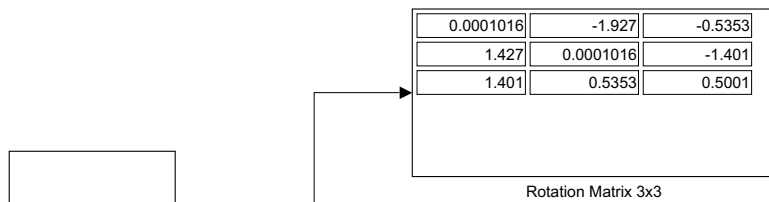
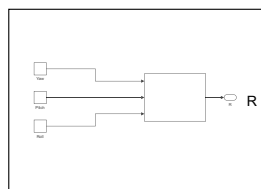
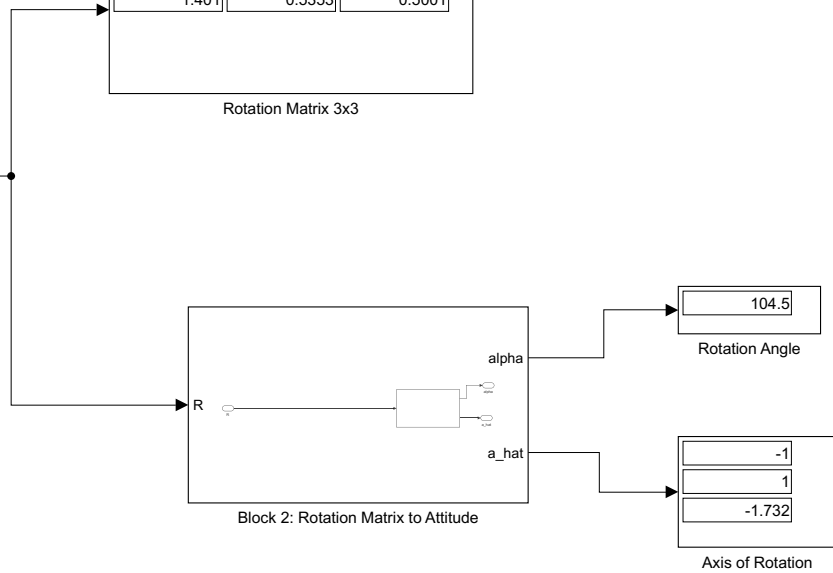


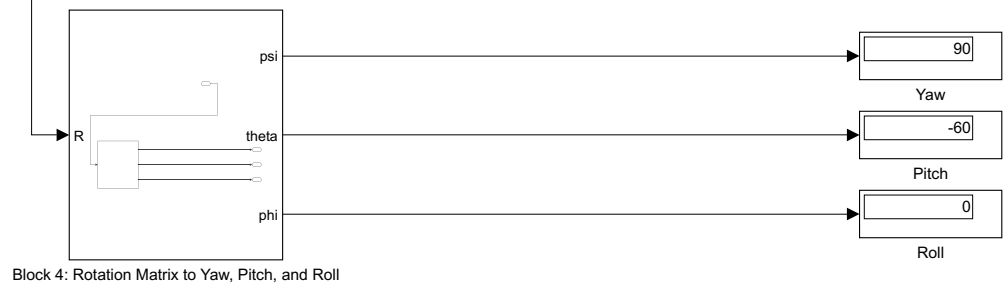
**\*See attached .m MATLAB script to run Simulink Model\***



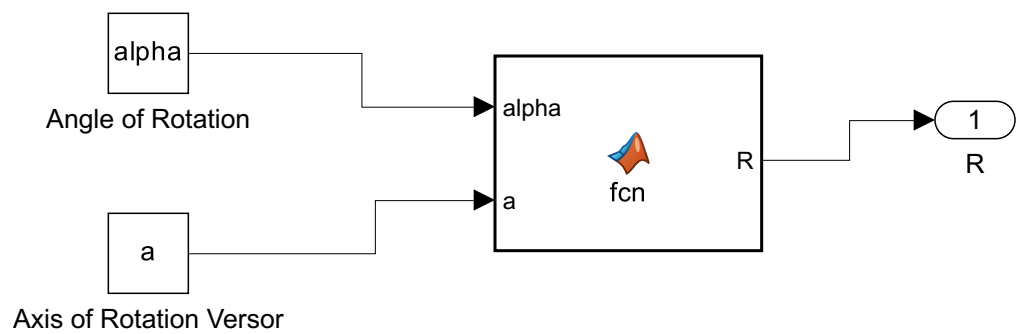
Block 1: Attitude to Rotation Matrix



Block 3: Yaw, Pitch, and Roll to Rotation Matrix



Block 4: Rotation Matrix to Yaw, Pitch, and Roll



```

function R = fcn(alpha, a)

a_hat = a/norm(a); % Normalize vector a
a_hat_transpose = a_hat'; % Transpose Vector a
a_skew_symmetric = [0 -a(3) a(2); a(3) 0 -a(1); -a(2) a(1) 0]; % Skew Symmetric Matrix of a
I = eye(3); % Identity Matrix

R = cosd(alpha)*I + (1-cosd(alpha))*(a_hat*a_hat_transpose) - sind(alpha)*a_skew_symmetric; % Euler'

end

```



```

function [alpha, a_hat] = fcn(R)

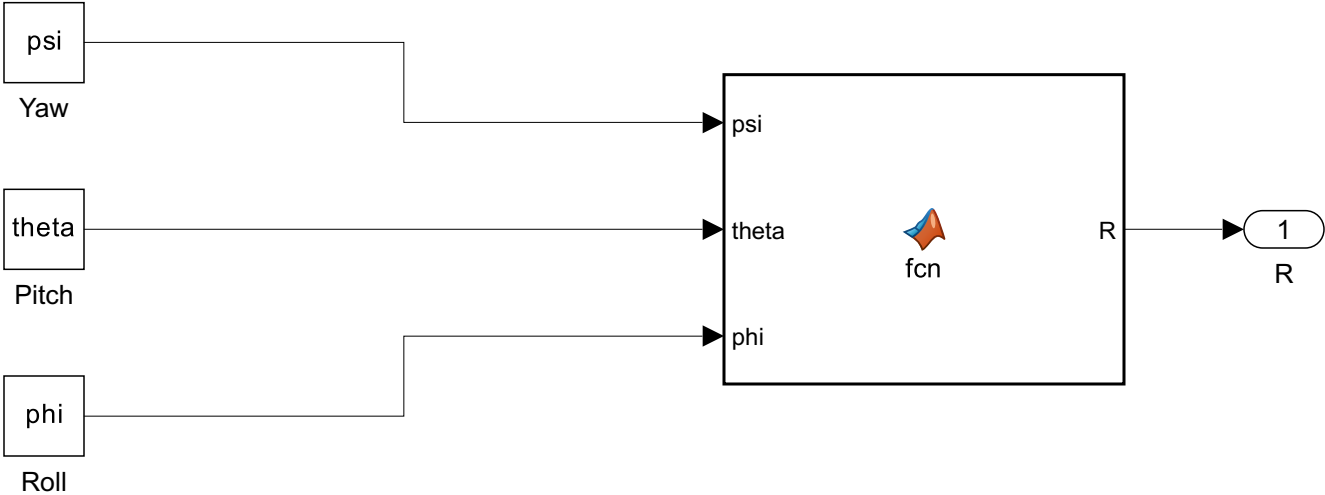
% Initialize alpha and a_hat
alpha = acosd((1/2)*(R(1,1) + R(2,2) + R(3,3) - 1));

a_hat = [1; 0; 0];

if alpha == 0
    a_hat = [1; 0; 0];
elseif alpha == 180
    if R(1,1) ~= -1
        a_hat_x = abs(sqrt((R(1,1) + 1) / 2));
        a_hat = [a_hat_x; R(1,2) / (2 * a_hat_x); R(1,3) / (2 * a_hat_x)];
    elseif R(2,2) ~= -1
        a_hat_y = abs(sqrt((R(2,2) + 1) / 2));
        a_hat = [R(2,1) / (2 * a_hat_y); a_hat_y; R(2,3) / (2 * a_hat_y)];
    elseif R(3,3) ~= -1
        a_hat_z = abs(sqrt((R(3,3) + 1) / 2));
        a_hat = [R(3,1) / (2 * a_hat_z); R(3,2) / (2 * a_hat_z); a_hat_z];
    end
elseif alpha > 0 && alpha < 180
    a_hat = (1 / (2 * sind(alpha))) * [R(2,3) - R(3,2); R(3,1) - R(1,3); R(1,2) - R(2,1)];
end

end

```

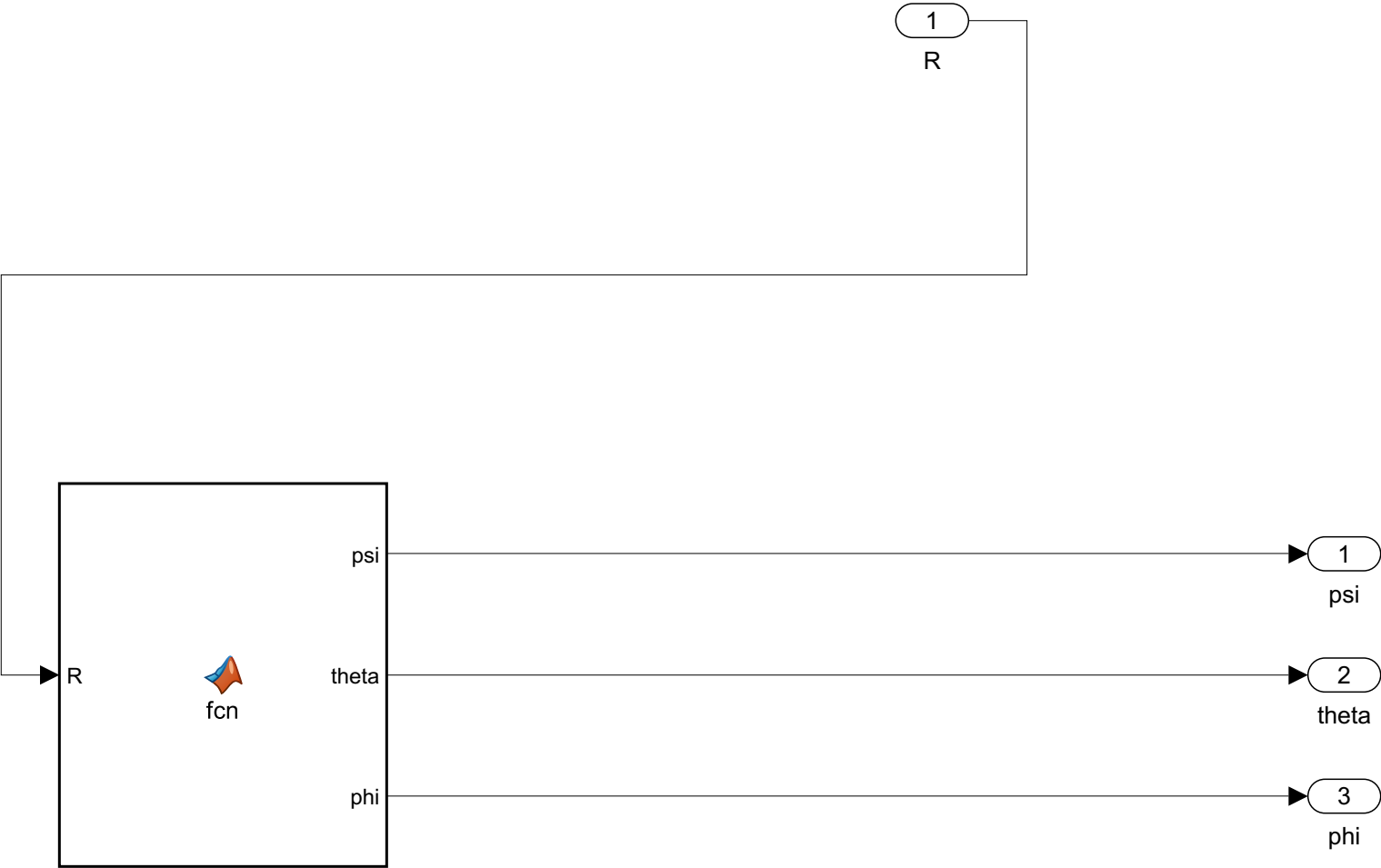


```
function R = fcn(psi,theta, phi)

R1 = [ 1 0 0 ; 0 cosd(phi) sind(phi) ; 0 -sind(phi) cosd(phi)];
R2 = [cosd(theta) 0 -sind(theta); 0 1 0; sind(theta) 0 cosd(theta)];
R3 = [ cosd(psi) sind(psi) 0 ; -sind(psi) cosd(psi) 0 ; 0 0 1];

R = R1*R2*R3

end
```





```
function [psi,theta,phi] = fcn(R)

phi = atan2d(R(2,3) , R(3,3)) % Yaw
theta = asind(-R(1,3)) % Pitch
psi = atan2d(R(1,2),R(1,1)) % Roll

end
```