

1

$$0 \leq z \leq h(1 - \max\{\frac{|x|}{r}, \frac{|y|}{s}\}),$$

$$-r \leq x \leq r, \quad -s \leq y \leq s, \quad \rho = ax + by + cz + d,$$

$$\text{s.t. } ch + d > 0, \quad d > r|a| + s|b|$$

⊙ (a) 2b ensures that $\rho(x, y, z)$ is always positive. The point with the lowest density is $(-r, -s, 0)$, so

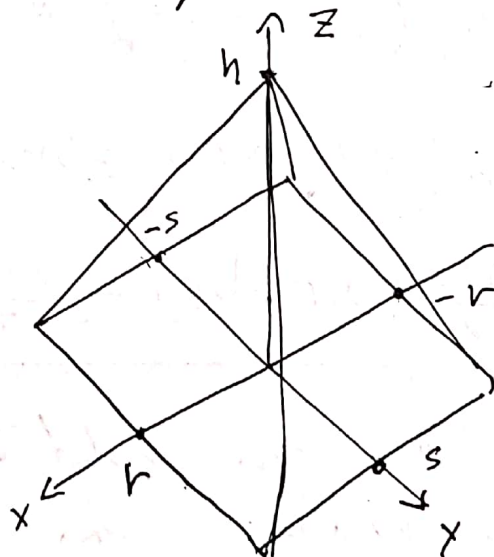
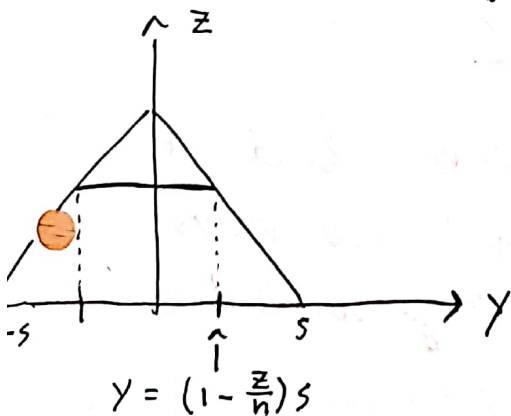
$$\rho(-r, -s, 0) = -ra - sb + d > 0$$

$$\Rightarrow d > ra + sb$$

In the case where a and b are both negative instead we get the opposite, therefore the absolute values.

2a ensures that the point on the top of the pyramid has positive density (2)

$$\textcircled{b} \quad m = \int_b dm = \int_b \rho dV$$



$$m = \int_0^h \int_{-(1-\frac{z}{h})r}^{(1-\frac{z}{h})r} \int_{-(1-\frac{z}{h})r}^{(1-\frac{z}{h})r} (ax + by + cz + d) dx dy dz$$

Since the contribution of the extra mass from the ax -term for positive ax is removed for negative ax , by symmetry, the term can be removed. Similarly for the by -term.

Let $w = (1 - \frac{z}{h}) \Rightarrow dz = -h dw, z = (1-w)h$

$$\Rightarrow m = h \int_0^1 \int_{-ws}^{ws} \int_{-wr}^{wr} (ch(1-w) + d) dx dy dw$$

$$= h \int_0^1 \int_{-ws}^{ws} (d + ch(1-w)) 2wr dy dw$$

$$= h \int_0^1 (d + ch(1-w)) 4w^2 r dw$$

$$= 4rsh \int_0^1 ((d + ch)w^2 - chw^3) dw$$

$$= 4rsh \left(\frac{1}{3}(d + ch)w^3 - \frac{1}{4}chw^4 \right) \Big|_0^1$$

$$= 4rsh \left(\frac{1}{3}d + \frac{1}{12}ch \right)$$

$$\underline{\underline{m = \frac{rsh}{3}(4d + ch)}} \quad \square$$

$$\textcircled{c} \int_b r_p \, dm = \int_b \begin{bmatrix} x \\ y \\ z \end{bmatrix} \rho \, dV = \iiint_{xyz} \begin{bmatrix} ax^2 + (by + cz + d)x \\ by^2 + (ax + cz + d)y \\ cz^2 + (ax + by + d)z \end{bmatrix} dx dy dz$$

Same symmetry simplification as before:
(all terms linear in x and y disappear)

$$\int_b r_p \, dm = \iiint_{xyz} \begin{bmatrix} ax^2 \\ by^2 \\ cz^2 + dz \end{bmatrix} dx dy dz$$

Same substitution with $w = (1 - \frac{z}{h})$:

$$\int_b r_p \, dm = h \int_0^1 \int_{-ws}^{ws} \int_{-wr}^{wr} \begin{bmatrix} ax^2 \\ by^2 \\ ch^2(1-w)^2 + dh(1-w) \end{bmatrix} dx dy dw$$

$$= h \int_0^1 \int_{-ws}^{ws} \begin{bmatrix} \frac{2}{3} aw^3 r^3 \\ 2by^2 wr \\ (2ch^2(1-w)^2 + 2dh(1-w)) wr \end{bmatrix} dy dw$$

$$= h \int_0^1 \begin{bmatrix} \frac{4}{3} ar^3 w^4 \\ \frac{4}{3} brs^3 w^4 \\ 4ch^2(1-w)^2 w^2 rs + 4dh(1-w)w^2 rs \end{bmatrix} dw$$

$$= 4rsh \left[\begin{bmatrix} \frac{1}{15} ar^2 w^5 \\ \frac{1}{15} bs^2 w^5 \\ ch^2(\frac{1}{3} w^3 - \frac{1}{2} w^4 + \frac{1}{5} w^5) + dh(\frac{1}{3} w^3 - \frac{1}{4} w^4) \end{bmatrix} \right]_{w=0}^1$$

$$= 4rsh \left[\begin{bmatrix} \frac{1}{15} ar^2 \\ \frac{1}{15} bs^2 \\ \frac{1}{30} ch^2 + \frac{1}{12} dh \end{bmatrix} \right]$$

$$r_c^b = \frac{1}{m} \int r_p dm = \frac{3}{rsh} \cdot \frac{4rsh}{4d+ch} \begin{bmatrix} ar^2/15 \\ bs^2/15 \\ ch^2/30 + dh/12 \end{bmatrix}$$

$$r_c^b = \frac{12}{4d+ch} \begin{bmatrix} ar^2/15 \\ bs^2/15 \\ ch^2/30 + dh/12 \end{bmatrix}$$

$$① M_{b10}^b = \int_b (r^b T r^b \mathbb{I} - r^b r^b T) dm$$

$$= \int_b (x^2 + y^2 + z^2) \mathbb{I} - \begin{bmatrix} x^2 & xy & xz \\ xy & y^2 & yz \\ xz & yz & z^2 \end{bmatrix} dm = \int_b \begin{bmatrix} y^2 + z^2 & -xy & -xz \\ -xy & x^2 + z^2 & -yz \\ -xz & -yz & x^2 + y^2 \end{bmatrix} dm$$

This is actually ridiculous...

We simplify by removing all linear and quibic terms in x and y:

$$M_{b10}^b = \iiint_{zyx} \begin{bmatrix} (y^2 + z^2)(cz + d) & -xy \cdot 0 & -xz \cdot ax \\ -xy \cdot 0 & (x^2 + z^2)(cz + d) & -yz \cdot by \\ -xz \cdot ax & -yz \cdot by & (x^2 + y^2)(cz + d) \end{bmatrix}$$

$$= \iiint_{zyx} \begin{bmatrix} y^2 z + y^2 d + cz^3 + dz^2 & 0 & -ax^2 z \\ 0 & cx^2 z + dx^2 + cz^3 + dz^2 & -by^2 z \\ -ax^2 z & -by^2 z & cx^2 z + dx^2 + cy^2 z + dy^2 \end{bmatrix}$$

$$= \iint_{zy} \begin{bmatrix} (cy^2 z + dy^2 + cz^3 + dz^2) 2wr & 0 & -\frac{2a}{3} w^3 r^3 z \\ 0 & ((cz^3 + dz^2) 2wr + (cz + d) \frac{2}{3} w^3 r^3) & -by^2 z 2wr \\ -\frac{2a}{3} w^3 r^3 z & -by^2 z 2wr & ((cy^2 z + dy^2) 2wr + ((cz + d) \frac{2}{3} w^3 r^3)) \end{bmatrix}$$

$$= \int_z \begin{bmatrix} (cz^3 + dz^2)4w^2rs + (cz+d)2wr \cdot \frac{2}{3}w^3s^3 & 0 & (cz^3 + dz^2)4w^2rs + (cz+d)\frac{4}{3}w^4r^3s \\ 0 & 0 & 0 \\ -\frac{4}{3}aw^4r^3sz & -\frac{4}{3}bw^4rs^3z & (cz+d)\frac{4}{3}w^4r^3s + (cz+d)\frac{4}{3}w^4rs^3 \end{bmatrix}$$

Change of variables : $z = (1-w)h$

$$\Rightarrow M_{b10}^b = h \int_0^1 \begin{bmatrix} (ch+d-chw)4w^2rs \cdot (1-w)^2h^2 + \frac{4}{3}(ch+d-chw)w^4rs^3 & 0 & (ch+d-chw) \cdot (1-w)^2h^2 + \frac{4}{3}(ch+d-chw)w^4rs^3 \\ 0 & 0 & 0 \\ -\frac{4}{3}ar^3sh(1-w)w^4 & -\frac{4}{3}brs^3h(1-w)w^4 & \frac{4}{3}(ch+d-chw)w^4rs(r^2+s^2) \end{bmatrix}$$

$$= 4rsh \int_0^1 \begin{bmatrix} (ch+d-chw) \cdot (w^2(1-w)^2h^2 + \frac{1}{3}w^4s^2) & 0 & (ch+d-chw) \cdot (w^2(1-w)^2h^2 + \frac{1}{3}w^4r^2) \\ 0 & 0 & 0 \\ -\frac{1}{3}aw^4r^2(1-w)h & -\frac{1}{3}bw^4s^2(1-w)h & \frac{1}{3}(ch+d-chw)w^4(r^2+s^2) \end{bmatrix}$$

$$= 4rsh \begin{bmatrix} (ch+d)(\frac{h^2}{30} + \frac{s^2}{15}) & 0 & -\frac{1}{90}ar^2h \\ -ch(\frac{h^2}{60} + \frac{s^2}{18}) & (ch+d)(\frac{h^2}{30} + \frac{r^2}{15}) & -\frac{1}{90}bs^2h \\ 0 & -ch(\frac{h^2}{60} + \frac{s^2}{18}) & 0 \\ -\frac{1}{90}ar^2h & -\frac{1}{90}bs^2h & \frac{1}{3}(r^2+s^2)(\frac{ch}{30} + \frac{d}{5}) \end{bmatrix}$$

$$= 4rsh \begin{bmatrix} d(\frac{h^2}{30} + \frac{s^2}{15}) & 0 & -\frac{1}{90}ar^2h \\ +ch(\frac{h^2}{60} + \frac{s^2}{18}) & d(\frac{h^2}{30} + \frac{r^2}{15}) & -\frac{1}{90}bs^2h \\ 0 & +ch(\frac{h^2}{60} + \frac{r^2}{18}) & 0 \\ -\frac{1}{90}ar^2h & -\frac{1}{90}bs^2h & \frac{1}{3}(r^2+s^2)(\frac{ch}{30} + \frac{d}{5}) \end{bmatrix}$$

$$M_{b10}^b = \frac{2}{45} r s h \begin{bmatrix} d(3h^2 + 6s^2) & 0 & -ar^2h \\ +ch(\frac{3}{2}h^2 + s^2) & d(3h^2 + 6r^2) & -bs^2h \\ 0 & +ch(\frac{3}{2}h^2 + r^2) & (r^2 + s^2)(ch + 6d) \\ -ar^2h & -bs^2h & \end{bmatrix}$$

③ $h = r = s, c = 0, d = 3ah, a = b > 0$

$$\Rightarrow \underline{M_{b10}^b} = \frac{2}{45} h^6 a \begin{bmatrix} 27 & 0 & -1 \\ 0 & 27 & -1 \\ -1 & -1 & 36 \end{bmatrix}$$

$$\underline{m} = \frac{h^3}{3} \cdot 12ah = \underline{4ah^4}$$

$$\underline{r_c^b} = \begin{bmatrix} \frac{r_a^2}{sd} & \frac{r_a^2}{sd} & \frac{h}{4} \end{bmatrix}^T = \underline{\begin{bmatrix} \frac{h}{15} & \frac{h}{15} & \frac{h}{4} \end{bmatrix}^T}$$

Parallel axis theorem:

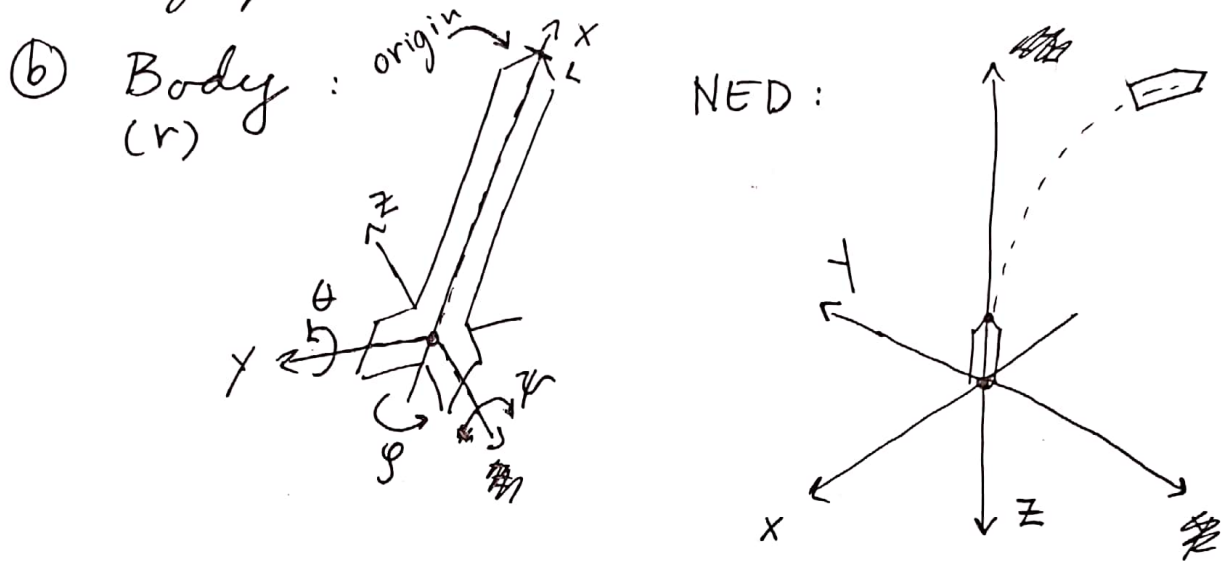
$$M_{b1c}^b = M_{b10}^b - m(r_c^{bT} r_c^b \mathbb{I} - r_c^b r_c^{bT})$$

$$\bullet \quad r_c^{bT} r_c^b \mathbb{I} - r_c^b r_c^{bT} = \begin{bmatrix} y^2 + z^2 & -xy & -xz \\ -xy & x^2 + z^2 & -yz \\ -xz & -yz & x^2 + y^2 \end{bmatrix} = \begin{bmatrix} \frac{241h^2}{3600} & * & * \\ -\frac{h^2}{225} & \frac{241h^2}{3600} & * \\ -\frac{h^2}{60} & -\frac{h^2}{60} & \frac{2h^2}{225} \end{bmatrix}$$

$$\Rightarrow M_{b1c}^b = \begin{bmatrix} 27 & 0 & -1 \\ 0 & 27 & -1 \\ -1 & -1 & 36 \end{bmatrix} \frac{2}{45} h^6 a - \begin{bmatrix} \frac{241}{3600} & * & * \\ -\frac{1}{225} & \frac{241}{3600} & * \\ -\frac{1}{60} & -\frac{1}{60} & \frac{2}{225} \end{bmatrix} 4ah^6$$

$$M_{b1c}^b = \frac{h^6 a}{900} \begin{bmatrix} 839 & 16 & 20 \\ 16 & 839 & 20 \\ 20 & 20 & 1408 \end{bmatrix} \quad \square$$

② (a) The normal force creates a torque around the CoM. If the CoP is behind the CoM the torque will "straighten" the rocket. Otherwise it will flip the rocket.



T_r^n is the position + orientation of r relative to the NED. Which means we get

$$R_r^n = R_x(\psi) R_z(\varphi) R_y(\theta)$$

$$= \begin{bmatrix} c\theta c\psi & s\psi & -s\theta c\psi \\ -c\theta s\psi c\varphi + s\theta s\varphi & c\psi c\varphi & s\theta s\psi c\varphi + c\theta s\varphi \\ c\theta s\psi s\varphi + s\theta c\varphi & -c\psi s\varphi & -s\theta s\psi s\varphi + c\theta c\varphi \end{bmatrix},$$

$$r_{nr}^n = \begin{bmatrix} 0 \\ 0 \\ -L \end{bmatrix},$$

$$T_r^n = \begin{bmatrix} R_r^n & r_{nr}^n \\ 0^T & 1 \end{bmatrix}$$

$$\textcircled{a} R_r^n = R_x R_z R_y$$

$$\omega_{nr}^n = \omega_x(\dot{\psi}) + R_x \omega_z(\dot{\psi}) + R_x R_z \omega_y(\dot{\theta})$$

$$\omega_{nr}^n = \begin{bmatrix} \dot{\psi} \\ 0 \\ 0 \end{bmatrix} + \begin{bmatrix} 0 \\ -s\psi \dot{\psi} \\ c\psi \dot{\psi} \end{bmatrix} + \begin{bmatrix} -s\psi \dot{\theta} \\ c\psi c\psi \dot{\theta} \\ c\psi s\psi \dot{\theta} \end{bmatrix} = \begin{bmatrix} \dot{\psi} - s\psi \dot{\theta} \\ -s\psi \dot{\psi} + c\psi c\psi \dot{\theta} \\ c\psi \dot{\psi} + c\psi s\psi \dot{\theta} \end{bmatrix}$$

$$\omega_{nr}^r = R_y^T R_z^T \omega_x(\dot{\psi}) + R_y^T \omega_z(\dot{\psi}) + \omega_y(\dot{\theta})$$

$$= \begin{bmatrix} c\theta c\psi \\ -s\psi \\ s\theta c\psi \end{bmatrix} \dot{\psi} + \begin{bmatrix} -s\theta \\ 0 \\ c\theta \end{bmatrix} \dot{\psi} + \begin{bmatrix} 0 \\ \dot{\theta} \\ 0 \end{bmatrix}$$

$$\omega_{nr}^r = \begin{bmatrix} c\theta c\psi & 0 & -s\theta \\ -s\psi & 1 & 0 \\ s\theta c\psi & 0 & c\theta \end{bmatrix} \dot{\theta}$$

Please tell me if I am doing the transformation the wrong way around...

$$\bullet \det E_r(\theta) = c\theta c\psi c\theta + s\theta c\psi s\theta = c\psi$$

So for $\psi = \pm \frac{\pi}{2}$ we get a singularity.

It would be very unfortunate if the singularity was in y instead of z, as it is in the standard z-y-x convention. In order to transform the NED frame to the r frame when the rocket is pointing straight up one would need to rotate 90 degrees about the y axis, leading to a singularity. Now, it would still be probable that we would want to rotate 90 degrees about the z-axis as well, but at least it would be a rarer situation.

After some boring algebra:

$$\bullet E_r(\theta)^{-1} = \begin{bmatrix} c\theta & 0 & s\theta \\ s\psi c\theta & c\psi & s\theta s\psi \\ -s\theta c\psi & 0 & c\theta c\psi \end{bmatrix} \frac{1}{c\psi}$$

$$e) \quad T^r = \begin{bmatrix} T \\ 0 \\ 0 \end{bmatrix}, \quad G^r = R_n^r G^n = R_n^r \cdot \begin{bmatrix} 0 \\ 0 \\ m g \end{bmatrix}$$

$$F_{r_0}^r = T^r + G^r + D^r + N^r$$

$$\tau_{r_0}^r = (N^r + D^r) \times r_p^r \quad (G \text{ and } T \text{ does not create any torque})$$

Using the result in 7.3.8:

$$\begin{bmatrix} m I & m(r_g^r)^{xT} \\ m(r_g^r)^x & M_{r_{l_0}}^r \end{bmatrix} \cdot \begin{bmatrix} \dot{v}_{nr}^r \\ \dot{\omega}_{nr}^r \end{bmatrix} + \begin{bmatrix} m(\omega_{nr}^r) \times ((\omega_{nr}^r)^x r_g^r + v_{nr}^r) \\ (\omega_{nr}^r)^x M_{r_{l_0}}^r \omega_{nr}^r + m(r_g^r)^x (\omega_{nr}^r)^x v_{nr}^r \end{bmatrix} \\ = \begin{bmatrix} F_{r_0}^r \\ \tau_{r_0}^r \end{bmatrix} = \begin{bmatrix} T^r + G^r + D^r + N^r \\ (N^r + D^r) \times r_p^r \end{bmatrix}$$

Differential equations:

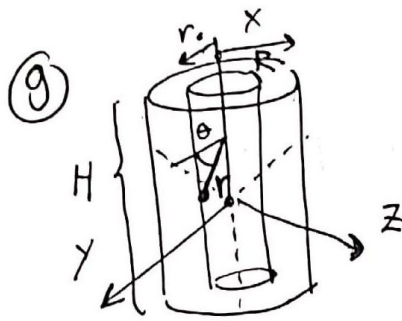
$$\begin{bmatrix} I & 0 & 0 \\ 0 & E_r & 0 \\ 0 & 0 & m I & m(r_g^r)^{xT} \\ 0 & 0 & m(r_g^r)^x & M_{r_{l_0}}^r \end{bmatrix} \cdot \begin{bmatrix} \dot{r}^n \\ \dot{\theta} \\ \dot{v}_{nr}^r \\ \dot{\omega}_{nr}^r \end{bmatrix} + \begin{bmatrix} -R_n^r v_{nr}^r \\ -\omega_{nr}^r \\ m(\omega_{nr}^r) \times ((\omega_{nr}^r)^x r_g^r + v_{nr}^r) \\ (\omega_{nr}^r)^x M_{r_{l_0}}^r \omega_{nr}^r + m(r_g^r)^x (\omega_{nr}^r)^x v_{nr}^r \end{bmatrix}$$

$$= \begin{bmatrix} 0 \\ 0 \\ T^r + G^r + D^r + N^r \\ (N^r + D^r) \times r_p^r \end{bmatrix} \quad 12 \text{ equations.}$$

⑥ When solving with RK, start with some constraints such that $\theta = 0, \dot{\omega}_{nr} = 0$.

• Detect event when we enter flight phase \rightarrow remove constraints

Detection is done by interpolation during RK simulation.



$$dm = \rho dV = \rho r dr dx d\theta$$

$$m_p = \rho \pi H (R^2 - r_0^2)$$

$$r_0^2 = R^2 - \frac{m_p}{\rho \pi H}$$

From symmetry we get:

$$M_{p,rlc}^r = \int_b \begin{bmatrix} x^2+z^2 & 0 & 0 \\ 0 & x^2+z^2 & 0 \\ 0 & 0 & x^2+y^2 \end{bmatrix} dm$$

$$= \int_0^{2\pi} \int_{-\frac{H}{2}}^{\frac{H}{2}} \int_{r_0}^R \begin{bmatrix} r^2 & 0 & 0 \\ 0 & x^2 + r^2 \sin^2 \theta & 0 \\ 0 & 0 & x^2 + r^2 \cos^2 \theta \end{bmatrix} \rho r dr dx d\theta$$

$$= \rho \int_0^{2\pi} \int_{-\frac{H}{2}}^{\frac{H}{2}} \begin{bmatrix} \frac{1}{4}(R^4 - r_0^4) & 0 & 0 \\ 0 & \left(\frac{1}{2}x^2(R^2 - r_0^2) + \frac{1}{4}(R^4 - r_0^4)\sin^2 \theta \right) & 0 \\ 0 & 0 & \left(\frac{1}{2}x^2(R^2 - r_0^2) + \frac{1}{4}(R^4 - r_0^4)\cos^2 \theta \right) \end{bmatrix} dx d\theta$$

$$= \rho \int_0^{2\pi} \begin{bmatrix} \frac{1}{4}(R^4 - r_0^4)H & 0 & 0 \\ 0 & \left(\frac{1}{4}(R^4 - r_0^4)\sin^2 \theta H + \frac{1}{24}(R^4 - r_0^4)H^3 \right) & 0 \\ 0 & 0 & \left(\frac{1}{4}(R^4 - r_0^4)\cos^2 \theta H + \frac{1}{24}(R^4 - r_0^4)H^3 \right) \end{bmatrix} d\theta$$

$$= \rho \begin{bmatrix} \frac{1}{4}(R^4 - r_0^4)H2\pi & 0 & 0 \\ 0 & \left(\frac{1}{12}(R^4 - r_0^4)H^3\pi + \frac{1}{4}(R^4 - r_0^4)H\pi \right) & 0 \\ 0 & 0 & \left(\frac{1}{12}(R^4 - r_0^4)H^3\pi + \frac{1}{4}(R^4 - r_0^4)H\pi \right) \end{bmatrix}$$

$$R^2 - r_0^2 = \frac{m_p}{\rho \pi H}, \quad R^4 - r_0^4 = 2R^2 \frac{m_p}{\rho \pi H} - \frac{m_p^2}{\rho^2 \pi^2 H^2}$$

$$\Rightarrow M_{p,rlc}^r = \begin{bmatrix} m_p \left(R^2 - \frac{m_p}{2\rho \pi H} \right) & 0 & 0 \\ 0 & m_p \left(\frac{R^2}{2} + \frac{H^2}{12} - \frac{m_p}{4\pi \rho H} \right) & 0 \\ 0 & 0 & m_p \left(\frac{R^2}{2} + \frac{H^2}{12} - \frac{m_p}{4\pi \rho H} \right) \end{bmatrix}$$

□

$$M_{r10}^r = M_{r1c}^r + m_p (r_g^T r_g \mathbb{I} - r_g r_g^T)$$

$$r_g = \begin{bmatrix} -L + \frac{H}{2} \\ 0 \\ 0 \end{bmatrix}, \quad r_0^T r_g \mathbb{I} - r_g r_g^T = (L^2 - LH + \frac{H^2}{4}) (\mathbb{I} - \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix})$$

$$= \begin{bmatrix} 0 & 0 & 0 \\ 0 & L^2 - LH + \frac{H^2}{4} & 0 \\ 0 & 0 & L^2 - LH + \frac{H^2}{4} \end{bmatrix}$$

$$\Rightarrow M_{r10}^r = m_p \begin{bmatrix} R^2 - \frac{m_p}{2\pi\rho H} & 0 & 0 \\ 0 & \left(\frac{H^2}{12} + \frac{R^2}{2} - \frac{m_p}{4\pi\rho H}\right) & 0 \\ 0 & \left(\frac{H^2}{12} + \frac{R^2}{2} - \frac{m_p}{4\pi\rho H}\right) & \left(\frac{H^2}{12} + \frac{R^2}{2} - \frac{m_p}{4\pi\rho H} + L^2 - LH + \frac{H^2}{4}\right) \end{bmatrix}$$

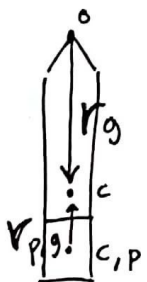
$$M_{r10}^r = m_p \begin{bmatrix} R^2 - \frac{m_p}{2\pi\rho H} & 0 & 0 \\ 0 & \left(\frac{H^2}{12} + \frac{R^2}{2} - \frac{m_p}{4\pi\rho H}\right) & 0 \\ 0 & 0 & \left(\frac{H^2}{12} + \frac{R^2}{2} - \frac{m_p}{4\pi\rho H} + L^2 - LH\right) \end{bmatrix}$$

$$b) m(t) - m_p(t) = m(0) - m_p(0)$$

$$\cancel{m(t)} = \cancel{m(0)} + m_p(t) - m_p(0)$$

$$\Rightarrow m(t) = m(0) + m_p(t) - m_p(0)$$

- propellant used



← This is always constant even though COM changes.

$$\Rightarrow x_{p,g} - x_g = x_{p,g}(0) - x_g(0)$$

$$\Rightarrow \underline{x_g(t) = x_{p,g}(t) + x_g(0) - x_{p,g}(0)}$$

By the same principle, the inertia of the rocket body without the propellant should be constant, i.e.

$$M_{b10}^b(t) - M_{p,b10}^b(t) = M_{b10}^b(0) - M_{p,b10}^b(0)$$

$$\Rightarrow \underline{M_{b10}^b(t) = M_{b10}^b(0) + M_{p,b10}^b(t) - M_{p,b10}^b(0)}$$