Objectives:

1. Min Degree of Redundancy [-3:0]
2. Max manipulability\ Local Conditioning index [0-1]
3. Min z (Mid-Range Proximity)
4. Min average arrival time(s) [0-10]

Variables:

X1: Joints type - array [Roll, Pitch, Pris]

X2: Previous axe – array [X, Y, Z]

X3: Link Length - array [0.1, 0.4, 0.7, 1]

X4: DOF – Int [3, 4, 5, 6]

Constrains:

* Sum (X3) > 1
* X1[0] = Roll
* X2[0] = Z
* X3[0]=0.1
* No more than 3 Pris in X1
* If (X1[i]==Roll and X2[i]==Z) than (X1[i+1]!=Roll and X2[i+1]!=Z)
* Arrival points : reach to one from two upper points and to the middle and bottom points