1. Given orientation of the *b*-frame *wrt* the *n*-frame in terms of relative yaw (ψ) , pitch (θ) , then roll (ϕ) angles

$$C_{b}^{m} = R_{(\vec{z},\psi)}R_{(\vec{y},\theta)}R_{(\vec{x},\phi)} = \begin{bmatrix} c_{\psi} & -s_{\psi} & 0\\ s_{\psi} & c_{\psi} & 0\\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} c_{\theta} & 0 & s_{\theta}\\ 0 & 1 & 0\\ -s_{\theta} & 0 & c_{\theta} \end{bmatrix} \begin{bmatrix} 1 & 0 & 0\\ 0 & c_{\phi} & -s_{\phi}\\ 0 & s_{\phi} & c_{\phi} \end{bmatrix}$$
(1)
$$= \begin{bmatrix} c_{\theta}c_{\psi} & c_{\psi}s_{\theta}s_{\phi} - c_{\phi}s_{\psi} & c_{\phi}c_{\psi}s_{\theta} + s_{\phi}s_{\psi}\\ c_{\theta}s_{\psi} & c_{\phi}c_{\psi} + s_{\theta}s_{\phi}s_{\psi} & c_{\phi}s_{\theta}s_{\psi} - c_{\psi}s_{\phi}\\ -s_{\theta} & c_{\theta}s_{\phi} & c_{\theta}c_{\phi} \end{bmatrix}$$
(1)

- (a) Write a MATLAB function dcm2angles to extract ψ , θ , and ϕ from a DCM
- (b) Write a MATLAB function q2angles to extract ψ , θ , and ϕ from a quaternion
- 2. Consider the time-varying coordinate transformation matrix C_b^n given below that describes the orientation of the body frame as it rotates with respect to the navigation frame.

$$C_{b}^{n} = \begin{bmatrix} \cos(t) & \sin(t)\sin(t^{2}) & \sin(t)\cos(t^{2}) \\ 0 & \cos(t^{2}) & -\sin(t^{2}) \\ -\sin(t) & \cos(t)\sin(t^{2}) & \cos(t)\cos(t^{2}) \end{bmatrix}$$
(2)

- (a) Compute an expression for ψ , θ , and ϕ as defined in Equation(1)
- (b) Write MATLAB code to plot ψ , θ , and ϕ
- (c) Compute ψ , θ , and ϕ by using your dcm2angles function
- (d) Compute ψ , θ , and ϕ by using your q2angles function
- (e) Plot results from (c) and (d), and compare them to your ground truth from (b)
- 3. We can iteratively update the attitude using

$$\bar{\boldsymbol{q}}_{b}^{n}(+) = \bar{\boldsymbol{q}}_{b}^{n}(-) \otimes \Delta \bar{\boldsymbol{q}}_{b(k)}^{b(k-1)}$$
(3)

where $\vec{\omega}_{nb}^{\ b} \Delta t = \vec{k} \Delta \theta$ and

$$\Delta \bar{\boldsymbol{q}}_{b(k)}^{b(k-1)} = \begin{bmatrix} \cos(\frac{\Delta \theta}{2}) \\ \vec{k}\sin(\frac{\Delta \theta}{2}) \end{bmatrix}$$

Derive a quaternion update equation using $\vec{\omega}_{nb}^n$.

4. Using the DCM in Equation(2) at time t = 0 as your initial attitude, assume a $\delta t = 0.0005$

- (a) write MATLAB code to update your attitude over time using
 - i. first order approximation of derivatives
 - ii. quaternions
- (b) compare your results with ground truth, e.g., compute and plot the error in roll, pitch and yaw angles
- (c) what is the impact of δt on your results?