

Model identification and flight control design for the Prometheus mapping drone

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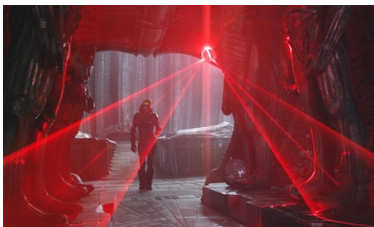
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Prometheus mapping drone



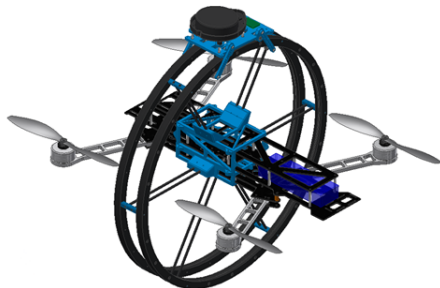
Scopo del progetto

Realizzazione di un UAV per navigazione e mappatura 3D in autonomo

Progetto diviso in 3 parti:

- 1 Design e costruzione della parte meccanica
- 2 Modello matematico, system identification, traiettorie e controllo
- 3 Algoritmi di navigazione e mapping

Design

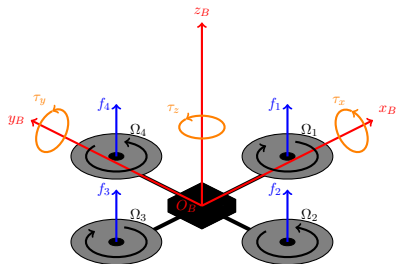


- Telaio di un quadricottero standard
- Uso di un sensore laser Lidar, mapping in 2D
- Aggiunta di una piattaforma rotante per mapping in 3D

Modello matematico

Cinematica di Newton-Eulero

$$\begin{bmatrix} \mathbf{f} \\ \boldsymbol{\tau} \end{bmatrix} = \begin{bmatrix} m \cdot I_3 & \mathbf{0} \\ \mathbf{0}^T & I_{cm} \end{bmatrix} \begin{bmatrix} \ddot{\mathbf{x}}_B \\ \dot{\boldsymbol{\omega}}_B \end{bmatrix} + \begin{bmatrix} \mathbf{0} \\ \boldsymbol{\omega}_B \times I_{cm} \cdot \boldsymbol{\omega}_B \end{bmatrix}$$

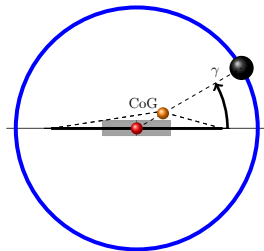


$$\mathbf{f}_i(t) = a_{f,i} \Omega_i^2 \mathbf{n}_i = a_{f,i} \Omega_{max,i}^2 u_i(t)^2 \mathbf{n}_i$$

$$\boldsymbol{\tau}_i(t) = -\text{sgn}(\Omega_i) b_{f,i} \Omega_{max,i}^2 u_i(t)^2 \mathbf{n}_i$$

$$u_i(t) \approx \frac{1}{\tau_i s + 1} u_{in,i}(t)$$

$$\begin{bmatrix} \mathbf{f}_{total} \\ \boldsymbol{\tau}_{total} \end{bmatrix} = \begin{bmatrix} \sum_{i=1}^4 \mathbf{f}_i(u_i^2) \\ \sum_{i=1}^4 \mathbf{l}_i \times \mathbf{f}_i(u_i^2) + \boldsymbol{\tau}_i(u_i^2) \end{bmatrix}$$



Dinamica complessiva

$$\begin{bmatrix} \ddot{\mathbf{x}}_B \\ \ddot{\boldsymbol{\omega}}_B \end{bmatrix} = \begin{bmatrix} \dots & \frac{a_{f,i} \Omega_{max,i}^2 \mathbf{n}_i}{m} & \dots \\ \dots & I_{cm}^{-1} \left[(\mathbf{l}_i + \Delta \mathbf{l}) \times a_{f,i} \Omega_{max,i}^2 \mathbf{n}_i - \text{sgn}(\Omega_i) b_{f,i} \Omega_{max,i}^2 \mathbf{n}_i \right] & \dots \end{bmatrix} \begin{bmatrix} \vdots \\ u_i^2 \\ \vdots \end{bmatrix} +$$

$$+ \begin{bmatrix} \mathbf{0} \\ I_{cm}^{-1} (\boldsymbol{\omega}_B \times I_{cm} \boldsymbol{\omega}_B) \end{bmatrix} + \frac{1}{m_{cart}} \begin{bmatrix} \mathbf{f}_{cart} \\ \mathbf{0} \end{bmatrix}$$

System identification