

DYNAMICS

T. Bretl

AE 483

Fall 2021



EQUATIONS OF MOTION

KINEMATICS

$$\begin{cases} \ddot{\mathbf{o}}_1^0 = \mathbf{R}_1^0 \mathbf{v}_{0,1}^1 \\ \begin{bmatrix} \dot{\psi} \\ \dot{\theta} \\ \dot{\phi} \end{bmatrix} = \mathbf{N} \boldsymbol{\omega}_{0,1}^1 \end{cases}$$

the cross product $\boldsymbol{\omega}_{0,1} \times m \mathbf{v}_{0,1}$ in the coordinates of frame 1

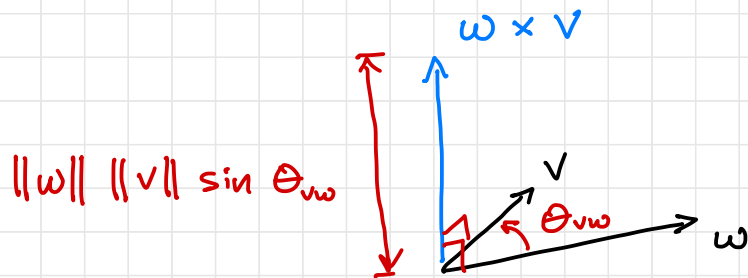
DYNAMICS

$$\begin{cases} \mathbf{f}^1 = m \dot{\mathbf{v}}_{0,1}^1 + \widehat{\boldsymbol{\omega}_{0,1}^1} m \mathbf{v}_{0,1}^1 \\ \boldsymbol{\tau}^1 = \mathbf{J}^1 \dot{\boldsymbol{\omega}}_{0,1}^1 + \widehat{\boldsymbol{\omega}_{0,1}^1} \mathbf{J}^1 \boldsymbol{\omega}_{0,1}^1 \end{cases}$$

$$\mathbf{J}^1 = \begin{bmatrix} J_x & 0 & 0 \\ 0 & J_y & 0 \\ 0 & 0 & J_z \end{bmatrix}$$

← the moment of inertia matrix in the coordinates of frame 1, assuming the principal axes are aligned with x_1 , y_1 , and z_1

CROSS PRODUCT



← what it is

$$w' = \begin{bmatrix} a \\ b \\ c \end{bmatrix}$$

$$v' = \begin{bmatrix} d \\ e \\ f \end{bmatrix}$$

$$(w \times v)' = \underbrace{\begin{bmatrix} 0 & -c & b \\ c & 0 & -a \\ -b & a & 0 \end{bmatrix}}_{w'} \underbrace{\begin{bmatrix} d \\ e \\ f \end{bmatrix}}_{v'} = \begin{bmatrix} bf - ce \\ cd - af \\ ae - bd \end{bmatrix}$$

"skew-symmetric"

← one way to compute it
(with matrix multiplication)

SEE NOTEBOOK FOR OTHER
WAYS TO COMPUTE IT THAT
ARE EASIER IN PRACTICE

EQUATIONS OF MOTION

KINEMATICS

$$\begin{cases} \ddot{\mathbf{o}}_1^{\mathbf{o}} = \mathbf{R}_1^{\mathbf{o}} \mathbf{v}_{\mathbf{o},1}^1 \\ \begin{bmatrix} \dot{\Psi} \\ \dot{\Theta} \\ \dot{\Phi} \end{bmatrix} = \mathbf{N} \boldsymbol{\omega}_{\mathbf{o},1}^1 \end{cases}$$

DYNAMICS

$$\begin{cases} \mathbf{f}^1 = m \dot{\mathbf{v}}_{\mathbf{o},1}^1 + \widehat{\boldsymbol{\omega}}_{\mathbf{o},1}^1 m \mathbf{v}_{\mathbf{o},1}^1 \\ \boldsymbol{\tau}^1 = \mathbf{J}^1 \dot{\boldsymbol{\omega}}_{\mathbf{o},1}^1 + \widehat{\boldsymbol{\omega}}_{\mathbf{o},1}^1 \mathbf{J}^1 \boldsymbol{\omega}_{\mathbf{o},1}^1 \end{cases}$$

$$\mathbf{f}^1 = \mathbf{f}_{\text{gravity}}^1 + \mathbf{f}_{\text{rotors}}^1$$

$$\boldsymbol{\tau}^1 = \boldsymbol{\tau}_{\text{rotors}}^1$$

↑
ignore all other
external forces and
torques

FORCE OF GRAVITY

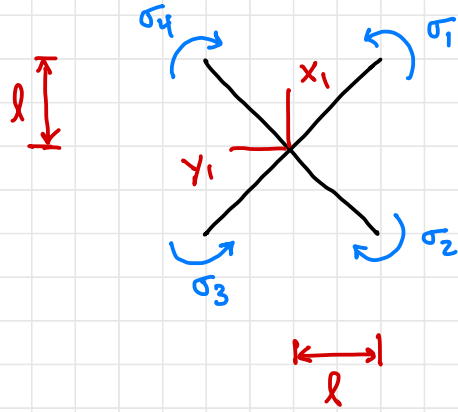
$$f_{\text{gravity}}^0 = \begin{bmatrix} \\ \end{bmatrix}$$

← easy to write
in frame 0

$$f_{\text{gravity}}^1 = f_{\text{gravity}}^0$$

← transform to
frame 1

ROTOR FORCES AND TORQUES

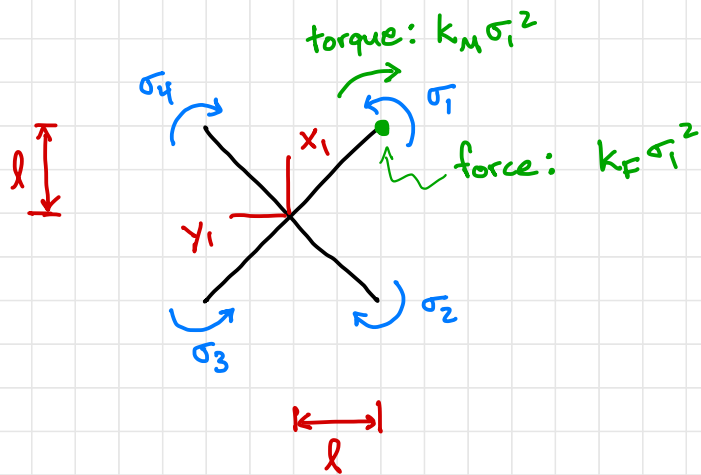


from rotor # 1 only

$$f_1' = \begin{bmatrix} \\ \end{bmatrix}$$

$$\tau_1' = \begin{bmatrix} \\ \end{bmatrix}$$

FORCES AND TORQUES



from rotor # 1 only

$$f_1' = \begin{bmatrix} 0 \\ 0 \\ k_F \sigma_1^2 \end{bmatrix}$$

$$\tau_1' = \begin{bmatrix} -l k_F \sigma_1^2 \\ -l k_F \sigma_1^2 \\ -k_M \sigma_1^2 \end{bmatrix}$$

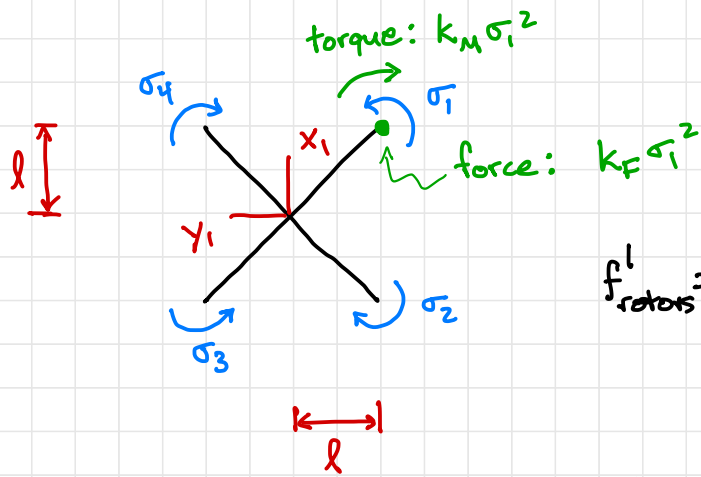
$$\tau_1' = \begin{bmatrix} 0 \\ 0 \\ -k_M \sigma_1^2 \end{bmatrix} + \hat{P}_1' f_1'$$

$$= \begin{bmatrix} 0 \\ 0 \\ -k_M \sigma_1^2 \end{bmatrix} + \begin{bmatrix} 0 & 0 & -l \\ 0 & 0 & -l \\ l & l & 0 \end{bmatrix} \begin{bmatrix} 0 \\ 0 \\ k_F \sigma_1^2 \end{bmatrix}$$

$$= \begin{bmatrix} 0 \\ 0 \\ -k_M \sigma_1^2 \end{bmatrix} + \begin{bmatrix} -l k_F \sigma_1^2 \\ -l k_F \sigma_1^2 \\ 0 \end{bmatrix}$$

$$= \begin{bmatrix} -l k_F \sigma_1^2 \\ -l k_F \sigma_1^2 \\ -k_M \sigma_1^2 \end{bmatrix}$$

FORCES AND TORQUES (all rotors)



$$f_1^1 = \begin{bmatrix} 0 \\ 0 \\ k_F \sigma_1^2 \end{bmatrix}$$

$$\tau_1^1 = \begin{bmatrix} -l k_F \sigma_1^2 \\ -l k_F \sigma_1^2 \\ -k_M \sigma_1^2 \end{bmatrix}$$

$$f_{\text{rotors}}^1 = \begin{bmatrix} \end{bmatrix}$$

$$\tau_{\text{rotors}}^1 = \begin{bmatrix} \end{bmatrix}$$

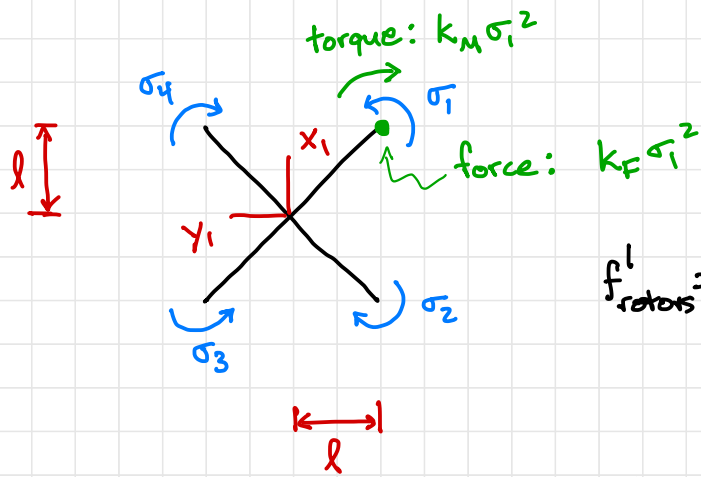
$$\left[\begin{array}{c} \leftarrow f_2 \end{array} \right]$$

$$\left[\begin{array}{c} \leftarrow \tau_x \\ \leftarrow \tau_y \\ \leftarrow \tau_z \end{array} \right]$$

$$\begin{bmatrix} \tau_x \\ \tau_y \\ \tau_z \\ f_z \end{bmatrix} = \begin{bmatrix} \end{bmatrix}$$

$$\begin{bmatrix} \sigma_1^2 \\ \sigma_2^2 \\ \sigma_3^2 \\ \sigma_4^2 \end{bmatrix}$$

FORCES AND TORQUES (all rotors)



$$f_1' = \begin{bmatrix} 0 \\ 0 \\ k_F \sigma_1^2 \end{bmatrix}$$

$$\tau_1' = \begin{bmatrix} -l k_F \sigma_1^2 \\ -l k_F \sigma_1^2 \\ -k_M \sigma_1^2 \end{bmatrix}$$

$$f_{\text{rotors}}' = \begin{bmatrix} 0 \\ 0 \\ k_F \sigma_1^2 + k_F \sigma_2^2 + k_F \sigma_3^2 + k_F \sigma_4^2 \end{bmatrix} \leftarrow f_z$$

$$\tau_{\text{rotors}}' = \begin{bmatrix} -l k_F \sigma_1^2 - l k_F \sigma_2^2 + l k_F \sigma_3^2 + l k_F \sigma_4^2 \\ -l k_F \sigma_1^2 + l k_F \sigma_2^2 + l k_F \sigma_3^2 - l k_F \sigma_4^2 \\ -k_M \sigma_1^2 + k_M \sigma_2^2 - k_M \sigma_3^2 + k_M \sigma_4^2 \end{bmatrix} \begin{matrix} \leftarrow \tau_x \\ \leftarrow \tau_y \\ \leftarrow \tau_z \end{matrix}$$

$$\begin{bmatrix} \tau_x \\ \tau_y \\ \tau_z \\ f_z \end{bmatrix} = \begin{bmatrix} -l k_F & -l k_F & l k_F & l k_F \\ -l k_F & l k_F & l k_F & -l k_F \\ -k_M & k_M & -k_M & k_M \\ k_F & k_F & k_F & k_F \end{bmatrix} \begin{bmatrix} \sigma_1^2 \\ \sigma_2^2 \\ \sigma_3^2 \\ \sigma_4^2 \end{bmatrix}$$

TOTAL FORCE AND TORQUE

$$f^I = (R_1^0)^T \begin{bmatrix} 0 \\ 0 \\ -mg \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \\ f_z \end{bmatrix}$$

$$\tau^I = \begin{bmatrix} \tau_x \\ \tau_y \\ \tau_z \end{bmatrix}$$

constant matrix

squared rotor speeds

net torque

net force (thrust)

$$\begin{bmatrix} \tau_x \\ \tau_y \\ \tau_z \\ f_z \end{bmatrix} = \begin{bmatrix} -lk_F & -lk_F & lk_F & lk_F \\ -lk_F & lk_F & lk_F & -lk_F \\ -k_M & k_M & -k_M & k_M \\ k_F & k_F & k_F & k_F \end{bmatrix} \begin{bmatrix} \sigma_1^2 \\ \sigma_2^2 \\ \sigma_3^2 \\ \sigma_4^2 \end{bmatrix}$$

ROTOR SPEEDS VS MOTOR POWER COMMANDS

squared rotor speed $(\text{rad/s})^2$



$$\sigma_1^2 \approx c m_1$$



motor power command,
an integer between
0 and 65535

$$\begin{bmatrix} \tau_x \\ \tau_y \\ \hat{\tau}_z \\ f_z \end{bmatrix} = \begin{bmatrix} -lk_F & -lk_F & lk_F & lk_F \\ -lk_F & lk_F & lk_F & -lk_F \\ -k_M & k_M & -k_M & k_M \\ k_F & k_F & k_F & k_F \end{bmatrix} \begin{bmatrix} \sigma_1^2 \\ \sigma_2^2 \\ \sigma_3^2 \\ \sigma_4^2 \end{bmatrix}$$

ROTOR SPEEDS VS MOTOR POWER COMMANDS

squared rotor speed $(\text{rad/s})^2$



$$\sigma_1^2 \approx cm_1$$



motor power command,
an integer between
0 and 65535

$$\begin{bmatrix} r_x \\ r_y \\ \hat{r}_z \\ f_z \end{bmatrix} = \begin{bmatrix} -lk_F & -lk_F & lk_F & lk_F \\ -lk_F & lk_F & lk_F & -lk_F \\ -k_M & k_M & -k_M & k_M \\ k_F & k_F & k_F & k_F \end{bmatrix} \begin{bmatrix} cm_1 \\ cm_2 \\ cm_3 \\ cm_4 \end{bmatrix}$$

ROTOR SPEEDS VS MOTOR POWER COMMANDS

squared rotor speed $(\text{rad/s})^2$



$$\sigma_1^2 \approx c m_1$$



motor power command,
an integer between
0 and 65535

$$\begin{bmatrix} \tau_x \\ \tau_y \\ \tau_z \\ f_z \end{bmatrix} = \begin{bmatrix} -l(k_{FC}) & -l(k_{FC}) & l(k_{FC}) & l(k_{FC}) \\ -l(k_{FC}) & l(k_{FC}) & l(k_{FC}) & -l(k_{FC}) \\ -l(k_{MC}) & l(k_{MC}) & -l(k_{MC}) & l(k_{MC}) \\ l(k_{FC}) & l(k_{FC}) & l(k_{FC}) & l(k_{FC}) \end{bmatrix} \begin{bmatrix} m_1 \\ m_2 \\ m_3 \\ m_4 \end{bmatrix}$$

ROTOR SPEEDS VS MOTOR POWER COMMANDS

squared rotor speed $(\text{rad/s})^2$



$$\sigma_1^2 \approx c m_1$$



motor power command,
an integer between
0 and 65535

" k_M " really
means " $k_M c$ "

" k_F " really means " $k_F c$ "

$$\begin{bmatrix} \tau_x \\ \tau_y \\ \tau_z \\ f_z \end{bmatrix} = \begin{bmatrix} -lk_F & -lk_F & lk_F & lk_F \\ -lk_F & lk_F & lk_F & -lk_F \\ -k_M & k_M & -k_M & k_M \\ k_F & k_F & k_F & k_F \end{bmatrix} \begin{bmatrix} m_1 \\ m_2 \\ m_3 \\ m_4 \end{bmatrix}$$

TOTAL FORCE AND TORQUE

$$f^I = (R_1^0)^T \begin{bmatrix} 0 \\ 0 \\ -mg \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \\ f_z \end{bmatrix}$$

$$\tau^I = \begin{bmatrix} \tau_x \\ \tau_y \\ \tau_z \end{bmatrix}$$

constant matrix

motor power commands

net torque

net force (thrust)

$$\begin{bmatrix} \tau_x \\ \tau_y \\ \tau_z \\ f_z \end{bmatrix} = \begin{bmatrix} -lk_F & -lk_F & lk_F & lk_F \\ -lk_F & lk_F & lk_F & -lk_F \\ -k_M & k_M & -k_M & k_M \\ k_F & k_F & k_F & k_F \end{bmatrix} \begin{bmatrix} m_1 \\ m_2 \\ m_3 \\ m_4 \end{bmatrix}$$

EQUATIONS OF MOTION

KINEMATICS

$$\ddot{\mathbf{o}}^0 = \mathbf{R}_1^0 \mathbf{v}_{0,1}^1$$

$$\begin{bmatrix} \dot{\psi} \\ \dot{\theta} \\ \dot{\phi} \end{bmatrix} = \mathbf{N} \boldsymbol{\omega}_{0,1}^1$$

DYNAMICS

$$\mathbf{f}^1 = m \dot{\mathbf{v}}_{0,1}^1 + \widehat{\boldsymbol{\omega}}_{0,1}^1 m \mathbf{v}_{0,1}^1$$

$$\boldsymbol{\tau}^1 = \mathbf{J}^1 \dot{\boldsymbol{\omega}}_{0,1}^1 + \widehat{\boldsymbol{\omega}}_{0,1}^1 \mathbf{J}^1 \boldsymbol{\omega}_{0,1}^1$$

$$\mathbf{f}^1 = (\mathbf{R}_1^0)^T \begin{bmatrix} 0 \\ 0 \\ -mg \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \\ f_z \end{bmatrix}$$

$$\boldsymbol{\tau}^1 = \begin{bmatrix} \tau_x \\ \tau_y \\ \tau_z \end{bmatrix}$$

$$\begin{bmatrix} \tau_x \\ \tau_y \\ \tau_z \\ f_z \end{bmatrix} = \begin{bmatrix} -lk_F & -lk_F & lk_F & lk_F \\ -lk_F & lk_F & lk_F & -lk_F \\ -k_M & k_M & -k_M & k_M \\ k_F & k_F & k_F & k_F \end{bmatrix} \begin{bmatrix} m_1 \\ m_2 \\ m_3 \\ m_4 \end{bmatrix}$$

LIST OF PARAMETERS WE NEED TO KNOW:

???

What f_z is required to hover?

What is the max value of f_z ?

What motor power commands are required to hover?

What is the min value of f_z ?

$$f^l = (R_1^0)^T \begin{bmatrix} 0 \\ 0 \\ -mg \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \\ f_z \end{bmatrix}$$

$$\tau^l = \begin{bmatrix} \tau_x \\ \tau_y \\ \tau_z \end{bmatrix}$$

$$\begin{bmatrix} m_1 \\ m_2 \\ m_3 \\ m_4 \end{bmatrix} = \begin{bmatrix} -\frac{1}{4k_F l} & -\frac{1}{4k_F l} & -\frac{1}{4k_M} & \frac{1}{4k_F} \\ -\frac{1}{4k_F l} & \frac{1}{4k_F l} & \frac{1}{4k_M} & \frac{1}{4k_F} \\ \frac{1}{4k_F l} & \frac{1}{4k_F l} & -\frac{1}{4k_M} & \frac{1}{4k_F} \\ \frac{1}{4k_F l} & -\frac{1}{4k_F l} & \frac{1}{4k_M} & \frac{1}{4k_F} \end{bmatrix} \begin{bmatrix} \tau_x \\ \tau_y \\ \tau_z \\ f_z \end{bmatrix}$$