

# MuJoCo: Projectile Launch Optimization (I)



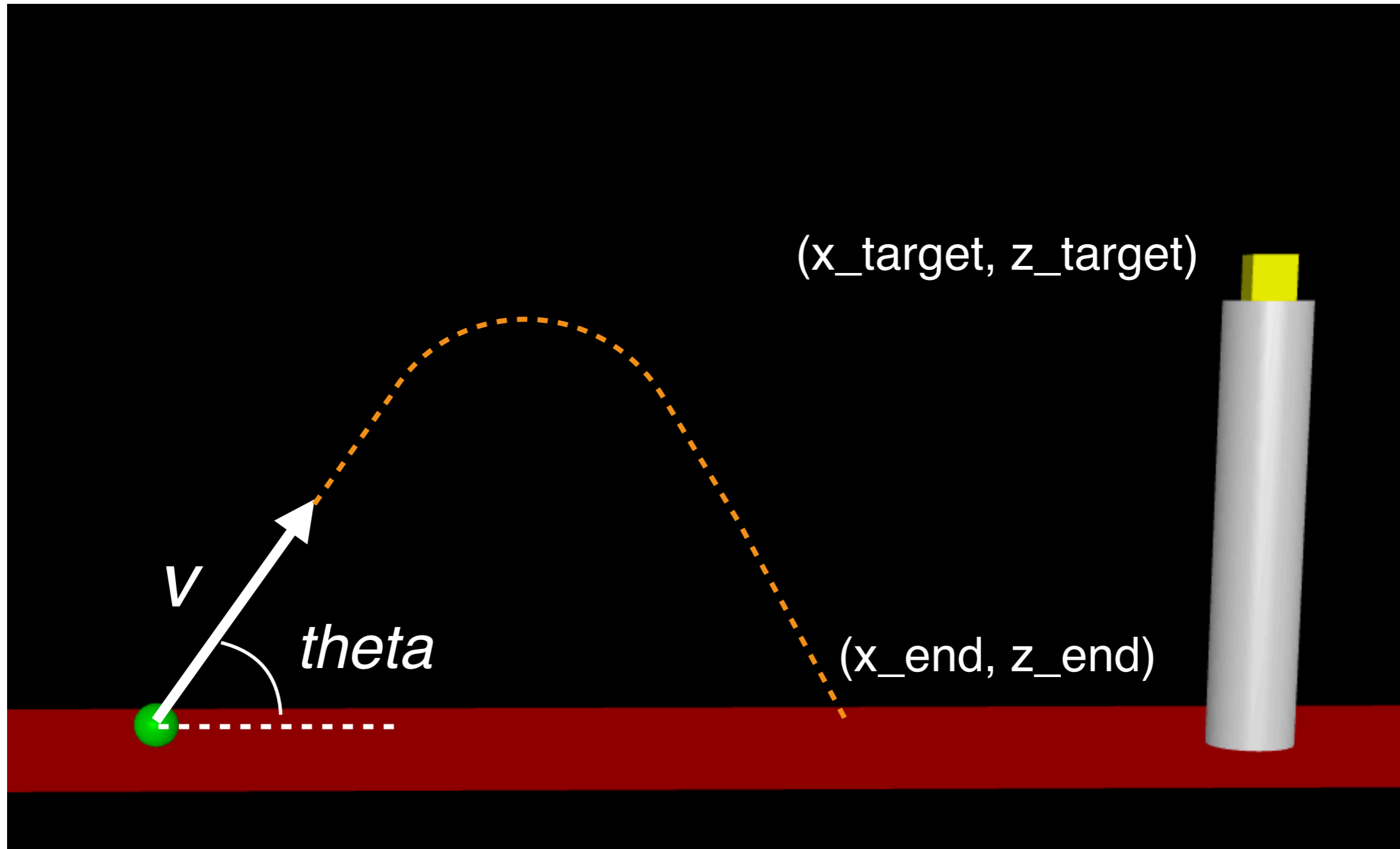
# MuJoCo: Projectile Launch Optimization (2)\*

Using [template\\_projectile.zip](#) to get started

1. From [tiny.cc/mujoco](http://tiny.cc/mujoco) download [template\\_projectile.zip](#) and unzip in myproject
2. Rename folder [template\\_projectile](#) to [projectile\\_opt](#)
3. Make these three changes
  1. main.c — line 28, change [template\\_projectile/](#) to [projectile\\_opt/](#)
  2. makefile — change `ROOT = template_writeData` to `ROOT = projectile\_opt` also UNCOMMENT (del #) appropriate to your OS
  3. `run_unix / run_win.bat` change `<template\_projectile>` to `<projectile\_opt>`
4. In the shell, navigate to [projectile\\_opt](#) and type `./run_unix (unix)`

\* I don't have instructions for Windows. For Windows, use Ubuntu via Virtualbox.

# MuJoCo: Non-linear root finding(I)



Inputs:  $v$ ,  $\theta$ , time of flight

Outputs:  $x_{end}$ ,  $z_{end}$

# MuJoCo: Nonlinear root-finding (2)

$$\min_x f(x) = 0$$

Cost needs to be defined  
so we set it to 0

subject to:

$$0.1 \leq v \leq \infty$$

$$0.1 \leq \theta \leq \pi/2$$

$$0.1 \leq t \leq \infty$$

$$x_{end} - x_{target} = 0$$

$$z_{end} - z_{target} = 0$$

# MuJoCo: Nonlinear optimization (3)

$$\min_x f(x) = t$$

Minimize time

subject to:

$$0.1 \leq v \leq \infty$$

$$0.1 \leq \theta \leq \pi/2$$

$$0.1 \leq t \leq \infty$$

$$x_{end} - x_{target} = 0$$

$$z_{end} - z_{target} = 0$$