

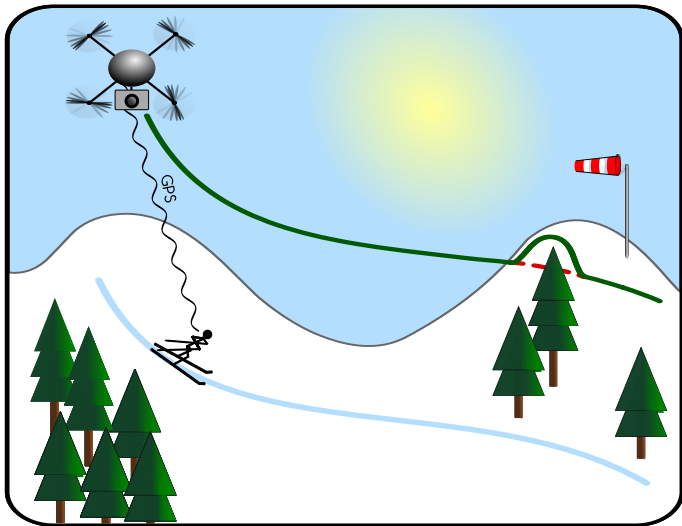
Real Time Control of a Quadcopter

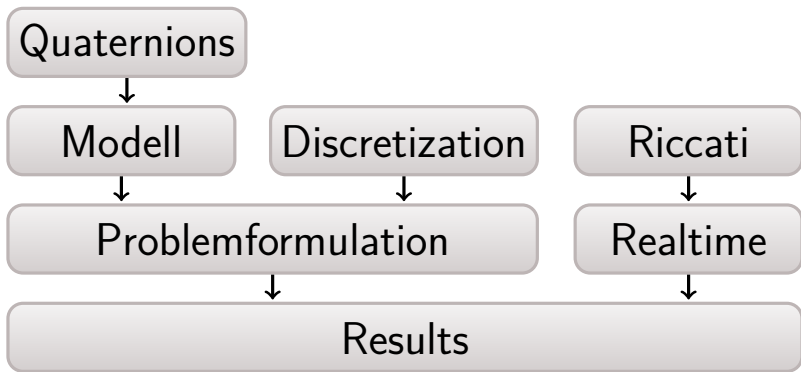
Simon Kick, Philipp Fröhlich, Benedikt König, Annika Stegie

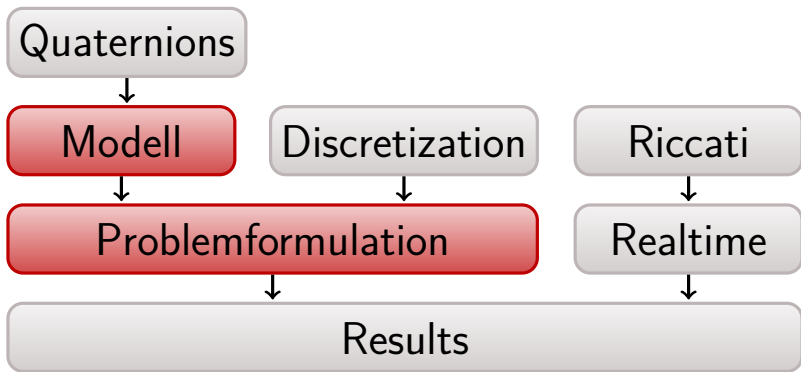
Technische Universität München

11 July 2015

Motivation







Optimal Control Formulation

$$\min_{x,u} J(x, u) \quad \text{s.t.} \quad \begin{aligned} \tilde{h}(x, u) &= 0 \\ \dot{x} &= f(x, u) \end{aligned}$$

x : state

u : control

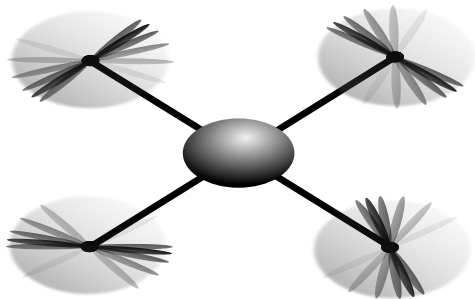
Optimal Control Formulation

$$\min_{x,u} J(x, u) \quad \text{s.t.} \quad \left. \begin{array}{l} \tilde{h}(x, u) = 0 \\ \dot{x} = f(x, u) \end{array} \right\} \Rightarrow h(x, u) = 0$$

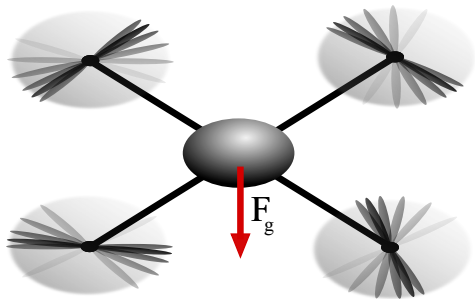
x : state

u : control

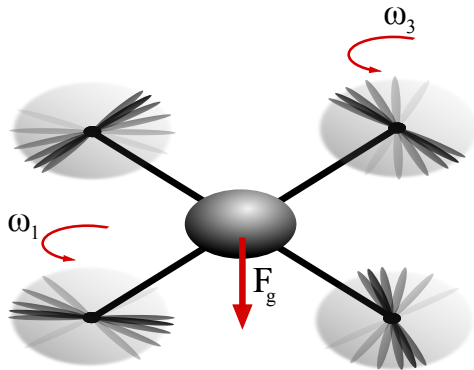
Model



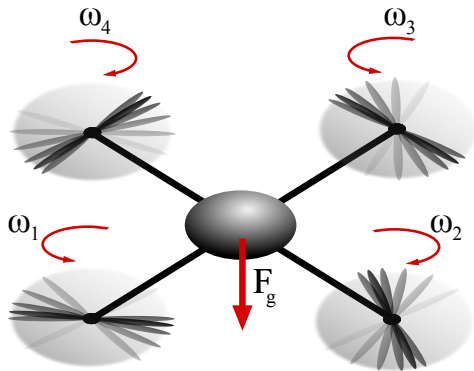
Forces



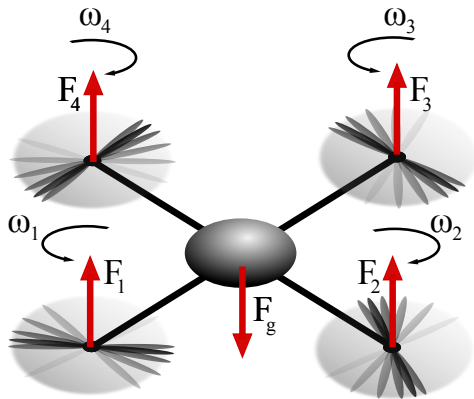
Forces



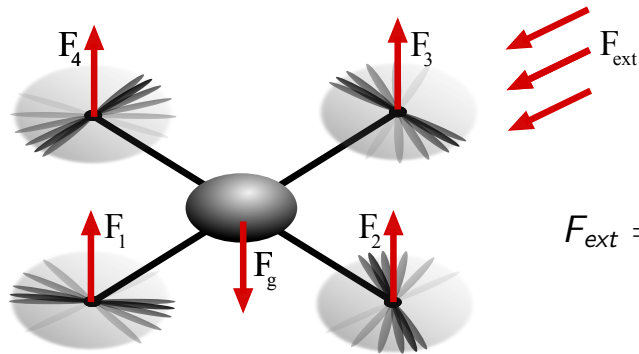
Forces



Forces

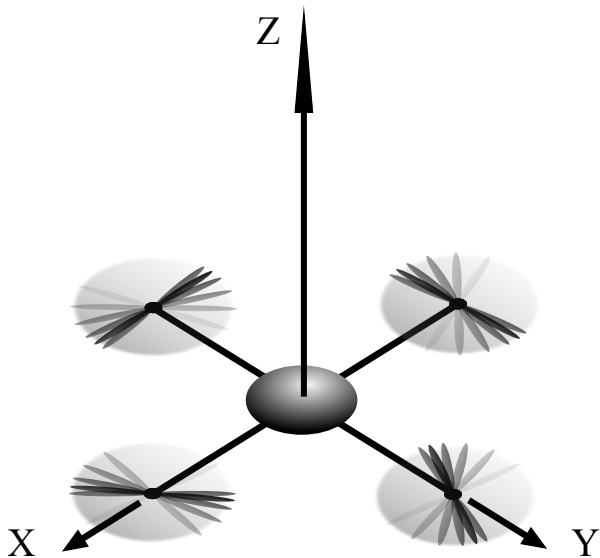


Forces

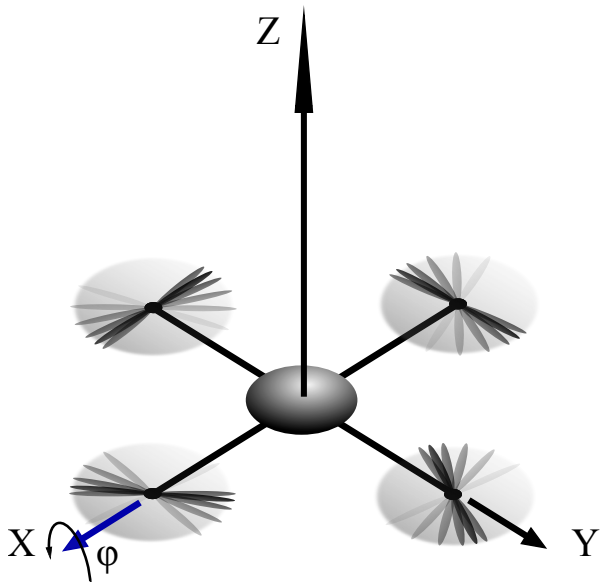


$$F_{ext} = F_g + \sum_{i=1}^4 F_i$$

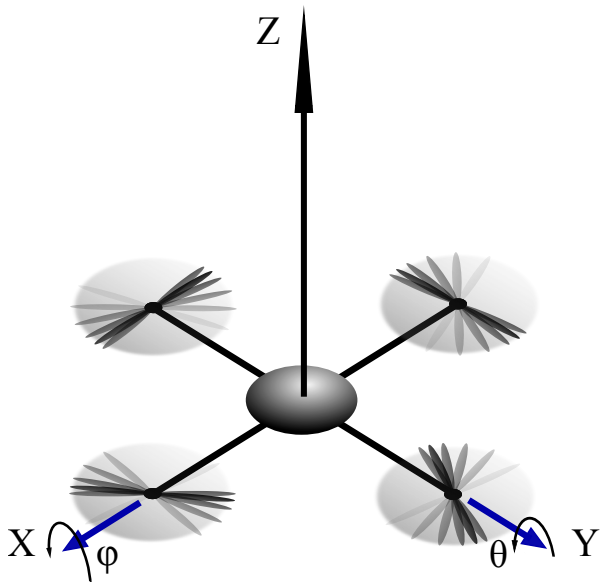
Torques



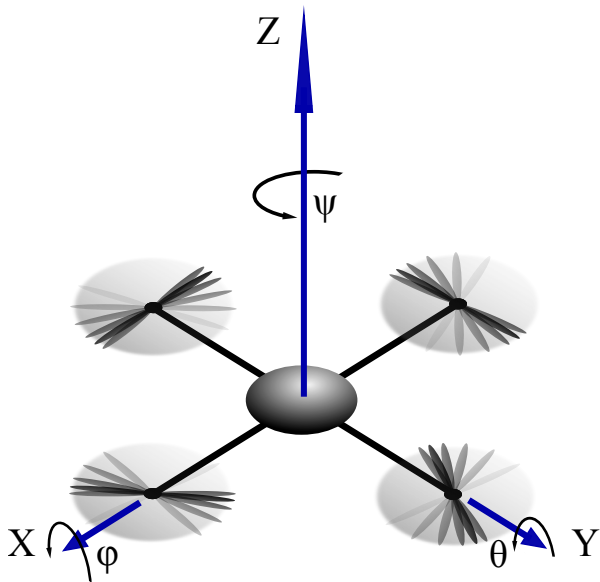
Torques



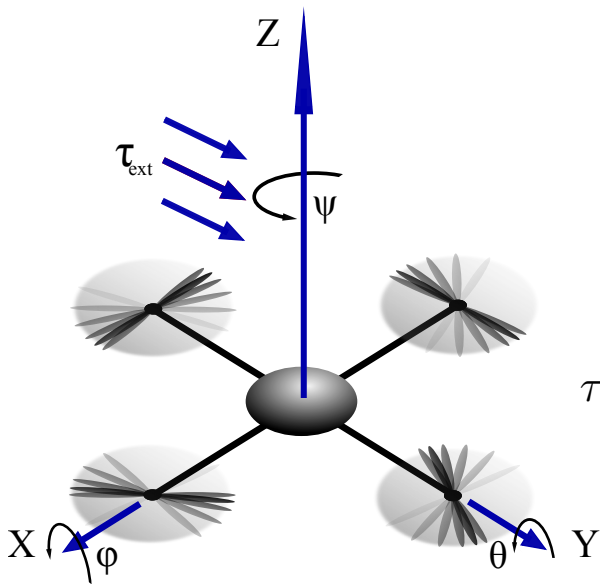
Torques



Torques



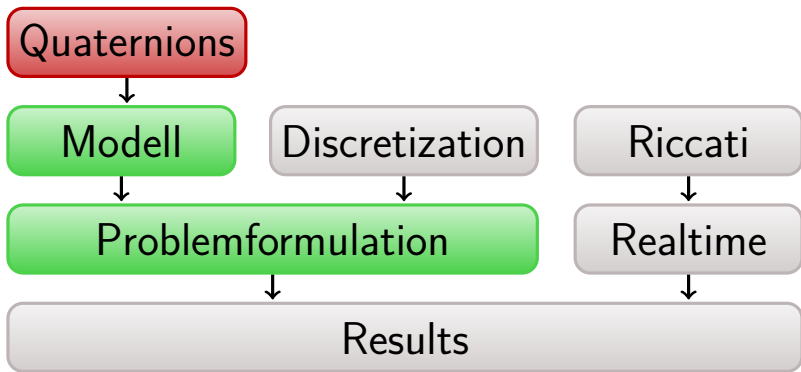
Torques



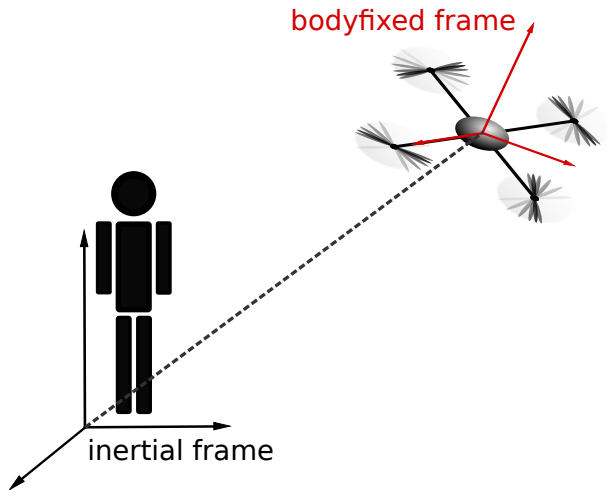
$$\tau_{\text{ext}} = \tau_{\psi} + \tau_{\phi} + \tau_{\theta}$$

Obtain ODE

$$\left. \begin{aligned} F_{\text{ext}} &= F_g + \sum_{i=1}^4 F_i \\ \tau_{\text{ext}} &= \tau_{\psi} + \tau_{\varphi} + \tau_{\theta} \end{aligned} \right\} \Rightarrow \dot{x} = f(x, u)$$



Coordinate Systems



Quaternions

$$q = a + ib + jc + kd \quad a, b, c, d \in \mathbb{R}$$

Quaternions

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$$\Leftrightarrow$$

$$q = \begin{pmatrix} a \\ b \\ c \\ d \end{pmatrix} \in \mathbb{R}^4$$

Quaternions

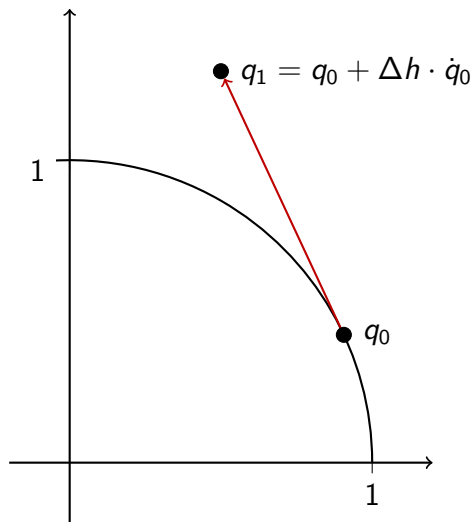
$$q = a + ib + jc + kd \quad a, b, c, d \in \mathbb{R}$$

$$\Leftrightarrow$$

$$q = \begin{pmatrix} a \\ b \\ c \\ d \end{pmatrix} \in \mathbb{R}^4$$

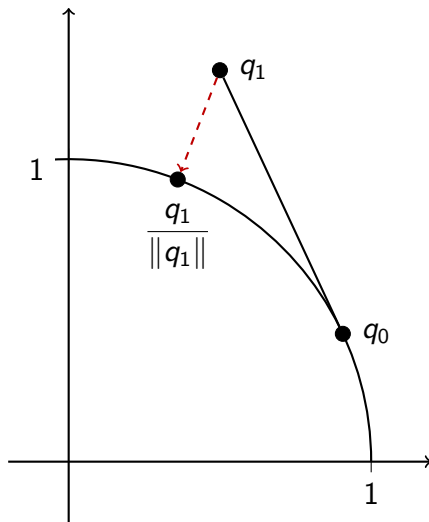
$$\text{represent rotation} \quad \Leftrightarrow \quad \|q\| = 1 \quad \Leftrightarrow \quad q \in \mathcal{S}^3$$

Drift Correction

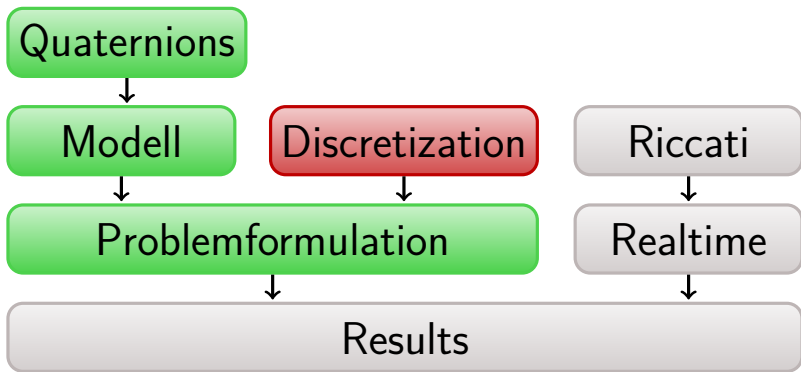


$$\dot{q} = \tilde{f}(q)$$

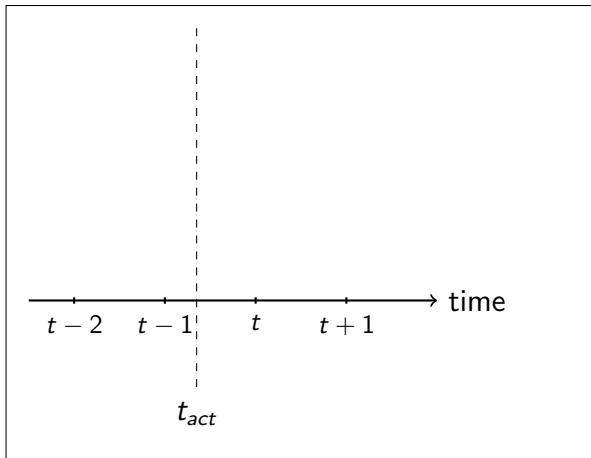
Drift Correction



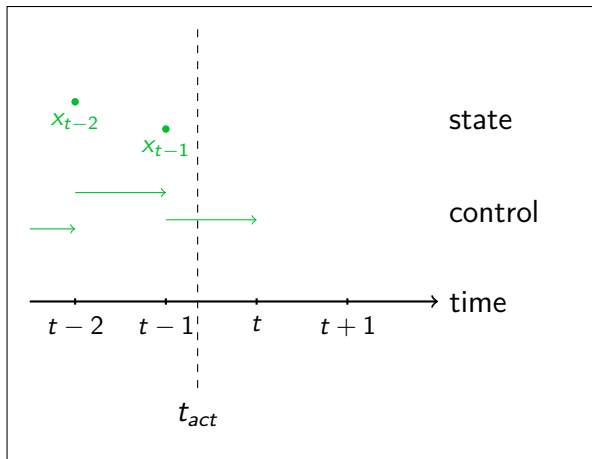
$$\dot{q} = \tilde{f}(q) - \lambda(q)$$



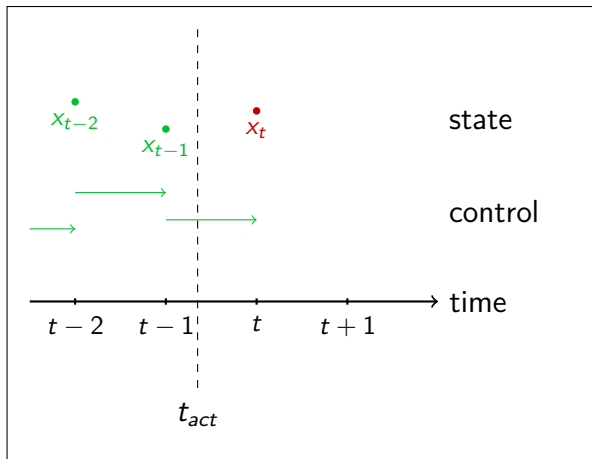
Setting



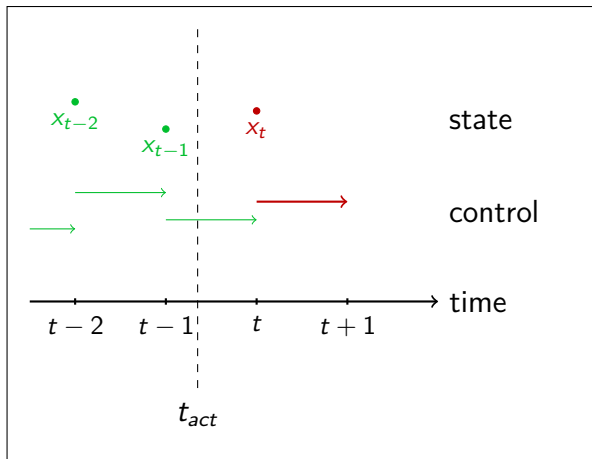
Setting



Setting



Setting



Discrete Problem

$$\min_{x,u} \sum_{i=t}^N J_i(x_i, u_i) \quad \text{s.t.} \quad h_i(x_i, u_i) = 0 \quad i = t, \dots, N$$

$J_i(x_i, u_i)$ discretized goal function

$h_i(x_i, u_i)$ equality condition at time i

The Lagrangian

$$L^t(y) = \sum_{i=t}^N J_i(x_i, u_i) + \sum_{i=t}^N \lambda_i^T h_i(x_i, u_i)$$

$$y := (\lambda, x, u)$$

$$y^* \text{ optimal} \Leftrightarrow \nabla_y L^t(y^*) = 0$$

The SQP Method

Find y^* :

$$y_{k+1} = y_k + s_k$$

$$\min_{s_k} \frac{1}{2} s_k^T \nabla^2 L(y_k) s_k + \nabla L(y_k)^T s_k$$

Quasi Newton-Method

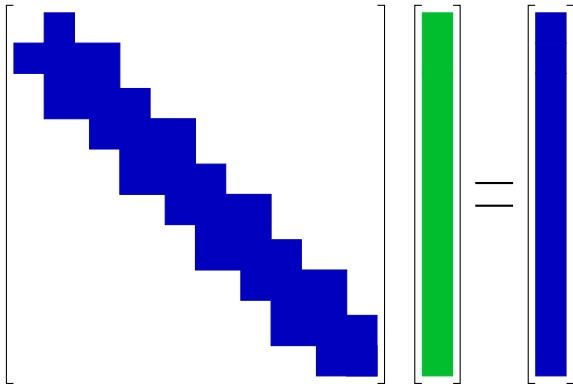
Find s_k with:

$$\nabla L(y_k) + \nabla^2 L(y_k)s_k = 0$$

Approximate $\nabla^2 L(y_k)$ and solve:

$$H(y_k)s_k = -\nabla L(y_k)$$

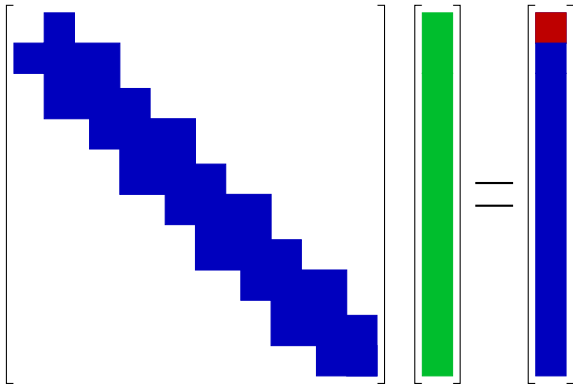
Riccati Recursion



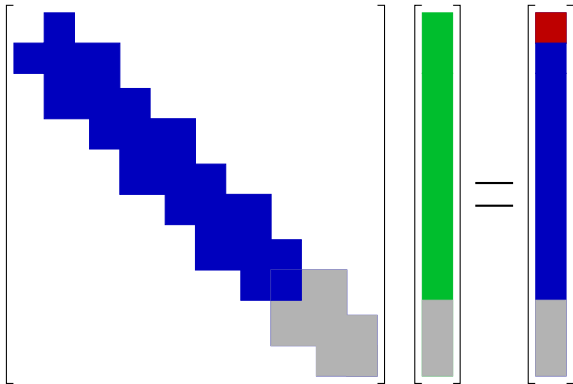
The diagram illustrates the Riccati Recursion equation. On the left, a large blue square matrix is shown, representing the state transition matrix A . It has a block upper triangular structure with a diagonal of smaller blue squares. To its right is a green vertical rectangle representing the input matrix B . An equals sign is placed between the green rectangle and a blue vertical rectangle on the right, which represents the output matrix C . The entire equation is enclosed in large square brackets.

$$\left[\begin{array}{c} \text{Block upper triangular matrix} \\ \text{Input matrix } B \end{array} \right] = \text{Output matrix } C$$

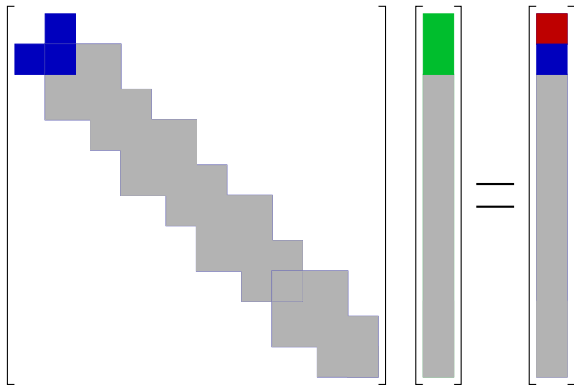
Riccati Recursion



Riccati Recursion

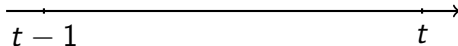


Riccati Recursion



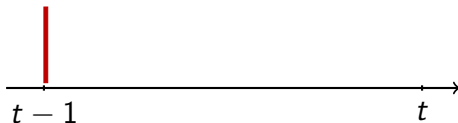
Summary

What happens in interval $[t - 1, t]$?



Summary

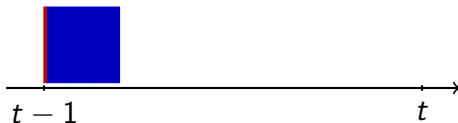
What happens in interval $[t - 1, t]$?



- 1 calculate control u_{t-1} (Riccati Part II)

Summary

What happens in interval $[t - 1, t]$?



- 1 calculate control u_{t-1} (Riccati Part II)
- 2 calculate y (Riccati Part II)

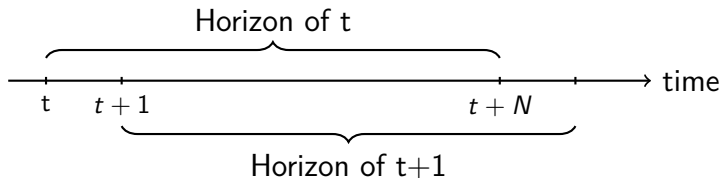
Summary

What happens in interval $[t-1, t]$?



- 1 calculate control u_{t-1} (Riccati Part II)
- 2 calculate y (Riccati Part II)
- 3 prepare u_t (Newton & Riccati Part I)

Finite Horizon



runtime error

$$N = 20$$

$$N = 50$$

$$N = 100$$

References I



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