PX4 Autopilot

Firmware Guide (Spring-22)

Please keep editing if you find mistakes

Multicopter Control Architecture

Multicopter Control Architecture

- http://docs.px4.io/master/en/concept/architecture.html
- http://docs.px4.io/master/en/concept/px4_systems_architecture.html
- https://www.youtube.com/watch?v=nEo4WGl4Lgc&t=118s

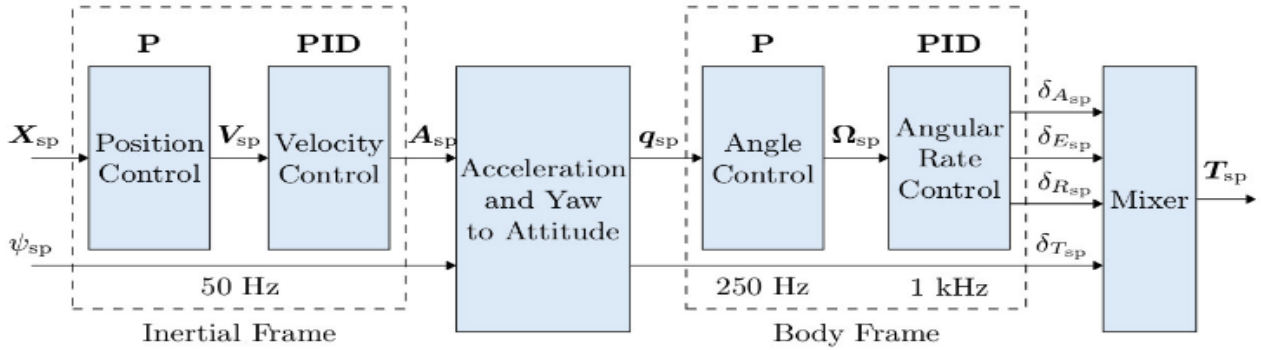
Multicopter Control Architecture

Controller Diagrams

This section contains diagrams for the main PX4 controllers.

The diagrams use the standard PX4 notation (and each have an annotated legend).

Multicopter Control Architecture



- This is a standard cascaded control architecture.
- The controllers are a mix of P and PID controllers.
- Estimates come from EKF2.
- Depending on the mode, the outer (position) loop is bypassed (shown as a multiplexer after the outer loop). The position loop is only used when holding position or when the requested velocity in an axis is null.

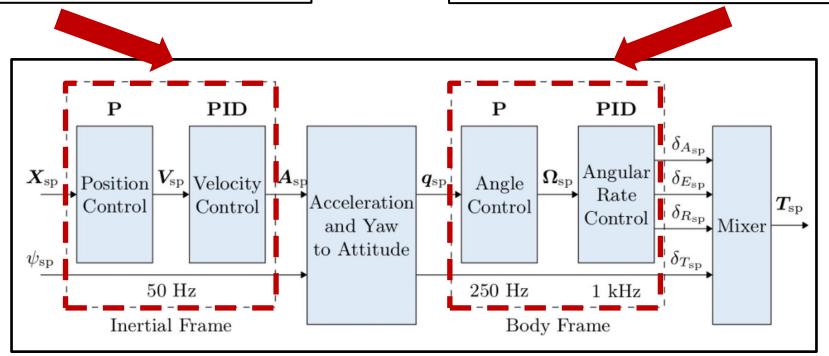
http://docs.px4.io/master/en/flight_stack/controller_diagrams.html

Github Repo

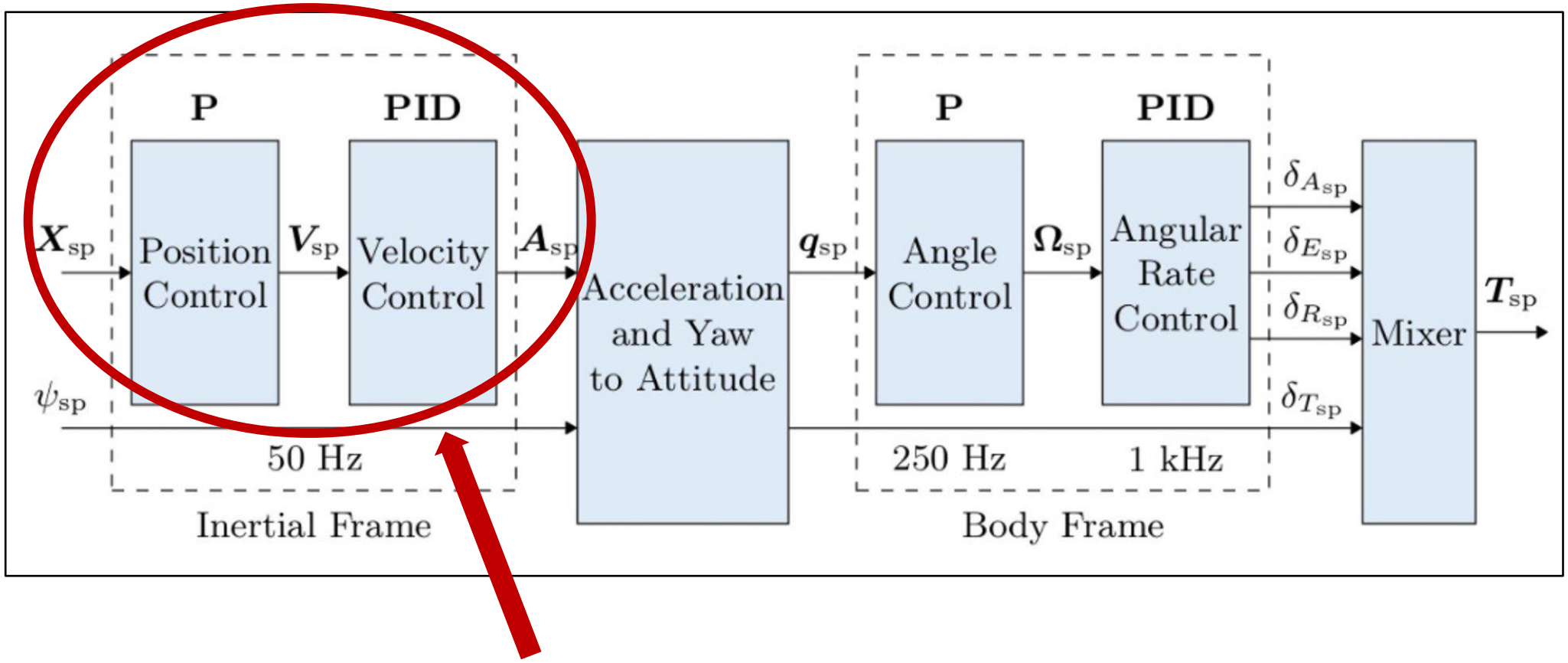
https://github.com/PX4/PX4-Autopilot/blob/master/src/modules

- mc_pos_control
  - PositionControl
    a. PositionControl.cpp
    b. PositionControl.hpp
  - MulticopterPositionControl.cpp
  - MulticopterPositionControl.hpp

- mc_att_control
  - AttitudeControl
    a. AttitudeControl.cpp
    b. AttitudeControl.hpp
  - mc_att_control.cpp
  - mc_att_control.hpp

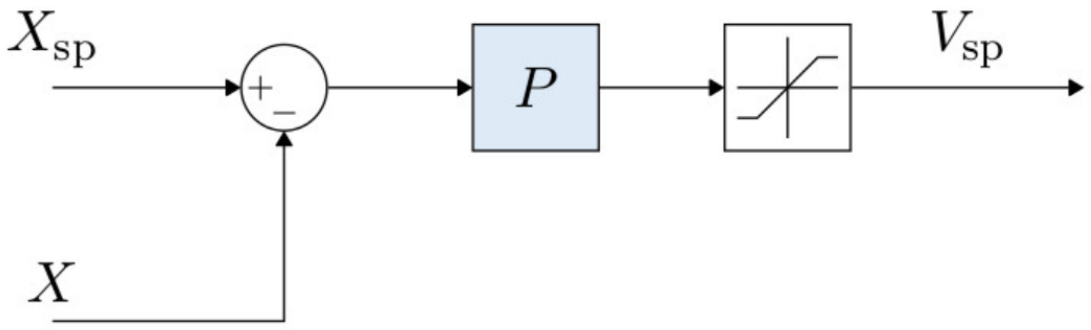


Position & Velocity Control



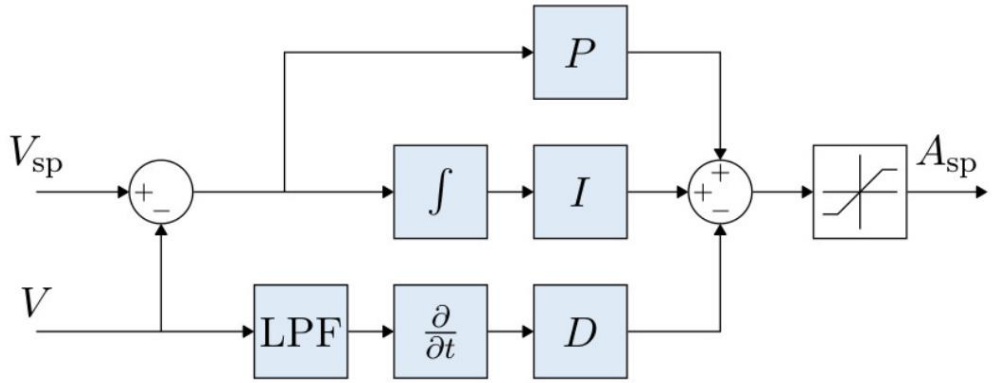
Position & Velocity Control

Multicopter Position Controller



- Simple P controller that commands a velocity.
- The commanded velocity is saturated to keep the velocity in certain limits.

Multicopter Velocity Controller

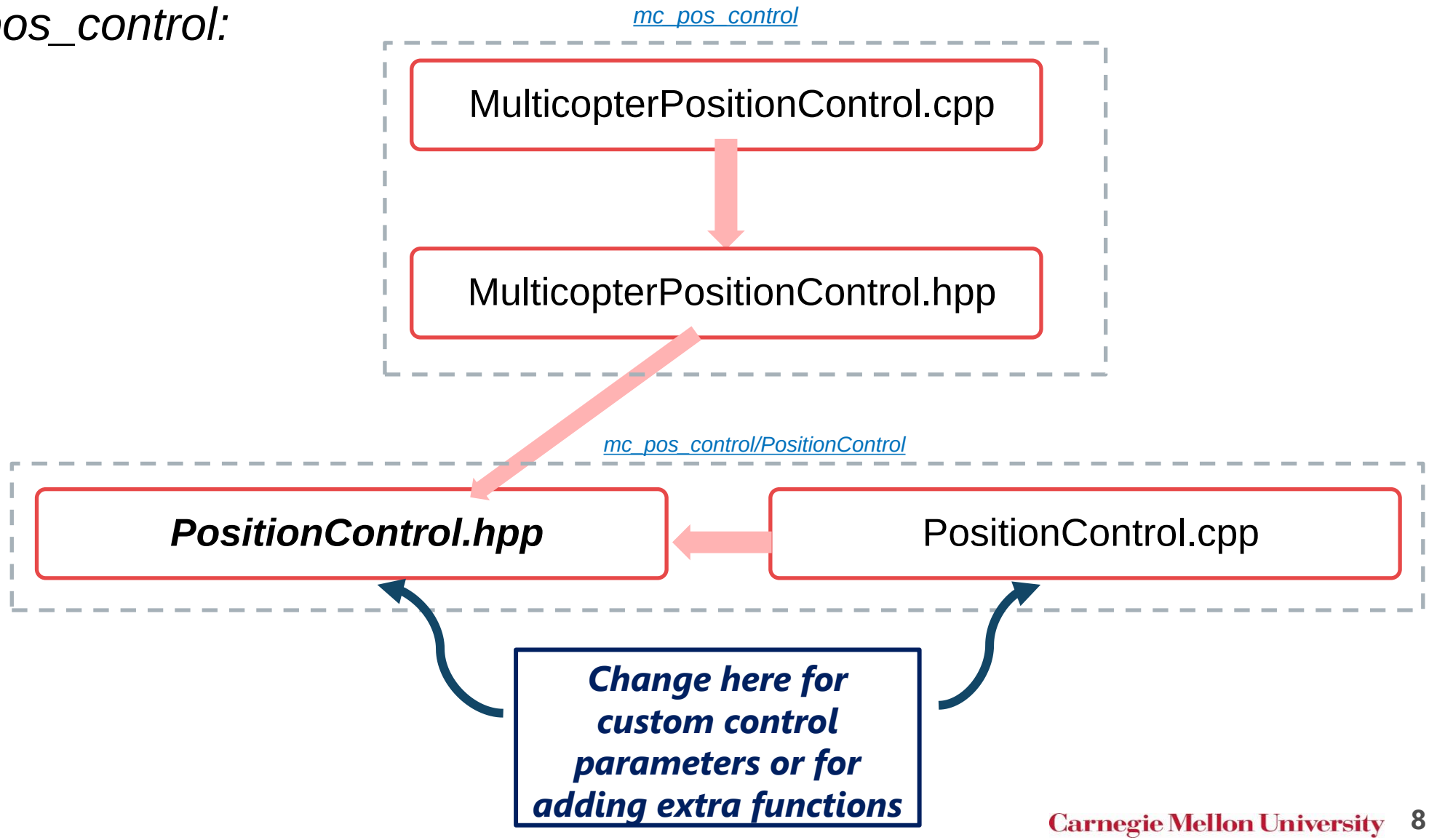


- PID controller to stabilise velocity. Commands an acceleration.
- The integrator includes an anti-reset windup (ARW) using a clamping method.
- The commanded acceleration is saturated.

http://docs.px4.io/master/en/flight_stack/controller_diagrams.html

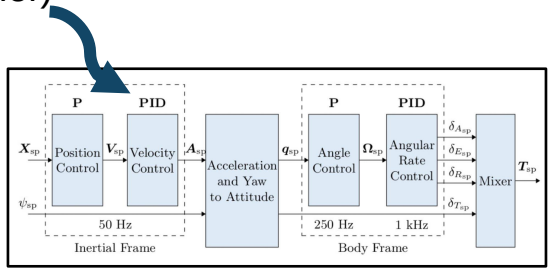
Codeflow

- *mc_pos_control:*



Setpoint Hierarchy

- If position-setpoint && velocity-setpoint true:
  - (Velocity component of P-Controller) >>> (feed-forward component from velocity-setpoint)
- If position/velocity-setpoint && thrust-setpoint true:
  - thrust-setpoint omitted and recomputed from next cascade/step in the architecture (i.e. Velocity PID controller)

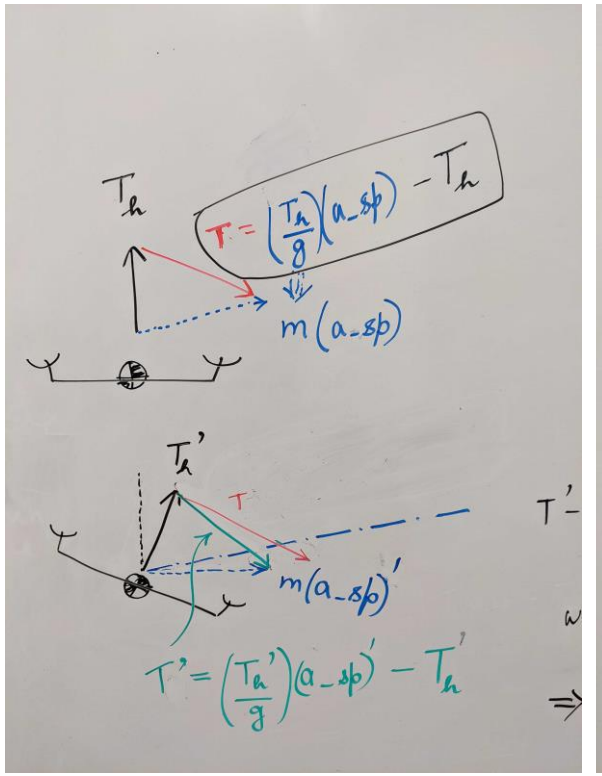


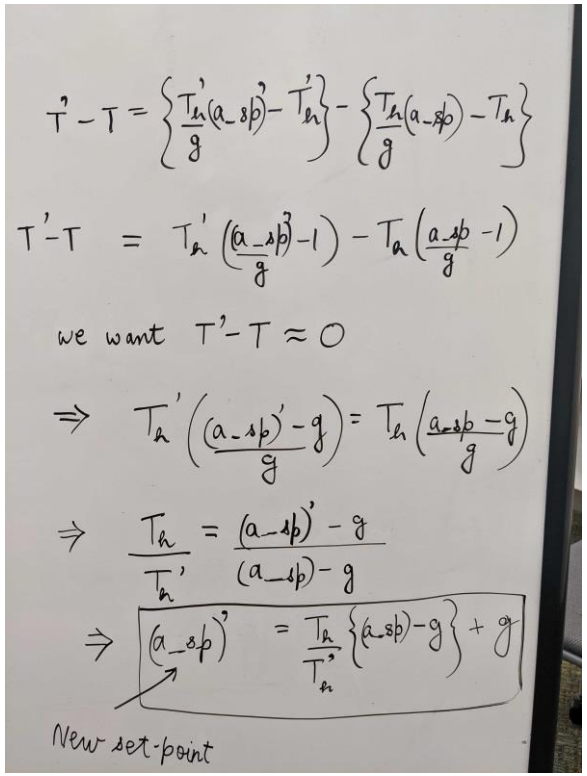

```
52  };
53
54  /**
55   *      Core Position-Control for MC.
56   *      This class contains P-controller for position and
57   *      PID-controller for velocity.
58   *      Inputs:
59   *              vehicle position/velocity/yaw
60   *              desired set-point position/velocity/thrust/yaw/yaw-speed
61   *              constraints that are stricter than global limits
62   *      Output
63   *              thrust vector and a yaw-setpoint
64   *
65   *      If there is a position and a velocity set-point present, then
66   *      the velocity set-point is used as feed-forward. If feed-forward is
67   *      active, then the velocity component of the P-controller output has
68   *      priority over the feed-forward component.
69   *
70   *      A setpoint that is NAN is considered as not set.
71   *      If there is a position/velocity- and thrust-setpoint present, then
72   *  the thrust-setpoint is ommitted and recomputed from position-velocity-PID-loop.
73   */
74  class PositionControl
```

mc_pos_control/PositionControl/PositionControl.hpp

Hover Thrust Update

- void PositionControl::updateHoverThrust(const float hover_thrust_new)
  - Line 73-85

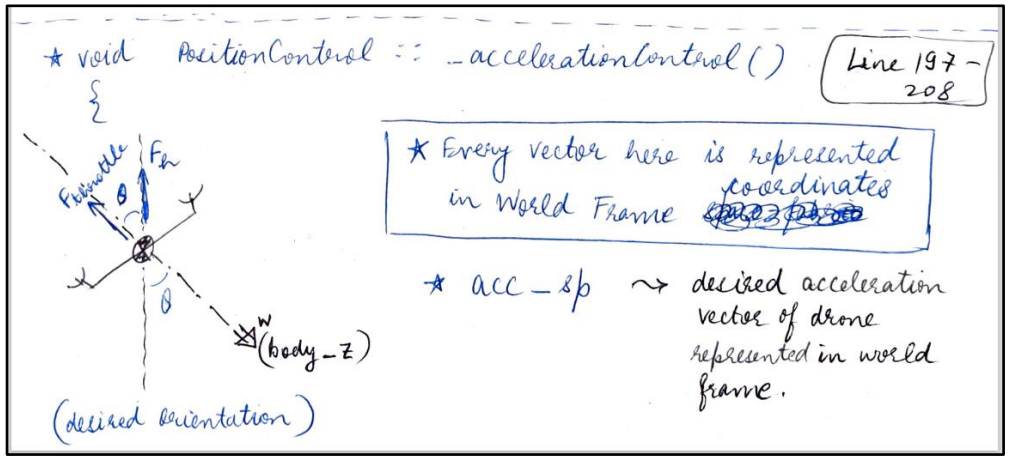


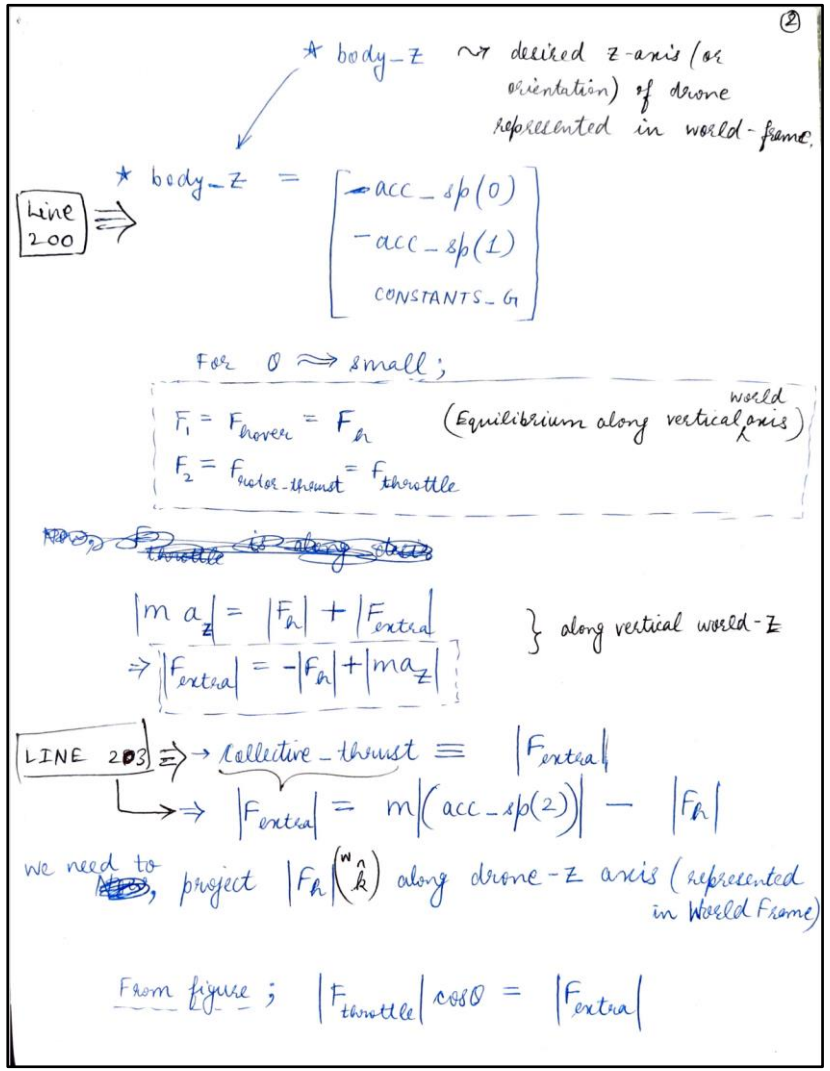


mc_pos_control/PositionControl/PositionControl.cpp

Thrust Setpoint and Acceleration Setpoint (1)

- Output of Velocity-PID block
- void PositionControl::_accelerationControl
  - Line 197-208
  - This is called earlier in void PositionControl::_velocityControl()

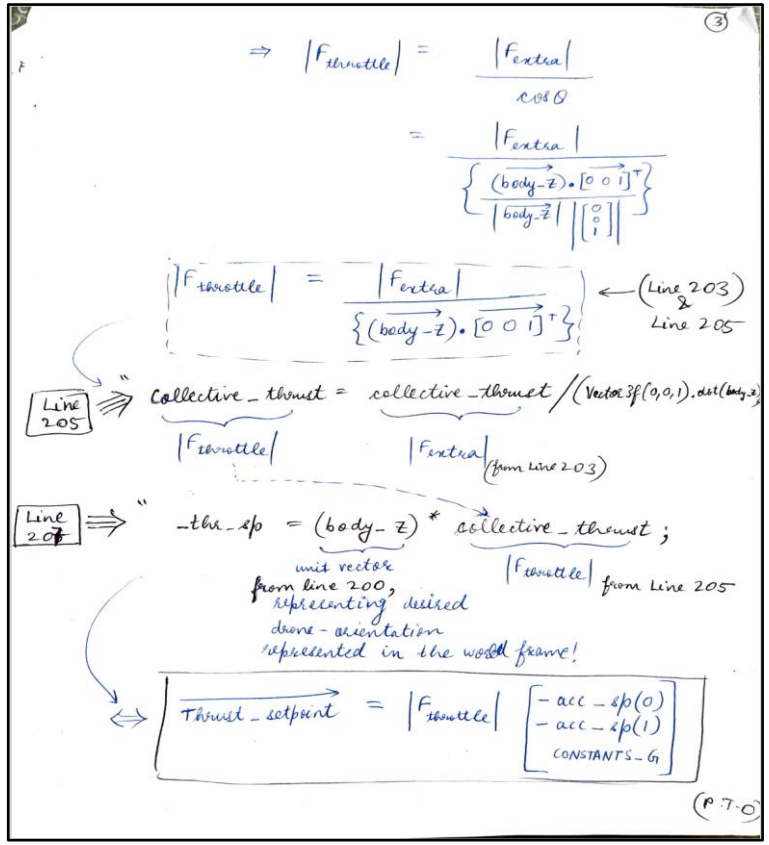


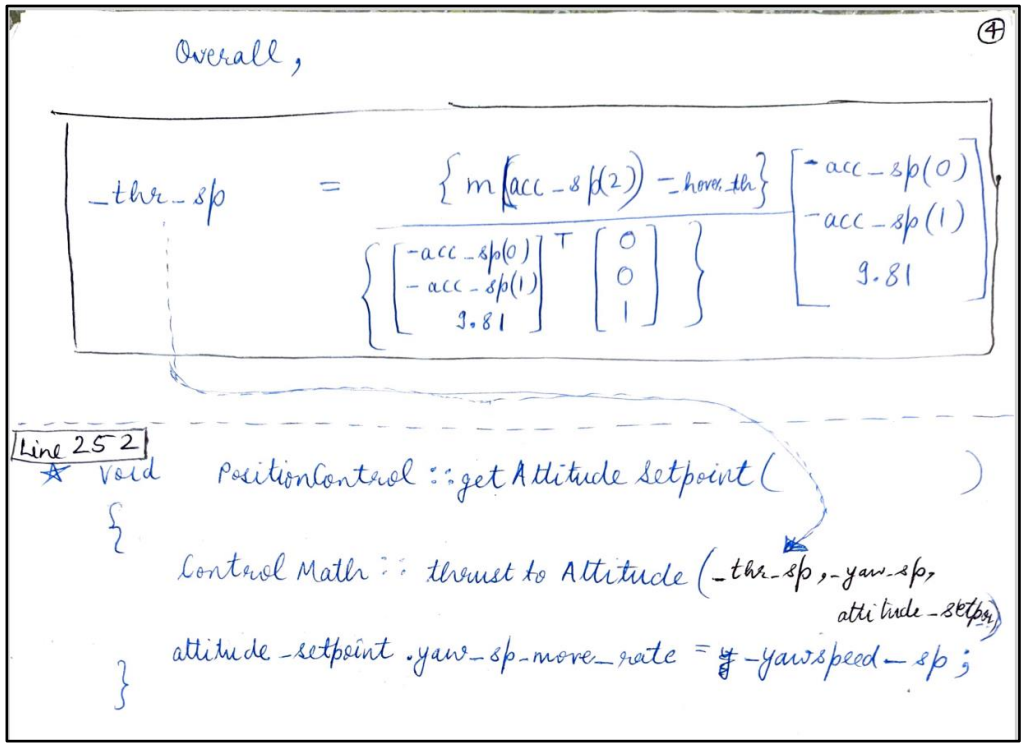


mc_pos_control/PositionControl/PositionControl.cpp

Thrust Setpoint and Acceleration Setpoint (2)

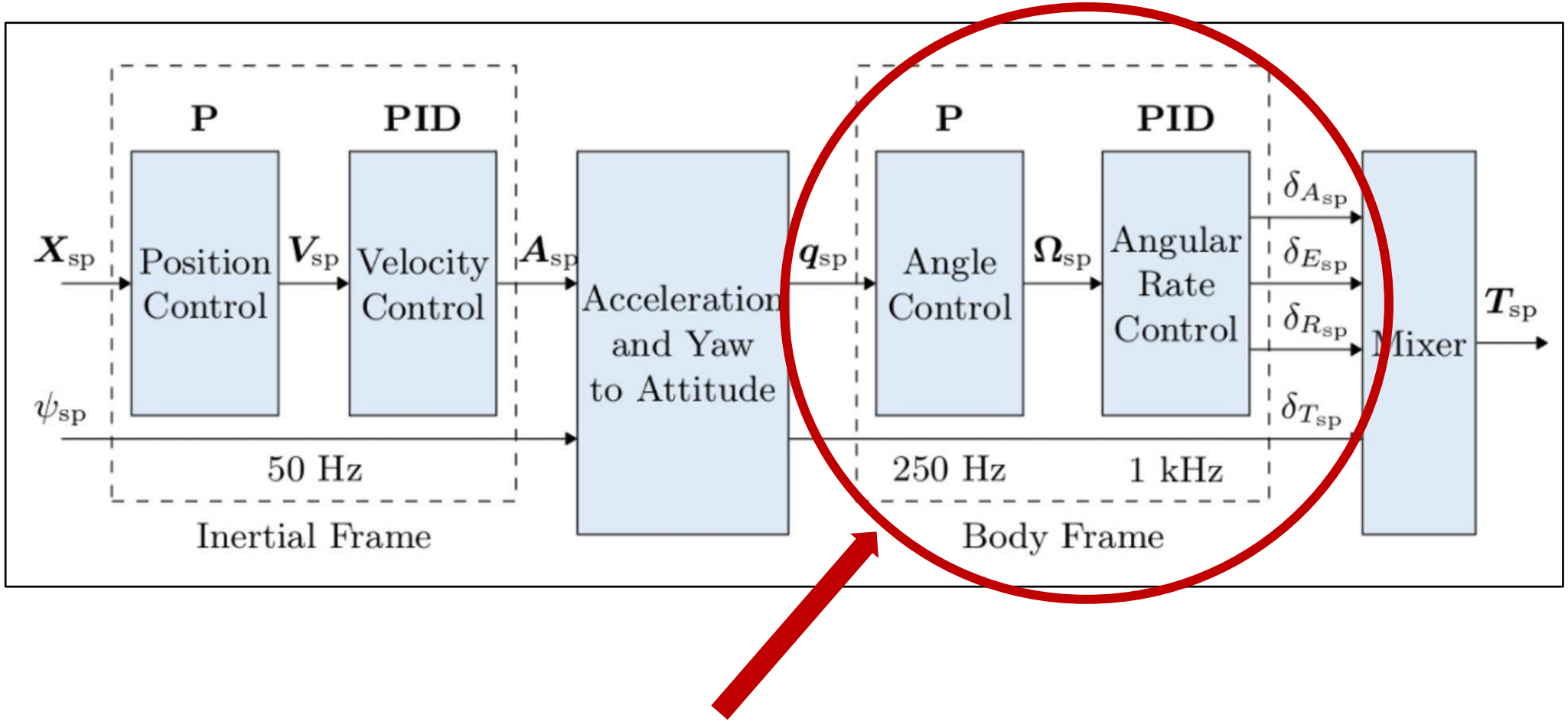
- Output of Velocity-PID block
- void PositionControl::_accelerationControl
  - Line 197-208
  - This is called earlier in void PositionControl::_velocityControl()





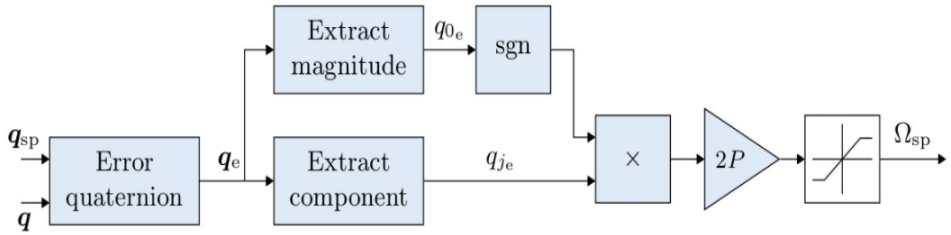
mc_pos_control/PositionControl/PositionControl.cpp

Attitude Control



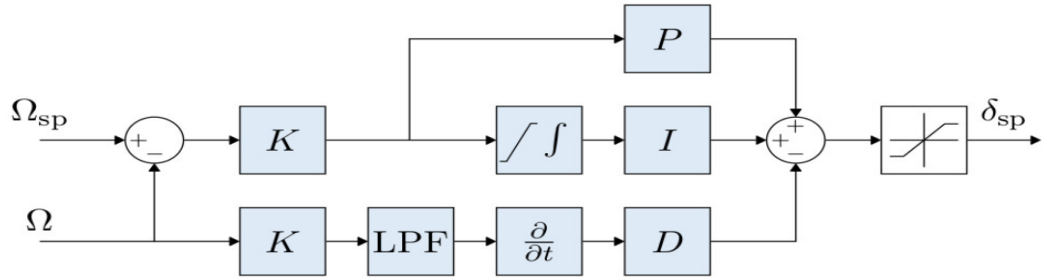
Attitude & Angular Rate Control

Multicopter Attitude Controller



- The attitude controller makes use of quaternions .
- The controller is implemented from this article .
- When tuning this controller, the only parameter of concern is the P gain.
- The rate command is saturated.

Multicopter Angular Rate Controller

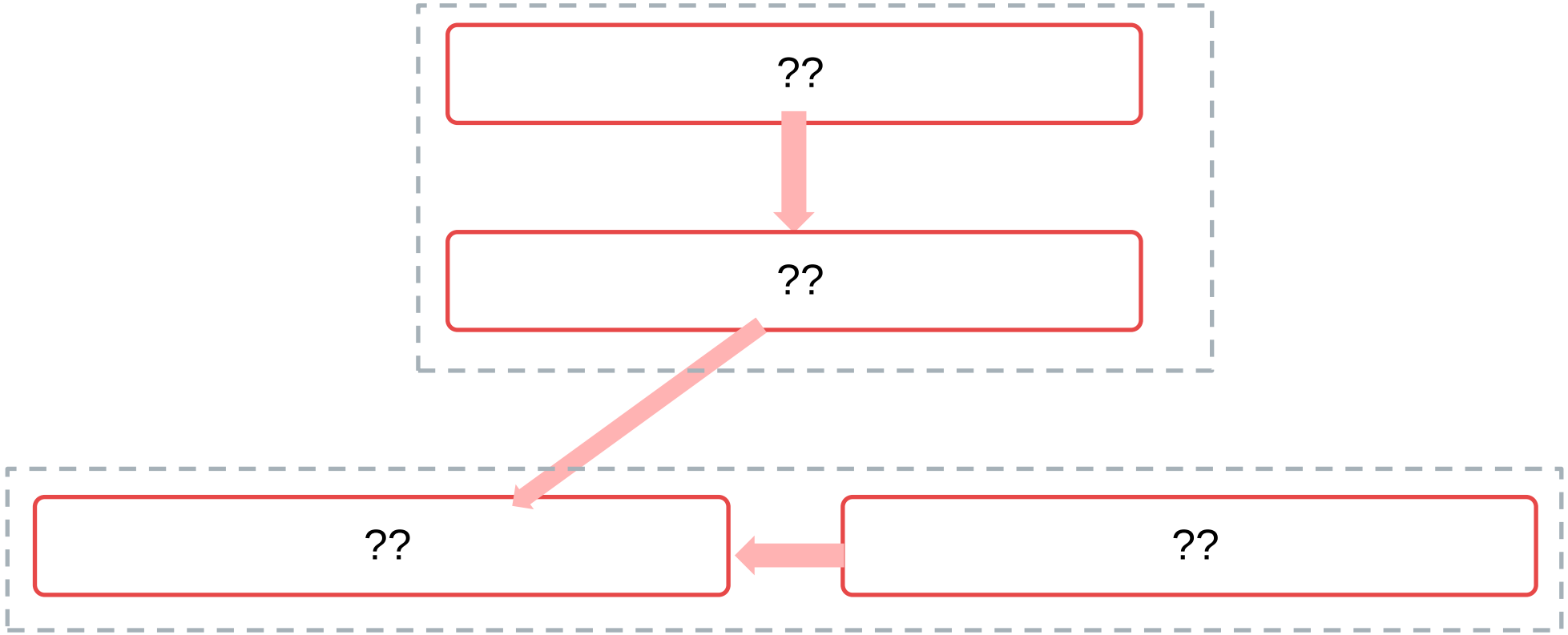


- K-PID controller. See Rate Controller for more information.
- The integral authority is limited to prevent wind up.
- The outputs are limited (in the mixer), usually at -1 and 1.
- A Low Pass Filter (LPF) is used on the derivative path to reduce noise (the gyro driver provides a filtered derivative to the controller).

http://docs.px4.io/master/en/flight_stack/controller_diagrams.html
**Refer this link for an additional note on IMU pipeline

Codeflow

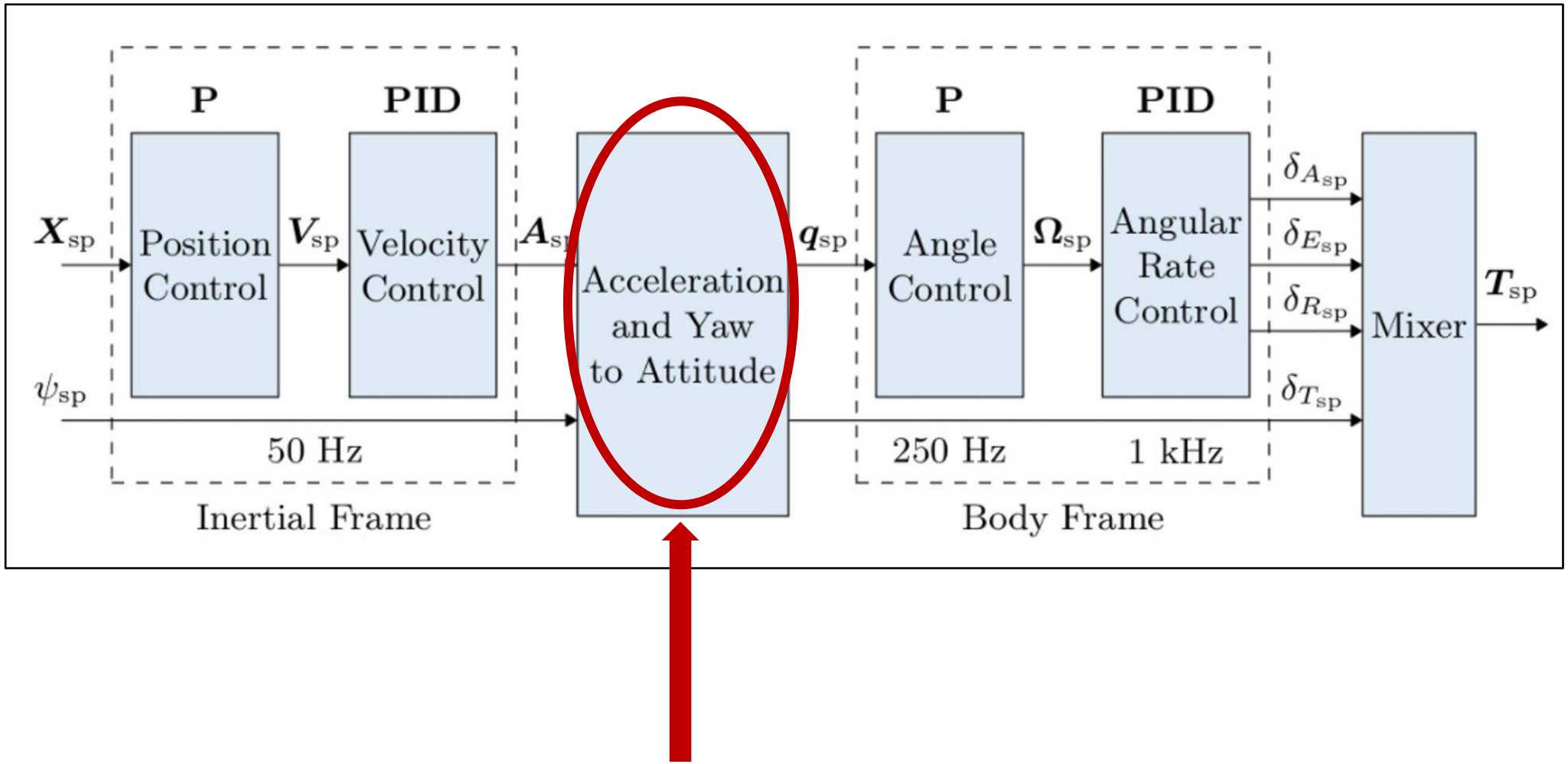
- *mc_att_control: (quaternion based control : https://www.research-collection.ethz.ch/bitstream/handle/20.500.11850/154099/eth-7387-01.pdf)*



Quaternion Starter-Pack

- https://www.youtube.com/watch?v=zjMuIxRvygQ
- https://github.com/Optimal-Control-16-745/lecture-notebooks-2021/blob/main/Lecture%2013/Lecture%2013.pdf
- https://github.com/Optimal-Control-16-745/lecture-notebooks-2021/blob/main/Lecture%2014/Lecture%2014.pdf
- https://www.research-collection.ethz.ch/bitstream/handle/20.500.11850/154099/eth-7387-01.pdf
- https://ieeexplore.ieee.org/document/9326337

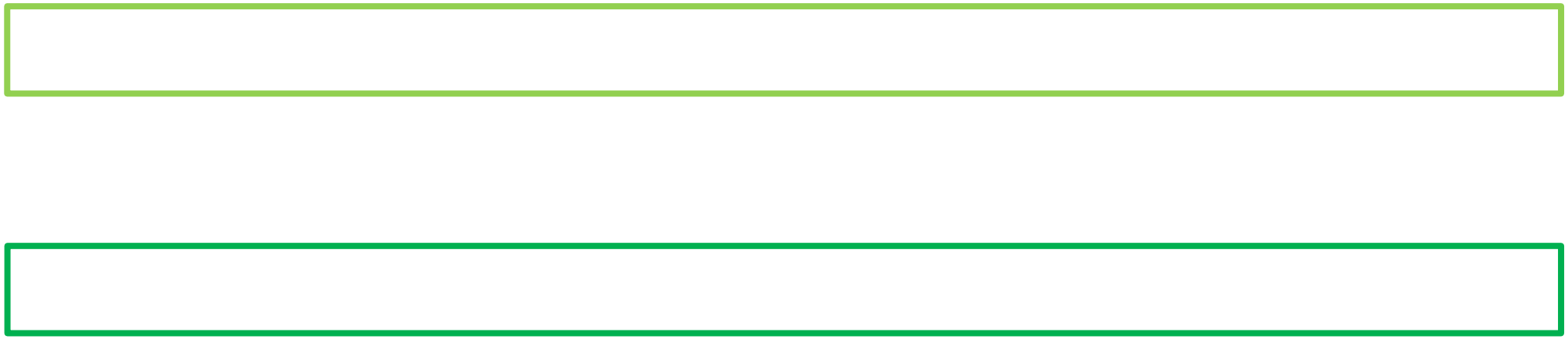
Attitude Setpoint



UUV Control Architecture

Coming soon…

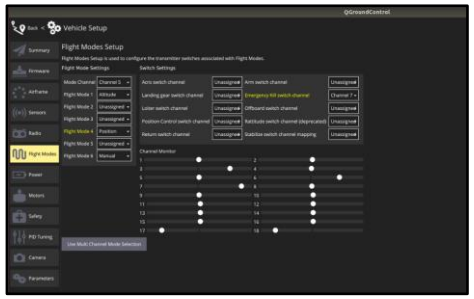
The following slides are for shapes/arrows etc.

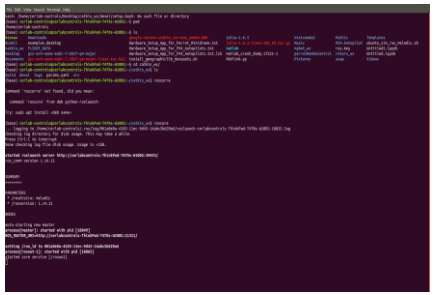


T

- 2 DIY TBS drones ready
- Relevance?
  - Experience/knowledge transfer to BlueROV platform
- Custom Firmware
  - Need to understand PX4 Codebase first

Drone Communication





QGround Control Station + Companion Computer

Radio Transmitter

Ground Station

MAVROS

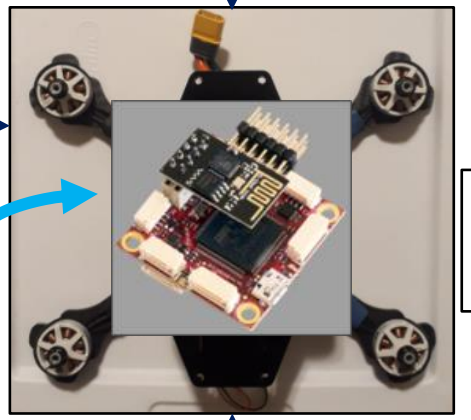
MAVlink

MAVlink

OptiTrack

Radio

Onboard Computer[1]



Flight Controller[2]

Radio Receiver[3]

Drone

[1] Nvidia Developer, Jetson Xavier NX Developer Kit; Retrieved from: https://developer.nvidia.com/embedded/jetson-tx2-nx
[2] Pixracer-R15 Flight Controller; Retrieved from: https://docs.px4.io/master/en/flight_controller/pixracer.html
[3] Futaba Radio Receiver; Retrieved from: https://www.bhphotovideo.com/c/product/1507099-REG/futaba_01102196_1_r6303sbe_fasst_s_bus_2_4.html/?ap=y&ap=y&smp=y&smp=y&lsft=BI%3A514&gclid=CjwKCAjwoZWHBhBgEiwAiMN66b4V0cBzoYGmVTpGhbsPP8sguX42Til51vwlocrRU7q7cbRuSYWUjRoCSE0QAvD_BwE

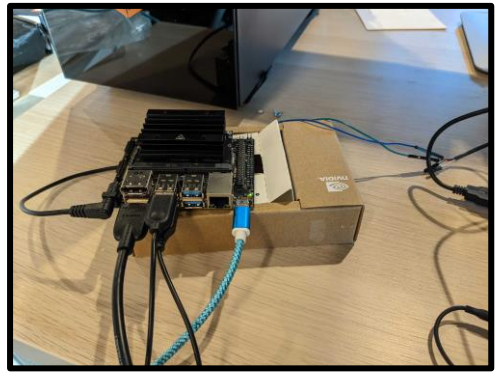
Ongoing and Future Work

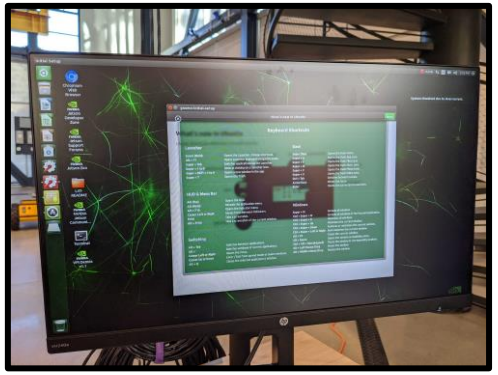
Hardware

- Mount Jetson Nano onboard
- Mount Wifi-modules/Radio telemetry modules if necessary
- Reassess hardware design because of increased payload
- Brainstorm Tether integration

Software

- PX4 Codebase
- ROS offboard control
- OptiTrack integration
- Custom Control Architecture flashing
- Reinforcement Learning Research





M

- Cheap Mattress → **35-50$ each**

- Gymnastic mats → **300-400$ each**