

EE 565: Position, Navigation and Timing

Navigation Mathematics: Translation

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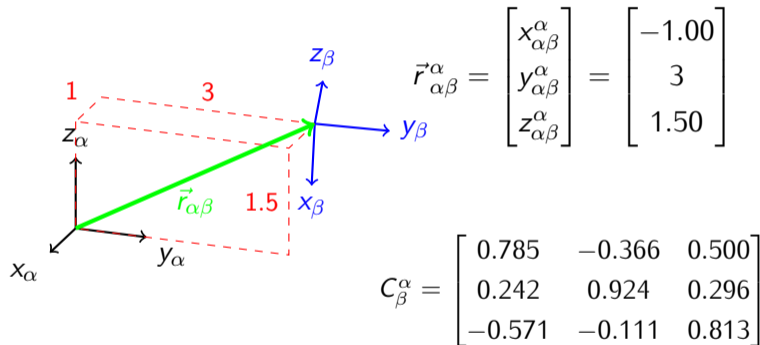
In Collaboration with
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Embry-Riddle Aeronautical University
Prescott, Arizona, USA

February 1, 2018

- 1 Vector Notation for Translation
- 2 Translation Between More Than Two Coordinate Frames
- 3 Example

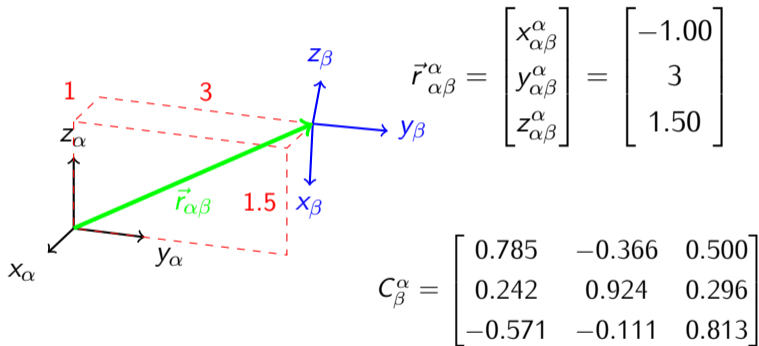
Define the vector $\vec{r}_{\alpha\beta}$ from the origin of $\{\alpha\}$ to the origin of $\{\beta\}$.

- specifies translation between frames



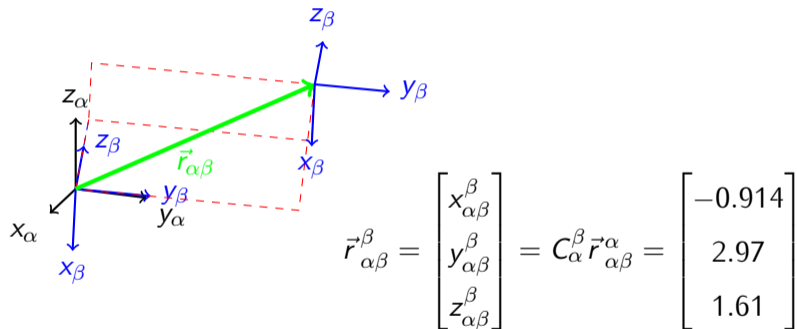
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- specifies translation between frames



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

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



Same vector, so same “direction” and length.

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

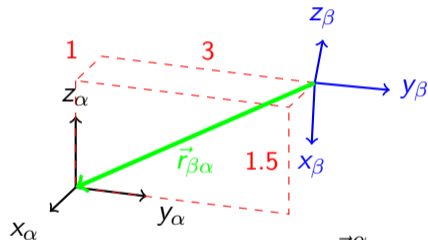
- notation:

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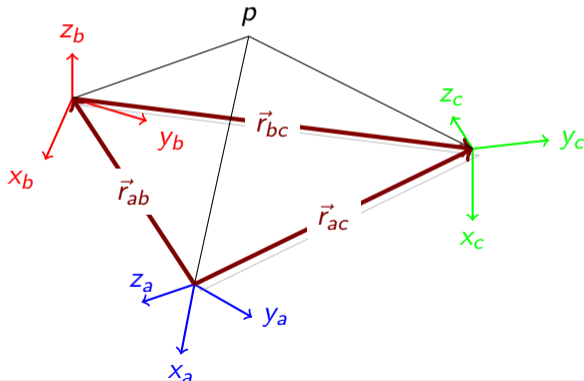
- notation: $\vec{r}_{\beta\alpha} = -\vec{r}_{\alpha\beta}$



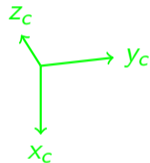
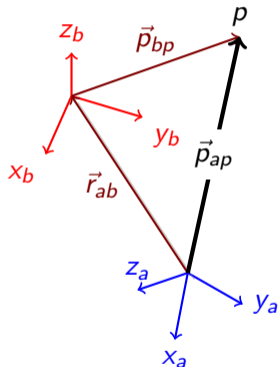
$$\vec{r}_{\beta\alpha}^{\alpha} = \begin{bmatrix} x_{\beta\alpha}^{\alpha} \\ y_{\beta\alpha}^{\alpha} \\ z_{\beta\alpha}^{\alpha} \end{bmatrix} = -\vec{r}_{\alpha\beta}^{\alpha} = \begin{bmatrix} -(-1.00) \\ -(3) \\ -(1.50) \end{bmatrix}$$

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 .

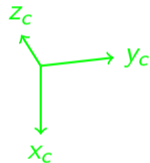
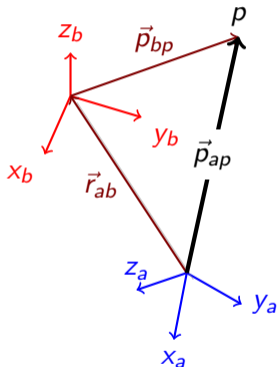


Determine the location of the point p relative to $\{a\}$ given location of point p is known relative to $\{b\}$.



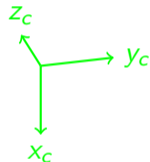
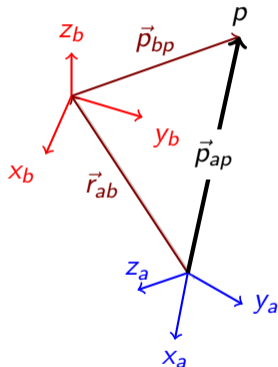
• $\vec{p}_{ap} =$

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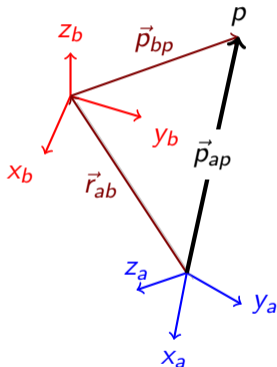
- $\vec{p}_{ap} = \vec{r}_{ab} + \vec{p}_{bp}$

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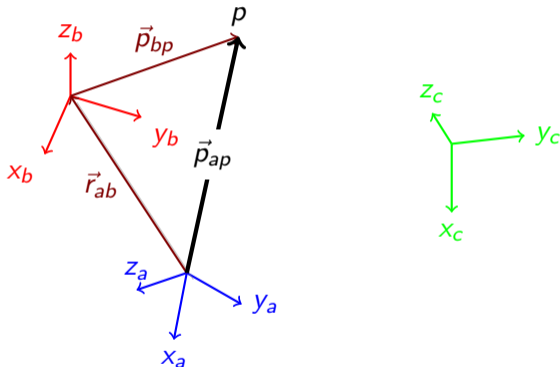
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- $\vec{p}_{ap} = \vec{r}_{ab} + \vec{p}_{bp}$ In what frame?
- $\vec{p}_{ap}^a = \vec{r}_{ab}^a + \vec{p}_{bp}^a$ or
 $\vec{p}_{ap}^b = \vec{r}_{ab}^b + \vec{p}_{bp}^b$ or
 $\vec{p}_{ap}^c = \vec{r}_{ab}^c + \vec{p}_{bp}^c$

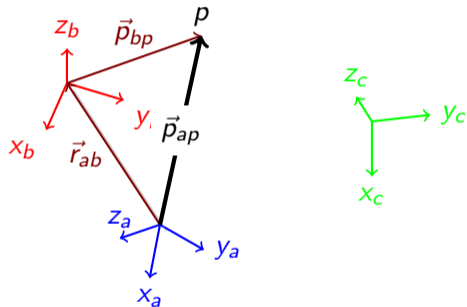
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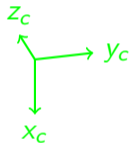
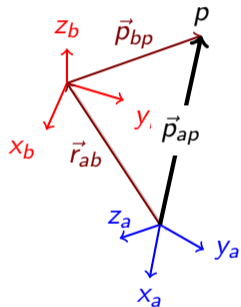
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 $\vec{p}_{ap}^c = \vec{r}_{ab}^c + \vec{p}_{bp}^c$

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 ?

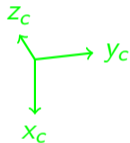
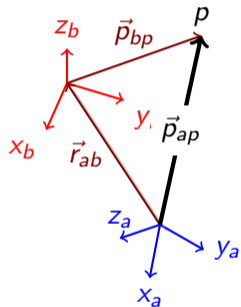


Given $\vec{p}_{ap}^a = \vec{r}_{ab}^a + \vec{p}_{bp}^a$ and/or the diagram, how would one find \vec{p}_{bp}^b ?



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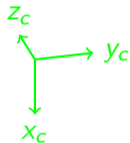
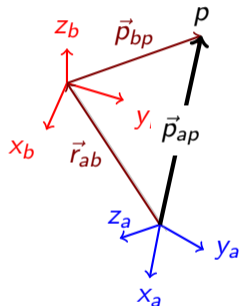
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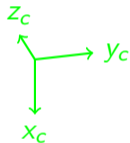
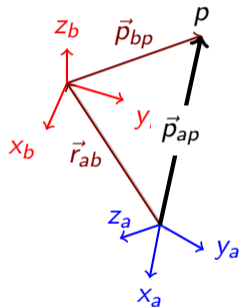
$$\Rightarrow \vec{p}_{bp}^a = \vec{p}_{ap}^a - \vec{r}_{ab}^a$$

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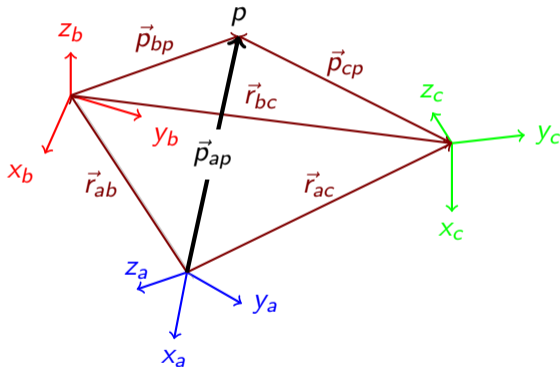
- ReCOORDINATIZING: $\vec{p}_{ap}^c = C_a^c \vec{p}_{ap}^a$
(only frame of reference changes)

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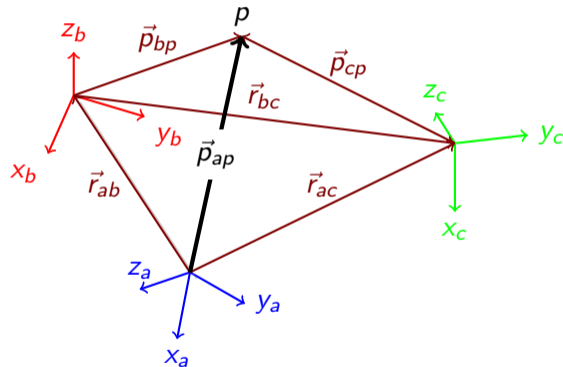
- ReCOORDINATIZING: $\vec{p}_{ap}^c = C_a^c \vec{p}_{ap}^a$
(only frame of reference changes)
- Location *wrt* different frame: $\vec{p}_{cp}^c = \vec{r}_{cb}^c + C_b^c \vec{r}_{ba}^b + C_a^c \vec{p}_{ap}^a$
(vector addition in same frame)
 $\neq C_a^c \vec{p}_{ap}^a$

Determine location of point p from frame $\{c\}$;
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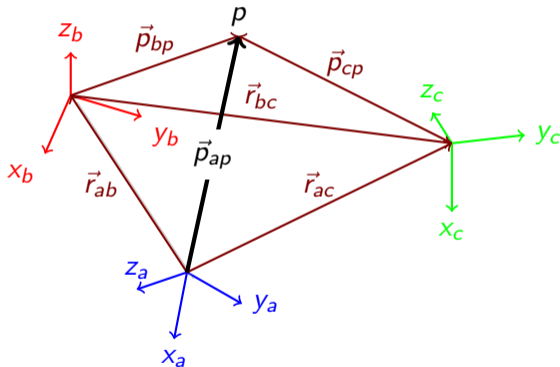


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Many approaches given labeled vectors/translations.
 \vec{p}_{cp}

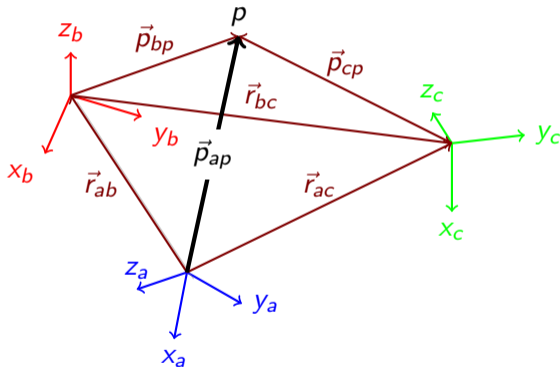
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$$\vec{p}_{cp} = -\vec{r}_{bc} + \vec{p}_{bp}$$

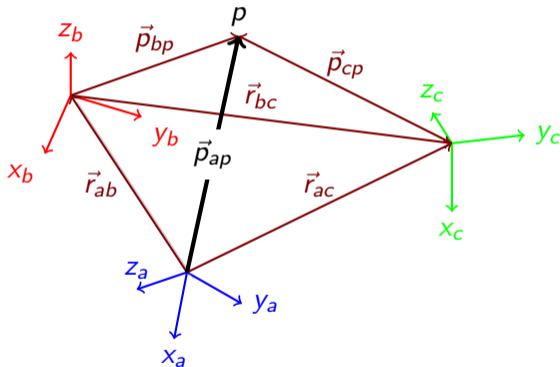
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$$\begin{aligned} \vec{p}_{cp} &= -\vec{r}_{bc} + \vec{p}_{bp} \\ &= -\vec{r}_{ac} + \vec{r}_{ab} + \vec{p}_{bp} \end{aligned}$$

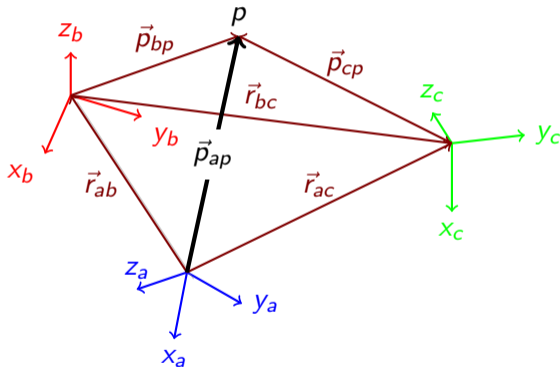
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$$\begin{aligned} \vec{p}_{cp} &= -\vec{r}_{bc} + \vec{p}_{bp} \\ &= -\vec{r}_{ac} + \vec{r}_{ab} + \vec{p}_{bp} \\ &= -\vec{r}_{ac} + \vec{p}_{ap} \end{aligned}$$

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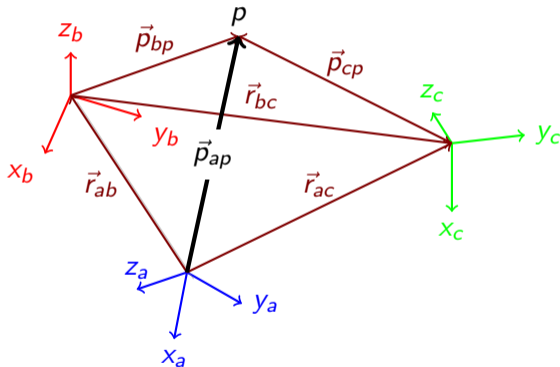


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- In what frame?

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



Many approaches given labeled vectors/translations.

\vec{p}_{cp}

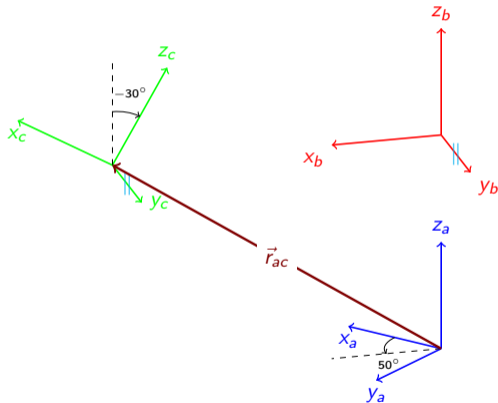
$$= -\vec{r}_{bc} + \vec{p}_{bp}$$

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

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

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

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



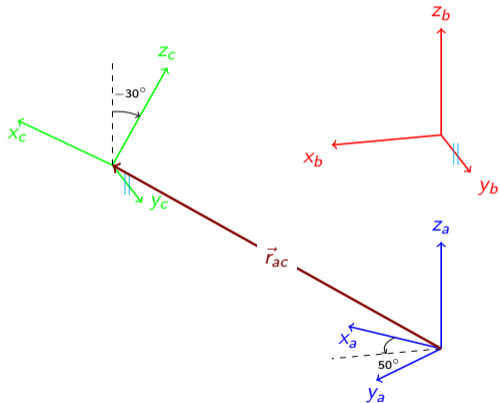
$$C_b^a = R_{z,50^\circ}$$

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

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

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

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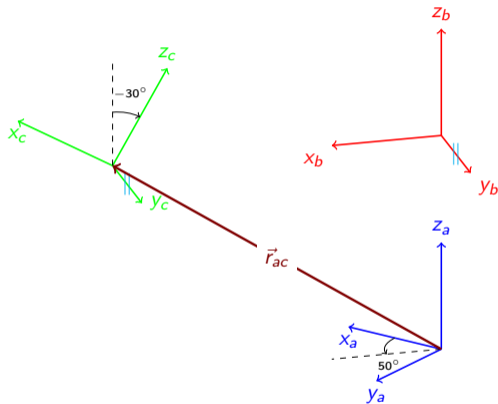
• find

$$C_c^a$$

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

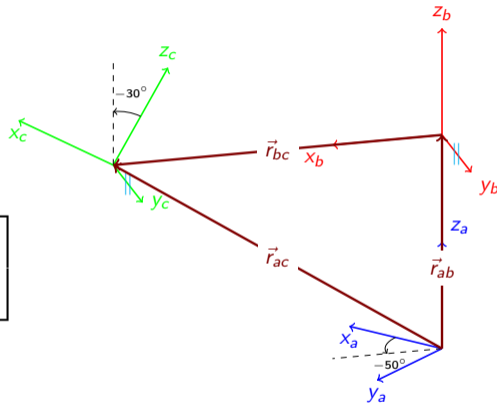
$$\vec{r}_{ca}^c$$

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



Example - Find \vec{r}_{ac}^a

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



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

