# Quadrotor Three



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# **Topic**

1. Introduction

2. Quadrotor Model & Control System

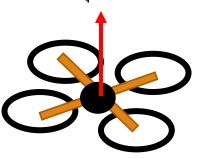
3. Sensor Model & State-Space Estimation

4. Vitualization

# I. Introduction

## Scope

- ระบบทั้งหมดจะทำการพัฒนาและจำลองขึ้นบนคอมพิวเตอร์ โดยใช้โปรแกรม MATLAB Sinulink
- ศึกษาการเคลื่อนที่แบบ altitude และการหมุนแบบ yaw เท่านั้น โดยที่ให้ Lateral position มีการเปลี่ยนแปลงน้อยมากๆ
- Input ของระบบคือมาจาก user interface ที่จะทำการป้อน Altitude หรือความสูงที่ต้องการให้ Quadrotor เคลื่อนที่ไป
- ใช้แรงและแรงบิดที่เกิดจากมอเตอร์ตามแนวแกนหมุนในการควบคุมการเคลื่อนที่ของ Quadrotor
- พารามิเตอร์ทางกายภาพต่างๆของระบบให้เป็นค่าคงที่
- ใช้ sensor อย่างน้อย 2 ชนิดในการติดตั้งกับตัว Quadrotor คือ 6-axis IMU sensor และ Range sensor
- แสดงการจำลองจากผลที่ได้เป็นกราฟ 3 มิติ โดยเป็นกราฟระยะทางที่เคลื่อนที่และการหมุนเทียบกับเวลา





2.1 Kinematic Model of Quadrotor

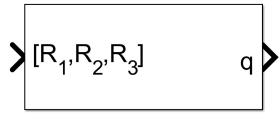
2.2 Dynamics Model of Quadrotor

2.3 Control System

- 2.1 Kinematic Model of Quadrotor
  - Rotation (Euler's Angle)

Z-Y-X euler angles Global frame to Body frame

$$R_G^B = \begin{bmatrix} c_{\psi}c_{\theta} - s_{\phi}s_{\psi}s_{\theta} & -c_{\phi}s_{\psi} & c_{\psi}s_{\theta} + c_{\theta}s_{\phi}s_{\psi} \\ s_{\psi}c_{\theta} - s_{\phi}c_{\psi}s_{\theta} & c_{\phi}c_{\psi} & s_{\psi}s_{\theta} - c_{\theta}s_{\phi}c_{\psi} \end{bmatrix} \\ -c_{\phi}s_{\theta} & s_{\phi} & c_{\theta}c_{\phi} \end{bmatrix}$$



Rotation Order: ZYX

• Orientation Kinematics (Quaternion)

$$\frac{d}{dt}q = \begin{bmatrix} -q \cdot \omega \\ q_0 \ \omega + q_v \times \omega \end{bmatrix}$$

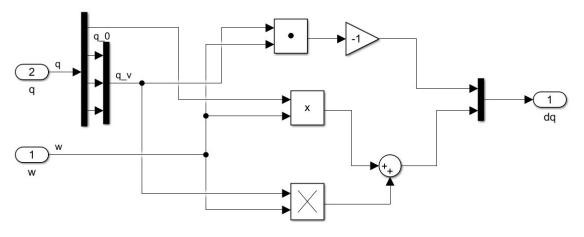
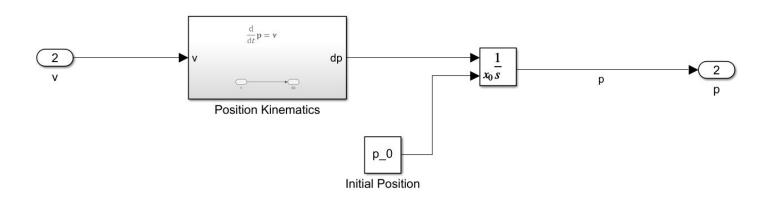
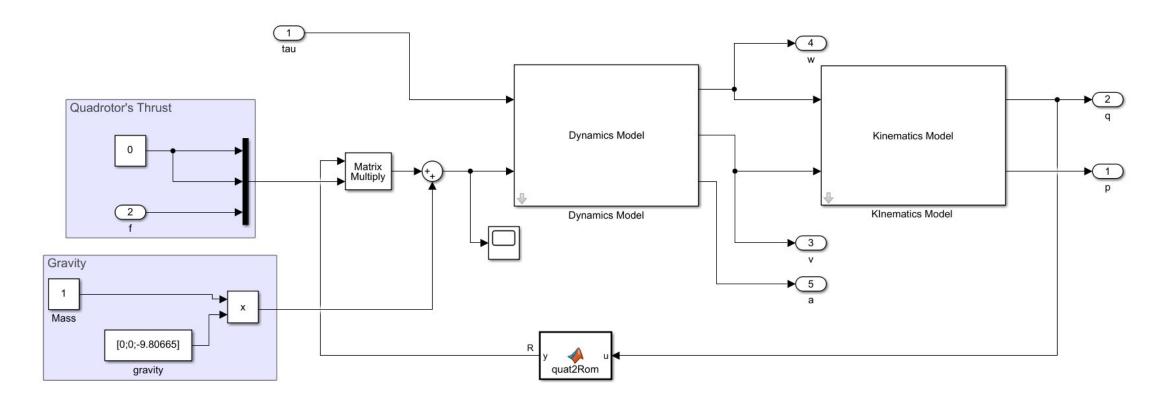


Figure 1: block orientation kinematic

Position Kinematics

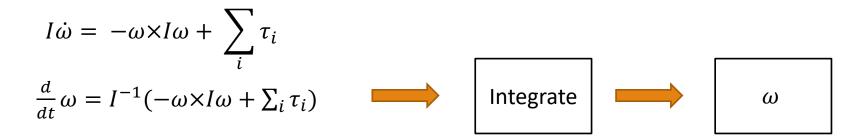


#### 2.2 Dynamics Model of Quadrotor



**Figure 2:** the overview of the quadrotor model

• Orientation Dynamics



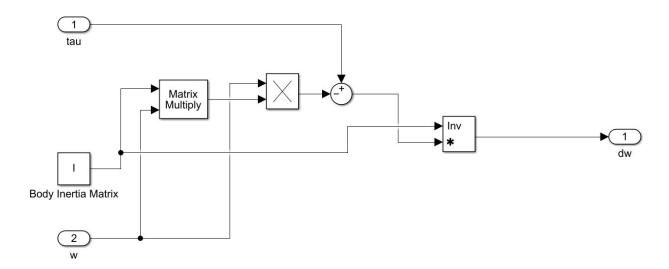


Figure 3: the Orientation Dynamics block

#### Position Dynamics

Newton's second Law of motion

$$m\dot{v} = \sum_{i} F_{i}$$

$$\frac{d}{dt}\dot{v} = \frac{(\sum_{i} F_{i})}{m}$$
Integrate
$$v$$

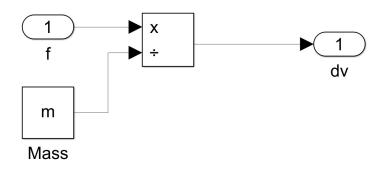
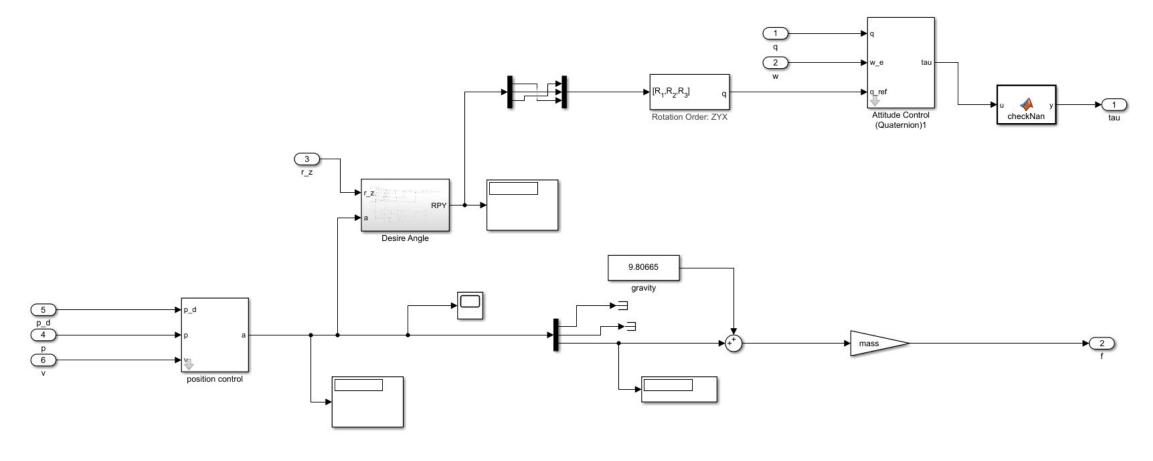


Figure 4: the Position Dynamics block

#### 2.3 Dynamics Model of Quadrotor



**Figure 5:** the overview of the hover control

Lateral Flight

Trajectory plan: Quintic Polynomial

$$s(t) = C_0 + C_1 t + C_2 t^2 + C_3 t^3 + C_4 t^4 + C_5 t^5$$

$$\frac{d}{dt} s(t) = v(t) = C_1 + 2C_2 t + 3C_3 t^2 + 4C_4 t^3 + 5C_5 t^4$$

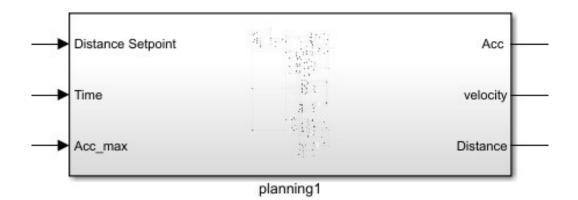
$$\frac{d}{dt} v(t) = a(t) = 2C_2 + 6C_3 t + 12C_4 t^2 + 20C_5 t^3$$

$$t_f = \sqrt{\frac{10(s_{final} - s_{start})}{a_{max} \sqrt{3}}}$$

$$C_3 = \frac{10(s_{final} - s_{start})}{t_f^3}$$

$$C_4 = -\frac{15(s_{final} - s_{start})}{t_f^4}$$

$$C_5 = \frac{6(s_{final} - s_{start})}{t_f^5}$$

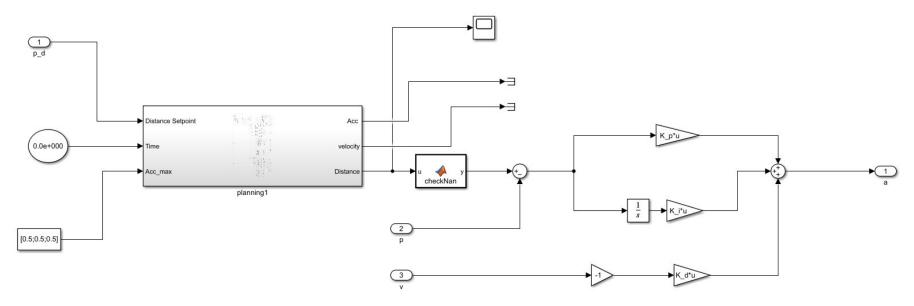


#### Altitude Control

To control force  $\rightarrow$  acceleration  $\rightarrow$  PID Controller

$$\Delta \vec{p} = \vec{p}_d - \vec{p}.$$

$$a_d = K_p \Delta \vec{p} + K_i \int \Delta \vec{p} \, dt + K_d(-\vec{v})$$



**Figure 6:** the overview of Altitude Control block

Attitude Control

$$m \begin{bmatrix} a_x \\ a_y \\ a_z \end{bmatrix} = R_G^B \begin{bmatrix} 0 \\ 0 \\ mg \end{bmatrix}$$

$$m \begin{bmatrix} a_{\chi} \\ a_{y} \\ a_{z} \end{bmatrix} = \begin{bmatrix} c_{\psi}c_{\theta} - s_{\phi}s_{\psi}s_{\theta} & -c_{\phi}s_{\psi} & c_{\psi}s_{\theta} + c_{\theta}s_{\phi}s_{\psi} \\ s_{\psi}c_{\theta} - s_{\phi}c_{\psi}s_{\theta} & c_{\phi}c_{\psi} & s_{\psi}s_{\theta} - c_{\theta}s_{\phi}c_{\psi} \end{bmatrix} \begin{bmatrix} 0 \\ 0 \\ mg \end{bmatrix} \qquad \phi = \frac{a_{\chi}}{g}s_{\psi} - \frac{a_{y}}{g}c_{\psi}$$

$$-c_{\phi}s_{\theta} \qquad s_{\phi} \qquad c_{\theta}c_{\phi}$$



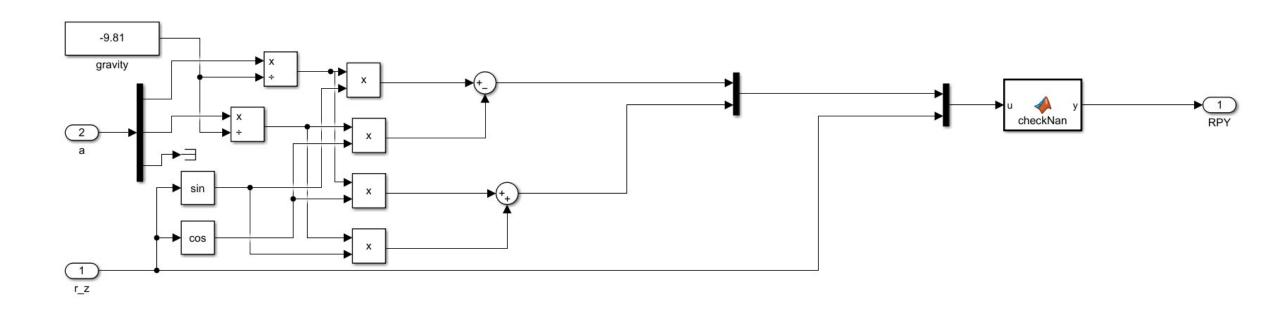
#### Linearization

$$a_x = (c_{\psi}\theta + s_{\psi}\emptyset)g$$

$$a_y = (s_{\psi}\theta - c_{\psi}\emptyset)g$$

$$\phi = \frac{a_x}{g} s_{\psi} - \frac{a_y}{g} c_{\psi}$$

$$\theta = \frac{a_x}{g}c_{\psi} + \frac{a_y}{g}s_{\psi}$$



**Figure 7:** the overview of Desire Angle block

• The quaternion-based attitude control

$$\Delta q = q_d \otimes \overline{q}$$

$$\Delta q = \begin{bmatrix} q_{e,0} \\ q_{e,v} \end{bmatrix}$$

$$\tau^B = K_q \times q_{e,v} + K_\omega(\Delta \omega)$$

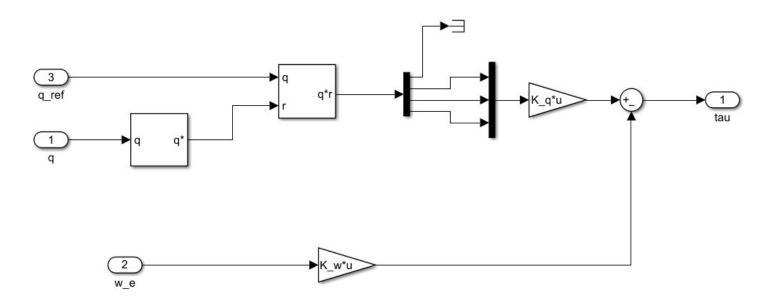
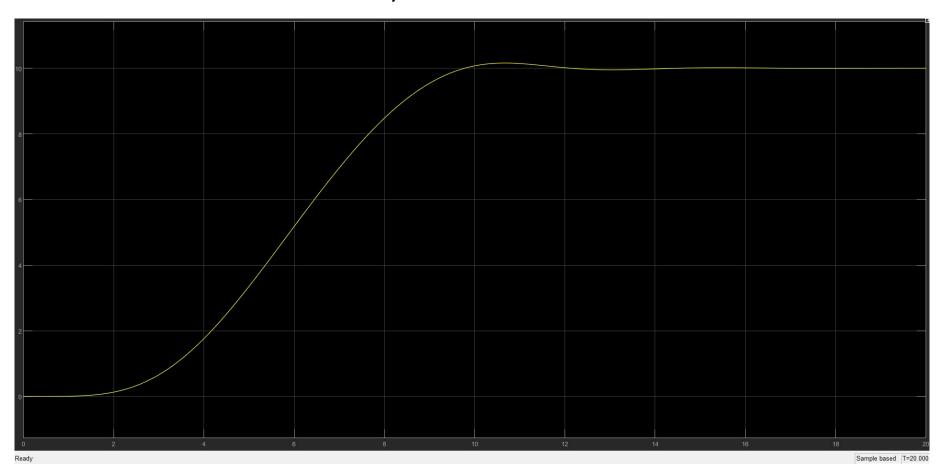


Figure 8: the overview of Attitude Control Block

## **II Quadrotor Model & Control**

The result from Model & Control System



3.1 Sensor Model

3.2 Estimator

3.3 Implementation

#### 3.1 Sensor Model



6-axis IMU (3-axis accelerometer, 3-axis gyroscope) and range sensor (ultrasonic)

• Ultrasonic Sensor  $(Z_u)$ 

$$\vec{p} = \begin{bmatrix} p_x \\ p_y \\ p_z \end{bmatrix} = \begin{bmatrix} c_\theta & s_\theta s_\phi & c_\phi s_\theta \\ 0 & c_\phi & -s_\phi \\ -s_\theta & s_\phi c_\theta & c_\phi c_\theta \end{bmatrix} \vec{p}_u$$

$$\vec{p} = \begin{bmatrix} c_{\theta} & s_{\theta}s_{\emptyset} & c_{\emptyset}s_{\theta} \\ 0 & c_{\emptyset} & -s_{\emptyset} \\ -s_{\theta} & s_{\emptyset}c_{\theta} & c_{\emptyset}c_{\theta} \end{bmatrix} \begin{bmatrix} 0 \\ 0 \\ Z_{u} \end{bmatrix}$$

$$\vec{p} = \begin{bmatrix} c_{\phi} s_{\theta} Z_u \\ -s_{\emptyset} Z_u \\ c_{\theta} c_{\emptyset} Z_u \end{bmatrix}$$

$$Z_u = \frac{p_z}{c_\theta c_\emptyset}$$

• Accelerometer  $(Z_a)$ 

Sensor read value 
$$\vec{a}_a = R_G^B \left( \vec{a} - \begin{bmatrix} 0 \\ 0 \\ g \end{bmatrix} \right)$$
 Newton's second laws 
$$\vec{a}_a = R_G^B \left( \vec{a} - \begin{bmatrix} 0 \\ 0 \\ g \end{bmatrix} \right)$$
 
$$\vec{a}_a = R_G^B \left( \frac{1}{m} \left( R_G^{B^T} \vec{F}^B - m \begin{bmatrix} 0 \\ 0 \\ g \end{bmatrix} \right)$$

$$\vec{a} = \frac{1}{m} \left( R_G^{B^T} \vec{F}^B - m \begin{bmatrix} 0 \\ 0 \\ g \end{bmatrix} \right)$$

$$\vec{a}_a = R_G^B \left( \frac{1}{m} \left( R_G^{B^T} \vec{F}^B - m \begin{bmatrix} 0 \\ 0 \\ -g \end{bmatrix} \right) - \begin{bmatrix} 0 \\ 0 \\ -g \end{bmatrix} \right)$$

$$\vec{a}_a = \begin{bmatrix} X_a \\ Y_a \\ Z_a \end{bmatrix} = \frac{1}{m} F^B = \frac{1}{m} \begin{bmatrix} 0 \\ 0 \\ T \end{bmatrix}$$

$$Z_a = \frac{1}{m} \begin{bmatrix} 0 \\ 0 \\ T \end{bmatrix}$$

• Gyroscope Sensor

$$Z_q = \omega$$

 $\begin{bmatrix} Z_u \\ Z_a \\ Z_g \end{bmatrix} = \begin{bmatrix} \frac{\vec{P}_z}{c_\theta c_\phi} \\ \frac{1}{m} \begin{bmatrix} 0 \\ 0 \\ T \end{bmatrix} \end{bmatrix}$ 

#### 3.2 Estimator

• Position Estimator → Kalman Filter

$$\vec{x}[k+1] = A\vec{x}[k] + B\vec{u}[k] + G\vec{w}[k]$$
$$\vec{y}[k] = C\vec{x}[k] + D\vec{u}[k] + \vec{V}[k]$$

$$\vec{x}[k] = \begin{bmatrix} \overrightarrow{p_x}[k] \\ \overrightarrow{p_y}[k] \\ \overrightarrow{v_x}[k] \\ \overrightarrow{v_x}[k] \\ \overrightarrow{v_y}[k] \\ \overrightarrow{a_x}[k] \\ \overrightarrow{a_x}[k] \\ \overrightarrow{a_z}[k] \end{bmatrix} \text{ and } \vec{u}[k] = \begin{bmatrix} 0 \\ 0 \\ \frac{\Delta t^2}{2m} (R_B^G(\vec{r}[k])T - \vec{g}) \\ 0 \\ 0 \\ \frac{\Delta t}{m} (R_B^G(\vec{r}[k])T - \vec{g}) \\ 0 \\ 0 \\ \frac{1}{m} (R_B^G(\vec{r}[k])T - \vec{g}) \\ 0 \\ 0 \\ -R_B^G(\vec{r}[k])^T \vec{g} \\ 0 \end{bmatrix}$$

$$A = \begin{bmatrix} I_3 & \Delta t \cdot I_3 & 0_{3x3} \\ 0_{3x3} & I_3 & 0_{3x3} \\ 0_{3x3} & 0_{3x3} & 0_{3x3} \end{bmatrix}$$

$$\mathsf{B} \quad = \quad [I_9 \quad 0_{9x4}]$$

$$C = \begin{bmatrix} 0_{3x3} & 0_{3x3} & R_B^G(\vec{r}[k])^T \\ 0 & 0 & \frac{1}{\cos\theta\cos\theta} & 0 & 0 & 0 & 0 \end{bmatrix}$$

$$D = \begin{bmatrix} 0_{4x9} & I_4 \end{bmatrix}$$

$$G = \begin{bmatrix} 0 \\ 0 \\ \frac{\Delta t^2}{2m} R(\vec{r}[k]) \\ 0 \\ 0 \\ \frac{\Delta t}{m} R(\vec{r}[k]) \\ 0 \\ 0 \\ \frac{1}{m} R(\vec{r}[k]) \end{bmatrix}$$

Orientation Estimator → Extended Kalman Filter

$$\dot{\vec{r}} = J_r(r)\omega$$

$$J_r(r) = \begin{bmatrix} 1 & s_{\theta}t_{\phi} & c_{\theta}t_{\phi} \\ 0 & c_{\theta} & -s_{\theta} \\ 0 & \frac{s_{\theta}}{c_{\phi}} & \frac{c_{\theta}}{c_{\phi}} \end{bmatrix}$$

$$\vec{\omega}[k+1] = \vec{\omega}[k] + \vec{\alpha}[k]\Delta t + \frac{1}{2}\dot{\vec{\alpha}}[k](\Delta t^2)$$

$$\vec{\alpha}[k+1] = \vec{\alpha}[k] + \dot{\vec{\alpha}}[k]\Delta t$$

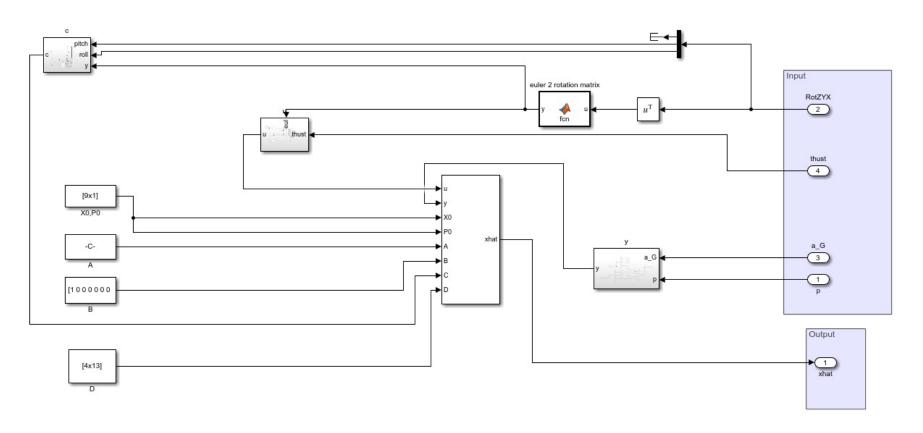
$$\vec{r}[k+1] = J_r(\vec{r}[k]) \left( \vec{\omega}[k] + \vec{\alpha}[k] \Delta t + \frac{1}{2} \dot{\vec{\alpha}}[k] \Delta t^2 \right) \Delta t + \vec{r}[k]$$

\*  $(\vec{\alpha})$  is 0 mean gaussian

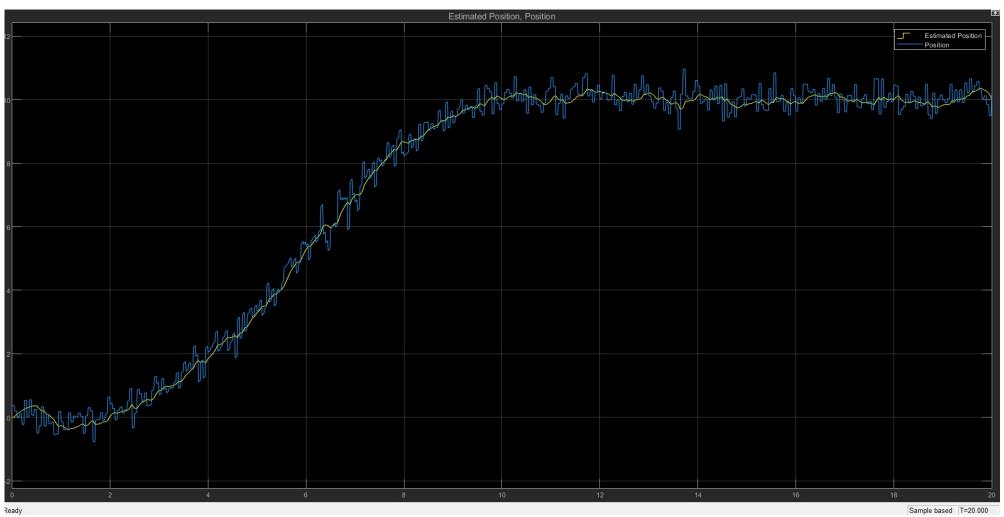
#### 3.3 Implementation

Position Estimator

In Simulink, Create matrix A, B, C, D, u, y, XO and PO and connect them to Kalman Filter block and use sample rate at 100 Hz



This graph show 'Position with noise ,time' and 'Position with noise (Kalman filter feedback) ,time'



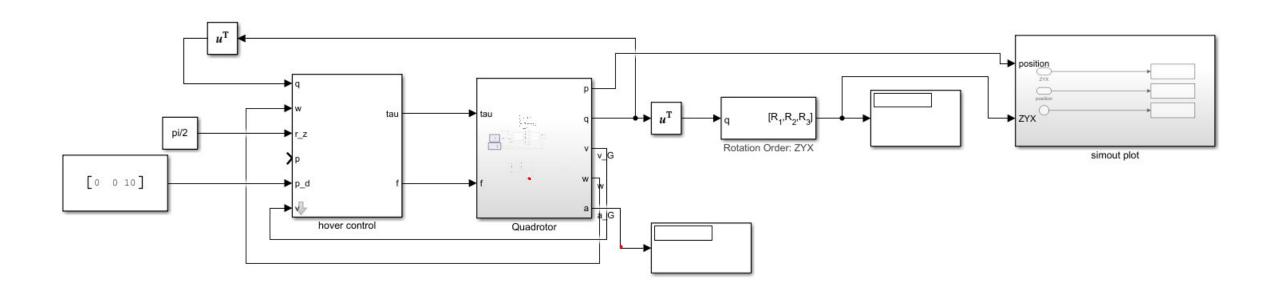
• Orientation Estimator

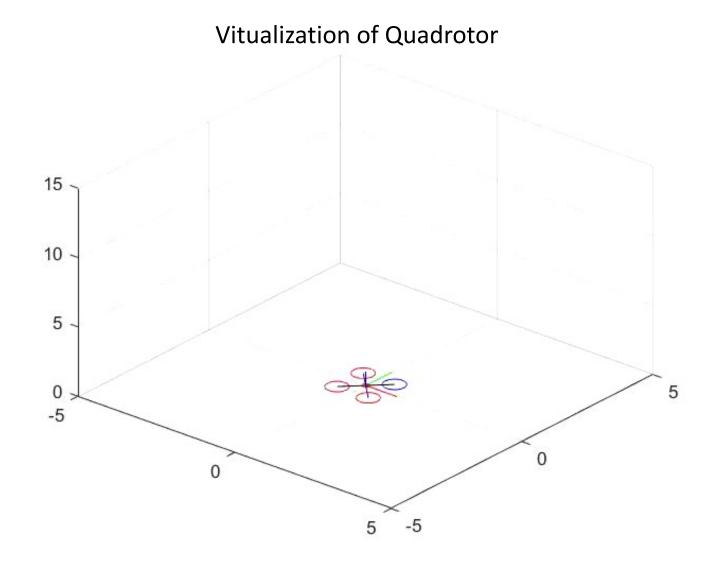
Implementation is in progress

# IV Vitualization

# IV Vitualization

Bring values from model to do 3D-plot





Set point : (0,0,10)

# THANKYOU