

*restart*

*with(LinearAlgebra) :*  
*with(VectorCalculus) :*  
*with(CodeGeneration) :*

## # Coordinate system origins

A - Origin at initial pivot point at the end of Link 1

B - Origin at Hip

C - Origin at impact point at the end of Link 2

## # Distance and velocities for Link 1 about Hip

$r1_B := \text{Vector}([-a \cdot \sin(-q1), -a \cdot \cos(-q1), 0]) :$   
 $r1_A := \text{Vector}([b \cdot \sin(-q1), b \cdot \cos(-q1), 0]) :$   
 $rH_C := \text{Vector}([-l \cdot \sin(q2), l \cdot \cos(q2), 0]) :$   
 $v1_- := \text{CrossProduct}(\text{Vector}([0, 0, Dq1_-]), r1_A) :$   
 $v1_+ := \text{CrossProduct}(\text{Vector}([0, 0, Dq1_+]), r1_B) + \text{CrossProduct}(\text{Vector}([0, 0, Dq2_+]), rH_C) :$

*BasisFormat(false) :*

## #Distance and velocities for complete biped about Impact

$r2_C := \text{Vector}([-b \cdot \sin(q2), b \cdot \cos(q2), 0]) :$   
 $r1_C := rH_C + r1_B :$   
 $rH_A := \text{Vector}([l \cdot \sin(-q1), l \cdot \cos(-q1), 0]) :$   
 $r2_B := \text{Vector}([a \cdot \sin(q2), -a \cdot \cos(q2), 0]) :$   
  
 $vh_- := \text{CrossProduct}(\text{Vector}([0, 0, Dq1_-]), rH_A) :$   
 $v2_- := \text{CrossProduct}(\text{Vector}([0, 0, Dq2_-]), r2_B) + vh_- :$   
  
 $v2_+ := \text{CrossProduct}(\text{Vector}([0, 0, Dq2_+]), r2_C) :$   
 $vh_+ := \text{CrossProduct}(\text{Vector}([0, 0, Dq2_+]), rH_C) :$

## #Angular momentum

$AMt := \text{CrossProduct}(r1_B, m1 \cdot (v1_+)) = \text{CrossProduct}(r1_B, m1 \cdot (v1_-)) :$   
 $AMr := \text{CrossProduct}(r1_C, m1 \cdot (v1_+)) + \text{CrossProduct}(r2_C, m2 \cdot (v2_+)) + \text{CrossProduct}(rH_C, mH$   
 $\cdot (vh_+)) = \text{CrossProduct}(r1_C, m1 \cdot (v1_-)) + \text{CrossProduct}(r2_C, m2 \cdot (v2_-))$   
 $+ \text{CrossProduct}(rH_C, mH \cdot (vh_-)) :$

## #Simplify expressions

$AMtsimp := \text{lhs}(AMt(3)) - \text{rhs}(AMt(3)) :$

```

AMtsimp := simplify(AMtsimp,'trig') :
AMtsimp := collect(algsubs(sin(q1)·sin(q2) + cos(q1)·cos(q2) = cos(q2 - q1), AMtsimp),
  [Dq1 +, Dq2 +, Dq1 -, Dq2 -]);

```

```

AMrsimp := lhs(AMr(3)) - rhs(AMr(3)) :
AMrsimp := simplify(AMrsimp,'trig') :
AMrsimp := collect(algsubs(sin(q1)·sin(q2) + cos(q1)·cos(q2) = cos(q2 - q1), AMrsimp),
  [Dq1 +, Dq2 +, Dq1 -, Dq2 -]);

```

## #Formulating map

```

A0 := Matrix(2, 2) :
B0 := Matrix(2, 2) :

```

**for i from 1 to 2 do**

```

  A0(1, i) := subs(Dq1 + = i mod 2, Dq2 + = i - 1 mod 2, Dq1 - = 0, Dq2 - = 0, AMrsimp) :
  A0(2, i) := subs(Dq1 + = i mod 2, Dq2 + = i - 1 mod 2, Dq1 - = 0, Dq2 - = 0, AMtsimp) :

```

**end do:**

**for i from 1 to 2 do**

```

  B0(1, i) := -subs(Dq1 - = i mod 2, Dq2 - = i - 1 mod 2, Dq1 + = 0, Dq2 + = 0, AMrsimp) :
  B0(2, i) := -subs(Dq1 - = i mod 2, Dq2 - = i - 1 mod 2, Dq1 + = 0, Dq2 + = 0, AMtsimp) :

```

**end do:**

## #Inserting relabeling of legs

```

Perm := Matrix([[0, 1], [1, 0]]);
Qp := Q+ = MatrixMatrixMultiply(A0, Perm);
Qn := Q- = B0;

```

## #Simplify

```

par6 := m1 l2 + l2 mH + b2 m2 :
par7 := a m1 l :
par8 := a2 m1 :

```

```

Qp0 := algsubs(par6 = p6, Qp) :
Qp0 := algsubs(par7 = p7, Qp0) :
Qp0 := algsubs(par8 = p8, Qp0) :

```

Qp0;

```

par9 := a m1 b :
par10 := b m2 l + l2 mH + m1 b l :
par11 := b m2 a :

```

```
Qn0 := algsubs(par9=p9, Qn) :  
Qn0 := algsubs(par10=p10, Qn0) :  
Qn0 := algsubs(par11=p11, Qn0) :  
  
Qn0;
```

## #Creating Matlab code

```
Matlab(rhs(Qp0), resultname='Qp');  
Matlab(rhs(Qn0), resultname='Qn');
```

```
Matlab(par6, resultname='p6');  
Matlab(par7, resultname='p7');  
Matlab(par8, resultname='p8');  
Matlab(par9, resultname='p9');  
Matlab(par10, resultname='p10');  
Matlab(par11, resultname='p11');
```

```
save Qp0, Qn0, "impact_map.m";
```