# <u>Lecture – 11</u> Overview of Flight Dynamics – I

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# Point Mass Dynamics

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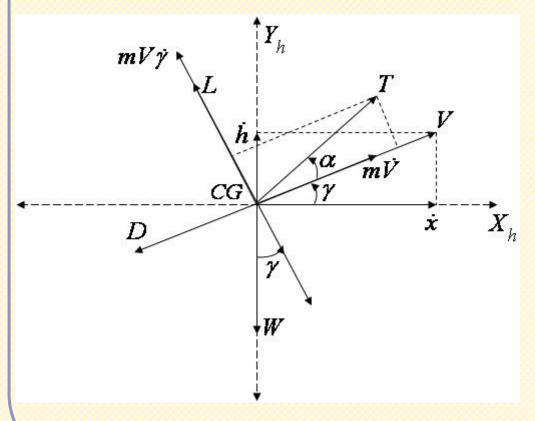
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# Basic Assumptions for Point Mass Model

- 1. All forces act at the CG of the airplane
- 2. Acceleration due to gravity (g) is constant
- 3. Atmosphere is at rest relative to earth
- 4. Atmospheric properties are functions of altitude only
- 5. Forces acting on airplane are thrust, aerodynamic forces and its weight
- 6. Vehicle attitude is ignored...only direction of velocity vector is considered.

# Point Mass Model for Flat (and Non-rotating) Earth

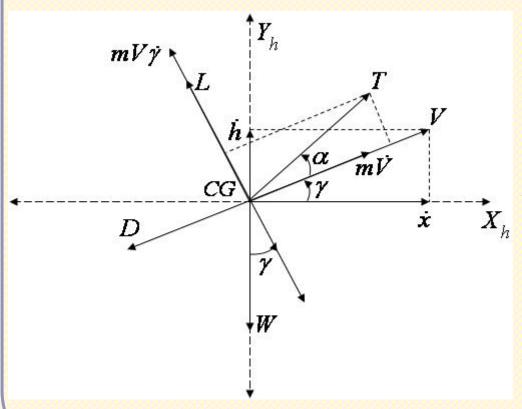


### **Kinematic Equations**

Resolving the velocity vector along the local horizontal  $\dot{x} = V \cos \gamma$ 

Resolving the velocity vector along the local vertical  $\dot{h} = V \sin \gamma$ 

# Point Mass Model for Flat (and Non-rotating) Earth



## **Dynamic Equations**

Resolving forces along the velocity vector

$$m\dot{V} = T\cos\alpha - D - W\sin\gamma$$

Resolving forces  $\perp$  to the velocity vector  $mV\dot{\gamma} = T\sin\alpha + L - W\cos\gamma$ 

# Point Mass Model for Flat (and Non-rotating) Earth

$$\dot{x} = V \cos \gamma$$

#### Note:

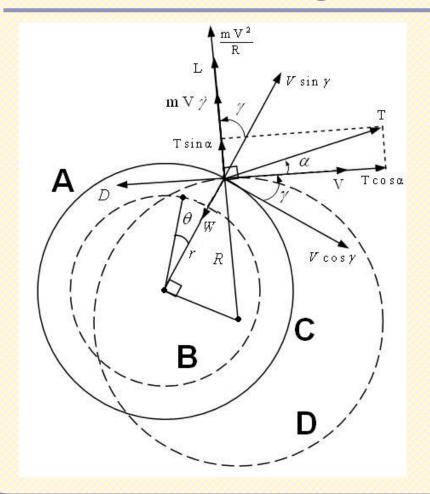
 $\dot{x}$  equation is not coupled with others.

$$\dot{h} = V \sin \gamma$$

$$\dot{V} = \frac{1}{m} \left( T \cos \alpha - D - mg \sin \gamma \right)$$

$$\dot{\gamma} = \frac{1}{mV} \left( T \sin \alpha + L - mg \cos \gamma \right)$$

# Point Mass Model for Spherical, Non-Rotating Earth



### **Kinematic Equations**

Using the force balance equation

$$\frac{m(V\cos\gamma)^2}{r} = \frac{mV^2}{R}\cos\gamma$$

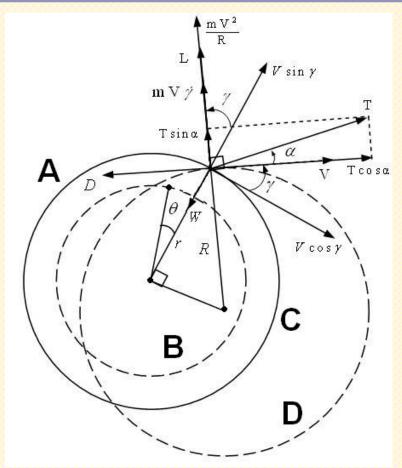
$$R = \frac{r}{\cos \gamma}$$

Resolving velocity vector along local vertical and horizontal

$$\dot{r} = V \sin \gamma$$

$$r\dot{\theta} = V\cos\gamma$$

# Point Mass Model for Spherical, Non-Rotating Earth



## **Dynamic Equations**

Resolving force components along the velocity vector

$$m\dot{V} = T\cos\alpha - D - mg\sin\gamma$$

Resolving the force components  $\perp$  to the velocity vector

$$mV\dot{\gamma} = T\sin\alpha + L$$
$$-mg\cos\gamma + \frac{mV^2}{R}$$

# Point Mass Model for Spherical, Non-Rotating Earth

$$\dot{r} = V \sin \gamma$$

$$\dot{\theta} = \frac{V\cos\gamma}{r}$$

#### Note:

 $\dot{\theta}$  equation is not coupled with others.

$$\dot{V} = \frac{1}{m} \left( T \cos \alpha - D - mg \sin \gamma \right)$$

$$\dot{\gamma} = \frac{1}{mV} \left( T \sin \alpha + L - mg \cos \gamma + \frac{mV^2}{R} \right)$$

# Point Mass Model for Spherical and Rotating Earth

When thrust is absent, the kinematic and dynamic equations are

$$\begin{split} \dot{r} = &V \sin \gamma \ , \ \dot{\varphi} = \frac{V \cos \gamma \sin \psi}{r} \ , \ \dot{\theta} = \frac{V \cos \gamma \cos \psi}{r \cos \varphi} \\ \dot{V} = &-\frac{D}{m} - g \sin \gamma + \Omega_e^2 r \cos \varphi (\sin \gamma \cos \varphi - \cos \gamma \sin \varphi \sin \psi) \\ \dot{\gamma} = &\frac{L \cos \sigma}{mV} - \frac{g \cos \gamma}{V} + \frac{V \cos \gamma}{r} + 2\Omega_e \cos \varphi \cos \psi \\ &+ \frac{\Omega_e^2 r}{V} \cos \varphi (\cos \gamma \cos \varphi + \sin \gamma \sin \varphi \sin \psi) \\ \dot{\psi} = &\frac{L \sin \sigma}{mV \cos \gamma} - \frac{V}{r} \cos \gamma \cos \psi \tan \varphi + 2\Omega_e (\tan \gamma \cos \varphi \sin \psi - \sin \varphi) \\ &- \frac{\Omega_e^2 r}{V \cos \gamma} \sin \varphi \cos \varphi \cos \psi \end{split}$$

# Point Mass Model for Spherical and Rotating Earth

#### Where

r-Radial Distance from Center of Earth

*V*−Earth Relative Velocity

 $\Omega_e$  – Earth Angular Speed

γ-Flight Path Angle

 $\sigma$ -Velocity Roll / Bank Angle

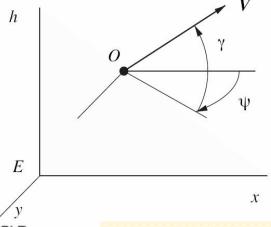
 $\psi$  – Velocity Yaw / Heading Angle

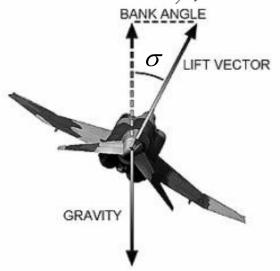
*m*–Mass of Vehicle

g – Acceleration due to Gravity

 $\theta$ -Longitude

 $\varphi$ -Geocentric Latitude





# Six – DOF Model

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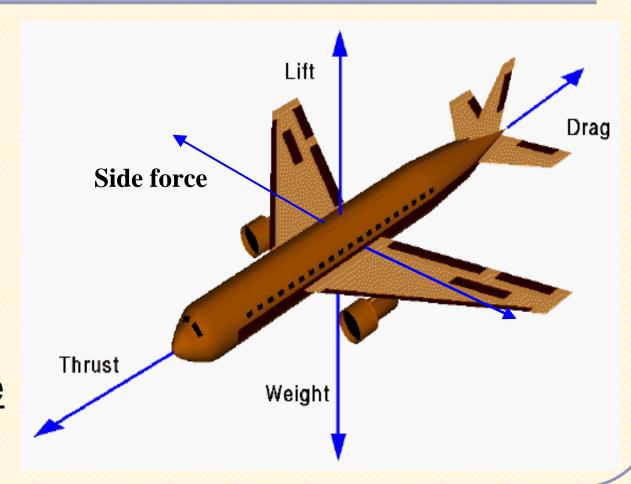
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### Basic Force Balance

- Weight
- Lift
- Drag
- Thrust
- Side force

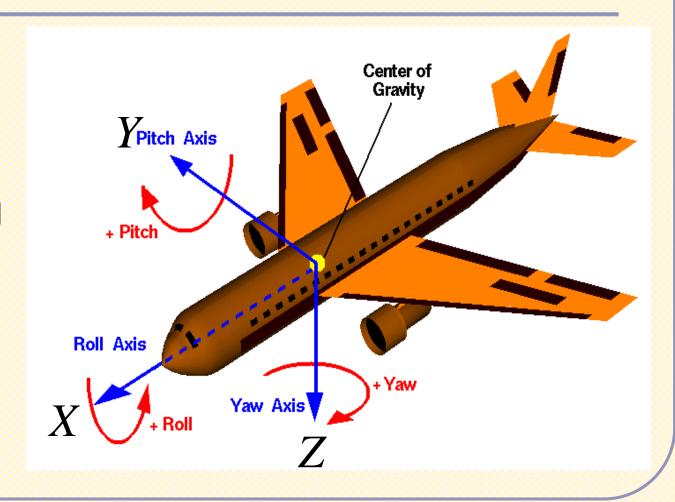


### **Basic Moment Balance**

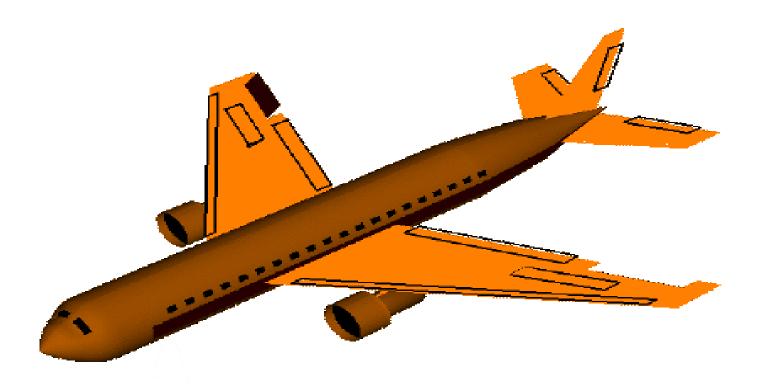
Rolling

Pitching

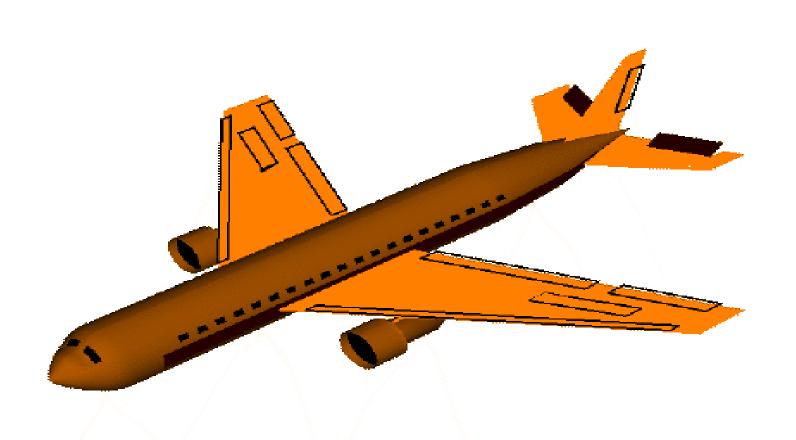
Yawing



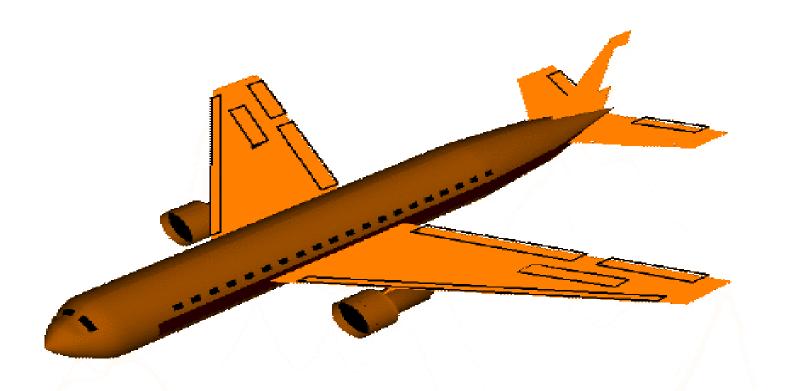
# Control Action: Aileron Roll



# Control Action: Elevator Pitch



# Control Action: Rudder > Yaw

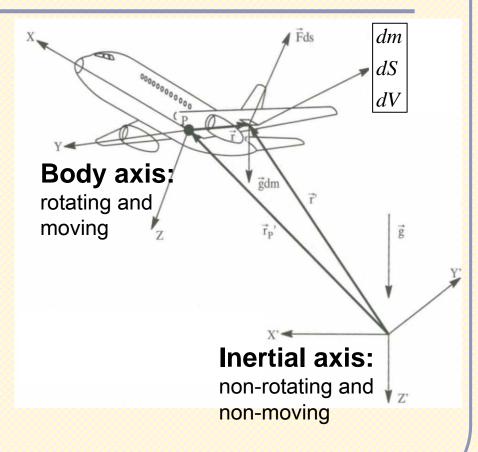


### Six-DOF Model

Ref: Roskam J., Airplane Flight Dynamics and Automatic Controls, 1995

## **Assumptions:**

- Flat earth (spherical and rotational effects are negligible)
- Rigid body (no relative motion of particles, no spinning rotors)
- Constant mass and mass distribution (no fuel burning, no fuel slosh, no passenger movement etc.)
- Uniform mass density
- Constant gravity



## Six-DOF Model

Ref: Roskam J., Airplane Flight Dynamics and Automatic Controls, 1995

From Geometry: 
$$\vec{r}' = \vec{r}'_p + \vec{r}$$

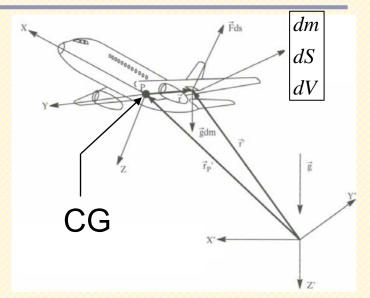
P is center of mass/gravity. Hence:

$$\int_{V} \vec{r} \, \rho_A dV = 0$$

$$\int_{V} \left( \vec{r}' - \vec{r}'_{p} \right) \rho_{A} dV = 0$$

$$\int_{V} \vec{r}' \rho_{A} dV = \vec{r}'_{p} \int_{V} \rho_{A} dV = \vec{r}'_{p} m$$

$$\vec{r}_p' = \frac{1}{m} \int_V \vec{r}' \rho_A dV$$



# Dynamic Equations

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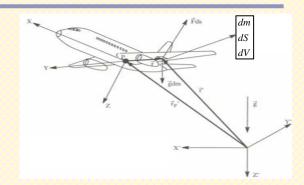


Ref: Roskam J., Airplane Flight Dynamics and Automatic Controls, 1995

#### **Newton's Second Law of Motion:**

(valid in inertial reference frame)

$$\frac{d}{dt} \left[ \int_{V} \rho_{A} \left( \frac{d\vec{r}'}{dt} \right) dV \right] = \int_{V} \rho_{A} \vec{g} \, dV + \int_{\text{Linear momentum}} \text{Gravity Force} + \int_{\text{Aerodyn}} \rho_{A} \vec{g} \, dV$$



+ 
$$\int \vec{F} \, ds$$

Aerodynamic/Thrust Force

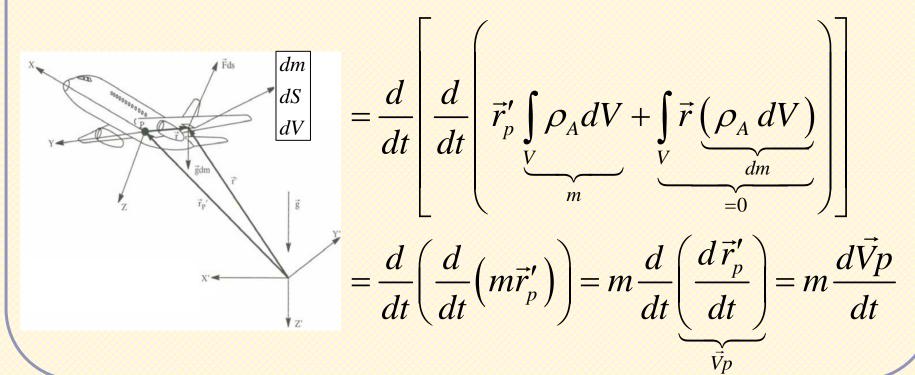
$$\frac{d}{dt} \left[ \int_{V} \vec{r}' \times \rho_{A} \left( \frac{d\vec{r}'}{dt} \right) dV \right] = \int_{V} \vec{r}' \times \rho_{A} \vec{g} dV + \int_{S} \vec{r}' \times \vec{F} dS$$
Angular momentum

Gravity Moment

Aerodynamic/Thrust Moment

# Force Equation (inertial frame)

$$\frac{d}{dt} \left[ \int_{V} \rho_{A} \left( \frac{d\vec{r}'}{dt} \right) dV \right] = \frac{d}{dt} \left[ \frac{d}{dt} \int_{V} \rho_{A} \left( \vec{r}'_{p} + \vec{r} \right) dV \right]$$



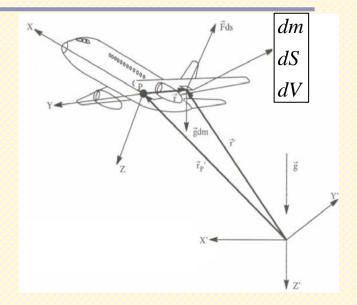
# Force Equation (inertial frame)

Ref: Roskam J., Airplane Flight Dynamics and Automatic Controls, 1995

#### Moreover

$$\int_{V} \rho_{A} \vec{g} \ dV = \vec{g} \int_{V} \rho_{A} dV = m \vec{g}$$

$$\int_{S} \vec{F} dS = \underbrace{\vec{X}}_{\text{Aerodynamic}} + \underbrace{\vec{X}}_{T}_{\text{Thrust force}}$$



Hence

$$m\frac{d\vec{Vp}}{dt} = \underbrace{m\vec{g} + \vec{X} + \vec{X}_T}_{\text{Applied in inertial frame}}$$

- Thrust forces are typically applied in body frame
- Aerodynamic forces act on "wind frame", which is close to body frame (they are same when  $\alpha$ = $\beta$ =0)
- Body frame is a rotating frame. Hence it is NOT an inertial frame and the Newton's laws are not applicable directly.

Ref: Roskam J., Airplane Flight Dynamics and Automatic Controls, 1995

#### A Standard Result:

$$\frac{d\vec{A}}{dt} \begin{vmatrix} d\vec{A} \\ \text{Equivalent} \\ \text{in inertial} \\ \text{frame} \end{vmatrix} = \frac{\partial \vec{A}}{\partial t} \begin{vmatrix} As \text{ seen} \\ \text{in rotating} \\ \text{frame} \end{vmatrix} + \vec{\omega} \times \vec{A}$$

where  $\vec{\omega}$ : Angular velocity of rotating frame wrt. inertial frame.

 $\vec{A}$ : Any vector

#### Hence the force equation in body frame becomes:

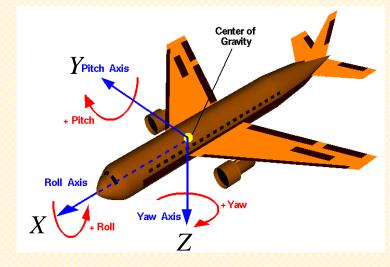
$$m\left(\frac{\partial \vec{V}p}{\partial t}\right)_{B} + \left(\vec{\omega} \times \vec{V}p\right) = \underbrace{m\vec{g} + \vec{X} + \vec{X}_{T}}_{\text{Forced applied in rotating (body) frame}}$$

$$\vec{\omega} = \begin{bmatrix} P & Q & R \end{bmatrix}^T, \quad (\vec{V}p)_B = \begin{bmatrix} U & V & W \end{bmatrix}^T$$

$$\vec{X} = \begin{bmatrix} X & Y & Z \end{bmatrix}^T, \quad \vec{X}_T = \begin{bmatrix} X_T & Y_T & Z_T \end{bmatrix}^T$$

$$\vec{g} = \begin{bmatrix} g_X & g_Y & g_Z \end{bmatrix}^T$$

$$(\vec{\omega} \times \vec{V}p) = \begin{vmatrix} i & j & k \\ P & Q & R \\ U & V & W \end{vmatrix}$$



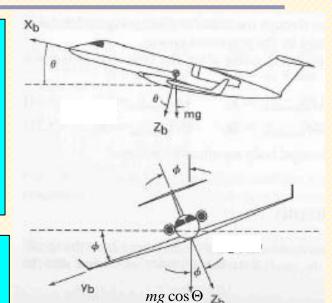
$$= i(QW - VR) - j(PW - UR) + k(PV - UQ)$$

Ref: Roskam J., Airplane Flight Dynamics and Automatic Controls, 1995

$$m(\dot{U} - VR + WQ) = mg_X + (X + X_T)$$

$$m(\dot{V} + UR - WP) = mg_Y + (Y + Y_T)$$

$$m(\dot{W} - UQ + VP) = mg_Z + (Z + Z_T)$$



where

$$g_X = -g \sin \Theta$$

$$g_Y = g \cos \Theta \sin \Phi$$

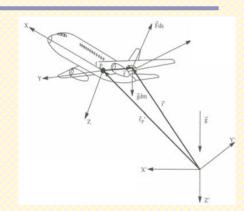
$$g_Z = g \cos \Theta \cos \Phi$$

**Note:** The gravity components can also be Formally derived from Euler angle definitions.

Ref: Roskam J., Airplane Flight Dynamics and Automatic Controls, 1995

$$\frac{d}{dt} \left[ \int_{V} \vec{r} \times \left( \frac{d\vec{r}}{dt} \right) \rho_{A} dV \right] = \int_{S} \vec{r} \times \vec{F} ds$$
Modified angular momentum (for rotating frame effect)

Applied moment in the body frame



$$= \underbrace{\vec{M}_A}_{\text{Aerodynamic moment}} + \underbrace{\vec{M}_T}_{\text{Thrust moment}}$$

#### **Comment:**

This expression can be derived from the earlier expression.

However, it is easier to visualize this equation directly in the body frame since, forces and moments act on the body frame and gravity force does not create any moment about CG.

$$\frac{d}{dt} \int_{V} \vec{r} \times \left(\frac{d\vec{r}}{dt}\right) \rho_{A} dV = \int_{V} \frac{d}{dt} \left(\vec{r} \times \left(\frac{d\vec{r}}{dt}\right)\right) \rho_{A} dV$$

$$= \int_{V} \left(\underbrace{\left(\frac{d\vec{r}}{dt}\right)}_{=0} \times \left(\frac{d\vec{r}}{dt}\right) + \vec{r} \times \frac{d}{dt} \left(\frac{d\vec{r}}{dt}\right)\right) \rho_{A} dV$$

$$= \int_{V} \vec{r} \times \frac{d}{dt} \left(\underbrace{\dot{\vec{r}}}_{=0} + \vec{\omega} \times \vec{r}\right) \rho_{A} dV$$

Ref: Roskam J., Airplane Flight Dynamics and Automatic Controls, 1995

$$\frac{d}{dt} \int_{V} \vec{r} \times \left(\frac{d\vec{r}}{dt}\right) \rho_{A} dV = \int_{V} \vec{r} \times \left(\frac{\partial}{\partial t} (\vec{\omega} \times \vec{r}) + \vec{\omega} \times (\vec{\omega} \times \vec{r})\right) \rho_{A} dV$$

$$= \int_{V} \vec{r} \times \left(\left(\dot{\vec{\omega}} \times \vec{r} + \vec{\omega} \times \dot{\vec{r}}\right) + \vec{\omega} \times (\vec{\omega} \times \vec{r})\right) \rho_{A} dV$$

$$= \int_{V} \vec{r} \times \left(\left(\dot{\vec{\omega}} \times \vec{r}\right) + \vec{\omega} \times (\vec{\omega} \times \vec{r})\right) \rho_{A} dV$$

$$= \int_{V} \vec{r} \times \left(\left(\dot{\vec{\omega}} \times \vec{r}\right) + \vec{\omega} \times (\vec{\omega} \times \vec{r})\right) \rho_{A} dV$$

Hence, the moment equation is:

$$\left| \int_{V} \vec{r} \times \left( \left( \dot{\vec{\omega}} \times \vec{r} \right) + \vec{\omega} \times \left( \vec{\omega} \times \vec{r} \right) \right) \rho_{A} \, dV = \vec{M}_{A} + \vec{M}_{T} \right|$$

Ref: Roskam J., Airplane Flight Dynamics and Automatic Controls, 1995

#### **Standard Results:**

$$\int_{V} \vec{r} \times (\dot{\vec{\omega}} \times \vec{r}) \rho_{A} dV = \int_{V} \left[ \dot{\vec{\omega}} (\vec{r} \cdot \vec{r}) - \vec{r} (\vec{r} \cdot \dot{\vec{\omega}}) \right] \rho_{A} dV$$

$$\int_{V} \vec{r} \times (\vec{\omega} \times (\vec{\omega} \times \vec{r})) \rho_{A} dV = \int_{V} \vec{r} \times \left[ \vec{\omega} (\vec{\omega} \cdot \vec{r}) - \vec{r} (\vec{\omega} \cdot \vec{\omega}) \right] \rho_{A} dV$$

$$= \int_{V} \vec{r} \times \vec{\omega} (\vec{\omega} \cdot \vec{r}) \rho_{A} dV$$

However,

$$\vec{r} = \begin{bmatrix} x & y & z \end{bmatrix}^T$$
 (in body frame)  
 $\vec{\omega} = \begin{bmatrix} P & Q & R \end{bmatrix}^T$ 

$$\int_{V} \vec{r} \times (\dot{\vec{\omega}} \times \vec{r}) \rho_{A} dV = \int_{V} \left[ \dot{\vec{\omega}} (\vec{r} \cdot \vec{r}) - \vec{r} (\vec{r} \cdot \dot{\vec{\omega}}) \right] \rho_{A} dV$$

$$= \dot{\vec{\omega}} \int_{V} r^{2} dm - \int_{V} \vec{r} (\vec{r} \cdot \dot{\vec{\omega}}) dm$$

$$= \left[ \dot{P} \quad \dot{Q} \quad \dot{R} \right]^{T} \int_{V} (x^{2} + y^{2} + z^{2}) dm$$

$$- \left[ x \quad y \quad z \right]^{T} \int_{V} (x \dot{P} + y \dot{Q} + z \dot{R}) dm$$

$$\int_{V} \vec{r} \times (\vec{\omega} \times \vec{r}) \rho_{A} dV = \begin{bmatrix} \dot{P} \int_{V} (y^{2} + z^{2}) dm - \dot{Q} \int_{V} xy dm - \dot{R} \int_{V} xz dm \\ \dot{Q} \int_{I_{xx}} (x^{2} + z^{2}) dm - \dot{P} \int_{V} yx dm - \dot{R} \int_{V} yz dm \\ \dot{I}_{yy} & I_{yx} & I_{yz} \end{bmatrix}$$

$$\dot{R} \int_{V} (x^{2} + y^{2}) dm - \dot{P} \int_{V} zx dm - \dot{Q} \int_{V} zy dm$$

$$\dot{I}_{zz} & I_{zz} & I_{zz} & I_{zz} \end{bmatrix}$$

Ref: Roskam J., Airplane Flight Dynamics and Automatic Controls, 1995

$$\int_{V} \vec{r} \times (\dot{\vec{\omega}} \times \vec{r}) \rho_{A} dV = \begin{bmatrix} I_{xx} \dot{P} - I_{xy} \dot{Q} - I_{xz} \dot{R} \\ I_{yy} \dot{Q} - I_{yx} \dot{P} - I_{yz} \dot{R} \\ I_{zz} \dot{R} - I_{zx} \dot{P} - I_{zy} \dot{Q} \end{bmatrix}$$

#### Similarly

$$\int_{V} \vec{r} \times (\vec{\omega} \times (\vec{\omega} \times \vec{r})) \rho_{A} dV = \int_{V} \vec{r} \times \vec{\omega} (\vec{\omega} \cdot \vec{r}) \rho_{A} dV$$

$$= \begin{bmatrix} I_{xx} PR + I_{yz} (R^{2} - Q^{2}) - I_{xz} PQ + (I_{zz} - I_{yy}) RQ \\ (I_{xx} - I_{zz}) PR + I_{xz} (P^{2} - R^{2}) - I_{xy} QR + I_{yz} PQ \\ (I_{yy} - I_{xx}) PQ + I_{xy} (Q^{2} - P^{2}) + I_{xz} QR - I_{yz} PR \end{bmatrix}$$

Ref: Roskam J., Airplane Flight Dynamics and Automatic Controls, 1995

Assumption: An airplane is symmetric about its XZ-plane

$$I_{xy} = I_{yz} = 0$$

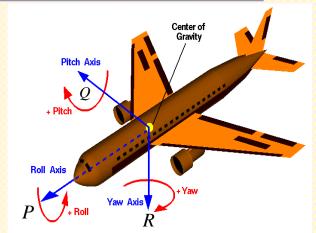
 Note: Missiles and launch vehicles are typically symmetric about both XZ-plane as well as XY-plane

$$I_{xy} = I_{yz} = I_{zx} = 0$$

Ref: Roskam J., Airplane Flight Dynamics and Automatic Controls, 1995

Aero Moment:  $\vec{M}_A = \begin{bmatrix} L & M & N \end{bmatrix}^T$ 

Thrust Moment:  $\vec{M}_T = \begin{bmatrix} L_T & M_T & N_T \end{bmatrix}^T$ 



Hence, the moment equations are:

$$I_{xx}\dot{P} - I_{xz}\dot{R} - I_{xz}PQ + (I_{zz} - I_{yy})RQ = L + L_{T}$$

$$I_{yy}\dot{Q} + (I_{xx} - I_{zz})PR + I_{xz}(P^{2} - R^{2}) = M + M_{T}$$

$$I_{zz}\dot{R} - I_{xz}\dot{P} + (I_{yy} - I_{xx})PQ + I_{xz}QR = N + N_{T}$$

$$m(\dot{U} - VR + WQ) = -mg\sin\Theta + (X + X_T)$$

$$m(\dot{V} + UR - WP) = mg\cos\Theta\sin\Phi + (Y + Y_T)$$

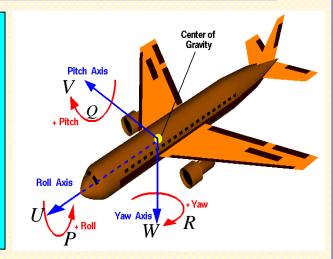
$$m(\dot{W} - UQ + VP) = mg\cos\Theta\cos\Phi + (Z + Z_T)$$

$$\begin{split} I_{xx}\dot{P} - I_{xz}\dot{R} - I_{xz}PQ + \left(I_{zz} - I_{yy}\right)RQ &= L + L_{T} \\ I_{yy}\dot{Q} + \left(I_{xx} - I_{zz}\right)PR + I_{xz}\left(P^{2} - R^{2}\right) &= M + M_{T} \\ I_{zz}\dot{R} - I_{xz}\dot{P} + \left(I_{yy} - I_{xx}\right)PQ + I_{xz}QR &= N + N_{T} \end{split}$$

$$\dot{U} = VR - WQ - g\sin\Theta + \frac{1}{m}(X + X_T)$$

$$\dot{V} = WP - UR + g \sin \Phi \cos \Theta + \frac{1}{m} (Y + Y_T)$$

$$\dot{W} = UQ - VP + g\cos\Phi\cos\Theta + \frac{1}{m}(Z + Z_T)$$



$$\dot{P} = c_1 QR + c_2 PQ + c_3 (L + L_T) + c_4 (N + N_T)$$

$$\dot{Q} = c_5 PR - c_6 (P^2 - R^2) + c_7 (M + M_T)$$

$$\dot{R} = c_8 PQ - c_2 QR + c_4 (L + L_T) + c_9 (N + N_T)$$

Ref: Roskam J., Airplane Flight Dynamics and Automatic Controls, 1995

#### where

$$\begin{bmatrix} c_{1} \\ c_{2} \\ c_{3} \\ c_{4} \\ c_{8} \\ c_{9} \end{bmatrix} = \frac{1}{(I_{xx}I_{zz} - I_{xz}^{2})} \begin{bmatrix} I_{zz}(I_{yy} - I_{zz}) - I_{xz}^{2} \\ I_{xz}(I_{zz} + I_{xx} - I_{yy}) \\ I_{zz} \\ I_{yz} \\ I_{xx}(I_{xx} - I_{yy}) + I_{xz}^{2} \\ I_{xx} \end{bmatrix}$$

$$c_{5} = I_{zz} - I_{xx}) / I_{yy}$$

$$c_{6} = I_{xz} / I_{yy}$$

$$c_{7} = 1 / I_{yy}$$

$$c_5 = I_{zz} - I_{xx}) / I_{yy}$$

$$c_6 = I_{xz} / I_{yy}$$

$$c_7 = 1 / I_{yy}$$

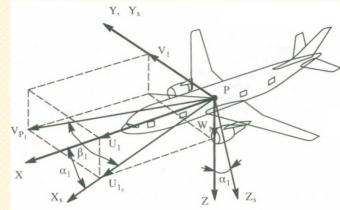
$$\begin{split} X_{T} &= \sum_{i=1}^{N} T_{i} \cos \Phi_{T_{i}} \cos \Psi_{T_{i}} & L_{T} = -\sum_{i=1}^{N} \left( T_{i} \cos \Phi_{T_{i}} \sin \Psi_{T_{i}} \right) z_{T_{i}} - \sum_{i=1}^{N} \left( T_{i} \sin \Phi_{T_{i}} \right) y_{T_{i}} & T_{i} = T_{i_{\text{max}}} \cdot \sigma_{T_{i}} \\ Y_{T} &= \sum_{i=1}^{N} T_{i} \cos \Phi_{T_{i}} \sin \Psi_{T_{i}} & M_{T} = \sum_{i=1}^{N} \left( T_{i} \cos \Phi_{T_{i}} \cos \Psi_{T_{i}} \right) z_{T_{i}} + \sum_{i=1}^{N} \left( T_{i} \sin \Phi_{T_{i}} \right) x_{T_{i}} \\ Z_{T} &= -\sum_{i=1}^{N} T_{i} \sin \Phi_{T_{i}} & N_{T} = -\sum_{i=1}^{N} \left( T_{i} \cos \Phi_{T_{i}} \cos \Psi_{T_{i}} \right) y_{T_{i}} + \sum_{i=1}^{N} \left( T_{i} \cos \Phi_{T_{i}} \sin \Psi_{T_{i}} \right) x_{T_{i}} \end{split}$$

$$\begin{bmatrix} X \\ Z \end{bmatrix} = T(\alpha) \begin{bmatrix} X_s \\ Z_s \end{bmatrix} = T(\alpha) (-\overline{q}S) \begin{pmatrix} C_{D_0} & C_{D_{\alpha}} & C_{D_{i_h}} \\ C_{L_0} & C_{L_{\alpha}} & C_{L_{i_h}} \end{pmatrix} \begin{bmatrix} 1 \\ \alpha \\ i_h \end{bmatrix} + \begin{bmatrix} C_{D_{\delta_E}} \\ C_{L_{\delta_E}} \end{bmatrix} \delta_E$$

$$\begin{bmatrix} L \\ N \end{bmatrix} = T(\alpha) \begin{bmatrix} L_s \\ N_s \end{bmatrix} = T(\alpha) \overline{q}Sb \begin{pmatrix} C_{l_{\beta}} \\ C_{n_{\beta}} \end{pmatrix} \beta + \begin{bmatrix} C_{l_{\delta_A}} & C_{l_{\delta_R}} \\ C_{n_{\delta_A}} & C_{n_{\delta_R}} \end{bmatrix} \begin{bmatrix} \delta_A \\ \delta_R \end{bmatrix}$$

$$Y = \overline{q}S \ C_Y = \overline{q}S \left( C_{Y_\beta} \beta + \begin{bmatrix} C_{Y_{\delta_A}} & C_{Y_{\delta_R}} \end{bmatrix} \begin{bmatrix} \delta_A \\ \delta_R \end{bmatrix} \right)$$

$$M = \overline{q}S\overline{c} \ C_m = \overline{q}S\overline{c} \begin{bmatrix} C_{m_o} & C_{m_\alpha} & C_{m_{i_h}} \end{bmatrix} \begin{bmatrix} 1 & \alpha & i_h \end{bmatrix}^T + C_{m_{\delta_E}} \delta_E$$



$$T(\alpha) \triangleq \begin{bmatrix} \cos \alpha & -\sin \alpha \\ \sin \alpha & \cos \alpha \end{bmatrix}$$

### Comment

- We have derived only the set of "dynamic equations" of the Six-DOF model, which describe the effect of forces and moments.
- A set of "kinematic equations" are also needed to complete the Six-DOF model, which will be discussed in the next class.

