

Homework #1

Due: Sunday, February 11, 2024 at 11:59 pm

Turn in, on Canvas, a well organized and clear-to-read pdf file with your calculations, explanations, plots, as well as a ready-to-run .m files containing the MATLAB codes (when applicable).

Problem 1

Two vectors \mathbf{v} and \mathbf{w} , are represented in two coordinate reference frames \mathcal{A} and \mathcal{B} as shown below:

$$\mathbf{v}_{\mathcal{A}} = [1, 2, 3]^T, \mathbf{w}_{\mathcal{A}} = [-1, 2, 1]^T$$

$$\mathbf{v}_{\mathcal{B}} = [3.56186, 1.13448, 0.16150]^T, \mathbf{w}_{\mathcal{B}} = [1.33712, 1.31501, -1.57572]^T$$

- (a) Find the inner product $\mathbf{v} \cdot \mathbf{w}$ in each reference frame.
- (b) Find the cross product $\mathbf{v} \times \mathbf{w}$ in each frame using only matrix multiplication.
- (c) Find the coordinate transformation matrix $R_{\mathcal{B}\mathcal{A}}$.

Problem 2

Given the following coordinate transformation matrix between reference frames $\mathcal{I} = \{O, \hat{\mathbf{i}}_1, \hat{\mathbf{i}}_2, \hat{\mathbf{i}}_3\}$ and $\mathcal{B} = \{O, \hat{\mathbf{b}}_1, \hat{\mathbf{b}}_2, \hat{\mathbf{b}}_3\}$

$$R_{\mathcal{B}\mathcal{I}} = \begin{bmatrix} -0.17101007 & 0.46984631 & -0.86602540 \\ 0.98432795 & 0.04305861 & -0.17101007 \\ -0.04305861 & -0.88169745 & -0.46984631 \end{bmatrix}$$

- (a) Find the 3-2-1 rotation-sequence Euler angles that parametrize $R_{\mathcal{B}\mathcal{I}}$.
- (b) Find the 2-3-2 rotation-sequence Euler angles that parametrize $R_{\mathcal{B}\mathcal{I}}$.

Problem 3

(a) Take the MATLAB Onramp online course <https://matlabacademy.mathworks.com/details/matlab-onramp/gettingstarted> (~ 2 hrs) and upload the certificate (pdf file) for proof of completion.

(b) Write a MATLAB function with the following inputs/outputs:

Input: Euler Angles (γ, β, α) in degrees and any feasible rotation sequence (e.g. 3-2-1)

Output: Coordinate Transformation Matrix $R_{B\mathcal{I}}$.

(c) Write a MATLAB function with the following inputs/outputs:

Input: Coordinate Transformation Matrix $R_{B\mathcal{I}}$ and any feasible rotation sequence (e.g. 3-2-1)

Output: Euler Angles (γ, β, α) in degrees.

Use the part (c) script to assess the correctness of Problem 3.

Problem 1

Two vectors \mathbf{v} and \mathbf{w} , are represented in two coordinate reference frames \mathcal{A} and \mathcal{B} as shown below:

$$\mathbf{v}_{\mathcal{A}} = [1, 2, 3]^T, \mathbf{w}_{\mathcal{A}} = [-1, 2, 1]^T$$

$$\mathbf{v}_{\mathcal{B}} = [3.56186, 1.13448, 0.16150]^T, \mathbf{w}_{\mathcal{B}} = [1.33712, 1.31501, -1.57572]^T$$

(a) Find the inner product $\mathbf{v} \cdot \mathbf{w}$ in each reference frame.

(b) Find the cross product $\mathbf{v} \times \mathbf{w}$ in each frame using only matrix multiplication.

(c) Find the coordinate transformation matrix $R_{\mathcal{B}\mathcal{A}}$.

a) Find inner product $\mathbf{v} \cdot \mathbf{w}$ in each reference frame

a.1) Inner Product in " \mathcal{A} " ref. frame

$$\begin{aligned} \vec{v} &\xrightarrow{\mathcal{A}} \vec{v}_{\mathcal{A}} = [1, 2, 3]^T = 1\hat{a}_1 + 2\hat{a}_2 + 3\hat{a}_3 \\ \vec{w} &\xrightarrow{\mathcal{A}} \vec{w}_{\mathcal{A}} = [-1, 2, 1]^T = -1\hat{a}_1 + 2\hat{a}_2 + 1\hat{a}_3 \end{aligned}$$

$$\begin{aligned} \text{Inner product in } \mathcal{A} \text{ ref frame} \rightarrow \vec{v}_{\mathcal{A}} \cdot \vec{w}_{\mathcal{A}} &= (1\hat{a}_1 + 2\hat{a}_2 + 3\hat{a}_3) \cdot (-1\hat{a}_1 + 2\hat{a}_2 + 1\hat{a}_3) \\ &= -1 + 4 + 3 = 6 \end{aligned}$$

$$\therefore \vec{v}_{\mathcal{A}} \cdot \vec{w}_{\mathcal{A}} = 6$$

a.2) inner product in " \mathcal{B} " ref. frame

$$\begin{aligned} \vec{v} &\xrightarrow{\mathcal{B}} \vec{v}_{\mathcal{B}} = [3.56186, 1.13448, 0.16150]^T = 3.56186\hat{b}_1 + 1.13448\hat{b}_2 + 0.16150\hat{b}_3 \\ \vec{w} &\xrightarrow{\mathcal{B}} \vec{w}_{\mathcal{B}} = [1.33712, 1.31501, -1.57572]^T = 1.33712\hat{b}_1 + 1.31501\hat{b}_2 - 1.57572\hat{b}_3 \end{aligned}$$

$$\begin{aligned} \text{Inner product in } \mathcal{B} \text{ ref frame} \rightarrow \vec{v}_{\mathcal{B}} \cdot \vec{w}_{\mathcal{B}} &= (3.56186\hat{b}_1 + 1.33712\hat{b}_2) + (1.13448\hat{b}_2 + 1.31501\hat{b}_2) + (0.16150\hat{b}_3 + (-1.57572\hat{b}_3)) \\ &= 4.7626 + 1.4919 - 0.2545 = 6 \end{aligned}$$

$$\therefore \vec{v}_{\mathcal{B}} \cdot \vec{w}_{\mathcal{B}} = 6$$

b) Find outer product $\mathbf{v} \times \mathbf{w}$ in each frame using only Matrix Multiplication

b.1) Outer Product in " \mathcal{A} " ref. frame

$$\begin{aligned} \vec{v} \wedge \vec{w} &= (1\hat{a}_1 + 2\hat{a}_2 + 3\hat{a}_3) \wedge (-1\hat{a}_1 + 2\hat{a}_2 + 1\hat{a}_3) \\ &= 1 \cdot 1 \cdot \hat{a}_1 \wedge \hat{a}_1 + 1 \cdot 2 \cdot \hat{a}_1 \wedge \hat{a}_2 + 1 \cdot 3 \cdot \hat{a}_1 \wedge \hat{a}_3 + \dots \\ &\quad + 2 \cdot 1 \cdot \hat{a}_2 \wedge \hat{a}_1 + 2 \cdot 2 \cdot \hat{a}_2 \wedge \hat{a}_2 + 2 \cdot 3 \cdot \hat{a}_2 \wedge \hat{a}_3 + \dots \\ &\quad + 3 \cdot 1 \cdot \hat{a}_3 \wedge \hat{a}_1 + 3 \cdot 2 \cdot \hat{a}_3 \wedge \hat{a}_2 + 3 \cdot 3 \cdot \hat{a}_3 \wedge \hat{a}_3 \end{aligned}$$

$$\Rightarrow \vec{v} \wedge \vec{w}_{\mathcal{A}} = (2-6)\hat{a}_1 + (-3-1)\hat{a}_2 + (2-(-2))\hat{a}_3$$

$$\vec{v} \wedge \vec{w}_{\mathcal{A}} = [-4, -4, 4]^T = \mathbf{g}_{\mathcal{A}}$$

b.2) Outer Product in " \mathcal{B} " ref. frame

$$\begin{aligned} \vec{v} \wedge \vec{w}_{\mathcal{B}} &= (3.56186\hat{b}_1 + 1.13448\hat{b}_2 + 0.16150\hat{b}_3) \wedge (1.33712\hat{b}_1 + 1.31501\hat{b}_2 - 1.57572\hat{b}_3) \\ &= (3.56186 \cdot 1.33712)\hat{b}_1 \cdot \hat{b}_1 + (3.56186 \cdot 1.31501)\hat{b}_1 \cdot \hat{b}_2 + (3.56186 \cdot (-1.57572))\hat{b}_1 \cdot \hat{b}_3 + \dots \\ &\quad + (1.13448 \cdot 1.33712)\hat{b}_2 \cdot \hat{b}_1 + (1.13448 \cdot 1.31501)\hat{b}_2 \cdot \hat{b}_2 + (1.13448 \cdot (-1.57572))\hat{b}_2 \cdot \hat{b}_3 + \dots \\ &\quad + (0.16150 \cdot 1.33712)\hat{b}_3 \cdot \hat{b}_1 + (0.16150 \cdot 1.31501)\hat{b}_3 \cdot \hat{b}_2 + (0.16150 \cdot (-1.57572))\hat{b}_3 \cdot \hat{b}_3 \end{aligned}$$

$$\Rightarrow \vec{v} \wedge \vec{w}_{\mathcal{B}} = [-2.119 + 0.2123]\hat{b}_1 + [0.2159 + 5.612]\hat{b}_2 + [4.6838 + (-1.5169)]\hat{b}_3$$

$$\therefore \vec{v} \wedge \vec{w}_{\mathcal{B}} = [-2, 5.82, 3.16]^T = \mathbf{g}_{\mathcal{B}}$$

(a) Find the coordinate transformation matrix R_{BA}

$$v_A = [1, 2, 3]^T$$

$$w_A = [-1, 2, 1]^T$$

$$v_B = [3.56186, 1.13448, 0.16150]^T$$

$$w_B = [1.33712, 1.31501, -1.57572]^T$$

$$\rightarrow v_B = R_{BA} v_A$$

$$\begin{bmatrix} v_B \\ 3.56186 \\ 1.13448 \\ 0.16150 \end{bmatrix} = \begin{bmatrix} r_{11} & r_{12} & r_{13} \\ r_{21} & r_{22} & r_{23} \\ r_{31} & r_{32} & r_{33} \end{bmatrix} \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$$

$$\rightarrow w_B = R_{BA} w_A$$

$$\begin{bmatrix} w_B \\ 1.33712 \\ 1.31501 \\ -1.57572 \end{bmatrix} = \begin{bmatrix} r_{11} & r_{12} & r_{13} \\ r_{21} & r_{22} & r_{23} \\ r_{31} & r_{32} & r_{33} \end{bmatrix} \begin{bmatrix} -1 \\ 2 \\ 1 \end{bmatrix}$$

$$\rightarrow z_B = R_{BA} z_A$$

$$\begin{bmatrix} z_B \\ -2 \\ 5.82 \\ 3.16 \end{bmatrix} = \begin{bmatrix} r_{11} & r_{12} & r_{13} \\ r_{21} & r_{22} & r_{23} \\ r_{31} & r_{32} & r_{33} \end{bmatrix} \begin{bmatrix} -4 \\ -4 \\ 4 \end{bmatrix}$$

$$\Rightarrow r_{11} + 2r_{12} + 3r_{13} = 3.56186$$

$$r_{21} + 2r_{22} + 3r_{23} = 1.13448$$

$$r_{31} + 2r_{32} + 3r_{33} = 0.16150$$

$$\Rightarrow -r_{11} + 2r_{12} + r_{13} = 1.33712$$

$$-r_{21} + 2r_{22} + r_{23} = 1.31501$$

$$-r_{31} + 2r_{32} + r_{33} = -1.57572$$

$$\Rightarrow -4r_{11} - 4r_{12} + 4r_{13} = -2$$

$$-4r_{21} - 4r_{22} + 4r_{23} = -5.82$$

$$-4r_{31} - 4r_{32} + 4r_{33} = 3.16$$

$$\Rightarrow \begin{bmatrix} 3.56 \\ 1.33712 \\ -2 \end{bmatrix} = \begin{bmatrix} 1 & 2 & 3 \\ -1 & 2 & 1 \\ -4 & -4 & 4 \end{bmatrix} \begin{bmatrix} r_{11} \\ r_{12} \\ r_{13} \end{bmatrix}$$

$$\begin{bmatrix} 1.13448 \\ 1.31501 \\ 5.82 \end{bmatrix} = \begin{bmatrix} 1 & 2 & 3 \\ -1 & 2 & 1 \\ -4 & -4 & 4 \end{bmatrix} \begin{bmatrix} r_{21} \\ r_{22} \\ r_{23} \end{bmatrix}$$

$$\begin{bmatrix} 0.16150 \\ -1.57572 \\ 3.16 \end{bmatrix} = \begin{bmatrix} 1 & 2 & 3 \\ -1 & 2 & 1 \\ -4 & -4 & 4 \end{bmatrix} \begin{bmatrix} r_{31} \\ r_{32} \\ r_{33} \end{bmatrix}$$

$$R_{BA} = \begin{bmatrix} 0.4995 & 0.6124 & 0.6119 \\ -0.7493 & -0.0467 & 0.6590 \\ 0.4336 & -0.7886 & 0.4350 \end{bmatrix}$$

Problem 2

Given the following coordinate transformation matrix between reference frames $\mathcal{I} = \{O, \hat{i}_1, \hat{i}_2, \hat{i}_3\}$ and $\mathcal{B} = \{O, \hat{b}_1, \hat{b}_2, \hat{b}_3\}$

$$R_{BI} = \begin{bmatrix} -0.17101007 & 0.46984631 & -0.86602540 \\ 0.98432795 & 0.04305861 & -0.17101007 \\ -0.04305861 & -0.88169745 & -0.46984631 \end{bmatrix}$$

(a) Find the 3-2-1 rotation-sequence Euler angles that parametrize R_{BI} .

(b) Find the 2-3-2 rotation-sequence Euler angles that parametrize R_{BI} .

(a) Find the angles γ, θ, ϕ so that $R_{BI} = R_1(\gamma) \cdot R_2(\theta) \cdot R_3(\phi)$

$$R_{BI} = \begin{bmatrix} -0.17101007 & 0.46984631 & -0.86602540 \\ 0.98432795 & 0.04305861 & -0.17101007 \\ -0.04305861 & -0.88169745 & -0.46984631 \end{bmatrix}$$

$$R_{BI} = \begin{bmatrix} R_{1\gamma} \\ R_{2\theta} \\ R_{3\phi} \end{bmatrix} = \begin{bmatrix} \cos\gamma & 0 & 0 \\ 0 & \cos\theta & -\sin\theta \\ 0 & \sin\theta & \cos\theta \end{bmatrix} \cdot \begin{bmatrix} \cos\theta & 0 & -\sin\theta \\ 0 & 1 & 0 \\ \sin\theta & 0 & \cos\theta \end{bmatrix} \cdot \begin{bmatrix} \cos\phi & \sin\phi & 0 \\ -\sin\phi & \cos\phi & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$R_{BI} = \begin{bmatrix} \cos\phi \cos\gamma & \cos\phi \sin\gamma & -\sin\phi \\ \sin\phi \sin\theta \cos\gamma - \cos\phi \sin\theta & \cos\theta \sin\phi & \sin\theta \cos\phi \\ \cos\phi \sin\theta \cos\gamma + \sin\phi \sin\theta & \sin\phi \sin\theta \sin\gamma + \cos\phi \cos\theta & \cos\phi \cos\theta \end{bmatrix} = \begin{bmatrix} -0.17101007 & 0.46984631 & -0.86602540 \\ 0.98432795 & 0.04305861 & -0.17101007 \\ -0.04305861 & -0.88169745 & -0.46984631 \end{bmatrix}$$

By comparison:

$$\begin{aligned} -\sin\theta &= -0.86602540 \\ \theta &= \arcsin(-0.86602540) \\ \theta &= 60^\circ \end{aligned}$$

$$\begin{aligned} \cos\theta \sin\gamma &= 0.46984631 \\ \cos\theta \cos\gamma &= -0.17101007 \end{aligned} \Rightarrow \frac{\cos\theta \sin\gamma}{\cos\theta \cos\gamma} = \frac{0.46984631}{-0.17101007} = \tan(\gamma)$$

$$\therefore \gamma = \arctan\left(\frac{0.46984631}{-0.17101007}\right) = 110^\circ$$

$$\begin{aligned} \sin\phi \cos\theta &= -0.17101007 \\ \cos\phi \cos\theta &= -0.46984631 \end{aligned} \Rightarrow \frac{\sin\phi \cos\theta}{\cos\phi \cos\theta} = \frac{-0.17101007}{-0.46984631} = \tan(\phi)$$

$$\therefore \phi = \arctan\left(\frac{-0.17101007}{-0.46984631}\right) = 200^\circ$$

\Rightarrow The angles for a 3-2-1 sequence are

$$\begin{aligned} \theta &= 60^\circ \\ \phi &= 200^\circ \\ \gamma &= 110^\circ \end{aligned}$$

b) Find the angles α , β , γ so that $R_{BZ} = R_z(\alpha)R_y(\beta)R_z(\gamma)$

$$R_{BZ} = \begin{bmatrix} -0.17101007 & 0.46984631 & -0.86602546 \\ 0.98432795 & 0.04305861 & -0.17101007 \\ -0.04305861 & -0.88169745 & -0.46984631 \end{bmatrix}$$

$R_2(\alpha)$ $R_3(\beta)$ $R_2(\gamma)$

$$\begin{bmatrix} \cos\alpha & 0 & -\sin\alpha \\ 0 & 1 & 0 \\ \sin\alpha & 0 & \cos\alpha \end{bmatrix} \cdot \begin{bmatrix} \cos\beta & \sin\beta & 0 \\ -\sin\beta & \cos\beta & 0 \\ 0 & 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} \cos\gamma & 0 & -\sin\gamma \\ 0 & 1 & 0 \\ \sin\gamma & 0 & \cos\gamma \end{bmatrix}$$

$$\begin{bmatrix} \cos\alpha & 0 & -\sin\alpha \\ 0 & 1 & 0 \\ \sin\alpha & 0 & \cos\alpha \end{bmatrix} \cdot \begin{bmatrix} \cos\beta(\cos\gamma + \sin\beta\sin\gamma) & \cos\beta(0) + \sin\beta(1) + \sin\gamma(0) & \cos\beta(-\sin\gamma) + \sin\beta(0) + \cos\gamma(0) \\ -\sin\beta(\cos\gamma + \sin\beta\sin\gamma) & -\sin\beta(0) + \cos\beta(1) + \sin\gamma(0) & -\sin\beta(-\sin\gamma) + \cos\beta(0) + \cos\gamma(0) \\ 0 & 0 + 0 + 1 \cdot 0 & 0 \cdot -\sin\gamma + 0 \cdot 0 + 1 \cdot \cos\gamma \end{bmatrix}$$

$$\begin{bmatrix} \cos\alpha & 0 & -\sin\alpha \\ 0 & 1 & 0 \\ \sin\alpha & 0 & \cos\alpha \end{bmatrix} \cdot \begin{bmatrix} \cos\beta\cos\gamma & \sin\beta & -\cos\beta\sin\gamma \\ -\sin\beta\cos\gamma & \cos\beta & \sin\beta\sin\gamma \\ \sin\gamma & 0 & \cos\gamma \end{bmatrix}$$

$$R_z(\alpha) \cdot R_3(\beta) \cdot R_z(\gamma) = \begin{bmatrix} \cos\alpha\cos\beta\cos\gamma + 0 \cdot (\sin\beta)\cos\gamma + \sin\alpha\sin\gamma & \cos\alpha\sin\beta + 0 \cdot \cos\beta + (-\sin\alpha)0 & -\cos\alpha\cos\beta\sin\gamma + 0 \cdot (\sin\beta\sin\gamma) + -\sin\alpha\cos\gamma \\ 0 \cdot (\cos\beta\cos\gamma) + 1 \cdot (-\sin\beta\cos\gamma) + 0 \cdot (\sin\gamma) & 0 \cdot (\sin\beta) + 1 \cdot (\cos\beta) + 0 \cdot (\cos\gamma) & 0 \cdot (-\cos\beta\sin\gamma) + 1 \cdot (\sin\beta\sin\gamma) + 0 \cdot (\cos\gamma) \\ \sin\alpha(\cos\beta\cos\gamma) + 0 \cdot (-\sin\beta\cos\gamma) + \cos\alpha(\sin\gamma) & \sin\alpha(\sin\beta) + 0 \cdot (\cos\beta) + \cos\alpha(0) & \sin\alpha(-\cos\beta\sin\gamma) + 0 \cdot (\sin\beta\sin\gamma) + \cos\alpha(\cos\gamma) \end{bmatrix}$$

$$= \begin{bmatrix} \cos\alpha\cos\beta\cos\gamma - \sin\alpha\sin\gamma & \cos\alpha\sin\beta & -\cos\alpha\cos\beta\sin\gamma - \sin\alpha\cos\gamma \\ -\sin\beta\cos\gamma & \cos\beta & \sin\beta\sin\gamma \\ \sin\alpha\cos\beta\cos\gamma + \cos\alpha\sin\gamma & \sin\alpha\sin\beta & -\sin\alpha\cos\beta\sin\gamma + \cos\alpha\cos\gamma \end{bmatrix}$$

By comparison:

$$\bullet \quad \cos\beta = 0.04305861$$

$$\bullet \quad \frac{\sin\alpha\sin\beta}{\cos\alpha\cos\beta} = \frac{-0.88169745}{0.46984631}$$

$$\bullet \quad \frac{\sin\beta\sin\gamma}{-\sin\beta\cos\gamma} = \frac{-0.17101007}{0.98432795}$$

$$\beta = \arccos(0.04305861)$$

$$\beta = 87.53216$$

$$\alpha = 298.05$$

$$\gamma = \arctan\left(\frac{-0.17101007}{-0.98432795}\right)$$

$$\gamma = 189.85$$

Problem 3

(a) Take the MATLAB Onramp online course <https://matlabacademy.mathworks.com/details/matlab-onramp/gettingstarted> (~2hrs) and upload the certificate (pdf file) for proof of completion.

(b) Write a MATLAB function with the following inputs/outputs:

Input: Euler Angles (γ, β, α) in degrees and any feasible rotation sequence (e.g. 3-2-1)
Output: Coordinate Transformation Matrix R_{BL} .

(c) Write a MATLAB function with the following inputs/outputs:

Input: Coordinate Transformation Matrix R_{BL} and any feasible rotation sequence (e.g. 3-2-1)
Output: Euler Angles (γ, β, α) in degrees.

Use the part (c) script to assess the correctness of Problem 3.

a) MATLAB OnRamp Course → completed in AD0-3090 ~ Fall 2023

 MathWorks | Training Services

Course Completion Certificate

Justin Millsap

has successfully completed **100%** of the self-paced training course

MATLAB Onramp


DIRECTOR, TRAINING SERVICES

31 October 2023

Part a & b ... see attached .m file or attached PDF below.

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```
% ARO 4090 - Space Vehicle Dyn. & Cntrl. | Dr. Maggia | Justin Millsap %
clc; clear; close all;
```

Problem 1

```
% Vectors V and W in "A" Reference Frame
v_a = [1 ; 2 ; 3] ;
w_a = [-1 ; 2 ; 1] ;

% Vectors V and W in "B" Reference Frame
v_b = [3.56186 ; 1.13448 ; 0.16150] ;
w_b = [1.33712 ; 1.31501 ; -1.57572] ;

% Part A) Calculate the inner product in both reference frames

% ~~~~~ A-RF ~~~~~%
A_rf_inner_product = dot(v_a,w_a)

% ~~~~~ B-RF ~~~~~%
B_rf_inner_product = dot(v_b,w_b)

% Part B) Calculate the outer product in both reference frames

% ~~~~~ A-RF ~~~~~%
A_rf_outer_product = cross(v_a,w_a)

% ~~~~~ B-RF ~~~~~%
B_rf_outer_product = cross(v_b,w_b)

% Part c) Find the Coordinate Transformation Matrix R_BA
A = [1 2 3; -1 2 1; -4 -4 4];

% Right-hand side vectors b1, b2, and b3 for each system
b1 = [3.56; 1.33712; -2];
b2 = [1.13448; 1.31501; 5.82];
b3 = [0.16150; -1.57572; 3.16];

% Solving each system
r1 = A\b1; % Solves for r11, r12, r13
r2 = A\b2; % Solves for r21, r22, r23
r3 = A\b3; % Solves for r31, r32, r33
```

```
% Displaying the results
disp('r11, r12, r13:');
disp(r1);
disp('r21, r22, r23:');
disp(r2);
disp('r31, r32, r33:');
disp(r3);
```

```
A_rf_inner_product =
```

```
6
```

```
B_rf_inner_product =
```

```
6.0000
```

```
A_rf_outer_product =
```

```
-4
-4
4
```

```
B_rf_outer_product =
```

```
-2.0000
5.8284
3.1669
```

```
r11, r12, r13:
```

```
0.4995
0.6124
0.6119
```

```
r21, r22, r23:
```

```
-0.7493
-0.0467
0.6590
```

```
r31, r32, r33:
```

```
0.4336
-0.7886
0.4350
```

Problem 2

```
clc; clear; close all
```

```
% INPUTS TO RIB matrix
```

```

r11 = -0.17101007; r12 = 0.46984631 ; r13 = -0.86602540;
r21 = 0.98432795 ; r22 = 0.04305861 ; r23 = -0.17101007;
r31 = -0.04305861; r32 = -0.88169745; r33 = -0.46984631;
R_BI = [r11 r12 r13 ; r21 r22 r23 ; r31 r32 r33];

% 3-2-1 Rotation Matrix
theta = asind( abs(R_BI(1,3)) );
alpha = atan2d(R_BI(1,2) , R_BI(1,1));
gamma = atan2d(R_BI(2,3) , R_BI(3,3) ) + 360;
R1 = [ 1 0 0 ; 0 cosd(gamma) sind(gamma) ; 0 -sind(gamma) cosd(gamma) ];
R2 = [cosd(theta) 0 -sind(theta); 0 1 0; sind(theta) 0 cosd(theta)];
R3 = [ cosd(alpha) sind(alpha) 0 ; -sind(alpha) cosd(alpha) 0 ; 0 0 1];
Rot_321 = R1*R2*R3

% 2-3-2 Rotation Matrx
beta = acosd(R_BI(2,2))
alpha = atan2d(R_BI(3,2) , R_BI(1,2)) + 360
gamma = atan2d(R_BI(2,3) , -R_BI(2,1)) + 360
R1 = [ 1 0 0 ; 0 cosd(alpha) sind(alpha) ; 0 -sind(alpha) cosd(alpha) ];
R2 = [cosd(beta) 0 -sind(beta); 0 1 0; sind(beta) 0 cosd(beta)];
R3 = [ cosd(gamma) sind(gamma) 0 ; -sind(gamma) cosd(gamma) 0 ; 0 0 1];

Rot_321 =

```

-0.1710	0.4698	-0.8660
0.9843	0.0431	-0.1710
-0.0431	-0.8817	-0.4698


```

beta =
87.5322

alpha =
298.0526

gamma =
189.8558

```

Problem 3

```

clc; clear; close all

% Part A) Take MATLAB Onramp online course ~~ FINISHED

% ~~~~~Part B~~~~~ %
disp('Part B')

```

```

% Write a MATLAB function with the following inputs/outputs:
% ~Inputs: Euler Angles (gamma, beta, alpha) in degrees and any
% feasible rotation sequence (e.g. 3-2-1)
% ~Outputs: Coordinate Transformation Matrix R_BI

%%%%%%%%%%%%% EDIT %%%%%%
% Input Euler Angles [degrees]

gamma = 200 ;
beta = 60 ;
alpha = 110 ;

% Define Rotation Sequence (e.g. [3-2-1] use 321)

Rot_Seq = 321 ;

%%%%%%%%%%%%% DO NOT EDIT %%%%%%
% Define the elementary rotation matrices
R1 = [ 1 0 0 ; 0 cosd(gamma) sind(gamma) ; 0 -sind(gamma) cosd(gamma) ];
R2 = [ cosd(beta) 0 -sind(beta); 0 1 0; sind(beta) 0 cosd(beta) ];
R3 = [ cosd(alpha) sind(alpha) 0 ; -sind(alpha) cosd(alpha) 0 ; 0 0 1];

% Determine and compute the rotation matrix based on Rot_Seq
if Rot_Seq == 321
    R_BI = R1*R2*R3; % [3-2-1]
elseif Rot_Seq == 231
    R_BI = R1R3*R2; % [2-3-1]
elseif Rot_Seq == 121
    R_BI = R1*R2*R1; % [1-2-1]
elseif Rot_Seq == 131
    R_BI = R1*R3*R1; % [1-3-1]
elseif Rot_Seq == 132
    R_BI = R2*R3*R1; % [1-3-2]
elseif Rot_Seq == 312
    R_BI = R2*R1*R3; % [3-1-2]
elseif Rot_Seq == 212
    R_BI = R2*R1*R2; % [2-1-2]
elseif Rot_Seq == 232
    R_BI = R2*R3*R2; % [2-3-2]
elseif Rot_Seq == 213
    R_BI = R3*R1*R2; % [2-1-3]
elseif Rot_Seq == 123
    R_BI = R3*R2*R1; % [1-2-3]
elseif Rot_Seq == 313
    R_BI = R3*R1*R3; % [3-1-3]
elseif Rot_Seq == 323
    R_BI = R3*R2*R3; % [3-2-3]
else

```

```

        error('Invalid rotation sequence');
end

disp('The Coodinate Transformation Matrix R_BI = ')
disp(R_BI)

% ~~~~~Part C~~~~~ %
disp(' Part C')
% Write a MATLAB function with the following inputs/outputs:
% ~Inputs: Coordinate Tranformation Matrix R_BI and the 3-2-1
%           Rotation Sequence.
% ~Outputs: Euler angles ( psi , theta , and phi ) in degrees.

% INPUTS TO R_BI matrix Inputs
r11 = -0.17101007; r12 = 0.46984631 ; r13 = -0.86602540;
r21 = 0.98432795 ; r22 = 0.04305861 ; r23 = -0.17101007;
r31 = -0.04305861; r32 = -0.88169745; r33 = -0.46984631;

% R_BI Matrix
R_BI = [r11 r12 r13 ; r21 r22 r23 ; r31 r32 r33];

Rot_Seq = R1*R2*R3; % [3-2-1] Rotation Sequence

% Solve for Euler Angles by using most optimal positions to compare between
R_BI & Rotation Sequence Matrix

theta = asind(-R_BI(1,3));
phi = atan2d(R_BI(2,3) , R_BI(3,3)) + 360 ;
psi = atan2d(R_BI(1,2) , R_BI(1,1)) ;

% Check if Euler angles work

Rot_Seq = R1*R2*R3;
disp(' The Euler Angles for the given R_BI Matrix for a given Rotation
Sequence are')
disp(theta) ; disp(phi) ; disp(psi)

Part B
The Coodinate Transformation Matrix R_BI =
-0.1710      0.4698     -0.8660
  0.9843      0.0431     -0.1710
 -0.0431     -0.8817     -0.4698

Part C
The Euler Angles for the given R_BI Matrix for a given Rotation Sequence
are
  60.0000

```

200.0000

110.0000

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