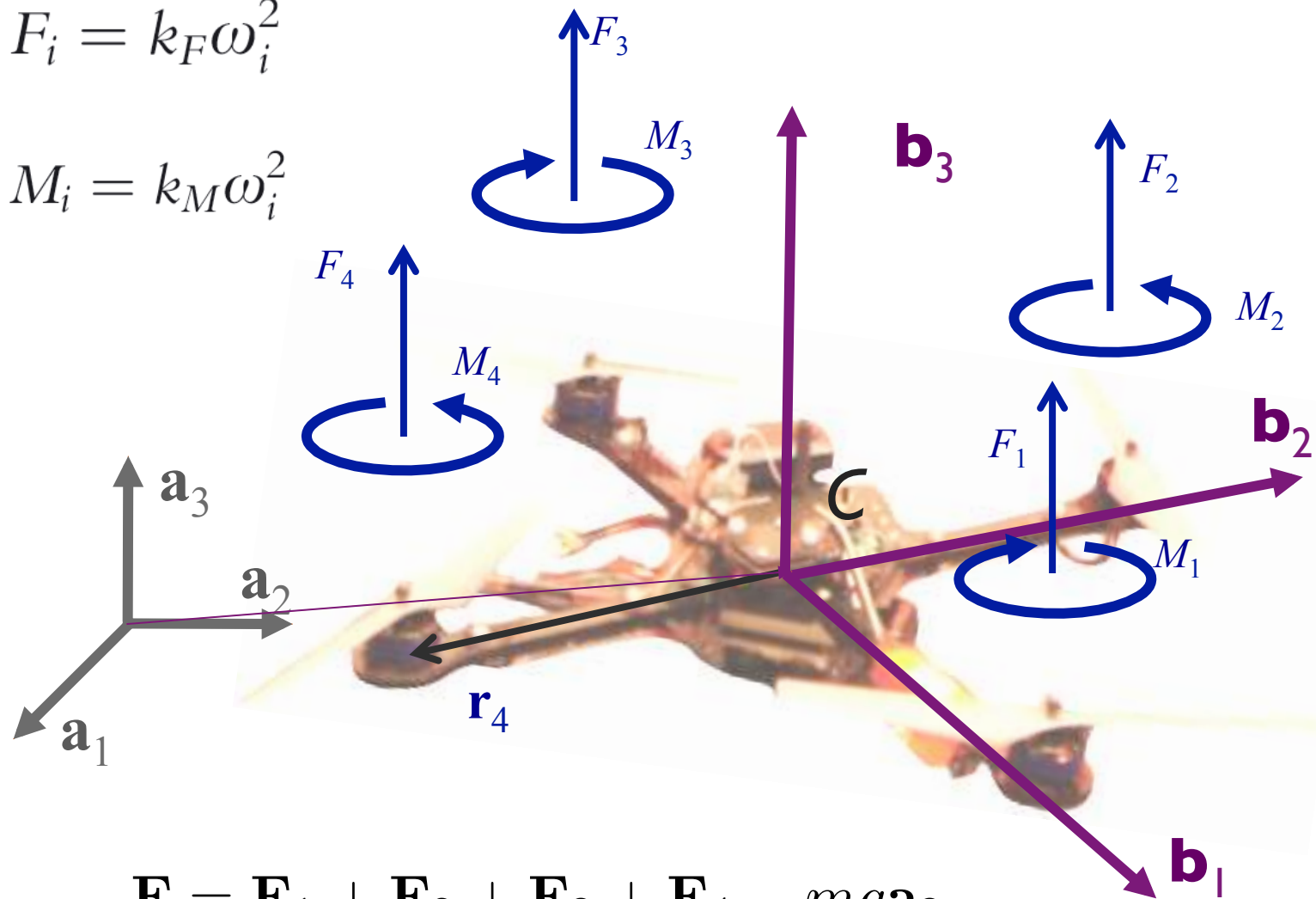


# Quadrotor Equations of Motion

$$F_i = k_F \omega_i^2$$

$$M_i = k_M \omega_i^2$$



$$\mathbf{F} = \mathbf{F}_1 + \mathbf{F}_2 + \mathbf{F}_3 + \mathbf{F}_4 - m g \mathbf{a}_3$$

$$\mathbf{M} = \mathbf{r}_1 \times \mathbf{F}_1 + \mathbf{r}_2 \times \mathbf{F}_2 + \mathbf{r}_3 \times \mathbf{F}_3 + \mathbf{r}_4 \times \mathbf{F}_4$$

$$+ \mathbf{M}_1 + \mathbf{M}_2 + \mathbf{M}_3 + \mathbf{M}_4$$

# Newton-Euler Equations

$${}^A\omega^B = p \mathbf{b}_1 + q \mathbf{b}_2 + r \mathbf{b}_3$$

Rotation of thrust  
vector from  $B$  to  $A$

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

Components in the inertial  
frame along  $\mathbf{a}_1$ ,  $\mathbf{a}_2$ , and  $\mathbf{a}_3$

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

$u_1$

$u_2$

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

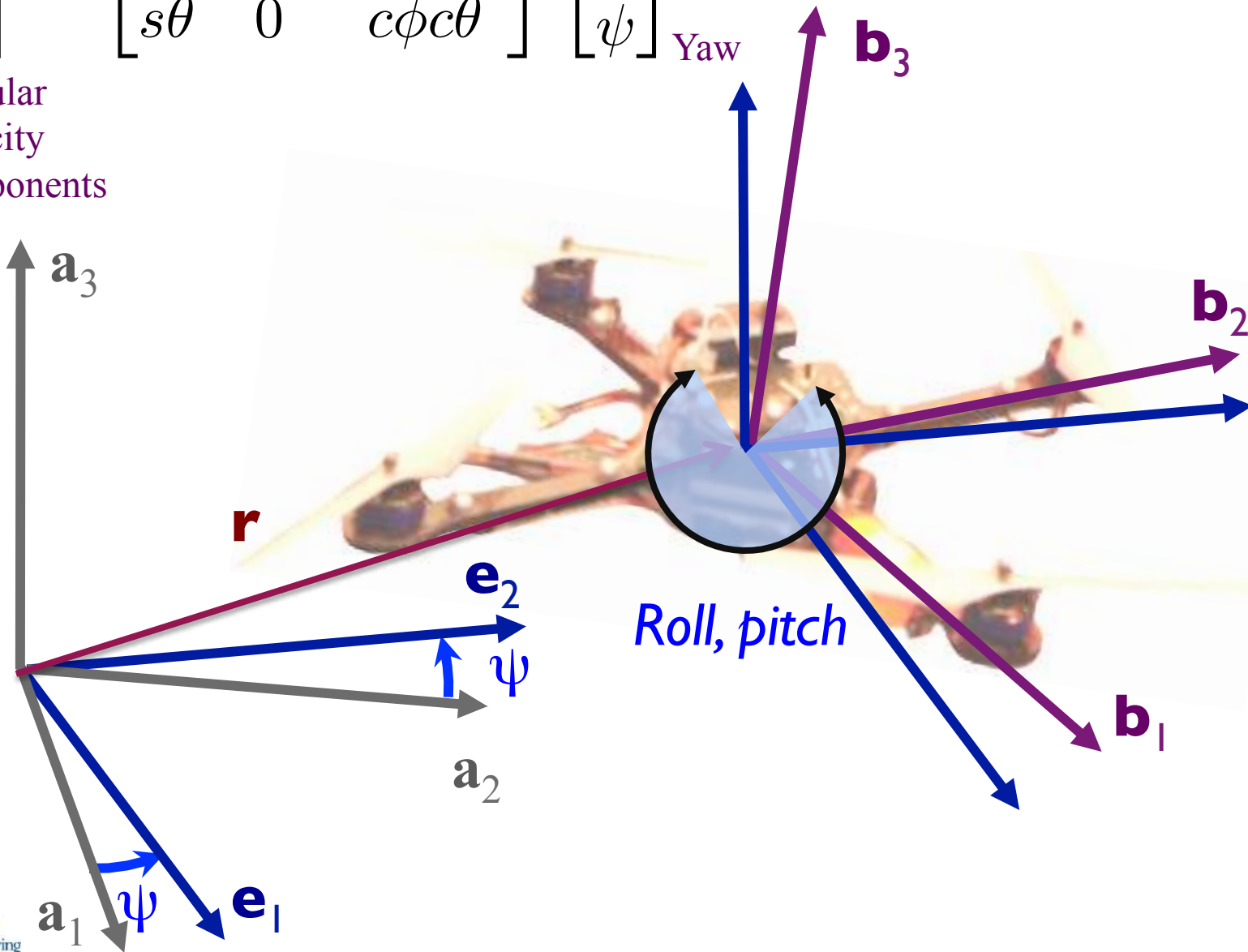
How do we estimate all the parameters in this model?

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

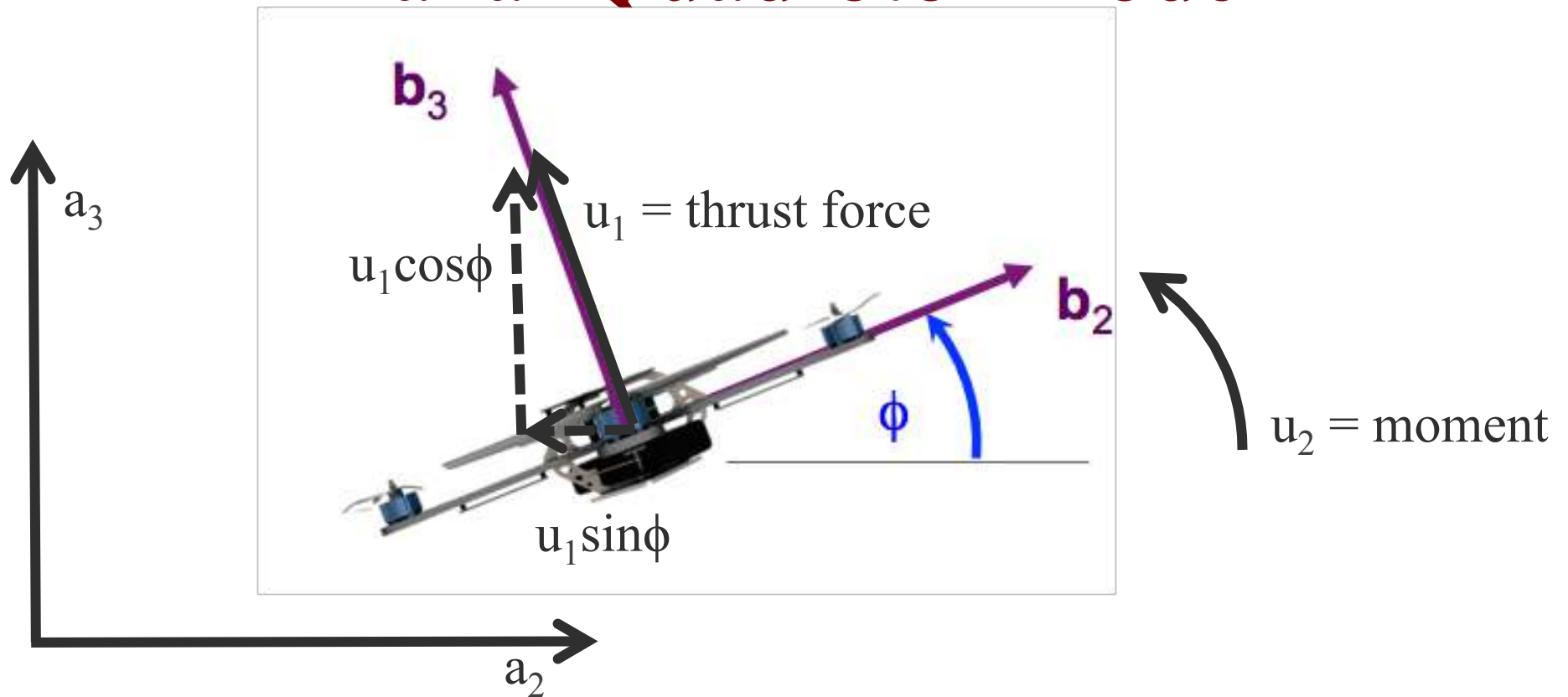
$$I \begin{bmatrix} \dot{p} \\ \dot{q} \\ \dot{r} \end{bmatrix} = \begin{bmatrix} L(F_2 - F_4) \\ L(F_3 - F_1) \\ M_1 - M_2 + M_3 - M_4 \end{bmatrix} - \begin{bmatrix} p \\ q \\ r \end{bmatrix} \times I \begin{bmatrix} p \\ q \\ r \end{bmatrix}$$

$$\begin{bmatrix} p \\ q \\ r \end{bmatrix} = \begin{bmatrix} c\theta & 0 & -c\phi s\theta \\ 0 & 1 & s\phi \\ s\theta & 0 & c\phi c\theta \end{bmatrix} \begin{bmatrix} \dot{\phi} \\ \dot{\theta} \\ \dot{\psi} \end{bmatrix} \begin{matrix} \text{Roll} \\ \text{Pitch} \\ \text{Yaw} \end{matrix}$$

Angular  
velocity  
components  
in  $B$



# Planar Quadrotor Model



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

# State Space for Quadrotors

## State Vector

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

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

## Planar Quadrotor

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

## Equilibrium at Hover

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

$$q_0 = \begin{bmatrix} x_0 \\ y_0 \\ z_0 \\ 0 \\ 0 \\ \psi_0 \end{bmatrix}, x_e = \begin{bmatrix} \dot{q}_e \\ \ddot{q}_e \\ 0 \end{bmatrix}$$

$$q_e = \begin{bmatrix} y_0 \\ z_0 \\ 0 \end{bmatrix}, x_e = \begin{bmatrix} \dot{q}_e \\ \ddot{q}_e \\ 0 \end{bmatrix}$$