FUNCTIONS USED IN THE CODE

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| FUNCTION NAME | USE |
| 1. Hom\_Trans.m |  |
| 1. ForwDyn.m |  |
| 1. ForwKin.m |  |
| 1. ForwKin\_Dyn.m |  |
| 1. ForwVel.m |  |
| 1. ForwVel2.m |  |
| 1. Forw\_com.m |  |
| 1. InvDyn.m |  |
| 1. InvDyn\_cal.m |  |
| 1. InvKin.m |  |
| 1. InvKin\_com.m |  |
| 1. InvKin\_mult.m |  |
| 1. InvKin\_mult2.m |  |
| 1. InvWalking.m |  |
| 1. Is.m |  |
| 1. Jacob.m |  |
| 1. Jacob\_CoM.m |  |
| 1. LegTraj.m |  |
| 1. M\_mats.m |  |
| 1. QAC.m |  |
| 1. Traj\_1.m |  |
| 1. Traj\_3.m |  |
| 1. Traj\_4.m |  |
| 1. calVW.m |  |
| 1. cal\_comm.m |  |
| 1. collision\_check.m |  |
| 1. find\_route.m |  |
| 1. follow\_traj.m |  |
| 1. gen\_gait.m |  |
| 1. gen\_rand\_num.m |  |
| 1. get\_reward.m |  |
| 1. hat.m |  |
| 1. invsvd.m |  |
| 1. invsvd\_lds.m |  |
| 1. limits\_2.m |  |
| 1. limits\_2.m |  |
| 1. line\_to\_line.m |  |
| 1. main.m |  |
| 1. new\_traj.m |  |
| 1. point\_to\_line.m |  |
| 1. prerun.m |  |
| 1. rotaVecAroundArbAxis.m |  |
| 1. s\_d.m |  |
| 1. sample\_draw.m |  |
| 1. standing\_vel.m |  |
| 1. test\_py.m |  |
| 1. vel.m |  |
| 1. walking\_vel.m |  |