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# **ai.cs Documentation**

***Release***

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AI.CS is the coordinates transformation package in Python. It offers functionality for converting data between geometrical coordinates (cartesian, spherical and cylindrical) as well as between geocentric and heliocentric coordinate systems typically used in spacecraft measurements. The package currently also supports rotations of data by means of [rotation matrices](#). Transformations between spacecraft coordinate systems are implemented as a Python binding to the [CXFORM](#) library.



This tutorial will guide you through basic usage of AI.CS.

## 1.1 Installation

AI.CS is developed for Python 3, so make sure that you have a working installation of it. The package is distributed together with C portion of CXFORM library, which is compiled automatically during installation. Thus make sure that you have a functioning compiler in your system, for instance, gcc.

Assuming the above requirements are satisfied install the package with Python package manager:

```
$ pip install ai.cs
```

## 1.2 Geometrical coordinates

AI.CS ships with functions for conversion between cartesian and spherical coordinates and between cartesian and cylindrical coordinates:

```
import numpy as np
from ai import cs

# cartesian to spherical
r, theta, phi = cs.cart2sp(x=1, y=1, z=1)

# spherical to cartesian
x, y, z = cs.sp2cart(r=1, theta=np.pi/4, phi=np.pi/4)

# cartesian to cylindrical
r, phi, z = cs.cart2cyl(x=1, y=1, z=1)
```

```
# cylindrical to cartesian
x, y, z = cs.cyl2cart(r=1, phi=np.pi/2, z=1)
```

Most of the functions support both scalars and numpy arrays as input:

```
import numpy as np
from ai import cs

# converting spherical spiral from spherical to cartesian coordinates
x, y, z = cs.sp2cart(
    r=np.ones(100),
    theta=np.linspace(-np.pi/2, np.pi/2, 100),
    phi=np.linspace(0, np.pi*6, 100)
)
```

## 1.3 Spacecraft coordinates

AI.CS provides Python bindings to CXFORM library for conversion between various geocentric and heliocentric cartesian coordinate systems. For example, the code below performs transformation of data from GSE to HEEQ coordinate system:

```
from datetime import datetime
from astropy import units as u
from ai import cs

# converting (0.5, 0.5, 0.5) AU location from GSE to HEEQ at current time
x, y, z = cs.cxform(
    'GSE',
    'HEEQ',
    datetime.now(),
    x=u.au.to(u.m, 0.5),
    y=u.au.to(u.m, 0.5),
    z=u.au.to(u.m, 0.5)
)
```

Both scalars and numpy arrays are supported as input:

```
from datetime import datetime, timedelta
from astropy import units as u
from ai import cs

# converting circular orbit at 1 AU from cylindrical to cartesian coordinates
r = np.ones(365)*u.au.to(u.m, 1)
phi = np.linspace(0, np.pi*2, 365)
z = np.zeros(365)
x_HEE, y_HEE, z_HEE = cs.cyl2cart(r, phi, z)

# converting HEE to HEEQ
x_HEEQ, y_HEEQ, z_HEEQ = cs.cxform(
    'HEE',
    'HEEQ',
    [datetime(2016, 1, 1)+timedelta(days=d) for d in range(365)],
    x=x_HEE,
    y=y_HEE,
```



```

    z=z_HEE
)

```

## 1.4 Geometrical transformations

Currently AI.CS offers only one type of geometrical transformations - rotations. Rotation is executed by means of 3D transformation matrices for right-handed rotations around X, Y and Z axes:

```

import numpy as np
from ai import cs

# get (3x3) rotation matrix for rotation by pi/4 around X axis
Tx = cs.mx_rot_x(gamma=np.pi/4)
# get (3x3) rotation matrix for rotation by -pi/4 around Y axis
Ty = cs.mx_rot_y(theta=-np.pi/4)
# get (3x3) rotation matrix for rotation by pi/2 around Z axis
Tz = cs.mx_rot_z(phi=np.pi/2)

```

It is also possible to construct rotation matrices for compound rotations in one shot:

```

import numpy as np
from ai import cs

# get matrix for right-handed rotation around X, Y and Z axes (exactly in this order)
T = cs.mx_rot(theta=np.pi/4, phi=np.pi/4, gamma=np.pi/4)

# get matrix for right-handed rotation around Z, Y and X axes (exactly in this order)
T_reverse = cs.mx_rot_reverse(theta=np.pi/4, phi=-np.pi/4, gamma=-np.pi/4)
# T_reverse effectively reverses the transformation described by T in this case

```

Rotation matrices can be applied to data in cartesian coordinates in the following way:

```

import numpy as np
from ai import cs

# a cube with the side length 2
x = np.array([1, 1, 1, 1, -1, -1, -1, -1])
y = np.array([1, 1, -1, -1, 1, 1, -1, -1])
z = np.array([1, -1, 1, -1, 1, 1, -1, -1])

# rotate cube by pi/4 around each axis
T = cs.mx_rot(theta=np.pi/4, phi=np.pi/4, gamma=np.pi/4)
x, y, z = cs.mx_apply(T, x, y, z)

```



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### Supported spacecraft coordinates

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AI.CS supports the same selection of spacecraft coordinate systems as the original **CXFORM** library does:

**GEI** Geocentric Equatorial Inertial, also known as True Equator and True Equinox of Date, True of Date (TOD), ECI, or GCI

**J2000** Geocentric Equatorial Inertial for epoch J2000.0 (GEI2000), also known as Mean Equator and Mean Equinox of J2000.0

**GEO** Geographic, also known as Greenwich Rotating Coordinates (GRC), or Earth-fixed Greenwich (EFG)

**MAG** Geomagnetic

**GSE** Geocentric Solar Ecliptic

**GSM** Geocentric Solar Magnetospheric

**SM** Solar Magnetic

**RTN** Radial Tangential Normal (Earth-centered)

**GSEQ** Geocentric Solar Equatorial

**HEE** Heliocentric Earth Ecliptic

**HAE** Heliocentric Aries Ecliptic

**HEEQ** Heliocentric Earth Equatorial



### 3.1 ai.cs

The module defines various coordinate transformations and related functions: transformations between cartesian, cylindrical and spherical coordinates; rotational matrices; transformations between various geocentric and heliocentric coordinates (Python wrapper for cxfm library).

`ai.cs.cart2cyl(x, y, z)`

Converts data in cartesian coordinates into cylindrical.

**Parameters**

- **x** (*scalar or array\_like*) – X-component of data.
- **y** (*scalar or array\_like*) – Y-component of data.
- **z** (*scalar or array\_like*) – Z-component of data.

**Returns** Tuple (r, phi, z) of data in cylindrical coordinates.

`ai.cs.cart2sp(x, y, z)`

Converts data from cartesian coordinates into spherical.

**Parameters**

- **x** (*scalar or array\_like*) – X-component of data.
- **y** (*scalar or array\_like*) – Y-component of data.
- **z** (*scalar or array\_like*) – Z-component of data.

**Returns** Tuple (r, theta, phi) of data in spherical coordinates.

`ai.cs.cxfm(cs_from, cs_to, dt, x, y, z)`

Performs conversion between various geocentric and heliocentric coordinate systems.

**Parameters**

- **cs\_from** (*str*) – Identifier of the source coordinate system. Can be one of 'GEI', 'J2000', 'GEO', 'MAG', 'GSE', 'GSM', 'SM', 'RTN', 'GSEQ', 'HEE', 'HAE', 'HEEQ'.

- **cs\_to** – Identifier of target coordinate system. Can be one of ‘GEI’, ‘J2000’, ‘GEO’, ‘MAG’, ‘GSE’, ‘GSM’, ‘SM’, ‘RTN’, ‘GSEQ’, ‘HEE’, ‘HAE’, ‘HEEQ’.
- **dt** (*datetime or array\_like of datetime*) – Datetime of the conversion.
- **x** (*scalar or array\_like*) – X-component of data.
- **y** (*scalar or array\_like*) – Y-component of data.
- **z** (*scalar or array\_like*) – Z-component of data.

**Returns** Tuple (x, y, z) of data in target coordinate system.

`ai.cs.cyl2cart(r, phi, z)`

Converts data in cylindrical coordinates into cartesian.

**Parameters**

- **r** (*scalar or array\_like*) – R-component of data.
- **phi** (*scalar or array\_like*) – Phi-component of data.
- **z** (*scalar or array\_like*) – Z-component of data.

**Returns** Tuple (x, y, z) of data in cartesian coordinates.

`ai.cs.mx_apply(T, x, y, z)`

Applies rotation to data using rotational matrix.

**Parameters**

- **T** (*numpy.matrix*) – Rotational matrix.
- **x** (*scalar or array\_like*) – X-component of data.
- **y** (*scalar or array\_like*) – Y-component of data.
- **z** (*scalar or array\_like*) – Z-component of data.

**Returns** Tuple (x, y, z) of data in cartesian coordinates.

`ai.cs.mx_rot(theta, phi, gamma)`

Returns rotational matrix for compound rotation around X, Y and Z axes. The order of rotation is X-Y-Z.

**Parameters**

- **theta** (*scalar*) – Rotation angle around Y in radians.
- **phi** (*scalar*) – Rotational angle around in Z radians.
- **gamma** (*scalar*) – Rotational angle around X in radians.

**Returns** Numpy rotational matrix.

`ai.cs.mx_rot_reverse(theta, phi, gamma)`

Returns rotational matrix for compound rotations around X, Y and Z axes. The order of rotation is Z-Y-X.

**Parameters**

- **theta** (*scalar*) – Rotational angle around Y in radians.
- **phi** (*scalar*) – Rotational angle around in Z radians.
- **gamma** (*scalar*) – Rotational angle around X in radians.

**Returns** Numpy rotational matrix.

`ai.cs.mx_rot_x(gamma)`

Returns rotational matrix for right-handed rotation around X axis.

**Parameters** **gamma** (*scalar*) – Rotation angle around X in radians.

**Returns** Numpy rotational matrix.

`ai.cs.mx_rot_y(theta)`

Returns rotational matrix for right-handed rotation around Y axis.

**Parameters** **theta** (*scalar*) – Rotation angle around Y in radians.

**Returns** Numpy rotational matrix.

`ai.cs.mx_rot_z(phi)`

Returns rotational matrix for right-handed rotation around Z axis.

**Parameters** **phi** (*scalar*) – Rotation angle around Z in radians.

**Returns** Numpy rotational matrix.

`ai.cs.sp2cart(r, theta, phi)`

Converts data in spherical coordinates into cartesian.

**Parameters**

- **r** (*scalar or array\_like*) – R-component of data.
- **theta** (*scalar or array\_like*) – Theta-component of data.
- **phi** (*scalar or array\_like*) – Phi-component of data.

**Returns** Tuple (x, y, z) of data in cartesian coordinates.





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