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MEMO

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SUBJECT:	Errors in $R10$ - Latvel and Forvel Computations

Attached is a derivation of the exact computation of Latvel and Forvel, and a comparison of the approximation used in R10.

The conclusion drawn from this analysis is that the error in R10 does not lie in the resolution approximation.

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Analysis of R10 Latvel and Forvel Computation - L. Berman

Current Algorithm

The algorithm used to compute VHL (Latvel) and VHF (Forvel) in R10 consists of two steps. First the moon-rate-corrected velocity, VMP, is resolved along horizontal axcs parallel to and normal to the CSM plane:

 $VHY = VMP \cdot UHYP$ $VHZ = VMP \cdot UHZP$ (1)

where UHYP is normal to the CSM plane.

Next, using the assumption that the platform is aligned with its y-axis parallel to UHYP, the velocity is transformed into body-axis related horizontal components by rotating thru the outer gimbal angle (o):

 $VHL = VHZ \sin O + VHY \cos O$ $VHF = VHZ \cos O - VHZ \sin O$ (2)

If, in fact, the platform is aligned with its y-axis along UHYP,

$$UHYP = (0, 1, 0)$$
 (3)

If, in addition, the alignment is at the landing site, and we are near the landing site,

$$UHZP = (0, 0, 1)$$
 (4)

Then, from (1)

$$VHY = VMPY$$

$$VHZ = VMPZ,$$
(5)

where we refer to the components in platform coordinates, and, finally,

 $VHL = VMPY \cos O + VMPZ \sin O$ $VHF = -VMPY \sin O + VMPZ \cos O$ (6)

Correct Computation

A correct computation depends on the definition of "forward" and "lateral". For example forward could be the intersection of the vehicle X-Z plane with the horizontal plane, or it could be the projection of the vehicle Z-axis on the horizontal. With both pitch and roll not zero, these two directions differ. Perhaps other definitions could be used. We will use the second definition in this analysis.

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The simplest approach is to compute a body-related set of horizontal axes from the body axes, since these are available, and then resolve $\overline{\text{VMP}}$ into this system directly:

let
$$\overline{UY} = \overline{ZMB \times UR}$$

and $\overline{UZ} = \overline{UR \times UY}$ (7)

where UZ is now a horizontal projection of the body Z-axis, and UY is normal to it. Then

$$VHL = VMP \cdot UY$$
$$VHF = \overline{V}MP \cdot \overline{U}Z$$
(8)

From pg. 5.6-43 of R-567 (Rev 7) we can deduce

$$\overline{ZNB} = \begin{cases} \sin O \sin M \cos I + \cos O \sin I \\ -\sin O \cos M \\ -\sin O \sin M \sin I + \cos O \cos I \end{cases}$$
(9)

If we again assume we are at the point of alignment:

$$UR = (1, 0, 0), \tag{10}$$

then UY = (0,
$$-\sinOsinMsinI + \cosOcosI, sinOcosM$$
)
and
 $UZ = (0, -sinO cosM, - sinO sin M sin I + cos O cosI)$ (11)

Finally, using (8), we get

VHL = VMPY (-sinOsinMsinI + cosOcosl) + VMPZ(sinOcosM) and VHF = VMPY (-sinOcosM) + VMPZ(-sinOsinMsin1 + cosOcosl) (12)

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lf we assume 1=M=O,
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VHL=VMPY (cosO) + VMPZ (sinO)
VHF=VMPY (-sinO) + VMPZ (cosO)
(13)
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which is identical with (6).

 $\frac{\text{Error in Current Algorithm}}{\text{If we assume 1=M=5.7}^{\circ}}$

 $\cos 1 = \cos M = .995$ $\sin 1 = \sin M = .100$

and from (12)

VHL=VMPY(-.01 sin O + .995 cos O) + VMPZ (.995 sinO) VHF=VMPY(-.995 sin O) + VMPZ (-.01 sin O + .995 cos O) (14)

It can be seen that the error cannot get beyond about 1 or 2% of the velocity components. In fact, it is apparent that large inner and middle gimbal angles would be required to make the error significant, and even then it would be only a significant fraction of the actual components.

Thus we conclude that the errors seen in R10 do not arise from the analytical approximations used.

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