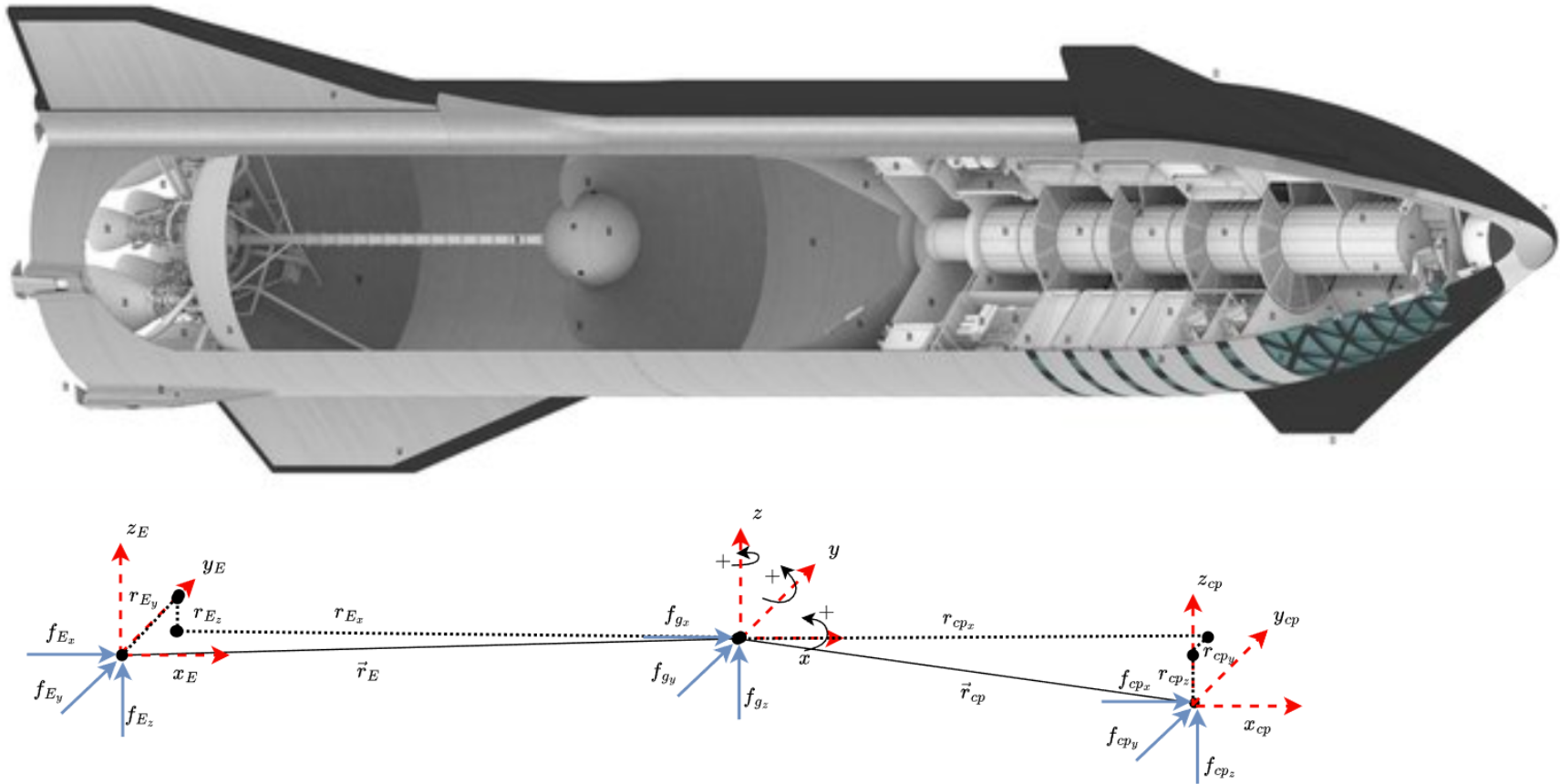


1 Diagram and Terms



First, let $F_E = \begin{bmatrix} f_{Ex} \\ f_{Ey} \\ f_{Ez} \end{bmatrix}$, $F_g = \begin{bmatrix} f_{gx} \\ f_{gy} \\ f_{gz} \end{bmatrix}$, $F_{cp} = \begin{bmatrix} f_{cpx} \\ f_{cpy} \\ f_{cpz} \end{bmatrix}$, $\vec{r}_E = \begin{bmatrix} r_{Ex} \\ r_{Ey} \\ r_{Ez} \end{bmatrix}$, and $\vec{r}_{cp} = \begin{bmatrix} r_{cpx} \\ r_{cpy} \\ r_{cpz} \end{bmatrix}$. The total force is then,

$$F = \begin{bmatrix} F_x \\ F_y \\ F_z \end{bmatrix} = F_E + F_g + F_{cp} = \begin{bmatrix} f_{Ex} + f_{cpx} + f_{gx} \\ f_{Ey} + f_{cpy} + f_{gy} \\ f_{Ez} + f_{cpz} + f_{gz} \end{bmatrix} = \begin{bmatrix} f_{Ex} + f_{cpx} + gm(-2e_0e_2 + 2e_1e_3) \\ f_{Ey} + f_{cpy} + gm(2e_0e_1 + 2e_2e_3) \\ f_{Ez} + f_{cpz} + gm(e_0^2 - e_1^2 - e_2^2 + e_3^2) \end{bmatrix}.$$

The torque about the center of gravity is,

$$\tau = \vec{r}_E \times F_E + \vec{r}_{cp} \times F_{cp} = \begin{bmatrix} -f_{Ey}r_{Ez} + f_{Ez}r_{Ey} - f_{cpy}r_{cpz} + f_{cpz}r_{cpy} \\ f_{Ex}r_{Ez} - f_{Ez}r_{Ex} + f_{cpz}r_{cpz} - f_{cpz}r_{cpz} \\ -f_{Ex}r_{Ey} + f_{Ey}r_{Ex} - f_{cpz}r_{cpy} + f_{cpy}r_{cpz} \end{bmatrix} = \begin{bmatrix} -f_{Ey}r_{Ez} + f_{Ez}r_{Ey} - f_{cpx}r_{cpz} + f_{cpz}r_{cpy} \\ f_{Ex}r_{Ez} - f_{Ez}r_{Ex} + f_{cpx}r_{cpz} - f_{cpz}r_{cpz} \\ -f_{Ex}r_{Ey} + f_{Ey}r_{Ex} - f_{cpx}r_{cpy} + f_{cpy}r_{cpz} \end{bmatrix}.$$

The value of \vec{r}_E is known to us (where we place the engines). To find \vec{r}_{cp} , use the following equation,

$$\vec{r}_{cp} = -\frac{(\sum_{\text{control surfaces}} F_i) \times (\sum_{\text{control surfaces}} M_i)}{\|(\sum_{\text{control surfaces}} F_i)\|^2} = -\frac{(\sum_{\text{control surfaces}} F_i) \times (\sum_{\text{control surfaces}} r_i \times F_i)}{\|(\sum_{\text{control surfaces}} F_i)\|^2}$$

the sums take into account the forces at each aerodynamic control surface.

2 Dynamics

From the UAV book page 32 and 34 we know that (these are in body frame),

$$m(\dot{V} + \omega \times V) = F \text{ and } J\dot{\omega} + \omega \times J\omega = \tau,$$

where $V = [u \ v \ w]^T$, $\omega = [p \ q \ r]^T$, J is the Mass Moment of Inertia tensor. First, handling the force term,

$$\begin{aligned} m(\dot{V} + \omega \times V) &= F \\ \dot{V} + \omega \times V &= \frac{1}{m}F \\ \dot{V} &= -\omega \times V + \frac{1}{m}F \\ \boxed{\begin{bmatrix} \dot{u} \\ \dot{v} \\ \dot{w} \end{bmatrix} &= -\begin{bmatrix} p \\ q \\ r \end{bmatrix} \times \begin{bmatrix} u \\ v \\ w \end{bmatrix} + \frac{1}{m}F.} \end{aligned}$$

Now for the torque term,

$$J\dot{\omega} + \omega \times J\omega = \tau$$

$$J\dot{\omega} = \tau - \omega \times J\omega$$

$$\dot{\omega} = J^{-1}(\tau - \omega \times J\omega)$$

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

$$\boxed{\begin{bmatrix} \dot{p} \\ \dot{q} \\ \dot{r} \end{bmatrix} = -J^{-1} \left(\begin{bmatrix} p \\ q \\ r \end{bmatrix} \times J \begin{bmatrix} p \\ q \\ r \end{bmatrix} \right) + J^{-1}\tau.}$$

Before showing the equations, let $e = [e_0 \ e_1 \ e_2 \ e_3]^T$ represent the body's unit quaternion and $P_g = [p_n \ p_e \ p_d]^T$ represent the body's inertial position. Using the quaternion representation of dynamics from the back of the book results in and substituting in forces results in,

$$\dot{P}_g = \begin{bmatrix} e_0^2 + e_1^2 - e_2^2 - e_3^2 & -2e_0e_3 + 2e_1e_2 & 2e_0e_2 + 2e_1e_3 \\ 2e_0e_3 + 2e_1e_2 & e_0^2 - e_1^2 + e_2^2 - e_3^2 & -2e_0e_1 + 2e_2e_3 \\ -2e_0e_2 + 2e_1e_3 & 2e_0e_1 + 2e_2e_3 & e_0^2 - e_1^2 - e_2^2 + e_3^2 \end{bmatrix} V$$

$$\dot{V} = -\omega \times V + \frac{1}{m}F$$

$$\dot{e} = \begin{bmatrix} 0 & -\frac{p}{2} & -\frac{q}{2} & -\frac{r}{2} \\ \frac{p}{2} & 0 & \frac{r}{2} & -\frac{q}{2} \\ \frac{q}{2} & -\frac{r}{2} & 0 & \frac{p}{2} \\ \frac{r}{2} & \frac{q}{2} & -\frac{p}{2} & 0 \end{bmatrix} e$$

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

3 Linearizing

For this section, we will use the general form of the dynamics equations. Let $x = [\dot{p}_n \ \dot{p}_e \ \dot{p}_d \ \dot{u} \ \dot{v} \ \dot{w} \ \dot{e}_0 \ \dot{e}_1 \ \dot{e}_2 \ \dot{e}_3 \ \dot{p} \ \dot{q} \ \dot{r}]^T$. First, we need to find equilibrium. So,

$$\dot{x} = f(x, u) \implies \begin{bmatrix} \dot{p}_n \\ \dot{p}_e \\ \dot{p}_d \\ \dot{u} \\ \dot{v} \\ \dot{w} \\ \dot{e}_0 \\ \dot{e}_1 \\ \dot{e}_2 \\ \dot{e}_3 \\ \dot{p} \\ \dot{q} \\ \dot{r} \end{bmatrix} = \begin{bmatrix} u(e_0^2 + e_1^2 - e_2^2 - e_3^2) + v(-2e_0e_3 + 2e_1e_2) + w(2e_0e_2 + 2e_1e_3) \\ u(2e_0e_3 + 2e_1e_2) + v(e_0^2 - e_1^2 + e_2^2 - e_3^2) + w(-2e_0e_1 + 2e_2e_3) \\ u(-2e_0e_2 + 2e_1e_3) + v(2e_0e_1 + 2e_2e_3) + w(e_0^2 - e_1^2 - e_2^2 + e_3^2) \\ -\frac{e_1p}{2} - \frac{e_2q}{2} - \frac{e_3r}{2} \\ \frac{e_0p}{2} + \frac{e_2r}{2} - \frac{e_3q}{2} \\ \frac{e_0q}{2} - \frac{e_1r}{2} + \frac{e_3p}{2} \\ -qw + rv + \frac{f_{Ex} + f_{cpx} + gm(-2e_0e_2 + 2e_1e_3)}{m} \\ pw - ru + \frac{f_{Ey} + f_{cpy} + gm(2e_0e_1 + 2e_2e_3)}{m} \\ -pv + qu + \frac{f_{Ez} + f_{cpz} + gm(e_0^2 - e_1^2 - e_2^2 + e_3^2)}{m} \\ -\frac{q(-J_{xz}p - J_{yz}q + J_{zz}r) - r(-J_{xy}p + J_{yy}q - J_{yz}r)}{J_{xx}} + \frac{-f_{Ey}r_{Ez} + f_{Ez}r_{Ey} - f_{cpx}r_{cpz} + f_{cpz}r_{cpx}}{J_{xx}} \\ -\frac{p(-J_{xz}p - J_{yz}q + J_{zz}r) + r(J_{xx}p - J_{xy}q - J_{xz}r)}{J_{yy}} + \frac{f_{Ex}r_{Ez} - f_{Ez}r_{Ex} + f_{cpx}r_{cpz} - f_{cpz}r_{cpx}}{J_{yy}} \\ -\frac{p(-J_{xy}p + J_{yy}q - J_{yz}r) - q(J_{xx}p - J_{xy}q - J_{xz}r)}{J_{zz}} + \frac{-f_{Ex}r_{Ey} + f_{Ey}r_{Ex} - f_{cpx}r_{cpy} + f_{cpy}r_{cpx}}{J_{zz}} \end{bmatrix}.$$

The following subsections handle generating the state for the descent phase and landing phase.

3.1 Descent

$$\begin{bmatrix} 0 & 0 & 0 & 0 & 0 & 0 & -1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & -1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & -\frac{1}{2} \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & -\frac{1}{2} & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & \frac{1}{2} & 0 & 0 \\ 0 & 0 & 0 & 0 & 2g & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 2g & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{bmatrix} x + \begin{bmatrix} 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ \frac{1}{m} & 0 & 0 & \frac{1}{m} & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & \frac{1}{m} & 0 & 0 & \frac{1}{m} & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & \frac{1}{m} & 0 & 0 & \frac{1}{m} & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & -\frac{r_{Ez}}{J_{xx}} & \frac{r_{Ey}^m}{J_{xx}} & 0 & 0 & 0 & 0 & 0 & 0 & \frac{gm}{J_{xx}} & 0 & 0 \\ \frac{r_{Ez}}{J_{yy}} & 0 & -\frac{r_{Ex}}{J_{yy}} & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ -\frac{r_{Ey}}{J_{zz}} & \frac{r_{Ex}}{J_{zz}} & 0 & 0 & 0 & 0 & -\frac{gm}{J_{zz}} & 0 & 0 & 0 & 0 & 0 \end{bmatrix} u$$

References:

<https://www.intechopen.com/chapters/64567>