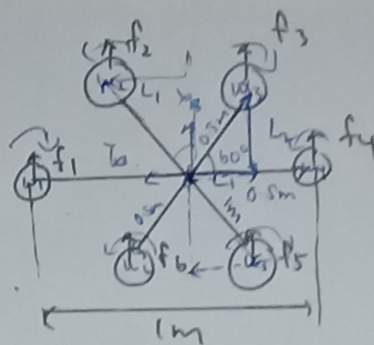
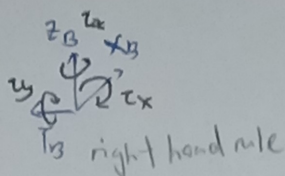


1. Allocation Matrix

$$\begin{bmatrix} f \\ \tau_x \\ \tau_y \\ \tau_z \end{bmatrix} = M \begin{bmatrix} f_1 \\ f_2 \\ \vdots \\ f_6 \end{bmatrix}$$



$$\begin{bmatrix} f \\ \tau_x \\ \tau_y \\ \tau_z \end{bmatrix} = \begin{bmatrix} 1 & 1 & 1 & 1 & 1 & 1 \\ L_3 & L_1 & -L_1 & -L_3 & -L_1 & L_1 \\ 0 & -L_2 & -L_2 & 0 & L_2 & L_2 \\ L_4 & -L_4 & L_4 & -L_4 & L_4 & -L_4 \end{bmatrix} \begin{bmatrix} f_1 \\ f_2 \\ f_3 \\ f_4 \\ f_5 \\ f_6 \end{bmatrix}$$

Assumes:
The distance motor to motor are the same.

$$L_1 = (0.5) \cos 60^\circ = 0.25 \text{ m}$$

$$L_2 = (0.5) \sin 60^\circ = 0.433 \text{ m}$$

$$L_3 = 0.5 \text{ m}$$

τ_z
(旋轉力, 對點)

$$\begin{bmatrix} f \\ \tau_x \\ \tau_y \\ \tau_z \end{bmatrix} = \begin{bmatrix} 1 & 1 & 1 & 1 & 1 & 1 \\ 0.5 & 0.25 & -0.25 & -0.5 & -0.25 & 0.25 \\ 0 & -0.433 & -0.433 & 0 & 0.433 & 0.433 \\ L_4 & -L_4 & L_4 & -L_4 & L_4 & -L_4 \end{bmatrix} \begin{bmatrix} f_1 \\ f_2 \\ f_3 \\ f_4 \\ f_5 \\ f_6 \end{bmatrix}$$

$$2. \begin{bmatrix} f \\ \tau_x \\ \tau_y \\ \tau_z \end{bmatrix} = M \begin{bmatrix} \omega_1^2 \\ \omega_2^2 \\ \vdots \\ \omega_6^2 \end{bmatrix}$$

set thrust factor as k_f
drag torque factor as b

$$\begin{bmatrix} f \\ \tau_x \\ \tau_y \\ \tau_z \end{bmatrix} = \begin{bmatrix} k_f & k_f & k_f & k_f & k_f & k_f \\ k_f L_3 & k_f L_1 & -k_f L_1 & -k_f L_3 & -k_f L_1 & k_f L_1 \\ 0 & -k_f L_2 & -k_f L_2 & 0 & k_f L_2 & k_f L_2 \\ b & -b & b & -b & b & -b \end{bmatrix} \begin{bmatrix} \omega_1^2 \\ \omega_2^2 \\ \omega_3^2 \\ \omega_4^2 \\ \omega_5^2 \\ \omega_6^2 \end{bmatrix}$$

$$b = k_f L_4$$

$$\begin{bmatrix} f \\ \tau_x \\ \tau_y \\ \tau_z \end{bmatrix} = \begin{bmatrix} k_f & k_f & k_f & k_f & k_f & k_f \\ 0.5 k_f & 0.25 k_f & -0.25 k_f & -0.5 k_f & -0.25 k_f & 0.25 k_f \\ 0 & -0.433 k_f & -0.433 k_f & 0 & 0.433 k_f & 0.433 k_f \\ k_f L_4 & -k_f L_4 & k_f L_4 & -k_f L_4 & k_f L_4 & -k_f L_4 \end{bmatrix} \begin{bmatrix} \omega_1^2 \\ \omega_2^2 \\ \omega_3^2 \\ \omega_4^2 \\ \omega_5^2 \\ \omega_6^2 \end{bmatrix}$$