Generate True Trajectory

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Continuous-time to Discrete-time I

Equations of Motion (EOM)

These are the continuous-time equations that describe the motion of a projectile under gravity and drag:

$$\frac{dx}{dt} = v \cos \theta$$

$$\frac{dz}{dt} = v \sin \theta$$

$$\frac{dv}{dt} = -g \sin \theta - gkv^2$$

$$\frac{d\theta}{dt} = -\frac{g \cos \theta}{v}$$

$$\frac{dk}{dt} = 0$$

Continuous-time to Discrete-time II

State Variables

The state variables are defined as follows:

$$x_1 = x$$

$$x_2 = z$$

$$x_3 = v$$

$$x_4 = \theta$$

$$x_5 = k$$

Continuous-time to Discrete-time III

State Equations

We rearranged the EOM using the newly defined state variables as follows:

$$\frac{dx_1}{dt} = x_3 \cos(x_4)$$

$$\frac{dx_2}{dt} = x_3 \sin(x_4)$$

$$\frac{dx_3}{dt} = -g \sin(x_4) - gx_5 x_3^2$$

$$\frac{dx_4}{dt} = -\frac{g \cos(x_4)}{x_3}$$

$$\frac{dx_5}{dt} = 0$$

Continuous-time to Discrete-time IV

State Space Equation (Continuous-time)

The continuous-time state-space representation can be written as:

$$\dot{\mathbf{x}} = \mathbf{f}(\mathbf{x})$$

$$\mathbf{f}(\mathbf{x}) = \begin{bmatrix} x_3 \cos(x_4) \\ x_3 \sin(x_4) \\ -g \sin(x_4) - gx_5x_3^2 \\ -\frac{g \cos(x_4)}{x_3} \\ 0 \end{bmatrix}$$

where the state vector \mathbf{x} is:

$$\mathbf{x} = \begin{bmatrix} x_1 & x_2 & x_3 & x_4 & x_5 \end{bmatrix}^T$$



Continuous-time to Discrete-time V

State Space Equation (Discrete-time)

To generate a trajectory in discrete-time, we need to discretize the continuous-time equations. This can be done using a numerical method such as the Fourth Order Runge-Kutta (RK4) method. The discrete-time state-space equation is represented as:

$$\mathbf{x_k} = \mathbf{f_d}(\mathbf{x_{k-1}}) = \mathbf{Numerical_method}(\mathbf{f}(\mathbf{x_{k-1}}), \Delta \mathbf{t})$$

We use the RK4 method to discretize the equation as follows:

Continuous-time to Discrete-time VI

The Fourth Order-Runge Kutta Method (RK4):

The following steps show how RK4 approximates the system's state in discrete-time:

$$\begin{split} & \mathbf{x_k} = \mathsf{RK4}(\mathbf{f}(\mathbf{x_{k-1}}), \Delta \mathbf{t}) \\ & \mathbf{k_1} = \mathbf{f}(\mathbf{x_{k-1}}) \\ & \mathbf{k_2} = \mathbf{f}(\mathbf{x_{k-1}} + 0.5 \cdot \Delta \mathbf{t} \cdot \mathbf{k_1}) \\ & \mathbf{k_3} = \mathbf{f}(\mathbf{x_{k-1}} + 0.5 \cdot \Delta \mathbf{t} \cdot \mathbf{k_2}) \\ & \mathbf{k_4} = \mathbf{f}(\mathbf{x_{k-1}} + \Delta \mathbf{t} \cdot \mathbf{k_3}) \\ & \mathbf{k} = \frac{1}{6} \cdot (\mathbf{k_1} + 2 \cdot \mathbf{k_2} + 2 \cdot \mathbf{k_3} + \mathbf{k_4}) \\ & \mathbf{x_k} = \mathbf{x_{k-1}} + \mathbf{k} \cdot \Delta \mathbf{t} \end{split}$$