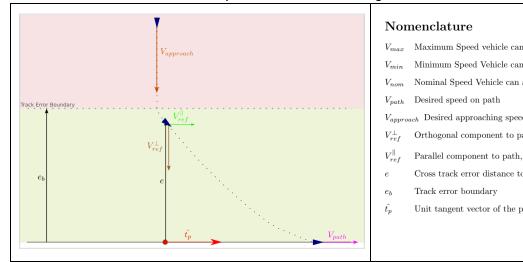
## Week 9 Report - Jan 16, 2023 ~ Jan 22, 2023

## New Velocity curve formulation

After the <u>last meeting</u>, the new velocity curve formulation was drawn & evaluated.

Note, the nomenclature from this point on follows the diagram from the Week 8 Report:



Maximum Speed vehicle can achieve

Minimum Speed Vehicle can achieve

Nominal Speed Vehicle can achieve (cruise speed for Fixed Wing)

 $_{ch}$  Desired approaching speed orthogonal to path (outside track error boundary)

Orthogonal component to path, of the reference (target) velocity

Parallel component to path, of the reference (target) velocity

Cross track error distance to the path

Unit tangent vector of the path segment

## New Formulation in Equations

 $With \ V_{approach-min}: \ Minimum \ desired \ approach \ speed \ (we \ can't \ approach \ slower \ than \ this \ to \ the \ path)$ 

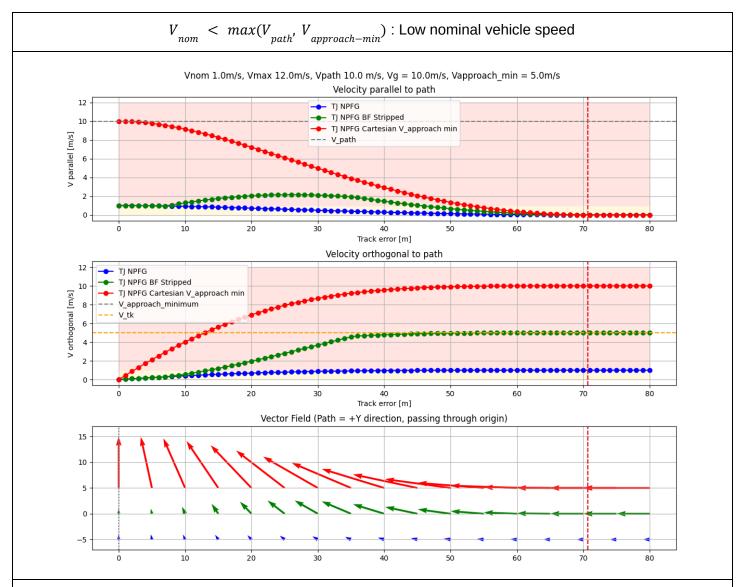
- 1.  $V_{approach} = max(V_{nom}, V_{path}, V_{approach-min})$
- 2.  $e_b = V_{approach} * t_{const} // Derive track error boundary$
- 3.  $\theta_{la} = \frac{\pi}{2} \left(1 \frac{e}{e}\right)^2 // Look \ ahead \ angle \ (approaches \frac{\pi}{2}, \ when \ on \ path)$
- 4. if  $(V_{approach} > V_{path})$  // If desired speed on path is below the nominal approach speed
  - a.  $V_{approach}^{\parallel} = V_{path} * sin(\theta_{la}) // Ramp in parallel velocity$
  - b.  $V_{approach}^{\perp} = V_{approach}^{+} * cos(\theta_{la}) // Ramp down approach velocity$ c.  $return [V_{approach}^{||}, V_{approach}^{\perp}]$
- 5. else // desired speed on path is high enough to draw unicyclic path like TJ's NPFG
  - a.  $V_{gnd-min} = V_{tk} * (1 \frac{e}{e_k}) // Calculate minimum ground speed from track keeping feature$
  - b.  $\hat{V}_{bearing} = bearingVec(\hat{t}_p, \theta_{la}) // Get the desired bearing vector (normalized)$
  - c.  $if(V_{gnd-min} > V_{max})$ 
    - i.  $return (V_{max} * \hat{V}_{bearing}) // Return maximum airspeed ref vector in desired bearing$
  - d. else if  $(V_{qnd-min} > V_{nom})$  // Desired minimum ground speed is between nom  $\sim$  max range
    - i.  $return (V_{gnd-min} * \widehat{V}_{bearing})$
  - e. else // minimum ground speed lower than nominal airspeed, definitely reachable
    - return  $(V_{nom} * \hat{V}_{bearing})$  // Return nominal airspeed ref vector in desired bearing

With this formulation, depending on the desired speed on the path, the algorithm is decoupled into using TJ's NPFG logic (assuming unicyclic motion), and ramping in using sine/cosine functions.

Testing the new formulation against different conditions

This is better summarized here: 12 VelocityCurveFormulation 230123.

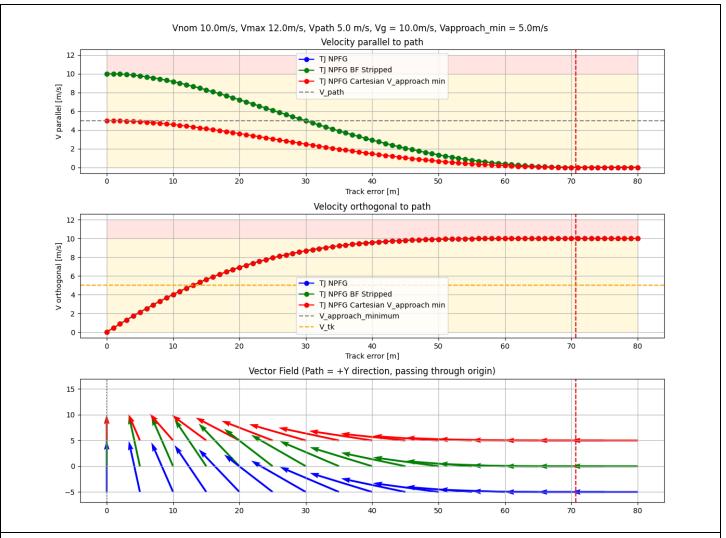
With this new formulation, the behavior of the velocity curves under different parameters was tested. The especially interesting part was the following:



Due to the interference with the bearing feasibility function, the BF (Bearing Feasibility) Stripped [Green] formulation diverges from original TJ NPFG [Blue].

While the new formulation [Red] respects the actual desired  $V_{path}$ . Whereas TJ NPFG derivations always have a velocity magnitude of  $V_{nom}$ , which is very small.

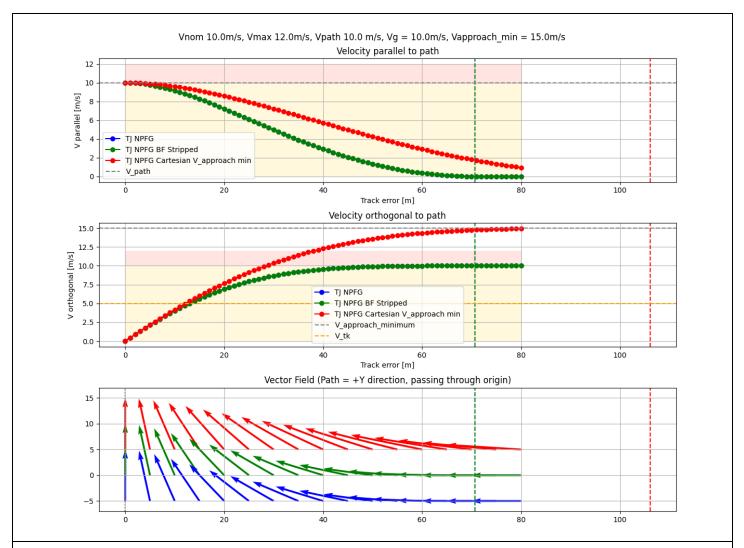
$$V_{path} < max(V_{nom}, V_{approach-min})$$
 : Low desired speed on path



With low desired speed on the path, the unicyclic motion assumption is broken, the cartesian ramp-in/out is applied.

New formulation [Red] is therefore respecting the  $V_{path}$  setting when on path (parallel velocity plot, when Track error = 0), whereas TJ's NPFG derivations maintain  $V_{nom}$  magnitude, ignoring  $V_{path}$ .

$$V_{approach-min} > max(V_{nom}, V_{path})$$
 : High desired approach speed



In this case, track error boundary expands as  $V_{approach}$  is higher than cases before. And the cartesian velocity ramping works, and leads the velocity curve to desired  $V_{path}$  respectively.

## Conclusions

As demonstrated by various cases shown above, <u>the new formulation satisfies the most basic</u> <u>requirements that original TJ's NPFG couldn't satisfy</u>, specific to quadcopter path following cases, namely:

- $V_{approach}^{||}(e=0) == V_{path}^{||}/When on path, follow desired speed on path (Quadcopter can have <math>V_{path}^{||} \neq V_{nom}^{||}$ )
- $\qquad \qquad V_{approach} > V_{nom} \ when \ V_{nom} \ is \ too \ low \ // \ Allows \ faster \ convergence \ to \ path \ (Quadcopter \ has \ low \ V_{nom})$

However, more quantitative analysis on how effective this algorithm is in terms of acceleration constraints has not been evaluated.

**END**