

ESTIMATE WIND & FIND ORIENTATION - II

Assume Wind also induces moments:

$$\left[\begin{array}{l} {}^B \vec{F} = m \left({}^e \vec{\omega} \times {}^B \vec{v} + {}^B \dot{\vec{v}} \right) \\ {}^B \vec{T} = {}^B \vec{\omega} \times J {}^B \vec{\omega} + J {}^B \dot{\vec{\omega}} \end{array} \right] \quad \begin{array}{l} \text{--- ①} \\ \text{--- ②} \end{array}$$

$$① \quad {}^B \vec{F} = {}^B \vec{F}_T + {}^B \vec{F}_g + {}^B \vec{F}_w \text{ wind}$$

(Analysis mostly remains same)

$$② \quad {}^B \vec{T} = \begin{bmatrix} M_{P_x} \\ M_{P_y} \\ M_{P_z} \end{bmatrix} + \begin{bmatrix} M_{w_x} \\ M_{w_y} \\ M_{w_z} \end{bmatrix} = {}^B \vec{T}_{w \text{ est}}$$

" ${}^B \vec{T}_P$ " Moments due to Propellers
 "Moments due to wind"

$${}^B \vec{F}_{w \text{ est}} = m \left({}^e \vec{\omega}_{zmu} \times {}^B \vec{V}_{ext} + {}^B \dot{\vec{V}}_{ext} \right) - \vec{Q}_{ext}^T \begin{bmatrix} 0 \\ 0 \\ -u_4 \end{bmatrix}$$

Estimated Wind vector
in Body frame



$${}^B \vec{\gamma}_b + {}^B \vec{\gamma}_w = J \underbrace{{}^B \vec{\omega}}_{\text{wind}} + {}^e \vec{\omega} \times J {}^B \vec{\omega}$$

$$\left[\begin{array}{c} \text{refer...} \\ 4 \times 4 \end{array} \right] \begin{bmatrix} F_{T-1} \\ F_{T-2} \\ F_{T-3} \\ F_{T-4} \end{bmatrix} + \overset{\text{need to find}}{\circlearrowleft} \overset{\text{est}}{\gamma^B} \overset{\text{w}}{= J \overset{\text{B}}{\omega} + \overset{\text{B}}{\omega} \times J \overset{\text{B}}{\omega}}}$$

IMU sensor (gyro)
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individual propeller thrusts
 maybe read from ESC/pWM data?

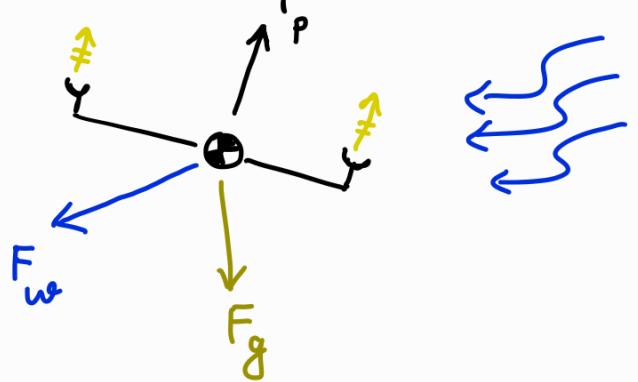
$$\overset{\text{need to find}}{\circlearrowleft} \overset{\text{est}}{\gamma^B} = J \overset{\text{B}}{\omega} + \overset{\text{B}}{\omega} \times J \overset{\text{B}}{\omega} - \left[\begin{array}{c} \text{refer...} \\ 4 \times 4 \end{array} \right] \begin{bmatrix} F_{T-1} \\ F_{T-2} \\ F_{T-3} \\ F_{T-4} \end{bmatrix}$$

IMU sensor (gyro)

individual propeller thrusts
 maybe read from ESC/pWM data?

* THIS IS THE WIND-TORQUE ESTIMATE IN NON-EQUILIBRIUM CONDITION.

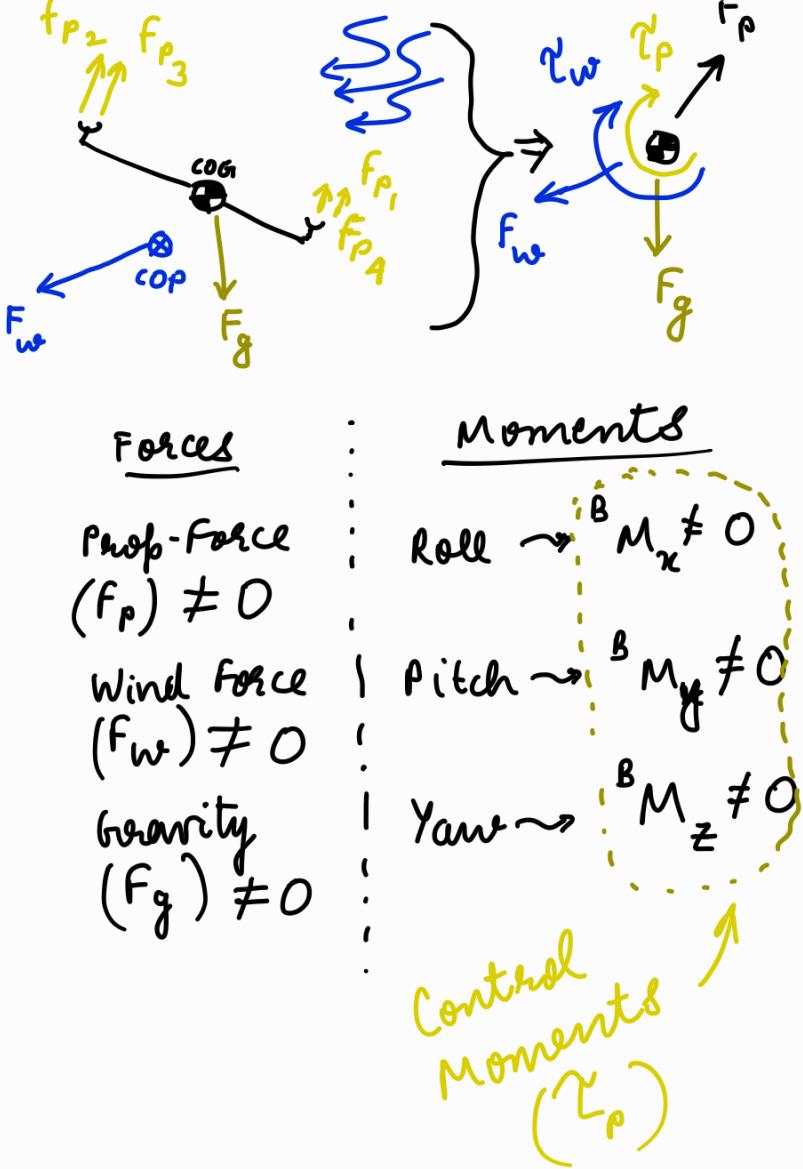
→ ... *



Forces

	<u>Moments</u>
Prop-Force $(F_p) \neq 0$	Roll $\rightarrow {}^B M_x = 0$
Wind force $(F_w) \neq 0$	Pitch $\rightarrow {}^B M_y = 0$
Gravity $(F_g) \neq 0$	Yaw $\rightarrow {}^B M_z = 0$

Control moments \curvearrowright



Forces

	<u>Moments</u>
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Gravity $(F_g) \neq 0$	Yaw $\rightarrow {}^B M_z \neq 0$

Control moments (τ_p) \curvearrowright



* WE FOUND THE WIND-TORQUE ESTIMATE IN NON-EQUILIBRIUM CONDITION. (IN BODY FRAME)

- * THE DRONE HAS NON-ZERO $\vec{\omega}$ & \vec{v} IMPLYING THAT "HOVER-CONDITION" IS NOT MET YET... THE REQUIRED ORIENTATION TO ACHIEVE THAT WILL BE OBTAINED BY ANALYSIS DISCUSSED IN "HOVER-FIND1" (Case 1)
- * THE REQUIRED CONTROL-MOMENTS WILL BE OBTAINED LIKE THIS:

$$\vec{z}_{\text{body}} = -\frac{\vec{F}_{T_{\text{sp}}}}{\|\vec{F}_{T_{\text{sp}}}\|}$$

$$\rightarrow \text{normalize } (\vec{z}_{\text{body}})$$

$$\rightarrow \vec{y}_{\text{body}} = \begin{bmatrix} -\sin(\Psi_{\text{sp}}) \\ \cos(\Psi_{\text{sp}}) \\ 0.0 \end{bmatrix}$$

This means
world frame to
be N-E-Down

$$\rightarrow \vec{x}_{\text{body}} = \vec{y}_{\text{body}} \times \vec{z}_{\text{body}}$$

$$\rightarrow \text{normalize } (\vec{x}_{\text{body}})$$

$$\rightarrow \text{sanity check for upside-down case}$$

$$\rightarrow \vec{y}_{\text{body}} = \vec{z}_{\text{body}} \times \vec{x}_{\text{body}}$$

$$\rightarrow \text{normalize } (\vec{y}_{\text{body}})$$

$$\rightarrow Q_{\text{sp}} = \begin{bmatrix} \vec{x}_{\text{body}} & \vec{y}_{\text{body}} & \vec{z}_{\text{body}} \end{bmatrix}$$

\therefore We have estimated wind-torque (in current Body-Frame) and wind-force (in both \rightarrow current Body-Frame as well as World-Frame).

$$B-z_w^est = B-r_{COP} \times B-F_w^est$$

all in Body
Frame
(** Check if true? **)

$$\begin{bmatrix} {}^B \vec{\tau}_{w_{est}} \end{bmatrix}_{3 \times 1} = \begin{bmatrix} {}^B \hat{r}_{cop} \end{bmatrix}_{3 \times 3} \begin{bmatrix} {}^B \vec{F}_{w_{est}} \end{bmatrix}_{3 \times 1}$$

$${}^B \vec{\gamma}_{w_{est}} = - \begin{bmatrix} {}^B \hat{F}_{w_{est}} \end{bmatrix}_{3 \times 3} \begin{bmatrix} {}^B \vec{r}_{cop} \end{bmatrix}_{3 \times 1}$$

$$\left({}^B \hat{F}_{w_{est}} \right)^T \left({}^B \vec{\gamma}_{w_{est}} \right) = - \left({}^B \hat{F}_{w_{est}} \right)^T \left({}^B \hat{F}_{w_{est}} \right) \begin{bmatrix} {}^B \vec{r}_{cop} \end{bmatrix}_{3 \times 1}$$

$$\boxed{{}^B \vec{r}_{cop_{est}} = - \left[\left\{ \left({}^B \hat{F}_{w_{est}} \right)^T \left({}^B \hat{F}_{w_{est}} \right) \right\}^{-1} \left({}^B \hat{F}_{w_{est}} \right)^T \right] \left({}^B \vec{\gamma}_{w_{est}} \right)}$$

Estimated Centre Of Pressure offset from
Centre of Gravity in Drone - Body - Frame

$${}^B \vec{\tau} = {}^B \vec{\tau}_p + {}^B \vec{\tau}_{w_{est}} = {}^B \vec{\omega} \times J {}^B \vec{\omega} + J \vec{\dot{\omega}}$$

"P" for
propellors...
= Torque due
to control
moments ...

$${}^B \vec{\tau}_p = - {}^B \vec{\tau}_{w_{est}}$$

$$\boxed{{}^B \vec{\tau} \quad [{}^B M_x] \quad {}^B \vec{\tau}}$$

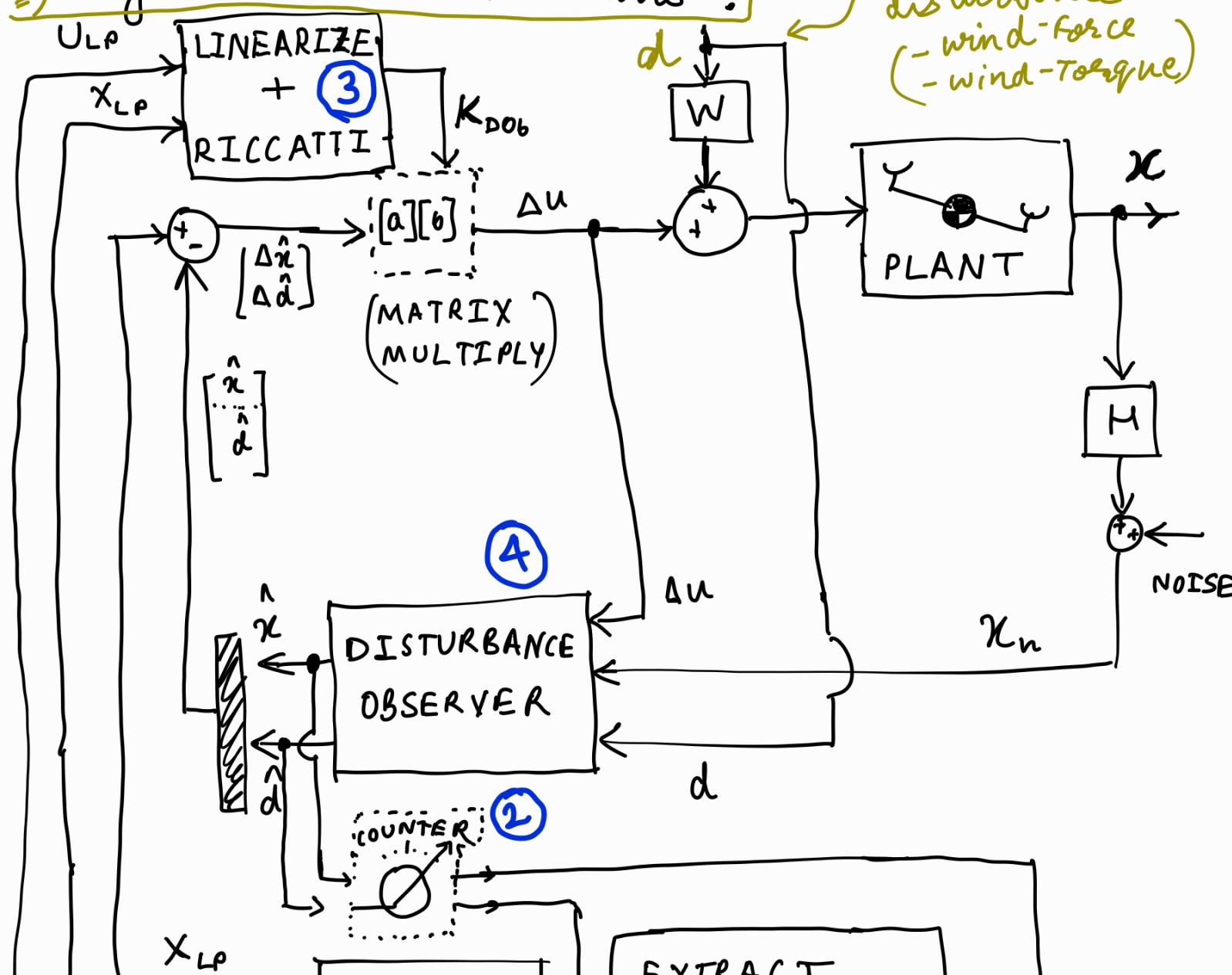
$$\begin{bmatrix} \tau_p \\ \tau_y \\ \tau_z \end{bmatrix} = \begin{bmatrix} B \\ M_y \\ B \\ M_z \end{bmatrix} = \begin{bmatrix} w_{est} \\ w_{est} \end{bmatrix}$$

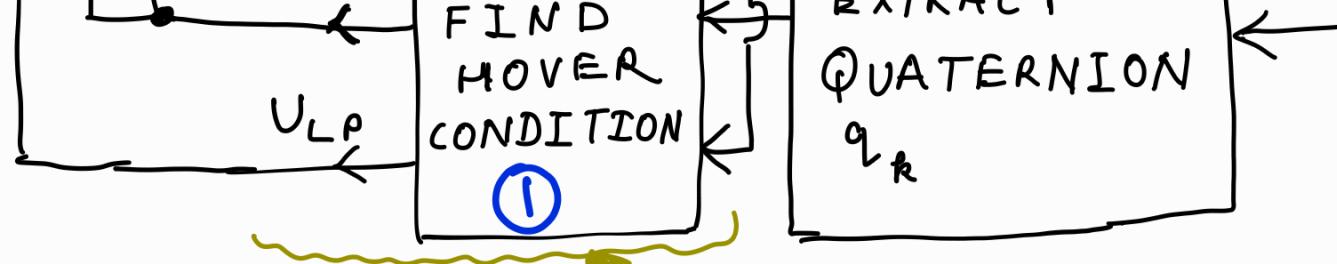
→ This gives us the Hover-condition for controls vector

→ We will linearize about this point for linear controls...

DISTURBANCE REJECTION

Q Why did we do all this ?





Ans) To find out \underline{x}_{LP} & U_{LP} meaning the "Linearization-point" about which we will be linearizing the non-linear drone dynamics (under wind).

This LP is not straightforward under the presence of wind-force & wind-induced torque. The corresponding equations have been discussed in this pdf ($cop \neq cog$) & "Hover-Finding" pdf (cop coincides with cog)

BLOCK ① ↗

Centre of Pressure (cop)
coincides with
Centre of Gravity (cog)

Centre of Pressure (cop)
offset from
Centre of Gravity (cog)

Intuition:

Augmented State-Disturbance
Vector:

$$\begin{bmatrix} \hat{x} \\ \vdots \\ \hat{d} \end{bmatrix} = \begin{bmatrix} \hat{x} \\ \vdots \\ \xrightarrow{\text{F}_w \text{ est}} \end{bmatrix}$$

Augmented State-Disturbance
Vector:

$$\begin{bmatrix} \hat{x} \\ \vdots \\ \hat{d}_1 \\ \vdots \\ \hat{d}_2 \end{bmatrix} = \begin{bmatrix} \hat{x} \\ \vdots \\ \xrightarrow{\text{F}_w \text{ est}} \\ \vdots \\ \xrightarrow{\text{T}_w \text{ est}} \end{bmatrix}$$

* \hat{d}_1 affects drone-
orientation-set point

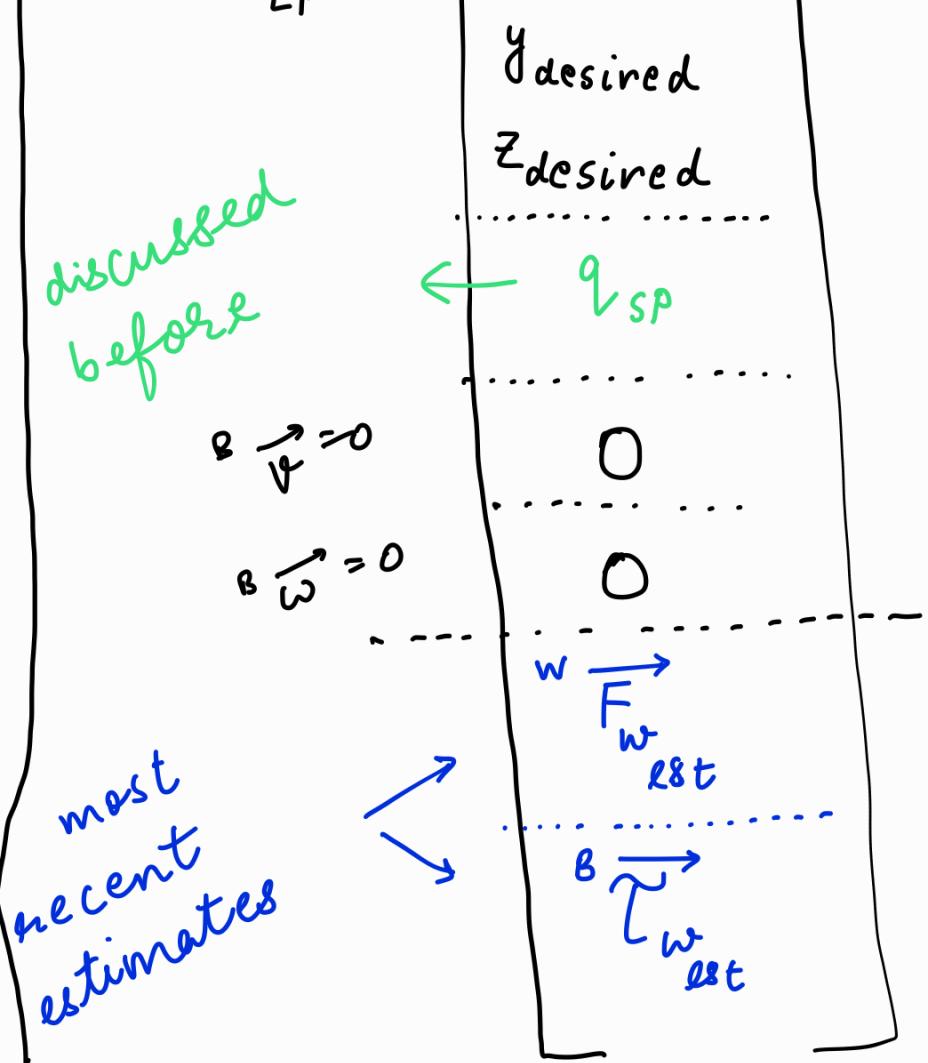
$$Q_{sp} \text{ or } q_{Vsp}$$

and Thrust-magnitude
setpoint F_T

* \hat{d}_2 affects only
the Control-Moment
setpoints

$$\begin{bmatrix} M_x \\ M_y \\ M_z \end{bmatrix} \begin{array}{l} \text{Roll} \\ \text{Pitch} \\ \text{Yaw} \end{array}$$

$$\Rightarrow x_{10} = \begin{bmatrix} x_{\text{desired}} \end{bmatrix}$$



$$\Rightarrow U_{LP} = \begin{bmatrix} \overset{B}{M_x} \\ \overset{B}{M_y} \\ \overset{B}{M_z} \\ \dots \\ F_T \end{bmatrix} = \begin{bmatrix} \overset{B}{\vec{v}} \\ -\overset{B}{\vec{\omega}}_{est} \\ \dots \\ F_T \end{bmatrix}$$

most recent estimate

discussed before :

$$|| Q_{SP}^T (w \overset{B}{\vec{F}_w}_{est} - w \overset{B}{\vec{F}_g}) ||_2$$

ignore

Note:

$w \overset{B}{\vec{F}_w}$ (affects) x_{LP}

\dot{x} $\xrightarrow{\text{est}}$ \dot{x}_w (affects) \dot{x}_{LP} only

* USING x_{LP} & U_{LP}

BLOCK ③: LINEARIZE

Nonlinear Dynamics:

$$\dot{x} = f(x, u)$$

Linearize about x_{LP} & U_{LP} :

$$(x_{LP} + \Delta x) \approx f(x_{LP}, U_{LP}) + \frac{\partial f}{\partial x} \Big|_{(x_{LP}, U_{LP})} \Delta x$$

$$+ \frac{\partial f}{\partial u} \Big|_{(x_{LP}, U_{LP})} \Delta u$$

$$\cancel{\dot{x}_{LP}} + \dot{\Delta x} \approx f(x_{LP}, U_{LP}) + A(\Delta x) + B(\Delta u)$$

* $\Delta x = A(\Delta x) + B(\Delta u)$

using derivative of quaternion for LQR discussed later

$$(x_k - x_{LP})$$

$$(u_k - u_{LP})$$

Evaluated @ x_{LP} and u_{LP}

(x_{LP}, u_{LP}) & (x_k, u_k) ARE DIFFERENT

time steps	Actual Wind	Estimate	wind chosen for Linearizat ⁿ
$k = 1$	5 N	4.8 N	4.8 N
$k = 2$	7 N	6 N	- -
$k = 3$	10 N	10.5 N	- -
$k = 4$	9 N	8.7 N	- -
$k = 5$	11 N	9.8 N	9.8 N
:	:	:	- -
$k = 9$	10 N	11 N	- -
$k = 10$	6 N	6.3 N	6.3 N
:	:	:	:

x_k, u_k

changes every time step.

x_{LP}, u_{LP}

for next 5 steps

COUNTER
BLOCK
②

COUNTER
BLOCK
③

COUNTER
BLOCK
④

BLOCK ③: RICCATI

→ use A & B matrices for further processing for Riccati Recursion to find optimal gain matrix K

* LQR with quaternions requires some special pre-processing of state-error vector $\begin{bmatrix} \Delta x \\ \dots \\ \Delta d \end{bmatrix}$ (not discussed here)

↳ Quaternion \leftrightarrow Axis-Angle vector

↳ Error Quaternion

↳ Jacobian of Quaternion that maps axis-angle to quaternion, then quaternion to changed axis-angle vector

CONTROL LAW

$$\Delta U = -K_{LQR}(\Delta x)$$

$$U_k - U_{LP} = - \begin{bmatrix} K_{\hat{x}} & K_{\hat{d}_1} & K_{\hat{d}_2} \dots \end{bmatrix} \begin{bmatrix} \Delta \hat{x} \\ \dots \\ \Delta d_1 \\ \Delta d_2 \\ \vdots \end{bmatrix}$$

* Everything boils down to this! 

* Intuition: $\Delta U = -K_{\hat{x}}(\Delta x) - K_{\hat{d}}(\Delta d)$



Normal LQR

↳ Stabilizes Attitude

↳ Does not stick
to setpoint because
wind blew it
away



Extra
Disturbance
Compensation

↳ Puts extra
effort to
compensate
for lost-setpoint



Overall:

↳ Stabilizes Attitude

↳ Puts extra effort to
compensate for lost
setpoint

↳ ①($K_{\hat{d}}$, $\Delta \vec{F}_{\text{wind}}$)

compensates for translation
errors

$\hookrightarrow \textcircled{2} (K_{\alpha_2} \Delta \vec{T}_{\text{wind}})$

compensates for Roll/pitch/
yaw disturbances.
