# 16711 HW 4 - Writeup

Saeed Bai, Mohammadreza Mousaei

**TOTAL POINTS** 

#### 18 / 18

**QUESTION 1** 

1 Lagrange 2.5/3

√ - 0.5 pts Partial

QUESTION 2

2 Inertia Matrix 5/5

√ - 0 pts Correct

QUESTION 3

### Dynamic Parameter Estimation 10 pts

3.1 1/2

√ - 1 pts Partial

Didn't compute the velocity.

3.2 5/5

√ - 0 pts Correct

3.3 Extra credit 2/0

√ + 2 pts Correct

+ 1 pts Partial

+ 0 pts Incorrect/Not Attempted

3.4 1/1

√ - 0 pts Correct

3.5 0.5 / 1

 $\sqrt{-0.5}$  pts The answer is wrong.

3.6 1/1

## Homework 4

### Problem 1

Define the length of the string to be l

$$KE = \frac{1}{2}I\dot{\theta}^2 + \frac{1}{2}m\dot{x}^2 + \dot{x}\dot{\theta}l\cos\theta$$

$$PE = mgl(1 - \cos\theta)$$

$$L = KE - PE = \frac{1}{2}(I\dot{\theta}^2 + m\dot{x}^2 + 2\dot{x}\dot{\theta}l\cos\theta) - mgl + mgl\cos\theta$$

$$\longrightarrow \frac{d}{dt}(\frac{\partial L}{\partial \dot{x}}) - \frac{\partial L}{\partial x} = 0$$

$$\text{where } \frac{\partial L}{\partial \dot{x}} = m\dot{x} + 2\dot{\theta}l\cos\theta$$

$$\frac{d}{dt}(\frac{\partial L}{\partial \dot{x}}) = m(\ddot{x} + \ddot{\theta}l\cos\theta - \dot{\theta}^2l\sin\theta) = 0$$

$$\frac{d}{dt}(\frac{\partial L}{\partial \dot{\theta}}) - \frac{\partial L}{\partial \theta} = 0$$

$$\frac{\partial L}{\partial \theta} = -mgl\sin\theta - m\dot{x}\dot{\theta}l\sin\theta \qquad \frac{\partial L}{\partial \dot{\theta}} = I\dot{\theta} + m\dot{x}l\cos\theta = ml^2\dot{\theta} + m\dot{x}l\cos\theta$$

$$\frac{d}{dt}(\frac{\partial L}{\partial \dot{\theta}}) = ml^2\ddot{\theta} + m\ddot{x}l\cos\theta + m\dot{x}\dot{\theta}l\sin\theta$$

$$ml^2\ddot{\theta} + mgl\sin\theta + m\ddot{x}l\cos\theta = 0$$

$$\longrightarrow \ddot{\theta} + \frac{g}{l}\sin\theta + \frac{\ddot{x}}{l} = 0$$

$$\begin{bmatrix} m & l\cos\theta \\ \frac{1}{l} & 1 \end{bmatrix} \begin{bmatrix} \ddot{x} \\ \ddot{\theta} \end{bmatrix} + \begin{bmatrix} 0 & -ml\sin\theta \\ 0 & 0 \end{bmatrix} \begin{bmatrix} \dot{x} \\ \dot{\theta} \end{bmatrix} + \begin{bmatrix} 0 \\ g/l\sin\theta \end{bmatrix} = \vec{0}$$

1 Lagrange 2.5 / 3

√ - 0.5 pts Partial

## Homework 4

### Problem 2

(a)

Knowing the inertia tensor matrix is

$$I = \begin{bmatrix} I_{xx} & I_{xy} & I_{xz} \\ I_{yx} & I_{yy} & I_{yz} \\ I_{zx} & I_{zy} & I_{zz} \end{bmatrix} \longrightarrow \begin{bmatrix} I_{xx} & 0 & 0 \\ 0 & I_{yy} & 0 \\ 0 & 0 & I_{zz} \end{bmatrix}$$

let  $x = r \cos \theta \sin \phi$   $y = r \sin \theta \phi$   $z = c \cos \theta$ 

$$x' = \frac{x}{a} \quad y' = \frac{y}{b} \quad z' = \frac{z}{c}$$

$$I_{yy} = \rho \int_{V} (x^2 + y^2) dx dy dz$$

$$= abc\rho' \int_0^1 \int_0^1 2\pi \int 0\pi (a^2 \cos \theta^2 + b^2 \sin \theta^2) r^4 \sin \phi^3 d\phi d\theta dr = \frac{4}{15}\pi abc(a^2 + b^2)$$

where 
$$\rho = \frac{m}{V}$$
 where  $V = \frac{4}{3}\pi abc$ 

$$\longrightarrow \rho = \frac{3m}{4abc\pi}$$

plug 
$$\rho$$
 into  $I_{yy} \longrightarrow I_{yy} = \frac{m}{5}(a^2 + b^2)$ 

Applying the same equation to  $I_{zz}$  and  $I_{xx}$  will get the following results:

$$I_{xx} = \frac{m}{5}(b^2 + c^2)$$
  $I_{zz} = \frac{m}{5}(a^2 + c^2)$ 

$$I = \frac{m}{5} \begin{bmatrix} b^2 + c^2 & 0 & 0\\ 0 & a^2 + b^2 & 0\\ 0 & 0 & a^2 + c^2 \end{bmatrix}$$

(b)

Define the origin at center of mass where z is along h, x and y is perpendicular to each other along r

$$V = \pi r^2 h \longrightarrow \rho = \frac{m}{v} = \frac{m}{\pi r^2 h}$$

$$I = \rho \int_{-h/2}^{h/2} \int_{-r}^{r} \int_{-\sqrt{r^2 - y^2}}^{\sqrt{r^2 - y^2}} \begin{bmatrix} y^2 + z^2 & 0 & 0\\ 0 & x^2 + z^2 & 0\\ 0 & 0 & x^2 + y^2 \end{bmatrix} dx dy dz$$

$$= \begin{bmatrix} \frac{1}{12} mh^2 + \frac{1}{4} mr^2 & 0 & 0\\ 0 & 12mh^2 + \frac{1}{4} mr^2 & 0\\ 0 & 0 & \frac{1}{2} mr^2 \end{bmatrix}$$

### Problem 3

The accompanying code for this problem is provided in Q3.m

(a)

To estimate the velocity at the center of mass (cm), we have:

$$p_b = p_{cm} + Rq \longrightarrow p_{cm} = p_b - Rq$$

where  $p_b$  is the position of the beacon (which is read from the file),  $p_{cm}$  is the position of the center of the mass in the inertial frame, R is the rotation of the beacon w.r.t. body frame and q is the vector from the center of mass to the beacon expressed in body frame. Since the speed is constant (no external force), we can write

$$\begin{array}{ccc} P_{cm}^{i} = & p_{b}^{i} - R^{i}q \\ P_{cm}^{i+1} = & p_{b}^{i+1} - R^{i+1}q \\ P_{cm}^{i+2} = & p_{b}^{i+2} - R^{i+2}q \end{array} \right\} \xrightarrow{\text{constant}} P_{cm}^{i+2} - P_{cm}^{i+1} = P_{cm}^{i+1} - P_{cm}^{i} \\ \longrightarrow P_{cm}^{i+2} - 2P_{cm}^{i+1} + P_{cm}^{i} = 0 \\ \longrightarrow q = (R^{i} - 2R^{i+1} + R^{i+2})^{-1}(p_{b}^{i} - 2p_{b}^{i+1} + p_{b}^{i+2}) \end{array}$$

Having q, we can calculate  $p_{cm}$  for each  $p_b$ . And since F = 1Hz, the velocity of the center of mass will be the difference between  $P_{cm}^i$ 's at two consecutive times.

### 2 Inertia Matrix 5/5

(b)

Define the origin at center of mass where z is along h, x and y is perpendicular to each other along r

$$V = \pi r^2 h \longrightarrow \rho = \frac{m}{v} = \frac{m}{\pi r^2 h}$$

$$I = \rho \int_{-h/2}^{h/2} \int_{-r}^{r} \int_{-\sqrt{r^2 - y^2}}^{\sqrt{r^2 - y^2}} \begin{bmatrix} y^2 + z^2 & 0 & 0\\ 0 & x^2 + z^2 & 0\\ 0 & 0 & x^2 + y^2 \end{bmatrix} dx dy dz$$

$$= \begin{bmatrix} \frac{1}{12} mh^2 + \frac{1}{4} mr^2 & 0 & 0\\ 0 & 12mh^2 + \frac{1}{4} mr^2 & 0\\ 0 & 0 & \frac{1}{2} mr^2 \end{bmatrix}$$

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Having q, we can calculate  $p_{cm}$  for each  $p_b$ . And since F = 1Hz, the velocity of the center of mass will be the difference between  $P_{cm}^i$ 's at two consecutive times.

#### 3.1 1/2

#### √ - 1 pts Partial

Didn't compute the velocity.

(b)

Using Newton-Euler equations of motion for the body coordinates we have:

$$\tau = I\dot{w}_b + w_b \times Iw_b \xrightarrow{\tau=0} I\dot{w}_b + \hat{w}_b Iw_b = 0$$

$$\begin{bmatrix} I_{11} & I_{12} & I_{13} \\ I_{12} & I_{22} & I_{23} \\ I_{13} & I_{23} & I_{33} \end{bmatrix} \begin{bmatrix} \dot{w}_1 \\ \dot{w}_2 \\ \dot{w}_3 \end{bmatrix} + \begin{bmatrix} 0 & -w_3 & w_2 \\ w_3 & 0 & -w_1 \\ -w_2 & w_1 & 0 \end{bmatrix} \begin{bmatrix} I_{11} & I_{12} & I_{13} \\ I_{12} & I_{22} & I_{23} \\ I_{13} & I_{23} & I_{33} \end{bmatrix} \begin{bmatrix} w_1 \\ w_2 \\ w_3 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

rewriting the above equation we have

$$\left(\begin{bmatrix} \dot{w}_1 & \dot{w}_2 & \dot{w}_3 & 0 & 0 & 0 \\ 0 & \dot{w}_1 & 0 & \dot{w}_2 & \dot{w}_3 & 0 \\ 0 & 0 & \dot{w}_1 & 0 & \dot{w}_2 & \dot{w}_3 \end{bmatrix} + \begin{bmatrix} 0 & -w_3 & w_2 \\ w_3 & 0 & -w_1 \\ -w_2 & w_1 & 0 \end{bmatrix} \begin{bmatrix} w_1 & w_2 & w_3 & 0 & 0 & 0 \\ 0 & w_1 & 0 & w_2 & w_3 & 0 \\ 0 & 0 & w_1 & 0 & w_2 & w_3 \end{bmatrix} \right) \begin{bmatrix} I_{11} \\ I_{12} \\ I_{13} \\ I_{22} \\ I_{23} \\ I_{33} \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

Since the inertial tensor can be calculated up to a scale m, we can fix  $I_{33} = 1$ , so we get

$$\begin{pmatrix}
\begin{bmatrix} \dot{w}_1 & \dot{w}_2 & \dot{w}_3 & 0 & 0 \\ 0 & \dot{w}_1 & 0 & \dot{w}_2 & \dot{w}_3 \\ 0 & 0 & \dot{w}_1 & 0 & \dot{w}_2
\end{bmatrix} + \begin{bmatrix} 0 & -w_3 & w_2 \\ w_3 & 0 & -w_1 \\ -w_2 & w_1 & 0 \end{bmatrix} \begin{bmatrix} w_1 & w_2 & w_3 & 0 & 0 \\ 0 & w_1 & 0 & w_2 & w_3 \\ 0 & 0 & w_1 & 0 & w_2 \end{bmatrix} \end{pmatrix} \begin{bmatrix} I_{11} \\ I_{12} \\ I_{13} \\ I_{22} \\ I_{23} \end{bmatrix} = - \begin{pmatrix} \begin{bmatrix} 0 \\ 0 \\ \dot{w}_3 \end{bmatrix} \\ + \hat{w} \begin{bmatrix} 0 \\ 0 \\ w_3 \end{bmatrix} \end{pmatrix}$$

Using above equation, I is calculated in the code as

$$I = \begin{bmatrix} 0.4609 & -0.0004 & -0.0009 \\ -0.0004 & 1.1215 & -0.0489 \\ -0.0009 & -0.0489 & 1.0000 \end{bmatrix}$$

(c)

To guess the shape of the asteroid, we first calculate the transform to principal axes (principal moments). To do so, we calculate the eigenvalues

$$I_p = \begin{bmatrix} 0.4609 & 0 & 0\\ 0 & 0.9828 & 0\\ 0 & 0 & 1.1387 \end{bmatrix}$$

which matches two well known shapes

- 1. ellipsoid with axes a, b, c, such that a is the largest axis and c is the smallest.
- 2. cuboid with width w, height h and depth d

$$\frac{b^2 + c^2}{a^2 + c^2} = \frac{h^2 + d^2}{w^2 + d^2} = \frac{0.4609}{0.9828}, \quad \frac{b^2 + c^2}{a^2 + b^2} = \frac{h^2 + d^2}{w^2 + h^2} = \frac{0.4609}{1.1387}$$

(d)

The vector q is computed in section (a), the distance is computed as ||q|| = 0.3

(e)

The angular momentum is constant (there is no external force). Therefore we get

$$L = Iw = \begin{bmatrix} -0.2391 \\ -0.0642 \\ -0.0359 \end{bmatrix}$$

(f)

Having the velocity and angular velocity of the asteroid, we can calculate the pose as

$$Position = \begin{bmatrix} 1.3891 \\ 3.1706 \\ 2.2802 \end{bmatrix}$$

$$Rotation = \begin{bmatrix} -0.2394 & 0.7089 & -0.6634 \\ -0.9706 & -0.1915 & 0.1455 \\ -0.0239 & 0.6788 & 0.7339 \end{bmatrix}$$

## Problem 4

#### Motivation

- 1. ellipsoid with axes a, b, c, such that a is the largest axis and c is the smallest.
- 2. cuboid with width w, height h and depth d

$$\frac{b^2 + c^2}{a^2 + c^2} = \frac{h^2 + d^2}{w^2 + d^2} = \frac{0.4609}{0.9828}, \quad \frac{b^2 + c^2}{a^2 + b^2} = \frac{h^2 + d^2}{w^2 + h^2} = \frac{0.4609}{1.1387}$$

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## Problem 4

#### Motivation

### 3.3 Extra credit 2/0

- √ + 2 pts Correct
  - + 1 pts Partial
  - + **0 pts** Incorrect/Not Attempted

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## Problem 4

#### Motivation

### 3.4 1/1

- 1. ellipsoid with axes a, b, c, such that a is the largest axis and c is the smallest.
- 2. cuboid with width w, height h and depth d

$$\frac{b^2 + c^2}{a^2 + c^2} = \frac{h^2 + d^2}{w^2 + d^2} = \frac{0.4609}{0.9828}, \quad \frac{b^2 + c^2}{a^2 + b^2} = \frac{h^2 + d^2}{w^2 + h^2} = \frac{0.4609}{1.1387}$$

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## Problem 4

#### Motivation

#### 3.5 0.5 / 1

 $\sqrt{-0.5}$  pts The answer is wrong.

- 1. ellipsoid with axes a, b, c, such that a is the largest axis and c is the smallest.
- 2. cuboid with width w, height h and depth d

$$\frac{b^2 + c^2}{a^2 + c^2} = \frac{h^2 + d^2}{w^2 + d^2} = \frac{0.4609}{0.9828}, \quad \frac{b^2 + c^2}{a^2 + b^2} = \frac{h^2 + d^2}{w^2 + h^2} = \frac{0.4609}{1.1387}$$

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## Problem 4

#### Motivation