

APPENDIX

A. Quadcopter Equations of Motion (EoM)

In this study, we use a linearized dynamic model of quadcopter multi-rotors in simulations in which the dynamics of different Euler angles are decoupled and the body and propeller gyroscopic effects are neglected [?], as represented in (A.1). It is good to mention that this dynamic model is only effective and reliable around the hovering point of the multi-rotor MAV where the rolling (ϕ) and pitching (θ) angles are relatively small.

$$\bar{x} := \begin{bmatrix} \phi \\ \theta \\ \psi \\ Z \\ X \\ Y \\ \dot{\phi} \\ \dot{\theta} \\ \dot{\psi} \\ \dot{Z} \\ \dot{X} \\ \dot{Y} \end{bmatrix} \rightarrow \dot{\bar{x}} = \begin{bmatrix} \dot{\phi} \\ \dot{\theta} \\ \dot{\psi} \\ \dot{Z} \\ \dot{X} \\ \dot{Y} \\ \frac{1}{I_{xx}}(U_2 + T_X) \\ \frac{1}{I_{yy}}(U_3 + T_Y) \\ \frac{1}{I_{zz}}(U_4 + T_Z) \\ g - \frac{u_z}{m}U_1 + \frac{1}{m}\Lambda_Z \\ \frac{u_x}{m}U_1 + \frac{1}{m}\Lambda_X \\ \frac{u_y}{m}U_1 + \frac{1}{m}\Lambda_Y \end{bmatrix} \quad (A.1)$$

where T_X , T_Y , T_Z , and Λ_X , Λ_Y , Λ_Z are the elements of the \bar{T} and $\bar{\Lambda}$ vectors in (12), (13). The definitions of the other parameters are mentioned in the table below.

TABLE II
PARAMETER DEFINITIONS OF QUADCOPTER MULTI-ROTOR DYNAMIC
MODEL USED IN SIMULATIONS

Par.	Definition	[Unit]
I_{xx}	drone moment of inertia about x -axis	$kg.m^2$
I_{yy}	drone moment of inertia about y -axis	$kg.m^2$
I_{zz}	drone moment of inertia about z -axis	$kg.m^2$
l	drone rolling/pitching arm length	m
m	drone total mass	kg
g	gravity = 9.81	m/s^2
u_z	$= \cos(\phi)\cos(\theta)$	$[]$
u_x	$= \cos(\phi)\sin(\theta)\cos(\psi) + \sin(\phi)\sin(\psi)$	$[]$
u_y	$= \cos(\phi)\sin(\theta)\sin(\psi) - \sin(\phi)\cos(\psi)$	$[]$
U_1	drone resultant input thrust along body z -axis $U_1 = C_L(T_1 + T_2 + T_3 + T_4)$	N
U_2	drone resultant input torque about the body x -axis $U_2 = lC_L(T_1 - T_2 - T_3 + T_4)$	$N.m$
U_3	drone resultant input torque about the body y -axis $U_3 = lC_L(T_1 + T_2 - T_3 - T_4)$	$N.m$
U_4	drone resultant input torque about the body z -axis $U_4 = lC_D(T_1 - T_2 + T_3 - T_4)$	$N.m$

* T_i : thrust force of the i -th propeller N

** C_L : propeller Lift coefficient

*** C_D : propeller Drag coefficient

One can realize that the matrices A , B , D , and the vector \bar{a} (from (3)) representing the autonomous dynamics of the system can readily be obtained from (A.1).