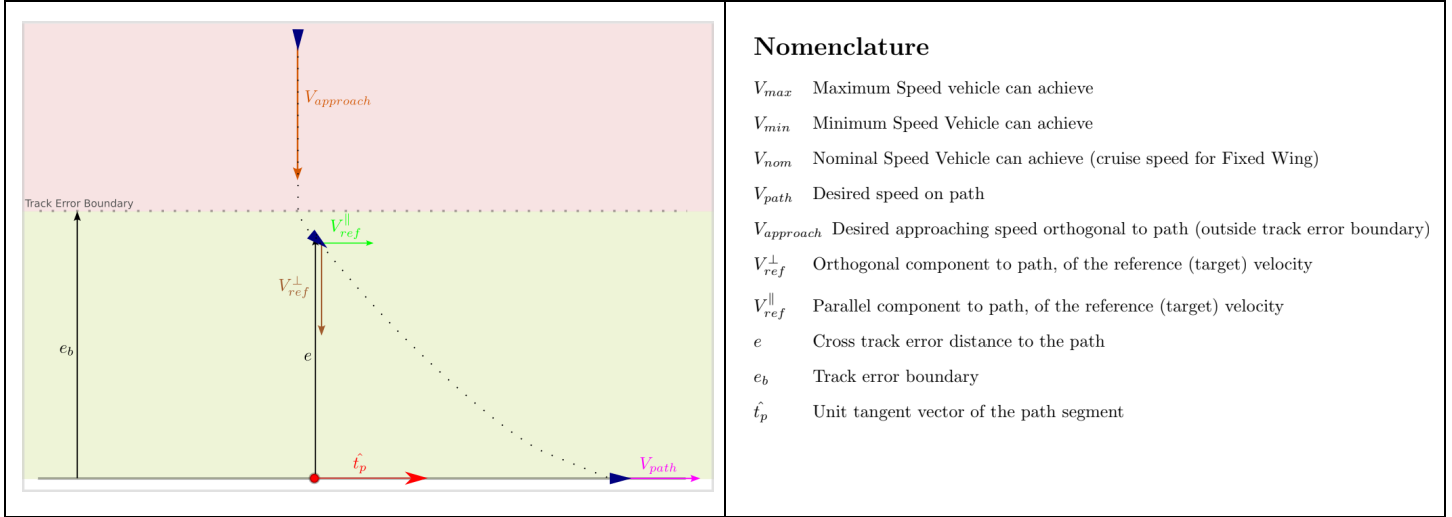


Week 9 Report - Jan 16, 2023 ~ Jan 22, 2023

💡 New Velocity curve formulation

After the [last meeting](#), the new velocity curve formulation was drawn & evaluated.

Note, the nomenclature from this point on follows the diagram from the [Week 8 Report](#):



New Formulation in Equations

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

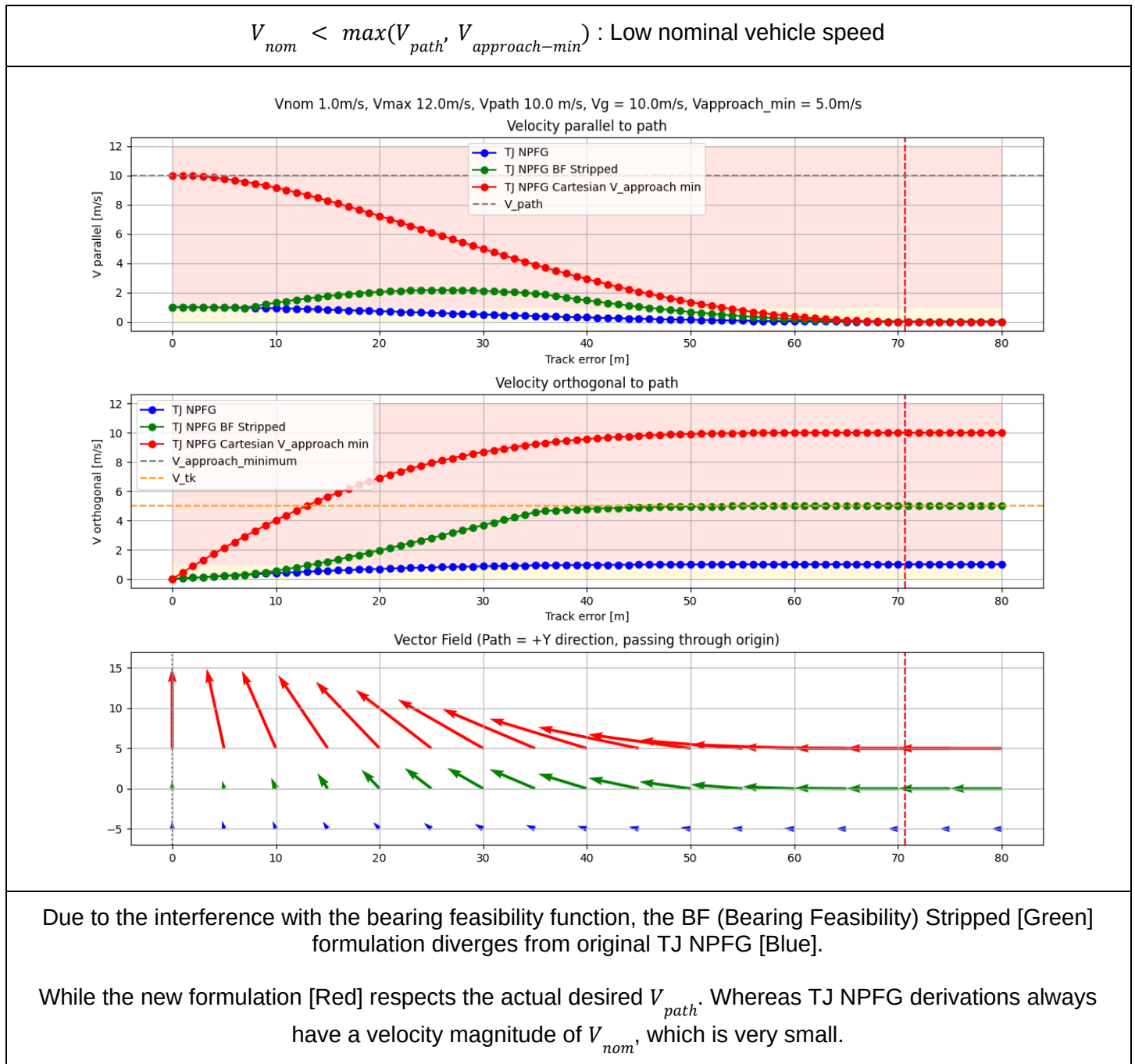
- $V_{approach} = \max(V_{nom}, V_{path}, V_{approach-min})$
- $e_b = V_{approach} * t_{const}$ // Derive track error boundary
- $\theta_{la} = \frac{\pi}{2} (1 - \frac{e}{e_b})^2$ // Look ahead angle (approaches $\frac{\pi}{2}$, when on path)
- if ($V_{approach} > V_{path}$) // If desired speed on path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

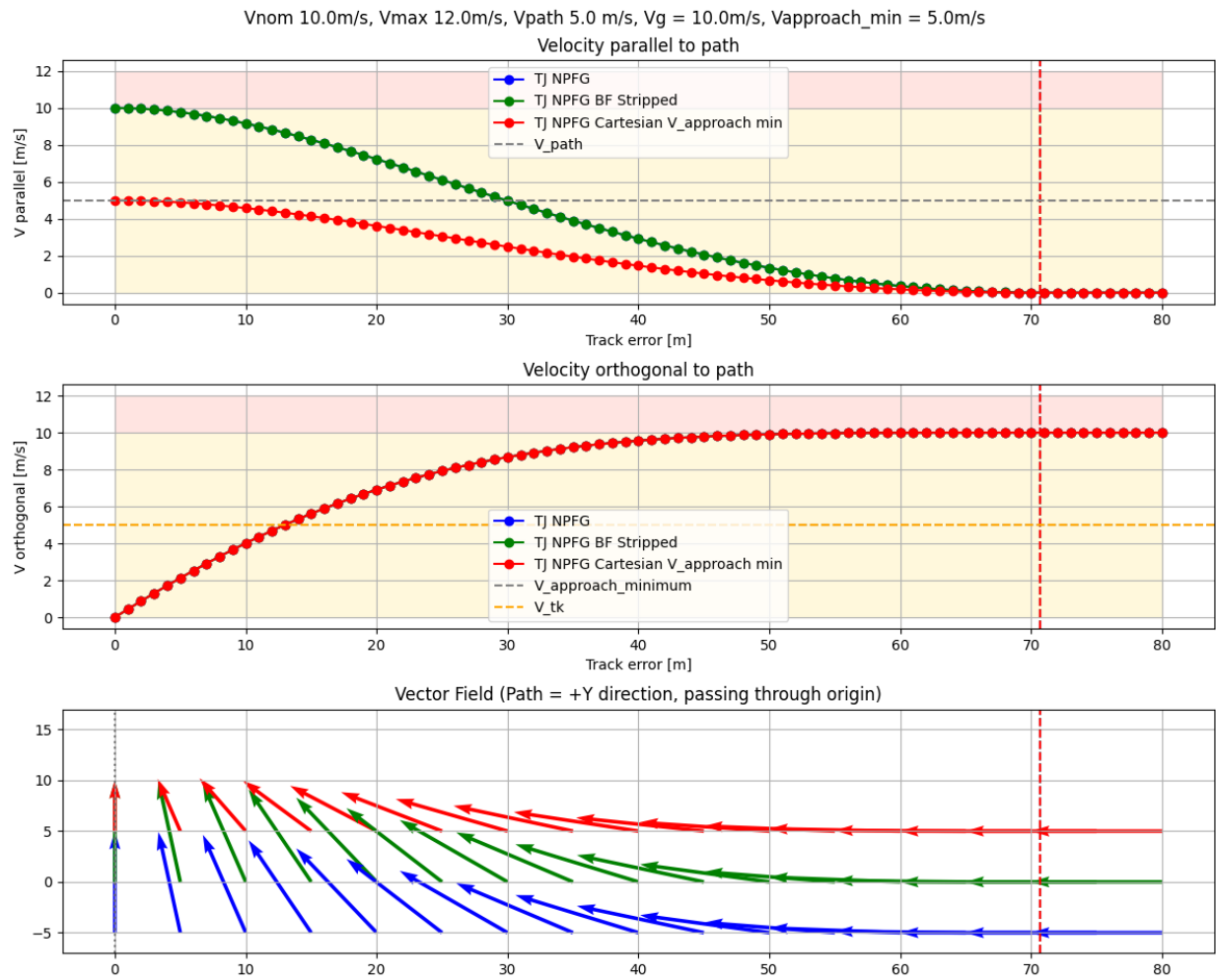
Testing the new formulation against different conditions

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:



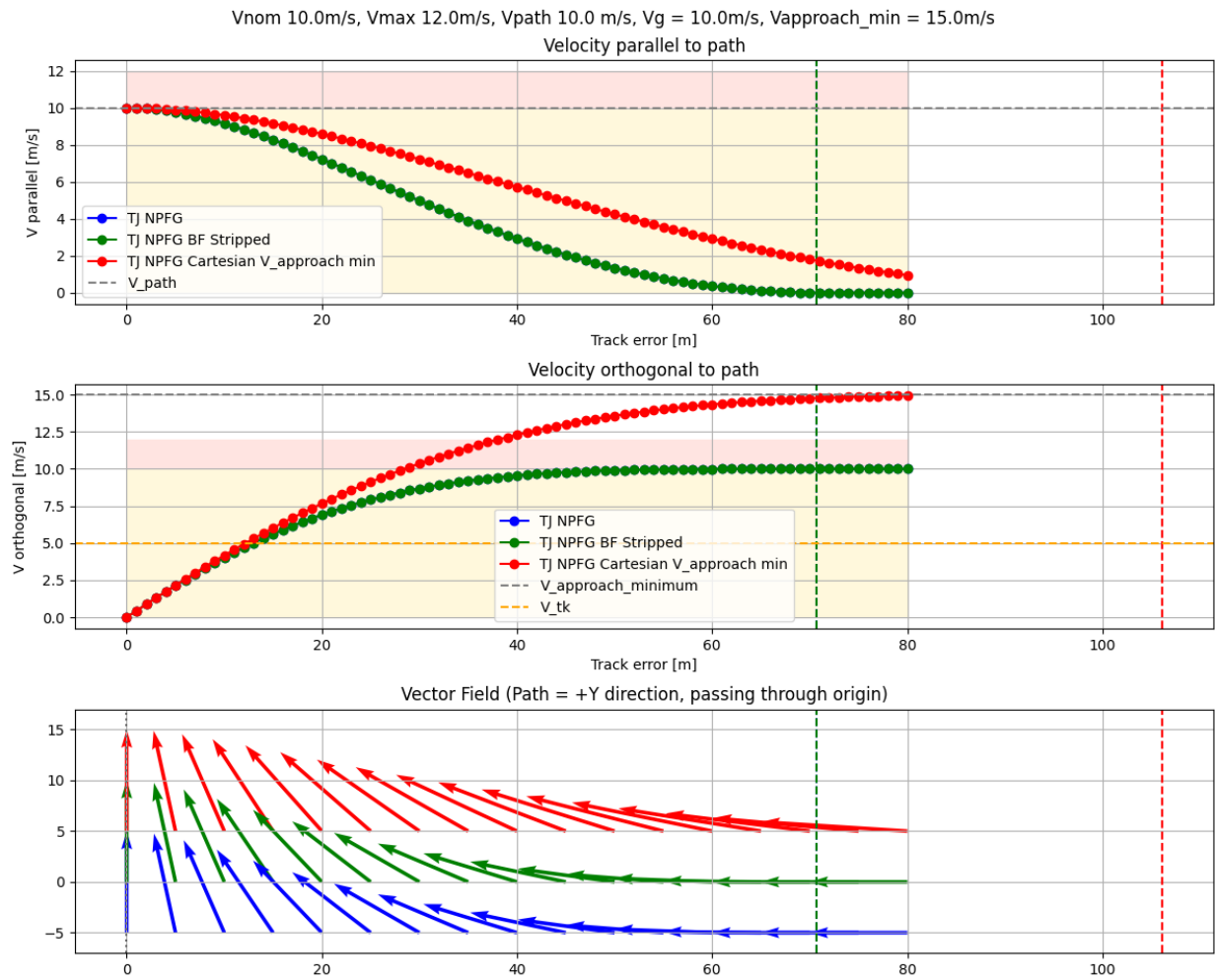
$V_{path} < \max(V_{nom}, V_{approach-min})$: Low desired speed on path



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} .

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



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, **the new formulation satisfies the most basic requirements that original TJ's NPFG couldn't satisfy**, specific to quadcopter path following cases, namely:

- $V_{approach}^{||}(e = 0) == V_{path}$ // When on path, follow desired speed on path (Quadcopter can have $V_{path} \neq V_{nom}$)
- $V_{approach} > V_{nom}$ 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