

Attitude

Model

 $\label{lign} \boldsymbol{\dot{q}} &= \frac{1}{2} \boldsymbol{q} \cot[\q] \ \boldsymbol{q} \ \begin{pmatrix} 0 \ \ec{\omega} \end{pmatrix} \ \ \begin{pmatrix} 0 \ \ec{\omega} \end{pmatrix} \ \end{pmatrix} \ \end{\omega} \ \end{pmatrix} \ \end{\omega} \ \end{\omega}$

- \boldsymbol{q} is the orientation of the drone, expressed as a unit quaternion.
- \omega is the angular velocity of the drone.
- n is the speed of the torque motors.

The input to the system is the control signal to the three torque motors: $u = \left(\frac{y_u \times u_v \cdot u_v}{u_v \cdot u_v} \right)^T \le \frac{y_v \cdot u_v}{v_v \cdot u_v} \le \frac{u_v \cdot u_v}{v_v \cdot u_v} \le \frac{u$

Linearisation

Controller

Bias rejection

 $\begin{pmatrix}x_{k+1} \ \end{pmatrix} = \begin{pmatrix} A \& 0 \ 0 \& I_6 \end{pmatrix} \ \end{pmatrix} x_k \ d_k \end{pmatrix} + \begin{pmatrix} B \ 0 \end{pmatrix} \ u_k + \begin{pmatrix} I_9 \& B \& 0 \ 0 \& I_6 \end{pmatrix} \ \end{pmatrix} + D u_k + v$

Vragen

- 1. Bias rejection attitude controller
- 2. Integral controller attitude controller
- 3. Flippen observer als yaw > 90°
- 4. SSH is traag
- 5. SSH fingerprint verandert heel de tijd
- 6. PWM limits: multiple defines
- 7. Router board bevestigen op de drone
- 8. Calibratie wanneer thrust geclamped wordt
- 9. Als de controller wegvalt, moet de drone stoppen!

To do

- 1. ✓ Bias rejection attitude controller
- 2. ✓ Clamp thrust to 80%
- 3. ✓ Vliegen RC attitude + filmpje
- 4. ✓ Vliegen met altitude + filmpje
- 5. ✓ Schema controllers/observers afwerken
- 6. ✓ Montage GA
- 7. ✓ Blender animation
- 8. Keep q_0 positive (slide 135)
- 9. ✓ Observer reset als thrust 0
- 10. Mousse IMU
- 11. When switching from altitude to attitude, gradually change thrust

Processing math: 100%



