

ARCHITECTURE FOR FILTER ALGORITHM IN GPS/INS INTEGRATION

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ABSTRACT

An inertial navigation system (INS) exhibits relatively low noise but tends to drift over time. In contrast, Global Positioning System (GPS) errors are relatively noisy, but exhibit no long-term drift. Integrated INS/GPS navigation systems provide the best of both worlds: the low short term noise characteristics of INS and the long term stability of GPS are combined to provide a navigation solution with accuracy, reliability and robustness far beyond the sum of the constituent parts. However, in order to fully evaluate the performance of an integrated INS/GPS system, it is necessary to stimulate both the GPS and inertial components of the system simultaneously. In this paper, the architectures for common filter algorithms in GPS/INS loose integration are presented. The error dynamics for attitude calculation are derived. Algorithms based on quaternions and direction cosines are used. Simulation results are analyzed to evaluate the different systems. This system evaluation is required to help to create specification data; to aid integration algorithm design and tuning; to determine if the receiver meets a given specification; to create conditions beyond those which can be created during live trials; and to recreate a known anomaly which occurred in the real world.

KEYWORDS

Inertial Navigation System , Inertial Measurement Unit, Global Positioning Systems Loose integration ,Direction Cosines Matrix, Skew-symmetric matrix, and Quaternions.

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1- INTRODUCTION

GPS and INS have complementary qualities that make them ideal to use for sensor fusion. The limitations of GPS include occasional high noise content, outages when satellite signals are blocked, interference, and low bandwidth. The strengths of GPS include its long-term stability and its capacity to function as a stand-alone navigation system. In contrast, inertial navigation systems are not subject to interference outages, have high bandwidth and good short-term noise characteristics, but have long-term drift errors and require external information for initialization. A combination system of GPS and INS subsystems can exhibit the robustness, higher bandwidth and better noise characteristics of the inertial system with the long-term stability of GPS. The level and complexity of GPS and INS coupling is dictated by several factors, including desired navigation accuracy, quality of the inertial measurement unit (IMU), and required robustness of the GPS receiver outputs. The levels of integration are usually classified as loose integration, tight integration, and ultra-tight or deep integration. Loose integration is the simplest method of coupling [1], where GPS and INS generate navigation solutions independently (position, velocity, and attitude). The Kalman filter used in GPS/INS integration module is independent of the Kalman filter of GPS module, which increases the reliability of the system in case of GPS failure.

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Tight Integration is a more complex level of coupling is tight integration [2], where the raw GPS ephemeris information and the position and velocity from INS algorithm are used to predict pseudorange and Doppler measurement. The tight integration method contains only a single Kalman filter.

Ultra-Tight Integration is the most complex level of coupling [3]. It occurs at the GPS tracking-loop level. It takes the difference between predicted in-phase and quadrature-phase of INS and the raw of GPS measurements in-phase and quadrature-phase to determine the error estimates of the position, velocity, and attitude. In terms of performance, ultra-tight integration also offers the most benefit in terms of accuracy and robustness improvements to the GPS receiver and overall system.

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In this paper, the architectures for common filter algorithms in GPS/INS loose integration are presented. The loose integration is used due to its computational simplicity comparing with other integration algorithms. Moreover, it is suitable for parallel processing.

The error dynamics for attitude calculation are derived. Algorithms based on quaternions and direction cosines are used. Simulation results are analyzed to explore the advantages of each algorithm.

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1.1- Architecture of Loose Integration

The GPS/INS system with loose integration is depicted in Fig. 1, for which the operation steps are given as below:

- 1- The Kalman filter of GPS extracts the position velocity data processes the raw data received by GPS receiver.
- 2- The raw IMU measurements, (Specific forces and angular rates) are processed through the INS algorithm to determine the position, velocity, and attitude.

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- 3- The GPS/INS Integration using Kalman filter takes the difference between position and velocity from GPS Kalman filter and INS algorithm to determine error estimates in position, velocity, and attitude.
- 4- The error estimates from GPS/INS Integration using Kalman filter are feedback correct the position, velocity, and attitude in INS algorithm.

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The loose integration method is distinguished by its simplicity in implementation and its robustness. If one of the sensors (INS or GPS) fails, a solution is still given by the other sensor. Other advantage of the loose integration can be seen in the processing time of the algorithm due to generally smaller state vectors. One of the benefits of loose integration is that the INS/GPS Integration using Kalman filter has better noise characteristics than the GPS solution alone.

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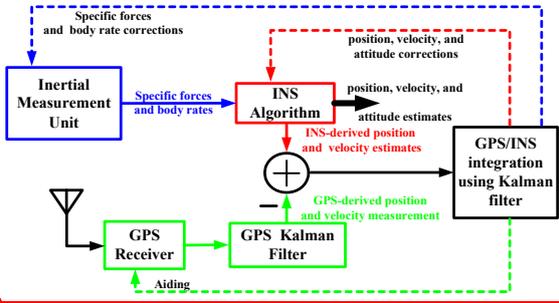


Fig.1. GPS/INS system with loose integration

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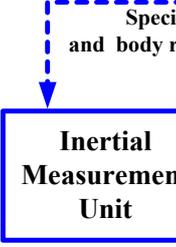
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The disadvantage is mainly that it is impossible to provide measurement update from the GPS filter during poor GPS cover (less than four satellites). Loose integration is best implemented with higher quality inertial sensors (navigation-grade or tactical grade) if the GPS outages are long in duration. Lower quality inertial sensors can also provide some immunity against momentary GPS outages, especially if their various biases were calibrated using GPS prior to the outage. In general, low quality inertial sensors are suited for applications where GPS outages are infrequent and short in duration.

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2- POSITION ERROR DYNAMICS

The error dynamics equations for positions in the N-frame are functions of position and velocity error [4,5].

$$\delta \dot{\mathbf{r}}^n = \mathbf{F}_{RR} \delta \mathbf{r}^n + \mathbf{F}_{RV} \delta \mathbf{v}^n$$

where: $\delta \mathbf{r}^n = (\delta \varphi \ \delta \lambda \ \delta h)^T$ is the error in position in N-frame, $\delta \mathbf{v}^n = (\delta v_N \ \delta v_E \ \delta v_D)^T$ the error in velocity in N-frame. \mathbf{F}_{RR} and \mathbf{F}_{RV} are described by the following equations.



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$$\text{محذوف: } F_{RV} = \begin{pmatrix} \frac{\partial \dot{\varphi}}{\partial v_N} & \frac{\partial \dot{\varphi}}{\partial \lambda} & \frac{\partial \dot{\varphi}}{\partial h} \\ \frac{\partial \dot{\lambda}}{\partial v_N} & \frac{\partial \dot{\lambda}}{\partial \lambda} & \frac{\partial \dot{\lambda}}{\partial h} \\ \frac{\partial \dot{h}}{\partial v_N} & \frac{\partial \dot{h}}{\partial \lambda} & \frac{\partial \dot{h}}{\partial h} \end{pmatrix}$$

$$F_{RR} = \begin{pmatrix} \frac{\partial \dot{\varphi}}{\partial \varphi} & \frac{\partial \dot{\varphi}}{\partial \lambda} & \frac{\partial \dot{\varphi}}{\partial h} \\ \frac{\partial \dot{\lambda}}{\partial \varphi} & \frac{\partial \dot{\lambda}}{\partial \lambda} & \frac{\partial \dot{\lambda}}{\partial h} \\ \frac{\partial \dot{h}}{\partial \varphi} & \frac{\partial \dot{h}}{\partial \lambda} & \frac{\partial \dot{h}}{\partial h} \end{pmatrix} = \begin{pmatrix} 0 & 0 & \frac{-v_N}{(M+h)^2} \\ v_E \sin(\varphi) & 0 & \frac{-v_E}{(N+h)^2 \cos(\varphi)} \\ \frac{v_E \sin(\varphi)}{(N+h) \cos^2(\varphi)} & 0 & 0 \end{pmatrix}$$

$$\text{محذوف: } F_{RR} = \begin{pmatrix} \frac{\partial \dot{\varphi}}{\partial \varphi} & \frac{\partial \dot{\varphi}}{\partial \lambda} & \frac{\partial \dot{\varphi}}{\partial h} \\ \frac{\partial \dot{\lambda}}{\partial \varphi} & \frac{\partial \dot{\lambda}}{\partial \lambda} & \frac{\partial \dot{\lambda}}{\partial h} \\ \frac{\partial \dot{h}}{\partial \varphi} & \frac{\partial \dot{h}}{\partial \lambda} & \frac{\partial \dot{h}}{\partial h} \end{pmatrix}$$

$$F_{RV} = \begin{pmatrix} \frac{\partial \dot{\varphi}}{\partial v_N} & \frac{\partial \dot{\varphi}}{\partial v_E} & \frac{\partial \dot{\varphi}}{\partial v_D} \\ \frac{\partial \dot{\lambda}}{\partial v_N} & \frac{\partial \dot{\lambda}}{\partial v_E} & \frac{\partial \dot{\lambda}}{\partial v_D} \\ \frac{\partial \dot{h}}{\partial v_N} & \frac{\partial \dot{h}}{\partial v_E} & \frac{\partial \dot{h}}{\partial v_D} \end{pmatrix} = \begin{pmatrix} 1 & 0 & 0 \\ (M+h) & 1 & 0 \\ 0 & ((N+h) \cos(\varphi)) & -1 \end{pmatrix}$$

3- VELOCITY ERROR DYNAMICS

The velocity dynamics equation of inertial navigation system is [4]:

$$\dot{v}^n = C_b^n f^b - (2\omega_{ie}^n + \omega_{en}^n) \times v^n - g^n$$

Take in consideration the accumulation error, the calculation and measurement error
The computed version of the velocity dynamics equation can be expressed as

$$\dot{\bar{v}}^n = \bar{C}_b^n \bar{f}^b - (2\bar{\omega}_{ie}^n + \bar{\omega}_{en}^n) \times \bar{v}^n - \bar{g}^n$$

... [3]
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$\dot{\bar{v}}^n = \dot{v}^n + \delta \dot{v}^n$ where:

$$\bar{C}_b^n = C_b^n + \delta C_b^n$$

$$\bar{f}^b = f^b + \delta f^b$$

$$\bar{\omega}_{ie}^n = \omega_{ie}^n + \delta \omega_{ie}^n$$

$$\bar{\omega}_{en}^n = \omega_{en}^n + \delta \omega_{en}^n$$

$$\bar{v}^n = v^n + \delta v^n$$

$$\bar{g}^n = g^n + \delta g^n$$

where: δv^n is the error in velocity in N-frame. δC_b^n is the error in transformation from B-frame to N-frame. δf^b is the error in specific force measure in the B-frame $\delta \omega_{ie}^n$ is The error in projection of the rotating rate vector of the E-frame with respect to the I-frame on the N-frame. $\delta \omega_{en}^n$ is The error in projection of rotating rate vector of the N-frame with respect to the E-frame on the N-frame δg^n is The error in gravitational acceleration.

By neglecting the second order error terms, Eq. (5) can be reduced to

$$\delta \dot{v}^n = -(2\delta \omega_{ie}^n + \delta \omega_{en}^n) \times v^n - (2\omega_{ie}^n + \omega_{en}^n) \times \delta v^n - \delta g^n + C_b^n \delta f^b + \delta C_b^n f^b$$

Eq. (6) can be reduced to

$$\delta \dot{v}^n = F_{VR} \delta r^n + F_{VV} \delta v^n + \delta C_b^n f^b + C_b^n \delta f^b$$

where: F_{VR} and F_{VV} described by the following equations [4].

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$$F_{VR} = \begin{bmatrix} -2v_E \omega_e \cos(\varphi) - \frac{v_E^2}{(N+h) \cos^2(\varphi)} & 0 & \frac{-v_N v_D}{(M+h)^2} + \frac{v_E^2 \tan(\varphi)}{(N+h)^2} \\ 2\omega_e v_N \cos(\varphi) & 0 & \frac{-v_E v_D}{(N+h)^2} - \frac{v_N v_E \tan(\varphi)}{(N+h)^2} \\ -2\omega_e v_D \sin(\varphi) + \frac{v_E v_N}{(N+h) \cos^2(\varphi)} & 0 & \frac{v_E^2}{(N+h)^2} + \frac{v_N^2}{(M+h)^2} \\ \frac{2v_E \omega_e \sin(\varphi) - 8.8 \times 10^{-9} \sin(\varphi) \cos(\varphi) h}{\frac{g_{WGS0} [1 + E^2 \sin^2(\varphi)] E^2 \sin(\varphi) \cos(\varphi)}{[1 - E^2 \sin^2(\varphi)]^{3/2}}} & 0 & -4.4 \times 10^{-9} \sin^2(\varphi) \\ -\frac{2g_{WGS0} g_{WGS1} \sin(\varphi) \cos(\varphi)}{[1 - E^2 \sin^2(\varphi)]^{1/2}} & 0 & +1.44 \times 10^{-13} h \\ & & -3.0877 \times 10^{-6} \end{bmatrix}$$

$$F_{VV} = \begin{pmatrix} \frac{v_D}{(M+h)} & -2\omega_e \sin(\varphi) - \frac{2v_E \tan(\varphi)}{(N+h)} & \frac{v_N}{(M+h)} \\ 2\omega_e \sin(\varphi) + \frac{v_E \tan(\varphi)}{(N+h)} & \frac{v_D + v_N \tan(\varphi)}{(N+h)} & 2\omega_e \cos(\varphi) + \frac{v_E}{(N+h)} \\ \frac{-2v_N}{(M+h)} & -2\omega_e \cos(\varphi) - \frac{2v_E}{(N+h)} & 0 \end{pmatrix}$$

The calculation of term $\delta C_b^n f^b$ and $C_b^n \delta f^b$ depends on solution approach as given table 1. and table 2.

Table 1 Calculation of term $C_b^n \delta f^b$

Algorithm	$C_b^n \delta f^b$
Quaternion S	$C_b^n \delta f^b = G_{AVQ} \begin{pmatrix} \delta f_x \\ \delta f_y \\ \delta f_z \end{pmatrix}$ <p>where: $G_{AVQ} = \begin{pmatrix} q_1^2 + q_0^2 - q_2^2 - q_3^2 & 2(q_1 q_2 - q_3 q_0) & 2(q_1 q_3 + q_2 q_0) \\ 2(q_1 q_2 + q_3 q_0) & q_2^2 + q_0^2 - q_1^2 - q_3^2 & 2(q_2 q_3 - q_1 q_0) \\ 2(q_1 q_3 - q_2 q_0) & 2(q_2 q_3 + q_1 q_0) & q_3^2 + q_0^2 - q_1^2 - q_2^2 \end{pmatrix}$</p>
Direction Cosines	$\delta C_b^n f^b = F_{VAC} [\delta c_{11} \quad \delta c_{12} \quad \delta c_{13} \quad \delta c_{21} \quad \delta c_{22} \quad \delta c_{23} \quad \delta c_{31} \quad \delta c_{32} \quad \delta c_{33}]^T$ <p>where: $F_{VAC} = \begin{pmatrix} f_x & f_y & f_z & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & f_x & f_y & f_z & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & f_x & f_y & f_z \end{pmatrix}$</p>

Table (2) Calculation of term $\delta C_b^n f^b$

algorithm	$\delta C_b^n f^b$
Quaternions	$\delta C_b^n f^b = F_{VAQ} \begin{pmatrix} \delta q_0 \\ \delta q_1 \\ \delta q_2 \\ \delta q_3 \end{pmatrix}$ <p>where:</p> $F_{VAQ} = 2 \begin{pmatrix} 2q_0 f_x - q_3 f_y & 2q_1 f_x + q_2 f_y & q_1 f_y + q_0 f_z & -q_0 f_y + q_1 f_z \\ +q_2 f_z & +q_3 f_z & & \\ 2q_0 f_y + q_3 f_x & q_2 f_x - q_0 f_z & 2q_2 f_y + q_1 f_x & q_0 f_x + q_2 f_z \\ -q_1 f_z & & +q_3 f_z & \\ 2q_0 f_z - q_2 f_x & q_3 f_x + q_0 f_y & -q_0 f_x + q_3 f_y & 2q_3 f_z + q_1 f_x \\ +q_1 f_y & & & +q_2 f_y \end{pmatrix}$
Direction Cosines	$\delta C_b^n f^b = F_{VAC} [\delta c_{11} \quad \delta c_{12} \quad \delta c_{13} \quad \delta c_{21} \quad \delta c_{22} \quad \delta c_{23} \quad \delta c_{31} \quad \delta c_{32} \quad \delta c_{33}]^T$ <p>where:</p>

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4- ATTITUDE ERROR DYNAMICS

The attitude of the vehicle relative to the N-frame can be variety of set of variable the most popular being Euler angles, direction cosines, and quaternions.

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4.1- Attitude Error Dynamics Based on Quaternions

We define the quaternions error as the arithmetic difference between the quaterni estimate, and the true quaternion.

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$$\delta q_n^b = \bar{q}_n^b - q_n^b \quad ($$

Attitude Error Dynamics can be expressed as [4] given in equation (11).

$$\delta \dot{q}_n^b = 0.5 \Omega_{ib}^b \delta q_n^b + 0.5 \delta \Omega_{ib}^b q_n^b \quad ($$

where:

محذوف: $\frac{1}{2} \Omega_{ib}^b \delta q_n^b$,
 $\frac{1}{2} \delta \Omega_{ib}^b q_n^b$ described by
 the following equations.

$$\frac{1}{2} \Omega_{ib}^b \delta q_n^b = F_{AAQ} \begin{pmatrix} \delta q_0 \\ \delta q_1 \\ \delta q_2 \\ \delta q_3 \end{pmatrix} \quad ($$

محذوف: $\frac{1}{2} \delta \Omega_{ib}^b q_n^b = \frac{1}{2}$

$$F_{AAQ} = \begin{pmatrix} 0 & -0.5\omega_x & -0.5\omega_y & -0.5\omega_z \\ 0.5\omega_x & 0 & 0.5\omega_z & -0.5\omega_y \\ 0.5\omega_y & -0.5\omega_z & 0 & 0.5\omega_x \\ 0.5\omega_z & 0.5\omega_y & -0.5\omega_x & 0 \end{pmatrix}$$

... [4]
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$$\underline{G_{AAQ} = \frac{1}{2} \begin{pmatrix} -\bar{q}_1 & -\bar{q}_2 & -\bar{q}_3 \\ \bar{q}_0 & -\bar{q}_3 & \bar{q}_2 \\ \bar{q}_3 & \bar{q}_0 & -\bar{q}_1 \\ -\bar{q}_2 & \bar{q}_1 & \bar{q}_0 \end{pmatrix}} \quad \underline{\frac{1}{2} \delta \Omega_{ib}^b \mathbf{q}_n^b = G_{AAQ} \begin{pmatrix} \delta \omega_x \\ \delta \omega_y \\ \delta \omega_z \end{pmatrix}}$$

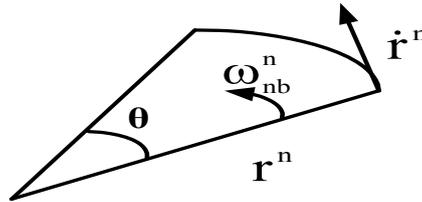
4.2- Attitude Error Dynamics Based on Direction Cosines

The attitude dynamics based on direction cosines is expressed by:

$$\dot{\mathbf{r}}^n = \dot{C}_b^n \mathbf{r}^b \quad (14)$$

Where: C_b^n is the direction cosine matrix (DCM), which represents the transformation from B-frame to N-frame, \mathbf{r}^n is the position vector in N-frame, and \mathbf{r}^b is the position vector in B-frame as shown in the following figure.

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The velocity vector in N-frame can be expressed as given in equation (15) [5].

$$\begin{aligned} \dot{\mathbf{r}}^n &= \omega_{nb}^n \times \mathbf{r}^n \\ &= \Omega_{nb}^n \mathbf{r}^n \\ &= C_b^n \Omega_{nb}^b \mathbf{r}^b \end{aligned} \quad (15)$$

Where: ω_{nb}^n is the projection of the rotating rate vector of the B-frame with respect to the N-frame, and Ω_{nb}^n is the skew-symmetric matrix, corresponding to ω_{nb}^n .

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Depending on the form that the derivative of DCM \dot{C}_b^n can be expressed, two methods can be extracted where $\dot{C}_b^n = C_b^n \Omega_{nb}^b$ represents method one and $\dot{C}_b^n = -\Omega_{bn}^n C_b^n$ represents method two.

5- IMPLEMENTATION OF THE INS/GPS KALMAN FILTER

The INS/GPS Kalman Filter implementation is divided into **four** steps, as explained following subsections.

5.1- Continuous System Equations

محذوف:

$$\dot{\chi} = F \chi + G u \quad ($$

Where: F is the dynamics matrix (state matrix), χ is the state vector, u is the forcing vector function (input vector), and G is a design matrix (input matrix). The terms are described in details by the following subsection.

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محذوف: Continuous System Equations of

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5.1.1- Error of Position, Velocity, and Attitude Based on Quaternions

Continuous system equations of error of position, velocity, and attitude based on quaternions can be expressed as follows:

$$\chi = \begin{pmatrix} \delta r^n \\ \delta v^n \\ \delta q_b^n \end{pmatrix} = [\delta\phi \quad \delta\lambda \quad \delta h \quad \delta v_N \quad \delta v_E \quad \delta v_D \quad \delta q_0 \quad \delta q_1 \quad \delta q_2 \quad \delta q_3]^T \quad ($$

$$u = \begin{pmatrix} \delta f^b \\ \delta \omega_{ib}^b \end{pmatrix} = [\delta f_x \quad \delta f_y \quad \delta f_z \quad \delta \omega_x \quad \delta \omega_y \quad \delta \omega_z]^T \quad ($$

$$F = \begin{pmatrix} F_{RR} & F_{RV} & 0_{3 \times 4} \\ F_{VR} & F_{VV} & F_{VAQ} \\ 0_{4 \times 4} & 0_{4 \times 4} & F_{AAQ} \end{pmatrix} + G = \begin{pmatrix} 0_{3 \times 3} & 0_{3 \times 3} \\ G_{AVQ} & 0_{3 \times 3} \\ 0_{4 \times 3} & G_{AAQ} \end{pmatrix} \quad ($$

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The details of matrix F and matrix G are given in [5].

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5.1.2- Error of Position, Velocity, and Attitude Based on Direction Cosine Method One

Continuous system equations of error of position, velocity, and attitude based on direction cosines can be expressed as follows:

محذوف: Continuous System Equations of

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$$\chi = \begin{pmatrix} \delta r^n \\ \delta v^n \\ \delta C_b^n \end{pmatrix} = [\delta\phi \quad \delta\lambda \quad \delta h \quad \delta v_N \quad \delta v_E \quad \delta v_D \quad \delta c_{11} \quad \delta c_{12} \quad \delta c_{13} \quad \delta c_{21} \quad \delta c_{22} \quad \delta c_{23} \quad \delta c_{31} \quad \delta c_{32} \quad \delta c_{33}]^T \quad (2$$

$$u = \begin{pmatrix} \delta f^b \\ \delta \omega_{ib}^b \end{pmatrix} = [\delta f_x \quad \delta f_y \quad \delta f_z \quad \delta \omega_x \quad \delta \omega_y \quad \delta \omega_z]^T \quad (2$$

$$F = \begin{pmatrix} F_{RR} & F_{RV} & 0_{3 \times 9} \\ F_{VR} & F_{VV} & F_{VAC} \\ 0_{9 \times 3} & 0_{9 \times 3} & F_{AAC1} \end{pmatrix} + G = \begin{pmatrix} 0_{3 \times 3} & 0_{3 \times 3} \\ G_{AVC} & 0_{3 \times 3} \\ 0_{9 \times 3} & G_{AAC1} \end{pmatrix} \quad (2$$

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The details of matrix F and matrix G are given in [5].

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محذوف: Continuous System
Equations of

محذوف: Direction Cosines
Using Alternative Algorithm

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using alternative algorithm

5.1.3- Error of Position, Velocity, and Attitude Based on Direction cosin method one Method two

Continuous system equations of error of position, velocity, and attitude based direction cosines method one matrix can be constructed by augmenting Eq. (1), (and خطأ! لم يتم العثور على مصدر المرجع.

$$\chi = \begin{pmatrix} \delta r^n \\ \delta v^n \\ \delta C_b^n \end{pmatrix} = \begin{bmatrix} \delta\varphi & \delta\lambda & \delta h & \delta v_N & \delta v_E & \delta v_D \\ \delta c_{11} & \delta c_{12} & \delta c_{13} & \delta c_{21} & \delta c_{22} & \delta c_{23} & \delta c_{31} & \delta c_{32} & \delta c_{33} \end{bmatrix}^T \quad (1)$$

$$u = \begin{pmatrix} \delta f^b \\ \delta \omega_{ib}^b \end{pmatrix} = \begin{bmatrix} \delta f_x & \delta f_y & \delta f_z & \delta \omega_x & \delta \omega_y & \delta \omega_z \end{bmatrix}^T \quad (2)$$

$$F = \begin{pmatrix} F_{RR} & F_{RV} & 0_{3 \times 9} \\ F_{VR} & F_{VV} & F_{VAC} \\ 0_{9 \times 3} & 0_{9 \times 3} & F_{AAC2} \end{pmatrix} \quad G = \begin{pmatrix} 0_{3 \times 3} & 0_{3 \times 3} \\ G_{AVC} & 0_{3 \times 3} \\ 0_{9 \times 3} & G_{AAC2} \end{pmatrix} \quad (3)$$

محذوف: is

The details of matrix F and matrix G are given in [5].

محذوف: The

5.2- CONVERT THE CONTINUOUS SYSTEM EQUATIONS TO DISCRETE EQUATIONS

$$\chi(t_{k+1}) = \phi(t_{k+1}, t_k) \chi(t_k) + \int_{t_k}^{t_{k+1}} \phi(t_{k+1}, \tau) G(\tau) u(\tau) d\tau \quad (4)$$

or in abbreviated notation

$$\chi_{k+1} = \Phi_k \chi_k + w_k \quad (5)$$

where: χ_k is the state vector at time t_k , ϕ_k is the state transition matrix at time t_k , w_k is the vector of process noise at time t_k .

The covariance matrix associated with w_k is:

$$E[w_k w_i^T] = \begin{cases} Q & i = k \\ 0 & i \neq k \end{cases} \quad (6)$$

where: Q is the covariance matrix of process noise in the system state.

The numerical method to find the state transition matrix over short time inter $\Delta t = t_{k+1} - t_k$ is preferred:

$$\Phi_k = \exp(F \Delta t) \approx I + F \Delta t \quad (7)$$

محذوف: has the following form

The equation for calculating covariance matrix of process noise in the system state time t_k (Q_k) is given by equation (30).

$$\begin{aligned} Q_k &= E[w_k w_k^T] \\ &= E \left\{ \left[\int_{t_k}^{t_{k+1}} \phi(t_{k+1}, \xi) G(\xi) u(\xi) d\xi \right] \left[\int_{t_k}^{t_{k+1}} \phi(t_{k+1}, \eta) G(\eta) u(\eta) d\eta \right]^T \right\} \\ &= \int_{t_k}^{t_{k+1}} \int_{t_k}^{t_{k+1}} \phi(t_{k+1}, \xi) G(\xi) E[u(\xi) u^T(\eta)] G^T(\eta) \phi^T(t_{k+1}, \eta) d\xi d\eta \end{aligned} \quad (8)$$

محدوف: This estimated does not account for any of the correlations between the components of the driving

noise W_k that develop over the course of a sampling period because of the integration of the continuous-time driving noise through the state dynamics Therefore, in this research

محدوف: estimated

محدوف: i.e.,

The Q_k is calculated using the first order estimation of the transition matrix, [5] expressed by equation (31).

$$Q_k \approx \phi_k G Q G^T \phi_k^T \Delta t \quad (31)$$

5.3- OBSERVATION EQUATIONS

The following observation equations

$$z_k = H_k \chi_k + v_k \quad (32)$$

where: z_k is the vector of measurement at time t_k , χ_k is the state vector at time t_k , H_k is the measurement matrix at time t_k , and v_k is the vector measurement noise at time t_k .

The covariance matrices for the v_k is given by

$$E[v_k v_i^T] = \begin{cases} R_k & i = k \\ 0 & i \neq k \end{cases} \quad (33)$$

where: R_k is the covariance matrix of noise measurement at time t_k .

The position and velocity from GPS can be considered as measurements. T straightforward formulation of the Observation equation can be written as:

$$z_k = \begin{pmatrix} r_{INS}^n - r_{GPS}^n \\ \vdots \\ v_{INS}^n - v_{GPS}^n \end{pmatrix} = \begin{pmatrix} \varphi_{INS} - \varphi_{GPS} \\ \lambda_{INS} - \lambda_{GPS} \\ h_{INS} - h_{GPS} \\ \vdots \\ v_{INS}^n - v_{GPS}^n \end{pmatrix} \quad H_k = \begin{pmatrix} I_{3 \times 3} & 0_{3 \times 3} & 0_{3 \times 3} \\ 0_{3 \times 3} & I_{3 \times 3} & 0_{3 \times 3} \end{pmatrix} \quad (34)$$

However, this approach causes numerical instabilities in calculation $[H_k P_k^- H_k^T + R_k]^{-1}$ for the Kalman gain K_k . Because $(\varphi_{INS} - \varphi_{GPS})$ and $(\lambda_{INS} - \lambda_{GPS})$ are in radians and therefore they are very small values. This problem can be resolved if the first and second rows are multiplied by $(M+h)$ and $(N+h)\cos(\varphi)$ respectively [5]. Hence, the Observation equation will take the form:

$$z_k = \begin{pmatrix} (M+h)(\varphi_{INS} - \varphi_{GPS}) \\ [(N+h)\cos(\varphi)](\lambda_{INS} - \lambda_{GPS}) \\ (h_{INS} - h_{GPS}) \\ \vdots \\ v_{INS}^n - v_{GPS}^n \end{pmatrix} \quad H_k = \begin{pmatrix} M+h & 0 & 0 & | & 0_{3 \times 3} & 0_{3 \times 3} \\ 0 & (N+h)\cos(\varphi) & 0 & | & 0_{3 \times 3} & 0_{3 \times 3} \\ 0 & 0 & 1 & | & 0_{3 \times 3} & 0_{3 \times 3} \\ \hline 0_{3 \times 3} & 0_{3 \times 3} & 0_{3 \times 3} & | & I_{3 \times 3} & 0_{3 \times 3} \end{pmatrix} \quad (35)$$

and the following is covariance matrix of noise measurement :

محوذوف: ¶
 محذوف: , and
 محذوف: and
 محذوف: , and
 محذوف: integration Through Kalman
 محذوف: , and
 محذوف: direction cosines using alternative algorithm
 محذوف: , and
 محذوف: , and
 ... [5] منسق

محوذوف: ¶
 محذوف: Run simulation with ... [7] d time of algorithm of
 محذوف: , and
 محذوف: and
 محذوف: integration through Kalman
 محذوف: the total time of the simulation is T = 300 sec.
 محذوف: ¶
 محذوف: is
 محذوف: ¶
 محذوف: , and
 محذوف: is
 محذوف: ¶
 ... [8] INS algorithm is using
 محذوف: , and
 محذوف: and Direct-Kalman [GPS-DK] methods).
 محذوف: ¶
 ... [9] SQ is the less error than

Fig.2. Simulation block diagram for GPS/INS integration using Kalman

The DGPS simulation are dividing into two main parts, the first is the referen station, the second is the DGPS receiver, the calculation in receiver is done by thr methods Direct method [GPS-D], Kalman method [GPS-K], or Direct-Kalman meth [GPS-DK] . The difference between position, and velocity of outputs from DGPS a INS algorithms fed to the algorithm GPS/INS integration.

The GPS/INS Integration using Kalman filter in agreement with type of attitu calculation used for INS algorithms by three methods quaternions [INSQ], directi cosines method one [INSC1], and, direction cosines method two [INSC2].

The difference between position, velocity, and attitude of aircraft model (true) a output from INS algorithm is the error in position, and attitude as shown Fig.).

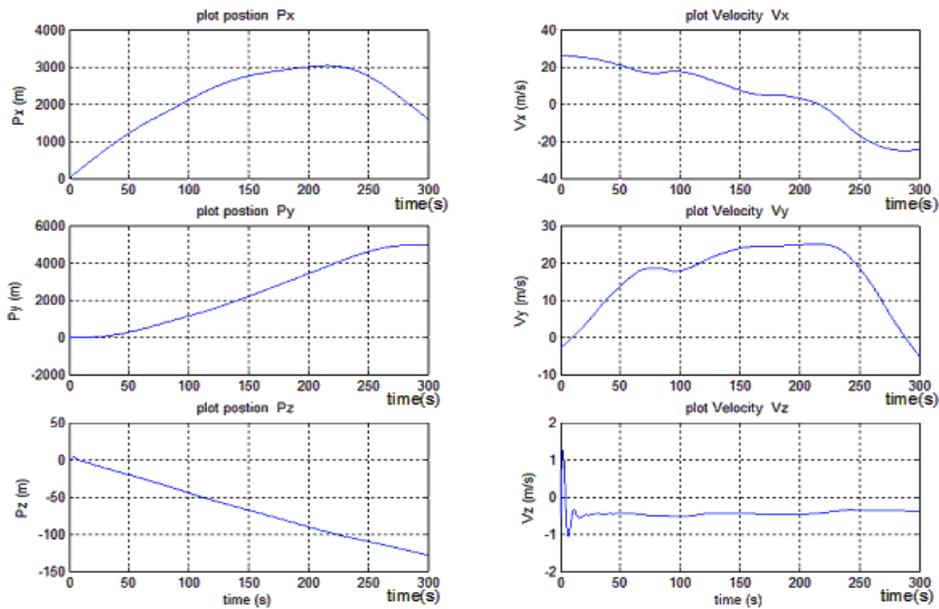
6.2. SIMULATION RESULT

The INS data rate is taken every 0.01 sec, while the DGPS data is taken every 1 s The sampled time of INS/GPS Integration using Kalman filter Ts (GPS/INS) = 1 sec,

The position and velocity plots from aircraft model (Aerosonde UAV) for test GPS/INS integration algorithms is considered as the true position and velocity shown in Fig.).

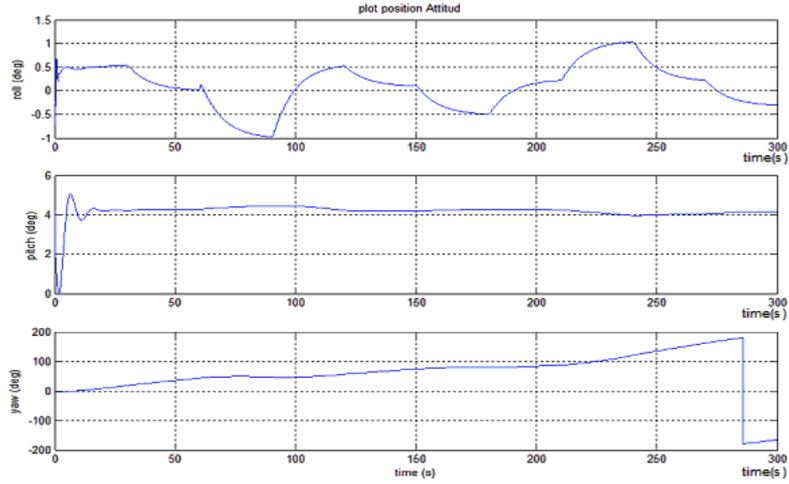
The attitude plots from aircraft model (Aerosonde UAV) is considered as the tr attitude (roll [ϕ], pitch [θ], and yaw [ψ]) are shown in Fig.).

The error in position, velocity, and attitude based on previous assumptions usi different methods of solution (Direct [GPS-D], Kalman [GPS-K], or Direct-Kalm [GPS-DK] methods) are shown in the Fig. 5, Fig. 6, Fig. 7, Fig. 8, Fig. 9, and Fig. 10



محذوف: integration through Kalman

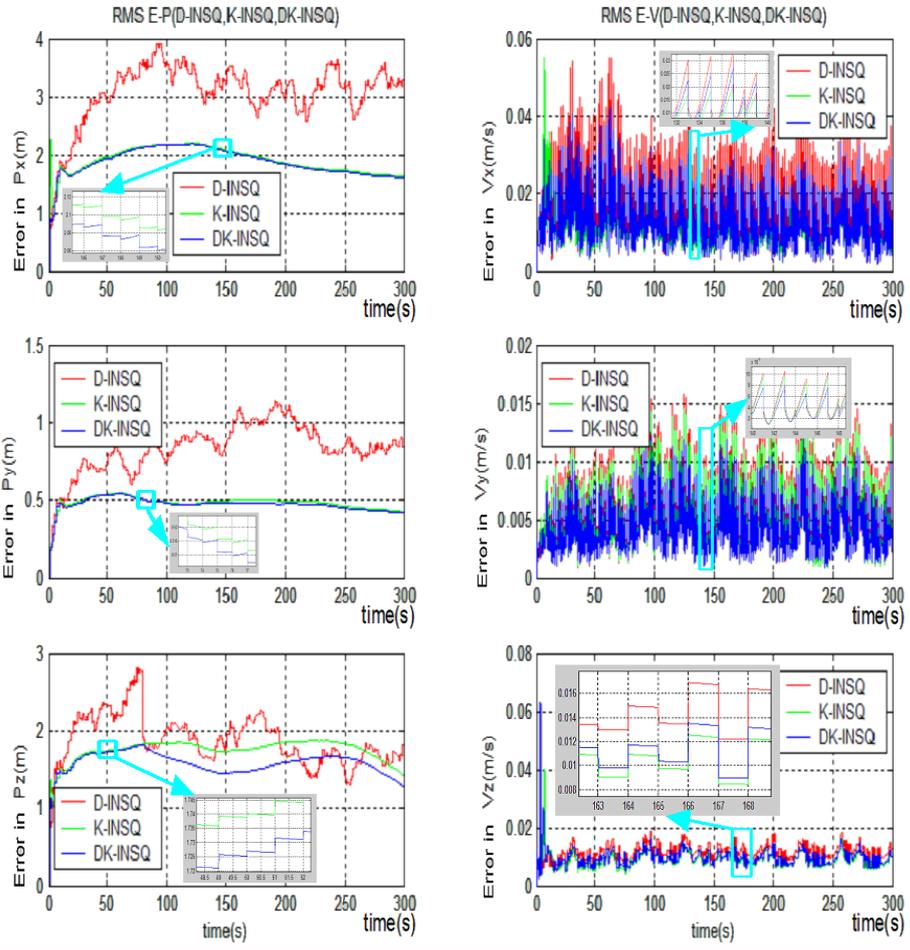
Fig.1. Position and velocity of Aerosonde UAV for test INS/GPS Integration using Kalman filter



محذوف: integration through Kalman

Fig.2. Attitude of Aerosonde UAV for test INS/GPS Integration using Kalman filter

منسّق: الخط: (افتراضي) Arial،
خط اللغة العربية وغيرها: Arial



محذوف: is

Fig.3. The RMS error in position and velocity of INS algorithm using quaternions

منسّق: متوسط

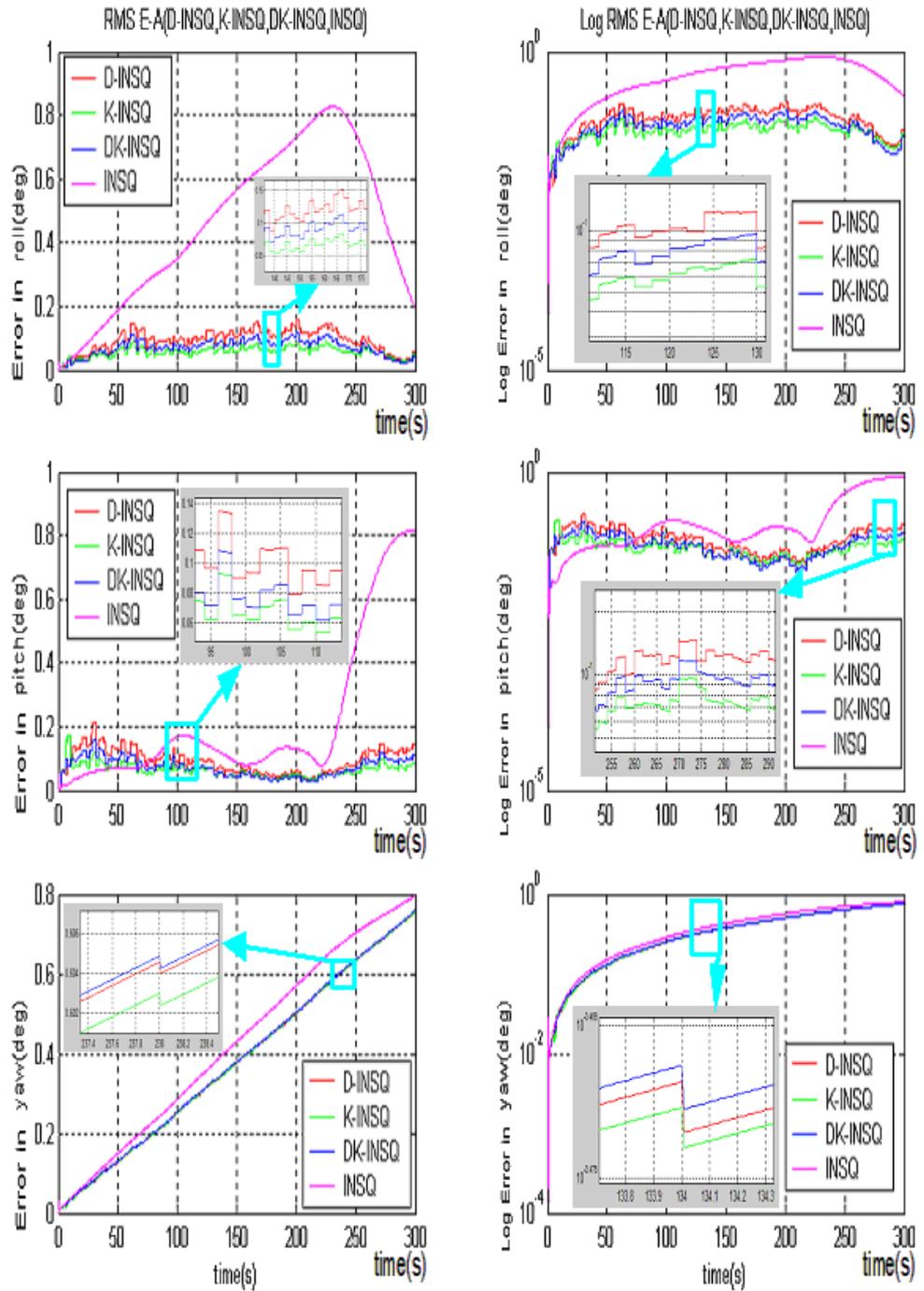
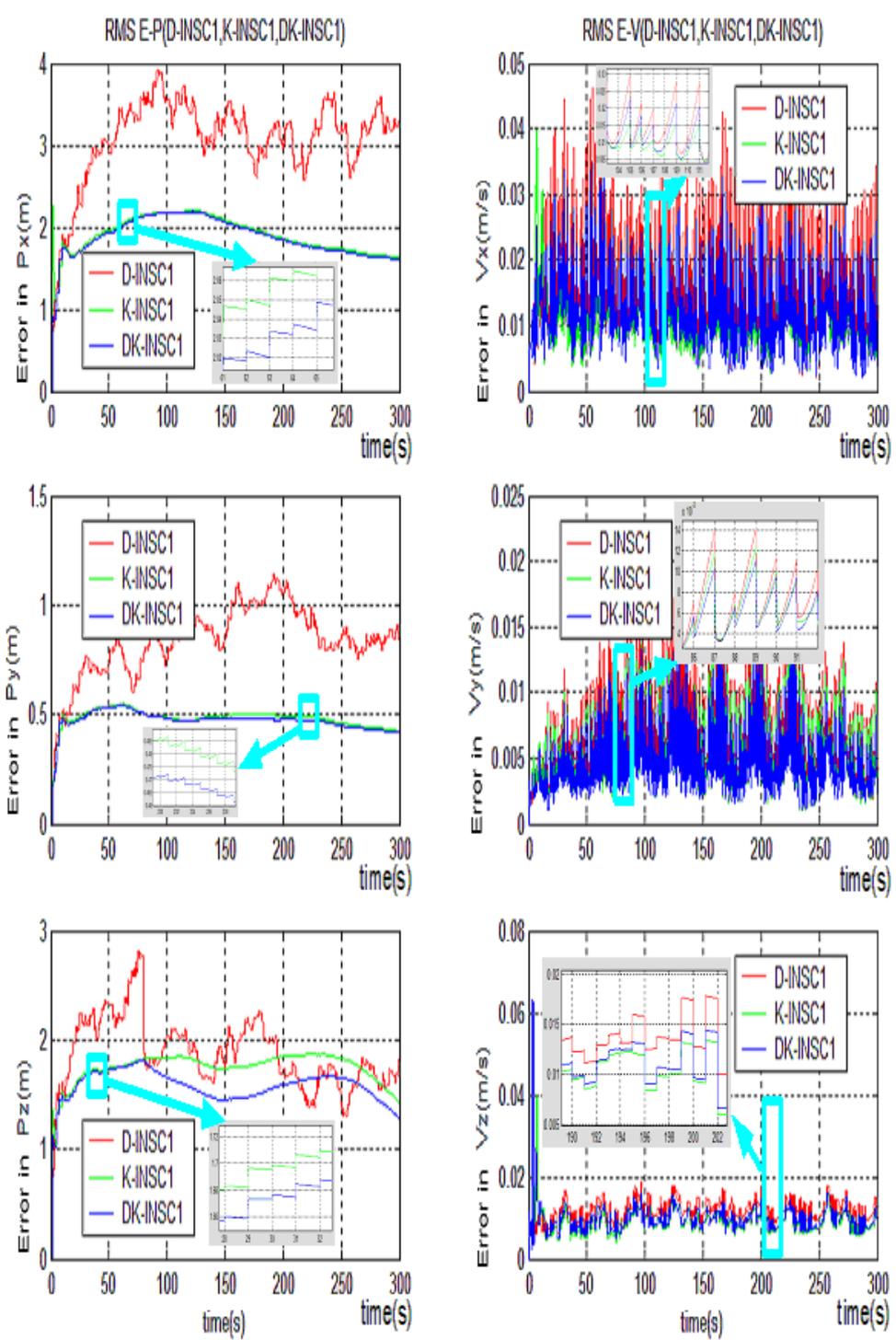


Fig.4. The RMS and Log RMS error in attitude of INS algorithm using quaternions

محذوف: , and

محذوف: is

محذوف: The INSC1 is the less error than another algorithm in roll (ϕ) less error until 2.0687 sec from start, pitch (θ) less error until 80.0016 sec from start, yaw (ψ) less error until 34.0023 sec from start.¶



محذوف: is
محذوف: direction cosines using alternative algorithm

Fig.5. The RMS error in position and velocity of INS algorithm using direction cosines method one

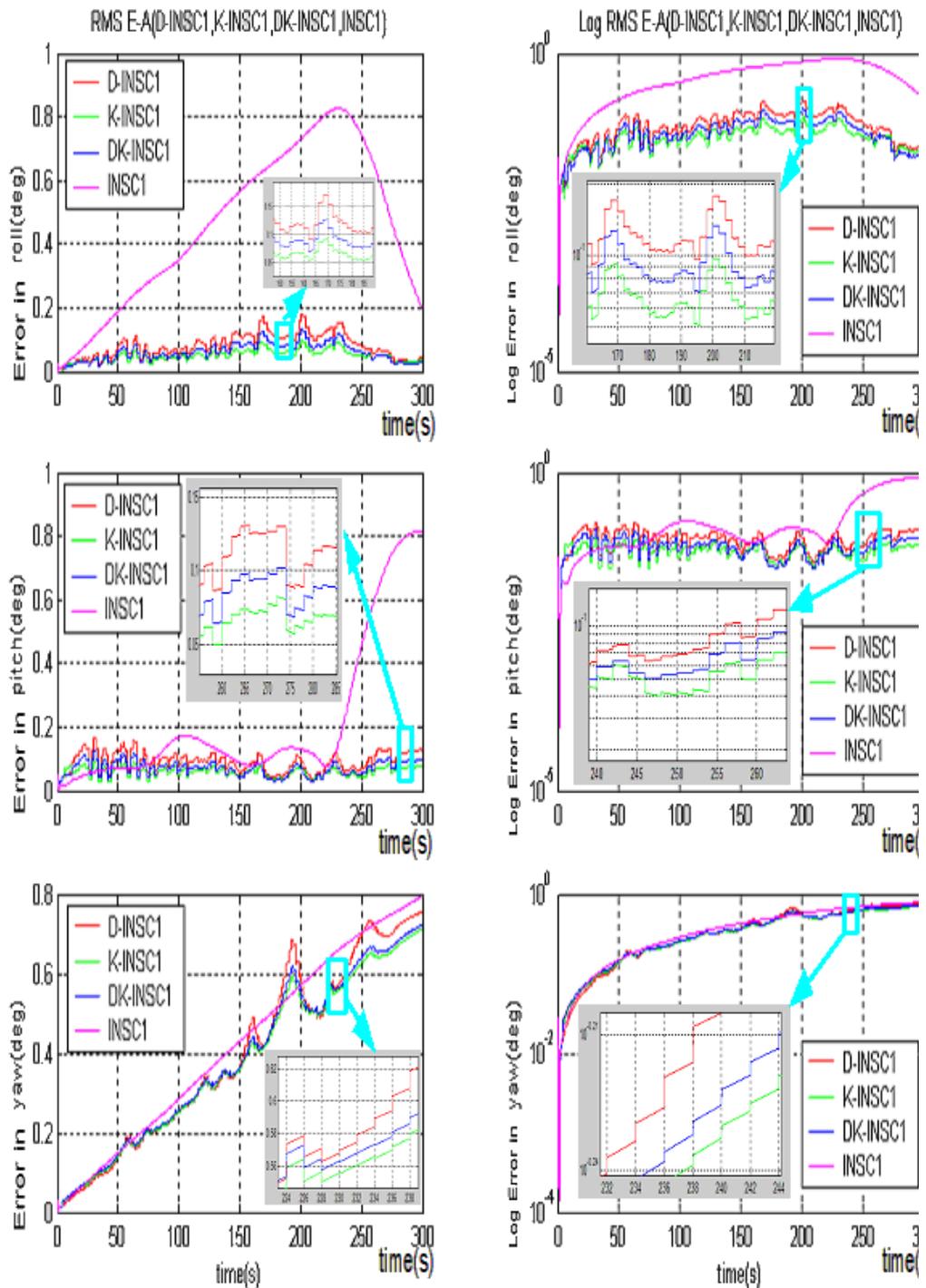


Fig.6. The RMS and Log RMS error in attitude of INS algorithm using direction cosines method one

محذوف , and
 محذوف is
 محذوف: direction cosines using alternative algorithm

منسّق: متوسط

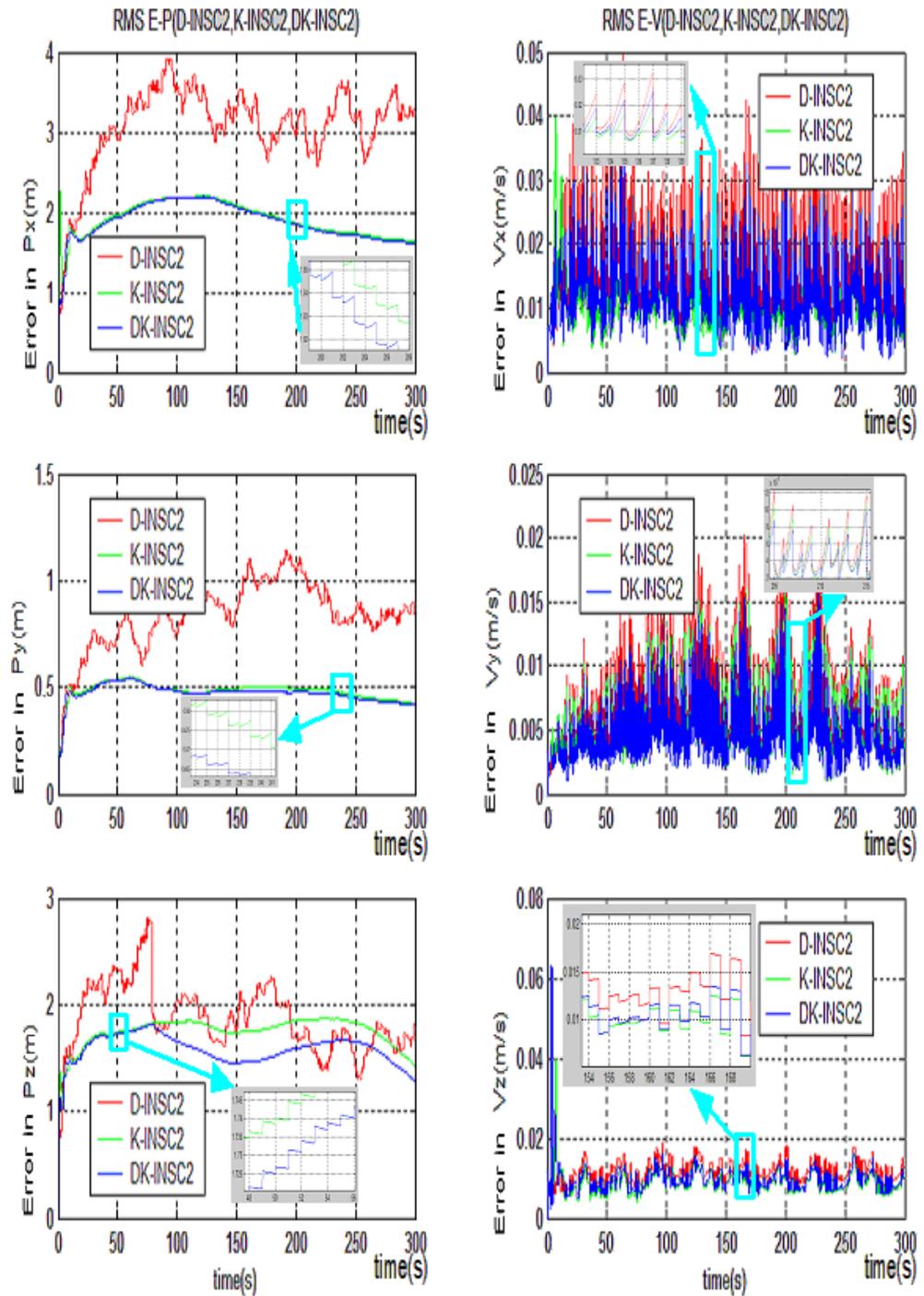


Fig.7. The RMS error in position and velocity of INS algorithm using direction cosin method two

منسّق: متوسط

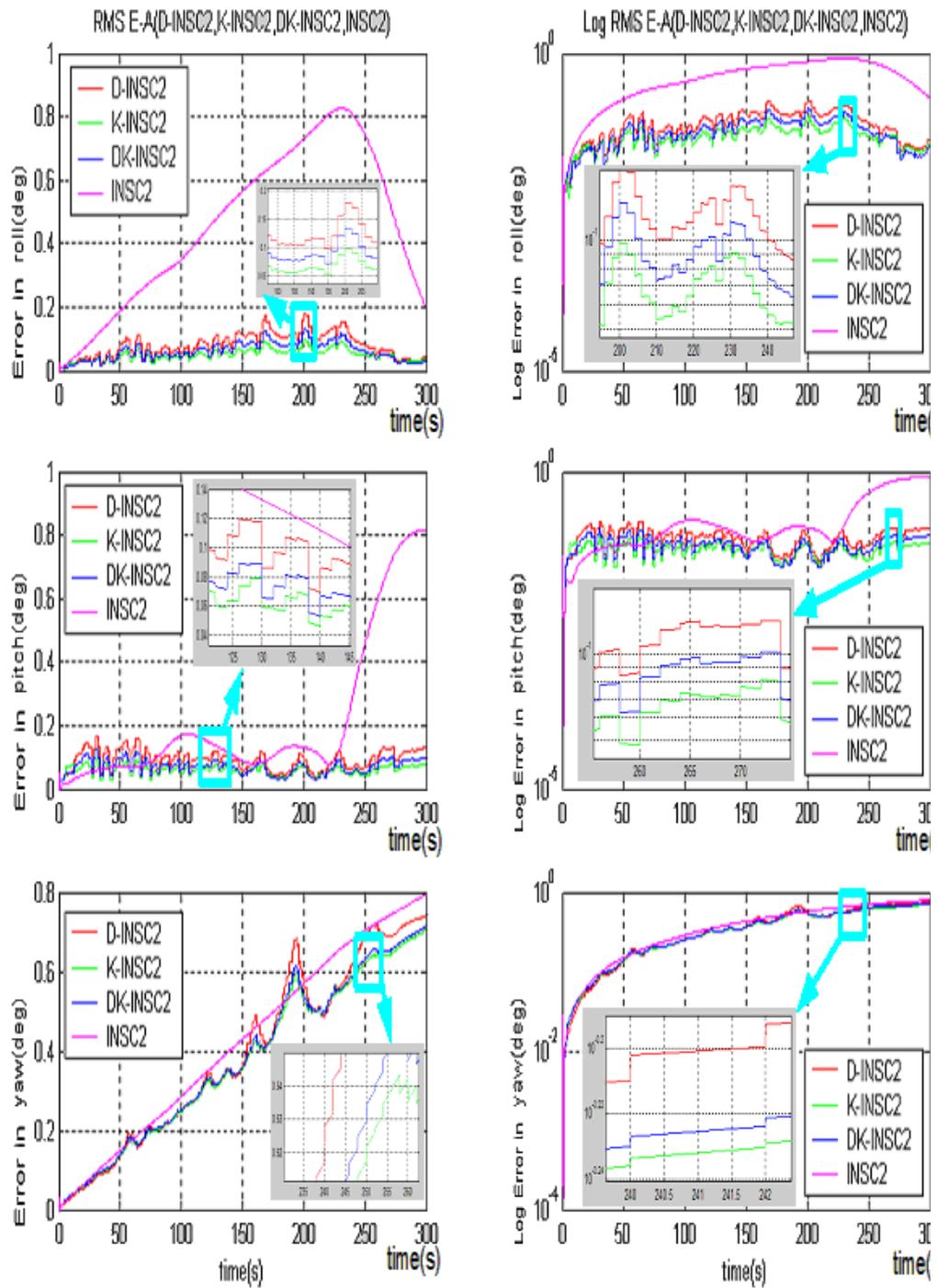


Fig.8. The RMS and Log RMS error in attitude of INS algorithm using direction cosines method two

محذوف : , and
 محذوف : is

CONCLUSION

As GPS / INS integration methods have become increasingly sophisticated, it is oft no longer possible to test the sub-systems individually and extrapolate the combin performance from the separate results; they must be tested together. Evaluating t performance of an integrated INS/GPS system requires the stimulation of both t GPS and inertial sub-systems simultaneously. In this paper, simulation of differe GPS/INS integration methods is applied. The GPS motion data is used in a tim manner. In the implementation used, the simulated IMU data is subjected to an er model, which adds representative errors to the IMU. The simulation results explc that the integration of GPS using Direct-Kalman and INS algorithm based quaternions is the most reliable algorithm.

محذوف: The lowest RMS error in position is INS algorithm is using quaternions for attitude integration with GPS using Direct-Kalman to solve navigation equation. ¶
The lowest RMS error in velocity and attitude is INS algorithm is using direction cosines for attitude integration with GPS using Kalman filter to solve navigation equation. ¶

محذوف: is

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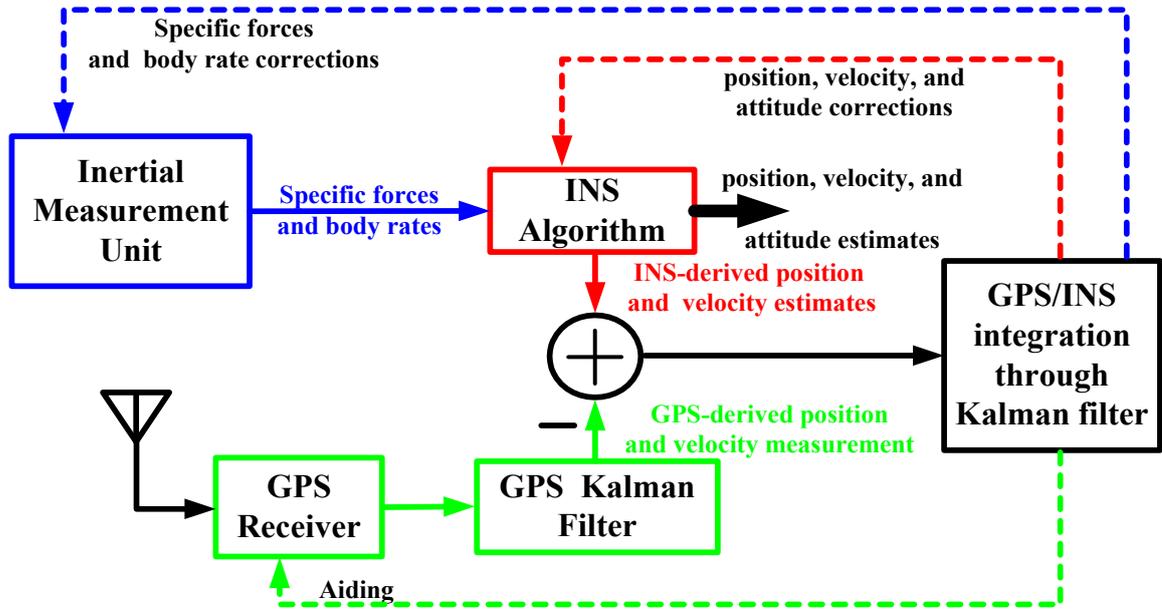
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Fig(4.1): GPS/INS system with loose integration

$$\frac{1}{2} \delta \Omega_{ib}^b q_n^b = \frac{1}{2} \begin{pmatrix} 0 & -\delta \omega_x & -\delta \omega_y & -\delta \omega_z \\ \delta \omega_x & 0 & \delta \omega_z & -\delta \omega_y \\ \delta \omega_y & -\delta \omega_z & 0 & \delta \omega_x \\ \delta \omega_z & \delta \omega_y & -\delta \omega_x & 0 \end{pmatrix} \begin{pmatrix} \bar{q}_0 \\ \bar{q}_1 \\ \bar{q}_2 \\ \bar{q}_3 \end{pmatrix} = G_{AAQ} \begin{pmatrix} \delta \omega_x \\ \delta \omega_y \\ \delta \omega_z \end{pmatrix} \quad (4.3)$$

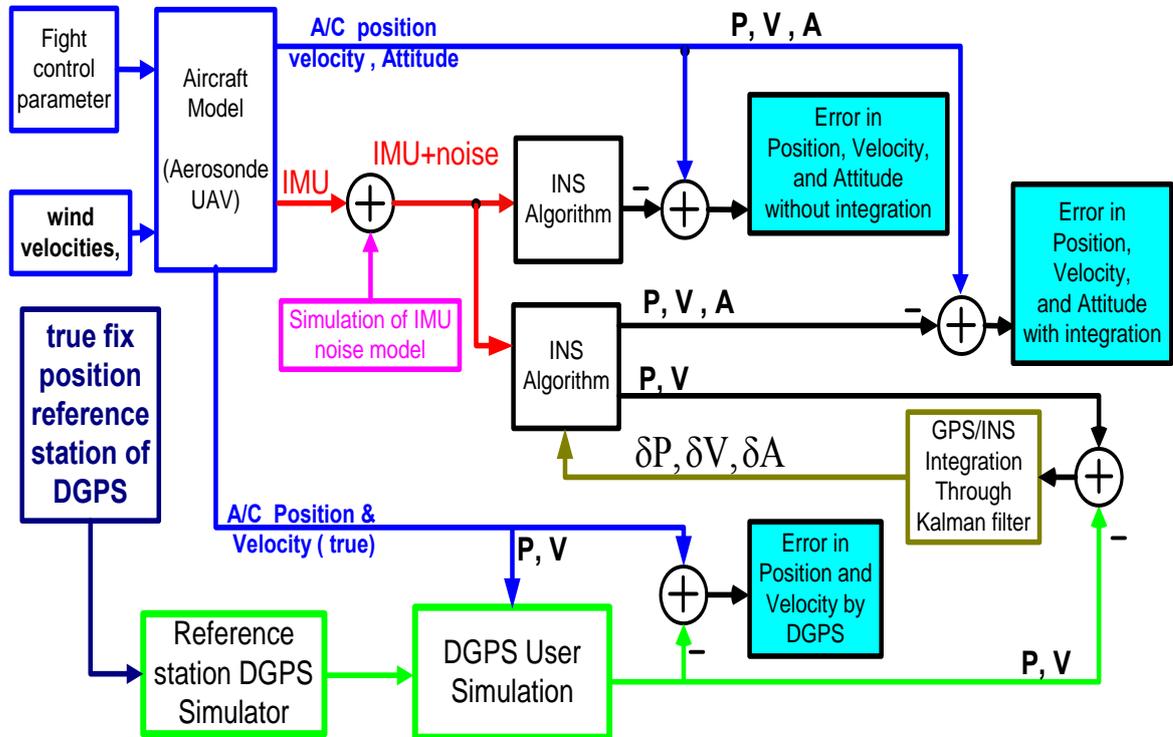


Fig. (4.4): Chart of simulation block diagram for test GPS/INS through Kalman integration

الصفحة ١٢ : [٧] محذوف	Ahmed	ص ٠٧:٢٩:٠٠ ٢٠٠٧/٠١/٠٩
Run simulation with sampled time of algorithm of INS T_s (INS) = 0.01 sec, sampled time of DGPS T_s (GPS) = 1 sec,		
الصفحة ١٢ : [٨] محذوف	Ahmed	ص ٠٨:٢٦:٠٠ ٢٠٠٧/٠١/٠٩

For test INS algorithm is using quaternions for attitude integration with GPS using different methods to solve navigation equation (Direct [GPS-D], Kalman [GPS-K],

الصفحة ١٢ : [٩] محذوف	Ahmed	ص ٠٨:٤٧:٠٠ ٢٠٠٧/٠١/٠٩
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The INSQ is the less error than anther algorithm in roll (ϕ) less error until 10.0042 sec from start, pitch (θ) less error until 78.0068 sec from start, yaw (ψ) less error until 10.0048 sec from start.