

Short Course: Quadcopter Modeling and Simulation

By Author
Date

Few Things to Note

- This course is spread across 8 lectures
- First 6 lectures will be delivered in-person and last two will be online
- A few simple tasks as assignments
- This is NOT a mathematics-heavy course; we will focus more on implementation
- Simulation Platform: MATLAB and Simulink
- Suitable for
 - All UG, PG and PhD students with an engineering background
- Pre-requisites:
 - Basic knowledge of engineering mathematics (Mandatory)
 - Exposure to MATLAB and Simulink (Nice to have)

Before we start...

1. Which department are you from?
2. Do you have any background in robotics/drones (courses, projects etc.)?
3. What do you expect to learn out of this course?
4. Your experience with MATLAB and Simulink

Pre-Course Survey



<https://tinyurl.com/SC361Survey>

Course Outline and Schedule

Date	Lecture	Time	Topic
Sep 12	Lecture 1	6:00 – 7:30 pm	Introduction to UAVs and Overview of MATLAB and Simulink
Sep 13	Lecture 2	6:00 – 7:30 pm	First principle modeling of a quadcopter and basics of control
Sep 14	Lecture 3	10:30 am – 12:00 noon	Quadcopter control
	Lecture 4	2:00 – 3:30 pm	Introduction to Simscape and Multidomain Physical Modeling
Sep 15	Lecture 5	10:30 am – 12:00 noon	Scenario Generation and Path Planning
	Lecture 6	2:00 – 3:30 pm	Introduction to ROS and hardware deployment
Sep 20	Lecture 7 (Online)	6:00 – 7:30 pm	Introduction to Perception and State Machines
Sep 27	Lecture 8 (Online)	6:00 – 7:30 pm	Case Study

What are UAVs?

- Unmanned Aerial Vehicles
- Class of Robotic Systems
- Generally fixed-wing or multi-rotor (quadcopter type) configuration
- Wide variety of payloads and sizes: from “insect-like” to “flying cars”
- Huge range of applications



Current Trend: Increase in usage of UAVs across sectors

Education



Surveying



Inspection



Delivery



Manual Operations

Autonomous Flight



Filming



Measurement

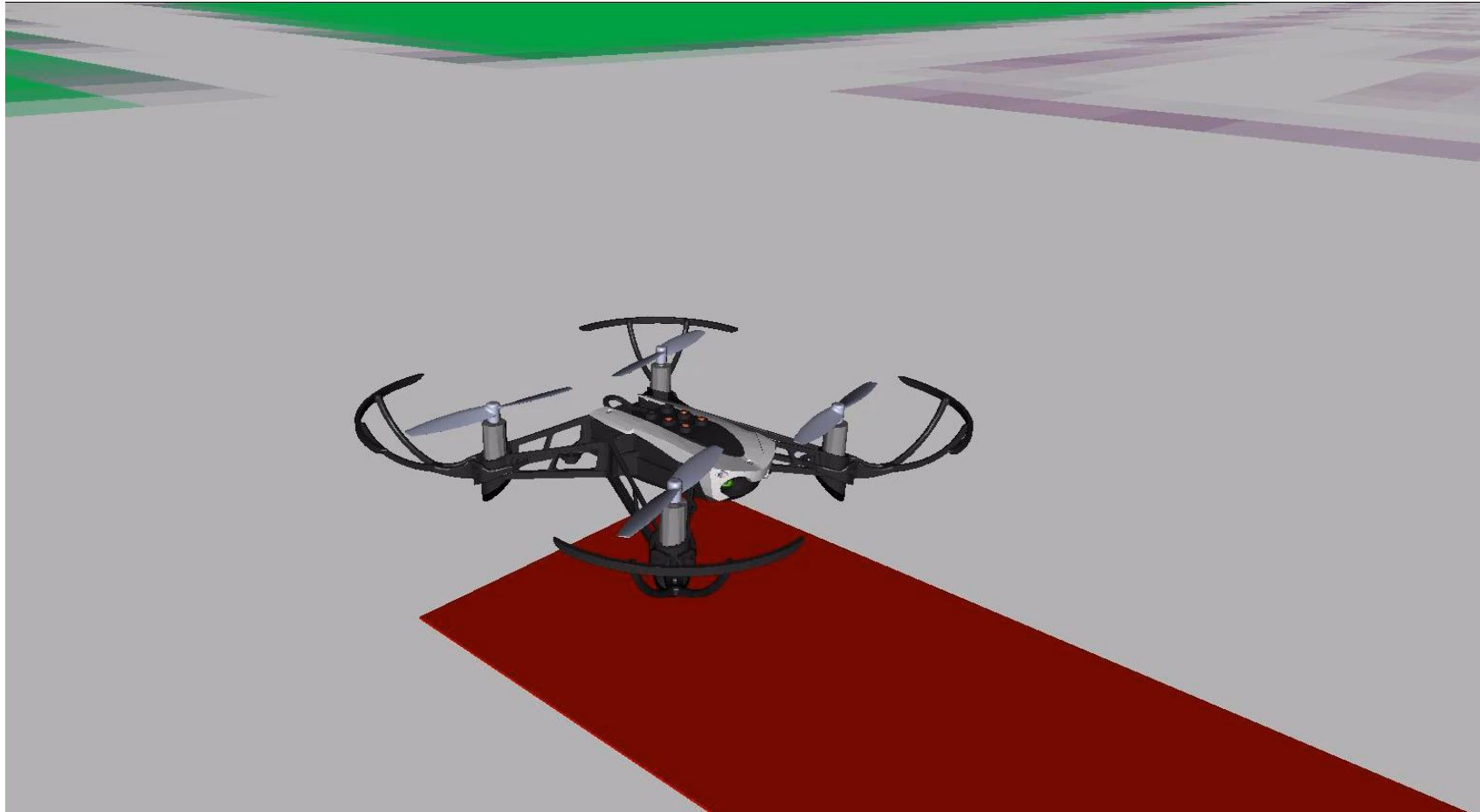


Monitoring



Transport

Drone following a defined path



Common tasks for UAV Development

Platform

- Modeling Kinematics & Dynamics
- Sizing and Configuration
- Vibration Analysis

Sense

- Camera/LIDAR etc.
- Sensor filtering
- Sensor calibration
- Co-simulation

Perceive

- Environment mapping
- Classification
- Segmentation
- Object Detection
- Sensor Fusion

Decide & Plan

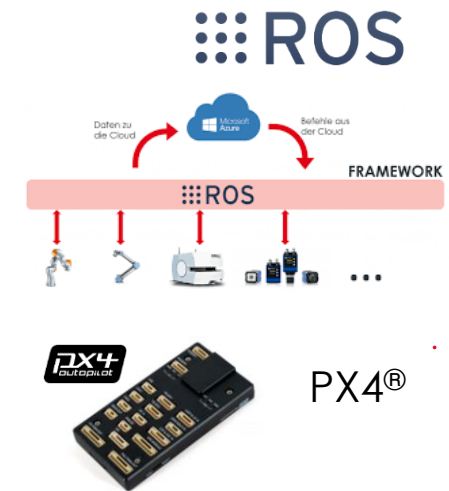
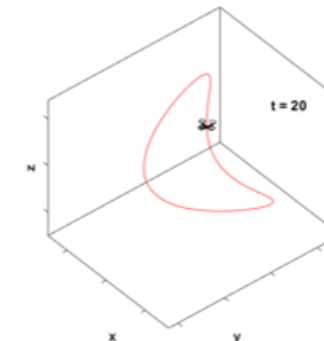
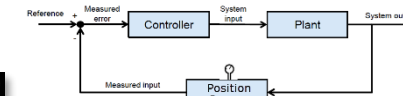
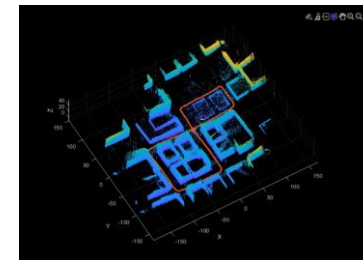
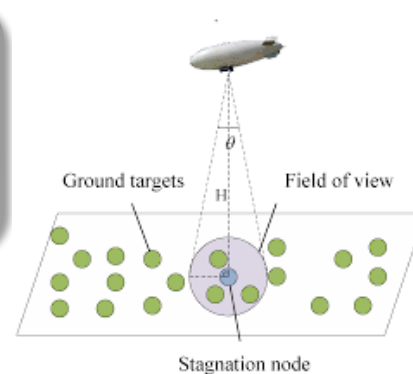
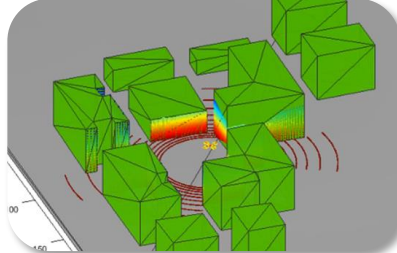
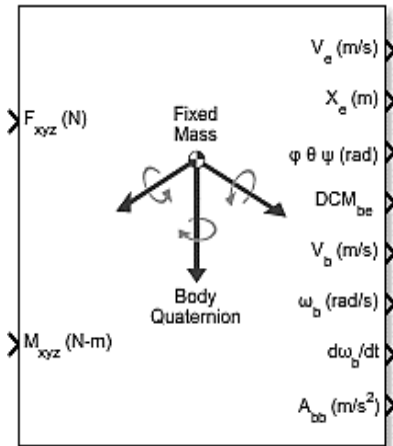
- Localization
- Path & motion planning
- SLAM
- Map management
- Object Avoidance

Control

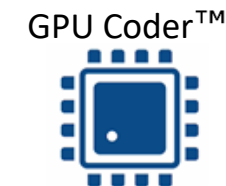
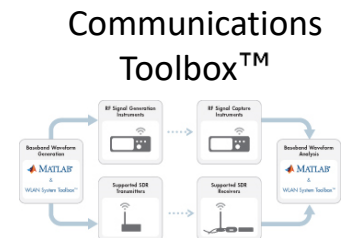
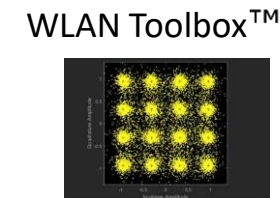
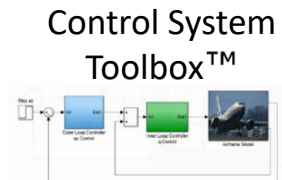
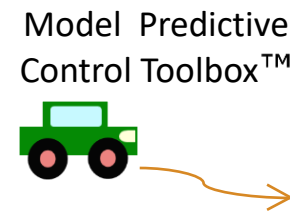
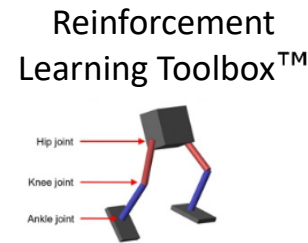
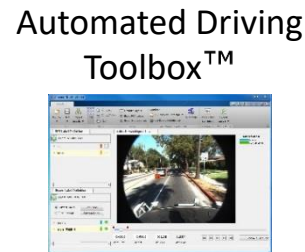
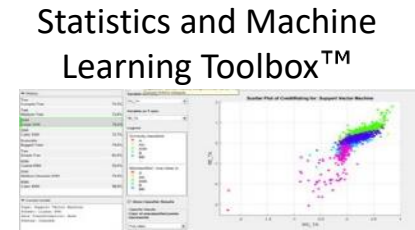
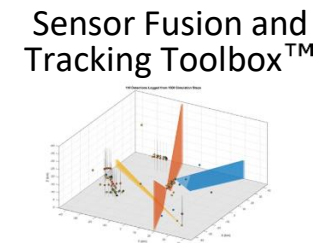
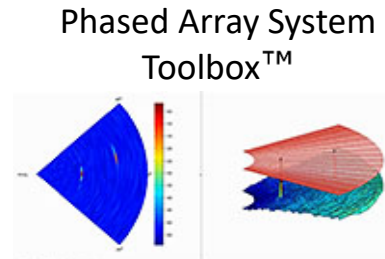
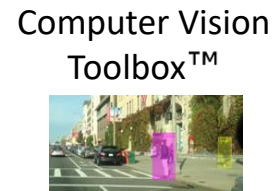
- Guidance, Navigation & Control
- Multi-robot co-ordination
- Impedance Control

Connect

- Code Generation
- Networked Robots
- Communication models
- Multi-agent communication



MathWorks Tools to Accelerate Autonomous System Development

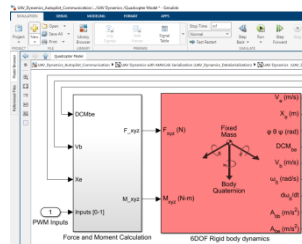


Building Blocks for UAV Simulation

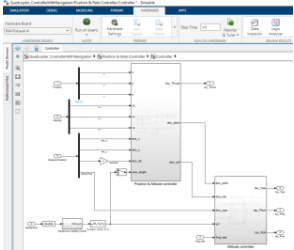
Design/Model

Model flight dynamics and design flight controller

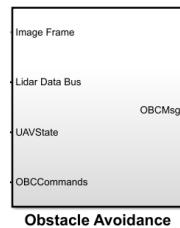
Plant Model



Flight Controller



Autonomy Algorithms



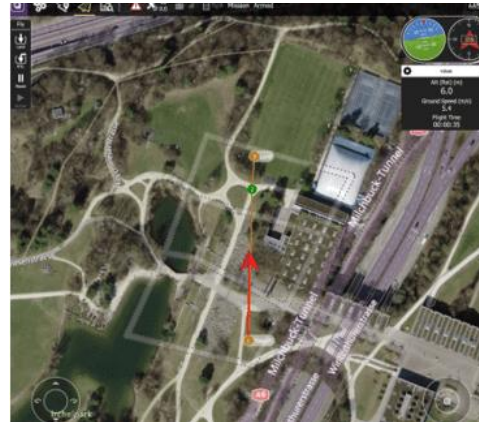
Simulate

Simulate plant behavior in virtual scenarios with simulated flight paths

Scenario Simulation

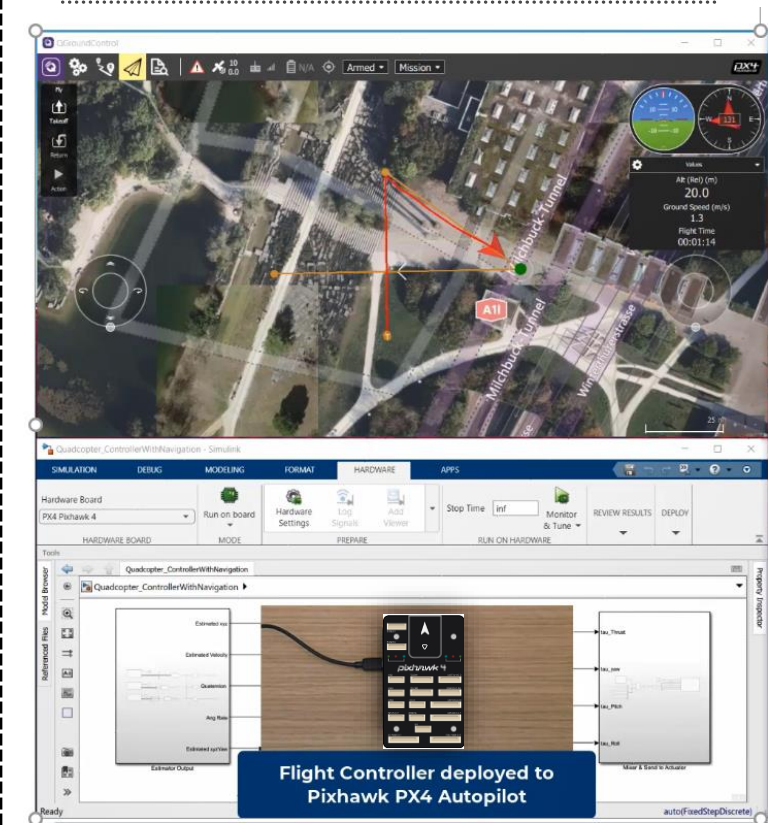


Ground Control Station

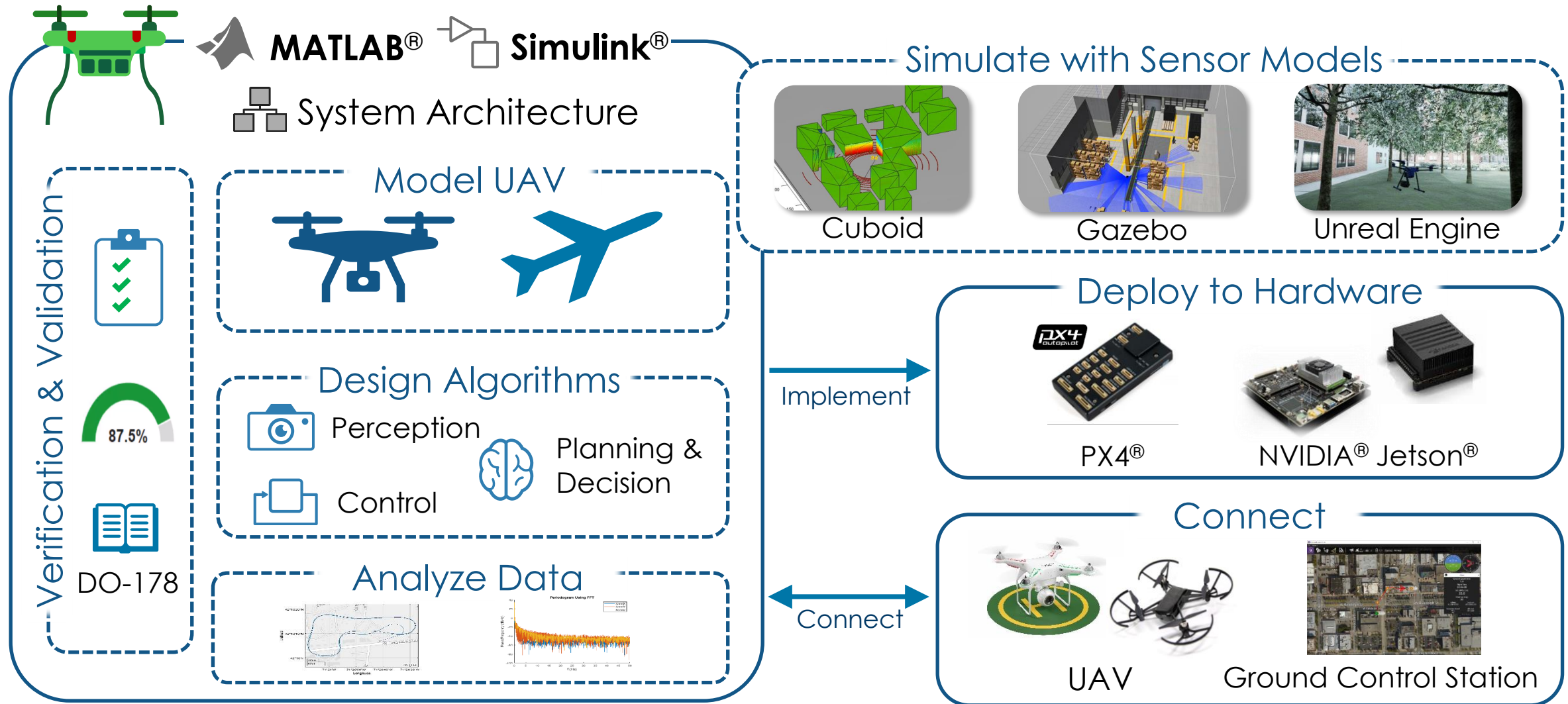


Deploy

Deploy flight controller and autonomy algorithms to the platform

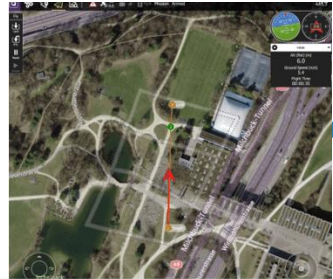


Integrated workflows for developing UAV applications



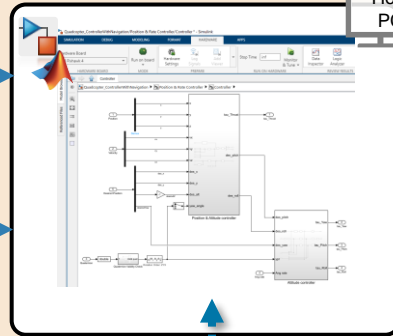
Typical UAV Development Workflows

Inputs



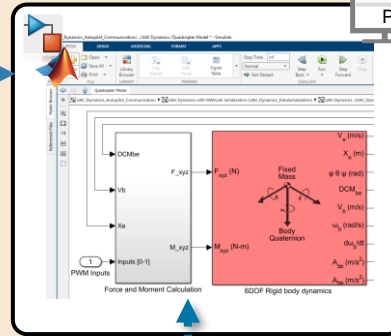
Ground Control Station

Flight Controller



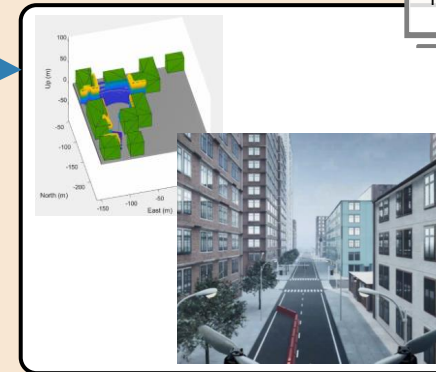
Host PC

Plant Model



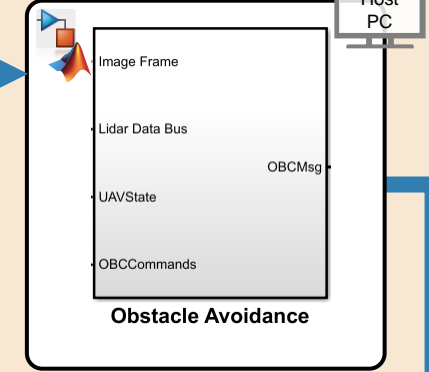
Host PC

Scenario Simulation



Host PC

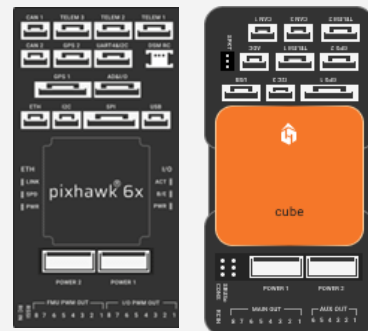
Onboard Autonomy



Host PC

TCP/IP or UDP

Deploy on Hardware



Hardware-in-the-Loop

Deploy on Hardware



speedgoat
real-time simulation and testing

Deploy on Hardware



NVIDIA® Jetson™

#1 question of the UAV design process:

What level of the development are we working at?

Are we:

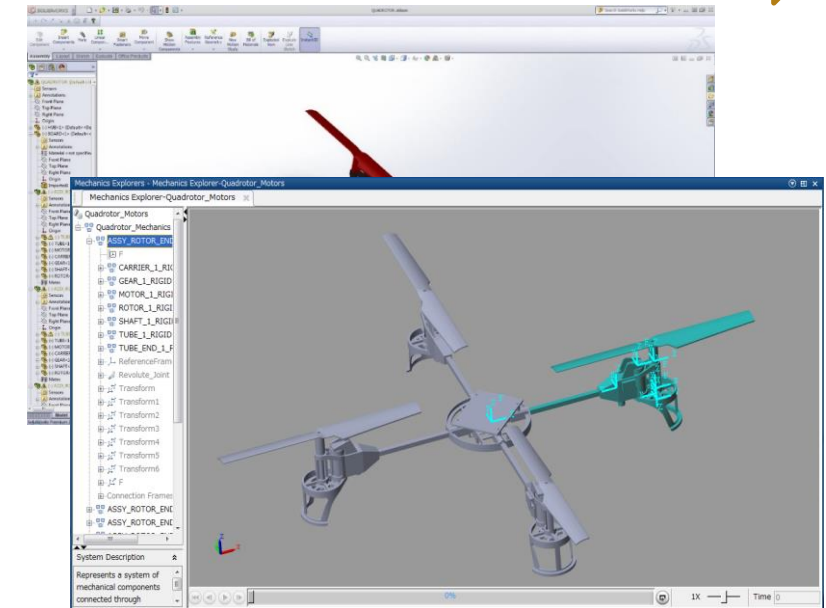
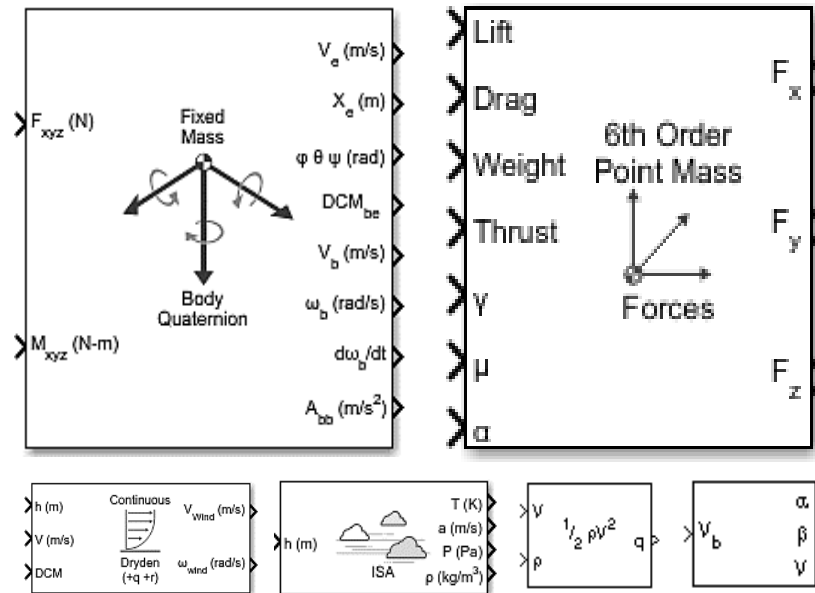
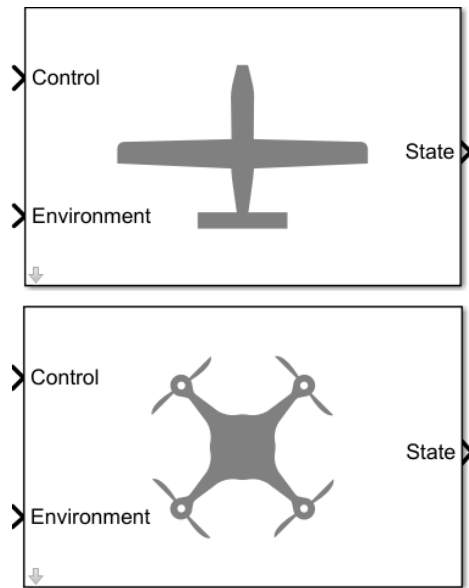
- Building the Flight Hardware?
- Programming the Control and Navigation system?
- Sizing the Battery and/or Payload properly?
- Developing Sensing hardware and Perception algorithms?
- Or all of the above?

Developing a 'systems-level' understanding is key to selecting the right *fidelity*.

UAV Plant Modeling: Selecting the appropriate fidelity

Approximate
Programming UAV

High-Fidelity
Building UAV



Guidance Model [Link](#)

Reduced-order model for UAV

Vehicle Dynamics

[Link](#)

Model aerodynamics, propulsion, and motion of aircraft and spacecraft

Physical Modeling

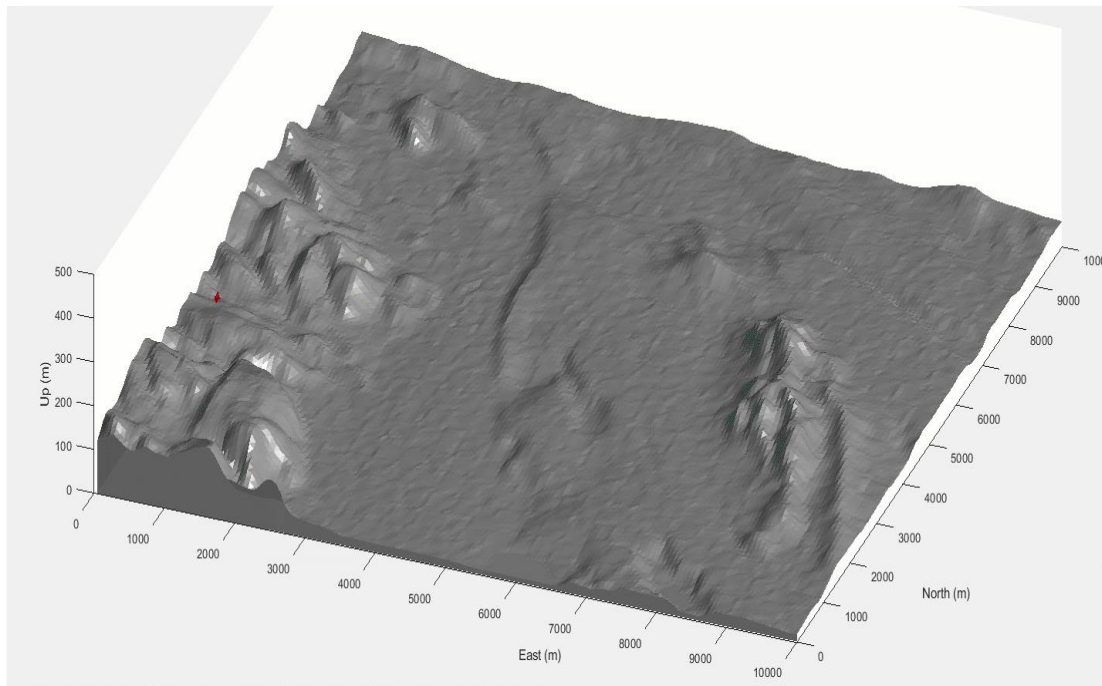
[Link](#)

Model construction techniques and best practices, domain-specific modeling, physical units

UAV Toolbox, Aerospace Blockset, Simscape Multibody

Integrated simulations with sensor models

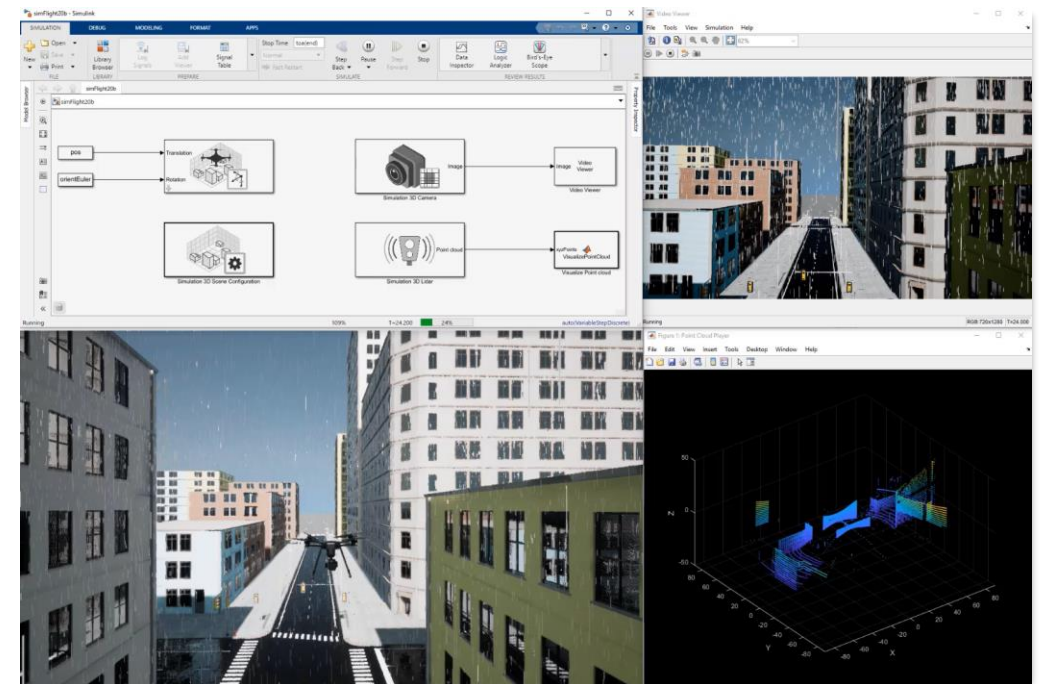
Cuboid
Performance



Rapidly author scenarios and
generate sensor data

[Link](#)

Unreal Engine®
Photorealistic



Realistic graphics to test autonomous
algorithms in closed-loop simulations

[Link](#)

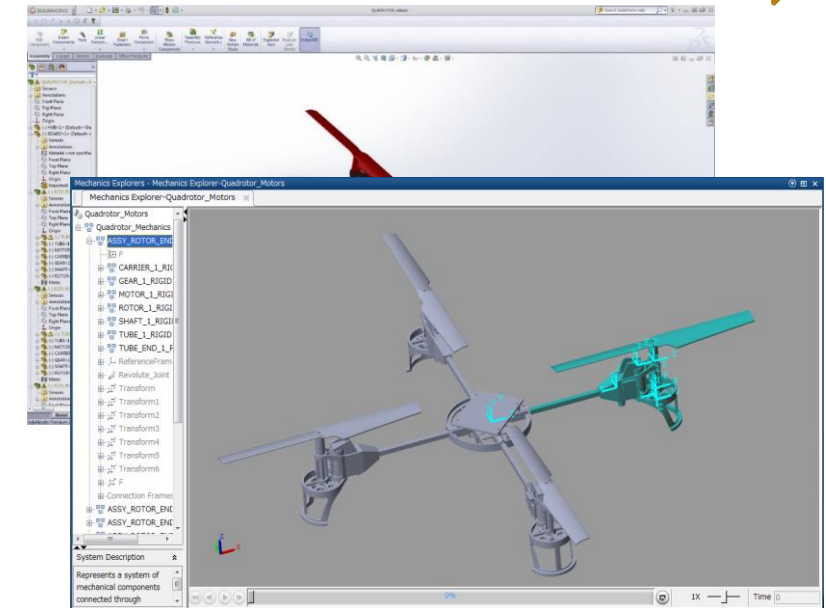
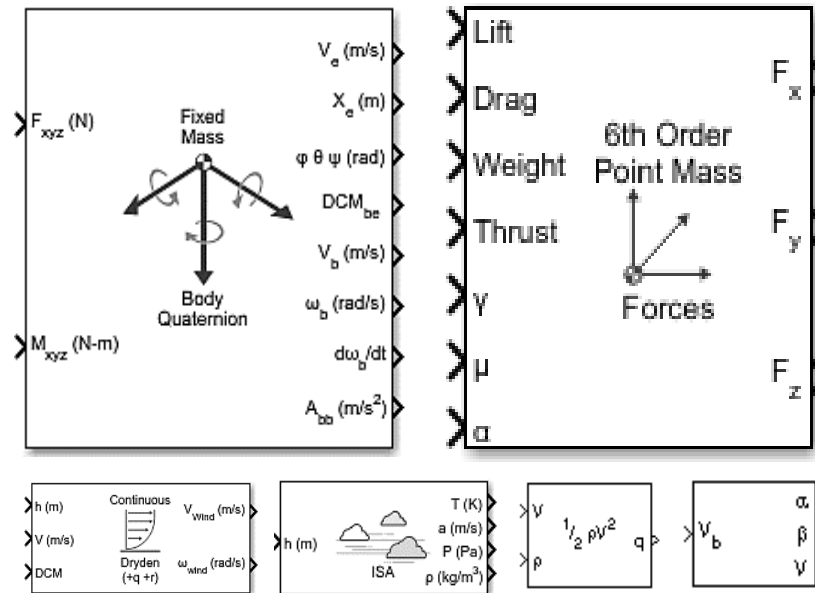
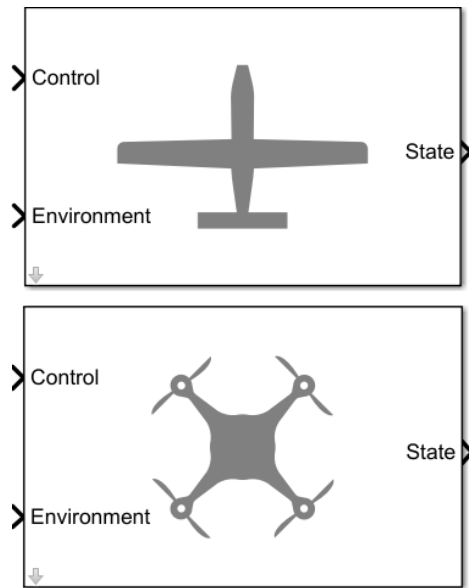
MATLAB/Simulink



UAV Plant Modeling: Selecting the appropriate fidelity

Approximate
Programming UAV

High-Fidelity
Building UAV



Guidance Model [Link](#)

Reduced-order model for UAV

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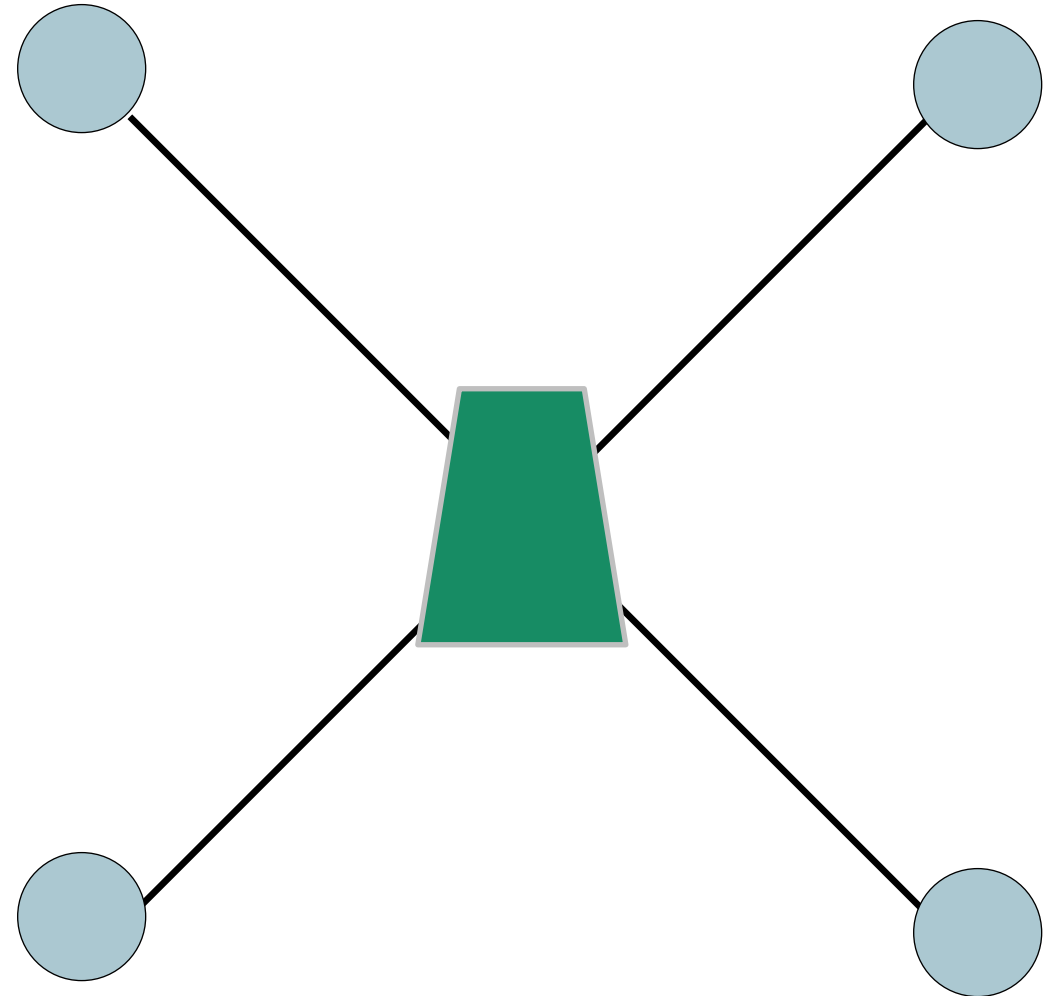
[Link](#)

Model construction techniques and best practices, domain-specific modeling, physical units

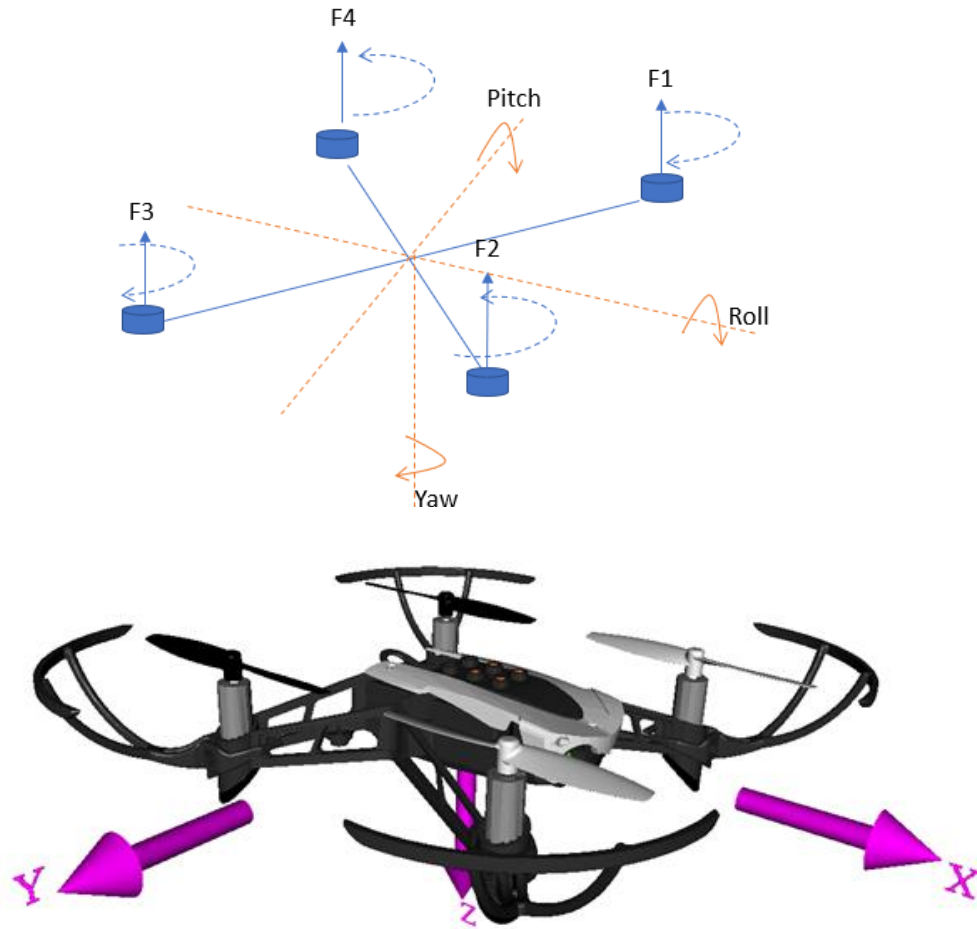
UAV Toolbox, Aerospace Blockset, Simscape Multibody

What is a quadcopter?

- Rotating wing aircraft (rotorcraft)
- 4 rotating propellers
- Rotors used to generate lift



Equations of motion



- Work on the concept of balancing forces and torques

- Translational Dynamics:

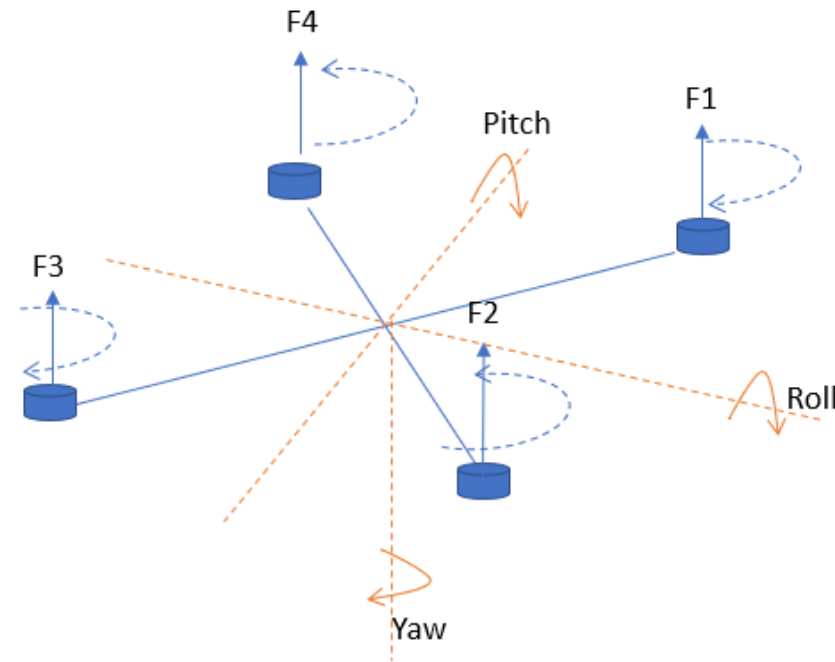
$$F_{\text{frame}} = F_{\text{gravity}} - F_{\text{thrust}} - F_{\text{drag}}$$

- Rotational Dynamics:

$$\tau_{\text{frame}} = \tau_{\text{motors}} - \tau_{\text{gyro}} - \tau_{\text{inertia}}$$

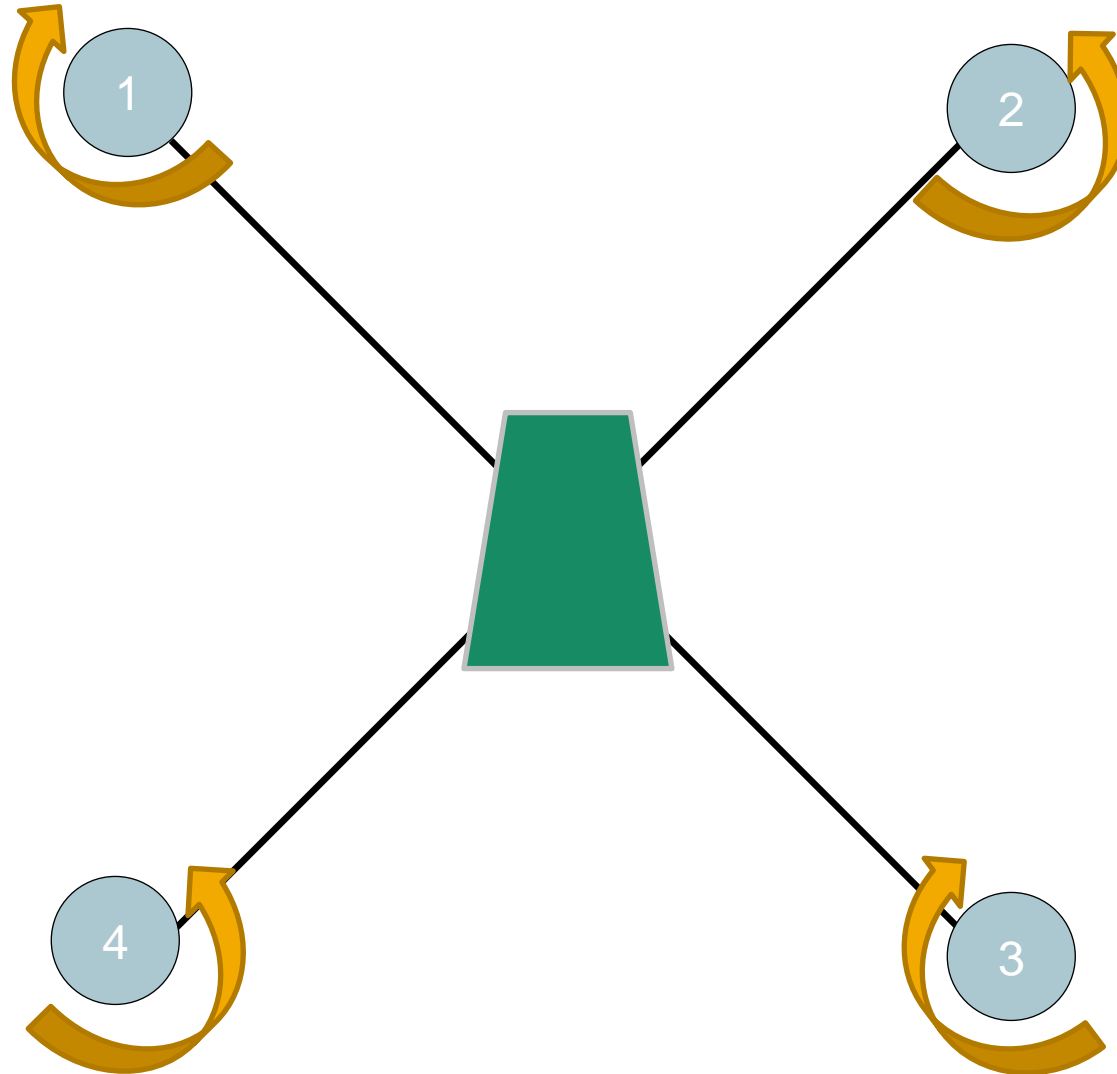
Drone motions

- 6 degrees of freedom
 1. Up-down
 2. Left-right
 3. Forward-backward
 4. Rotation around X-axis: Roll
 5. Rotation around Y-axis: Pitch
 6. Rotation around Z-axis: Yaw
- What we will control?
 - Thrust, Pitch, Roll, Yaw



How do we control the drone the motion?

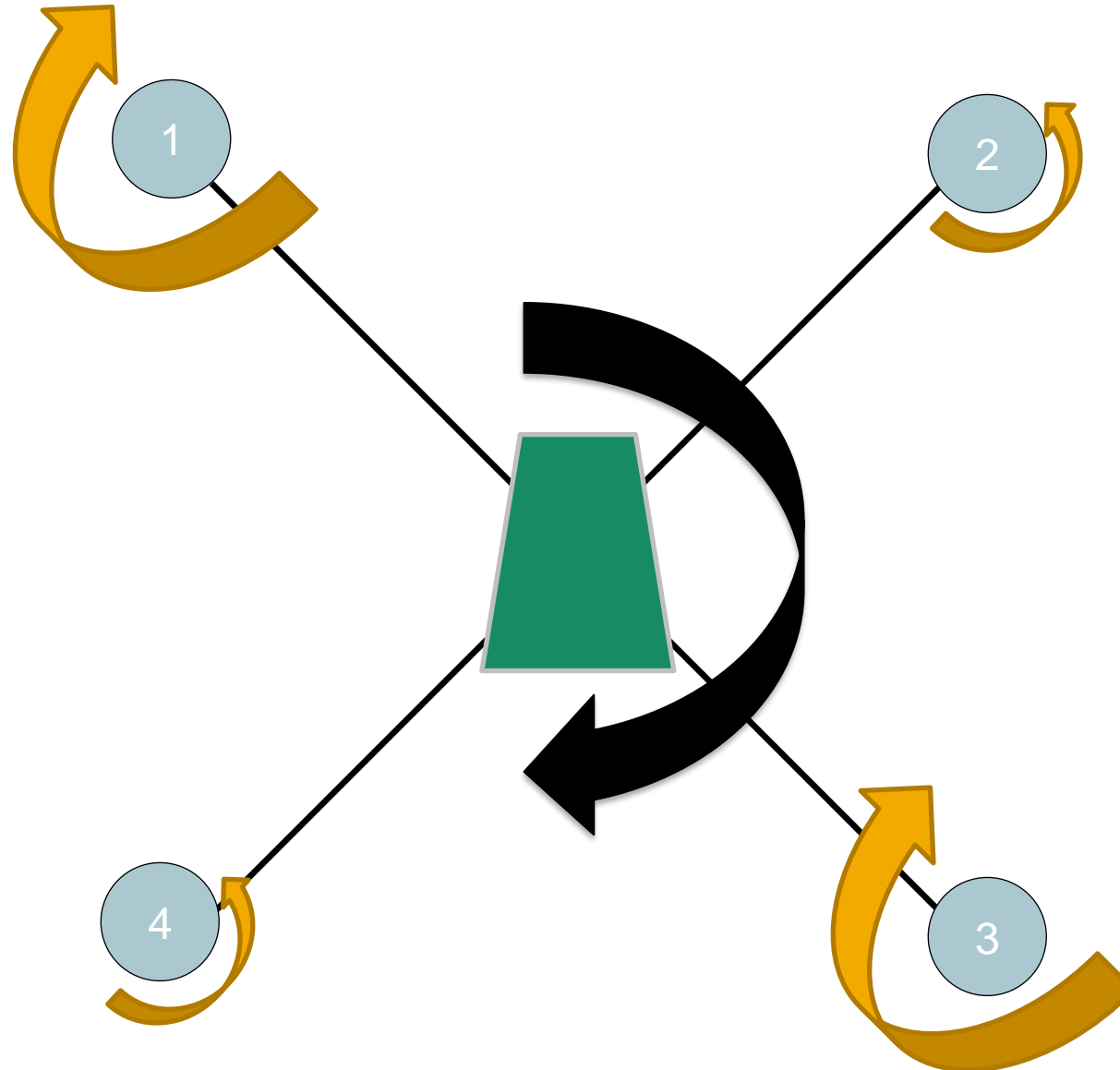
Thrust



*Motor arrows indicate
motor torque direction*

How do we control the drone the motion?

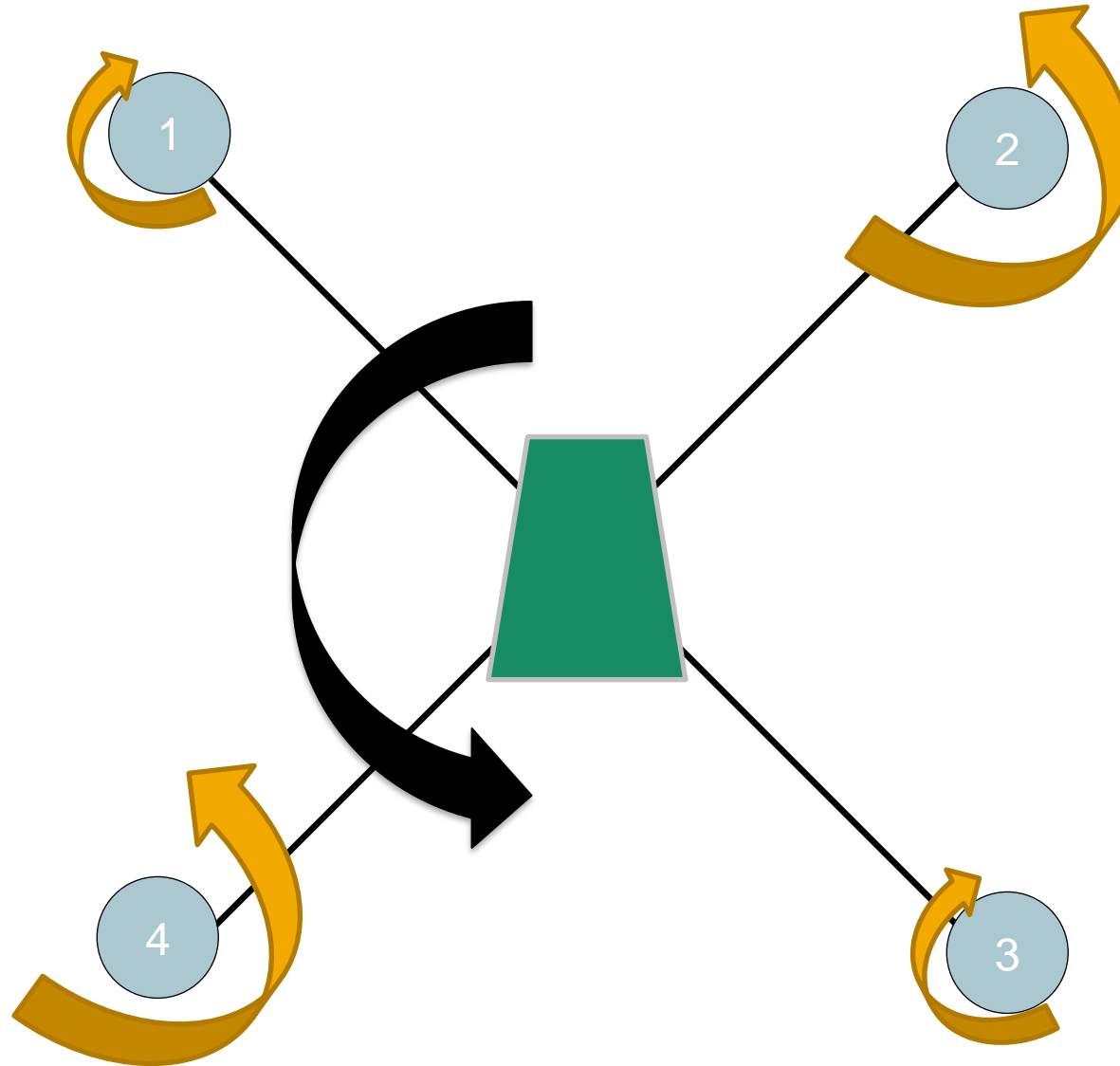
Yaw



*Motor arrows indicate
motor torque direction*

How do we control the drone the motion?

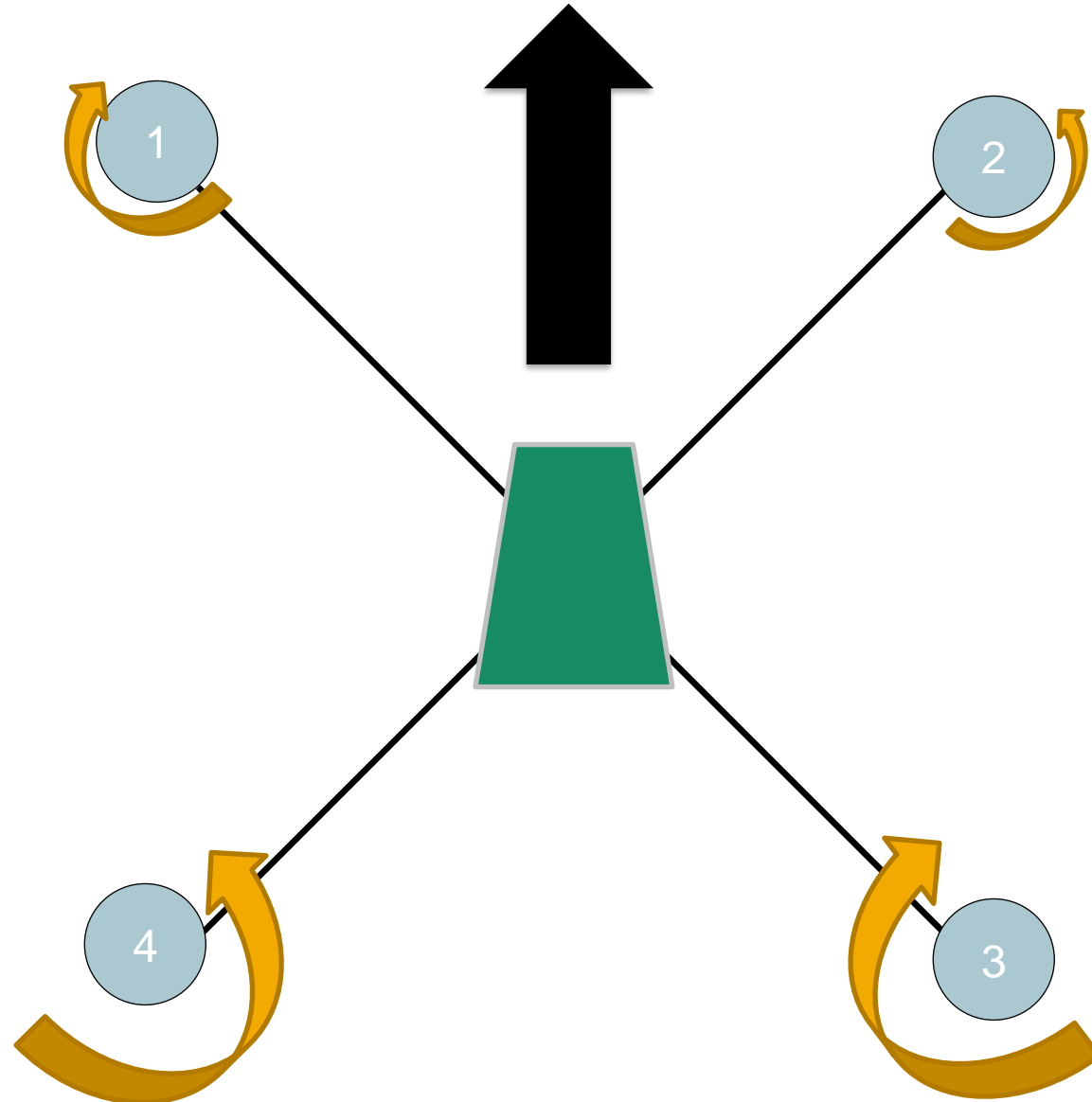
Yaw



*Motor arrows indicate
motor torque direction*

How do we control the drone the motion?

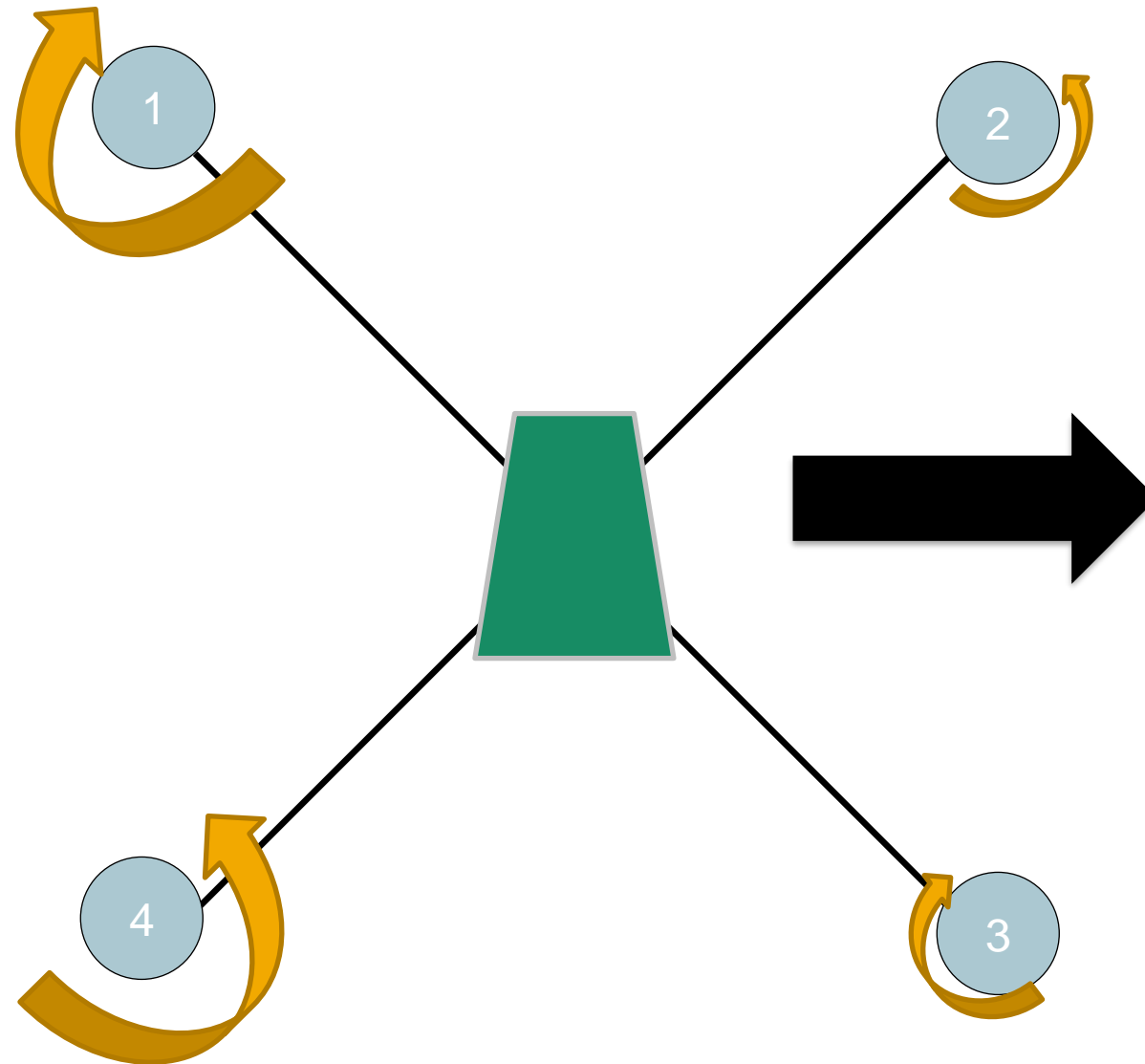
Pitch



*Motor arrows indicate
motor torque direction*

How do we control the drone the motion?

Roll



*Motor arrows indicate
motor torque direction*

Let's go to MATLAB

Simulation and deployment with MathWorks tools across the industry

3D Photorealistic Visualization of **Supernal's** eVTOL Platform Over Los Angeles



- Build air taxis
- Simulated in real city environment of LA

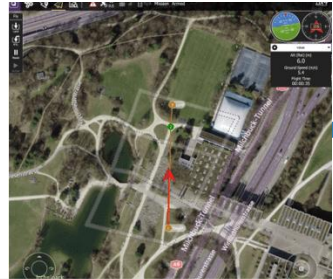
NASA's Multicopter Test Flight with Simulink Deployed Controller



- Built accurate controllers
- Modelled/simulated in Simulink
- Deployed to physical controller

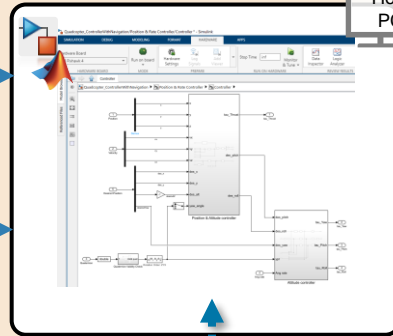
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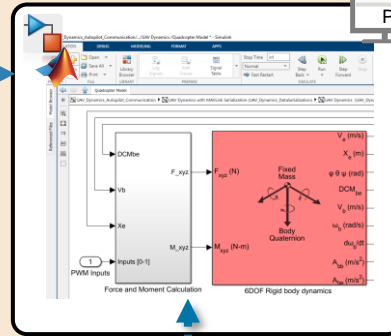
Ground Control Station

Flight Controller



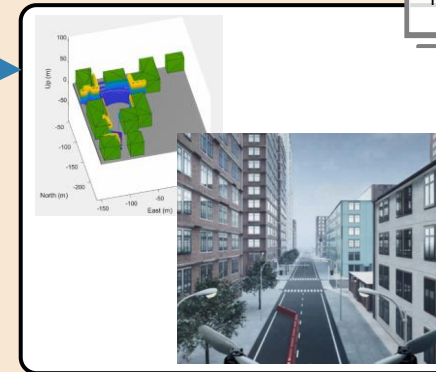
Host PC

Plant Model



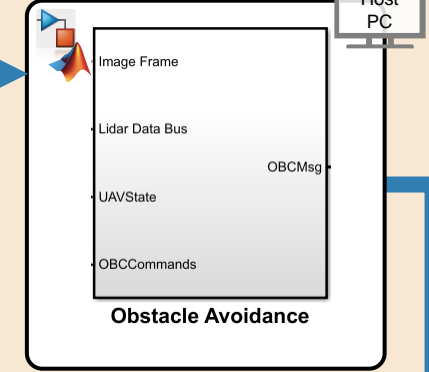
Host PC

Scenario Simulation



Host PC

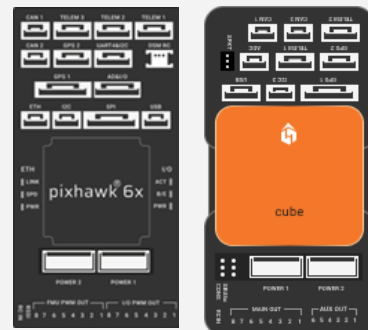
Onboard Autonomy



Host PC

TCP/IP or UDP

Deploy on Hardware



Hardware-in-the-Loop

Deploy on Hardware



speedgoat
real-time simulation and testing

Deploy on Hardware



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Homework

- Install the latest version of MATLAB R2024a with all toolboxes
- Complete [MATLAB Onramp](#)
- Complete [Simulink Onramp](#)
- Link to submit certificates: <https://tinyurl.com/IITGNCourse>

Share Certificate URL | Short
Course at IITGN



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