

Pieter F

### **Attitude**

#### Model

- \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:  $u = \left(\frac{y \cdot u_x \cdot u_y \cdot u_z \cdot u_z \cdot u_z \cdot u_z \cdot u_y \cdot u_z \cdot u_$ 

#### Linearisation

#### Controller

## Bias rejection

 $\begin{pmatrix} x_{k+1} \ d_{k+1} \ begin{pmatrix} A \& 0 \ 0 \& I_6 \ begin{pmatrix} x_k \ d_k \ d_k \ begin{pmatrix} x_k \ d_k \ begin{pmatrix} x_k \ d_k \ d_k$ 

# 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



