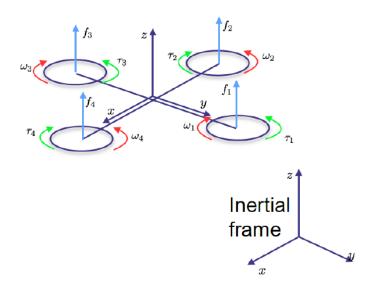
Part 2: Modeling

Body-fixed frame



```
clear all
            %[kg]
                            the drone mass in the center of gravity of the drone
m = 0.5;
                            length of each arm of the quadrotor frame, the distance of the motor
L = 0.225;
            %[m]
            %[N*s^2/rad^2] the overall aerodynamic coefficient necessary to compute the lift of
k = 0.01;
b = 0.01;
            %[Nm*s^2/rad^2] the overall aerodynamic coefficient necessary to compute the drag
D = diag([0.01, 0.01, 0.01]);
            %[N*s/m]
                            matrix representing the the drag on the UAV moving in air with velo
Ixx = 3e-6; %[Nms<sup>2</sup>/rad]
                            the moment of inertia on the principal axis x
Iyy = 3e-6; %[Nms^2/rad]
                            the moment of inertia on the principal axis y
Izz = 1e-5; %[Nms^2/rad]
                            the moment of inertia on the principal axis z
MoI = diag([Ixx, Iyy, Izz]);
g = [0, 0, -9.81]';
            % [m/s^2]
                            gravity acts along the z-axis of the inertial frame of reference
```

p[m] is the position of the CoG of the UAV w.r.t a fixed inertial frame of reference.

$$\mathbf{p} = [x, y, z]^T$$

 $\Theta[rad]$ is the representation of the rotation of the body-fixed frame w.r.t the fixed inertial frame of reference, accroding to the Roll-Pitch-Yaw angular representation.

$$\Theta = [\phi, \theta, \psi]^T$$

2.1.1 Define the rotation matrix representing the orientation of the body-fixed frame w.r.t. the inertial frame.

Rotation from inertial frame to body-fixed frame

$$R_{ZYX}(\phi, \theta, \psi) = R_z(\phi)R_v(\theta)R_x(\psi)$$

$$R = \begin{bmatrix} \cos(\phi) & \cos(\theta) & -\sin(\phi) & \cos(\psi) + \cos(\phi) & \sin(\theta) & \sin(\psi) & \sin(\phi) & \sin(\psi) + \cos(\phi) \\ \sin(\phi) & \cos(\theta) & \cos(\phi) & \cos(\psi) + \sin(\phi) & \sin(\theta) & \sin(\psi) & -\cos(\phi) & \sin(\psi) + \sin(\phi) \\ -\sin(\theta) & \cos(\theta) & \sin(\psi) & \cos(\theta) & \cos(\psi) \end{bmatrix}$$

$$\mathbf{R}(\gamma) = \mathbf{R}_z(\psi)\mathbf{R}_y(\theta)\mathbf{R}_x(\phi) = \begin{pmatrix} c_\psi c_\theta & c_\psi s_\theta s_\phi - s_\psi c_\phi & c_\psi s_\theta c_\phi + s_\psi s_\phi \\ s_\psi c_\theta & s_\psi s_\theta s_\phi + c_\psi c_\phi & s_\psi s_\theta c_\phi - c_\psi s_\phi \\ -s_\theta & c_\theta s_\phi & c_\theta c_\phi \end{pmatrix}$$

$$ec{\omega} = egin{bmatrix} 1 & 0 & -s_{ heta} \ 0 & c_{\phi} & c_{ heta} s_{\phi} \ 0 & -s_{\phi} & c_{ heta} egin{bmatrix} ec{ heta} \end{bmatrix} \dot{ec{ heta}} \end{pmatrix}$$

2.1.2 Define the relation between the angular velocity Θ and the rotational velocity of the body-fixed frame ω .

From body-fixed to inerital frame

$$\dot{\theta} = [B(\theta)]\omega$$

$$\begin{bmatrix} \dot{\phi} \\ \dot{\theta} \\ \dot{\psi} \end{bmatrix} = \begin{bmatrix} 1 & \sin\phi \tan\theta & \cos\phi \tan\theta \\ 0 & \cos\phi & -\sin\phi \\ 0 & \sin\phi \sec\theta & \cos\phi \sec\theta \end{bmatrix} \begin{bmatrix} p \\ q \\ r \end{bmatrix} = \mathbf{L}_{B}^{I} \mathbf{\omega}_{B}$$

From inerital frame to body-fixed frame

$$\omega = [B(\theta)]^{-1}\dot{\theta}$$

$$\begin{bmatrix} p \\ q \\ r \end{bmatrix} = \begin{bmatrix} 1 & 0 & -\sin\theta \\ 0 & \cos\phi & \sin\phi\cos\theta \\ 0 & -\sin\phi & \cos\phi\cos\theta \end{bmatrix} \begin{bmatrix} \dot{\phi} \\ \dot{\theta} \\ \dot{\psi} \end{bmatrix} = \mathbf{L}_{I}^{B}\dot{\boldsymbol{\Theta}}$$

2.1.3 Write the linear and angular dynamic equation of the drone in compact form, and clearly show each component of the equation explicitly

Force

Propeller total trust

$$F_B = \sum_{i=1}^{4} f_i = k \begin{bmatrix} 0 \\ 0 \\ \sum_{i=1}^{4} \omega_i^2 \end{bmatrix}$$

Viscous damping

model friction as a force proportional to the linear velocity in each direction.

$$F_D = \begin{bmatrix} -k_d \dot{x} \\ -k_d \dot{y} \\ -k_d \dot{z} \end{bmatrix}$$

Total torque around z-axis of the body

$$\tau_{\psi} = b(\omega_1^2 - \omega_2^2 + \omega_3^2 - \omega_4^2)$$

Total torque on x-asis

$$\tau_{\phi} = \sum r \times T = L(k\omega_1^2 - k\omega_3^2) = Lk(\omega_1^2 - \omega_3^2)$$

Total torque on y-axis

$$\tau_{\theta} = \sum r \times T = L(k\omega_2^2 - k\omega_4^2) = Lk(\omega_2^2 - \omega_4^2)$$

Total body torque

$$au_{B} = egin{bmatrix} Lk({\omega_{1}}^{2} - {\omega_{3}}^{2}) \ Lk({\omega_{2}}^{2} - {\omega_{4}}^{2}) \ b\left({\omega_{1}}^{2} - {\omega_{2}}^{2} + {\omega_{3}}^{2} - {\omega_{4}}^{2}
ight) \end{bmatrix}$$

Linear motion equations (in the inertial frame):

$$\mathbf{m}\ddot{\mathbf{x}} = egin{bmatrix} 0 \ 0 \ -mg \end{bmatrix} + RF_B + F_D egin{bmatrix} F_B = \sum\limits_{i=1}^4 f_i = k egin{bmatrix} 0 \ 0 \ \sum\limits_{i=1}^4 \omega_i^2 \end{bmatrix}$$

$$F_D = egin{bmatrix} -k_d \dot{x} \ -k_d \dot{y} \ -k_d \dot{z} \end{bmatrix}$$

Angular motion equations(in body-fixed frame):

$$\dot{\omega} = egin{bmatrix} \dot{\omega}_x \ \dot{\omega}_y \ \dot{\omega}_z \end{bmatrix} = I^{-1}(au_B - \omega imes (I\omega)) egin{bmatrix} I = egin{bmatrix} I_{xx} & 0 & 0 \ 0 & I_{yy} & 0 \ 0 & 0 & I_{zz} \end{bmatrix}.$$

after simplification:

$$\dot{\omega} = \begin{bmatrix} \tau_{\phi} I_{xx}^{-1} \\ \tau_{\theta} I_{yy}^{-1} \\ \tau_{\psi} I_{zz}^{-1} \end{bmatrix} - \begin{bmatrix} \frac{I_{yy} - I_{zz}}{I_{xx}} \omega_{y} \omega_{z} \\ \frac{I_{zz} - I_{xx}}{I_{yy}} \omega_{x} \omega_{z} \\ \frac{I_{xx} - I_{yy}}{I_{zz}} \omega_{x} \omega_{y} \end{bmatrix}$$

$$x_1 = [x, y, z]^T - position$$

$$x_2 = [\dot{x}, \dot{y}, \dot{z}]^T - linear \ velocity$$

$$x_3 = [\phi, \theta, \psi]^T - Roll - Pitch - Yaw \ angles$$

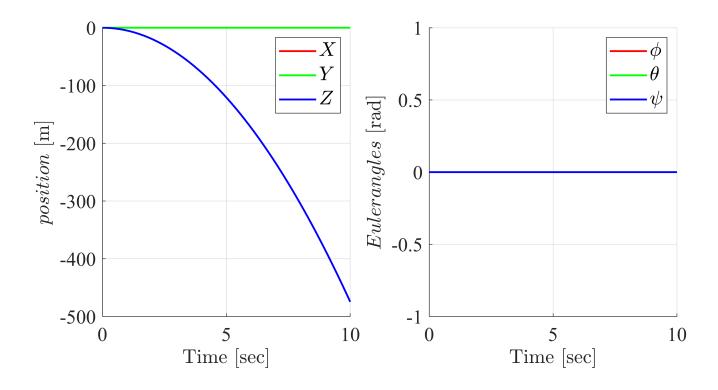
$$x_4 = [\omega_x, \omega_y, \omega_z]^T - angular \ velocity$$

$$egin{aligned} \dot{x_1} &= x_2 \ \dot{x_2} &= egin{bmatrix} 0 \ 0 \ -g \end{bmatrix} + rac{1}{m}RT_B + rac{1}{m}F_D \ \dot{x_3} &= egin{bmatrix} 1 & 0 & -s_ heta \ 0 & c_\phi & c_ heta s_\phi \ 0 & -s_\phi & c_ heta c_\phi \end{bmatrix}^{-1} x_4 \ \dot{x_4} &= egin{bmatrix} au_\phi I_{xx}^{-1} \ au_\theta I_{yy}^{-1} \ au_\psi I_{zz}^{-1} \end{bmatrix} - egin{bmatrix} rac{I_{yy} - I_{zz}}{I_{xx}} \omega_y \omega_z \ rac{I_{zz} - I_{xx}}{I_{yy}} \omega_x \omega_z \ rac{I_{xx} - I_{yy}}{I_{zz}} \omega_x \omega_y \end{bmatrix} \end{aligned}$$

2.1.4 Make a MATLAB/Simulink model of the drone, given initial conditions

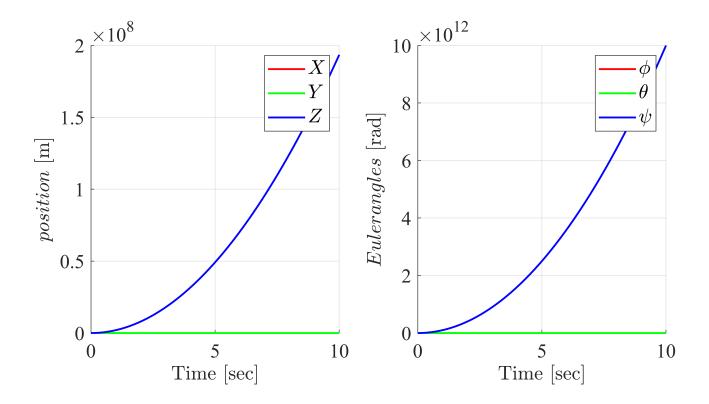
1) Make a plot of p and Θ , given $\Omega = [0, 0, 0, 0]T$ and explain the result

```
TakeStep = 1; % 1 for step input
RPM = [0, 0, 0, 0]';
simOut = sim("My_Nonlinear_new.slx");
plotSimOutput(simOut.yout{1}.Values.Time, simOut.yout{1}.Values.Data)
```



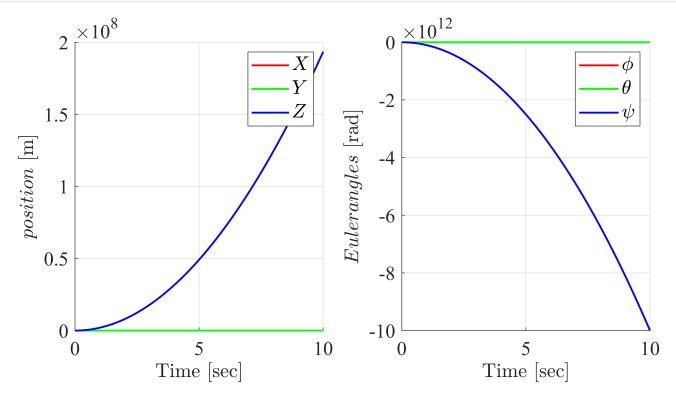
2) Make a plot of p and Θ , given Ω = [10000, 0, 10000, 0]T and explain the result

```
RPM = [10000, 0, 10000, 0]';
simOut = sim("My_Nonlinear_new.slx");
plotSimOutput(simOut.yout{1}.Values.Time, simOut.yout{1}.Values.Data)
```



3) Make a plot of p and Θ , given $\Omega = [0, 10000, 0, 10000]T$ and explain the result

```
RPM = [0, 10000, 0, 10000]';
simOut = sim("My_Nonlinear_new.slx");
plotSimOutput(simOut.yout{1}.Values.Time, simOut.yout{1}.Values.Data)
```



Exercise 2.2 UAV model using quaternions to represent the rotations

$$q_0 + q_1 i + q_2 j + q_3 k$$

From quaternion to rotation matrix

$$\mathbf{C}_{\mathcal{A}\mathcal{D}} = \mathbb{I}_{3\times3} + 2\xi_0 \left[\check{\boldsymbol{\xi}} \right]_{\times} + 2 \left[\check{\boldsymbol{\xi}} \right]_{\times}^2 = \left(2\xi_0^2 - 1 \right) \mathbb{I}_{3\times3} + 2\xi_0 \left[\check{\boldsymbol{\xi}} \right]_{\times} + 2\check{\boldsymbol{\xi}}\check{\boldsymbol{\xi}}$$

$$= \begin{bmatrix} q_0^2 + q_1^2 - q_2^2 - q_3^2 & 2q_1q_2 - 2q_0q_3 & 2q_0q_2 + 2q_1q_3 \\ 2q_0q_3 + 2q_1q_2 & q_0^2 - q_1^2 + q_2^2 - q_3^2 & 2q_2q_3 - 2q_0q_1 \\ 2q_1q_3 - 2q_0q_2 & 2q_0q_1 + 2q_2q_3 & q_0^2 - q_1^2 - q_2^2 + q_3^2 \end{bmatrix}$$

$$\begin{bmatrix} x \\ y \\ z \end{bmatrix} = R_z(\psi)R_y(\theta)R_x(\phi) \begin{bmatrix} X \\ Y \\ Z \end{bmatrix}$$

$$= \begin{bmatrix} \cos \psi & -\sin \psi & 0 \\ \sin \psi & \cos \psi & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} \cos \theta & 0 & \sin \theta \\ 0 & 1 & 0 \\ -\sin \theta & 0 & \cos \theta \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos \phi & -\sin \phi \\ 0 & \sin \phi & \cos \phi \end{bmatrix} \begin{bmatrix} X \\ Y \\ Z \end{bmatrix}$$

$$= \begin{bmatrix} \cos \theta \cos \psi & -\cos \phi \sin \psi + \sin \phi \sin \theta \cos \psi & \sin \phi \sin \psi + \cos \phi \sin \theta \cos \psi \\ \cos \theta \sin \psi & \cos \phi \cos \psi + \sin \phi \sin \theta \sin \psi & -\sin \phi \cos \psi + \cos \phi \sin \theta \sin \psi \end{bmatrix} \begin{bmatrix} X \\ Y \\ Z \end{bmatrix}$$

$$= \begin{bmatrix} \cos \theta \cos \psi & -\cos \phi \sin \psi + \sin \phi \sin \theta \cos \psi & \sin \phi \sin \psi + \cos \phi \sin \theta \cos \psi \\ \cos \theta \sin \psi & \cos \phi \cos \psi + \sin \phi \sin \phi \sin \psi & -\sin \phi \cos \phi \cos \theta \end{bmatrix} \begin{bmatrix} X \\ Y \\ Z \end{bmatrix}$$

From rotation matrix to Euler angles

$$\psi = an^{-1} rac{C_{12}}{C_{11}} \ heta = - \sin^{-1} C_{13} \ \phi = an^{-1} rac{C_{23}}{C_{33}}$$

$$egin{pmatrix} \dot{q}_1 \ \dot{q}_2 \ \dot{q}_3 \ \dot{q}_4 \end{pmatrix} = rac{1}{2} egin{bmatrix} q_1 & q_4 & -q_3 & q_2 \ q_2 & q_3 & q_4 & -q_1 \ q_3 & -q_2 & q_1 & q_4 \ q_4 & -q_1 & -q_2 & -q_3 \end{bmatrix} egin{pmatrix} 0 \ \omega_1 \ \omega_2 \ \omega_3 \end{pmatrix}$$

$$\dot{\boldsymbol{\xi}}_{\mathcal{I}\mathcal{B}} = \frac{1}{2}\mathbf{H}(\boldsymbol{\xi}_{\mathcal{I}\mathcal{B}})^T{}_{\mathcal{I}}\boldsymbol{\omega}_{\mathcal{I}\!\mathcal{B}} = \mathbf{E}_{R,quat}^{-1}\dot{\boldsymbol{\chi}}_{R,quat},$$

$$\mathbf{H}(\boldsymbol{\xi}) = \begin{bmatrix} -\check{\boldsymbol{\xi}} & [\check{\boldsymbol{\xi}}]_{\times} + \xi_0 \mathbb{I}_{3\times 3} \end{bmatrix} \in \mathbb{R}^{3\times 4}$$

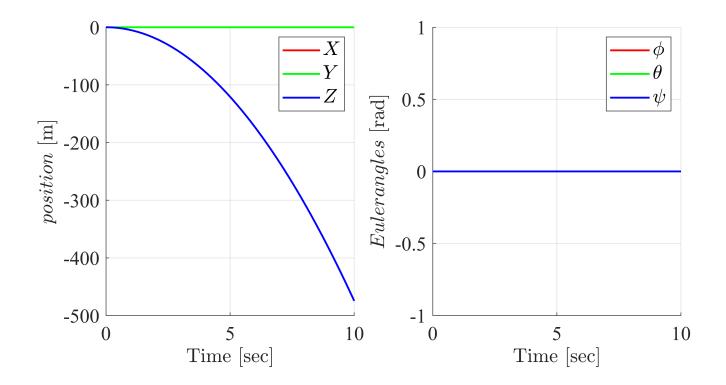
$$= \begin{bmatrix} -\xi_1 & \xi_0 & -\xi_3 & \xi_2 \\ -\xi_2 & \xi_3 & \xi_0 & -\xi_1 \\ -\xi_3 & -\xi_2 & \xi_1 & \xi_0 \end{bmatrix}.$$

```
x_1 = [x, y, z]^T - position
x_2 = [\dot{x}, \dot{y}, \dot{z}]^T - linear \ velocity
x_3 = [q_0, q_1, q_2, q_3]^T - quaternion
x_4 = [\omega_x, \omega_y, \omega_z]^T - angular \ velocity
```

```
% quaternion initial condition
quat = [1,0,0,0]';
```

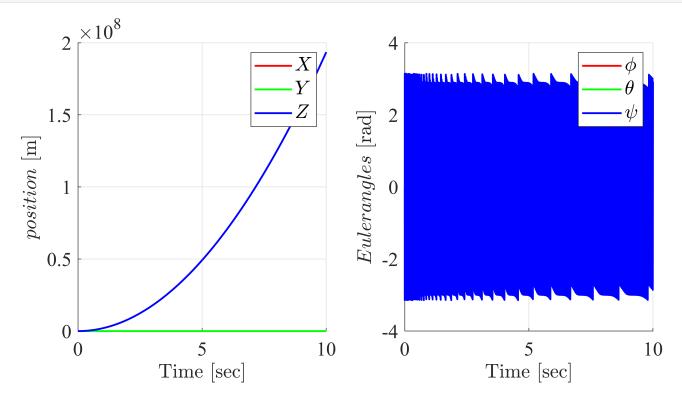
1) Make a plot of p and Θ , given $\Omega = [0, 0, 0, 0]T$ and explain the result

```
TakeStep = 1; %setting TakeStep 1 take the stepinput, setting TakeStep to 0 take the IN
RPM = [0, 0, 0, 0]';
simOut = sim('My_Nonlinear_Quaternions.slx');
plotSimOutput(simOut.yout{1}.Values.Time, simOut.yout{1}.Values.Data)
```



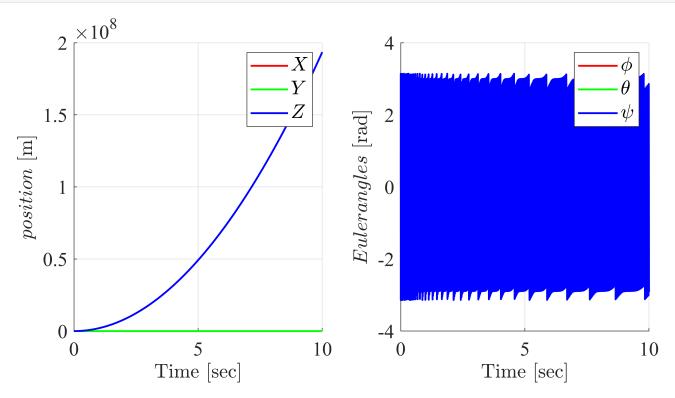
2) Make a plot of p and Θ , given Ω = [10000, 0, 10000, 0]T and explain the result

TakeStep = 1; %setting TakeStep 1 take the stepinput, setting TakeStep to 0 take the IN
RPM = [10000, 0, 10000, 0]';
simOut = sim('My_Nonlinear_Quaternions.slx');
plotSimOutput(simOut.yout{1}.Values.Time, simOut.yout{1}.Values.Data)



3) Make a plot of p and Θ , given $\Omega = [0, 10000, 0, 10000]T$ and explain the result

```
TakeStep = 1; %setting TakeStep 1 take the stepinput, setting TakeStep to 0 take the IN
RPM = [0, 10000, 0, 10000]';
simOut = sim('My_Nonlinear_Quaternions.slx');
plotSimOutput(simOut.yout{1}.Values.Time, simOut.yout{1}.Values.Data)
```



Exercise 2.3 Linearize the dynamic model of the UAV in hovering conditions

```
x = Simulink.BlockDiagram.getInitialState('My_Nonlinear_new')
```

x =
Simulink.SimulationData.Dataset 'xFinal' with 4 elements

Name BlockPath 1 [1x1 State] '' ...r_new/Angular Acceleration Integrator 2 [1x1 State] '' ...linear_new/Euler Angle Rate Itegrator 3 [1x1 State] '' ...ar_new/Linera Acceleration Integrator 4 [1x1 State] '' ...linear_new/Linera Velocity Integrator

- Use braces { } to access, modify, or add elements using index.

Find hovering conditions numerically, using Matlab function *trim()*

```
TakeStep = 0;

p = [0,0,0]';

Theta = [0, 0, 0]';

x0 = [p;p_dot;Theta;omega]
```

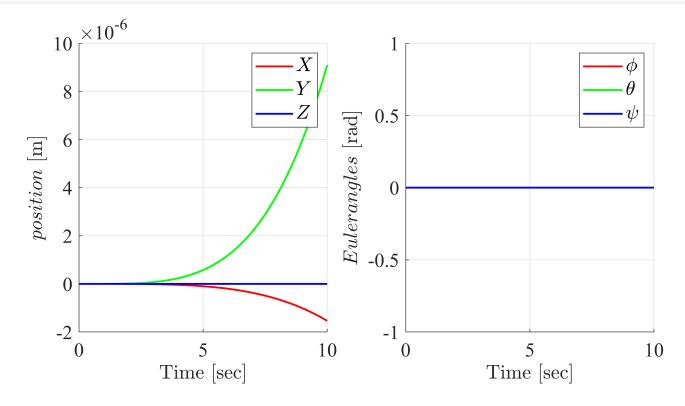
```
x0 = 12×1
0
0
```

```
0
     0
     0
     0
     0
     0
     0
x0 = zeros(12,1);
u0 = ones(4,1);
y0 = [];
ix = [1 2 3 7 8 9];
iu = [];
iy = [];
[xss, uss, yss] = trim('Exercise_2_2_1_Nonlinear_new', x0, u0, y0, ix, iu, iy); % Exercise_2_2
xss = 12 \times 1
10^{-14} \times
    0.0000
   -0.0000
   -0.0000
   -0.0000
    0.0000
    0.1197
         0
         0
   -0.0000
yss
yss = 6 \times 1
10^{-14} \times
    0.0000
   -0.0000
   -0.0000
   -0.0000
    0.0000
    0.1197
uss
uss = 4 \times 1
   11.0736
   11.0736
   11.0736
   11.0736
```

Test the nonlinear model around operation point $\mathbf{P} = [0,0,0]^T$, $\Theta = [0,0,0]^T$ u = uss

```
TakeStep = 1;
p = [0,0,0]';
```

```
Theta = [0, 0, 0]';
RPM = uss;
simOut = sim('My_Nonlinear_new.slx'); %My_Nonlinear_new
plotSimOutput(simOut.yout{1}.Values.Time, simOut.yout{1}.Values.Data)
subplot(1,2,2)
xlim('auto')
ylim([-1,1])
```



Linearlize the nonlinear model around operation point

-1.6610

1.6610

```
TakeStep = 0;
[Aa, Bb, Cc, Dd] = linmod('My_Nonlinear_new', x0, uss)
Aa = 12 \times 12
                                                               Rows 3:12 | Columns 1:12
                                                             1.0000
          0
                     0
                                0
                                           0
                                                       0
                                                                             0
                                     -0.0100
                                                                                   9.8100
          0
                     0
                                0
                                                       0
                                                                  0
                                                                             0
          0
                     0
                                0
                                                -0.0100
                                                                       -9.8100
                                                                                         0
                                            0
                                                                  0
          0
                                                            -0.0100
                                                                                         0
                     0
                                0
                                           0
                                                       0
                                                                             0
          0
                     0
                                0
                                           0
                                                       0
                                                                             0
                                                                                         0
                                                                  0
          0
                     0
                                0
                                           0
                                                       0
                                                                  0
                                                                             0
                                                                                         0
          0
                     0
                                0
                                           0
                                                       0
                                                                  0
                                                                             0
                                                                                         0
          0
                     0
                                0
                                           0
                                                       0
                                                                  0
                                                                             0
                                                                                         0
         0
                     0
                                           0
                                                       0
                                                                  0
                                                                             0
                                                                                         0
                                                                  0
                                                                                         0
Bb = 12 \times 4
              Rows 3:12 | Columns 1:4
10^4 \times
         0
                     0
                                0
                                           0
          0
                     0
                                0
                                           0
          0
                     0
                                0
                                            0
    0.0000
               0.0000
                          0.0000
                                      0.0000
                     0
                                0
                                           0
          0
                     0
          0
                                0
                                           0
          0
                     0
                                0
                                           0
```

```
0 1.6610 0 -1.6610
   2.2147 -2.2147 2.2147 -2.2147
Cc = 6 \times 12
                          0
                                0
                                     0
                                                0
                                                      0
                                                                 0
    1
         0
               0
                     0
                                           0
                                                           0
                     0
                          0
                                           0
    0
         1
               0
                                0
                                     0
                                                0
                                                      0
                                                           0
                                                                 0
         0
               1
                     0
                          0
                                     0
                                           0
    0
                                0
                                                0
                                                      0
                                                           0
                                                                 0
                                           0
    0
         0
               0
                     0
                          0
                                0
                                     1
                                                0
                                                      0
                                                           0
                                                                 0
    0
         0
               0
                     0
                          0
                                0
                                     0
                                           1
                                                0
                                                      0
                                                           0
                                                                 0
    0
         0
               0
                     0
                          0
                                0
                                     0
                                                                 0
Dd = 6 \times 4
         0
               0
                     0
    0
    0
         0
               0
                     0
    0
         0
               0
                     0
         0
               0
    0
                     0
          0
               0
                     0
    0
    0
          0
               0
                     0
```

sys = ss(Aa, Bb, Cc, Dd)

u1 u2 u3 u4

y1

y2

0 0

sys = A = x2 x3 x4 x5 x6 x7 x8 x9 x10 x11 x12 x1 x1 x2 х3 x4 0 -0.01 9.81 x5 0 -0.01 0 -9.81 х6 0 -0.01 x7 x8 х9 x10 x11 x12 B = u2 u3 u1 u4 x1 x2 х3 x4 x5 0.4429 0.4429 0.4429 0.4429 х6 0 0 x7 x8 x9 1.661e+04 0 -1.661e+04 x10 x11 0 1.661e+04 0 -1.661e+04 x12 2.215e+04 -2.215e+04 2.215e+04 -2.215e+04 C = x9 x10 x11 x12 x1 x2 x3 x4 x5 хб x7 x8 у1 y2 у3 0 0 0 0 1 0 0 0 0 0 0 0 1 0 0 0 y4 0 0 у5 0 0 0 0 1 0 0 0 0 у6

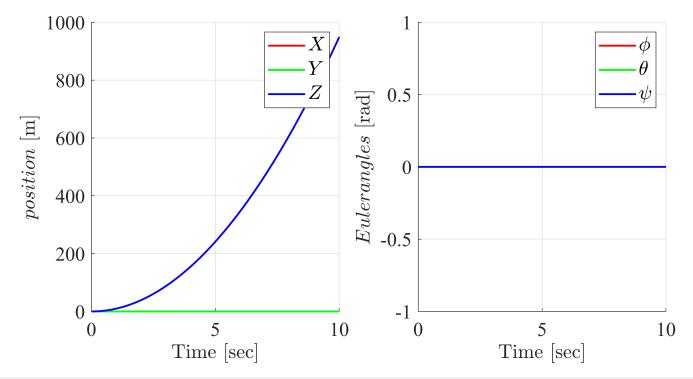
```
y3 0 0 0 0 0 y4 0 0 0 0 0 0 y5 0 0 0 0 0 0 0 0
```

Continuous-time state-space model.

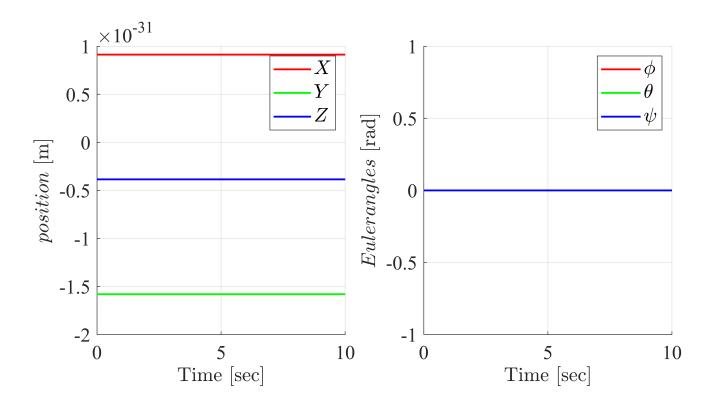
Test the linear model around operation point $\mathbf{P} = [0, 0, 0]^T$, $\Theta = [0, 0, 0]^T$, u = uss

```
p = [0,0,0]';
Theta = [0, 0, 0]';
x0 = [p;p_dot;Theta;omega];

t = 0:0.1:10;
RPM = uss;
u = ones(length(t), 1) * RPM';
y = lsim(sys, u, t, x0);
plotSimOutput(t, y')
xlim('auto')
ylim([-1,1])
```



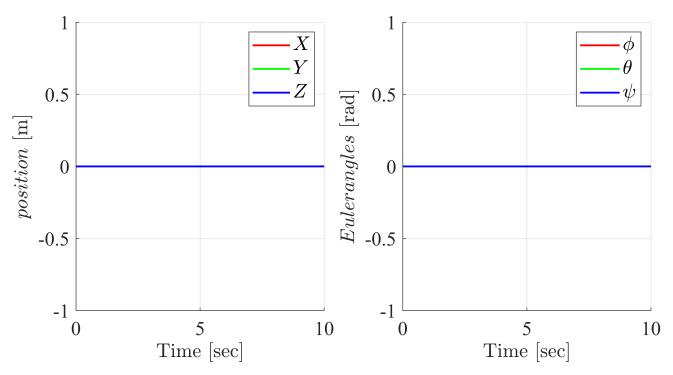
```
TakeStep = 1;
p = [0,0,0]';
Theta = [0, 0, 0]';
x0 = [p;p_dot;Theta;omega];
RPM = uss;
simOut = sim('My_Linear_new.slx'); %My_Linear_new Exercise_2_2_1_Linear %% difference is using plotSimOutput(simOut.yout{1}.Values.Time, simOut.yout{1}.Values.Data)
subplot(1,2,2)
xlim('auto')
ylim([-1,1])
```



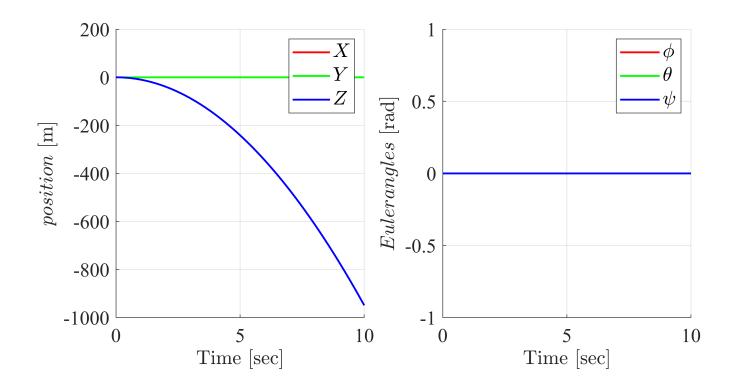
1) Make a plot of p and Θ , given $\Omega = [0, 0, 0, 0]T$ and explain the result

```
p = [0,0,0]';
Theta = [0, 0, 0]';
x0 = [p;p_dot;Theta;omega];

t = 0:0.1:10;
RPM = [0,0,0,0]';
u = ones(length(t), 1) * RPM';
y = lsim(sys, u, t, x0);
plotSimOutput(t, y')
xlim('auto')
ylim([-1,1])
```

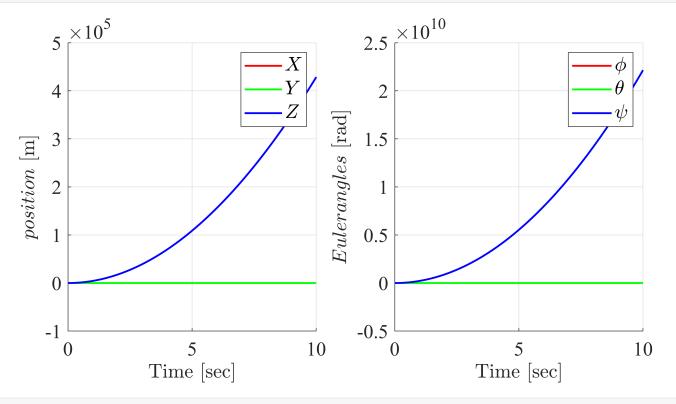


```
TakeStep = 1;
p = [0,0,0]';
Theta = [0, 0, 0]';
x0 = [p;p_dot;Theta;omega];
RPM = [0,0,0,0]';
simOut = sim('My_Linear_new.slx'); %My_Linear_new Exercise_2_2_1_Linear %% difference is using plotSimOutput(simOut.yout{1}.Values.Time, simOut.yout{1}.Values.Data)
subplot(1,2,2)
xlim('auto')
ylim([-1,1])
```



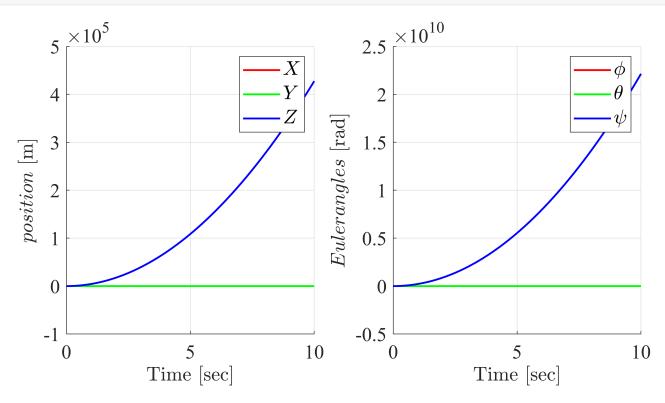
2) Make a plot of p and Θ , given Ω = [10000, 0, 10000, 0]T and explain the result

```
RPM = [10000,0,10000,0]';
u = ones(length(t), 1) * RPM';
y = lsim(sys, u, t, x0);
plotSimOutput(t, y')
```



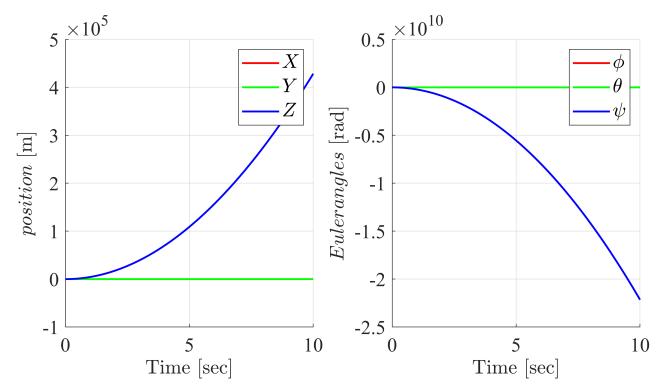
TakeStep = 1;

```
RPM = [10000,0,10000,0]';
simOut = sim('My_Linear_new.slx'); %My_Linear
plotSimOutput(simOut.yout{1}.Values.Time, simOut.yout{1}.Values.Data)
```

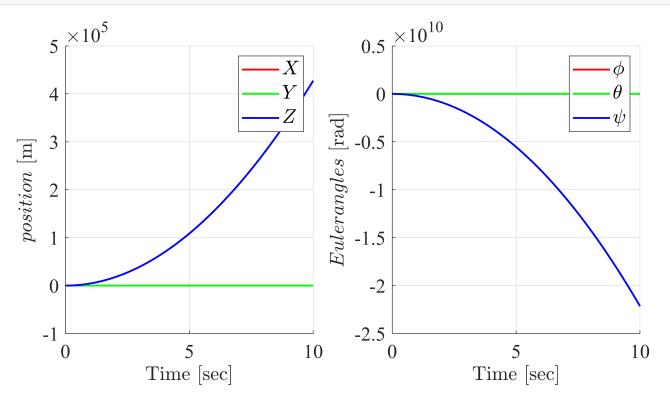


3) Make a plot of p and Θ , given Ω = [0, 10000, 0, 10000]T and explain the result

```
RPM = [0, 10000, 0, 10000]';
u = ones(length(t), 1) * RPM';
y = lsim(sys, u, t, x0);
plotSimOutput(t, y')
```



```
TakeStep = 1;
RPM = [0, 10000, 0, 10000]';
simOut = sim('My_Linear_new.slx'); %My_Linear
plotSimOutput(simOut.yout{1}.Values.Time, simOut.yout{1}.Values.Data)
```



function plotSimOutput(time, data)

```
posX = data(1,:);
    posY = data(2,:);
    posZ = data(3,:);
    angPhi
                 = data(4,:);
    angTheta
                 = data(5,:);
    angPsi
                 = data(6,:);
    figure, h1 = subplot(1,2,1); set(h1,'FontName','times','FontSize',16)
    hold on, grid on
    plot(time, posX,'r', time, posY,'g', time, posZ,'b','LineWidth',1.5)
    xlabel('Time [sec]', 'FontName', 'times', 'FontSize',16, 'Interpreter', 'latex')
    ylabel('$position$ [m]','FontName','times','FontSize',16,'Interpreter','latex')
    legend('$X$', '$Y$', '$Z$', 'FontName','times','FontSize',16,'Interpreter','latex')
    h2 = subplot(1,2,2); set(h2, 'FontName', 'times', 'FontSize',16)
    hold on, grid on
    plot(time, angPhi,'r', time, angTheta,'g', time, angPsi,'b', 'LineWidth',1.5)
    xlabel('Time [sec]','FontName','times','FontSize',16,'Interpreter','latex')
ylabel('$Euler angles$ [rad]','FontName','times','FontSize',16,'Interpreter','latex')
    legend('$\phi$', '$\theta$', '$\psi$', 'FontName','times','FontSize',16,'Interpreter','late
    set(gcf, 'units', 'points', 'position', [0,0,600,300])
end
```