```
% TTK4135 - Helicopter lab
% Hints/template for problem 2.
% Updated spring 2018, Andreas L. Flåten
%% Initialization and model definition
init10; % Change this to the init file corresponding to your helicopter
% Discrete time system model. x = [lambda r p p dot]'
delta t = 0.25; % sampling time
A1 = [0 \ 1 \ 0 \ 0;
    0 0 -K 2 0;
    0 0 0 delta t;
    0 0 -K_1*K_pp -K_1*K_pd]*delta_t+eye(4);
B1 = [0;0;0;K 1*K pp*delta t];
% Number of states and inputs
mx = size(A1,2); % Number of states (number of columns in A)
mu = size(B1,2); % Number of inputs(number of columns in B)
% Initial values
x1 0 = pi;
                                         % Lambda
x2 0 = 0;
                                        % r
x3 0 = 0;
                                        % p
x4 0 = 0;
                                        % p dot
                                      % Initial values
x0 = [x1 \ 0 \ x2 \ 0 \ x3 \ 0 \ x4 \ 0]';
% Time horizon and initialization
N = 100;
                                           % Time horizon for states
M = N;
                                       % Time horizon for inputs
z = zeros(N*mx+M*mu, 1);
                                       % Initialize z for the whole horizon
z0 = z;
                                        % Initial value for optimization
% Bounds
ul = -30*pi/180;
                                       % Lower bound on control
      = 30*pi/180;
                                      % Upper bound on control
1111
      = -Inf*ones(mx, 1);
                                       % Lower bound on states (no bound)
хl
       = Inf*ones(mx,1);
                                        % Upper bound on states (no bound)
                                        % Lower bound on state x3
x1(3) = u1;
xu(3) = uu;
                                        % Upper bound on state x3
% Generate constraints on measurements and inputs
[vlb, vub]
               = gen constraints(N,M,x1,xu,u1,uu); % hint: gen constraints
vlb(N*mx+M*mu) = 0;
                          % We want the last input to be zero
vub (N*mx+M*mu) = 0;
                                        % We want the last input to be zero
% Generate the matrix Q and the vector c (objective function weights in the QP problem)
Q1 = zeros(mx, mx);
Q1(1,1) = 2;
                                        % Weight on state x1
Q1(2,2) = 0;
                                        % Weight on state x2
```

```
Q1(3,3) = 0;
                                        % Weight on state x3
Q1(4,4) = 0;
                                        % Weight on state x4
P1 = 2;
                                       % Weight on input
Q = gen q(Q1,P1,N,M);
                                                        % Generate Q, hint: gen q
c = zeros(N*mx+M*mu,1);
                                                         % Generate c, this is the linear
constant term in the QP
%% Generate system matrixes for linear model
Aeq = gen aeq(A1,B1,N,mx,mu); % Generate A, hint: gen aeq
beq = Aeq*z; % Generate b
beq(1) = x1 0;
%% Solve QP problem with linear model
[z,lambda] = quadprog(Q,c,[],[],Aeq,beq,vlb,vub); % hint: quadprog. Type 'doc quadprog' ✓
for more info
t1=toc;
% Calculate objective value
phi1 = 0.0;
PhiOut = zeros (N*mx+M*mu, 1);
for i=1:N*mx+M*mu
  phi1=phi1+Q(i,i)*z(i)*z(i);
 PhiOut(i) = phi1;
end
%% LQR
Q lqr = diag([25 15 20 15]);
R lqr = 7*eye(mu);
[K, S, e] = dlqr(A1, B1, Q lqr, R lqr);
%% Extract control inputs and states
u = [z(N*mx+1:N*mx+M*mu);z(N*mx+M*mu)]; % Control input from solution
                                        % State x1 from solution
x1 = [x0(1); z(1:mx:N*mx)];
x2 = [x0(2); z(2:mx:N*mx)];
                                        % State x2 from solution
x3 = [x0(3); z(3:mx:N*mx)];
                                       % State x3 from solution
x4 = [x0(4); z(4:mx:N*mx)];
                                       % State x4 from solution
num_variables = 5/delta_t;
zero_padding = zeros(num_variables,1);
unit padding = ones(num variables,1);
    = [zero padding; u; zero padding];
x1 = [pi*unit padding; x1; zero padding];
x2 = [zero_padding; x2; zero_padding];
x3 = [zero padding; x3; zero padding];
x4 = [zero padding; x4; zero padding];
```