

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

$r_{l_B} := \text{Vector}([-a \cdot \sin(-q1), -a \cdot \cos(-q1), 0]) :$
 $r_{l_A} := \text{Vector}([b \cdot \sin(-q1), b \cdot \cos(-q1), 0]) :$
 $r_{H_C} := \text{Vector}([-l \cdot \sin(q2), l \cdot \cos(q2), 0]) :$
 $v_{l_-} := \text{CrossProduct}(\text{Vector}([0, 0, Dq1_-]), r_{l_A}) :$
 $v_{l_+} := \text{CrossProduct}(\text{Vector}([0, 0, Dq1_+]), r_{l_B}) + \text{CrossProduct}(\text{Vector}([0, 0, Dq2_+]), r_{H_C}) :$

BasisFormat(false) :

#Distance and velocities for complete biped about Impact

$r_{2_C} := \text{Vector}([-b \cdot \sin(q2), b \cdot \cos(q2), 0]) :$
 $r_{l_C} := r_{H_C} + r_{l_B} :$
 $r_{H_A} := \text{Vector}([l \cdot \sin(-q1), l \cdot \cos(-q1), 0]) :$
 $r_{2_B} := \text{Vector}([a \cdot \sin(q2), -a \cdot \cos(q2), 0]) :$

 $vh_- := \text{CrossProduct}(\text{Vector}([0, 0, Dq1_-]), r_{H_A}) :$
 $v_{2_-} := \text{CrossProduct}(\text{Vector}([0, 0, Dq2_-]), r_{2_B}) + vh_- :$

 $v_{2_+} := \text{CrossProduct}(\text{Vector}([0, 0, Dq2_+]), r_{2_C}) :$
 $vh_+ := \text{CrossProduct}(\text{Vector}([0, 0, Dq2_+]), r_{H_C}) :$

#Angular momentum

$AMt := \text{CrossProduct}(r_{l_B}, m1 \cdot (v_{l_+})) = \text{CrossProduct}(r_{l_B}, m1 \cdot (v_{l_-})) :$
 $AMr := \text{CrossProduct}(r_{l_C}, m1 \cdot (v_{l_+})) + \text{CrossProduct}(r_{2_C}, m2 \cdot (v_{2_+})) + \text{CrossProduct}(r_{H_C}, mH$
 $\cdot (vh_+)) = \text{CrossProduct}(r_{l_C}, m1 \cdot (v_{l_-})) + \text{CrossProduct}(r_{2_C}, m2 \cdot (v_{2_-}))$
 $+ \text{CrossProduct}(r_{H_C}, mH \cdot (vh_-)) :$

#Simplify expressions

$AMtsimp := lhs(AMt(3)) - rhs(AMt(3)) :$

```

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 :

```

```

 $Qn0 := \text{algsubs}(\text{par9}=p9, Qn) :$ 
 $Qn0 := \text{algsubs}(\text{par10}=p10, Qn0) :$ 
 $Qn0 := \text{algsubs}(\text{par11}=p11, Qn0) :$ 

 $Qn0;$ 

```

#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";

```