

# Appendix A

## The Dijkstra Algorithm

The Dijkstra algorithm finds the path of minimum cost in a graph, from any initial node to a goal node. The algorithm has as a parameter a graph  $G$  and a goal node  $n_g$ , and returns the paths to go from any node to the goal node in a table  $S$ , indexed by the nodes, which contains for each node the identifier of the next node of the path. As an example Figure A.1 shows a simple graph whose solution table  $S$  associated to the goal node  $n_g = 3$  is:

$$S = \{4, 1, -1, 3\} \tag{A.1}$$

where the value  $-1$  means that the goal has been reached. Then, the path to reach the goal node  $n_g = 3$  from node number 2 is:

$$\begin{aligned} S[2] &= 1 \\ S[1] &= 4 \\ S[4] &= 3 \end{aligned}$$

The variables used by the algorithm are:

$V$  = list of visited nodes

$N$  = list of non-visited nodes

$n_c$  = identifier of the current node

$C[n_i]$  = cost to reach  $n_g$  from any node  $n_i$  of  $G$

$C_{\{n_i, n_j\}}$  = cost of the arc connecting the nodes  $n_i$  and  $n_j$

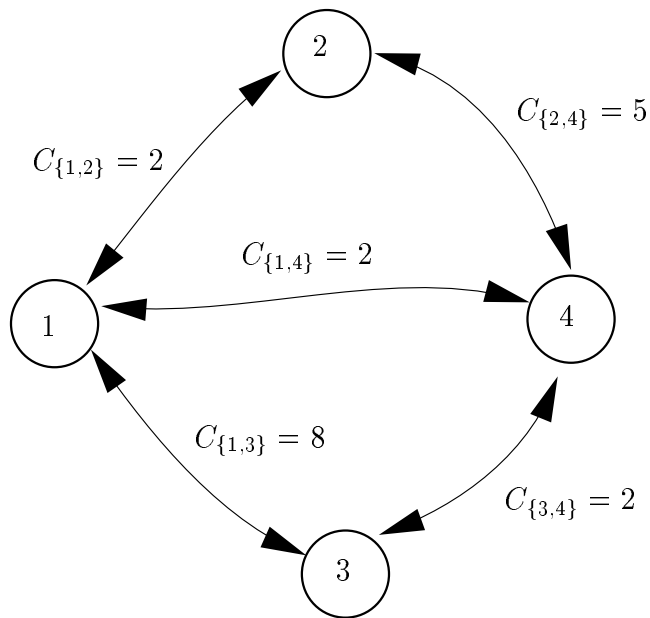


Figure A.1: Graph composed of four nodes and five arcs.

Dijkstra( $G, n_g$ )

$C[n_i] = \infty \quad \forall n_i \in G$

$n_c = n_g$

Add  $n_g$  to  $V$

Add  $n_i$  to  $N \quad \forall n_i \neq n_g$

$C[n_c] = 0$

WHILE  $N \neq \emptyset$  DO

  FOR ALL  $n_i \in N$

    IF  $n_i$  can be reached from  $n_c$  THEN

      IF  $C[n_i] > C[n_c] + C_{\{n_i, n_c\}}$  THEN

$C[n_i] = C[n_c] + C_{\{n_i, n_c\}}$

$S[n_i] = n_c$

    Remove  $n_j$  from  $N$  such that  $C[n_j]$  is minimum  $\forall n_j \in N$

$n_c = n_j$

    Add  $n_j$  to  $V$

RETURN  $S$

END

# Appendix B

## The Dual Representation of Forces

A reaction force  $\vec{f} = [f_x \ f_y]^T$  resulting from a contact situation during a planar assembly task and producing a torque  $\tau$  with respect to a reference origin  $O$ , is mapped, by the dual representation, into the point  $F' = [f_y/|\tau| \ -f_x/|\tau|]^T$  and the sign of  $\tau$ . Geometrically,  $F'$  lies on the normal to the force line through the reference origin  $O$  and at a distance  $1/d$  from  $O$ ,  $d$  being the distance between the force line and  $O$ .

$\vec{f}$  can be represented in a tridimensional force space  $\mathcal{F}_3$  by a generalized reaction force  $\vec{g} = [f_x \ f_y \ f_q]^T$ , with  $f_q = \frac{\tau}{\rho}$ ,  $\rho$  being the radius of gyration. The  $f_x$  and  $f_y$  coordinates of the intersection point  $P$  of the supporting line of  $\vec{g}$  with the plane corresponding to a unitary torque (i.e.  $f_q = \frac{1}{\rho}$ ), coincide with the coordinates of  $F'$  rotated  $\pi/2$  clockwise around  $O$  (Figure B.1).

### Properties of the dual representation

*Property 1:* A line of force  $ax + by + c = 0$  maps into a point  $(\frac{a}{c}, \frac{b}{c})$  (Figure B.2a).

*Property 2:* The lines of forces passing through a point map into the points of a line, called the dual line of the point.

*Property 3:* The lines of forces lying inside a cone<sup>1</sup>  $\widehat{r_1 r_2}$  map into the points inside a cone  $\widehat{r'_1 r'_2}$  with vertex on the origin,  $r'_1$  and  $r'_2$  being orthogonal to  $r_1$  and  $r_2$  respectively (Figure B.2b).

*Property 4:* The lines of force passing through a point  $P$  and lying inside a cone  $\widehat{ab}$ , map into points of a segment  $\overline{A'B'}$  of the dual line  $p'$  of point  $P$ ,  $A'$  and  $B'$  being the dual points of lines  $a$  and  $b$ , respectively (Figure B.2c).

*Property 5:* The lines of forces crossing a segment  $\overline{AB}$  of a line  $p$  map into points of a cone  $\widehat{a'b'}$  with vertex at  $P'$ , the dual point of  $p$ ,  $a'$  and  $b'$  being the dual lines of points  $A$  and  $B$ .

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<sup>1</sup>A cone on the plane, represented by  $\widehat{ab}$ ,  $a$  and  $b$  being two straight lines, refers to the sector swept by line  $a$  when it is rotated counterclockwise around the intersection point of  $a$  with  $b$  until  $b$  is reached.

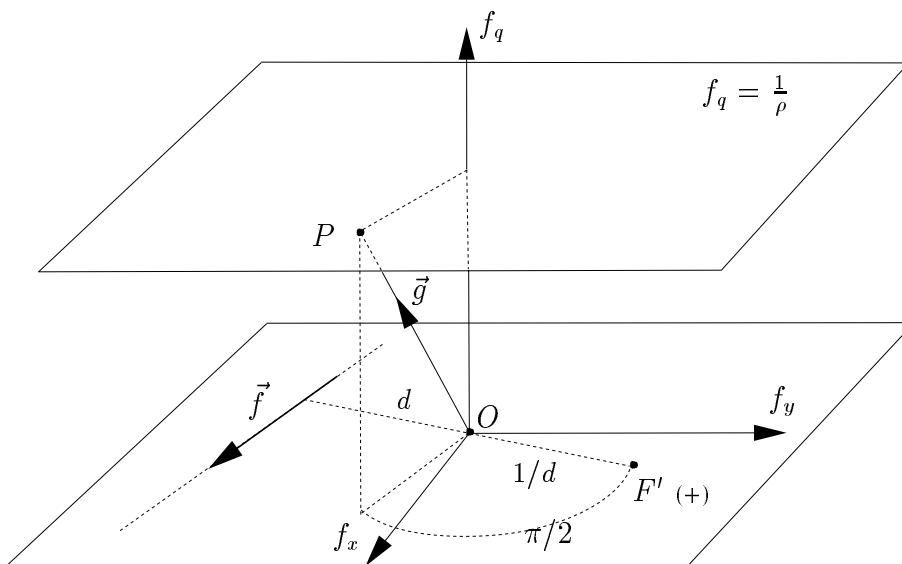


Figure B.1: Dual representation  $F'$  of a force  $\vec{f}$ .

*Property 6:* The lines of forces tangent to a conic  $C$  map into the points of a conic  $C'$ ; the lines crossing  $C$  map into the points exterior to  $C'$ . The type of conic of  $C$  and the relative position of the reference origin and  $C$ , determine the type of conic of  $C'$  (Figure B.2d shows a case where  $C$  is a circumference that does not contain the origin and  $C'$  is an hyperbola).

*Property 7:* The lines of forces that are a non-negative linear combination of a set of forces, map into the points of the convex hull<sup>2</sup> defined by the dual points of the supporting lines of the forces in the set (Figure B.2e shows a *closed* polygon representing the convex hull of three dual forces with the same sign and Figure B.2f shows an *open* polygon representing the convex hull of three dual forces one of which is of different sign from the others).

<sup>2</sup>If two consecutive vertices of the convex hull correspond to two forces that produce a torque of the same sign, then the edge that links them is the interior line segment; otherwise, it is the part of the line outside the two forces. Therefore, if all the vertices have the same sign the convex hull is a *closed* polygon; otherwise it is an *open* polygon.

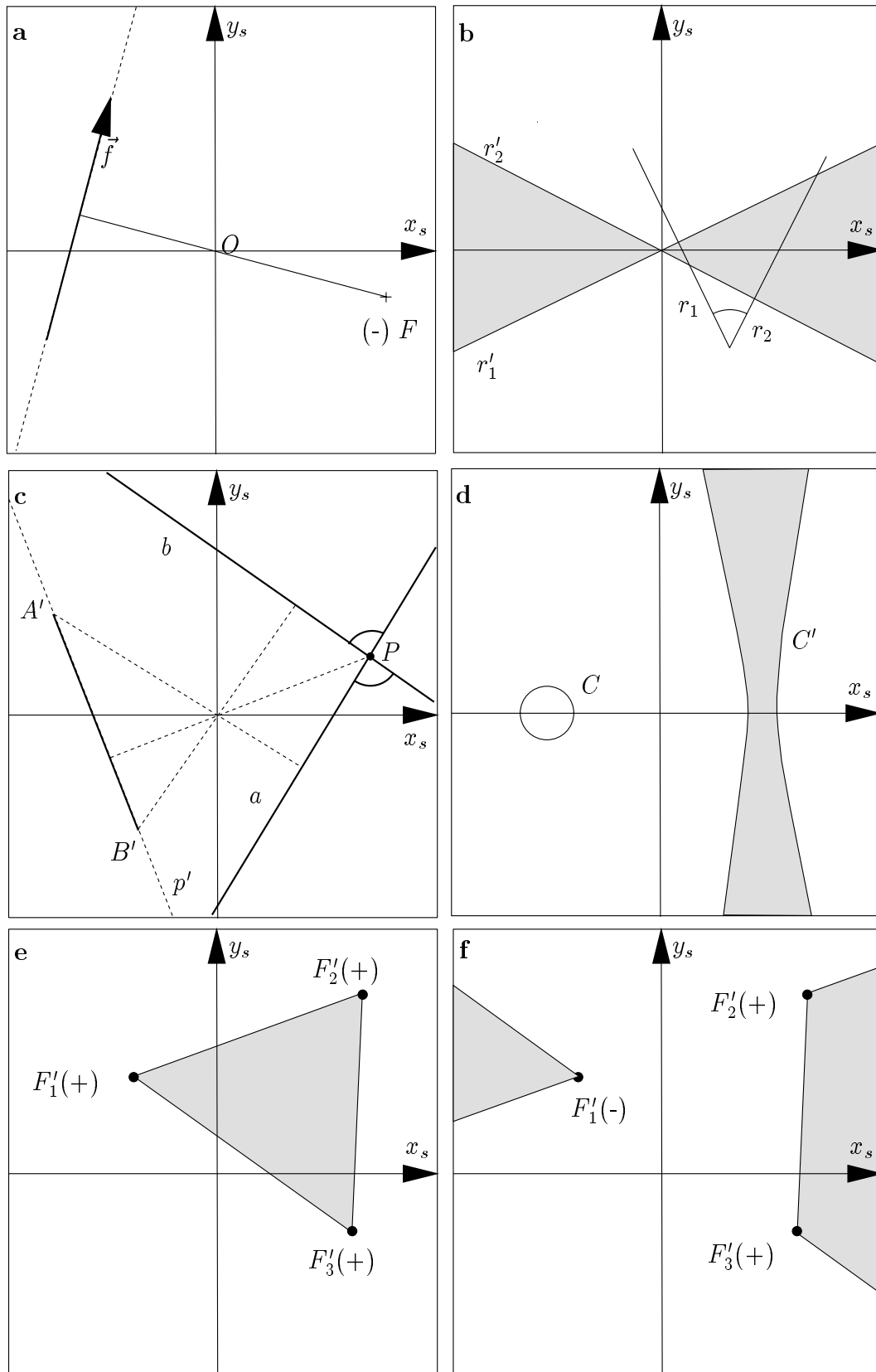


Figure B.2: *Properties of the dual representation of forces.*

