



state vector: $\underline{x} = [\phi, \theta, v, \psi, \omega]^T$ where $\dot{\psi} = \omega$

$$\dot{\phi} = \frac{v \cos \psi}{r \cos \theta}, \quad \dot{\theta} = \frac{v \sin \psi}{r}, \quad \dot{v} = \frac{F_x}{m}, \quad \dot{\psi} = \omega, \quad \dot{\omega} = \frac{M_z}{J}$$

$$\dot{\underline{x}} = \begin{bmatrix} \frac{v \cos \psi}{r \cos \theta} & \frac{v \sin \psi}{r} & \frac{F_x}{m} & \omega & \frac{M_z}{J} \end{bmatrix} \leftarrow \begin{matrix} \text{(note, closed loop heading} \\ \text{dynamics look simpler)} \end{matrix}$$

expression for the path: $\phi_p(s) = \frac{w}{2} \sin(2\pi s)$ $\theta_p(s) = -\frac{H}{2} \sin(4\pi s)$
 (note the constant radius) (note, you need the -
to go in the right dir.
around the path)

expression for path position, try this:

$$S^*(t) = \arg \min_s \left((\phi(t) - \phi_p(s))^2 + (\theta(t) - \theta_p(s))^2 \right)$$

rotational dynamics w/ model ref ctrl:

$$\dot{\psi} = \omega$$

$$\dot{\omega} = \alpha_1 + \alpha_2 u_r \quad u_r = \frac{1}{\tau_r} (-b_1 e_1 - b_2 e_2 - \alpha_1 + \frac{1}{\tau_r} (\psi_{sp} - 2\tau_r \dot{\psi}_{des} - \psi_{des}))$$

$$= -b_1 e_1 - b_2 e_2 + \frac{1}{\tau_r} (\psi_{sp} - 2\tau_r \dot{\psi}_{des} - \psi_{des})$$

$$= -b_1 (\psi - \psi_{des}) - b_2 (\omega - \dot{\psi}_{des}) + \frac{1}{\tau_r} (\psi_{sp} - 2\tau_r \dot{\psi}_{des} - \psi_{des})$$

$$= -b_1 \psi + b_1 \psi_{des} - b_2 \omega + b_2 \dot{\psi}_{des} + \frac{1}{\tau_r} \psi_{sp} - \frac{2}{\tau_r} \dot{\psi}_{des} - \frac{1}{\tau_r} \psi_{des}$$

$$= -b_1 \psi - b_2 \omega + (b_1 - \frac{1}{\tau_r}) \psi_{des} + (b_2 - \frac{2}{\tau_r}) \dot{\psi}_{des} + \frac{1}{\tau_r} \psi_{sp}$$

PREPARED BY choose $b_1 = \frac{1}{\tau_r^2}$ $b_2 = \frac{2}{\tau_r}$

$$\dot{\psi} = \omega$$

$$\dot{\omega} = -b_1 \psi - b_2 \omega + \frac{1}{T_r^2} \psi_{sp}$$

$$\begin{bmatrix} \dot{\psi} \\ \dot{\omega} \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ -b_1 & -b_2 \end{bmatrix} \begin{bmatrix} \psi \\ \omega \end{bmatrix} + \frac{1}{T_r^2} \begin{bmatrix} 0 \\ 1 \end{bmatrix} \psi_{sp}$$

so the state vector is still $x = [\phi, G, v, \psi, \omega]$, but

now,

$$\dot{x} = \begin{bmatrix} \frac{v \cos \phi}{r} & \frac{v \sin \phi}{r} & \frac{F_x}{m} & \omega & -b_1 \psi - b_2 \omega + \frac{1}{T_r^2} \psi_{sp} \end{bmatrix}$$

linear!

so, what to use for F_x ? F_x is, in general, a function of x .

Idea 1: $F_x(x) = c_1 \cos^2 \psi$ ← doesn't capture the wind window

Idea 2: $F_x(x) = c_1 \cos^2 \psi \exp(-(\frac{\phi}{c_2})^2)$ ← can tune c_2 to capture wind window