

Three-Dimensional Position, Velocity, Acceleration Solutions

Position

given $\{\mathbf{r}_i\}$ and $\{\mathbf{p}_i\}$

$$[\mathbf{E}_i] = \begin{bmatrix} -\mathbf{e}_1 & \mathbf{e}_0 & -\mathbf{e}_3 & \mathbf{e}_2 \\ -\mathbf{e}_2 & \mathbf{e}_3 & \mathbf{e}_0 & -\mathbf{e}_1 \\ -\mathbf{e}_3 & -\mathbf{e}_2 & \mathbf{e}_1 & \mathbf{e}_0 \end{bmatrix} \quad [\mathbf{G}_i] = \begin{bmatrix} -\mathbf{e}_1 & \mathbf{e}_0 & \mathbf{e}_3 & -\mathbf{e}_2 \\ -\mathbf{e}_2 & -\mathbf{e}_3 & \mathbf{e}_0 & \mathbf{e}_1 \\ -\mathbf{e}_3 & \mathbf{e}_2 & -\mathbf{e}_1 & \mathbf{e}_0 \end{bmatrix} \quad [\mathbf{A}_i] = [\mathbf{E}_i][\mathbf{G}_i]^T$$

$$\{\mathbf{r}_i\}^P = \{\mathbf{r}_i\} + [\mathbf{A}_i]\{\mathbf{s}_i\}'^P$$

Velocity

given $\{\dot{\mathbf{r}}_i\}$ and $\{\dot{\mathbf{p}}_i\}$

$$\{\omega_i\}' = 2[\mathbf{G}_i]\{\dot{\mathbf{p}}_i\} \quad \{\dot{\mathbf{p}}_i\} = \frac{1}{2}[\mathbf{G}_i]^T\{\omega_i\}'$$

$$\{\dot{\mathbf{r}}_i\}^P = \{\dot{\mathbf{r}}_i\} + [\mathbf{A}_i][\tilde{\omega}_i]'\{\mathbf{s}_i\}'^P$$

Partial derivatives

$$[\mathbf{*}_{pi}] = 2[\mathbf{*}_{\pi'i}][\mathbf{G}_i] \quad [\mathbf{*}_{\pi'i}] = \frac{1}{2}[\mathbf{*}_{pi}][\mathbf{G}_i]^T$$

Acceleration

given $\{\ddot{\mathbf{r}}_i\}$ and $\{\ddot{\mathbf{p}}_i\}$

$$\{\dot{\omega}_i\}' = 2[\mathbf{G}_i]\{\ddot{\mathbf{p}}_i\} \quad \{\ddot{\mathbf{p}}_i\} = \frac{1}{2}[\mathbf{G}_i]^T\{\dot{\omega}_i\}' - \frac{1}{4}\{\mathbf{p}_i\}\{\omega_i\}'^T\{\omega_i\}'$$

$$\{\ddot{\mathbf{r}}_i\}^P = \{\ddot{\mathbf{r}}_i\} + [\mathbf{A}_i][\tilde{\omega}_i]'\{\dot{\omega}_i\}'^P + [\mathbf{A}_i][\ddot{\omega}_i]'\{\mathbf{s}_i\}'^P$$

Kinematically driven motion

1.0 Initialize

1.1 constants

1.2 global locations of fixed points $\{\mathbf{r}_i\}^P$ 1.3 local blueprint locations $\{\mathbf{s}_i\}^{i^P}$

2.0 Initial estimates

2.1 global locations of origins $\{\mathbf{r}_i\}$ 2.2 Euler parameters $\{\mathbf{p}_i\}$ 2.3 assemble into $\{\mathbf{q}\} = \begin{Bmatrix} \{\mathbf{r}_2\} \\ \{\mathbf{p}_2\} \\ \{\mathbf{r}_3\} \\ \{\mathbf{p}_3\} \\ \vdots \end{Bmatrix}$

3.0 Explicit time loop

4.0 Position solution

4.1 rip new values for $\{\mathbf{r}_i\}$ and $\{\mathbf{p}_i\}$ from $\{\mathbf{q}\}_k$ 4.2 form attitude information $[\mathbf{A}_i] \quad [\mathbf{G}_i] \quad \{\hat{\mathbf{f}}_i\} \quad \{\hat{\mathbf{g}}_i\} \quad \{\hat{\mathbf{h}}_i\}$ 4.3 compute global locations for all points $\{\mathbf{r}_i\}^P$ 4.4 extract θ for fixed revolute rotation driver from $[\mathbf{A}_i] \quad [\mathbf{A}_j]$ 4.5 evaluate constraints $\{\Phi\}_{\text{KINEMATIC}} \quad \{\Phi\}_{\text{EULER}} \quad \{\Phi\}_{\text{DRIVER}}$ 4.6 assemble all position constraints $\{\Phi\} = \begin{Bmatrix} \{\Phi\}_{\text{KINEMATIC}} \\ \{\Phi\}_{\text{EULER}} \\ \{\Phi\}_{\text{DRIVER}} \end{Bmatrix}$

4.7 evaluate partial derivatives

$$\begin{bmatrix} \Phi_{ri} \\ \Phi_{pi} \end{bmatrix}_{\text{KINEMATIC}} \quad \begin{bmatrix} \Phi_{ri} \\ \Phi_{pi} \end{bmatrix}_{\text{EULER}} \quad \begin{bmatrix} \Phi_{ri} \\ \Phi_{pi} \end{bmatrix}_{\text{DRIVER}}$$

4.8 assemble Jacobian

$$[\Phi_q] = \begin{bmatrix} [\Phi_{r2}]_{\text{KINEMATIC}} & [\Phi_{p2}]_{\text{KINEMATIC}} & [\Phi_{r3}]_{\text{KINEMATIC}} & [\Phi_{p3}]_{\text{KINEMATIC}} & \cdots \\ [\Phi_{r2}]_{\text{EULER}} & [\Phi_{p2}]_{\text{EULER}} & [\Phi_{r3}]_{\text{EULER}} & [\Phi_{p3}]_{\text{EULER}} & \cdots \\ [\Phi_{r2}]_{\text{DRIVER}} & [\Phi_{p2}]_{\text{DRIVER}} & [\Phi_{r3}]_{\text{DRIVER}} & [\Phi_{p3}]_{\text{DRIVER}} & \cdots \end{bmatrix}$$

4.9 Newton-Raphson update $\{q\}_{k+1} = \{q\}_k - [\Phi_q]^{-1} \{\Phi\}$

4.10 check convergence - repeat 4.1 through 4.9 if needed

5.0 Euler parameter velocity solution

5.1 evaluate $\{\nu\}_{\text{KINEMATIC}} = \{0\}$ $\{\nu\}_{\text{EULER}} = \{0\}$ $\{\nu\}_{\text{DRIVER}} = -\{\Phi_t\}_{\text{DRIVER}}$

5.2 assemble $\{v\} = \begin{Bmatrix} \{v\}_{\text{KINEMATIC}} \\ \{v\}_{\text{EULER}} \\ \{v\}_{\text{DRIVER}} \end{Bmatrix}$

5.3 compute $\{\dot{q}\} = [\Phi_q]^{-1} \{v\}$ for $\{\dot{q}\} = \begin{Bmatrix} \{\dot{r}_2\} \\ \{\dot{p}_2\} \\ \{\dot{r}_3\} \\ \{\dot{p}_3\} \\ \vdots \end{Bmatrix}$

5.4 determine $\{\omega_i\}' = 2[G_i]\{\dot{p}_i\}$ and form $[\tilde{\omega}_i]'$

6.0 Euler parameter acceleration solution

6.1 evaluate $\{\gamma\}_{\text{KINEMATIC}} \quad \{\gamma\}_{\text{EULER}} \quad \{\gamma\}_{\text{DRIVER}}$

6.2 assemble $\{\gamma\} = \begin{Bmatrix} \{\gamma\}_{\text{KINEMATIC}} \\ \{\gamma\}_{\text{EULER}} \\ \{\gamma\}_{\text{DRIVER}} \end{Bmatrix}$

$$6.3 \text{ compute } \{\ddot{\mathbf{q}}\} = [\Phi_q]^{-1} \{\gamma\} \quad \text{for} \quad \{\ddot{\mathbf{q}}\} = \begin{Bmatrix} \{\ddot{\mathbf{r}}_2\} \\ \{\ddot{\mathbf{p}}_2\} \\ \{\ddot{\mathbf{r}}_3\} \\ \{\ddot{\mathbf{p}}_3\} \\ \vdots \end{Bmatrix}$$

$$6.4 \text{ determine } \{\dot{\omega}_i\}' = 2[G_i]\{\ddot{\mathbf{p}}_i\} \text{ and form } [\dot{\tilde{\omega}}_i]'$$

7.0 ALTERNATE - Local angular velocity solution

7.1 use same $\{\mathbf{v}\}_{\text{KINEMATIC}} = \{\mathbf{0}\}$ $\{\mathbf{v}\}_{\text{DRIVER}}$ 7.2 assemble $\{\mathbf{v}\} = \begin{Bmatrix} \{\mathbf{v}\}_{\text{KINEMATIC}} \\ \{\mathbf{v}\}_{\text{DRIVER}} \end{Bmatrix}$ (do not need $\{\mathbf{v}\}_{\text{EULER}}$)7.3 use same $\begin{bmatrix} \Phi_{ri} \\ \Phi_{pi} \end{bmatrix}_{\text{KINEMATIC}} \quad \begin{bmatrix} \Phi_{ri} \\ \Phi_{pi} \end{bmatrix}_{\text{DRIVER}}$ 7.4 assemble $[\Phi_r] = \begin{bmatrix} [\Phi_{r2}]_{\text{KINEMATIC}} & [\Phi_{r3}]_{\text{KINEMATIC}} & \cdots \\ [\Phi_{r2}]_{\text{DRIVER}} & [\Phi_{r3}]_{\text{DRIVER}} & \cdots \end{bmatrix}$ for $\{\dot{\mathbf{r}}\} = \begin{Bmatrix} \{\dot{\mathbf{r}}_2\} \\ \{\dot{\mathbf{r}}_3\} \\ \vdots \end{Bmatrix}$ 7.5 compute π' derivatives $\begin{aligned} [\Phi_{\pi'i}]_{\text{KINEMATIC}} &= \frac{1}{2} [\Phi_{pi}]_{\text{KINEMATIC}} [G_i]^T \\ [\Phi_{\pi'i}]_{\text{DRIVER}} &= \frac{1}{2} [\Phi_{pi}]_{\text{DRIVER}} [G_i]^T \end{aligned}$ 7.6 assemble $[\Phi_{\pi'}] = \begin{bmatrix} [\Phi_{\pi'2}]_{\text{KINEMATIC}} & [\Phi_{\pi'3}]_{\text{KINEMATIC}} & \cdots \\ [\Phi_{\pi'2}]_{\text{DRIVER}} & [\Phi_{\pi'3}]_{\text{DRIVER}} & \cdots \end{bmatrix}$ for $\{\omega\}' = \begin{Bmatrix} \{\omega_2\}' \\ \{\omega_3\}' \\ \vdots \end{Bmatrix}$ 7.7 use $\begin{bmatrix} [\Phi_r] & [\Phi_{\pi'}] \end{bmatrix} \begin{Bmatrix} \{\dot{\mathbf{r}}\} \\ \{\omega\}' \end{Bmatrix} = \{\mathbf{v}\}$ 7.8 compute $\begin{Bmatrix} \{\dot{\mathbf{r}}\} \\ \{\omega\}' \end{Bmatrix} = \begin{bmatrix} [\Phi_r] & [\Phi_{\pi'}] \end{bmatrix}^{-1} \{\mathbf{v}\}$

8.0 ALTERNATE - Local angular acceleration solution

8.1 use same $\{\gamma\}_{\text{KINEMATIC}} \quad \{\gamma\}_{\text{DRIVER}}$ 8.2 assemble $\{\gamma\} = \begin{Bmatrix} \{\gamma\}_{\text{KINEMATIC}} \\ \{\gamma\}_{\text{DRIVER}} \end{Bmatrix}$ (do not need $\{\gamma\}_{\text{EULER}}$)8.3 use $\{\gamma\} = \begin{bmatrix} [\Phi_r] & [\Phi_{\pi'}] \end{bmatrix} \begin{Bmatrix} \{\ddot{\mathbf{r}}\} \\ \{\dot{\omega}\}' \end{Bmatrix}$ for $\{\ddot{\mathbf{r}}\} = \begin{Bmatrix} \{\ddot{\mathbf{r}}_2\} \\ \{\ddot{\mathbf{r}}_3\} \\ \vdots \end{Bmatrix} \quad \{\dot{\omega}\}' = \begin{Bmatrix} \{\dot{\omega}_2\}' \\ \{\dot{\omega}_3\}' \\ \vdots \end{Bmatrix}$ 8.4 compute $\begin{Bmatrix} \{\ddot{\mathbf{r}}\} \\ \{\dot{\omega}\}' \end{Bmatrix} = \begin{bmatrix} [\Phi_r] & [\Phi_{\pi'}] \end{bmatrix}^{-1} \{\gamma\}$