

## 1. Path Following: Brief introduction

- a. Why we need it
- b. Where it's used
- c. Why it's important

## 2. Path Following: For MC / FW, their differences

- a. Holonomic vs Non-Holonomic
- b. Variable Speed on path
- c. Animation showing differences in two vehicles intuitively

## 3. Unified Path Following, why?

- a. Why do we need it? Because Hybrid VTOL exists!
- b. The GAP exists for FW vs MC
  - i. We FOCUS on making the FW case algorithm work on MC (non-holonomic -> holonomic)
- c. Current constraints that exist
  - i. Zero speed on path case for NPFG
- d. Why we CAN'T use FW NPFG on MC! (Important)
  - i. Unicyclic motion

## 4. Literature

- a. Showcase one for each FW, MC, and how they differ

## 5. Methods

- a. Diagram showing how it actually works \*inside
- b. Look-ahead angle formulation written down
- c.  $e_b = t_{const} V_{approach}$
- d.  $\bar{e} = \frac{e}{e_b}$
- e.  $\theta_l = \text{constrain}(\frac{\pi}{2}(1 - \bar{e})^2, 0, \frac{\pi}{2})$
- f.  $V_g^{\parallel} = V_{path} * \sin(\theta_l)$
- g.  $V_g^{\perp} = V_{approach} * \cos(\theta_l)$
- h.  $V_g^{\parallel} = V_{nom} * \sin(\theta_l)$
- i.  $V_g^{\perp} = V_{nom} * \cos(\theta_l)$

## 6. Approach & On-path constraints

- a. Show that new formulation respects these constraints, and thus \*solves the constraint

## 7. Evaluation

- a. Show that FW case is still supported with the new formulation
  - i.  $V_{approach} = V_{path} = V_{nom}$
- b. Show 2D curve / animation that shows different resulting motion by the new formulation

## 8. Conclusion

- a. We have developed ...

## 9. Thank You

- a. Maybe include my past solar airplane project pic again?
- b. Or something from Auterion or during the project

#### General advice

- Details should be in the thesis
- Presentation is about giving a key idea across in a short time
- Don't focus on details, think about the BIG IDEA you want to present
  - E.g.: "Existing NPFG breaks down for MC, so I made it adaptive"
- Showcase that you actually solved the problem
  - E.g. "Here's a simulation showing how two PF results in different behavior"
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