

# Learning to Fly in Seconds (Parameters)

## 1 Dynamics

$$\mathbf{s} := \{\mathbf{p}, \mathbf{q}, \mathbf{v}, \boldsymbol{\omega}, \boldsymbol{\omega}_m\} \quad (\text{motor state: } \boldsymbol{\omega}_m \in R^4)$$

$$\dot{\mathbf{p}} = \mathbf{v}$$

$$\dot{\mathbf{q}} = \mathbf{q} \circ [0 \ \boldsymbol{\omega}/2]^\top$$

$$\dot{\mathbf{v}} = \frac{1}{m} \left( \mathbf{R}(\mathbf{q}) \left( \sum_{i=1}^4 \mathbf{r}_{f_i} f_i \right) + \mathbf{f}_r + \mathbf{g} \right)$$

$$f_i = \sum_{j=0}^2 K_{f_j} \omega_{m_i}^j$$

$$\dot{\boldsymbol{\omega}} = \mathbf{J}^{-1} (\boldsymbol{\tau} + \boldsymbol{\tau}_r + \mathbf{J} \boldsymbol{\omega} \times \boldsymbol{\omega})$$

$$\boldsymbol{\tau} = \sum_{i=1}^4 (\mathbf{r}_{p_i} \times \mathbf{r}_{f_i}) f_i + \mathbf{r}_{\tau_i} K_d f_i$$

$$\dot{\boldsymbol{\omega}}_m = T_m^{-1} (\boldsymbol{\omega}_{sp} - \boldsymbol{\omega}_m)$$

$$\boldsymbol{\omega}_{sp} := \mathbf{a}$$

| Parameter                                      | Value                                  |
|--|--|
| Integration $\Delta t$                         | 0.01 s                                 |
| Rotor 1 position $\mathbf{r}_{p_1}$            | [0.028 m, -0.028 m, 0 m]               |
| Rotor 2 position $\mathbf{r}_{p_2}$            | [-0.028 m, -0.028 m, 0 m]              |
| Rotor 3 position $\mathbf{r}_{p_3}$            | [-0.028 m, 0.028 m, 0 m]               |
| Rotor 4 position $\mathbf{r}_{p_4}$            | [0.028 m, 0.028 m, 0 m]                |
| Rotor 1 thrust direction $\mathbf{r}_{f_1}$    | [0, 0, 1]                              |
| Rotor 2 thrust direction $\mathbf{r}_{f_2}$    | [0, 0, 1]                              |
| Rotor 3 thrust direction $\mathbf{r}_{f_3}$    | [0, 0, 1]                              |
| Rotor 4 thrust direction $\mathbf{r}_{f_4}$    | [0, 0, 1]                              |
| Rotor 1 torque direction $\mathbf{r}_{\tau_1}$ | [0, 0, -1]                             |
| Rotor 2 torque direction $\mathbf{r}_{\tau_2}$ | [0, 0, 1]                              |
| Rotor 3 torque direction $\mathbf{r}_{\tau_3}$ | [0, 0, -1]                             |
| Rotor 4 torque direction $\mathbf{r}_{\tau_4}$ | [0, 0, 1]                              |
| $[K_{f_0} \ K_{f_1} \ K_{f_2}]$                | [0 0 $3.16 \times 10^{-10}$ ]          |
| $K_d$  | 0.005 964 552                          |
| Vehicle mass $m$                               | 0.027 kg                               |
| Gravity $\mathbf{g}$                           | [0, 0, $-9.81 \text{ m s}^{-2}$ ]      |
| $I_{xx}$                                       | $3.85 \times 10^{-6} \text{ kg m}^2$   |
| $I_{yy}$                                       | $3.85 \times 10^{-6} \text{ kg m}^2$   |
| $I_{zz}$                                       | $5.9675 \times 10^{-6} \text{ kg m}^2$ |
| $\mathbf{J}$                                   | $\text{diag}(I_{xx}, I_{yy}, I_{zz})$  |
| $T_m$ (RPM time constant)                      | 0.15 s                                 |
| RPM range                                      | $\omega_{m_i} \in [0, 21\,702]$        |

Table 1: Parameters: Quadrotor dynamics (Crazyflie)

| Parameter             | Value   | Description  |
|-----------------------|---------|--|
| $C_{\text{init},*}$   |         |  |
| $C_{rs}$              | 2       | Reward bonus for survival  |
| $C_{rp}$              | 2.5     | Position weight  |
| $C_{rq}$              | 2.5     | Orientation weight   |
| $C_{rv}$              | 0.005   | Linear velocity weight   |
| $C_{r\omega}$         | 0       | Angular velocity weight  |
| $C_{ra}$              | 0.005   | Action weight  |
| $C_{rab}$             | 0.334   | Action baseline  |
| $C_{\text{target},*}$ |         |  |
| $C_{rs}$              | 2       | Reward bonus for survival  |
| $C_{rp}$              | 20      | Position weight  |
| $C_{rq}$              | 2.5     | Orientation weight   |
| $C_{rv}$              | 0.5     | Linear velocity weight   |
| $C_{r\omega}$         | 0       | Angular velocity weight  |
| $C_{ra}$              | 0.5     | Action weight  |
| $C_{rab}$             | 0.334   | Action baseline  |
| Curriculum Parameters |         |  |
| $N_C$                 | 100 000 | interval of the application of multiplicative steps (curriculum) |
| $C_{cp}$              | 1.2     | curriculum: position factor                                      |
| $C_{cpl}$             | 20      | curriculum: position weight limit                                |
| $C_{cv}$              | 1.4     | curriculum: linear velocity factor                               |
| $C_{cvl}$             | 0.5     | curriculum: linear velocity weight limit                         |
| $C_{ca}$              | 1.4     | curriculum: action factor  |
| $C_{cal}$             | 0.5     | curriculum: action weight limit                                  |

Table 2: Parameters: Reward function and curriculum

| Parameter                                | Value   | Description  |
|--|---|--|
| Guidance                                 | 0.1   | probability of spawning at the origin position and at zero angle but with random linear and angular velocity |
| Position $\mathbf{p}$                    | Uniform( $-0.2$ m, $0.2$ m)   |  |
| Orientation $\mathbf{q}$                 | Uniform(SO3) s.t. $\alpha \leq 90^\circ$  |  |
| Linear Velocity $\mathbf{v}$             | Uniform( $-1$ m s $^{-1}$ , $1$ m s $^{-1}$ )                                   |  |
| Angular Velocity $\boldsymbol{\omega}$   | Uniform( $-1$ rad s $^{-1}$ , $1$ rad s $^{-1}$ )                               |  |
| RPM $\boldsymbol{\omega}_m$              | Uniform( $\frac{21702}{2}$ , $\frac{21702}{2}$ )                                |  |
| Force disturbance $\mathbf{f}_r$         | Uniform( $\frac{-0.027 \cdot 9.81}{20}$ , $\frac{0.027 \cdot 9.81}{20}$ )       | $\frac{1}{20}$ of the hovering thrust  |
| Torque disturbance $\boldsymbol{\tau}_r$ | Uniform( $\frac{-0.027 \cdot 9.81}{10000}$ , $\frac{0.027 \cdot 9.81}{10000}$ ) | $\frac{1}{10000}$ of the hovering thrust   |

Table 3: Parameters: Initial state distribution

| Parameter                                | Value |
|--|-------|
| Observation noise position (std)         | 0.001 |
| Observation noise orientation (std)      | 0.001 |
| Observation noise linear velocity (std)  | 0.002 |
| Observation noise angular velocity (std) | 0.002 |

Table 4: Parameters: Observation noise

| Parameter                  | Value                    |
|----------------------------|--------------------------|
| Max position error         | 0.6 m                    |
| Max linear velocity error  | 1000 m s <sup>-1</sup>   |
| Max angular velocity error | 1000 rad s <sup>-1</sup> |

Table 5: Parameters: Termination conditions

| Parameter  | Value              |
|--|--------------------|
| Actor layers   | [64, 64]           |
| Actor activation function                              | Tanh               |
| Actor output activation function                       | Tanh               |
| Actor batch size                                       | 256                |
| Actor warmup steps (before training)                   | 30 000             |
| Actor training interval                                | 20                 |
| Actor Polyak factor                                    | 0.995              |
| $N_H$ (action history length in the actor observation) | 32                 |
| Critic layers  | [64, 64]           |
| Critic activation function                             | Tanh               |
| Critic output activation function                      | Identity           |
| Critic batch size                                      | 256                |
| Critic training interval                               | 20                 |
| Critic warmup steps (before training)                  | 15 000             |
| Actor Polyak factor                                    | 0.995              |
| Target action noise clip                               | 0.5                |
| Target action noise                                    | 0.5                |
| $\gamma$   | 0.99               |
| Replay buffer capacity                                 | 300 000, 3 000 000 |
| Environment step limit                                 | 500                |
| Exploration noise std                                  | 0.5                |
| Exploration noise decay start (step)                   | 500 000            |
| Exploration noise decay interval (steps)               | 100 000            |
| Exploration noise decay factor                         | 0.9                |

Table 6: Parameters: Asymmetric Actor-Critic RL setup