



# Developing and Testing Custom Controllers for Crazyflie Drones for Wind Disturbances

---

Team 4 - WindBreakers

Denis Alpay  
Nikolaj Hindsbo  
Will Kraus  
Kaustabh Paul

# Agenda

---

- Motivation
- Dynamics Derivation
- Simulation Implementation
  - Introducing Gazebo simulation
- Hardware Implementation
  - How we made our own controllers
  - PID, LQR, SMC Results
- Conclusion & Closing Thoughts
- Q&A

# Motivations: Why Drones? Why Wind?

- Goal: Balance performance with robustness to wind

If a drone can be robust, what can it do?

- Surveying
- Payload delivery
- Disaster relief (hurricanes, earthquakes, etc.)



# Existing approaches for Robustness with Wind

## Existing Solutions

- LQR (Princeton, Crazyflie Thesis Paper)
- PID (In Crazyflie Development)

## Sliding Mode Control

- **Pros:**
  - Works online in real time
  - Very robust to model inaccuracies and measurement noise
  - Lyapunov stability provable
  - Convergence in finite time also provable
- **Cons:**
  - Chattering

Other approaches:

MPC:  $\Rightarrow$  Depends on offboard computation and communication speed

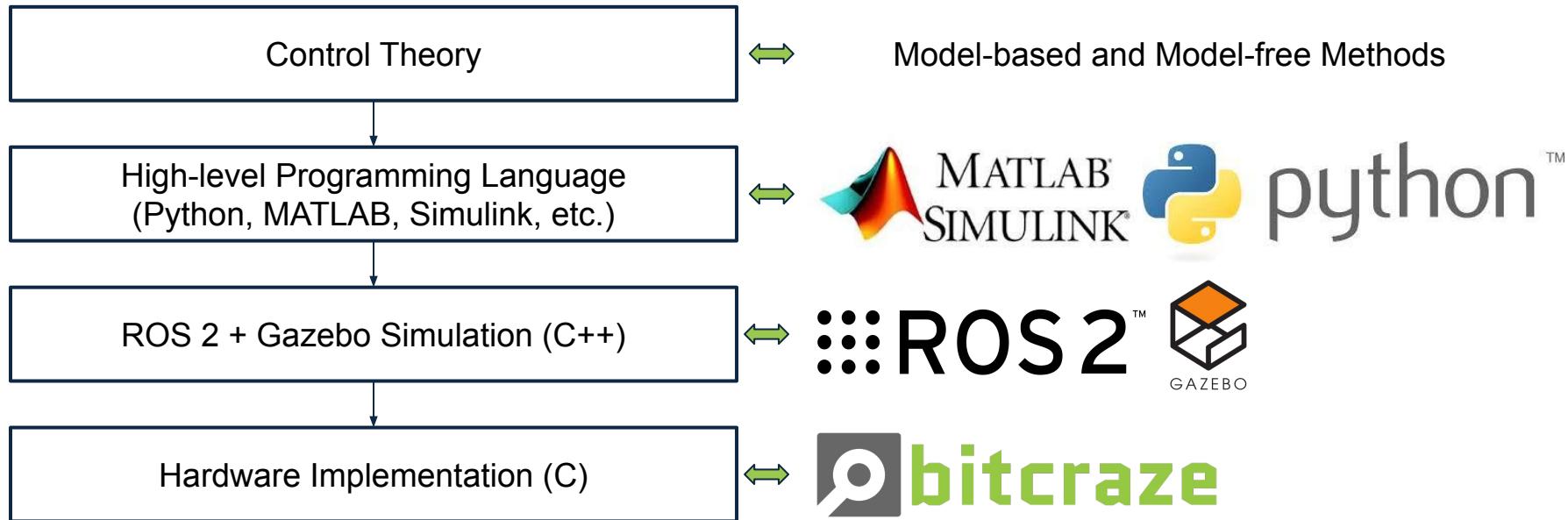
Backstepping:  $\Rightarrow$  Recursive and less robust, more adaptive and stable

L1 adaptive controller:  $\Rightarrow$  Different robust control approach

G. Perozzi, D. Efimov, J.-M. Biannic, L. Planckaert, and P. Coton, "Wind rejection via quasi-continuous sliding mode technique to control safely a mini drone," in *7th European Conference for Aeronautics and Space Sciences (EUCASS)*, Milan, Italy, Jul. 2017.



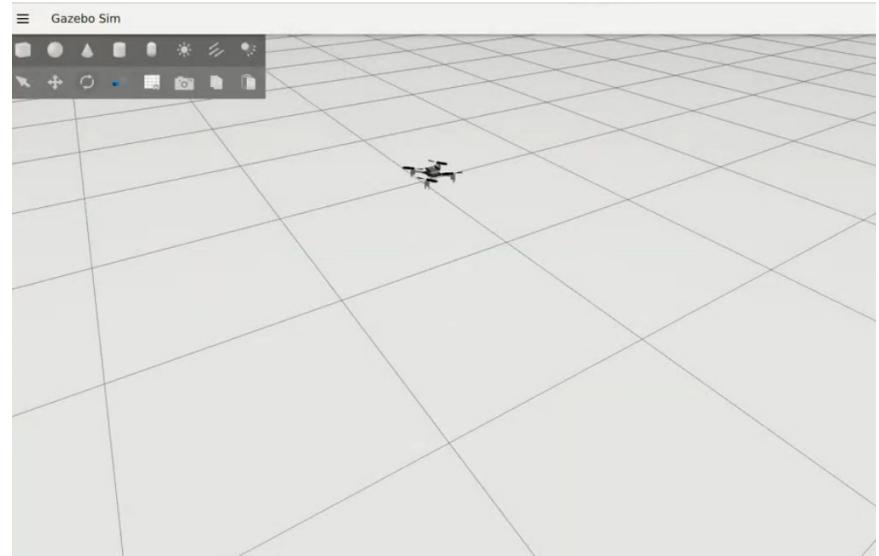
# Controller Development Pipeline



# Simulation Modeling Overview

## Why Gazebo?

- Testing controllers in C++ (vs Python)
  - Makes it easier to convert controller logic into C for hardware implementation
- Open source implementations
- Wind simulation potential
- Crazyflie2.0 modeled by Bitcraze



# Cascaded vs Model-based Dynamics

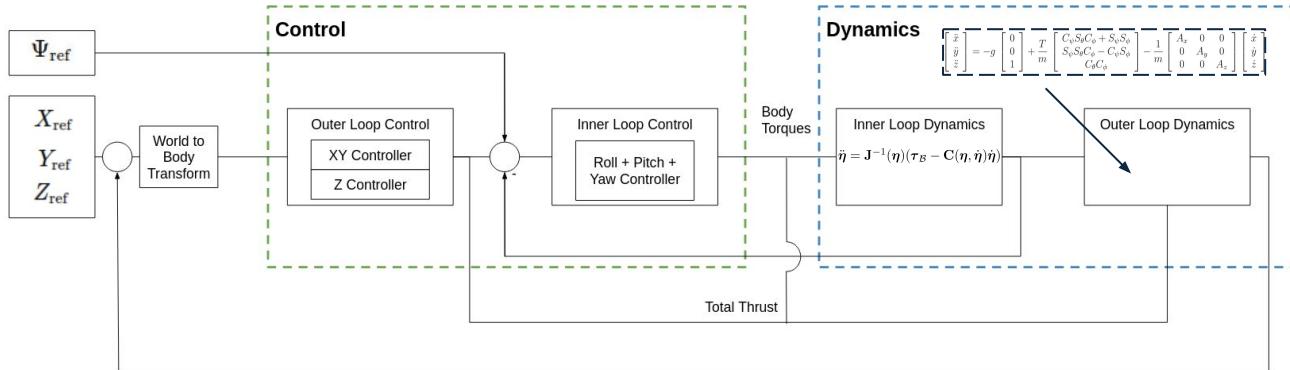
Full state dynamics: Derived system dynamics form control output (**LQR**)

Cascaded: Several controllers fed into each other w/ dynamics (**PID, SMC**)

XYZ controllers feed into attitude controller → control output

*Cascaded*:

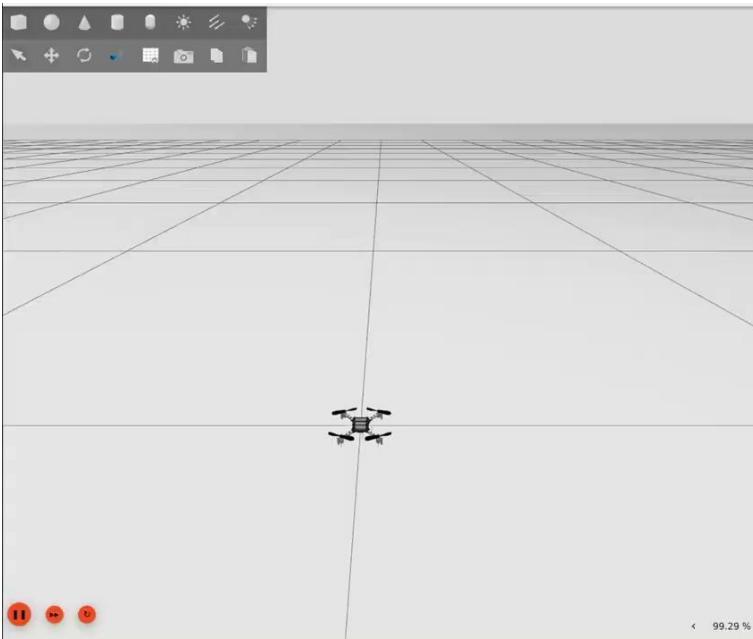
*Model-based (State Space)*:



$$\dot{x}(t) = Ax(t) + Bu(t)$$

$$y(t) = Cx(t) + Du(t)$$

# Simulation Modeling PID

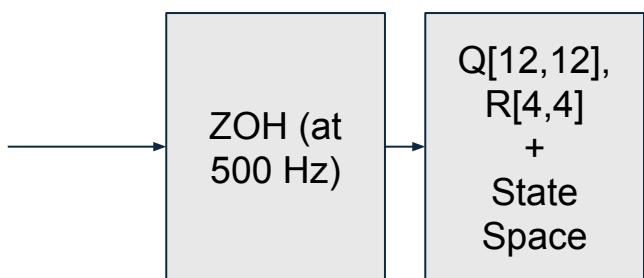


- **Validated Controller Feasibility:** The simulation confirmed that our controller was feasible and ready for hardware implementation.
- **Optimized Tuning Process:** Provided initial PID values as a strong foundation for further hardware tuning.
- **Cost Benefit:** Able to test and develop controllers without risking breaking the hardware.

# IH-LQR Model Dynamics

Linearized Model → Discretization → Q,R → K\_inf matrix using DT Algebraic Riccati

$$\begin{aligned}x' &= x' \\y' &= y' \\z' &= z' \\x'' &= -g\theta \\y'' &= g\phi \\z'' &= -\frac{u_1}{m} \\\phi' &= \dot{\phi}' \\ \theta' &= \dot{\theta}' \\ \psi' &= \dot{\psi}' \\ \phi'' &= \frac{u_2}{I_x} \\ \theta'' &= \frac{u_3}{I_y} \\ \psi'' &= \frac{u_4}{I_z}\end{aligned}$$

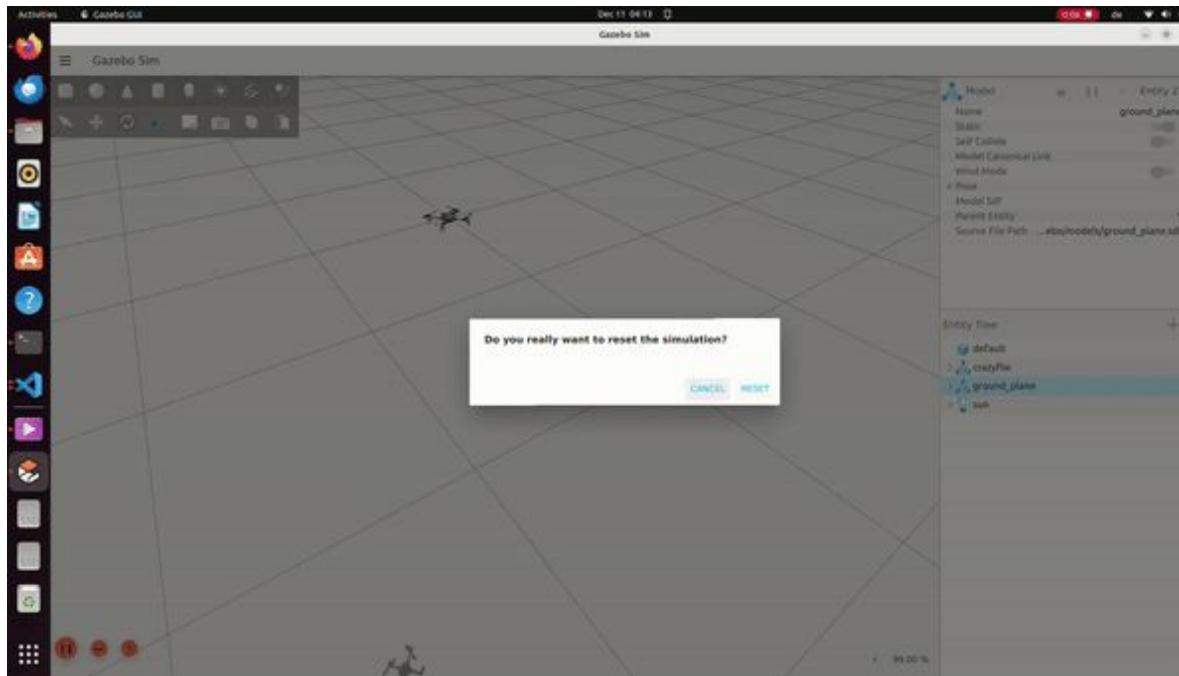


$$J = \sum_{k=0}^{\infty} (x_k^T Q x_k + u_k^T R u_k)$$

$$P = A_d^T P A_d - A_d^T P B_d (B_d^T P B_d + R)^{-1} B_d^T P A_d + Q$$

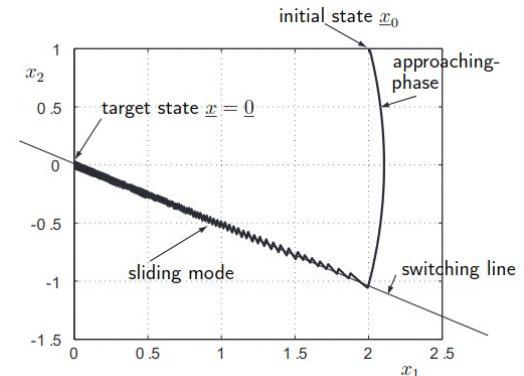
$$K = (B_d^T P B_d + R)^{-1} B_d^T P A_d$$

# Simulation Modeling LQR

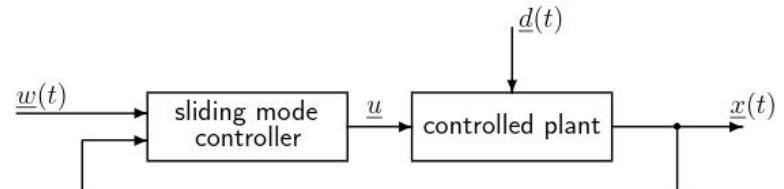


# Sliding mode control design

- Given: Nonlinear sys  $\dot{\underline{x}} = \underline{f}(\underline{x}, \underline{u}) + \underline{d}(\underline{x}, t)$   
 $\underline{y} = \underline{h}(\underline{x}, \underline{u})$



- Sliding manifold  $S(x)$



- Maintains system states on a *sliding manifold*.
- Uses discontinuous control to drive errors to zero.

# SMC controller basic derivation

Lyapunov fcn:  $V(s) = \frac{1}{2}s^2$

**Positive Definiteness:**

$$V(s) > 0 \quad \text{for } s \neq 0, \quad V(s) = 0 \text{ at } s = 0$$

**Radial Unboundedness:**

$$V(s) \rightarrow \infty \quad \text{as } |s| \rightarrow \infty$$

**Negative Semi-Definiteness of Time Derivative:**

$$\dot{V}(s) = s\dot{s} \leq 0$$

# SMC controller basic derivation

Lyapunov fcn:  $V(s) = \frac{1}{2}s^2$

Sliding manifold:  $s(x) = \dot{x} + \alpha x$

- $\alpha$  acts as a tuning parameter that controls the rate of convergence.
- A larger  $\alpha$  results in faster convergence to the equilibrium, but it may increase control effort and sensitivity to disturbances.
- A smaller  $\alpha$  slows down convergence, which could make the system less responsive but reduces chattering and control effort.

# SMC controller basic derivation

Lyapunov fcn:  $V(s) = \frac{1}{2}s^2$

Sliding manifold:  $s(x) = \dot{x} + \alpha x$

System dynamics  $\ddot{x} = f(x, \dot{x}) + bu$

→  $\dot{s}(x) = f(x, \dot{x}) + bu + \alpha \dot{x}$

Since  $\dot{V}(s) = s\dot{s} \leq 0$  →  $sf(x, \dot{x}) + bsu + \alpha s\dot{x} \leq 0$

**Equivalent Control** ( $u_{eq}$ ): Cancels the nominal system dynamics.

**Switching Control** ( $u_{sw}$ ): Drives the system toward the sliding manifold and compensates for uncertainties/disturbances.

# SMC controller basic derivation

Requirement:  $sf(x, \dot{x}) + bsu + \alpha s\dot{x} \leq 0$

Decompose control law into 2 parts:  $u = u_{\text{dyn}} + u_{\text{sm}}$

- Dynamics Compensation: Cancels out system dynamics

$$u_{\text{dyn}} = -\frac{1}{b} (f(x, \dot{x}) + \alpha \dot{x})$$

- Sliding mode term: Ensures convergence to sliding manifold

$$u_{\text{sw}} = -k \operatorname{sign}(s)$$

# SMC controller basic derivation

$$u_{\text{sw}} = -k \cdot \text{sign}(s)$$

→ Prone to high frequency chattering

$$u_{\text{sw}} = -f(x) \cdot \text{sign}(s)$$

→ Chattering reduction through state dependent gain

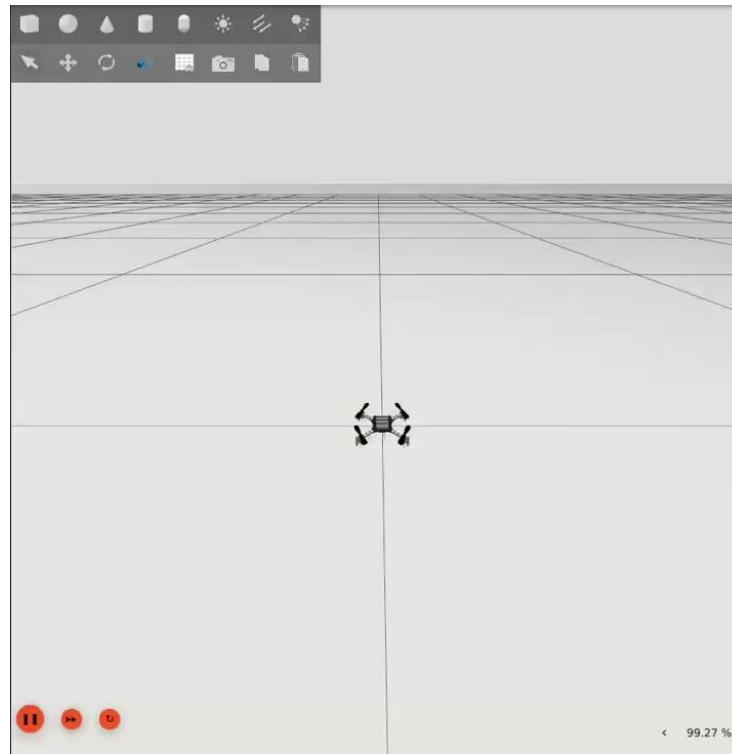
→ Chattering still exists due to discontinuity

$$u_{\text{sm}} = -k \cdot s$$

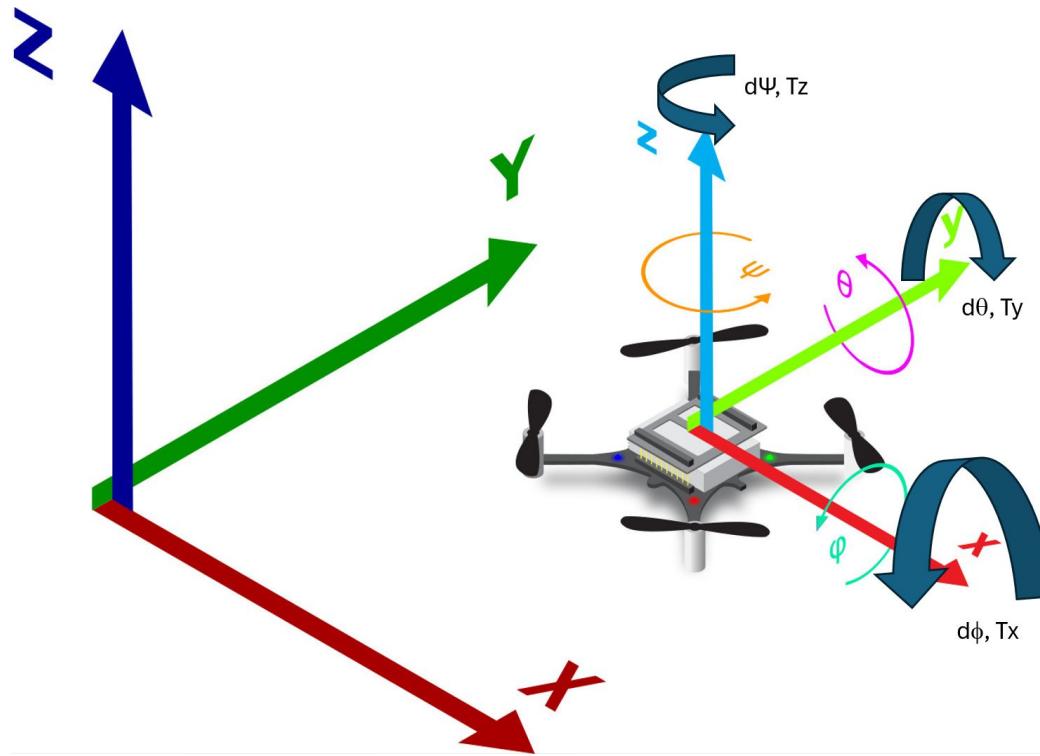
→ Smooth but slow convergence

→ Our SMC is combining second and third formula

# Simulation Modeling SMC

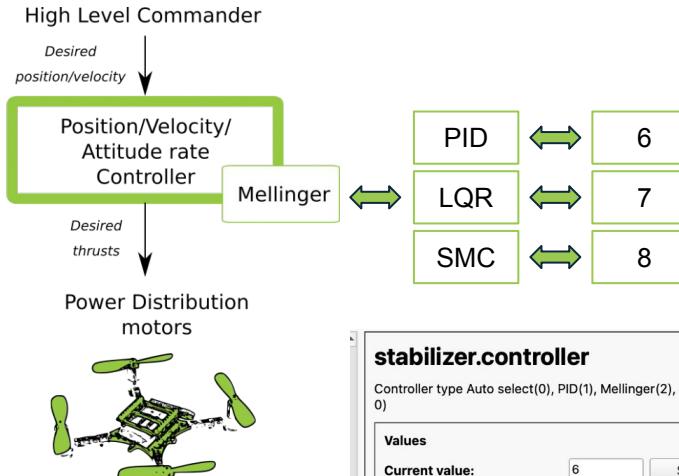
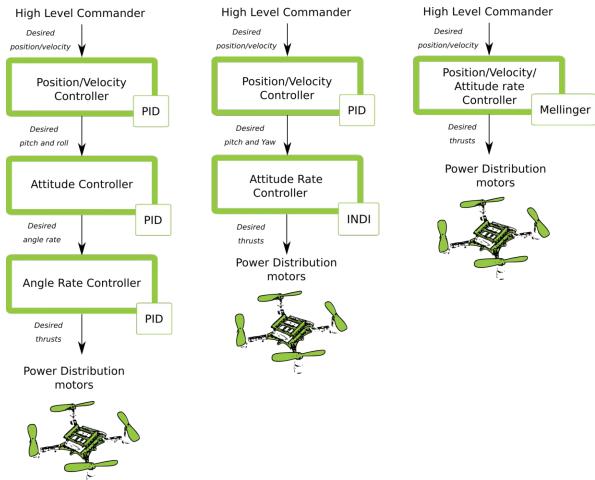


# Hardware Implementation Overview



# Hardware Implementation Overview

```
/*
 *      ||
 * +-----+ / _ )(_)/_
 * | 0xBC | /_ / /_/_/_/_`/_/_\_
 * +-----+ /_/_/_/_/_/_/_/_/_/_/_\_
 * || || /____/_/\_\_\_/_/\_\_\_/_/\_\_\_
 *
 * Crazyflie Firmware
 *
```



**stabilizer.controller**

Controller type Auto select(0), PID(1), Mellinger(2), INDI(3), Brescianini(4), Lee(5) (Default: 0)

<b>Values</b>		
<b>Current value:</b> <input type="text" value="6"/>	<input type="button" value="Set"/>	<input type="button" value="Reset to default"/>
<b>Default value:</b> <input type="text" value="0"/>		

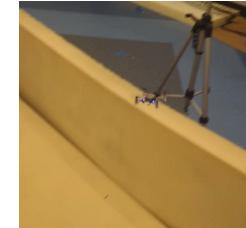
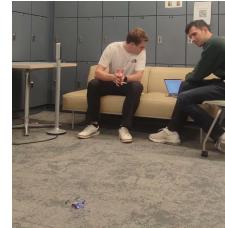
# Hardware Implementation - PID

Name	Type	Access	Persistent	Value
ctrlLee				
ctrlMel				
- ctrlOurPID				
a_baseline	float	RW	Yes	0.33
imax_p	float	RW	Yes	0.0008
imax_r	float	RW	Yes	0.0008
imax_x	float	RW	Yes	0
imax_y	float	RW	Yes	0
imax_y_t	float	RW	Yes	0
imax_z	float	RW	Yes	0
kd_p	float	RW	Yes	0.0008
kd_r	float	RW	Yes	0.0008
kd_x	float	RW	Yes	0
kd_y	float	RW	Yes	3e-05
kd_y_t	float	RW	Yes	0
kd_z	float	RW	Yes	0.05
ki_p	float	RW	Yes	0.001
ki_r	float	RW	Yes	0.001
ki_x	float	RW	Yes	0
ki_y	float	RW	Yes	0
ki_y_t	float	RW	Yes	0
ki_z	float	RW	Yes	0
kp_p	float	RW	Yes	0.003
kp_r	float	RW	Yes	0.003
kp_x	float	RW	Yes	0.3
kp_y	float	RW	Yes	0.001
kp_y_t	float	RW	Yes	0.3
kp_z	float	RW	Yes	0.1
omax_p	float	RW	Yes	1
omax_r	float	RW	Yes	1
omax_x	float	RW	Yes	0.3
omax_y	float	RW	Yes	1
omax_v_t	float	RW	Yes	0.3

Initial



Progress

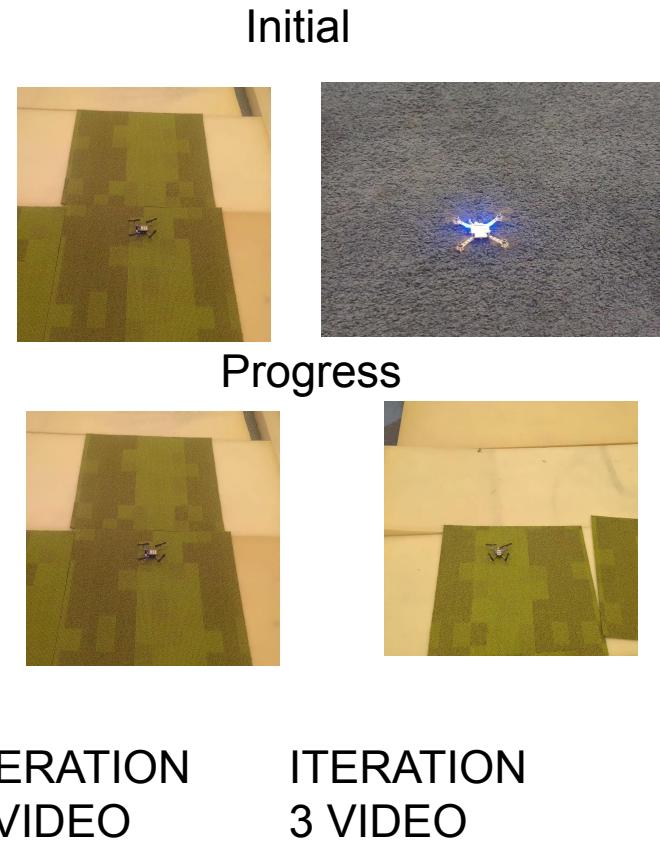
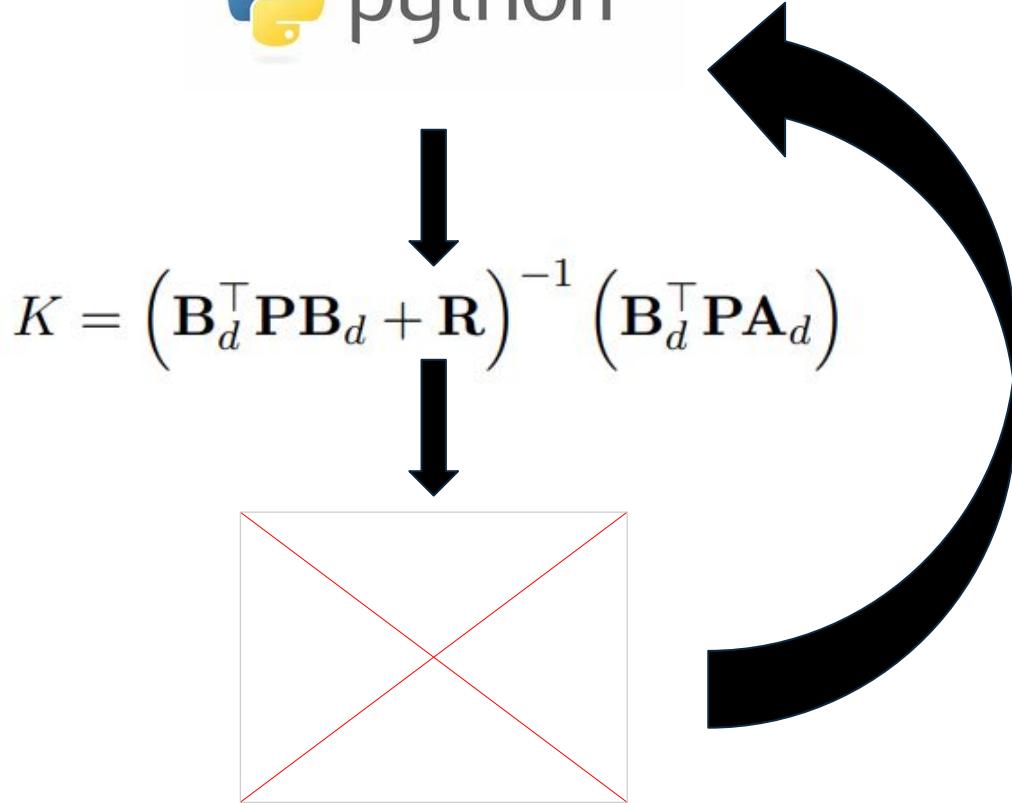


Tuned Results



- Motivation:
  - Tunable Implementation
  - Would help us understand codestack
  - Baseline controller is easy to compare

# Hardware Implementation - LQR



# Hardware Implementation - SMC

ctrlMel				
ctrlOurPID				
ctrlSMC				
A	float RW	Yes	0.35	
I_xx	float RW	Yes	1.6572e-05	
I_yy	float RW	Yes	1.6656e-05	
I_zz	float RW	Yes	2.9262e-05	
alpha_pitch	float RW	Yes	0.45	
alpha_roll	float RW	Yes	0.45	
alpha_z	float RW	Yes	25	
g	float RW	Yes	9.81	
gain_pitch	float RW	Yes	0.48	
gain_roll	float RW	Yes	0.48	
gain_yaw	float RW	Yes	1	
gain_z	float RW	Yes	1	
kp_x	float RW	Yes	0.3	
kp_y	float RW	Yes	0.3	
m	float RW	Yes	0.031	
nu	float RW	Yes	3.3	
omax_x	float RW	Yes	0.2	
omax_y	float RW	Yes	0.2	
omin_x	float RW	Yes	-0.2	
omin_y	float RW	Yes	-0.2	
ctrlSMC5				
deck				
firmware				

- Key Features
  - Tunable Implementation
  - Chattering is evident when not tuned, confirming SMC implementation
  - Seems to resist large perturbations in roll & yaw, but position control needs tuning

Initial



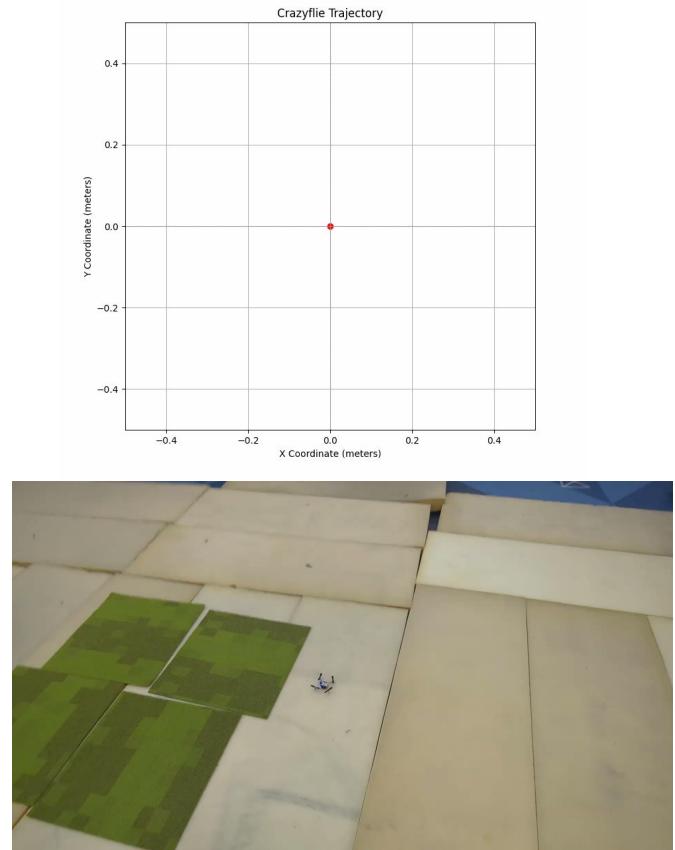
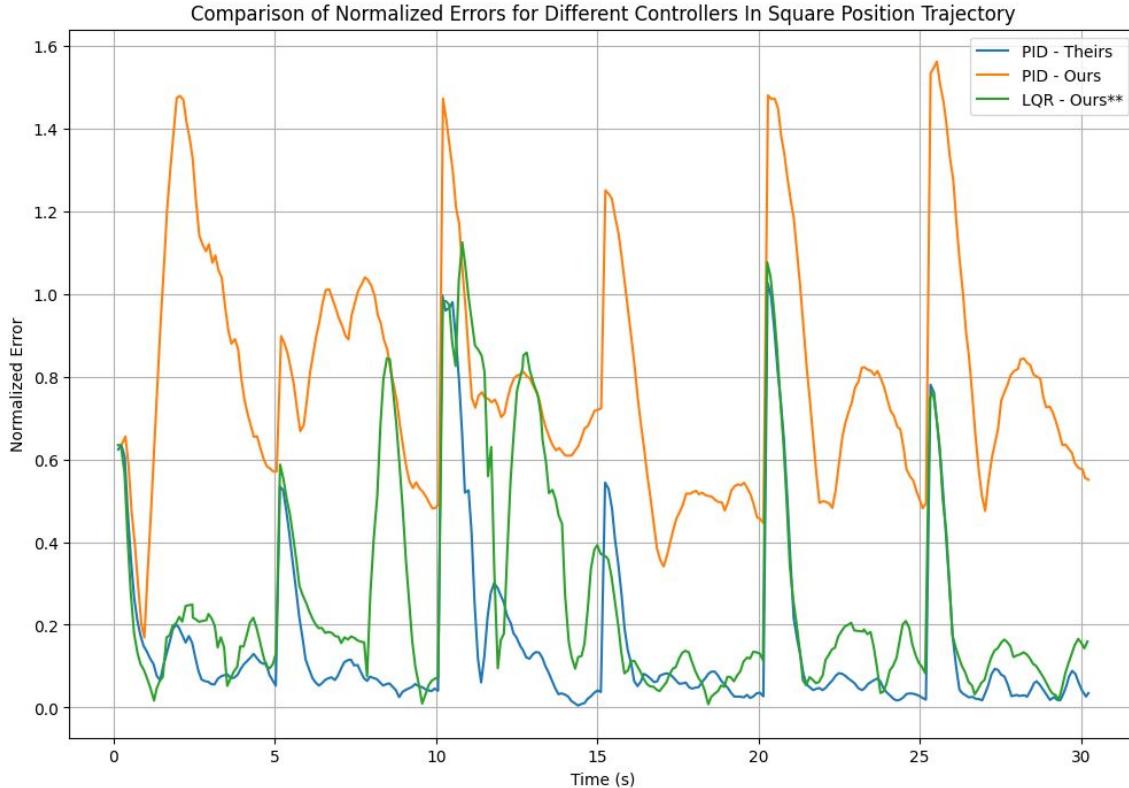
Progress



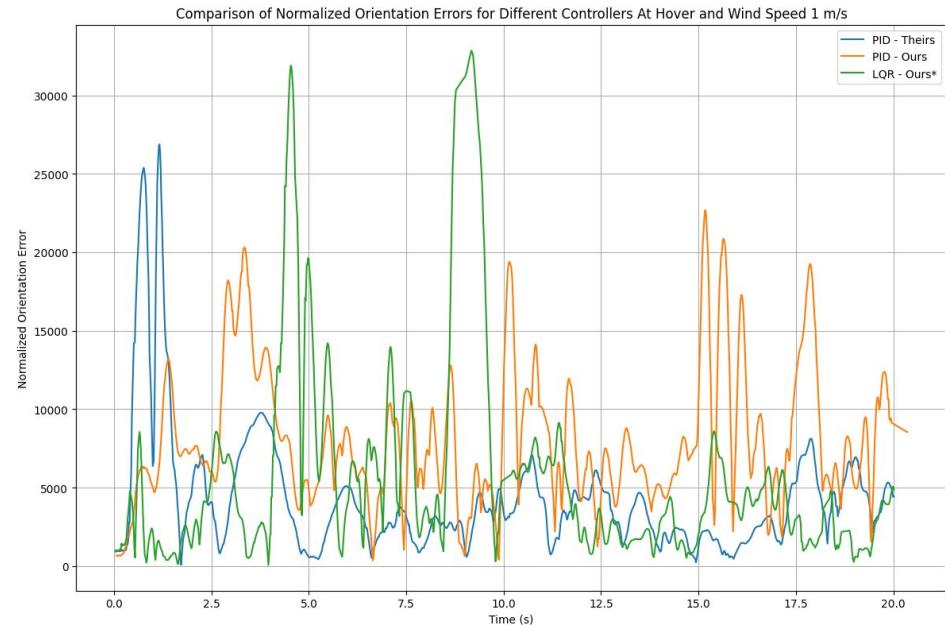
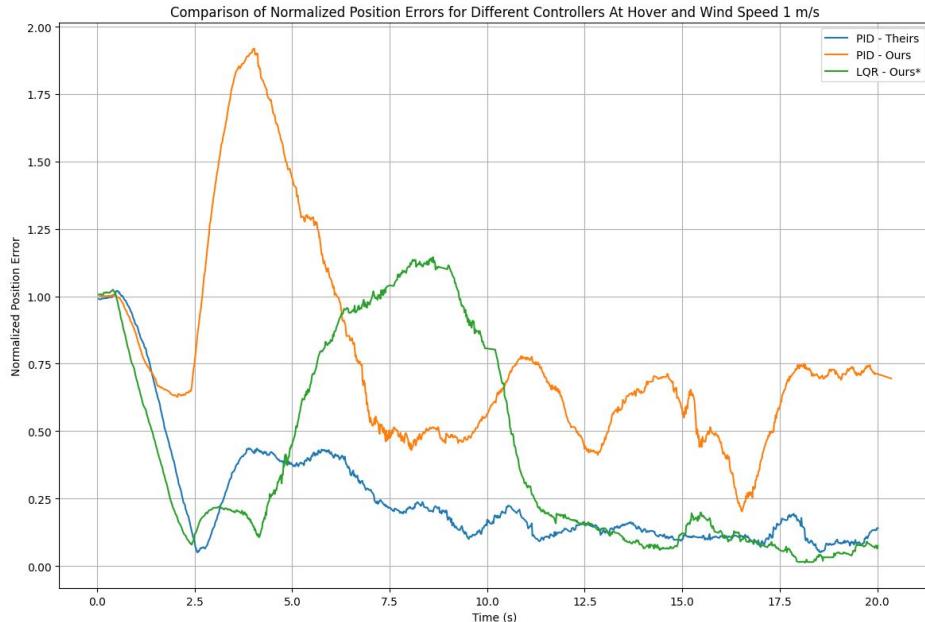
ITERATION  
2 VIDEO

ITERATION  
1 VIDEO      ITERATION  
3 VIDEO

# Hardware Implementation - Comparing Results



# Hardware Implementation - Comparing Results



# Concluding Thoughts

- Three controllers were implemented in Crazyflie
- Proved a Sim-to-Real pipeline that could be further expanded
  - With great tuning strategies for most controller types
- Hardware implementation is hard, but in the end, position control under low wind speed perturbations was achieved.