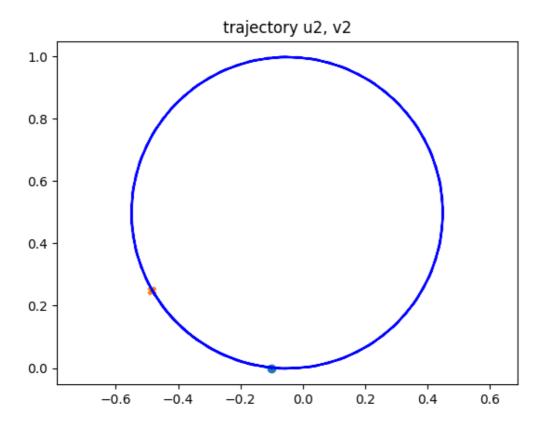
Q 2.2

Considering

$$\omega = egin{pmatrix} 0 \ \omega_y \ \omega_z \end{pmatrix} \qquad orall & \omega_y, \, \omega_z \in \mathbb{R} \ \end{pmatrix}$$

The ball describe a circular trajectory of radius $r=rac{\omega_y}{\omega_z}.$

Example for $\omega_y=1.0,\,\omega_z=2.0$ (r=0.5)



Q 2.3

It is interesting to note that we do not obtain a circle if we set $\omega=(\omega_x,0,\omega_z)$. This can be also be seen by inspecting \dot{u}_2 and $\dot{\psi}_i$ for which we have

$$egin{aligned} \dot{\mathbf{u}}_2 &= egin{pmatrix} -\omega_x \sin\left(\psi
ight) - \omega_y \cos\left(\psi
ight) \ -\omega_x \cos\left(\psi
ight) + \omega_y \sin\left(\psi
ight) \end{pmatrix} \ \dot{\psi} &= \omega_x \tan\left(u_2
ight) + \omega_z \end{aligned}$$

To describe a circle on the plane we would like to have $\dot{\mathbf{u}}_2$ in a form similar to $(\cos{(\theta)}, \sin{(\theta)})$, but the $\tan{(u_2)}$ term introduce an extra dependency on u_2 . This term can be attributed to how the sphere is parametrized in the example being considered, and can be traced back to how the torsion matrix T is defined for the sphere.