

Pieter F

Attitude

Model

$$\dot{\mathbf{q}} = \frac{1}{2} \mathbf{q} \otimes \begin{pmatrix} 0 \\ \vec{\omega} \end{pmatrix} \tag{1}$$

$$\dot{\vec{\omega}} = \Gamma_n \vec{n} + \Gamma_u \vec{u} - I^{-1} (\vec{\omega} \times I \vec{\omega}) \tag{2}$$

$$\dot{\vec{n}} = k_2 (k_1 \vec{u} - \vec{n}) \tag{3}$$

There are 10 system states:

$$x = \begin{pmatrix} q_0 & q_1 & q_2 & q_3 & \omega_x & \omega_y & \omega_z & n_x & n_y & n_x \end{pmatrix}^T \in \mathbb{R}^{10 imes 1}$$

- **q** is the orientation of the drone, expressed as a unit quaternion.
- ω is the angular velocity of the drone.
- *n* is the speed of the torque motors.

The input to the system is the control signal to the three torque motors:

$$u = (u_x \quad u_y \quad u_z)^T \in \mathbb{R}^{3 imes 1}$$

The output (measurements) of the system are the orientation and the angular velocity:

$$y = egin{pmatrix} q_0 & q_1 & q_2 & q_3 & \omega_x & \omega_y & \omega_z \end{pmatrix}^T \in \mathbb{R}^{7 imes 1}$$

 Γ_n and Γ_u are first order approximations of the motor torque in function of the motor speed and control signal.

Linearisation

Controller

Linear Quadratic Regulator

$$R = egin{pmatrix} 1 & 0 & 0 \ 0 & 1 & 0 \ 0 & 0 & 1 \end{pmatrix}$$

Bias rejection

$$egin{pmatrix} egin{pmatrix} x_{k+1} \ d_{k+1} \end{pmatrix} = egin{pmatrix} A & 0 \ 0 & I_6 \end{pmatrix} egin{pmatrix} x_k \ d_k \end{pmatrix} + egin{pmatrix} B \ 0 \end{pmatrix} u_k + egin{pmatrix} I_9 & B & 0 \ 0 & 0 & I_6 \end{pmatrix} egin{pmatrix} \delta_x \ \delta_u \ \delta_d \end{pmatrix} y_k = (C & I_6) egin{pmatrix} x_k \ d_k \end{pmatrix} + Du_k + v$$

Vragen

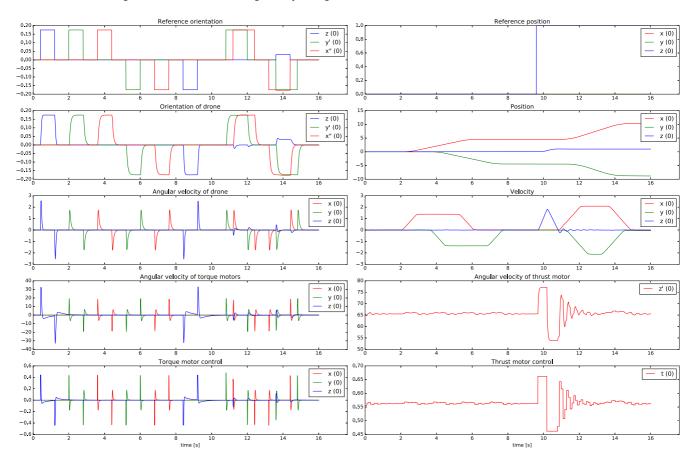
- 1. Bias rejection attitude controller
- 2. Integral controller attitude controller
- 3. Flippen observer als yaw > 90°
- 4. SSH is traag
- 5. SSH fingerprint verandert heel de tijd

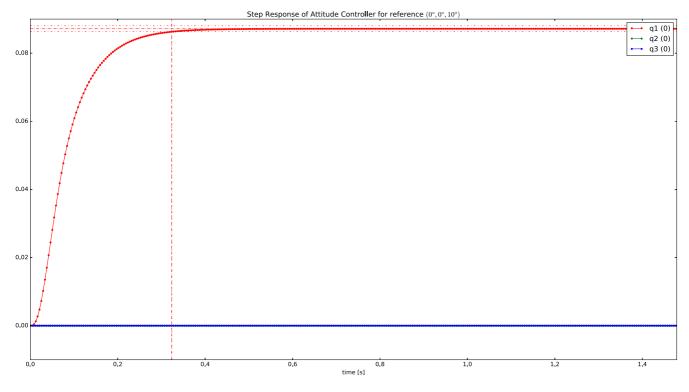
- 6. PWM limits: multiple defines
- 7. Router board bevestigen op de drone
- 8. Calibratie wanneer thrust geclamped wordt
- 9. Als de controller wegvalt, moet de drone stoppen!

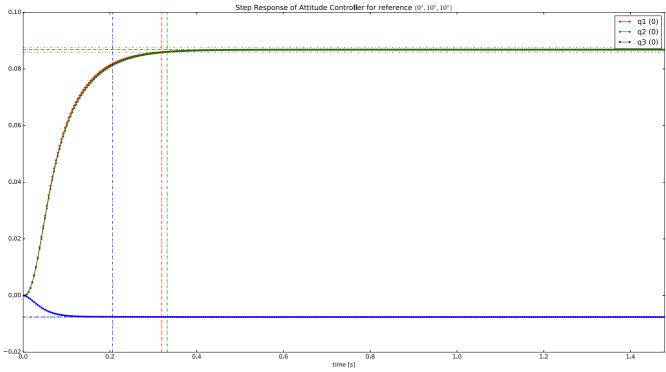
To do

- 1.

 Bias rejection attitude controller
- 2. ✓ Clamp thrust to 80%
- 3. ✓ Vliegen RC attitude + filmpje
- 4. ✓ Vliegen met altitude + filmpje
- 5. ✓ Schema controllers/observers afwerken
- 6. Montage GA
- 7. Blender animation
- 8. Keep q_0 positive (slide 135)
- 9. ✓ Observer reset als thrust 0
- 10. Mousse IMU
- 11. When switching from altitude to attitude, gradually change thrust







□ Model