

# EE 565: Position, Navigation and Timing

## Navigation Mathematics: Translation

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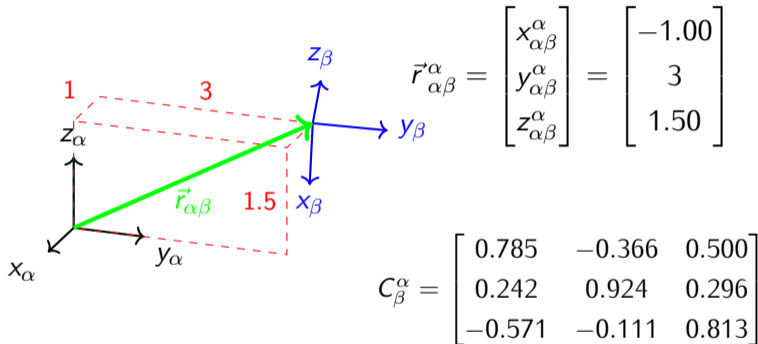
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# Vector Notation for Translation

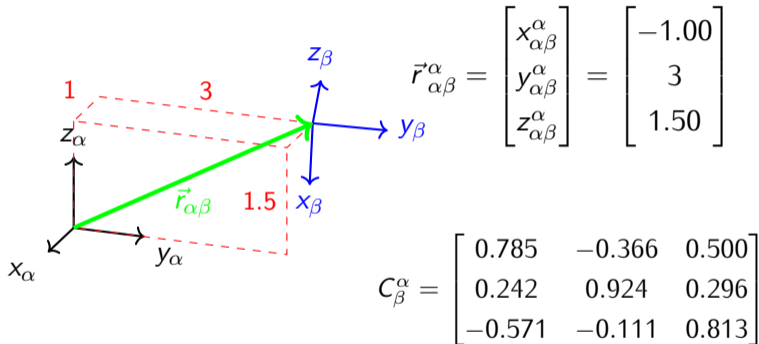
Define the vector  $\vec{r}_{\alpha\beta}$  from the origin of  $\{\alpha\}$  to the origin of  $\{\beta\}$ .

- specifies translation between frames



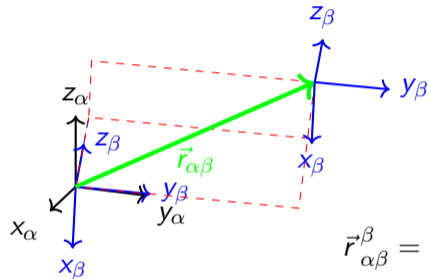
Define the vector  $\vec{r}_{\alpha\beta}$  from the origin of  $\{\alpha\}$  to the origin of  $\{\beta\}$ .

- specifies translation between frames



Now have means (and notation) to describe rotation and translation between coordinate frames.

- Resolve, i.e., coordinatize,  $\vec{r}_{\alpha\beta}$  wrt frame  $\{\beta\}$ .



$$\vec{r}_{\alpha\beta}^{\beta} = \begin{bmatrix} x_{\alpha\beta}^{\beta} \\ y_{\alpha\beta}^{\beta} \\ z_{\alpha\beta}^{\beta} \end{bmatrix} = C_{\alpha}^{\beta} \vec{r}_{\alpha\beta}^{\alpha} = \begin{bmatrix} -0.914 \\ 2.97 \\ 1.61 \end{bmatrix}$$

Same vector, so same “direction” and length.

Reverse vector  $\vec{r}$ , i.e., now from origin of  $\{\beta\}$  to origin of  $\{\alpha\}$ .

- notation:

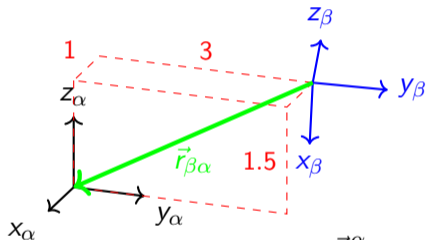
Reverse vector  $\vec{r}$ , i.e., now from origin of  $\{\beta\}$  to origin of  $\{\alpha\}$ .

- notation:  $\vec{r}_{\beta\alpha} =$



Reverse vector  $\vec{r}$ , i.e., now from origin of  $\{\beta\}$  to origin of  $\{\alpha\}$ .

- notation:  $\vec{r}_{\beta\alpha} = -\vec{r}_{\alpha\beta}$

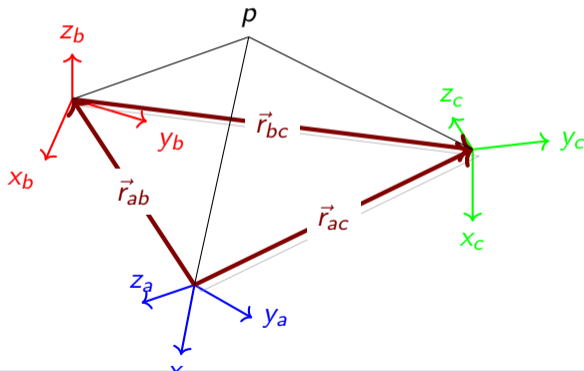


$$\vec{r}_{\beta\alpha}^{\alpha} = \begin{bmatrix} x_{\beta\alpha}^{\alpha} \\ y_{\beta\alpha}^{\alpha} \\ z_{\beta\alpha}^{\alpha} \end{bmatrix} = -\vec{r}_{\alpha\beta}^{\alpha} = \begin{bmatrix} -(-1.00) \\ -(3) \\ -(1.50) \end{bmatrix}$$

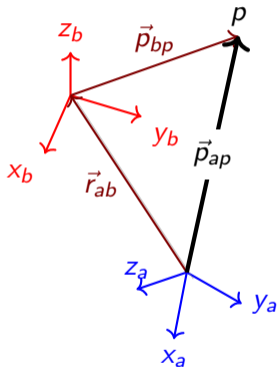
# Translation Between More Than Two Coordinate Frames

Consider three coordinate systems  $\{a\}$ ,  $\{b\}$ ,  $\{c\}$  that have translation and rotation relative to each other.

- Knowing relationships between frames  $\{a\}$ ,  $\{b\}$ , and  $\{c\}$ , i.e.,  $\vec{r}_{ab}$ ,  $\vec{r}_{bc}$ ,  $\vec{r}_{ac}$ ,  $C_b^a$ ,  $C_c^b$ , and  $C_c^a$ , location of point  $p$  can be described in any frame, i.e.,  $\vec{p}^a$  or  $\vec{p}^b$  or  $\vec{p}^c$ .

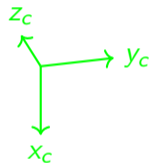
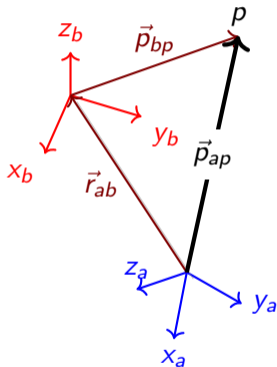


Determine the location of the point  $p$  relative to  $\{a\}$  given location of point  $p$  is known relative to  $\{b\}$ .



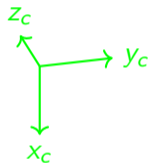
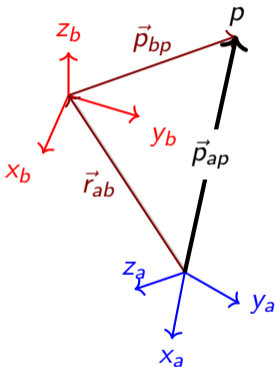
•  $\vec{p}_{ap} =$

Determine the location of the point  $p$  relative to  $\{a\}$  given location of point  $p$  is known relative to  $\{b\}$ .



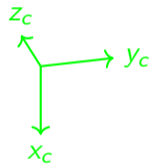
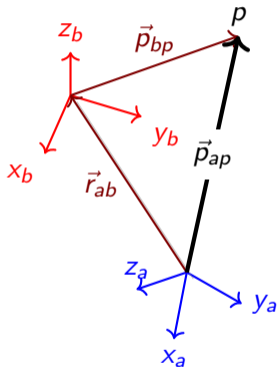
- $\vec{p}_{ap} = \vec{r}_{ab} + \vec{p}_{bp}$

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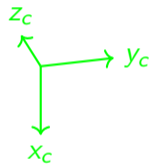
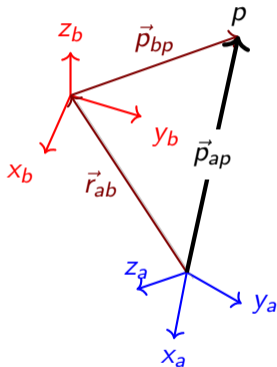
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- $\vec{p}_{ap} = \vec{r}_{ab} + \vec{p}_{bp}$  In what frame?
- $\vec{p}_{ap}^a = \vec{r}_{ab}^a + \vec{p}_{bp}^a$  or  
 $\vec{p}_{ap}^b = \vec{r}_{ab}^b + \vec{p}_{bp}^b$  or  
 $\vec{p}_{ap}^c = \vec{r}_{ab}^c + \vec{p}_{bp}^c$

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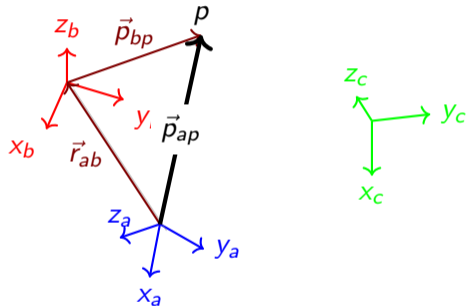


- $\vec{p}_{ap} = \vec{r}_{ab} + \vec{p}_{bp}$  In what frame?
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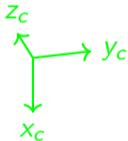
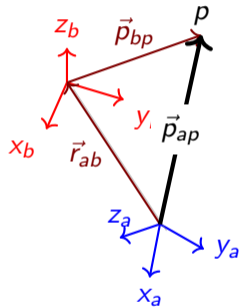
Shorthand notation:  $\vec{p}^a \equiv \vec{p}_{ap}^a$



Given  $\vec{p}_{ap}^a = \vec{r}_{ab}^a + \vec{p}_{bp}^a$  and/or the diagram, how would one find  $\vec{p}_{bp}^b$ ?

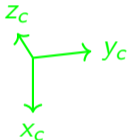
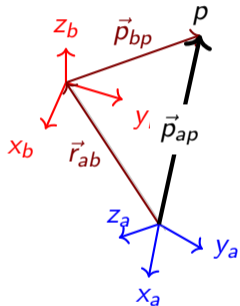


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- use given relationship or vector addition

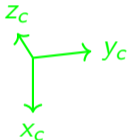
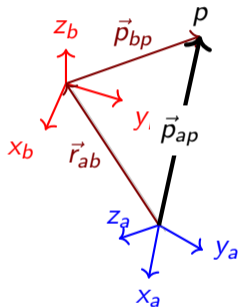
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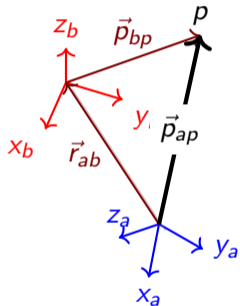
$$\Rightarrow \vec{p}_{bp}^a = \vec{p}_{ap}^a - \vec{r}_{ab}^a$$

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 $\Rightarrow \vec{p}_{bp}^a = \vec{p}_{ap}^a - \vec{r}_{ab}^a$
- now need to reference to  $\{b\}$   
 $C_a^b \vec{p}_{bp}^a = C_a^b (\vec{p}_{ap}^a - \vec{r}_{ab}^a)$   
 $\Rightarrow \vec{p}_{bp}^b = \vec{p}_{ap}^b - \vec{r}_{ab}^b$

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- ReCOORDINATIZING:  $\vec{p}_{ap}^c = C_a^c \vec{p}_{ap}^a$   
(only frame of reference changes)

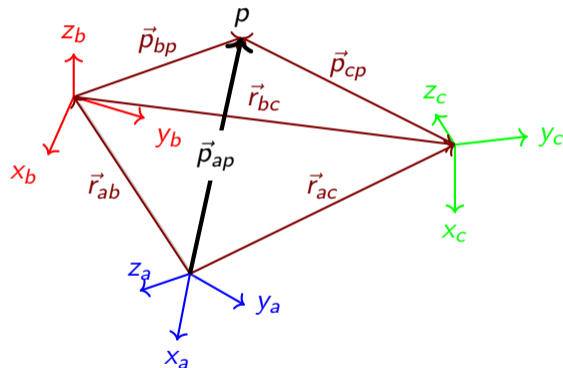
It is important to remember difference between reCOORDINATIZING a vector and finding a location *wrt* a different frame.

- ReCOORDINATIZING:  $\vec{p}_{ap}^c = C_a^c \vec{p}_{ap}^a$   
(only frame of reference changes)
- Location *wrt* different frame:  $\vec{p}_{cp}^c = \vec{r}_{cb}^c + C_b^c \vec{r}_{ba}^b + C_a^c \vec{p}_{ap}^a$   
(vector addition in same frame)  
 $\neq C_a^c \vec{p}_{ap}^a$

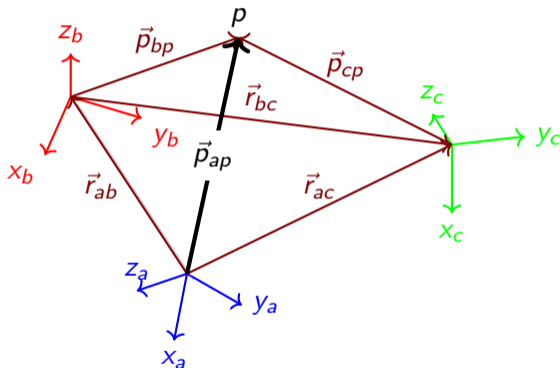


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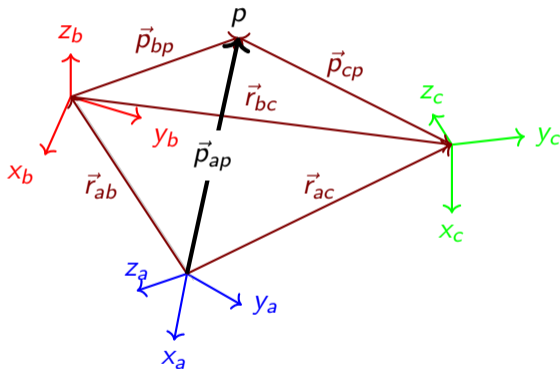


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Many approaches given labeled vectors/translations.  
 $\vec{p}_{cp}$

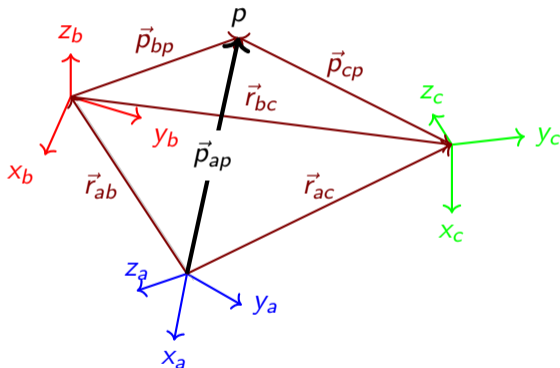
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$$\vec{p}_{cp} = -\vec{r}_{bc} + \vec{p}_{bp}$$

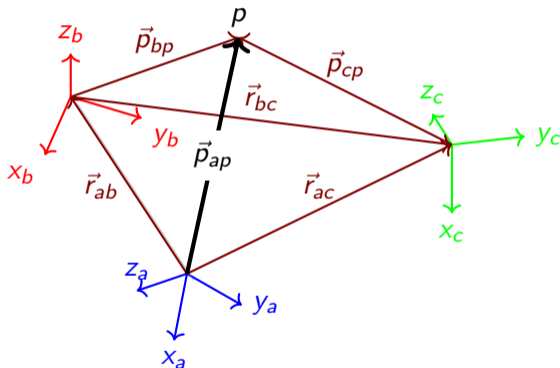
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$$\begin{aligned} \vec{p}_{cp} &= -\vec{r}_{bc} + \vec{p}_{bp} \\ &= -\vec{r}_{ac} + \vec{r}_{ab} + \vec{p}_{bp} \end{aligned}$$

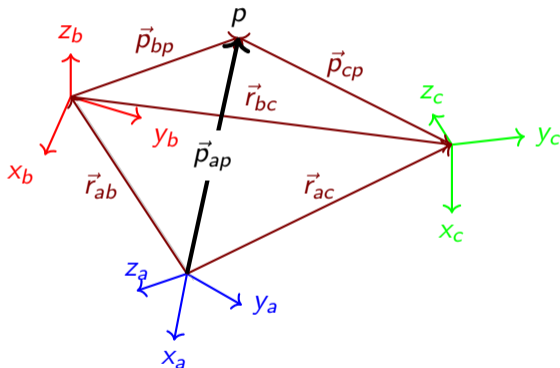
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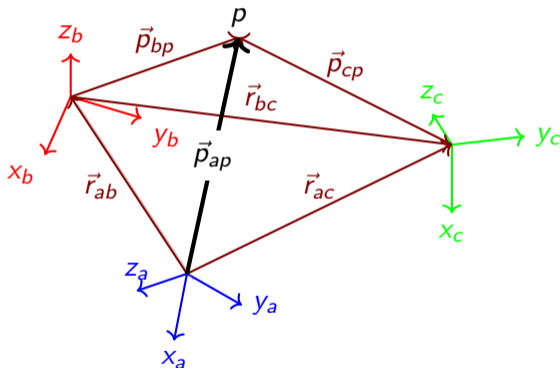


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- In what frame?

Determine location of point  $p$  from frame  $\{c\}$ ;  
 $\Rightarrow$  looking for  $\vec{p}_{cp}$



Many approaches given labeled vectors/translations.

$\vec{p}_{cp}$

$$= -\vec{r}_{bc} + \vec{p}_{bp}$$

$$= -\vec{r}_{ac} + \vec{r}_{ab} + \vec{p}_{bp}$$

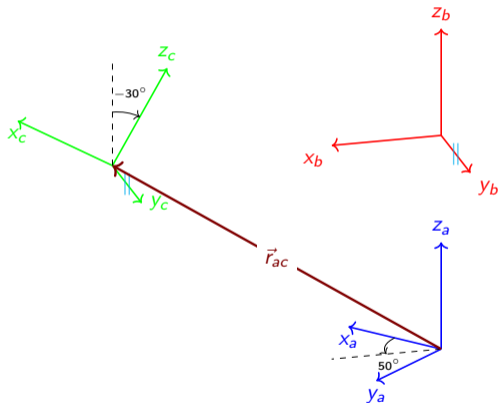
$$= -\vec{r}_{ac} + \vec{p}_{ap}$$

- In what frame? doesn't matter, so long as same
- Can always re-coordinate given  $C_b^a, C_c^b, C_a^c$



# Example

Consider the three coordinate frames  $\{a\}$ ,  $\{b\}$ ,  $\{c\}$  shown with the rotations and translations between some frames given.



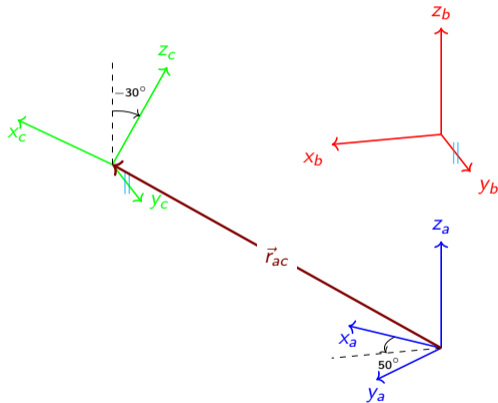
$$C_b^a = R_{z,50^\circ}$$

$$C_c^b = R_{y,-30^\circ}$$

$$\vec{r}_{ab}^a = [0 \ 0 \ 2]^T$$

$$\vec{r}_{bc}^b = [3 \ 0 \ 0]^T$$

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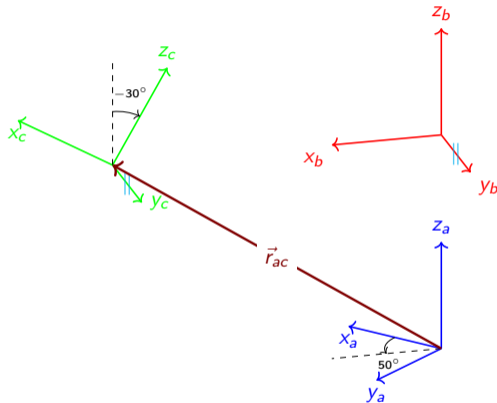
• find

$$C_c^a$$

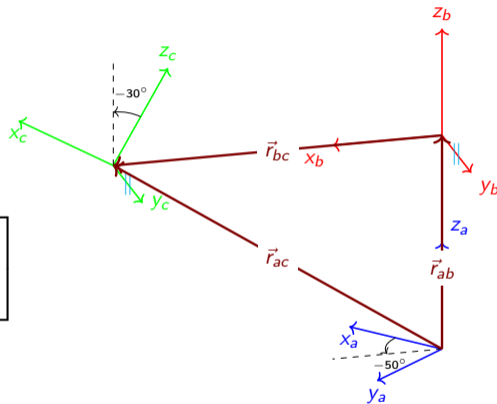
$$\vec{r}_{ac}^a$$

$$\vec{r}_{ca}^c$$

$$C_c^a = C_b^a C_c^b = R_{z,50^\circ} R_{y,-30^\circ}$$



$$\begin{aligned}
 \vec{r}_{ac}^a &= \vec{r}_{ab}^a + \vec{r}_{bc}^a \\
 &= \vec{r}_{ab}^a + C_b^a \vec{r}_{bc}^b \\
 &= \begin{bmatrix} 0 \\ 0 \\ 2 \end{bmatrix} + R_{z,50^\circ} \begin{bmatrix} 3 \\ 0 \\ 0 \end{bmatrix} \\
 &= \begin{bmatrix} 0 \\ 0 \\ 2 \end{bmatrix} + \begin{bmatrix} \cos 50^\circ & -\sin 50^\circ & 0 \\ \sin 50^\circ & \cos 50^\circ & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 3 \\ 0 \\ 0 \end{bmatrix} \\
 &= \begin{bmatrix} 1.93 \\ 2.30 \\ 2.00 \end{bmatrix}
 \end{aligned}$$



$$\begin{aligned}
 \vec{r}_{ca}^c &= -\vec{r}_{ac}^c \\
 &= -C_a^c \vec{r}_{ac}^a \\
 &= -[C_c^a]^T \vec{r}_{ac}^a \\
 &= -[R_{z,50^\circ} R_{y,-30^\circ}]^T \begin{bmatrix} 1.93 \\ 2.30 \\ 2.00 \end{bmatrix} \\
 &= \begin{bmatrix} -3.59 \\ 0 \\ -0.232 \end{bmatrix}
 \end{aligned}$$

