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0

```
close all;
clear all;
clc
addpath("C:\joshFunctionsMatlab\")
```

[Cx,Cy,Cz] = joshAxisRotation();

Problem 1

```
%a

r_1= [6738;3391;1953];

v_1=[-3.5;4.39;4.44];

zl_1 = r_1/norm(r_1);

yl_1 = cross(r_1,v_1)/norm(cross(r_1,v_1));

xl_1 = cross(yl_1,zl_1);

xe_1 = [1;0;0];

ye_1 = [0;1;0];

ze_1 = [0;0;1];

C21 = [[dot(xl_1,xe_1),dot(xl_1,ye_1),dot(xl_1,ze_1)];
[dot(yl_1,xe_1),dot(yl_1,ye_1),dot(yl_1,ze_1)];
[dot(zl_1,xe_1),dot(zl_1,ye_1),dot(zl_1,ze_1)];
```

bcd

```
[a,phi] = joshRotM2PrincAxe(C21);
thetax = atan2(C21(2,3),C21(3,3));
thetay = asin(-C21(1,3));
thetaz = atan2(C21(1,2),C21(1,1));
C21verify = Cx(thetax)*Cy(thetay)*Cz(thetaz); % for my use
```

```
eta =@(C) .5*sqrt(1+trace(C));
epsilon =@(C,eta)...
    [(C(2,3)-C(3,2))/(4*eta);...
    (C(3,1)-C(1,3))/(4*eta);...
    (C(1,2)-C(2,1))/(4*eta)];
eta = eta(C21);
epsilon = epsilon(C21,eta);
disp("----")
disp("My workings for this problem have the following results:")
disp("Rotation matrix from ECI to the spacecraft: ")
disp(round(C21,2))
disp("Principle axis (a) for this transformation: ")
disp(round(a,2))
disp("Principle angle of this transformation: "+ string(phi))
disp("Euler angles:")
disp("
            thetax: " + string(round(rad2deg(thetax),2))+" degrees")
           thetay: " + string(round(rad2deg(thetay),2))+" degrees")
disp("
           thetaz: " + string(round(rad2deg(thetaz),2))+" degrees")
disp("
disp("quaternion:")
disp("
           eta: "+string(round(eta,2)))
disp("
           epsilon: ")
disp("
           "+round(epsilon,2))
----P1-----
My workings for this problem have the following results:
Rotation matrix from ECI to the spacecraft:
   -0.4900
             0.6100
                       0.6200
    0.1200
           -0.6600
                       0.7400
    0.8600
            0.4400
                       0.2500
Principle axis (a) for this transformation:
    0.4900
    0.3900
    0.7800
Principle angle of this transformation: 2.8191
Euler angles:
      thetax: 71.36 degrees
      thetay: -38.35 degrees
      thetaz: 128.53 degrees
quaternion:
     eta: 0.16
      epsilon:
          0.48"
          0.38"
          0.77"
```

Problem 2

```
clear all;
[Cx,Cy,Cz] = joshAxisRotation();
```

```
syms t [3 1]
C21oft = Cz(t(3))*Cx(t(2))*Cz(t(1));
clear t t1 t2 t3
syms C [3 3]
t2 = acos(C(3,3)); %theta
t1 = asin(C(3,1)/sin(t2)); %phi
t3 = acos(C(1,1)/cos(t1)); %psi
disp("----")
disp("My workings for this problem have the following results:")
disp("The formula for finding C21 in terms of phi = t1, theta = t2, and psi =
t3, is:")
disp(C21oft)
disp("the formulas for finding the Euler angles are: ")
disp("t2 = "+string(t2))
disp("t1 = "+string(t1))
disp("t3 = "+string(t3))
disp("The singularities for this scheme are at t2 = 0 and t2 = pi. Physically
 we can consider a plane which rolls pitches and rolls again. If the plane
 ends its rotation pointing the oposite direction from where it began (a
pitch of pi) or continues to point in the original direction (a pitch of
 0) then the last degree of freedom to define is the roll of the plane. This
 can be defined by either the first or second roll. How much the first vs
 second roll contributed cannot be determined from soley the initial and final
 orientations of the plane.")
----P2-----
My workings for this problem have the following results:
The formula for finding C21 in terms of phi = t1, theta = t2, and psi = t3,
[\cos(t1)*\cos(t3) - \cos(t2)*\sin(t1)*\sin(t3), \cos(t3)*\sin(t1) +
cos(t1)*cos(t2)*sin(t3), sin(t2)*sin(t3)
[-\cos(t1)*\sin(t3) - \cos(t2)*\cos(t3)*\sin(t1), \cos(t1)*\cos(t2)*\cos(t3) - \cos(t3)
sin(t1)*sin(t3), cos(t3)*sin(t2)]
                             sin(t1)*sin(t2),
[
cos(t1)*sin(t2),
                         cos(t2)
the formulas for finding the Euler angles are:
t2 = acos(C3_3)
t1 = asin(C3_1/(1 - C3_3^2)^(1/2))
t3 = a\cos(C1 \ 1/(C3 \ 1^2/(C3 \ 3^2 - 1) + 1)^(1/2))
The singularities for this scheme are at t2 = 0 and t2 = pi. Physically we
can consider a plane which rolls pitches and rolls again. If the plane ends
 its rotation pointing the oposite direction from where it began (a pitch
 of pi) or continues to point in the original direction (a pitch of 0) then
 the last degree of freedom to define is the roll of the plane. This can be
 defined by either the first or second roll. How much the first vs second
 roll contributed cannot be determined from soley the initial and final
 orientations of the plane.
```

Problem 3

```
clear all;
[Cx,Cy,Cz] = joshAxisRotation();
n = sqrt(2)/2
C21=[[n \ 0 \ -n];[0 \ 1 \ 0];[n \ 0 \ n]]
C32=[[0 \ 0 \ -1];[-1 \ 0 \ 0];[0 \ 1 \ 0]]
clear n
n =
    0.7071
C21 =
    0.7071
                 0 -0.7071
        0
            1.0000
                             0
    0.7071
                       0.7071
C32 =
     0
          0
               -1
    -1
           0
                 0
     0
a
isRotM = @(M) (round(M*M',14) == eye(3) & round(M'*M,14) == eye(3) &
round(det(M),14) == 1)
isRot21 = joshIsOnes(isRotM(C21));
isRot32 = joshIsOnes(isRotM(C32));
isRotM =
  function_handle with value:
    @(M)(round(M*M',14)==eye(3)&round(M'*M,14)==eye(3)&round(det(M),14)==1)
b
```

eta =@(C) .5*sqrt(1+trace(C));

[(C(2,3)-C(3,2))/(4*eta(C));...

epsilon =@(C)...

```
(C(3,1)-C(1,3))/(4*eta(C));...
    (C(1,2)-C(2,1))/(4*eta(C))];
C=@(eta,epsilon)
 (2*eta^2-1)*eye(3)+2*epsilon*epsilon'-2*eta*joshCross(epsilon)
eta21 = eta(C21);
epsilon21 = epsilon(C21);
eta32 = eta(C32);
epsilon32 = epsilon(C32);
C21verify = C(eta21,epsilon21);% for my use
C32verify = C(eta32,epsilon32);
C =
  function handle with value:
    @(eta,epsilon)
(2*eta^2-1)*eye(3)+2*epsilon*epsilon'-2*eta*joshCross(epsilon)
C
eta31=eta21*eta32-epsilon32'*epsilon21;
epsilon31 = eta32*epsilon21+eta21*epsilon32+joshCross(epsilon21)*epsilon32;
de
C31 = C32*C21;
eta31verify = eta(C31);
epsilon31verify = epsilon(C31);
isSame1 = round(eta31verify,14) == round(eta31,14);
isSame2 = round(epsilon31verify,14) == round(epsilon31,14)
isSame2 = joshIsOnes(isSame2)
isSame2 =
  3×1 logical array
   1
   1
   7
isSame2 =
  logical
   1
```

f

```
eta21inv = eta(inv(C21));
epsilon21inv = epsilon(inv(C21));
isSame3 = round(eta21inv,14) == round(eta21,14);
isSame4 = round(epsilon2linv,14) == round(-epsilon21,14)
isSame4 = joshIsOnes(isSame4)
disp("----")
disp("My workings for this problem have the following results:")
disp("C21 is a rotation matrix: "+string(isRot21))
disp("C32 is a rotation matrix: "+string(isRot32))
disp("quaternion21:")
disp("
           eta: "+string(eta21))
disp("
           epsilon: ")
           "+epsilon21)
disp("
disp("quaternion32:")
           eta: "+string(eta32))
disp("
disp("
           epsilon: ")
disp("
           "+epsilon32)
disp("quaternion31:")
disp("
           eta: "+string(eta31))
           epsilon: ")
disp("
disp("
           "+epsilon31)
disp("C31:")
disp(string(C31))
disp("quaternion31 from C31:")
disp("
           eta: "+string(eta31verify))
disp("
           epsilon: ")
disp("
            "+epsilon31verify)
disp("eta31 has been found both ways: "+string(isSame1))
disp("epsilon31 has been found both ways: "+string(isSame2))
disp("eta21 == eta21^-1: "+string(isSame3))
disp("-epsilon21 == epsilon21^-1: "+string(isSame4))
disp("The quaternions are related using:")
disp("-epsilon21 == epsilon21^-1, and eta21 == eta21^-1")
isSame4 =
  3×1 logical array
   1
   7
   1
isSame4 =
  logical
   1
```

```
-----P3-----
My workings for this problem have the following results:
C21 is a rotation matrix: true
C32 is a rotation matrix: true
quaternion21:
     eta: 0.92388
     epsilon:
         0"
          0.38268"
         0"
quaternion32:
    eta: 0.5
    epsilon:
         -0.5"
         0.5"
         0.5"
quaternion31:
    eta: 0.2706
    epsilon:
         -0.2706"
         0.65328"
         0.65328"
C31:
    "-0.70711"
                 "0"
                       "-0.70711"
    "-0.70711"
                 "0"
                       "0.70711"
    "0"
                 "1"
                       "0"
quaternion31 from C31:
    eta: 0.2706
    epsilon:
         -0.2706"
         0.65328"
          0.65328"
eta31 has been found both ways: true
epsilon31 has been found both ways: true
eta21 == eta21^-1: true
-epsilon21 == epsilon21^-1: true
The quaternions are related using:
-epsilon21 == epsilon21^-1, and eta21 == eta21^-1
```

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