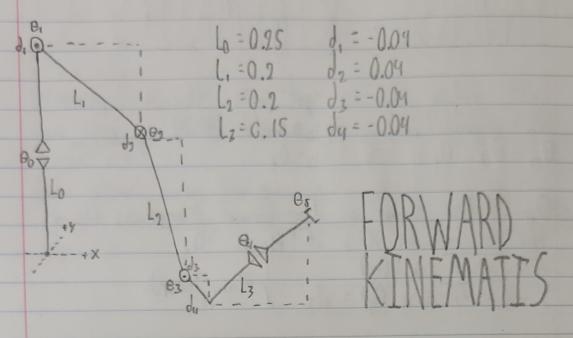
Homework 1

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999



ond of hore no effect on position.

d, and of concel out so they can be ignored

Start with the planar slace then rotate around
$$\theta_0$$

 $X_1 = 0$

$$X_1 = 0$$

$$X_2 = 0$$

$$X_3 + d_1 \cos (\theta_1 + \theta_2 + (\theta_3 - 1/2))$$

$$X_4 = 0$$

INVERSE KINEMATICS first rotate to get into the X-2 plane G= atan2(Y, X) ep=asin(d)(1x+x) 60-60=0t 60=00-0t Of is the some as the forward kinematics. Of is the P between X-y if Op is O. $X = \sqrt{x^2 + y^2} \cos(\theta_f)$ $Y = \sqrt{x^2 + y^2} \sin(\theta_f) = d_3$ Planor coords we know the last link points down so Q, +0, +0, = 1/2 Solve the equations from forward kinematics x = L, cos(A) L2cos(0, 10) > L2(cost, cost, - sint, sint,) -> dy(OS(O) > dy -> L3(05(1/2) > 0 (Gatallz,x)

We're trying to use low of cosine so only relate positions matter. The lost two components of both X and X con be ignored, now use low of X cosine. Then solve for the actual values from the triangle $A_1 = -\theta_1'$ $\theta_2 = \overline{N} - \theta_2'$ $\theta_3 = \overline{N}_2 - \theta_1 - \theta_2$

To be a bit more vertose you 'ignore' the constant positions of the point by subtracting than x' = x - dy $Z' = y + L_2 - L_0$ you then solve for the other length of the triongle $L = [x']^2 + z'^2$ then solve using the previous equations. By is known by solving the previous equations of together the for By.