

## About

This is a document detailing how the new Velocity Curve formulation behaves under extreme conditions. After the meeting Jan 16, 2023 .



## Nomenclature

We define certain words we use throughout the formulation & analysis. Note that not all the variables are documented (e.g. Track Error Boundary is assumed to be a familiar nomenclature for the reader)

### Constants (User-defined)

- $V_{nom}$ : Nominal Velocity (Cruise speed)
- $V_{max}$ : Maximum Velocity (Physically possible by the vehicle)
- $V_{path}$ : Desired speed on the path (in the direction of unit path tangent)
- $V_{approach\_min}$ : Desired minimum approach speed orthogonal to the path

### Time-varying

- $V_{approach}$ : Speed to approach path in the orthogonal direction when track error is at infinity
- $V_{orth}$ : Orthogonal velocity component to the path
- $V_{parallel}$ : Parallel velocity component to the path

### Special Rules

- $V_{path}$  is set to be  $V_{nom}$  for a fixed-wing. Whereas for a multicopter it can take any value within the feasible range.
- $V_{gnd}$ : Ground speed of the vehicle (defines track error boundary for TJ derivations)



## Extreme Conditions

Here are the variables we will be varying:

- **$V_{nom}$ : Nominal Velocity (Cruise speed)**
- **$V_{path}$ : Desired speed on the path (in the direction of unit path tangent)**
- **$V_{approach\_min}$ : Desired minimum approach speed orthogonal to the path**
- **$V_g$ : Ground speed of the vehicle (currently)**

$$V_{path} < \max(V_{nom}, V_{approach\_min})$$

This is only relevant for a multicopter, where we reach a speed lower than the maximum speed between nominal speed & minimum approaching speed.

In this case, the first version of the cartesian  $v_{\text{approach\_min}}$  algorithm should behave in a cartesian-decoupled velocity-ramp in starting from  $\max(V_{\text{nom}}, V_{\text{approach\_min}})$  value, orthogonal to the path.

## Algorithms

### TJ NPFG Cartesian $V_{\text{approach\_min}}$

- **$V_{\text{approach}}$**  =  $\max(V_{\text{nom}}, V_{\text{approach\_min}}, V_{\text{path}})$
- $\text{Track\_error\_boundary} = V_{\text{approach}} * \text{time\_constant}$
- If  $V_{\text{path}} \geq V_{\text{approach}}$ 
  - Follow NPFG logic, with  $V_{\text{nom}} = V_{\text{path}}$
- Else
  - Ramp-in velocity as sine & cosine of look-ahead-angle formulation

## Results

Summarized in: [12\\_VelocityCurveFormulation\\_230123](#)