

Datasheet:

Section B :

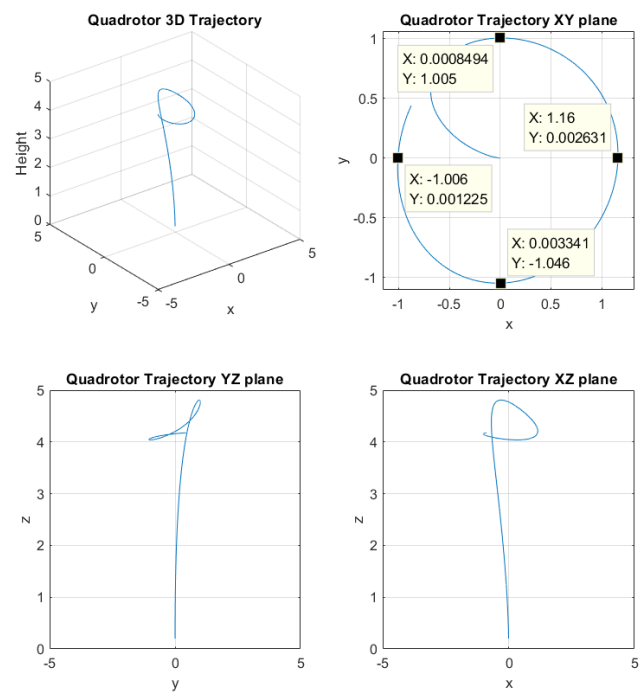


Figure 1 Original Quadrotor model from Peter Croke's RVC book

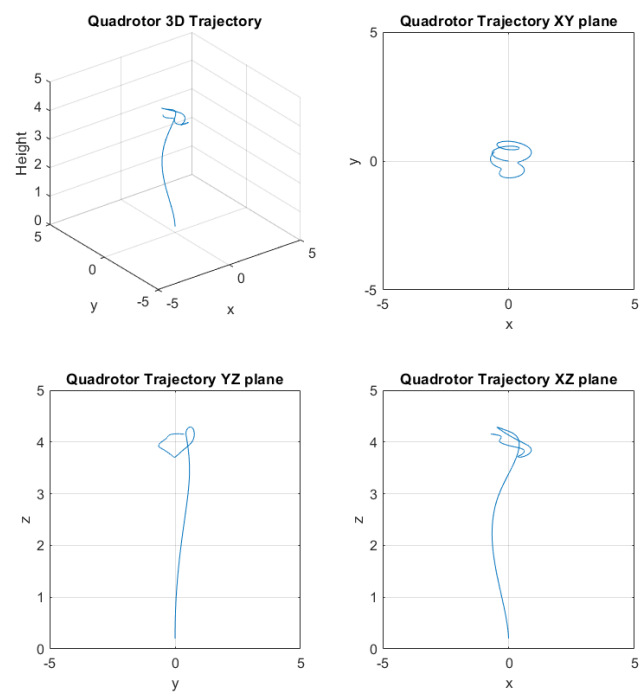


Figure 2 Velocity controller: $K_p = 0.5$

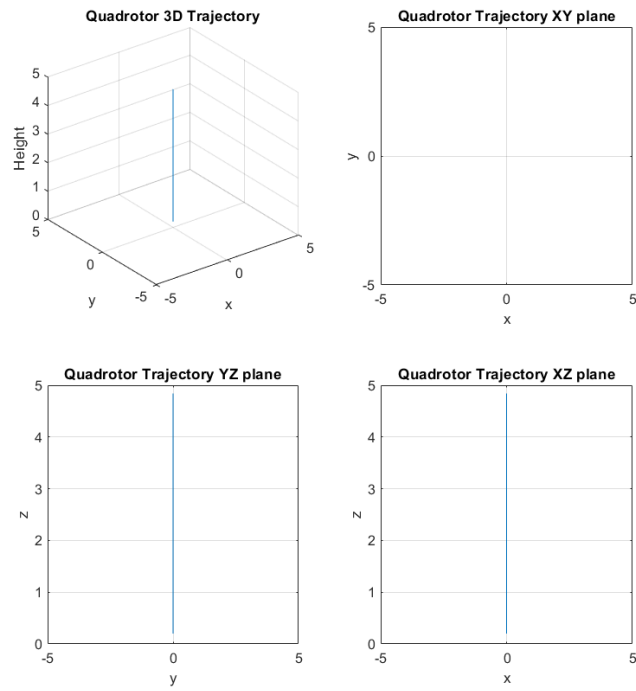


Figure 3 Velocity controller: $K_p = 0$

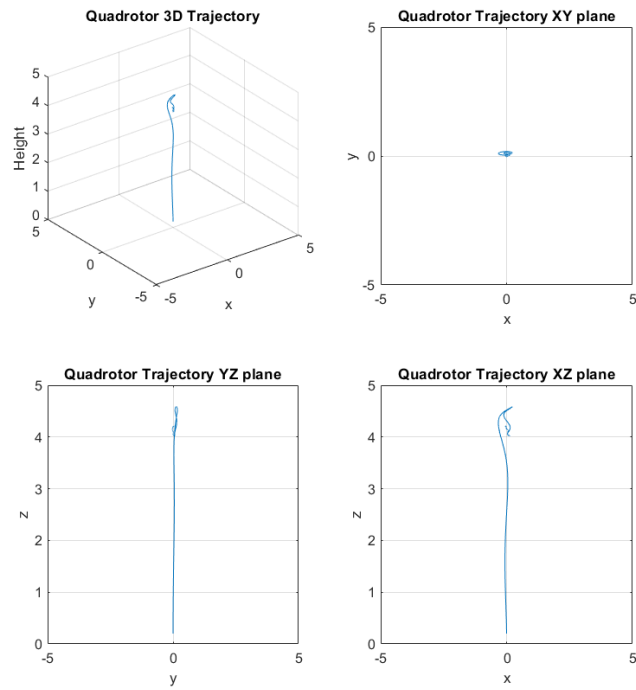


Figure 4 Velocity controller: $K_d = 20$

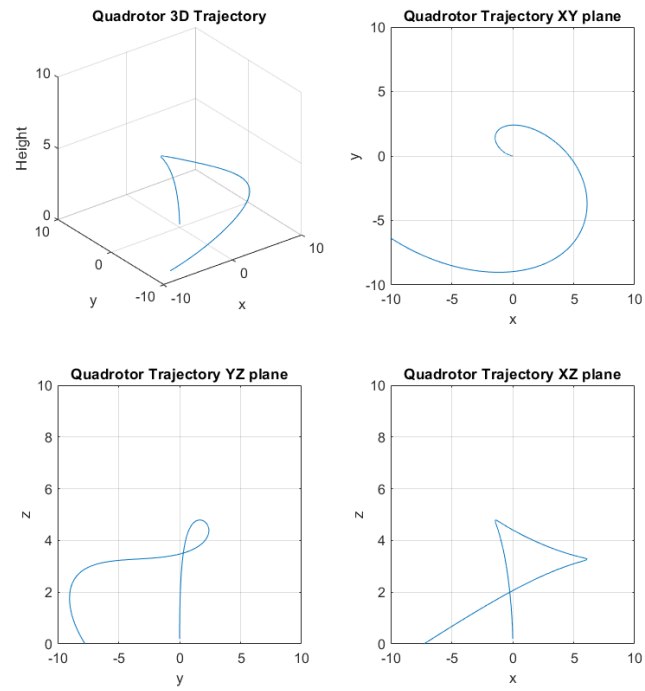


Figure 5 Velocity controller: $K_d = 0$

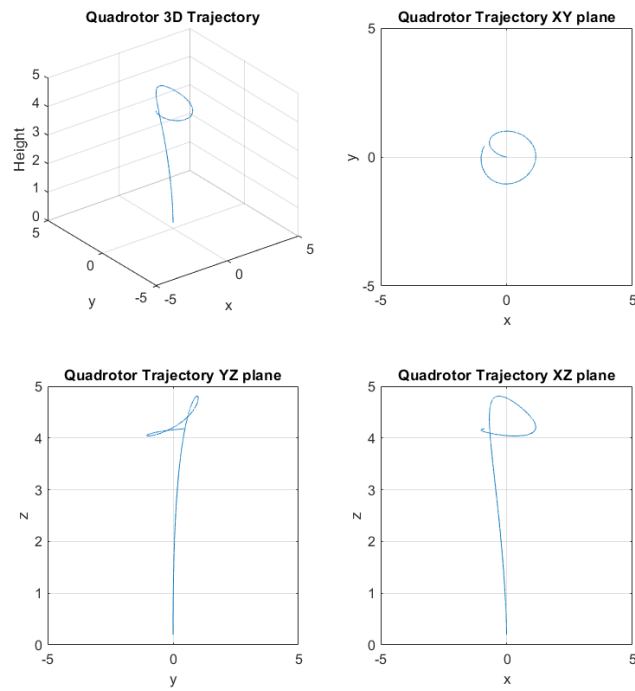


Figure 6 Attitude controller: $K_p = 1000$

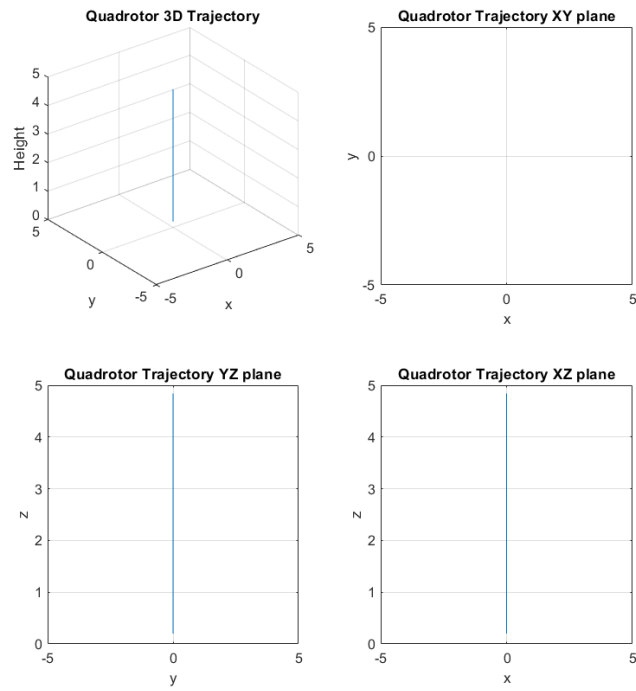


Figure 7 Attitude controller: $K_p = 0$

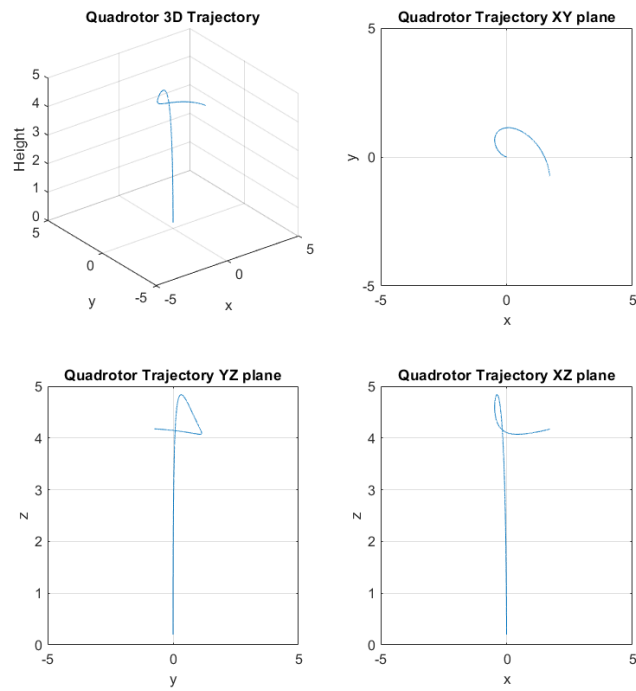


Figure 8 Attitude controller: $K_d = 10$

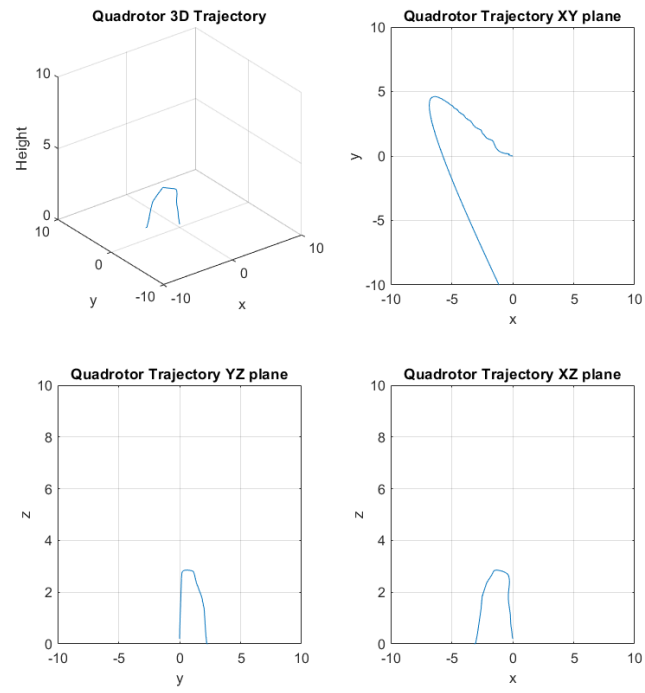


Figure 9 Attitude controller: $K_d = 0$

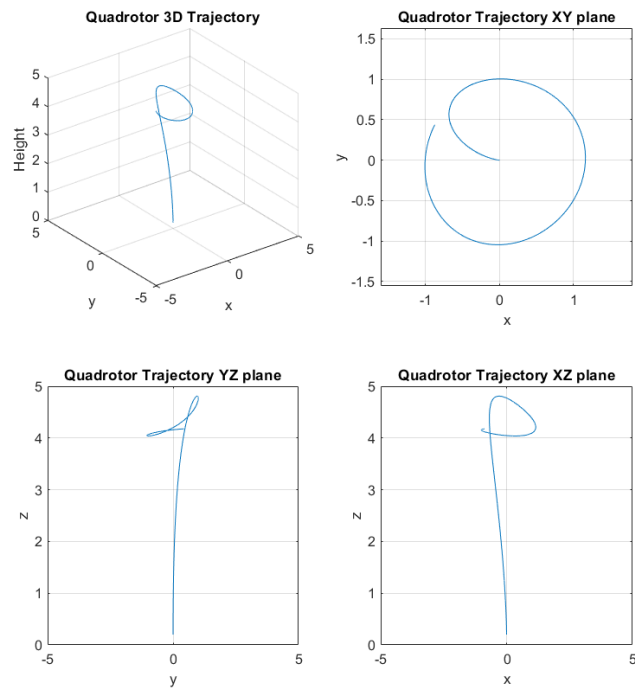


Figure 10 Yaw controller: $K_p = 200$

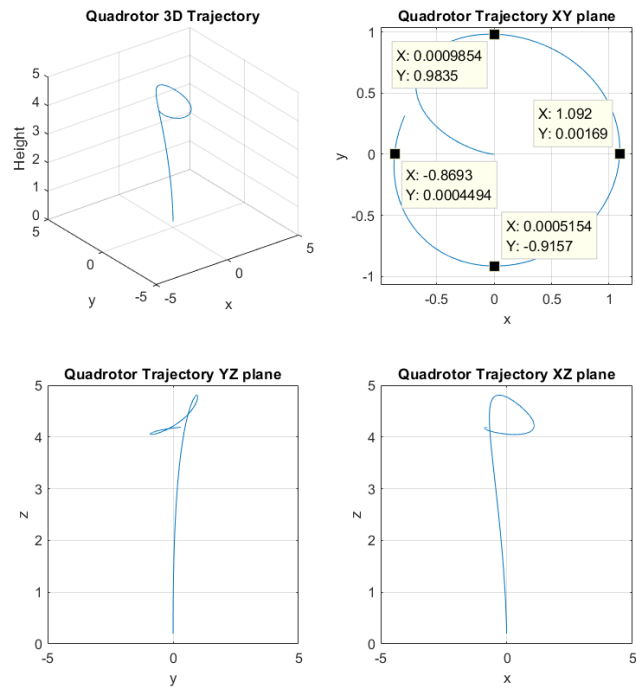


Figure 11 Yaw controller: $K_p = 0$

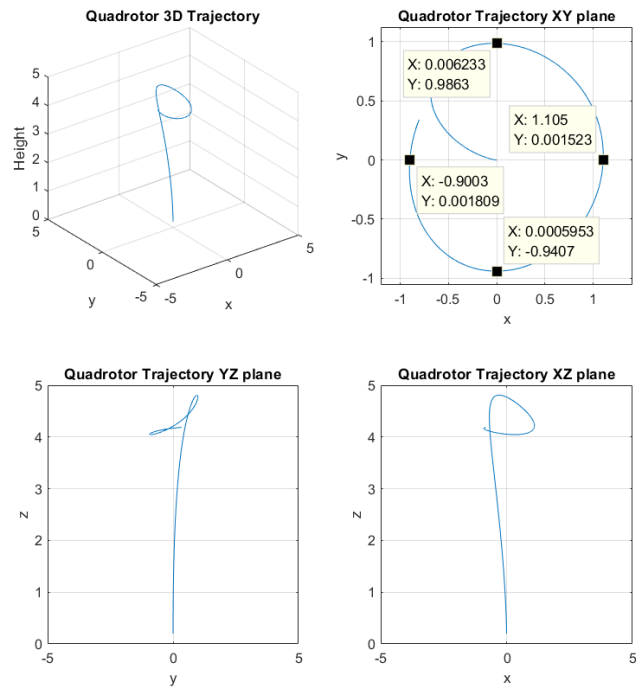


Figure 12 Yaw controller: $K_d = 20$

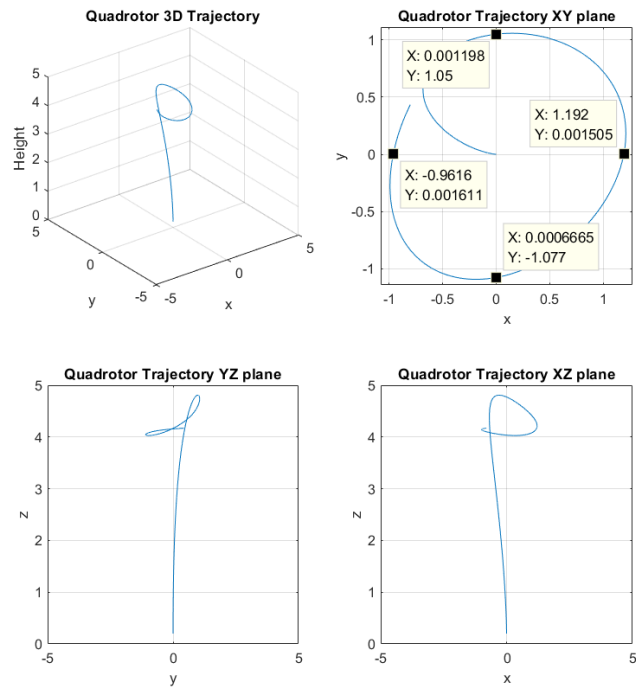


Figure 13 Yaw controller: $K_d = 0$

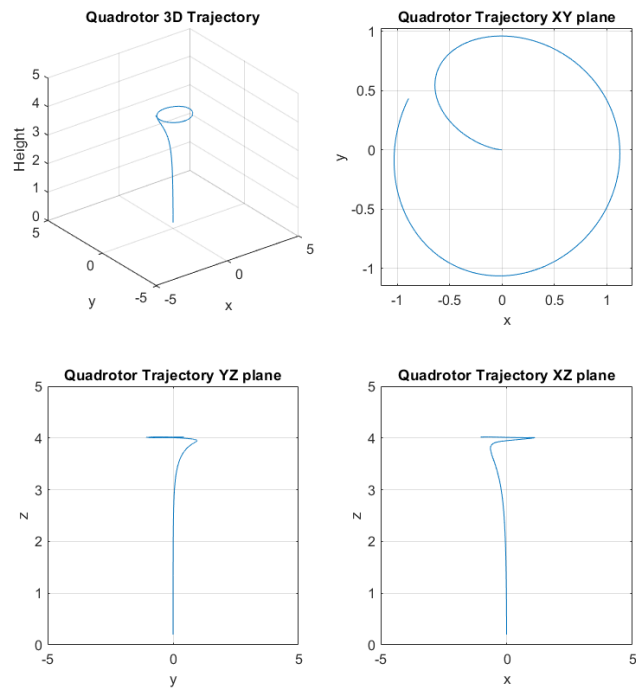


Figure 14 Height controller: $K_p = 40$

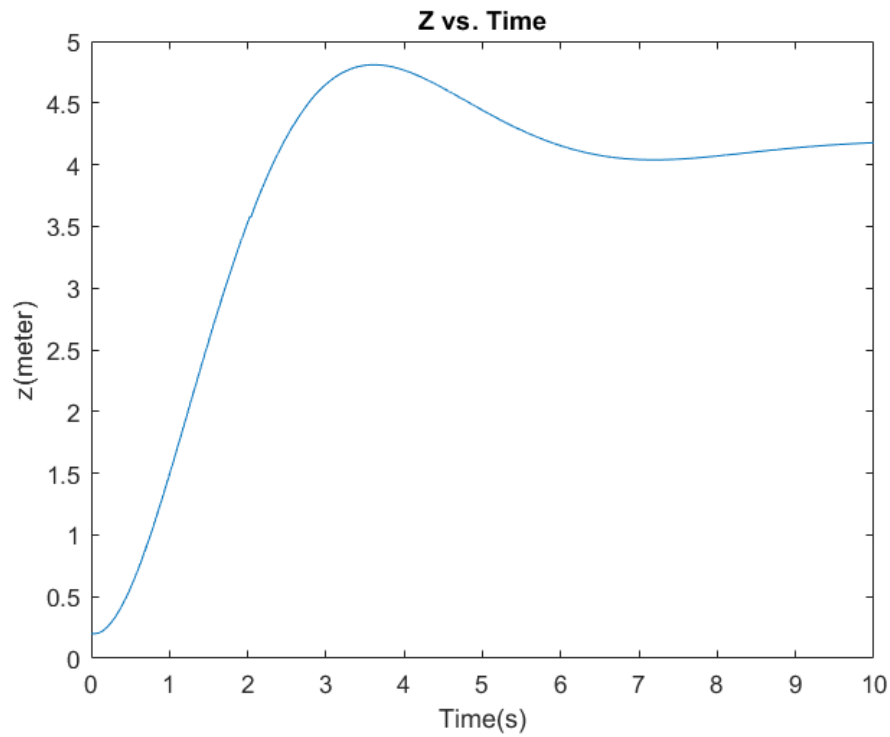


Figure 15 Height controller: Height change vs Time Comparison of the Original controller

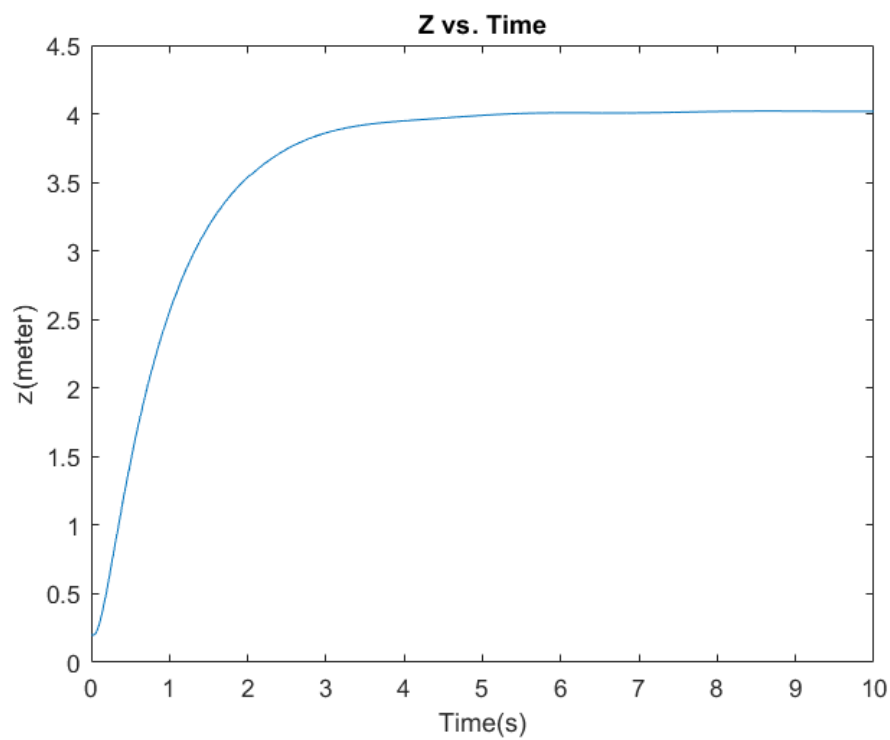


Figure 16 Height controller: Height change vs Time comparison of the modified height controller $K_p =$
40

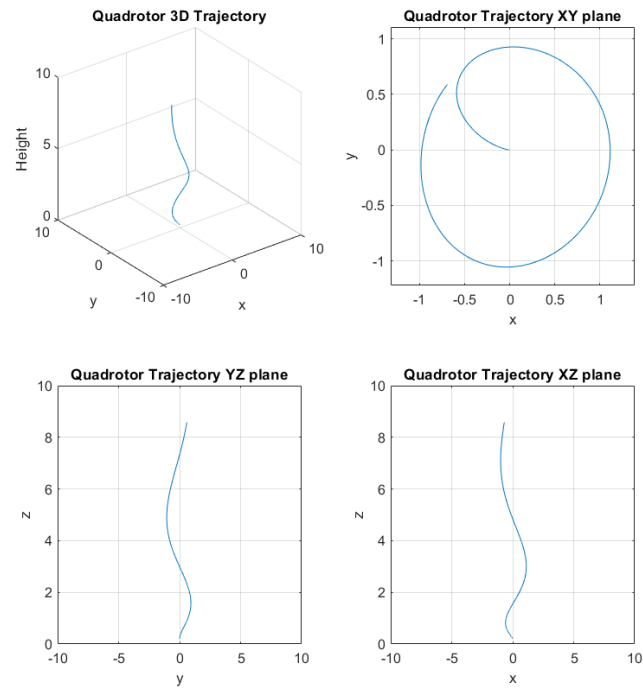


Figure 17 Height controller: $K_p = 0$

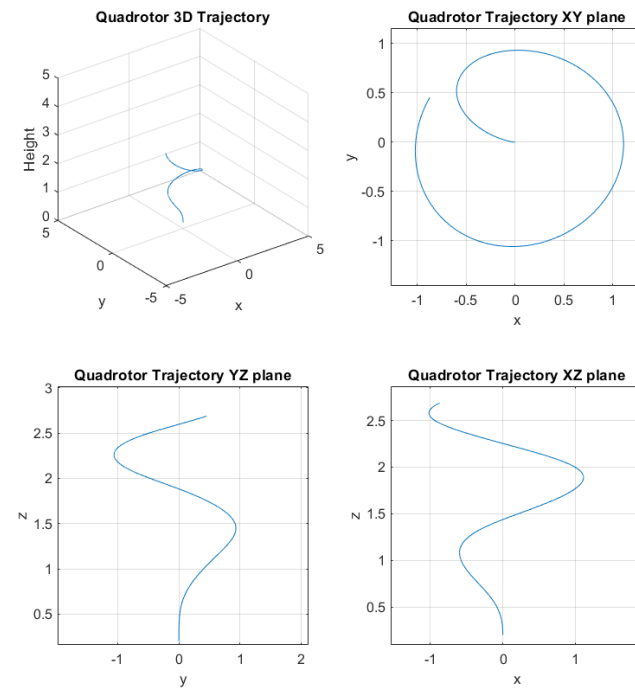


Figure 18 Height controller: $K_d = 10$

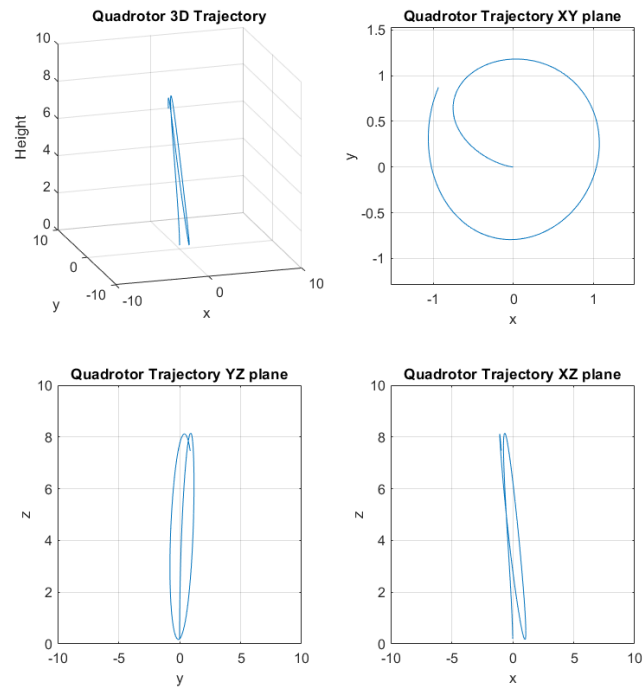


Figure 19 Height controller: $K_d=0$

Section C

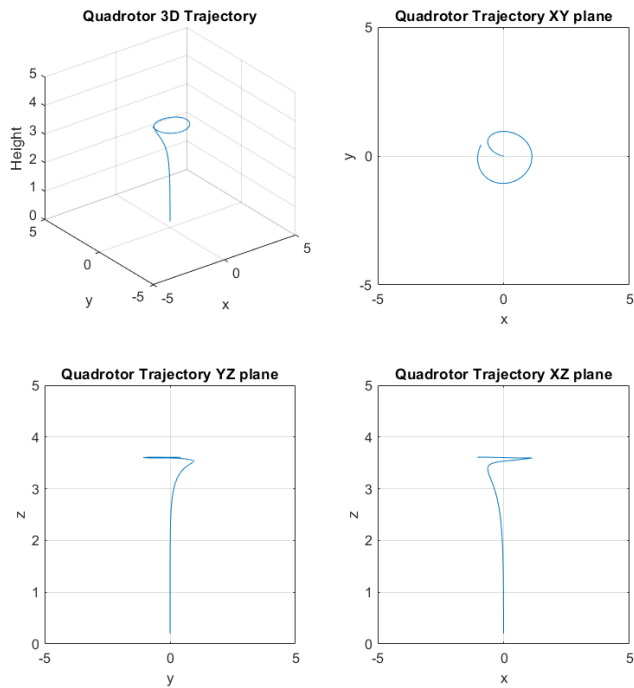


Figure 20 Height controller without gravity feedforward, $K_p=100$

Section D

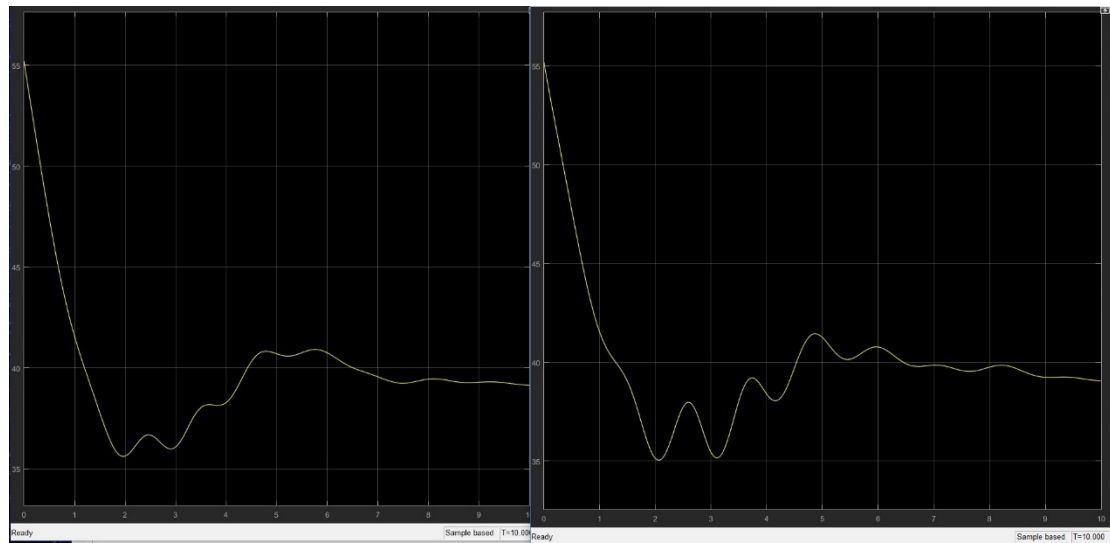


Figure 21 Thrust comparison without/with Compensation

Section F&G

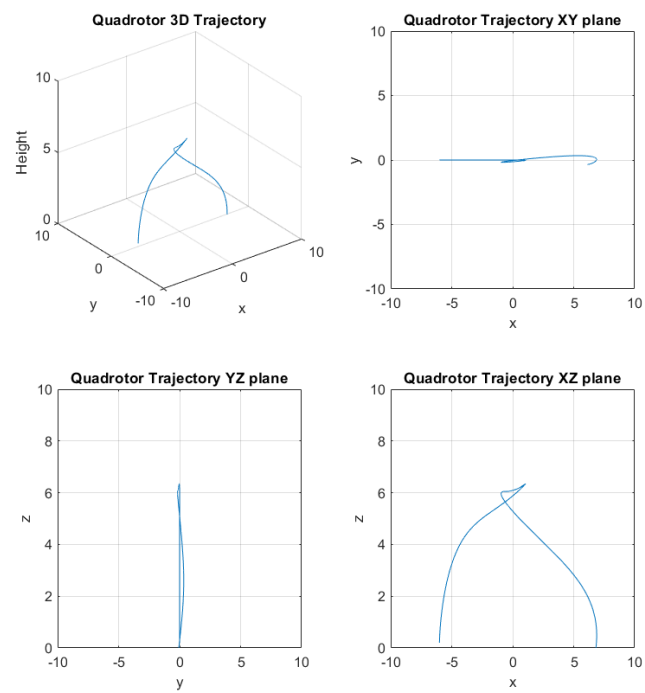


Figure 22 Ballistic motion and smooth landing simulation