

Equations

The initial positions

$$f(id, x, n, d) = x - \frac{(n-1) \times d}{2} + d \times (id-1)$$

We call $f(id, n, d)$ as $f_{InitialPos}$

id is the id of each drone

x is the initial x position

n is number of drones

d is the distance between drones

The waiting time

$$f(id, t) = id \times (t-1)$$

We call $f(id, t)$ as $f_{WaitTime}$

id is the id of each drone

t is the input time

Go to any position in straight path

$$f_1(x_1, y_1, x_2, y_2, v, t) = \begin{cases} x_1 + \frac{v \times (x_2 - x_1)}{\sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}} \times t & \left(\left| \frac{v \times (x_2 - x_1)}{\sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}} \times t \right| < |x_2 - x_1| \right), \\ x_2 & \left(\left| \frac{v \times (x_2 - x_1)}{\sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}} \times t \right| \geq |x_2 - x_1| \right) \end{cases}$$
$$f_2(x_1, y_1, x_2, y_2, v, t) = \begin{cases} y_1 + \frac{v \times (y_2 - y_1)}{\sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}} \times t & \left(\left| \frac{v \times (y_2 - y_1)}{\sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}} \times t \right| < |y_2 - y_1| \right), \\ y_2 & \left(\left| \frac{v \times (y_2 - y_1)}{\sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}} \times t \right| \geq |y_2 - y_1| \right) \end{cases}$$

We call $f_1(x_1, y_1, x_2, y_2, v, t)$ as $f_{ApproachPosX}$, $f_2(x_1, y_1, x_2, y_2, v, t)$ as $f_{ApproachPosY}$

(x_1, y_1) is the initial position

(x_2, y_2) is the final position

v is the speed

t is the input time

Wait then go to a position

$$f_1(x_1, y_1, x_2, y_2, v, t, w) = \begin{cases} x_1 & (t < w), \\ f_{ApproachPosX}(x_1, y_1, x_2, y_2, v, (t-w)) & (t \geq w) \end{cases}$$
$$f_2(x_1, y_1, x_2, y_2, v, t, w) = \begin{cases} y_1 & (t < w), \\ f_{ApproachPosY}(x_1, y_1, x_2, y_2, v, (t-w)) & (t \geq w) \end{cases}$$

We call $f_1(x_1, y_1, x_2, y_2, v, t, w)$ as $f_{WaitAndApproachPosX}$, $f_2(x_1, y_1, x_2, y_2, v, t, w)$ as $f_{WaitAndApproachPosY}$

(x_1, y_1) is the initial position

(x_2, y_2) is the final position

v is the speed

t is the input time

w is the time the drone should be waiting

The position each drone should be of the Ferris Wheel

$$f_1(id, n, x, r, v, t) = x + r \times \cos\left(\frac{id}{n} \times 2\pi + \frac{v}{r} \times t\right)$$

$$f_2(id, n, y, r, v, t) = y + r \times \sin\left(\frac{id}{n} \times 2\pi + \frac{v}{r} \times t\right)$$

We call $f_1(id, n, x, r, v, t)$ as $f_{WheelPosX}$, $f_2(id, n, y, r, v, t)$ as $f_{WheelPosY}$

id is the drone id

n is the number of drones

x is the x of the center of circle

r is the radius of the circle

v is the speed

t is the time

Time taken for going to the right position in Ferries

$$f(n, y, r, d, v) = \frac{\sqrt{(y+r)^2 + (f_{InitialPos}(\frac{n}{4}, 0, n, d))^2}}{v} + f_{WaitTime}(\frac{n}{4}, 0)$$

We call f as $f_{ArriveTime}$

Time taken for a complete circle

$$f(r, v) = \frac{2\pi r}{v}$$

We call $f(r, v)$ as $f_{CircleTime}$

r is the radius

v is speed

The final equation of the Ferris Show

$$f(id, t, n, x, d, y, r, v, cn) = \begin{cases} f_{WaitAndApproachPosX}(f_{InitialPos}(id, x, n, d), 0, f_{WheelPosX}(id, n, x, r, i, t), f_{WheelPosY}(id, n, y, r, i, t)) & t < f_{ArriveTime}, \\ f_{WheelPosX}(id, n, x, r, v, t - f_{ArriveTime}) & f_{ArriveTime} < t < \end{cases}$$