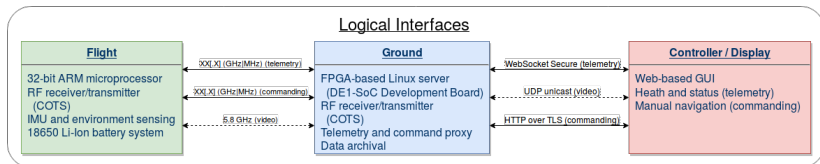


# Fault-Tolerant Quadcopter

ECE 453 Project Proposal (Fall 2018)  
University of Wisconsin-Madison

*Vaughn Kottler, Mayank Katwal, Cooper Green*

# Overview



**Quadcopter** – Battery-powered, four-motor flying machine

**Ground Station** – Linux server managing the quadcopter's radio endpoint, hosts wired-network services (i.e. telemetry)

**Web-based UI** – A modern dashboard for visualizing data and manually commanding the vehicle

# Learning Objectives

Exposure to:

- Radio-frequency communication
- Control theory
- System-level engineering
- SoC platform(s)

Also:

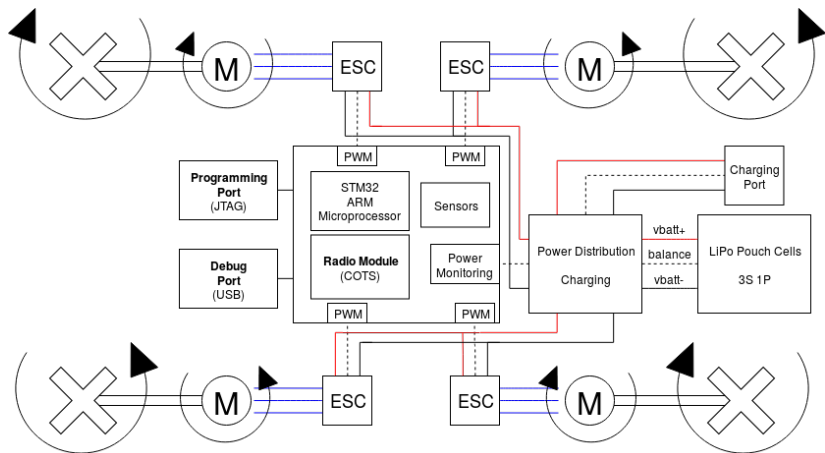
- Data pipelining in the aerospace/avionics problem space
- Modern user-interface design and implementation

# Features

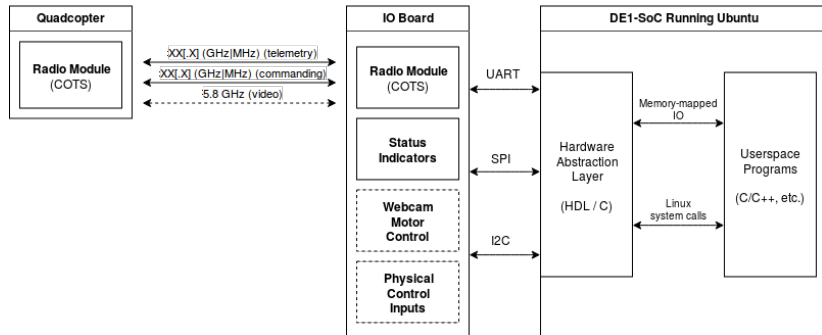
**Single-Fault Tolerant** – Land safely in the event of communication “heartbeat timeout”

**Telemetry Archival** – Implement long-term telemetry storage for post-flight data analysis

# Quadcopter



# Ground Station



# User Interface

## API Commands (A)

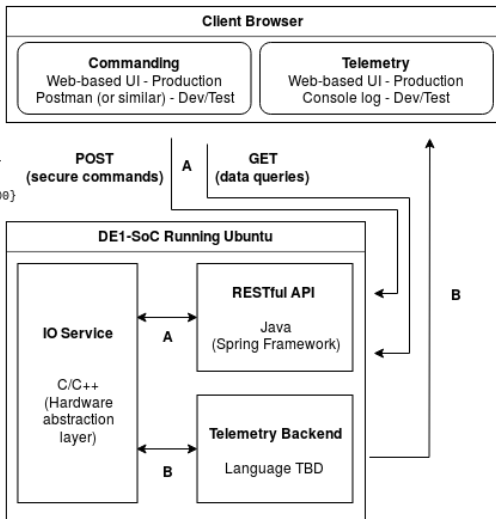
### HTTP over TLS

```
https://host/move/up/{0 - 100}  
https://host/move/down/{0 - 100}  
https://host/move/left/{0 - 100}  
https://host/move/right/{0 - 100}  
https://host/move/forward/{0 - 100}  
https://host/move/back/{0 - 100}  
https://host/move/rotate/{-100 - 100}  
...
```

## Telemetry Data (B)

### Secure WebSocket

```
telemetry_packet {  
  timestamp: 1536646557,  
  age: 15,  
  type: "sensors",  
  data: [  
    temperature: 22,  
    pressure: 101325,  
    gyro: {  
      rate_xy: -1,  
      rate_xz: 2,  
      rate_yz: -3  
    }  
  ]  
}
```



# Milestones

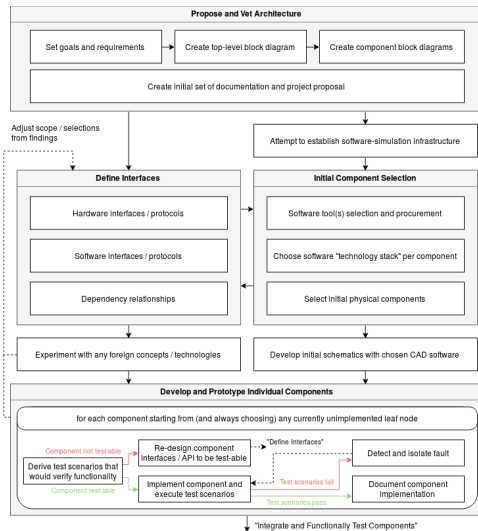
- 1) Establish wireless communication between the vehicle and ground station
- 2) Establish percentage-based throttle control over each motor
- 3) Establish manual-commanding capability to the vehicle from a web-based user interface
- 4) View live telemetry from a web-based user interface
- 5) Sense angular velocity via gyroscope and force experienced via inertial measurement unit



## Milestones cont.

- 6) Develop a control algorithm to fly in a stable hover or holding pattern
- 7) Extend control algorithm to control for velocity in three axes to achieve controlled motion
- 8) Sense relative altitude
- 9) Extend control algorithm to control for a specific *delta-y* (perpendicular to ground plane)

# Initial Development and Prototyping



# Final Stages

