



A Review of quadrotor UAV: Control and SLAM methodologies ranging from conventional to innovative approaches

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ABSTRACT

There are two indispensable methodologies for autonomous flights performed by unmanned aerial vehicles (UAV). The first is flight control, and the other is simultaneous localization and mapping (SLAM). In the literature, these two issues are generally considered separately. However, they have very close relationships with each other. In this study, both methods were extensively examined in the literature, especially for quadrotors. Quadrotors, also known as quadrotors, are rotary-wing UAVs capable of vertical take-off and landing. As their use becomes widespread worldwide, the number of studies conducted to enable autonomous tasks is growing. The study was prepared under three subtitles. First, a fast and simple introduction of quadrotors was made, and the advances in this area were discussed. In the next section, studies on the position, attitude, and altitude control methods required for the autonomous use of such aircraft are analyzed based on linear, nonlinear, and intelligent methods. As the third subheading, research on SLAM techniques was widely discussed. Frequently used performance metrics, application environments, and results were presented in detailed tables for studies in both areas. Comparative studies were particularly emphasized, and the best results obtained were expressed in tables. The hardware implementations of the mentioned applications were also reviewed. Thus, hardware and method-based quick reference resource were created for researchers. As a consequence, the objective of this research is to provide a comprehensive resource for researchers working on quadrotor navigation systems to effectively select the flight control and SLAM methods they will employ.

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1. Introduction

Unmanned aerial vehicles (UAVs) have become the subject of research interest because they can support humans in unsafe and inaccessible conditions and be used effectively in military activities, search and rescue, security, and remote sensing. UAVs can be classified based on management, structural, or weight. In management-based classifications, they can be categorized into remotely operated, semi-autonomous, and fully autonomous. Flight management in remote-controlled UAVs is completely carried out by the pilot through a ground station. Although the vehicle's control system may make certain decisions, a pilot still controls semi-autonomous vehicles, often in emergencies. It can, for example, avoid an obstacle on its path or make an emergency landing decision to avoid falling when the battery runs out. There is no pilot control in any flight phase in fully autonomous UAVs. The vehicle's control system produces all decisions. UAVs weighing less than 150 kg are classified as micro, mini, and

small UAVs. UAVs weighing less than 2 kg are classified as micro, those between 2–4 kg as mini, and those between 4–150 kg as small. The structural classification of UAVs is given in two categories: fixed wings and rotating wings. However, there are intermediate classes that have the characteristics of both classes. Fixed-wing UAVs require a runway for landing and take-off, and skill training is essential. They can fly for long periods when fossil-fuel engines are used. Vertical Take-off and Landing (VTOL) features can be added to Fixed Wing Hybrid UAVs. These types of UAVs are currently under development [1]. Rotary wing UAVs are classified into two groups by the number of rotors: single-rotor and multi-rotor. UAV systems have a range of advantages and drawbacks.

- Due to the vibrations caused by the wind at high altitudes, the center of gravity will shift rapidly, and there is a high risk of breaking when control is lost [2].
- Due to limited flight time, limited remote sensing, and limited power consumption, it can not be used in critical missions, particularly for mini UAVs weighing less than 4 kg [3].

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However, considering the benefits given below, their importance is increasing today.

- High speed, not being impacted by obstacles on land, being able to have an advantageous view from high altitude, not being detected due to high altitude [4]
- Using high maneuverability to navigate in narrow indoor environments [4]
- Less damage to the ecosystem [5].

Quadrotors, a sub-class of rotary-wing UAVs, are favored because of their agility, vertical landing and take-off, hovering performance, low cost, and production ease [6]. In quadrotors, the rotors are mounted in an upward direction with their propellers parallel to the ground and placed squarely at an equal distance to the center of gravity of the main body (chassis) [7]. Rotors on the same horizontal axis must rotate in opposite directions for the rotors to generate a stable upward thrust. The first UAVs were used by the Austrians in August 1849. During the siege of Venice, the Austrian army sent about 30 balloons filled with bombs toward Venice, and at least one balloon reached the city [8]. The concept of a quadrotor is not new. Its development and testing go back to the early 1900s. In 1907, French brothers Jacques and Louis Breguet constructed and tested the Gyroplane No. 1, a quadrotor, in an attempt to take off with a multi-rotor aircraft. With impractical analysis, they were able to take off despite the aircraft's unstable design. In 1920 prototypes of four-rotors were tested by Oehmichen and Bothezat. During World War I, the first UAVs with a flight control system were built and deployed to attack zeppelins. Radio signals were used to remotely control these UAVs. Since World War I, quadrotor UAVs have been under development; the Curtiss N2C-2 quadrotor was built in 1937 by the United States military as the first radio-controlled aircraft. Reginald Denny created the Radio plane OQ-2 (fixed-wing UAV), which was the first mass-produced drone used for military objectives in 1941 [9]. Due to a lack of sensitive sensors and reliability difficulties, no development on quadrotors has been done since this date. However, developments in technology in the latter part of the 2000s, specifically micro electro-mechanic systems, made it possible to manufacture low-cost and lightweight sensor components such as accelerometers, GPS, barometers, and cameras. These advancements were made possible by the advent of new technologies. Because of its compact size and fairly simple mechanical design, the quadrotor has emerged as a popular choice for use as a research platform for novel concepts in a variety of domains, including flight control theory, navigation, real-time systems, and robotics [10,11]. Today, they have become very popular due to their useful load capacity, remote management, maneuverability, cheap maintenance costs, mechanical simplicity, independent control of rotors, and ease of electronic control. They are also less likely to crash with external objects such as helicopters with huge blades or other aircraft because they can be used with smaller propellers [12]. Quadrotors can perform six degrees of freedom (DoF) movements with yaw, pitch, and roll maneuvers and translational movements in three separate axes (x, y, z). These movements are shown in Fig. 1.

There are various types of quadrotor designs available. When reviewing the literature, it was observed that the researchers generally operate on mini quadrotors, which are less than 4 kg, as in this study. In larger quadrotors, the flight parameters are substantially influenced by weight. The number of studies is, therefore, lower [13]. The design of the quadrotor offers a range of advantages over traditional helicopters and fixed-wing aircraft. For instance, by adjusting the speed of each rotor, the thrust can be changed easily, thereby avoiding complex and variable pitching components. Furthermore, because of the rotation of the

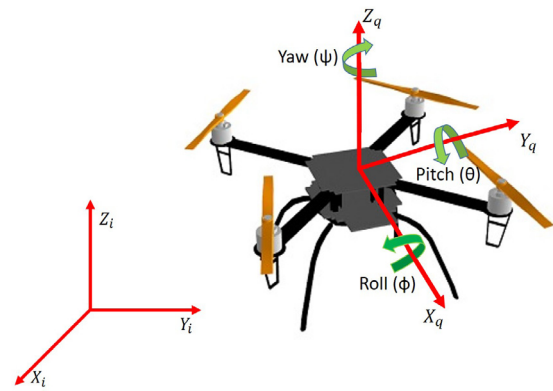


Fig. 1. Quadrotor maneuvers. (X_q, Y_q, Z_q) denotes the quadrotor's coordinate axes, and (X_i, Y_i, Z_i) denotes the reference coordinate axes, (ϕ, θ, ψ) denotes the roll, pitch, and yaw angles.

rotors in the opposite direction, the overall torque is equalized. Therefore, this design does not need a tail rotor [14].

In order to fly a quadrotor autonomously, the data obtained from the sensors is of great importance. There are size and weight limitations for the sensors to be used in quadrotors. As UAVs become popular, smaller sensors are produced with higher sensitivity and accuracy. One of the most important sensors is the Inertial Measurement Unit (IMU). IMUs are integrated sensors consisting of an accelerometer and a gyroscope. Accelerometers measure the orientation of the quadrotors, while gyro sensors measure axial angles. Depending on the type of sensors, they calculate axial angles of rotation in two or three axes. While the vehicle is hovering or flying straight, the IMUs detect any imbalance in the vehicle and send feedback to the control system to correct the balance [15–17]. IMUs can also be used to estimate the speed of quadrotors using a fine-tuned sensor fusion filter [18]. LIDAR (Laser Imaging Detection and Ranging) sensors, which measure laser beam-based distance, are mostly used for obstacle avoidance, altitude measurement, and navigation [19,20]. Some LIDAR models can make exact measurements, but it should be taken into account that as the precision increases, the size and weight of LIDAR will also increase. Global Positioning System (GPS) sensors, which are used to determine the current position and route of the quadrotors, are also critical sensors [21–24]. The sensitivity of GPS devices that can be used in quadrotors generally varies between one and five meters. Global Navigation Satellite System (GNSS) devices, which are more sensitive than GPS sensors, cannot be used in quadrotors smaller than 4 kg due to their size and weight. Besides, GPS alternative mechanisms should be considered in GPS-denied environments and military operations where signals may be disturbed. Cameras are among the most widely used sensors in quadrotors [22,25,26]. They are used to perform many important tasks such as capturing video from the air and transmitting it to the ground station instantly, object detection and recognition operations, obstacle avoidance, and providing feedback for control systems. In more advanced applications, velocity measurements are also made using the optical flow method [27]. When the literature is examined, it is discovered that the quadrotor modeling is performed with Newton-Euler-based [14,23,28–31] or Euler-Lagrange-based [32,33], with generally similar results. Therefore, modeling is not covered in this paper.

Navigation, obstacle avoidance, and target tracking are as important as stability control during flight for an autonomous quadrotor or any UAV. Therefore, we tried to evaluate control and SLAM applications together in this study. Furthermore, because

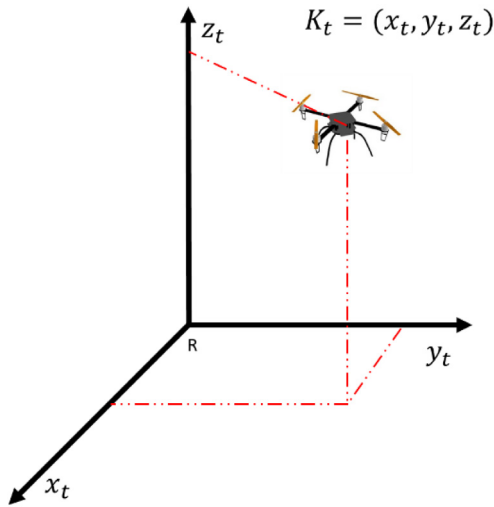


Fig. 2. Quadrotor position with respect to the reference point R.

quadrotors have a relatively small structure, these applications' hardware is essential. As a result, evaluations based on hardware types are also included in our research. In other survey studies in the literature, two subjects, control [34,35] or SLAM [36,37], were handled individually, and the hardware part was not evaluated in general. In this study, it was attempted to decide whether conventional or innovative methods, such as intelligent and hybrid approaches, should be used to develop a robust control and navigation system for quadrotors. The following sections of this paper are as follows. Flight control methods of quadrotors are discussed in Section 2. SLAM methods required for autonomous flight are presented in Section 3. Finally, in Section 4, the concluding points are evaluated.

2. Flight control in quadrotors

Quadrotors are becoming more popular due to their agility, vertical take-off and landing, hovering performance, low cost, ease of manufacture, navigation in narrow indoor environments, aerial observation capabilities [6], etc. Because of these benefits, it has become a major topic in autopilot and low-level controlled UAV research [14]. The most important requirements for the autonomous flight of a quadrotor are effective position control, altitude control, and attitude control (stabilization) [23]. However, quadrotors are highly complex and difficult-to-control vehicles due to their non-linear, underactuated, multivariable and unstable nature [38]. UAVs have size, weight, and power constraints that other systems do not. Because they operate in situations where humans may be present, they are also safety-critical systems [39–41]. Position control is the control of the displacement of the UAVs according to a certain reference point. Extracting the position information of a quadrotor is shown in Fig. 2.

Here, K_t is the location vector of the quadrotor containing the x (longitudinal), y (lateral), and z (altitude) coordinates. The displacement of an autonomously operated quadrotor takes place in accordance with a trajectory tracking procedure. Therefore, such control procedures are also called trajectory tracking control. There are fewer target tracking and altitude tracking studies in the literature than trajectory tracking studies. In Altitude tracking, only the z -axis is controlled and is a sub-topic of trajectory tracking. On the other hand, Target tracking is an open subject and is mostly studied under the heading of vision-based control [27]. For effective control, the stabilization parameters (θ_t , ϕ_t , ψ_t) which

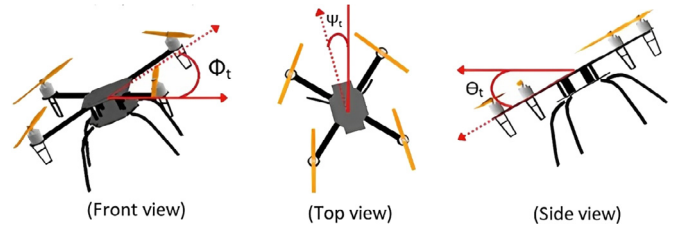


Fig. 3. Stabilization parameters of a quadrotor.

expresses the Euler angles of the UAVs should be controlled together with the position vector. These parameters are shown in Fig. 3.

In the Fig. 3, θ_t represents the pitch angle, ϕ_t represents the roll angle and ψ_t represents the yaw angle. In the literature, in many flight control research, the mathematical model was derived from quadrotors. We did not thus include in our study the mathematical model. Quadrotors are controlled by setting the angular speeds of four brushless motors in specific combinations. Each rotor combination produces thrust, yaw torque, pitching torque, and rolling torque. As a result, the rotor revolutions determine the vehicle's thrust, torque, and speeds on the x , y , and z axes [42]. Creating a difference in the speeds of the right and left propellers for the rolling motion of an X-type quadrotor is an example of rotor combinations. Similarly, the relative speeds of the front and rear rotors for the pitching motion are changed [43]. A simple control loop of a quadrotor is shown in Fig. 4.

A quadrotor control loop consists of two nested loops. The outer loop performs position control. The inner loop performs attitude control. Here, x , y , and z are the desired positions, and ϕ , θ , and φ are the desired attitude angles. Consequently, the state vector is $X = [x_t, y_t, z_t, \theta_t, \phi_t, \psi_t]$ and the input vector is $U = [U_1, U_2, U_3, U_4]$. If m_1, m_2, m_3 and m_4 are considered as quadrotor motor speeds;

$$U_1 = k_f(m_1^2 + m_2^2 + m_3^2 + m_4^2) \quad (1)$$

$$U_2 = k_f(-m_2^2 + m_4^2) \quad (2)$$

$$U_3 = k_f(m_1^2 - m_3^2) \quad (3)$$

$$U_4 = k_m(m_1^2 - m_2^2 + m_3^2 - m_4^2) \quad (4)$$

where k_f is aerodynamic force, k_m is moment constant, U_1 is total thrust, U_2, U_3 and U_4 are the roll, pitch, and yaw torques, respectively. In quadrotor control, position control is slower than attitude control. Also, since the roll, pitch, and yaw angles produced at the output are generally low, position control can be regarded as an approximately linear system around the equilibrium points [46].

Powerful control algorithms are required for successful autonomous flights with quadrotors. As a consequence of an effective control method, efficient navigation, obstacle avoidance, and stabilization should be accomplished. As interest in UAVs grows, control algorithms are also growing and getting more complex. A quadrotor is a system with four inputs and six output parameters [28]. Therefore, their control is a complex and difficult process. The control of six degrees of freedom, three rotation axes, and three translation axes must be carried out with only four inputs (angular speed of brushless motors). Quadrotor dynamics have different features for different flight missions such as take-off-landing, horizontal flight, aggressive maneuvers, and navigation [47]. To perform such movements, it is necessary to make precise altitude and location controls. However, for the

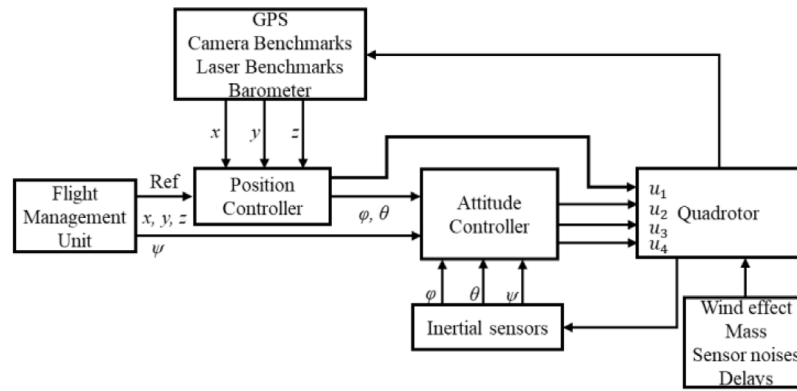


Fig. 4. The simple control loop of a quadrotor [44,45].

accurate control of quadrotors, there are challenges such as dynamic non-linearity, parametric uncertainty, disturbance effects, delays in communication, vehicle weight, wind effect, noise in sensor measurements, and activator efficiency [14,28,48]. It is important to build an efficient mathematical model considering the abovementioned factors to overcome these challenges [16]. The literature indicates that quadrotor control approaches are usually classified into three as linear, nonlinear, and artificial intelligence assisted.

2.1. Linear control methods

Linear control strategies are based on linear models of system dynamics around the desired operating point. In particular, linear control is favored in autopilot applications where maneuvering angles are limited [49]. Linear control methods include Proportional–Integral–Derivative (PID) [50–55], Linear Quadratic Regulator (LQR) [31,56,57] and Proportional-Derivative (PD) [30,58,59]. LQR is an optimal control method using state feedback. This method calculates state feedback coefficients that will provide the predetermined output parameters [60]. This method can be used in position control by using a unit quaternion approach [57]. The Linear Quadratic Gaussian (LQG) controller is created by integrating a Kalman filter into the LQR controller. In LQG controllers, system dynamics are assumed to be linear, and measurement and process noises are assumed to be stochastic [61]. In the study by Varghese and Srekala [62], the performances of LQG and H-infinity controllers are compared. Model-based predictive control (MPC) [63] refers to a class of sophisticated control approaches that use a process model to predict the future behavior of the controlled system. Dynamic Matrix Control (DMC) [64] and Generalized Predictive Control (GPC) [65] are control algorithms in this class. Model-based predictive control can even control systems that conventional feedback controllers are unable to control. This method can be applied to both linear and nonlinear systems. MPCs designed for linear systems will be examined in this section. The functions that make up the system parameters are linearized in linear MPCs. For linear MPCs, there is a comprehensive stability theory. Non-linear optimization problems with hard input constraints, on the other hand, are common. For non-linear situations, establishing robust stability is extremely challenging. This is owing to the lack of an explicit functional description of the control method, which is necessary for the majority of stability analyses [66]. MPCs are designed based on dynamic models of the process. It iteratively optimizes the current timeframe, taking into account future timeframes. MPC can predict future processes and reorganize control processes accordingly. However, the computational cost of the control loop rises as a result of this [67]. Eskandarpur and

Sharf [32] proposed a linear constrained MPC to solve the path-following problem for autonomous quadrotors. Jaffery et al. [68] developed and tested a new linear MPC-based model using an indoor motion-captured testbed in their study. They compared results with PID and LQR methods and observed that PID had a smaller tracking error.

One of the most common linear methods is PID. The PID method calculates the error between the controlled signal and the desired reference value, then applies a correction based on the error's P, I, and D components. Many commercial and open-source quadrotors available on the market are PID controller-based and available in wide varieties [34]. However, there are opinions that the PID method, which is a linear method, cannot be applied efficiently in quadrotors, which is a nonlinear system [69]. Accordingly, the PID method cannot adapt to highly nonlinear systems with strong and high-frequency distortion effects and does not take into account the dynamics of the sensor and actuators that cause problems in real-time applications [70]. However, the PID approach has certain advantages that cannot be overlooked. Easy implementation, flexible parameter adjustment, easy design, and satisfactory performance [58,69]. Simulation environments are frequently used as an application area because their settings can be easily tuned [71–73]. Though less than PID, PD studies are also available in the literature [74,75]. While the PD approach produces very similar results to the PID, it is more sensitive to offset and steady-state errors [76]. In order to increase the reliability of PID and PD methods in quadrotor systems containing highly nonlinear components, the outputs are generally optimized with different methods.

2.2. Non-linear control methods

Mathematical models are completely or partially linearized to control systems having nonlinear dynamics, such as quadrotors. An example of this is the Feedback Linearization (FBL) approach [14,31,77,78], which is one of the feedback control methods. In this method, feedback control techniques are applied after linearization. Other nonlinear methods include Backstepping (BS) [79–81], Sliding Mode Control (SMC) [82–84], nonlinear H-infinity (H_∞) [85], and inverse dynamic control [28,86–89]. The H_∞ method is one of the control methods based on the linearization principle of nonlinear systems at certain operating points, called gain scheduling [90]. H_∞ is a method for controlling nonlinear systems [34], but it can also be used with linearized models [91]. In this method, firstly, the mathematical model of the system must be derived. Especially for quadrotors, a linearization process is required when creating the model. Generally, this model is optimization-based, and the controller tries to solve this optimization. The mathematical model plays the most significant

role in this technique. The better the model is created, the better the controller will perform. A successful performance was obtained by using the H_∞ method for trajectory tracking control in the study by Raffo et al. [85]. In the BS method, a state-space model in a chain structure is used between inputs and outputs. In this model, each state variable is used to stabilize the others. As a result, the stabilization of each state variable is calculated independently. In this method, the distinctive features and essential differences of the system controlled should be well defined [14]. Madani and Benallegue [92] have proposed a different variant of this method, the adaptive BS controller, to control a quadrotor mini-helicopter. In the study carried out by Choi and Ahn [23], the entire control system was divided into three subsystems: altitude, angular, and position. All subsystems were inspected by the BS-like feedback control method. The purpose of SMC is to push and hold the error signal against the sliding surface, also known as the switching surface. Since the sliding surface is linearly dependent on state variables, the degree of the system can be reduced to the number of independent input variables. After this stage, the system can be controlled with lower-degree control rules [93]. There are four types of SMC. These are conventional sliding mode, terminal sliding mode, fast terminal sliding mode, and nonsingular terminal sliding mode [38]. Xu and Özgüner [82] suggested a new SMC-based quadrotor control approach and succeeded in stabilizing the quadrotor. Another example is the fuzzy logic-based SMC method [29,83,84]. In this process, a knowledge base composed of linguistic expressions prepared by experts is used to ensure that the signals to be controlled do not deviate from the reference signals. Inverse dynamic control is a powerful nonlinear controller commonly used in robotic vehicles. It is based on the FBL method. This controller works correctly if both dynamic and physical parameters are defined but fails when dynamic parameters are changed [87].

2.3. Hybrid flight control methods

In hybrid methods, there are two types of integration. The first is the use of different methods to control various subsystems in a quadrotor [94], and the second is the use of multiple methods (e.g., Fuzzy-PID) when controlling a system or subsystem [55,95]. This research defines hybrid techniques as classical approaches without a learning component and learning-based intelligent approaches.

2.3.1. Classical approaches

In these control strategies, the control of different subsystems has generally been carried out with different methods. In the study conducted by Mian and Daobo [94], the thrust control of the quadrotor was performed by the BS method, and the angular position control was performed by the FBL method. In the study by Wu et al. [88], the UAV flight control system was divided into angular velocity loop, angle loop, flight path loop, and position loop. While the first two loops were controlled by a BS-based control method, the last two loops were controlled by the inverse dynamic control method. The control mechanism of the H-type quadrotor was divided into four subsystems in the study by Costa et al. [89] as location, orientation, an inclination of the rotor, and direction of the camera. The inverse dynamic control method was used for the positioning subsystem and the SMC for the others. Gao et al. [95] developed a system focused on selecting BS or adaptive fuzzy PID methods under different conditions. Either of the two methods is triggered automatically when its set criteria are reached. In the study by Orsag et al. [93], quadrotor control is divided into three subsystems: position control layer, height control layer, and angle control layer. Then PID and LQR methods were used in each layer. In the study conducted by Mercado

et al. [96], A quadrotor, which can operate as both an air and a submarine vehicle, was used. PID is used for attitude control, and FBL is used for position control. In [46], two control methods were applied in two different subsystems. While applying extreme learning machine (ELM), a learning-based method, the SMC method was used to reduce external disturbances in attitude control. It has been reported that this method produces better results than applications using only SMC or PD due to its ability to converge fast and resolve unmodeled uncertainties. In another study [90], where visual feedback was used, ID-type (Integral-Derivative) controller was used for altitude control and a PD controller for horizontal motion control.

Active disturbance rejection control (ADRC) was proposed by Han [97]. ADRC is a relatively new control method that was created in recent years with the goal of closing the gap between control theory and control practice. According to Han [97], the ADRC has three main components: State Error Feedback (SEF) controller, Tracking Differentiator (TD), and Extended State Observer (ESO). It is as simple as the commonly used PID control but has more complex capabilities [98]. The standard PID controller does not perform well in heavily coupled systems while sliding mode control provides excellent dynamic control performance but needs an accurate system model. The ADRC, on the other hand, is a model-independent control approach that just requires knowledge of a system's output [99]. In [100], a new approach was developed by using a nonlinear PID instead of State Error Feedback (SEF) controller, which is an important subcomponent of ADRC, and the results were compared with PID. The developed approach was called IADRC by the authors. In [101], a new approach was proposed for the high steady-state error in the ESO component of the ADRC, and the control performances of the developed method and the conventional ADRC were compared.

Disturbance observer (DOB) can actually be considered as a sub-component of control methodologies to reduce plant uncertainties and external disturbances. Internal and external disturbances are estimated using the recognized dynamics and measurable states of plants in DOB-based robust control, and the robustness of systems is accomplished by simply feeding back the disturbance estimates [102]. Ohnishi [103] presented the first DOB-based robust motion control system in 1985. Using classical control methods, this study developed the 2-DoF control structure of a DOB-based robust control system. It was shown both theoretically and experimentally that the robustness and performance of a control system could be separately modified using a DOB and a performance controller (e.g., a PID controller) [102]. Technically, a disturbance observer is a kind of inner loop output-feedback controller that rejects external disturbances and makes the outer loop baseline controller more resistant to plant uncertainties [104]. The DOB-assisted PID approach was utilized in [105] to reduce disturbances in quadrotor position control and to obtain the required position with precision, and the results were tuned using a Q-filter. In [106], a DOB-assisted H_∞ controller was developed to stabilize a VTOL quadrotor in hover position in crosswind disturbance. During the tests, the mean errors were measured with and without DOB enabled, and it was determined that the system generated fewer errors when DOB was enabled.

Recently, UDE-based methods have received a lot of attention and have been widely used by researchers. It was proposed first by Zhong and Rees [107]. The fundamental advantage of UDE-based robust control is that it turns a robust control problem into a filter design problem in a frequency domain. It merely needs the disturbance's spectrum information. As a result, the control design becomes more straightforward to tune. This technique has been used for various linear and nonlinear systems due to its simple structure and outstanding robust performance [108]. As

a result, in UDE-based robust control, a continuous disturbance signal is attempted to be matched with suitable frequency domain filters [109]. It is not necessary to have an exact model of the system in order to use UDE-based control, which can be used to control power converters, motor drives, piezoelectric stages, and wind turbines [110]. For example, in trajectory tracking research for quadrotors [111], MPC was employed for route creation and UDE for nonlinear errors in the model or external disturbances. Another research for quadrotor position and attitude control [112] employed nonlinear dynamic inversion (NDI) combined with UDE and compared NDI and NDI+UDE testing.

2.3.2. Intelligent-based hybrid approaches

These control strategies include learning-based components. Some traditional nonlinear control approaches have been integrated with adaptive rules to make them more robust against some of the uncertainties described above [34]. Effective results are obtained by integrating conventional control methods with adaptive-based intelligent methods to build efficient control systems in real-time applications with serious non-linear dynamics such as quadrotors. Controllers optimized using artificial neural networks, fuzzy logic, genetic algorithms, and reinforcement learning (learning-based controllers) receive significant attention in vehicles with high degrees of uncertainty, such as quadrotors. NN-based controllers are used as compensators to amplify the control signal, compensate for uncertainties or eliminate disturbances [38]. For example, in a study by Jiang et al. [28], parameters are corrected with a neural network (NN) to increase the system's sensitivity to high-frequency variations in a quadrotor controlled by the inverse dynamic control method. A NN is an adaptable system that learns by connecting nodes or neurons in a layered structure that resembles the human brain. A NN can be trained to recognize patterns, classify data, and predict future events by learning from data [113]. However, in systems such as quadrotors, where high-frequency changes can occur in their locations and positions, the problem of noise arises due to the inadequate selection of the switching gain. Methods based on gain estimation, such as fuzzy logic, chaotic systems, and extended Kalman filtering (EKF), are used to solve this problem [114–116]. PID is frequently used in such hybrid applications. Learning, prediction, and optimization-based methods are used to correct some of PID deficiencies mentioned in the previous sections. Some of the most used methods to adjust PID parameters are NN [117], fuzzy logic [118], genetic algorithms [55], and Particle Swarm Optimization (PSO) [21,119]. The PSO method [120] is a population-based optimization algorithm developed by analyzing the behavior of various animal swarms in nature. In PSO, each swarm member (particle) represents a candidate solution to the optimization problem. The position of any particle is influenced by the best solution (its own experience) it visited before, and the best location visited in the whole swarm [121]. It is used to optimize control parameters calculated using conventional methods in many UAV subsystems. For example, in the study conducted by Wai and Prasetya [122], PSO was used to optimize energy consumption estimates in the optimal route planning of a quadrotor controlled by ANN. Fessi and Bouallegue [123] used PSO to stabilize the position and direction of a quadrotor controlled by the LQR method. In the study by Yunping et al. [124], the PSO method was used to optimize the parameters of the sliding mode PID controller. In the approach developed by El-Hamidi et al. [118], PSO was used to optimize scaling factors in NN and Fuzzy Logic based PID controller.

2.4. Visual feedback control strategies

This control method uses features extracted from the videos taken from the primary and secondary cameras as feedback in

position control and attitude control. In the feedback control loop of autonomous vehicles, vision systems have been a standard option for obtaining information that can be used. Visual landmarks are also used to estimate the position of quadrotors. If the quadrotor knows its location, the required control processes could be used to achieve the next position [125]. A visual feedback control study that estimates 3-D poses using a stereo camera is presented in [59]. Visual data are generally used not standalone but combined with inertial sensors or LIDARs. A motion control application using a fusion of visual data and inertial sensors is presented in [126]. In [72], artificial visual landmarks placed in the ground were used to find the best attitude and position control method. The most efficient method was chosen by performing tests with Nested saturations, BS, and SMC methods. In the study by Urbanski [127], Viola–Jones features [128] extracted from visual sources were used for position control. This feature was designed using a learning process before working in real-time. It was used as the source of position information in the control loop. One of the frequently used visual feedback-assisted position control methods is to use an external camera located on the ground and an onboard camera. The task of the external camera is to provide the visual data required for the quadrotor's pose (position and orientation) estimation. In [129], where no GPS or accelerometer was used, a quadrotor's pose estimation was performed using only internal and external cameras. Then FBL and BS-like control methods were applied using the visual feedback obtained. The ground camera was also mobile in the study conducted by Wzorek et al. [98]. One of the main disadvantages of pose prediction methods using dual cameras is their limited flight volume. Two studies on this subject are presented in [130,131]. The use of visual feedback to control the position of the quadrotor cable-suspended payload in [132] demonstrates the necessity of visual feedback for aircraft, while not being a comprehensive study of quadrotor flight control.

2.5. Comparative analysis of flight control studies

In quadrotor controls, comparative analyses were also carried out. For example, Belkheiri et al. [133] compared a control model decentralized LQR and FBL Erginer and Altuğ [30] performed a comparison of classical PD and Fuzzy PD methods in a VTOL quadrotor control. Bouabdallah et al. [134] compared the test results of a quadrotor controlled by PID and LQR methods. Hybrid studies are often performed, using different approaches to control different subsystems. In the study by Bouabdallah and Siegwart [135], BS and SMC methods were tested for an indoor quadrotor's position and rotation control. It was reported that the BS method produced better results in controlling orientation angles. FBL and BS methods were tested in a visual feedback quadrotor control by Altuğ et al. [129]. It was reported that the BS method gave better results according to the results obtained. In [136], PD and BS methods were tested in Matlab/ Simulink, and it was stated that the BS method gave better results in efficiency and performance. In a study conducted in [137], the performances of four different SMC-based controllers (Super-Twisting algorithm (STA), Continuous Twisting Controller (TC), Continuous Singular Terminal Sliding-Mode Control (STSMC), Continuous Nonsingular Terminal Sliding-Mode Control (NTSMC)) and robustified PID controller were tested on the “QBall2 platform by Quanser ©”. As a result of the test studies, it was stated that the most successful performance was obtained in the TC method, and the worst results were obtained in the robustified PID. In a study tested in STARMAC [138] (The Stanford Testbed of Autonomous Rotorcraft for Multi-Agent Control), a nonlinear method and an intelligent method were compared. SMC is used as a nonlinear method, and the Reinforcement Learning (RL) method is used as

Table 1
Analysis of some comparative flight control studies.

Authors	Methods compared	Testing area	Successful method
Khatoun et al. [140]	PID vs. LQR	No information	PID
Bensalah et al. [141]	PID, SMC, BS, FBL	Simulink	PID
Belkheiri et al. [133]	LQR vs. FBL	Simulink	Both of them
Erginer and Altuğ [30]	PD vs. Fuzzy PD	Simulink	Fuzzy PD
Bouabdallah et al. [134]	PID vs. LQR	Real-time	Both of them with average results
Bouabdallah and Siegwart [135]	BS vs. SMC	Indoor test platform (test-bench)	BS
Altuğ et al. [129]	FBL vs. BS	Simulink	BS
Labbadi et al. [136]	PD vs. BS	Simulink	BS
Falcon et al. [137]	STA, TC, STSMC, NTSMC	QBall2 platform by Quanser©	TC
Waslander et al. [138]	SMC vs. RL	STARMAC	Both of them
Shehzad et al. [139]	Intelligent PID vs. LQR	Labview	LQR except “z” position
Varghese and Srekala [62]	LQG vs. H_∞	No information	H_∞ is better than LQG
Meera et al. [61]	PID, LQR, LQG, SMC	Simulink	SMC is the best, PID is better than LQG
Yu et al. [142]	MPC vs. LQR	Qball-X4	Both of Them
Mohammed [143]	Fuzzy-PID, GA-PID, NN, and ANFIS	Simulink	Fuzzy-PID (with disturbance)
Jaffery [68]	MPC vs. PID, LQR	Indoor motion-capture testbed	PID and LQR had lower tracking errors
Suhail et al. [99]	PID vs. ADRC	Matlab simulation	ADRC is better than PID
Mishra and Zhang [105]	DOB-aided PID vs. PID	Simulink and External flight test	DOB aided PID with Q-filter has lower position error
Dhadekar et al. [112]	UDE-aided NDI vs. NDI	Monte-Carlo simulation	UDE-aided NDI has lower error for attitude (Φ , θ , ψ) and x, y and z axis

an intelligent method. In order to determine the optimal control policy in the RL, a model-based iterative approach was used. As a result, successful results were obtained from both methods. In [139], the intelligent PID and state feedback LQR methods were tested in real-time on a commercial X3D quadrotor. In addition, the experimental studies were simulated in NI Labview. As a result, the LQR method gave better results in all step responses except the “z” axes. More successful results were obtained with PID in the “z” position. In [99], ADRC and PID methods for altitude and attitude control of a quadrotor were tested using Matlab simulations and it was reported that the ADRC method produced more accurate results. In order to better explain the comparative studies, Table 1 was prepared.

2.6. Performance analysis of studies using major methods

In Table 2, some quadrotor control studies were evaluated in terms of method, metrics used, and results obtained. In most studies, results were given on graphics instead of numerical results. Therefore, some of the analyzed results are taken as approximate values. When methodologically analyzed, it was observed that methods such as PID and PD were commonly used. However, control parameters in these methods were optimized by using NN, fuzzy logic, ANFIS, etc., or revised with deep learning techniques. When the comparative studies were analyzed, it was observed that the methods whose parameters were modified using smart methods yielded better results. It was commonly observed that settling time and deviation errors were used as metrics to control x , y , z , Φ , θ , and ψ in the studies analyzed. However, in some studies, it was observed that only certain subsystems such as yaw angle, altitude, or safe landing were controlled. In several studies, visual feedback was also observed for quadrotor location and position controls

2.7. Flight controller platforms

When the literature is examined, it is observed that the developed control algorithms are mostly tested in simulation environments. However, in some studies, control algorithms have been run and tested on embedded electronic systems [148]. These systems are often called flight controllers. Along with attitude, position, and altitude control, they also perform tasks such as reading sensor values and communicating with the ground station. Embedded systems used in such applications can be

classified as FPGA-based, arm-based, Atmel-based, and raspberry pi-based [149].

Phenix Pro and OcPoc are examples of FPGA-based systems. Linux-based Robot Operating System (ROS) is used as the operating system. Pixhawk PX4 and Pixhawk 2 are ARM-based. ArduPilot Mega (APM), one of the most widely used flight controllers, is an Arduino Mega-based platform with an Atmel processor. Erle-Brain 3 is a raspberry pi based system. It includes a raspberry pi board and an auxiliary board. Commonly used flight controller platforms, their features, and the studies using these platforms are given in Table 3.

3. Simultaneous Localization and Mapping (SLAM)

There is another challenge to overcome after achieving attitude stabilization in autonomous quadrotor flights. This challenge is to plan successful navigation between the starting and target positions. The environment should be modeled for efficient navigation, and the most appropriate directions to the target should be determined. It is called Simultaneous Localization and Mapping (SLAM) in the literature. SLAM issue was first introduced to the literature by Smith and Cheesman [160] and developed by Dissanayake, Durrant-Whyte, and Bailey [161]. The approach was complemented by Bailey and Whyte [162,163] by making various additions [164].

The SLAM approach includes the autonomous discovery and mapping of an unknown environment without previous information. According to this method, autonomous vehicles would map the environment and, at the same time, predict their positions simultaneously based on this map [165]. In the SLAM algorithms, vehicle trajectories are predicted in real-time without previous information of the obstacle coordinates [166]. For UAV applications, SLAM is a challenging issue to address. The interdependence of localization and mapping raises the difficulty of the issue and demands that these two issues be overcome at the same time [167]. Mobile vehicles' navigation challenge in outdoor conditions is generally solved with GPS signals. However, the GPS receivers have to be very sensitive in this case. These GPS receivers are available but are not appropriate for quadrotors in terms of size and weight. In most SLAM applications where GPS is used, the map and flight route are preloaded on avionic systems. However, the map loses its validity if the obstacles marked on the map change in flight conditions where extremely instantaneous changes occur. In such cases, adaptive systems that can adapt to instant changes are needed. Furthermore, in several cases, GPS signals cannot be used in real-time experiments. Some of those:

Table 2
Analysis of some quadrotor flight control studies.

Authors	Method	Disturbance	Simulation	Metrics	Results
Setyavan et al. [56]	LQR control is used for the safe landing of an X-type quadrotor. Attitude stabilization and altitude were controlled during the landing.	Ignored	Gazebo	Time spent on 1 m landing (s)	When the LQR is not applied, 0.175 sn When the LQR is applied 1.74 sn
Koch et al. [117]	The flight parameters of an X-type quadrotor were trained with reinforcement learning and used in attitude stabilization control. Results were compared to PID.	No Information	Gazebo	Success: The number of experiments remaining within $\pm 10\%$ of the reference value (%) Error: Number of experiments remaining within $\pm 10\%$ error band of reference value 500 ms after start	When using Proximal Policy Optimization (PPO) trained technique <i>Success</i> : $\Phi = 99.8\%$, $\theta = 100\%$, $\psi = 100\%$
Thanh et al. [144]	Anti-collision control has been carried out on a quadrotor. PID was used for speed and rotation angles.	Ignored	Available	Tracking error: (degree) Obstacle distance (m)	Single obstacle T(11,23): <i>Tracking error</i> $\approx 15^\circ$, <i>Obs.Distance</i> = 2, 5 m Multi obstacle T(18,24): <i>Tracking error</i> $\approx 30^\circ$, <i>Obs.Distance</i> ≈ 2.5 m
Lee and Juang [22]	Image processing supported flight control is performed on an X-type quadrotor. PD and Fuzzy PD methods were used.	Ignored	Simulink	Error in x, y, and z axes (m)	Better results were obtained from the Fuzzy PD method. <i>Error_{x,y,z}</i> < 1 m
Achtelik et al. [126]	The attitude of an X-type quadrotor was controlled with PID and yaw angle (ψ) control with PI. The x and yaw angle values were obtained from the images.	Considered	Simulink	Error in x, y, and z axes (cm) Settling time- ST for yaw angle (s)	<i>Error_{x,y,z}</i> < 15 cm <i>ST</i> ≈ 6.5 s
Mercado Ravell et al. [96]	Trajectory tracking and attitude stabilization control were made for a quadrotor operating both as air and submarine. PID control is used for attitude stabilization, and the FBL method is used for trajectory tracking.	Considered	Simulink	Altitude (m) relationship with Settling time (s)	Air: 2, 5 m <i>height ST</i> = 15 s Underwater: -0.5 m <i>height ST</i> = 15 sn
El-Hamidi et al. [118]	PID/ PD was used for attitude stabilization and location control, but the parameters were adjusted with NN and fuzzy logic. PSO was used to increase the efficiency of the fuzzy logic method.	Considered	Simulink	Settling time (s), Overshot (OS) (%) and MSE for yaw angle (ψ)	For yaw angle (ψ): GS-NNPD: <i>ST</i> = 0.153 s, <i>OS</i> = %0, 0.0028 <i>MSE</i> FPID-PSO: <i>ST</i> = 0.225 s, <i>OS</i> = %0, 0.0046 <i>MSE</i>
Kutay [145]	PID, BS, inverse dynamic control, and SMC methods were tested to control the attitude stabilization.	Considered	Simulink	Settling time (s) for Φ, θ, ψ	The best method is SMC, $\pi/3$ starting point: <i>ST_{Φ,θ,ψ}</i> ≈ 0.28 s $\pi/10$ starting point <i>ST_{Φ,θ,ψ}</i> ≈ 0.36 s
Gomez-Avila et al. [146]	PD controller optimized with EKF assisted NN.	No information	Gazebo, Real-time	Root Mean Square Error (RMSE) of x, y and z axis	
Mekky and Alberts [147]	ANN was used for learning unknown aerodynamics of SMC controller	Considered	Numerical simulation	Position errors and angular position errors	Position errors < $ 5 \times 10^{-6} $ m Angular position errors < $ 2 \times 10^{-4} $ rad considering State-Dependent Uncertainties

(continued on next page)

- Military applications using GPS signal blockers
- Applications carried out underwater or in mines
- Indoor environments such as caves, museums, and large buildings
- Applications where GPS devices cannot be used due to size and weight

In the conditions above, quadrotors must determine their direction by avoiding obstacles according to the data they collect from their environment through their sensors. Effective autonomous navigation depends on the SLAM algorithm developed and on the precision and accuracy of the obtained environmental data.

Table 2 (continued).

Authors	Method	Disturbance	Simulation	Metrics	Results
Eskandarpour and Sharf [32]	Error-based MPC was used in translational and rotational subsystems. Advanced error, standard error, linear error, and nonlinear error-based MPC performances were compared.	Considered	Numerical simulation	The integral of the absolute value of error (IAE)	For scenario 1: $x = 46.04$ m, $y = 30.94$ m, $z = 17.60$ m $\varnothing = 4.25$ rad, $\theta = 2.81$ rad, $\varphi = 0.11$ rad
Najm and Ibraheem [100]	ADRC for altitude and attitude control	Considered	Simulink	Integrated time absolute Error (ITAE)	$z = 0.001054$, $\Phi = 0.000077$, $\theta = 0.001105$, $\psi = 0.000672$
Lyu et al. [106]	DOB-aided H- ∞ control for hover stabilization of a VTOL quadrotor	Considered	No information	Mean Error (me)	Me = 0.193 (Constant Wind-DOB off) Me = 0.028 (Constant Wind-DOB on)
Dhadekar et al. [112]	UDE-aided NDI for attitude and position tracking control of a quadrotor	Considered	Monte Carlo simulation	RMSE	Longitudinal position:0.21 Lateral position:0.093 Altitude:0.68 Yaw angle:0.0802

Table 3

Microprocessor-based flight controllers.

Class	Platform	Works
FPGA-based	Phenix OcPoc	Klenke [150] Grillmayer et al. [151] Christophersen et al. [152] Schmid et al. [153]
ARM-based	Pixhawk PX4 Pixhawk 2	Oettershagen et al. [154] Priandana et al. [155] Yamunathangam et al. [156]
Atmel-based	APM	Venkatesh et al. [157] Zelenka et al. [158] Er et al. [159]
Raspberry pi-based	Erle-Brain	Ebeid et al. [41] (Review)

Three key components of SLAM applications are observation, pose, and odometer. It will be beneficial to describe these components to fully comprehend the SLAM approaches.

Observation: It is the data gathered by UAVs from their surroundings via sensors. These sensors are often camera or Lidar-like in nature. Depending on the type of sensor and methods utilized, the data format may differ. The observation is the extraction of the features of the determined landmarks using the sensors mentioned above. These features can sometimes be edge and corner descriptors or sometimes special features (Surf, Orb, etc.). Assuming that data is received from the sensor at time t ; An observation data can be expressed as in Eq. (5), where n is the landmark index and N is the total number of landmarks.

$$Z_t^n = \{Z_t^1, Z_t^2, \dots, Z_t^N\} \quad (5)$$

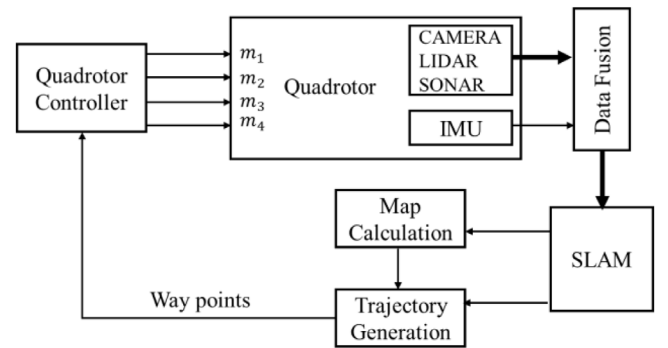
Pose: It expresses the position and orientation of a UAV at any time t . The pose vector can be expressed as in Eq. (6) as x , y , z are 3-D coordinate information, \varnothing , θ , φ are roll, pitch, and yaw angles, respectively.

$$P_t = \{P_x^t, P_y^t, P_z^t, P_\varnothing^t, P_\theta^t, P_\varphi^t\} \quad (6)$$

Odometry: It estimates the poses of mobile robots at time t relative to their poses at time $t - 1$. It can be expressed as in Eq. (7) specifically for aircraft.

$$U_t = \{\Delta P_x^t, \Delta P_y^t, \Delta P_z^t, \Delta P_\varnothing^t, \Delta P_\theta^t, \Delta P_\varphi^t\} \quad (7)$$

SLAM is an iterative process. Therefore, if a quadrotor cannot precisely determine the map and position of its environment, the

**Fig. 5.** Simple SLAM mechanism.

orientation error will grow incrementally in each iteration, and the vehicle will be lost as a result [168]. Fig. 5 illustrates a specific SLAM mechanism that can be used in quadrotors.

In the figure, m_1 , m_2 , m_3 and m_4 are quadrotor motor speeds. SLAM algorithms can be applied in quadrotors as well as in unmanned ground vehicles (UGV) [169–174] and unmanned underwater vehicles (UUV) [175,176]. When we consider UAVs specifically for quadrotors, it is understood that SLAM algorithms are complex and challenging. Because the vertical axis (z -axis) and pitch and roll movements are not considered in UGVs. SLAM algorithms used in UGVs are easier than UAVs. Because in these vehicles, the movement takes place in two dimensions and is relatively slow. Thus, the mathematical model used in the algorithm would be less complex [168]. Quadrotor SLAM applications can be broadly classified into indoor-outdoor, view-based, visual-based, and single - multiple.

3.1. Indoor SLAM

Since GPS signals cannot be used in indoor quadrotors, SLAM must be used for autonomous navigation. They are primarily used for exploration purposes. Mines are one of the major fields of use [177]. Also; They are used to collect visual data for inspection in industrial elements such as heat boilers, pressure boilers, pipes, or chimneys, to collect data from areas that may be dangerous for people to enter, such as nuclear power plants, and to enter areas that are difficult for people to access such as sewers, mines and even amusement parks [178].

Because indoor quadrotors [177,179–186] are typically run in areas where people are present, they may harm people through impact. This is why they are often produced with a cage around them. This type of vehicle has some disadvantages in SLAM applications, and these are [187]:

- Owing to the office placement, they encounter quite a lot of obstacles,
- Difficulty in extracting features due to walls painted in uniform colors.
- Due to mirror and glass objects, they have vision and signal perception difficulties.

Most of the SLAM implementations are developed for external applications. Increased capabilities in computer equipment and tools have enabled SLAM implementations, and, as a result, the interest in researchers in this topic has increased. It is known that all activities of the US Air Force, except logistics, cargo activities, and casualty evacuation, are planned to be carried out by UAVs until 2035 [188]. Thus, there are further studies in the literature about outdoor quadrotors [189–202].

3.2. View-based SLAM approaches

SLAM applications can be divided into two classes based on sensors: View-based and Visual-based. Lidars are widely used in view-based SLAM applications [179,180,203–206]. Lidars emit laser pulses from their sources. These pulses return after hitting the objects around them. Lidars can also detect the returning pulses and calculate the distance to the object using the total flight time of the signals. In SLAM applications, it is used for mapping by detecting the distances of obstacles around quadrotors. They are mounted on the front of vehicles and scan their surroundings with a certain horizontal and vertical scanning angle. Both localization and mapping are performed by calculating the relative motion of the vehicle from sequential laser scanning data. This process is called scan matching or laser odometry. In order to generate a map from the scanning data, the coordinate system of the lidar must be converted into the coordinate system of the space where the motion takes place [187]. This conversion requires intensive mathematical modeling. As laser scan devices can work with very high frequencies, they can easily map the environment. However, it should be taken into account that high-frequency lidar devices will be a disadvantage in terms of weight, power consumption, and cost, especially for quadrotors in the mini class [207]. For this reason, fewer study has been performed than visually based SLAM.

3.3. Visual-based SLAM approaches

Visual SLAM (vSLAM) applications are alternatives to Lidar-based SLAM applications. vSLAM systems are used more to solve the problem of localization and mapping because they can take precise measurements of their environment. It is performed using visual sensors such as single cameras, RGB-D cameras, or stereo cameras. In visual techniques, the features of sequential image frames from cameras are extracted and matched using various methods. The obtained features are generally called landmarks. The change between matching features is then analyzed. The transition between two frames is analyzed as 2-D for single cameras [185,186,192,193,208–213] and 3-D for stereo cameras [172,199,214–216] and RGB-D cameras [174,217–221]. As a result of the analysis, the quadrotor's displacement in real space is calculated using the difference between the frames. SLAM methods based on extracting features from camera images are generally called feature-based methods [167]. Fig. 6 shows the landmarks determined by the quadrotor in the field of view. Each

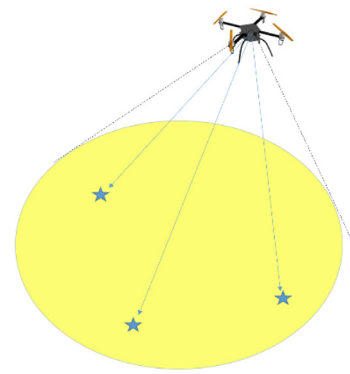


Fig. 6. A quadrotor's determination of landmarks in the field of view.

star in the figure corresponds to a landmark. These landmarks can be the corner of a building, the center of a pool, or a tree in the image captured by the camera. The important thing is that these markers can be extracted in many consecutive frames and matched between two frames. Therefore, it is essential to select algorithms to extract features from images. Extracting so many landmarks and little matches in image frames implies a lack of knowledge and a waste of computing energy.

In feature-based methods, the scan data are mostly camera images, but rarely lidar-sonar scan data can also be used. SLAM implementations are complicated and challenging systems, as there are no ideal conditions for real-time operations. Sensors also produce noise and have limited ability. In addition, activators can produce unexpected results. These uncertain circumstances forced researchers to produce probabilistic solutions [222]. Most probabilistic solutions are subsets of state estimation techniques. If the position and orientation (pose) is not given, the vehicle must estimate its pose using landmarks [165].

3.4. SLAM methods

Some of the main SLAM methods are;

EKF SLAM, EKF is an optimal iterative estimator that can be used to estimate the state of nonlinear systems. It is a recursive algorithm renowned for its high convergence rate, which greatly improves efficiency. Compared to other nonlinear approaches, its algorithm has a better dynamic response and resistance to uncertainty and noise [223]. In order to make predictions in an uncertain environment, it is necessary to reduce errors arising from both measurement (observation) and activator uncertainties. In this context, filter-based pose estimating methods are often used for SLAM applications [224,225].

ORB SLAM [195] is a method that can be applied to both single and stereo and RGB-D cameras. It is feature-based and can be used in real-time applications. In the ORB-SLAM method, the features of the images are extracted by the ORB method, and a 3-D point cloud is obtained using these features. It creates a sparse map by selecting its landmarks from this point cloud and determines the location. ORB-SLAM2 [226] and CORB-SLAM [227] methods derived from ORB-SLAM.

LSD-SLAM [195,228] performs image-to-image alignment with simultaneous tracking, depth map estimation, and optimization. This method, however, has a high computational cost and needs a lot of computing resources. It is sensitive to camera calibration. Despite map optimization involving loop closure detection, the resulting trajectory has a lower sensitivity than ORB-SLAM [195].

Visual Odometry (VO) [229,230] is one of the fundamental methods many vSLAM methods are focused on. It is divided

Table 4

Analysis of some comparative SLAM studies.

Authors	Methods compared	Testing area	Superior method
Gabduln et al. [195]	ORB-SLAM vs. LSD-SLAM	Real-time and ROS	ORB-SLAM
Meyer et al. [238]	Lidar-based SLAM vs. Visual-based SLAM	ROS and Gazebo	Both of them
Tsai et al. [226]	Collaborative SLAM vs. ORB-SLAM2	Real-time	Collaborative SLAM
Alborzi et al. [232]	Gmapping vs. Adaptive Monte Carlo Localizing (AMCL)	ROS and Gazebo	Both of them
Lemaire et al. [215]	Stereo vision-based SLAM vs. Monocular vision-based SLAM	Real-time	Monocular vision-based SLAM
Santos et al. [231]	EKF-SLAM vs. SM-SLAM	No information	SM-SLAM for reducing estimation errors.
Abbyasov et al. [227]	CORB SLAM vs. CCM SLAM	ROS and Gazebo	CORB SLAM in F-shaped trajectories
Jung et al. [235]	Graph SLAM vs. Lidar-based SLAM	Real-time	Proposed Graph SLAM

into two classes as mono VO and stereo VO. Using visual information, the position and direction of the vehicle, i.e., 6-DoF movement, are estimated. However, certain inconsistencies in scale may trigger problems with the mono VO method.

Hector-SLAM [203] is based on 2-D laser scanning data. The algorithm can be used to construct 2-D maps and location information. For accurate mapping, the coordinate system of laser scanning data must be converted to the environment's coordinate system.

Sliding Mode SLAM (SM SLAM) [231] is a method resistant to limited amounts of disturbance. Suitable for nonlinear systems. This approach performs locating and mapping more simpler. It consists of three sub-phases as estimation, observation, and updating.

Gmapping [232,233] is a Lidar-based SLAM method using a kind of particle filter. This method uses an adaptive re-sampling strategy and solves the existing serious difficulties with the standard particle filter methods, which have a high computational cost and a problem with depletion.

Pose Graph SLAM: It is a probabilistic method based on pose estimation using data obtained from sensors. LIDAR, camera, or both are used as sensors. In this method, some nodes and edges connect the nodes. Nodes contain the pose information of the vehicle. Edges are called constraints and represent odometry information. The formulation used was first proposed by Liu and Milios [234]. It is more popular with UGVs as fewer parameters represent pose and odometry information. However, its use in UAVs is also becoming widespread. Bridge inspection was performed with a quadrotor using the pose-graph SLAM technique in the study conducted by Jung et al. [235]. Chen et al. [236] used it in online 3D SLAM research, and Moura et al. [237] used it in indoor warehouse logistics.

3.5. Comparative analysis of SLAM studies

In the quadrotor SLAM studies reviewed in the literature, the number of studies comparing various approaches is fewer than the number of flight control studies. The authors generally compared their methodology with other methods. Table 4 includes some of the comparative research.

A methodical analysis of some SLAM studies was made in Table 5. In these studies, it was observed that stereo and RGB-D cameras are frequently used in quadrotors due to their direct depth calculation, lightness, and low cost. In studies using mono cameras, auxiliary hardware and algorithms were used for calculating 2-D image depth. In SLAM studies, since the 3-D map of the surrounding environment is produced with sensors such as camera, LIDAR, and Kinect sensor, great importance is given to depth measurement or estimation.

It was observed in the studies that depth was frequently used as the measurement metric. In addition, mean square errors of metrics such as angular and spatial trajectory deviation and estimation error were mostly used. It was observed that various datasets were used as well as real-time experiments. One of the reasons why datasets are frequently used is that some of

the datasets have ground-truth values. In this way, researchers can compare their results with correct outputs. In some studies, Lidar-based SLAM applications and visual-based SLAM applications were used to verify each other [187]. There are also studies on sensor fusion. An example of this is the study of combining inertial sensor data with camera images made by Heng et al. [200]. The ORB-SLAM method stands out in the studies in the literature. This method is used as the main method of studies or as an auxiliary method for comparison [229].

Stereo cameras are frequently used in SLAM applications. However, since stereo cameras consist of two cameras as left and right cameras and depth information can be extracted using these image pairs, some changes in the algorithms are required. For example, one of the methods used for mono cameras is ORB-SLAM. However, the ORB-SLAM2 [214] method has been developed for stereo cameras. Stereo cameras are lightweight, energy-efficient, and customizable devices that can deliver data at high speeds. Intensive stereo matching is required in the CPU to estimate the depth map. This means an increase in the processing time [199]. The features extracted from camera images should be increased to improve the performance rate in practice. This necessitates the use of high-resolution stereo cameras. In this case, the quadrotor loses the advantage of lightness and high processing speed. Therefore, less studied than single cameras in the literature [199,200,215,216,221,245]. In addition to these, there are also SLAM applications performed with RGB-D cameras integrated with the Kinect depth sensor [228,239,240,245].

3.6. FPGA usage in SLAM applications

The use of Field Programmable Gate Arrays (FPGAs) in UAVs has recently become widespread. It is made up of a number of customizable logic blocks that may be programmed to execute the functions that the designer needs. The FPGA also has a programmable connection matrix, which allows the designer to customize the internal wiring of the FPGA.

They are highly suitable for real-time applications due to their hardware flexibility, processing speed, low power consumption, and parallel processing capabilities. For this reason, they have been widely used in various subsystems of UAVs. These subsystems are; stability control, autonomous navigation, visual operations, sensor interfaces, motor control, SLAM, object recognition and tracking, obstacle avoidance, ego-motion estimation, and communication systems [246]. In this study, we examined FPGA use, especially in SLAM subcomponents. In a study by Rachid and Saddik [247], an FPGA was used in a visual-based SLAM application of a UAV, but the details of the UAV were not given. In the study conducted by Boikos and Bouganis [248], an LSD-SLAM application was carried out, which was stated to be applicable to UAVs as well. As a result of this application, it is stated that 2x gain in acceleration and 4.3x gain in energy efficiency. In the deforestation detection study by Torres et al. [249], FPGA was implemented in two subsystems. The first is the decision-making subsystem, and the second is the visual detection and odometry system. In a SAR application by Schmid et al. [153], flight control, autonomous navigation, and obstacle avoidance were implemented using an FPGA board and a stereo camera.

Table 5
Analysis of some SLAM studies.

Authors	Methods	RT/ D	Sensors	Environment	Metrics	Results
Esrafilian and Taghirad [239]	In this study, a 3D map was created with monocular orb slam, and then a road map that was free of obstacles was created with the Rapidly exploring Random Trees algorithm. Comparative analysis of the trajectory produced with EKF and the trajectory produced without EKF was done.	RT	Camera	Outdoor	Trajectory deviation for altitude, Trajectory deviation for yaw angle (ψ)	Altitude: $TD_{with\ EKF} = 30\text{ cm}$; $TD_{without\ EKF} = 10\text{ cm}$ Yaw angle: $TD_{with\ EKF} < 10^\circ$; $TD_{without\ EKF} = 50^\circ$
Santos et al. [231]	SM-SLAM was applied and compared to EKF-SLAM for a quadrotor navigation	D	Camera	–	RMSE for rotating angle RMSE for spatial displacement	Max values for rotational angles: $RMSE_{GKF-Slam} \approx 1.6$; $RMSE_{SM-Slam} \approx 1$ Max values for spatial displacement: $RMSE_{GKF-Slam} \approx 0.75$; $RMSE_{SM-Slam} \approx 0.2$
Munguia and Martinez [240]	A slam study based on depth map estimation was conducted in this study. The orb-slam2 method designed for RGB-D cameras was adapted to monocular cameras. Results were compared with RGB-D cameras.	D	Camera	Outdoor	Errors for depth estimation (m)	Average error = 0.12 m
Lopez et al. [229]	This study proposed an integrated SLAM method based on image, laser, and inertial measurements using EKF. In this context, LSD slam and orb slam approaches were tested.	RT+D	Camera, LIDAR	Indoor	RMSE for trajectory deviation	Orb slam was more accurate than LSD slam. $RMSE_{Lidar} \approx 73.7\text{ cm}$, $RMSE_{Orb-slam} \approx 179.4\text{ cm}$
Gee et al. [204]	This study proposes a method to obtain a more intense 3d map by matching laser scanning data with stereo camera images.	RT	Camera, LIDAR	Outdoor	RMSE for depth estimation	$RMSE_{proposed\ method} = 42.8$ $RMSE_{Lidar} = 41$, $RMSE_{V-Slam} = 88.4$
Yang et al. [241]	Depth was estimated using unsupervised CNN-based methods for 3d mapping with a monocular camera. In the study, the method used was compared with other studies that worked on the same dataset.	D	Camera	Outdoor	Accuracy (%) and Error RMSE value for depth estimation	$RMSE_{accuracy} = 23.1\%$ $RMSE_{error} = 0.787$
Haddadi and Castellan [242]	Images taken using a monocular camera were primarily obtained using ORB-SLAM for pose predictions. EKF was used to integrate inertial sensor data with these poses. Scaling factor estimates were created to calculate the map's scale with the integrated data obtained.	RT	Monocular Camera	Outdoor	Trajectory Deviations in x, y, and z positions Position holding (PD) Deviations in x, y, and z positions	$TD_x < 1.5\text{ m}$ $TD_y < 0.9\text{ m}$ $TD_z < 0.3\text{ m}$ $PD_x < 0, 2\text{ m}$ $PD_y < 0, 3\text{ m}$ $PD_z < 0, 1\text{ m}$
Jung et al. [235]	Bridge inspection was performed using a variant of Graph-based SLAM.	RT	Monocular Camera, LIDAR	Outdoor	Estimation error of the measurements of some areas on the bridge (d1, d2, h1, h2, w1, w2)	All errors < 1.6 m
Araujo et al. [243]	Visual Slam was performed with a stereo camera. Keypoint attributes were extracted using the rBRIEF method.	RT	Stereo camera	Outdoor	Average translational error on a trajectory.	$-4\text{ m} < error_x < 3\text{ m}$; $0 < error_y < 2\text{ m}$; $0 < error_z < 1\text{ m}$;
Titus et al. [244]	Window detection was made in the indoor environment, and a Quadrotor's navigation through this window was ensured. ORBSLAM was used as the SLAM method.	RT	Monocular Camera	Indoor	Accuracy	%100 success rate

4. Conclusion

Today, the needs of humanity are evolving from the human-controlled driving of UAVs to unmanned driving. As a result of these requirements, the interest of researchers is increasing, and hundreds of studies have been published. Quadrotors are one of the most appropriate UAV classes for autonomous use. In this study, 249 publications were reviewed in the context of flight control and SLAM applications of quadrotors. Flight control

and SLAM issues were discussed only for quadrotors. Reviewed studies have been classified under the topics mentioned above and presented to assist researchers. Apart from the software and algorithms, the hardware on which the applications are installed was also discussed, and the analysis results were given in the form of summary tables. Comparative research was carefully examined, and the study's findings were summarized in tables with better outcomes. Additionally, commonly used performance metrics, application environments, and results from

the research reviewed were summarized and provided in tables. With this study, the studies in this area were evaluated and classified methodologically and hardware. Thus, hardware and method-based quick reference resource were created for researchers. Finally, the conclusions drawn from the reviewed studies are given below:

- For controlling aircraft with powerful nonlinear dynamics, such as quadrotors, linear or nonlinear conventional methods alone are not sufficient. Therefore, more robust hybrid approaches should be developed by combining conventional methods with intelligent algorithms. The application of hybrid methods has been performed in two ways. First, different methods were used for different subsystems. For example, PID for altitude control and SMC for attitude control. Second, multiple methods were run collaboratively to manage any subsystem. For example, tuning the PID coefficients using the NN method in trajectory tracking.

- The importance of deep neural network-based intelligent methods has lately increased in developing flight control and SLAM algorithms.

- MPC and RNN-based methods have become widespread, especially in learning-based algorithms, where future values of quadrotor dynamics are used as well as instant and past values.

- Because of the rapid increase in swarm UAV work, control algorithms should be developed in accordance with the swarm UAV structure and be scalable.

- Integrated LIDAR and camera studies are more effective in SLAM research than studies employing either LIDAR or camera alone. Due to the size and weight of LIDAR, however, it is required to increase the thrust of quadrotors.

- Since stable flight alone is not enough for a quadrotor or any aircraft, it is necessary to develop hybrid control algorithms that can manage SLAM applications such as navigation and obstacle avoidance.

- It has been observed that MPC-based methods, which use future value estimations as well as instant and previous values of quadrotor dynamics, are becoming more popular. In this context, it is expected that Recurrent Neural Network (RNN)-based methods using similar methodology will become more common in control applications.

Declaration of competing interest

The author has no competing interests to declare that are relevant to the content of this article.

Data availability

No data was used for the research described in the article.

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