

after using the eqn (5)

$$m_1 l_1 \ddot{q}_1 + m_1 l_1^2 \dot{q}_1 + m_1 l_1 l_2 \ddot{q}_2 \cos(q_2 - q_1) + m_1 l_1 l_2 \dot{q}_1 (\dot{q}_2 - \dot{q}_1) + m_2 l_2 \ddot{q}_2 + m_2 g l_2 \cos q_2 = \tau_1$$

$$m_2 l_2^2 \ddot{q}_2 + m_2 l_2 l_1 \ddot{q}_1 \cos(q_2 - q_1)$$

$$- m_2 l_2 l_1 \dot{q}_1 (\dot{q}_2 - \dot{q}_1) \sin(q_2 - q_1) + m_2 g l_2 \sin q_2 = \tau_2$$

eqn (4) is valid for any forces F_1, F_2 .

we need free force $F_1 = Kx$ more specifically

$$F_1 = K y \quad \left\{ \begin{array}{l} F_1 = k_1 (x - x_0) \\ F_2 = K_2 (y - y_0) \end{array} \right.$$

From (1) & (2)

$$F_1 = K (l_1 c q_1 + l_2 c q_2)$$

$$F_2 = K (l_1 s q_1 + l_2 s q_2)$$

from (4)

$$\left\{ \begin{array}{l} K(l_1 s q_1 + l_2 s q_2) l_2 c q_2 - K(l_1 c q_1 + l_2 c q_2) l_1 s q_2 = \tau_2 \\ K(l_1 s q_1 + l_2 s q_2) l_1 c q_1 - K(l_1 c q_1 + l_2 c q_2) l_1 s q_1 = \tau_1 \end{array} \right.$$

set motor torques to be τ_1, τ_2 and $\tau_1 + \tau_2$ respectively —, known to τ_3

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$$m_1 g = 0$$

$$m_1 g \cos q_1 - N_1 \lambda_1 \sin q_1 = \tau_1$$

so, $m_1 \lambda_1 c q_2 - N_1 \lambda_2 s q_2 = \tau_2$ (4)

$$m_1 \lambda_1 c q_1 - N_1 \lambda_1 s q_1 = \tau_1$$

$$\begin{bmatrix} \tau_1 \\ \tau_2 \end{bmatrix} = \begin{bmatrix} -\lambda_1 s q_1 & \lambda_1 c q_1 \\ -\lambda_2 s q_2 & -\lambda_2 c q_2 \end{bmatrix} \begin{bmatrix} N_1 \\ N_2 \end{bmatrix}$$

(3) starting along with (4) solves T_2

for T_2

Lagrangian equations.

Lagrangian

$$L = K - V$$

$K \rightarrow$ kinetic energy, $V \rightarrow$ potential energy

$$\left\| \frac{d}{dt} \left(\frac{\partial L}{\partial \dot{q}_i} \right) - \frac{\partial L}{\partial q_i} = Q_i' \right\| \quad (5)$$

$Q_i' \rightarrow$ are generalised forces, derived using principle of virtual

$$K = \frac{1}{2} (1 m \dot{q}_1^2) \dot{q}_1^2 + \frac{1}{2} \left(\frac{1}{2} m \dot{q}_2^2 \right) \dot{q}_2^2 + \frac{1}{2} m \dot{q}_3^2$$

from rotation of L_1

$$V_2^2 = (\dot{q}_1 \dot{q}_1)^2 + \left(\frac{\dot{q}_2}{2} \dot{q}_2 \right)^2 + 2 \dot{q}_1 \dot{q}_2 \cos(q_2 - q_1)$$

$$V = m_1 g \lambda_1 s q_1 + m_2 g \left(\lambda_1 s q_1 + \frac{\lambda_2 s q_2}{2} \right)$$

$$\cos \theta = \cos^{-1} \left(\frac{m^2 + y^2 - x_1^2 - x_2^2}{2x_1 x_2} \right)$$



$$\omega, q_1 = \beta - \gamma$$

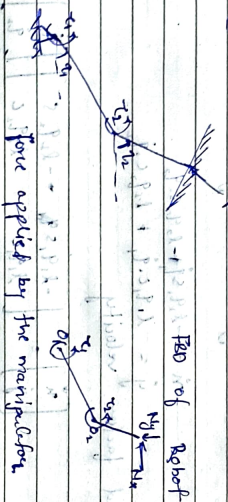
$$\tan^{-1} \left(\frac{y}{x} \right) - \tan^{-1} \left(\frac{y_1}{x_1} \right)$$

$$\text{and } q_2 = q_1 + \theta$$

This is first level answer to T1

let denote \rightarrow x_1 and y_1 (q_1 and q_2) \rightarrow predefined value

Task 2

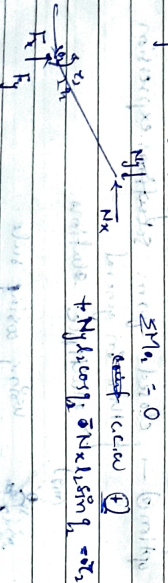


$$F_x = -N_x$$

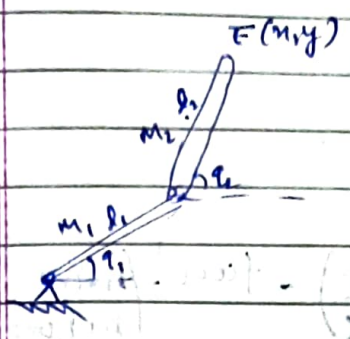
$$F_y = -N_y$$

Force applied by the manipulator.

FBD of each link.



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Tasks: $T_1 \rightarrow$ Trajectory following.
 $T_2 \rightarrow$ apply force on wall
 $T_3 \rightarrow$ act like spring

2R manipulator.

$$x = l_1 \cos q_1 + l_2 \cos q_2$$

$$y = l_1 \sin q_1 + l_2 \sin q_2$$

or using simplified notation,
 $\cos \rightarrow c$ $\sin \rightarrow s$

$$\text{so, } \left. \begin{aligned} x &= l_1 c q_1 + l_2 c q_2 \\ y &= l_1 s q_1 + l_2 s q_2 \end{aligned} \right\} (1)$$

Differentiating (1), we get

$$\dot{x} = -l_1 \dot{q}_1 s q_1 - l_2 \dot{q}_2 s q_2$$

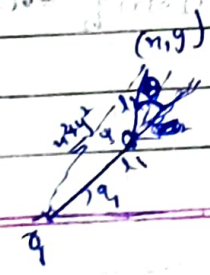
$$\dot{y} = l_1 \dot{q}_1 c q_1 + l_2 \dot{q}_2 c q_2$$

end factor: velocity

$$\begin{bmatrix} \dot{x} \\ \dot{y} \end{bmatrix} = \begin{bmatrix} -l_1 \dot{q}_1 s q_1 & -l_2 \dot{q}_2 s q_2 \\ l_1 \dot{q}_1 c q_1 & l_2 \dot{q}_2 c q_2 \end{bmatrix} \begin{bmatrix} \dot{q}_1 \\ \dot{q}_2 \end{bmatrix}$$

we need inverse relationship
for given x, y we need to be able to find q_1, q_2

- option ① \rightarrow solve numerically
- option ② \rightarrow closed form solutions expression
 - \hookrightarrow hard for general
 - \hookrightarrow multiple solutions.



using cosine rule.

$$x^2 + y^2 = l_1^2 + l_2^2 - 2l_1 l_2 \cos \phi$$

$$x^2 + y^2 = l_1^2 + l_2^2 - 2l_1 l_2 \cos (180 - \theta)$$

$$x^2 + y^2 = l_1^2 + l_2^2 + 2l_1 l_2 \cos \theta$$