# Project 1 Phase 2

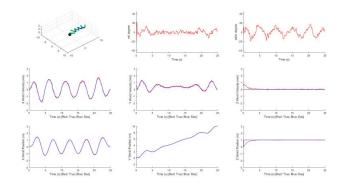
### FENG Chen

# 1. Brief introduction

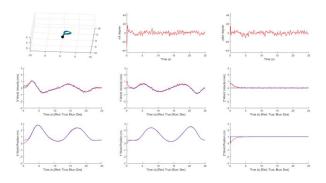
I used minimum snap trajectory generation with  $7^{\text{th}}$  spline. And I use unconstrained QP to obtain parameters with position, velocity and acceleration constraints.

# 2. Figures

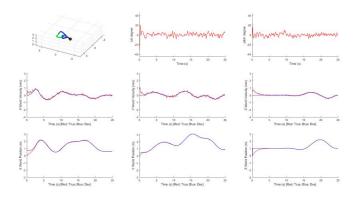
# Path\_1:



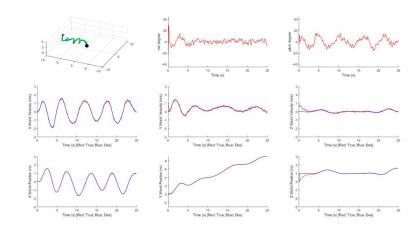
Path\_2:



# Path\_3(self-defined):



# Path\_4(self-defined):



#### 3. Statistics of RMSE

	Position_RMS	Velocity_RMS
Path_1	0.25893	0.1791
Path_2	0.19245	0.20363
Path_3	0.20908	0.21373
Path_4	0.24559	0.17399

#### 4. Analysis

In this task, I choose minimum snap as solution, which means seventh spline to describe trajectory. I used unconstrained QP solver by myself instead of "quadprog" function in Matlab. Given k segments, I firstly calculated Q matrix and Mapping matrix according to  $7^{\rm th}$  spline. Then I choose position, velocity and acceleration constraints for continuity so that I have total  $6{\rm k}$  constraints and  $3{\rm k}+6$  non-repeating constraints. According to projection, I wrote C matrix and then calculated R matrix and  $d_F, d_P$ . Therefore, I obtained the final parameters according to unconstrained QP.

### 5. Other thoughts

During the programming period, I tried constrained QP solver and found it's less efficient than the unconstrained one. If we focus more on calculation efficiency, we can choose unconstrained QP solver.