

1. Entry

$$\text{State} = \begin{bmatrix} x_t \\ \dot{x}_t \end{bmatrix} = \begin{bmatrix} \text{Rocket Pose} \\ \text{Rocket Velocity} \end{bmatrix}$$

x_{target} *Target Pose*

2. Flip and Attitude Capture

Yaw
Pitch

$$\text{Action} = [\varphi] = \begin{bmatrix} u & \text{Intensity} \\ \phi & \text{Pitch} \\ & \text{Yaw} \end{bmatrix}$$

3. Terminal Landing Burn

$\downarrow g = 1.63 \text{ m/s}^2$

Ideal Landing Location