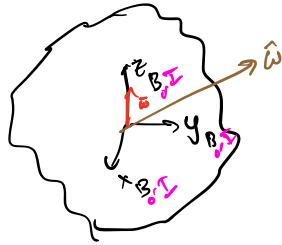


Assume:

- orientation ^{of S/C} \hat{n} is known relative to inertial frame (no error)
- spin rate ^{of body} $\omega = \dot{\theta}$ is constant and known (from lightcurves)
- At time t_0 (or time of 1st image), the inertial frame, N , and chosen body frame, B , are aligned (different origins, same directions). } Problem Statement
- $\theta(t_0) = \theta_0 = 0$
- The true pole axis is in the \hat{z} direction of Inertial frame
- Initial _v pole axis estimate "given" incorrect
- uncertainty in pole within $1-10^\circ$
- Position of sun is known and direction of sun from body + S/C are equal
- Estimated prior shape model "given"



$$\Phi = \begin{bmatrix} r & v & \alpha & \delta \\ \cancel{0} & \neq 0 & & \cancel{0} \\ & & & \\ & & & \end{bmatrix}$$

$$\vec{X} = [\vec{r} \quad \vec{v} \quad \alpha \quad \delta]$$

Dynamics

$$\ddot{\vec{X}} = -\frac{M}{r^3} \vec{X} \quad \xrightarrow{\text{blue}} \quad \frac{m^3}{s^2} \text{ NOT km}$$

OR

$$\vec{r} = [100 \text{ km}, 0, 0]$$

$$\vec{v} = [0, 0, 0]$$

Kinematic Model

- we can compare models to known truth

Measurements

$$\hat{\omega}_C = T \hat{\omega}_I$$

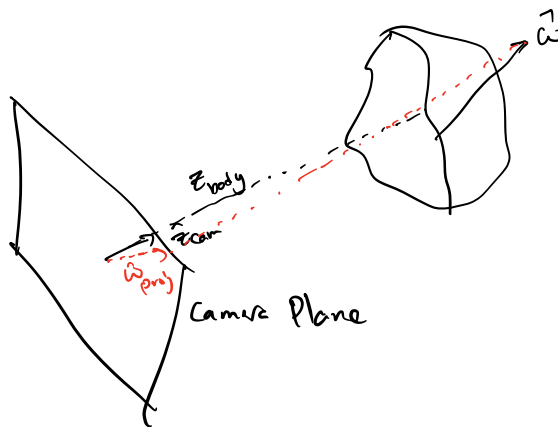
$$\hat{\omega}_C = \hat{\omega}_C + \Delta \hat{\omega} \rightarrow \begin{bmatrix} u_1 \\ u_2 \\ 0 \end{bmatrix}$$

$$\hat{\omega}_I = T^{-1} \hat{\omega}_C$$

$$\hookrightarrow \alpha, \delta$$

$$- \dot{\alpha} = \dot{\delta} = 0$$

$$\dot{\vec{\omega}} = \vec{0}$$



- ① We can project the assumed pole ($\hat{\omega}$) from 3D frame into the camera plane

$$\hat{\omega}_c = T_I^C \hat{\omega}_I \quad \text{3D pole in camera pole}$$

$$\hat{\omega}_{c,proj} = \hat{\omega}_c(1,2) \quad \text{2D proj of 3D pole in camera.}$$

Can reverse this without issue IF z_{body} is known

- ② We generate an image of bennu assuming this pole ($\hat{\omega}$)
Compare to pole extracted from a real image
This $\Delta\omega$ will be the **MEASUREMENT**

- ③ Correct $\hat{\omega}$ with $\Delta\omega$ and put into inertial frame $\hat{\omega}_{new}$
Get α, δ from $(\hat{\omega} + \Delta\omega)$

Tuesday 2:30 pm

image 1 to correct $\hat{\omega}$

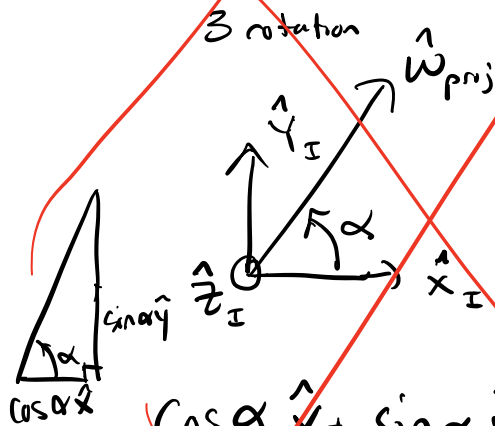
$\hat{\omega}$ to predict for img 2

img 2 to correct new $\hat{\omega}$

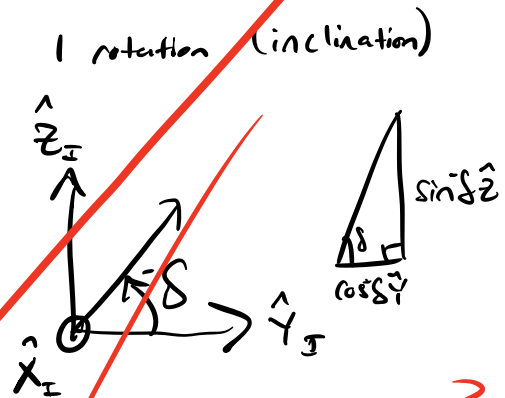
3- $\alpha \rightarrow$ RAAN

1- $\delta \rightarrow$ Declination

} assumed from inertial



$$\cos \alpha \hat{x} + \sin \alpha \hat{y}$$

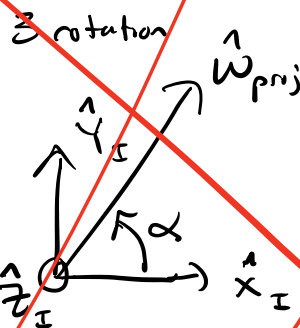


$$\cos(-\delta) \hat{y} + \sin(-\delta) \hat{z}$$

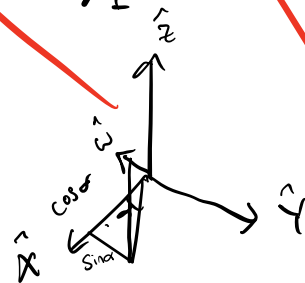
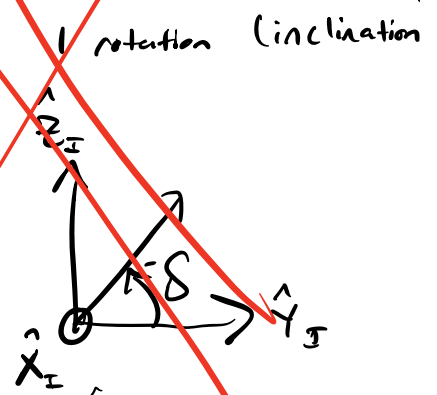
$$\cos \delta \hat{y} - \sin \delta \hat{z}$$

$$\vec{w} = \cos \alpha \hat{x} + (\sin \alpha + \cos \delta) \hat{y} + (-\sin \delta) \hat{z}$$

$$\hat{w} = \frac{\vec{w}}{|\vec{w}|}$$



$$\cos \alpha \hat{x} + \sin \alpha \hat{y}$$



Status Update

- Data has been developed, observed and predicted images are prepared from my PC in new run file 'run-ekf-pden'
 - observed images rescaled after being rotated so they match the scale of the predicted images (do I have pred vs. obs correct?)
- Initiated new EKF code using Dahlia's as framework.
 - still need to create ode45 function and H function
 - maskmatch.m used to find residual
 - kinda like a batch?

my undays

Questions?

I - How to do above rotation. Can I just use 3-1-3 rotation w last rotation = 0

$$\begin{array}{ccc} & \nearrow 90^\circ & \\ 3 & - 1 & - 3 \\ & \searrow & \\ & \hookrightarrow \alpha & \hookrightarrow 0^\circ \end{array}$$

SO $\hat{\omega} = T_{313} \hat{u}$?

- do I even need this? or can I make up $\hat{\omega}_0$?

II - Random number seed in MATLAB is rng(1) sufficient?

III - A and H? Still confused
- they appear to be the same?

$$A_{n \times n} = A_{3 \times 3} \stackrel{?}{=} H_{n \times n} = H_{3 \times 3} \stackrel{?}{=} \mathbb{I}_{3 \times 3}$$

not same? \leftarrow

$$\begin{array}{l} \curvearrowright f(\vec{x}, \vec{u}) = \checkmark \\ \curvearrowright h(\vec{x}, \vec{u}) = \checkmark \end{array}$$

↓
Seems like they are just the identity Matrix to me

- IV - How to compile time vector
- currently using angle instead
 - for dynamics propagation need time element

$\dot{\omega}$ — look online and calculate

$$H = \begin{bmatrix} 0_{3 \times 3} & 0_{3 \times 3} & \mathbb{I}_{3 \times 3} \end{bmatrix}$$

mc-pole err \rightarrow renders image