

PART 5: Trajectory generation and control

Exercise 5.1: quintic splines

Consider the following 1-D quintic spline:

$$x(t) = a_0 + a_1t + a_2t^2 + a_3t^3 + a_4t^4 + a_5t^5.$$

Find the constants a_i , $i = 0, 1, 2, 3, 4, 5$, to respect the constraints $x(0) = 0$, $\dot{x}(0) = 0$, $\ddot{x}(0) = 0$, $x(1) = 1$, $\dot{x}(1) = 0$, and $\ddot{x}(1) = 0$.

Exercise 5.2: B-splines

Given the *Cox-de Boor recursion formula*:

$$N_{i,0}(t) = \begin{cases} 1 & \text{if } t_i \leq t < t_{i+1} \\ 0 & \text{otherwise} \end{cases}$$

$$N_{i,p}(t) = \frac{t - t_i}{t_{i+p} - t_i} N_{i,p-1}(t) + \frac{t_{i+p+1} - t}{t_{i+p+1} - t_{i+1}} N_{i+1,p-1}(t),$$

Compute the two first order basis functions $N_{0,1}(t)$ and $N_{1,1}(t)$ with $t_i = i$ and combine them linearly to interpolate between the two points $(1, 2)$ and $(2, 3)$.

Exercise 5.3: computation of a DCM ★

In Mellinger and Kumar (2011),

Mellinger D, Kumar V. Minimum snap trajectory generation and control for quadrotors. In 2011 IEEE International Conference on Robotics and Automation 2011 May 9 (pp. 2520-2525). IEEE.

a Direction Cosine Matrix (DCM) is found knowing the upward direction of the drone z_B and the yaw angle ψ :

$$R_B = \begin{bmatrix} x_B & y_B & z_B \end{bmatrix}, \quad y_B = \frac{z_B \times x_C}{\|z_B \times x_C\|}, \quad x_C = \begin{bmatrix} \cos \psi \\ \sin \psi \\ 0 \end{bmatrix}, \quad x_B = y_B \times z_B.$$

However, this is based on the Z-X-Y Euler angles convention, and the convention we are using in this course is Z-Y-X, i.e. $R_B = R_z(\psi)R_y(\theta)R_x(\phi)$ with the roll, pitch and yaw angles ϕ , θ and ψ (respectively), and

$$R_x(\phi) = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos \phi & -\sin \phi \\ 0 & \sin \phi & \cos \phi \end{bmatrix}, \quad R_y(\theta) = \begin{bmatrix} \cos \theta & 0 & \sin \theta \\ 0 & 1 & 0 \\ -\sin \theta & 0 & \cos \theta \end{bmatrix} \quad \text{and} \quad R_z(\psi) = \begin{bmatrix} \cos \psi & -\sin \psi & 0 \\ \sin \psi & \cos \psi & 0 \\ 0 & 0 & 1 \end{bmatrix}.$$

Compute R_B based on z_B and ψ in the Z-Y-X Euler angles convention.