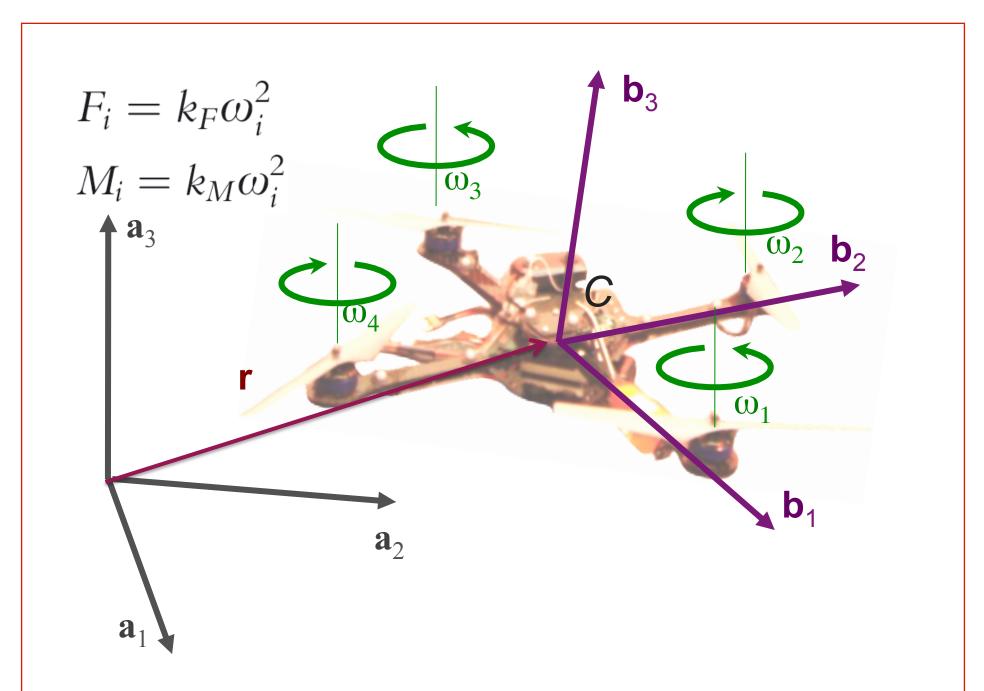
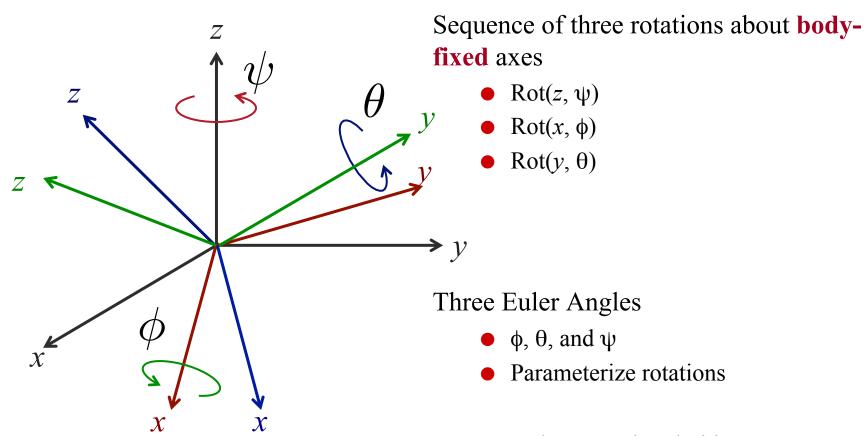
Dynamics of a Quadrotor





Euler Angles b_3 \mathbf{a}_3 Roll, pitch Penn Engineering

Z-X-Y Euler Angles

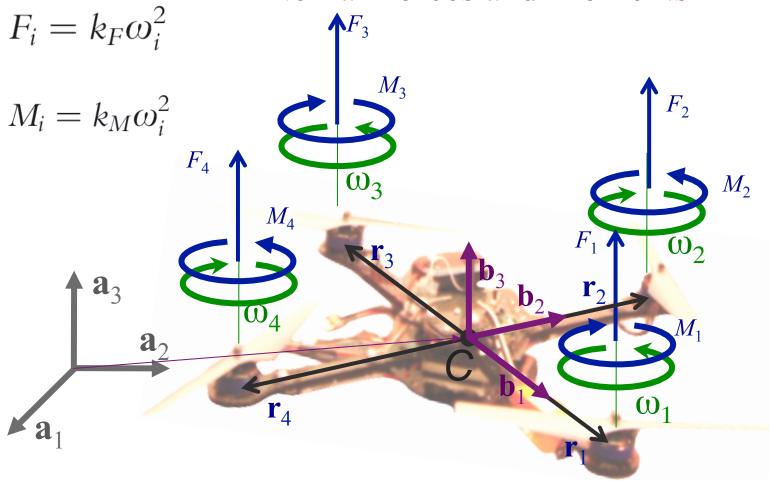


Note there are singularities!

 $\mathbf{R} = \text{Rot}(z, \psi) \times \text{Rot}(x, \phi) \times \text{Rot}(y, \theta)$



External Forces and Moments



$$\mathbf{F} = \mathbf{F}_1 + \mathbf{F}_2 + \mathbf{F}_3 + \mathbf{F}_4 - mg\mathbf{a}_3$$
 $\mathbf{M} = \mathbf{r}_1 imes \mathbf{F}_1 + \mathbf{r}_2 imes \mathbf{F}_2 + \mathbf{r}_3 imes \mathbf{F}_3 + \mathbf{r}_4 imes \mathbf{F}_4$
 $+ \mathbf{M}_1 + \mathbf{M}_2 + \mathbf{M}_3 + \mathbf{M}_4$

System of Particles Rigid Body



System of Particles Rigid Body



Newton's Equations of Motion for a Single Particle of mass *m*

$$\mathbf{F} = m\mathbf{a}$$



System of Particles Rigid Body



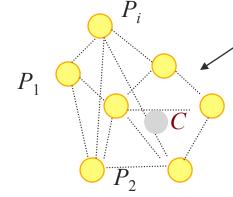
Newton's Second Law for a System of Particles

The center of mass for a system of particles, S, accelerates in an inertial frame (A) as if it were a single particle with mass m (equal to the total mass of the system) acted upon by a force equal to the net external force.

$$\mathbf{F} = \sum_{i=1}^{N} \mathbf{F}_{i} = m \frac{A}{dt} \frac{d^{A} \mathbf{v}^{C}}{dt}$$
 Velocity of C in the inertial frame A

Center of mass

$$\mathbf{r}_{c} = \frac{1}{m} \sum_{i=1,N} m_{i} \mathbf{p}_{i}$$



Rate of Change of Linear Momentum

Derivative in the inertial frame A

$$\mathbf{F} = \frac{^{A} d \mathbf{L}}{dt}$$

Linear momentum of the system of particles in the inertial frame A

Also true for a rigid body



Rotational equations of motion for a rigid body

The rate of change of angular momentum of the rigid body B relative to *C* in *A* is equal to the resultant moment of all external forces acting on the body relative to C

Angular momentum of the rigid body *B* with the origin C in the inertial

Net moment from all external forces and torques about the reference C

angular velocity of B in A

Angular momentum

Derivative in the inertial frame A

inertia tensor with C as the origin



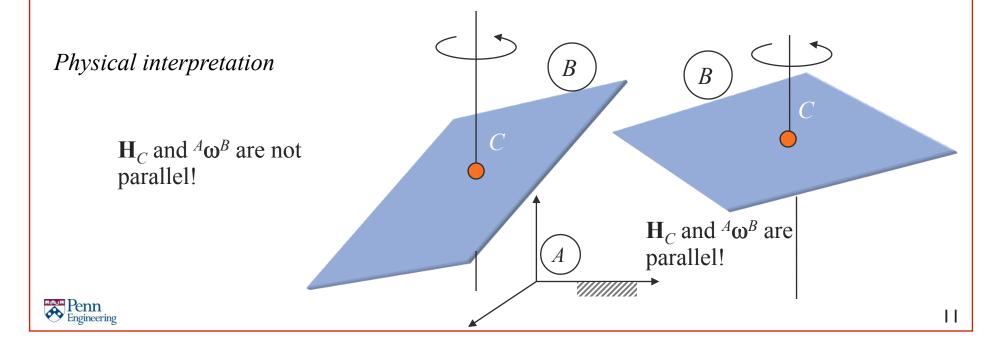
Principal Axes and Principal Moments

Principal axis of inertia

u is a unit vector along a principal axis if **I** . **u** is parallel to **u** There are 3 independent principal axes!

Principal moment of inertia

The moment of inertia with respect to a principal axis, **u** . **I** . **u**, is called a principal moment of inertia.



Euler's Equations

$$\frac{{}^{A}d\mathbf{H}_{C}}{dt} = \mathbf{M}_{C}$$

$$\begin{bmatrix} I_{11} & 0 & 0 \\ 0 & I_{22} & 0 \\ 0 & 0 & I_{33} \end{bmatrix} \begin{bmatrix} \dot{\omega}_1 \\ \dot{\omega}_2 \\ \dot{\omega}_3 \end{bmatrix} + \begin{bmatrix} 0 & -\omega_3 & \omega_2 \\ \omega_3 & 0 & -\omega_1 \\ -\omega_2 & \omega_1 & 0 \end{bmatrix} \begin{bmatrix} I_{11} & 0 & 0 \\ 0 & I_{22} & 0 \\ 0 & 0 & I_{33} \end{bmatrix} \begin{bmatrix} \omega_1 \\ \omega_2^2 \\ \omega_3^2 \end{bmatrix} = \begin{bmatrix} M_{C,1} \\ M_{C,2} \\ M_{C,3} \end{bmatrix}$$

2

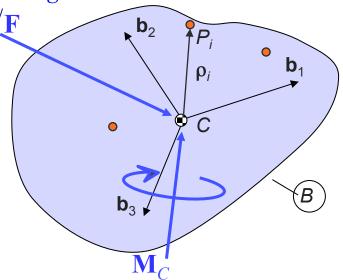
differentiating

Let \mathbf{b}_1 , \mathbf{b}_2 , \mathbf{b}_3 , be along principal axes and

$${}^{A}\boldsymbol{\omega}^{B} = \boldsymbol{\omega}_{1} \, \boldsymbol{b}_{1} + \boldsymbol{\omega}_{2} \, \boldsymbol{b}_{2} + \boldsymbol{\omega}_{3} \boldsymbol{b}_{3}$$

$$\frac{{}^{B}d\mathbf{H}_{C}}{dt} + {}^{A}\omega^{B} \times \mathbf{H}_{C} = \mathbf{M}_{C} \blacktriangleleft$$

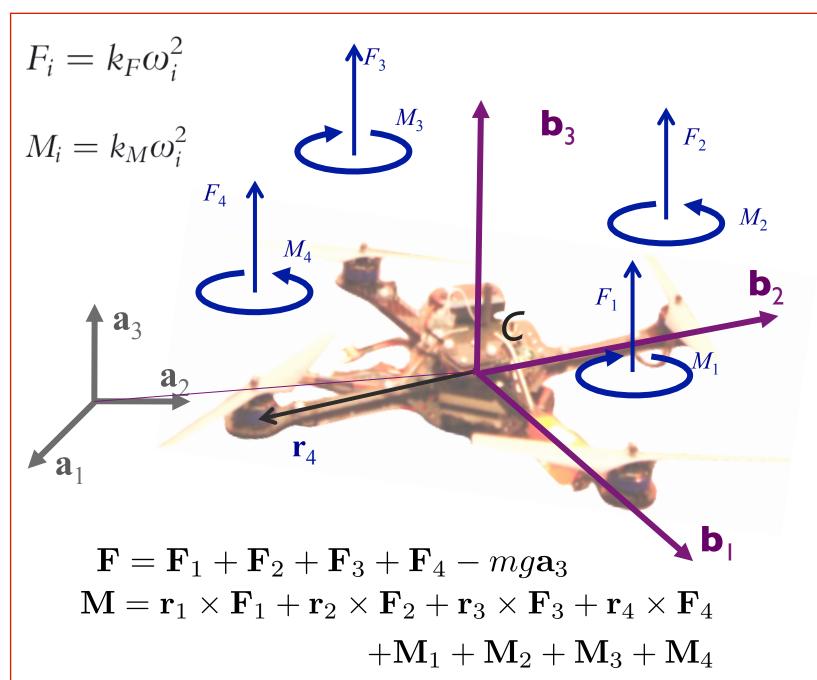
$$\frac{{}^{B}d\mathbf{H}_{C}}{dt} = I_{11}\dot{\boldsymbol{\omega}}_{1}\mathbf{b}_{1} + I_{22}\dot{\boldsymbol{\omega}}_{2}\mathbf{b}_{2} + I_{33}\dot{\boldsymbol{\omega}}_{3}\mathbf{b}_{3}$$





Quadrotor Equations of Motion







$${}^{A}\mathbf{w}^{B} = p \mathbf{b}_{1} + q \mathbf{b}_{2} + r \mathbf{b}_{3}$$

 $m\ddot{\mathbf{r}} = egin{bmatrix} 0 \ 0 \ -mg \end{bmatrix}$

B

Rotation of thrust vector from B to A 0 +R 0 0 $F_1+F_2+F_3+F_4$

 $I\begin{bmatrix} \dot{p} \\ \dot{q} \\ \dot{r} \end{bmatrix} = \begin{bmatrix} L(F_2 - F_4) \\ L(F_3 - F_1) \\ M_1 - M_2 + M_3 - M_4 \end{bmatrix} - \begin{bmatrix} p \\ q \\ r \end{bmatrix} \times I\begin{bmatrix} p \\ q \\ r \end{bmatrix}$

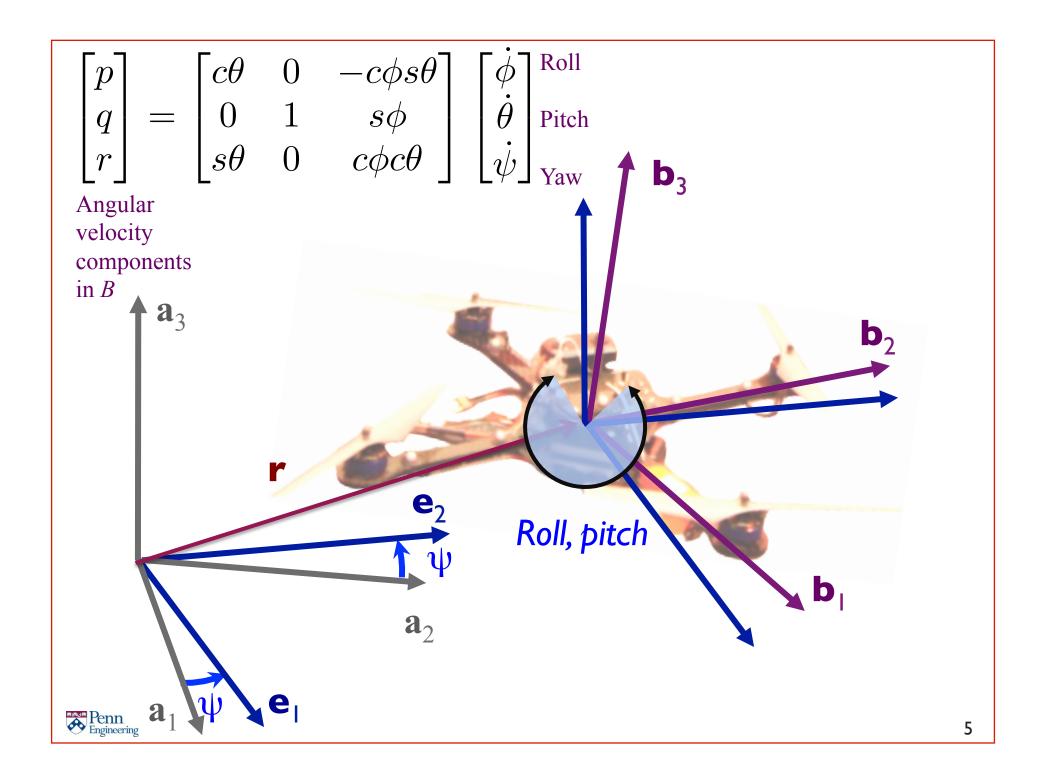
Penn Engineering Components in the body frame along \mathbf{b}_1 , \mathbf{b}_2 , and \mathbf{b}_3 , the principal axes

How do we estimate all the parameters in this model?

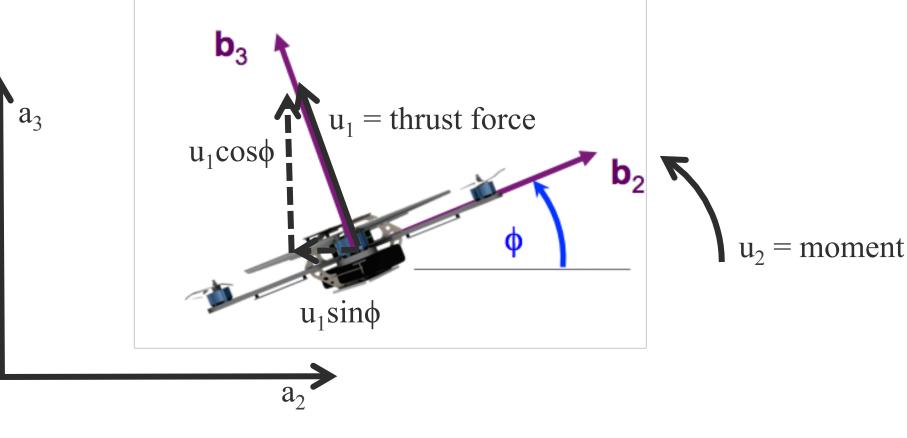
$$m\ddot{\mathbf{r}} = \begin{bmatrix} 0\\0\\-mg \end{bmatrix} + R \begin{bmatrix} 0\\0\\F_1 + F_2 + F_3 + F_4 \end{bmatrix}$$

$$I\begin{bmatrix} \dot{p} \\ \dot{q} \\ \dot{r} \end{bmatrix} = \begin{bmatrix} L(F_2 - F_4) \\ L(F_3 - F_1) \\ M_1 - M_2 + M_3 - M_4 \end{bmatrix} - \begin{bmatrix} p \\ q \\ r \end{bmatrix} \times I\begin{bmatrix} p \\ q \\ r \end{bmatrix}$$





Planar Quadrotor Model



$$\begin{bmatrix} \ddot{y} \\ \ddot{z} \\ \ddot{\phi} \end{bmatrix} = \begin{bmatrix} 0 \\ -g \\ 0 \end{bmatrix} + \begin{bmatrix} -\frac{1}{m}\sin\phi & 0 \\ \frac{1}{m}\cos\phi & 0 \\ 0 & \frac{1}{I_{xx}} \end{bmatrix} \begin{bmatrix} u_1 \\ u_2 \end{bmatrix}$$



State Space for Quadrotors

State Vector

- q describes the configuration (position) of the system
- x describes the state of the system

$$\mathbf{q} = \begin{bmatrix} x \\ y \\ z \\ \varphi \\ \theta \\ \psi \end{bmatrix}, \mathbf{x} = \begin{bmatrix} \mathbf{q} \\ -\dot{\mathbf{q}} \\ \dot{\mathbf{q}} \end{bmatrix}$$

Planar Quadrotor

$$\mathbf{q} = \begin{bmatrix} y \\ z \\ \varphi \end{bmatrix}, \mathbf{x} = \begin{bmatrix} \mathbf{q} \\ -\dot{\mathbf{q}} \\ \dot{\mathbf{q}} \end{bmatrix}$$

Equilibrium at Hover

- q_e describes the equilibrium configuration of the system
- x_e describes the equilibrium state of the system

$$\mathbf{q}_{0} = \begin{bmatrix} x_{0} \\ y_{0} \\ z_{0} \\ 0 \end{bmatrix}, \mathbf{x}_{e} = \begin{bmatrix} \mathbf{q}_{e} \\ \vdots \\ 0 \end{bmatrix}$$

$$\mathbf{q}_{e} = \begin{bmatrix} y_{0} \\ z_{0} \\ 0 \end{bmatrix}, \mathbf{x}_{e} = \begin{bmatrix} \mathbf{q}_{e} \\ \vdots \\ 0 \end{bmatrix}$$

