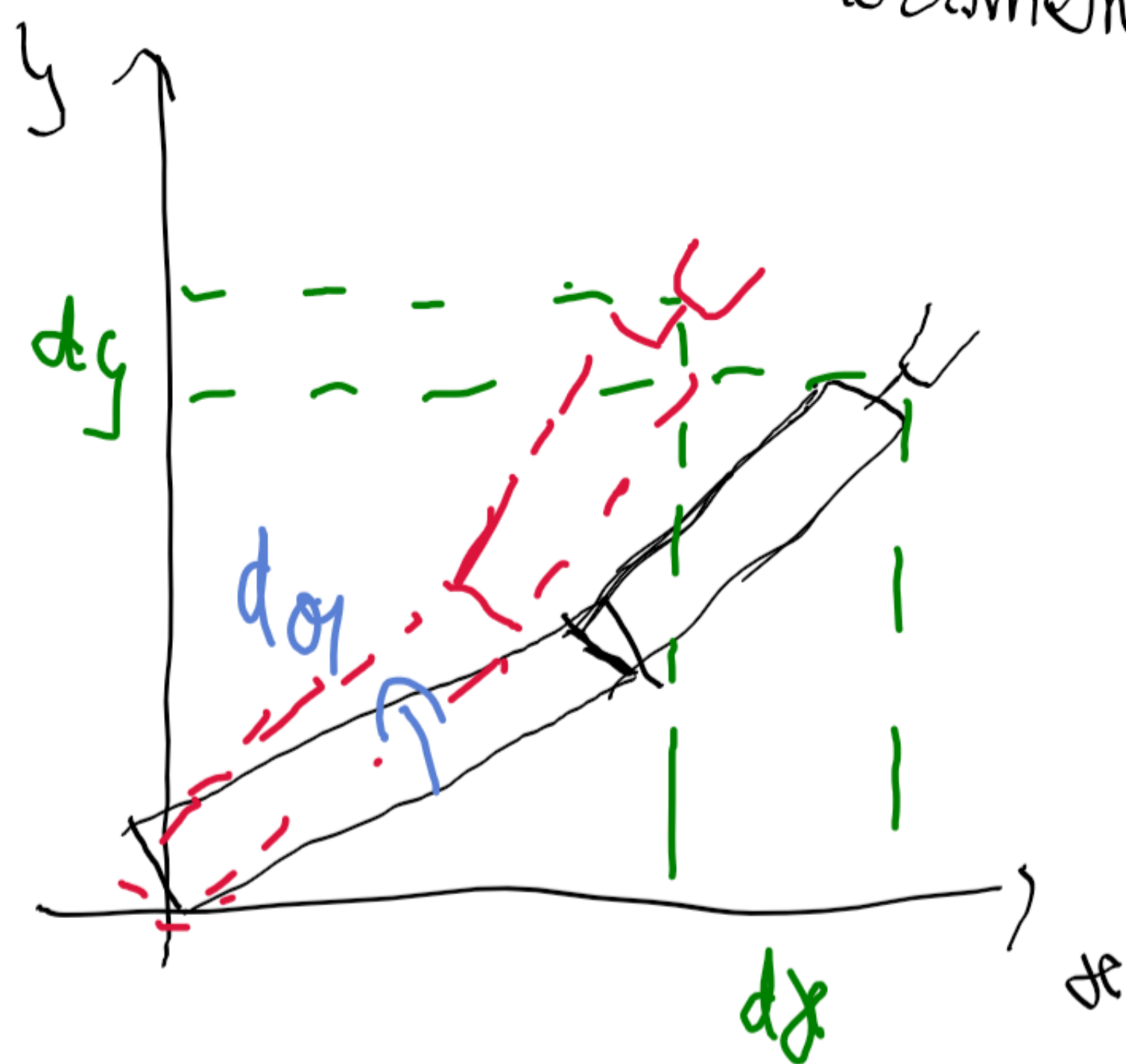


Movimentos tem de ser pequenos



$$\begin{cases} x = L_1 C_1 + L_2 C_2 \\ y = L_1 S_1 + L_2 S_2 \end{cases}$$

$$\begin{bmatrix} dx \\ dy \end{bmatrix} = \begin{bmatrix} J_{11} & J_{12} \\ J_{21} & J_{22} \end{bmatrix} \begin{bmatrix} d\sigma_1 \\ d\sigma_2 \end{bmatrix}$$

$$J_{11} = \frac{\partial x}{\partial \sigma_1} = -L_1 S_1 - L_2 S_2$$

$$\begin{bmatrix} dx \\ dy \end{bmatrix} = \underbrace{\begin{bmatrix} -L_1 S_1 - L_2 S_2 & -L_2 S_2 \\ L_1 C_1 + L_2 C_2 & L_2 C_2 \end{bmatrix}}_{\bar{J}} \begin{bmatrix} d\sigma_1 \\ d\sigma_2 \end{bmatrix}$$

$$\bar{J}_{12} = \frac{\partial x}{\partial \sigma_2} = -L_2 S_2$$

$$\bar{J}_{21} = \frac{\partial y}{\partial \sigma_1} = L_1 C_1 + L_2 C_2$$

$$\bar{J}_{22} = \frac{\partial y}{\partial \sigma_2} = L_2 C_2$$

3D



$$\begin{cases} x = L_2 C_1 C_2 \\ y = L_2 S_1 C_2 \\ z = L_2 S_2 + L_1 \end{cases}$$

$$\begin{bmatrix} dx \\ dy \\ dz \end{bmatrix} = \begin{bmatrix} \bar{J}_{11} & \bar{J}_{12} \\ \bar{J}_{21} & \bar{J}_{22} \\ \bar{J}_{31} & \bar{J}_{32} \end{bmatrix} \begin{bmatrix} d\sigma_1 \\ d\sigma_2 \end{bmatrix}$$

$$\bar{J} = \begin{bmatrix} -L_2 S_1 C_2 & -L_2 C_1 S_2 \\ L_2 C_1 C_2 & -L_2 S_1 S_2 \\ 0 & L_2 C_2 \end{bmatrix}$$

$$\bar{q}' = F_{\bar{x}} \bar{x}' \Rightarrow d\bar{q}' = \bar{J}_{\bar{x}} d\bar{x}' \quad | \quad \bar{J}_{\bar{x}} = ?$$

1ª Imersão analítica

$$\bar{J}_{\bar{x}} = \bar{J}^{-1} \quad \text{tem de ser invertível}$$

$$A^{-1} = \frac{\text{Adj}(A)}{\det(A)} ;$$

Para AA planar

$$\bar{J}^{-1} = \frac{\begin{bmatrix} \bar{J}_{22} & -\bar{J}_{21} \\ -\bar{J}_{12} & \bar{J}_{11} \end{bmatrix}^T}{\det(\bar{J})}$$

$$\begin{aligned} \det(\bar{J}) &= |\bar{J}| = \bar{J}_{11} \bar{J}_{22} - \bar{J}_{21} \bar{J}_{12} = -(L_1 S_1 + L_2 S_1 S_2) L_2 C_{12} + (L_1 C_1 + L_2 C_{12}) L_2 S_{12} = \\ &= -L_1 S_1 L_2 C_{12} - \cancel{L_2 S_1 S_2 L_2 C_{12}} + L_1 C_1 L_2 S_{12} + \cancel{L_2 C_{12} L_2 S_{12}} \\ &= L_1 L_2 \underbrace{(S_{12} C_1 - C_{12} S_1)}_{\sin(\sigma_1 + \sigma_2 - \sigma_1)} = L_1 L_2 S_2 \end{aligned}$$

2º diferenciar cinemática inversa

AB a 3D

$$\theta_1 = \arctg \frac{y}{x}$$

$$\theta_2 = \arctg \frac{z-L_1}{x C_1 + y S_1}$$

posible con r10 i' usual

forma alternativa

$$\textcircled{1} \quad \frac{S_1}{C_1} = \frac{y}{x} \quad (\Rightarrow) \quad x S_1 - y C_1 = 0$$

$$S_1 dx + x C_1 d\theta_1 - C_1 dy + y S_1 d\theta_1 = 0 \quad (\Rightarrow) \quad d\theta_1 (x C_1 + y S_1) = -S_1 dx + C_1 dy$$

$$\Rightarrow d\theta_1 = \frac{-S_1 dx + C_1 dy}{x C_1 + y S_1}$$