

• UUV Dynamics

$x = \begin{bmatrix} \eta_x \\ \eta_y \end{bmatrix}$
 η_x position
 η_y velocity

$\dot{x} = \begin{bmatrix} \dot{\eta}_x \\ \dot{\eta}_y \end{bmatrix} = \begin{bmatrix} v_x \\ R_B^T \dot{\phi}_B + g_I + \delta_I \end{bmatrix}$

$M \dot{v} = (I + T_{env}(-C(v)v - D(v)v))g(m)$
 $= \frac{T = C(v)v - D(v)v - g(m)}{T = C(v)v - D(v)v - g(m)} T_{env}$

$M \dot{v} = T_{sys} + T_{env}g(m)$
 $m \dot{a}_B = T_{sys} + T_{env}$
 $\hat{a}_B = a_B + b_a + g_B + n$
 $\Rightarrow a_B - \hat{a}_B = b_a - g_B - n$
 $T_{sys} \in \mathbb{R}^3$
 $(T_{sys} - g(m)) \in \mathbb{R}^2$

$x_t = [p, v, R, b_a, b_g, g]$

$\dot{R}_t = V_t$
 $\dot{V}_t = R_t(\tilde{\omega} - b_{\tilde{\omega}} - n_{\tilde{\omega}}) + g$
 $\dot{R}_t = R_t(\tilde{\omega} - b_{\tilde{\omega}} - n_{\tilde{\omega}})^{\wedge}$
 $\dot{b}_{g_t} = n_{b_g}$
 $\dot{b}_{a_t} = n_{b_a}$
 $\dot{g} = 0$

$p_t = p + \delta p$
 $v_t = v + \delta v$
 $R_t = R + \delta R$
 $b_{g_t} = b_g + \delta b_g$
 $b_{a_t} = b_a + \delta b_a$
 $g_t = g + \delta g$
 main state

$\delta \dot{p} = \delta v$
 $\delta \dot{b}_g = n_g$
 $\delta \dot{b}_a = n_a$
 $\delta \dot{g} = 0$