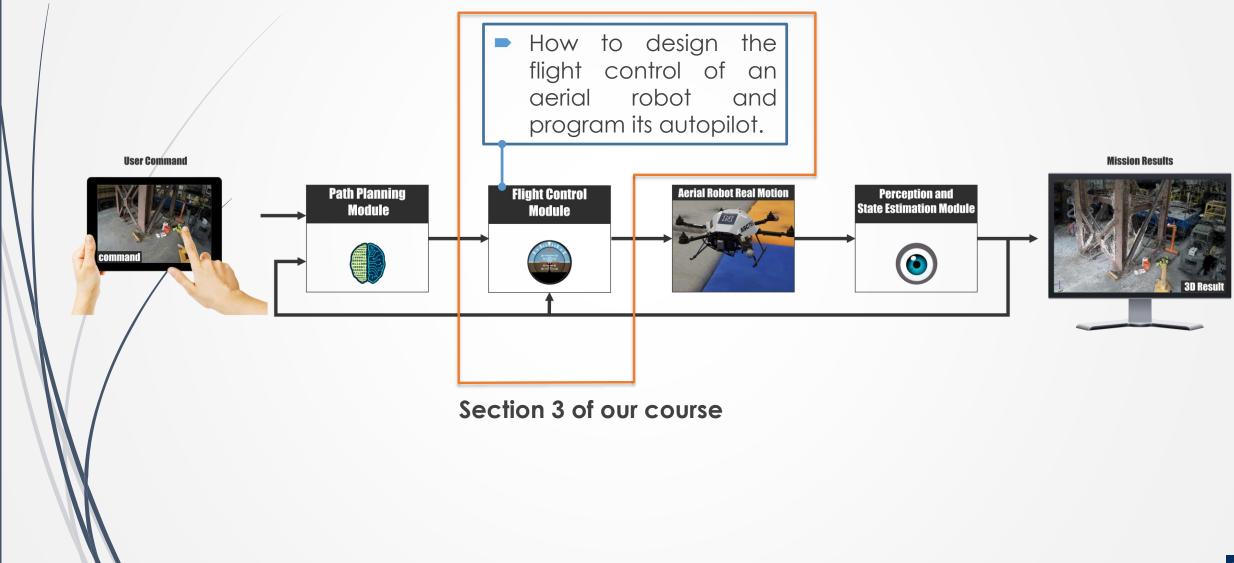


The Aerial Robot Loop



MAV Dynamics

To append the forces and moments we need to combine their formulation with

$$\begin{bmatrix} \dot{p}_n \\ \dot{p}_e \\ \dot{p}_d \end{bmatrix} = \mathcal{R}_b^v \begin{bmatrix} u \\ v \\ w \end{bmatrix}, \ \mathcal{R}_b^v = \begin{bmatrix} c_\theta c_\psi & s_\phi s_\theta c_\psi - c_\phi s_\psi & c_\phi s_\theta c_\psi + s_\phi s_\psi \\ c_\theta s_\psi & s_\phi s_\theta s_\psi + c_\phi c_\psi & c_\phi s_\theta s_\psi - s_\phi c_\psi \\ -s_\theta & s_\phi c_\theta & c_\phi c_\theta \end{bmatrix}$$

$$\begin{bmatrix} \dot{u} \\ \dot{v} \\ \dot{w} \end{bmatrix} = \begin{bmatrix} rv - qw \\ pw - ru \\ qu - pv \end{bmatrix} + \frac{1}{m} \begin{bmatrix} f_x \\ f_y \\ f_z \end{bmatrix}$$

$$\begin{bmatrix} \dot{\phi} \\ \dot{\theta} \\ \dot{\psi} \end{bmatrix} = \begin{bmatrix} 1 & \sin \phi \tan \theta & \cos \phi \tan \theta \\ 0 & \cos \phi & -\sin \phi \\ 0 & \sin \phi \sec \theta & \cos \phi \sec \theta \end{bmatrix} \begin{bmatrix} p \\ q \\ r \end{bmatrix}$$

$$\begin{bmatrix} \dot{p} \\ \dot{q} \\ \dot{r} \end{bmatrix} = \begin{bmatrix} \frac{J_y - J_z}{J_x} qr \\ \frac{J_z - J_x}{J_y} pr \\ \frac{J_x - J_y}{J_z} \end{bmatrix} \begin{bmatrix} p \\ q \\ r \end{bmatrix} + \begin{bmatrix} \frac{1}{J_x} M_x \\ \frac{1}{J_y} M_y \\ \frac{1}{J_z} M_z \end{bmatrix}$$

Next step: append the MAV forces and moments

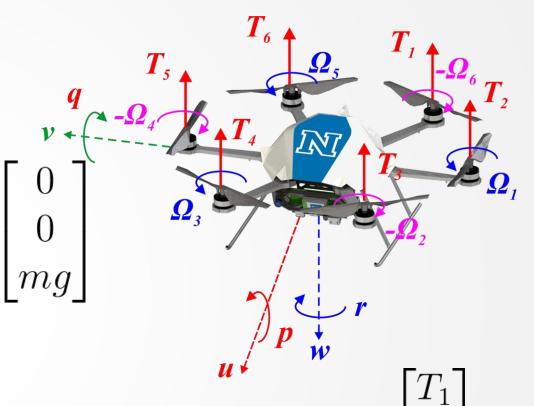
MAV Dynamics

MAV forces in the body frame:

$$\mathbf{f}_b = \begin{bmatrix} f_x \\ f_y \\ f_z \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ \sum_{i=1}^6 T_i \end{bmatrix} - \mathcal{R}_v^b \begin{bmatrix} 0 \\ 0 \\ mg \end{bmatrix}$$

Moments in the body frame:

$$\mathbf{m}_{b} = \begin{bmatrix} M_{x} \\ M_{y} \\ M_{z} \end{bmatrix} = \begin{bmatrix} ls_{30} & l & ls_{30} & -ls_{30} & -l & ls_{30} \\ -lc_{60} & 0 & lc_{60} & lc_{60} & 0 & -lc_{60} \\ -k_{m} & k_{m} & -k_{m} & k_{m} & -k_{m} & k_{m} \end{bmatrix}$$



MAV Dynamics

MAV forces in the body frame:

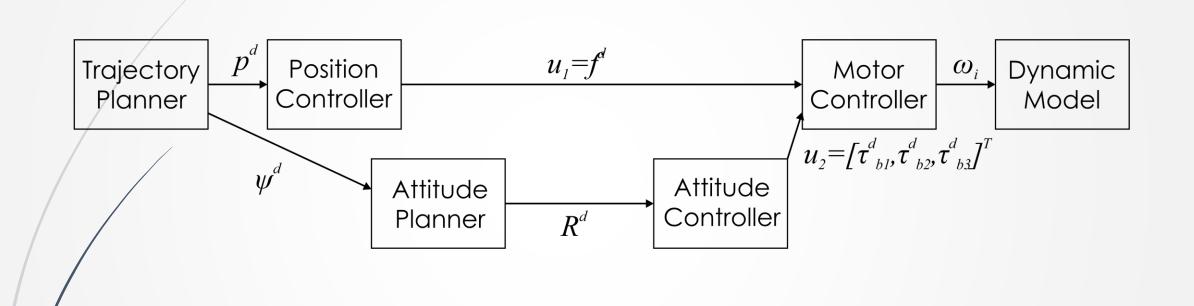
$$\mathbf{f}_b = \begin{bmatrix} f_x \\ f_y \\ f_z \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ \sum_{i=1}^6 T_i \end{bmatrix} - \mathcal{R}_v^b \begin{bmatrix} 0 \\ 0 \\ mg \end{bmatrix}$$

Moments in the body frame:

$$\mathbf{m}_{b} = \begin{bmatrix} M_{x} \\ M_{y} \\ M_{z} \end{bmatrix} = \begin{bmatrix} ls_{30} & l & ls_{30} & -ls_{30} & -l & ls_{30} \\ -lc_{60} & 0 & lc_{60} & lc_{60} & 0 & -lc_{60} \\ -k_{m} & k_{m} & -k_{m} & k_{m} & -k_{m} & k_{m} \end{bmatrix}$$

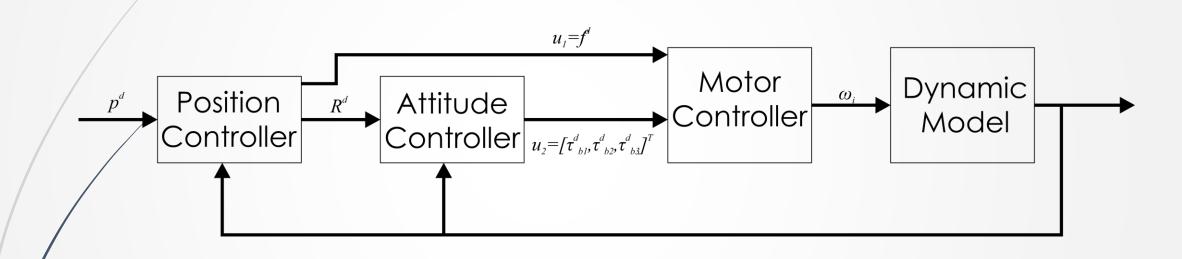
Bx

Control System Block Diagram



There are simpler

Control System Block Diagram



Simplified loop



- Assume a single-axis multirotor.
 - The system has to coordinate its pitching motion and thrust to move to the desired point ahead of its axis.
 - Roll is considered to be zero, yaw is considered to be constant. No initial velocity. No motion is expressed in any other axis.
 - A system of only two degrees of freedom.

Simplified linear dynamics

$$\begin{bmatrix} \dot{\theta} \\ \ddot{\theta} \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} \theta \\ \dot{\theta} \end{bmatrix} + \begin{bmatrix} 0 \\ 1/J_y \end{bmatrix} M_y$$

$$\begin{bmatrix} \dot{x} \\ \ddot{x} \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} x \\ \dot{x} \end{bmatrix} + \begin{bmatrix} 0 \\ -g \end{bmatrix} \theta$$



Explanation of translation model

$$ma = F_x \Rightarrow ma = T_{TOT}\cos(-\theta) \Rightarrow ma \approx -\theta T_{TOT}$$

$$ma = -\theta mg$$

$$ma = -\theta mg$$

s.t. $T_{TOT} = mg$
 $a = \ddot{x}$

$$a = \ddot{x}$$

$$\begin{bmatrix} \dot{x} \\ \ddot{x} \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} x \\ \dot{x} \end{bmatrix} + \begin{bmatrix} 0 \\ -g \end{bmatrix} \theta$$

Simplified linear dynamics

$$\begin{bmatrix} \dot{\theta} \\ \ddot{\theta} \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} \theta \\ \dot{\theta} \end{bmatrix} + \begin{bmatrix} 0 \\ 1/J_y \end{bmatrix} M_y$$

$$\begin{bmatrix} \dot{x} \\ \ddot{x} \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} x \\ \dot{x} \end{bmatrix} + \begin{bmatrix} 0 \\ -g \end{bmatrix} \theta$$

How does this system behave?

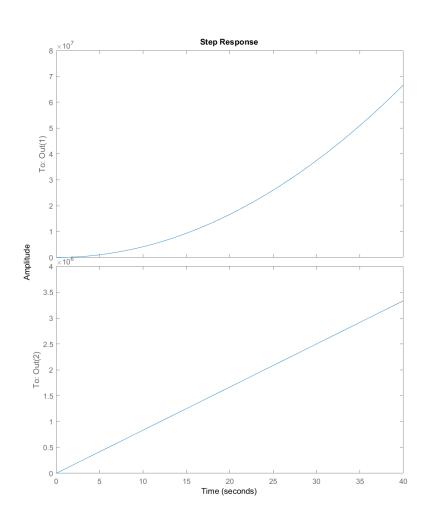


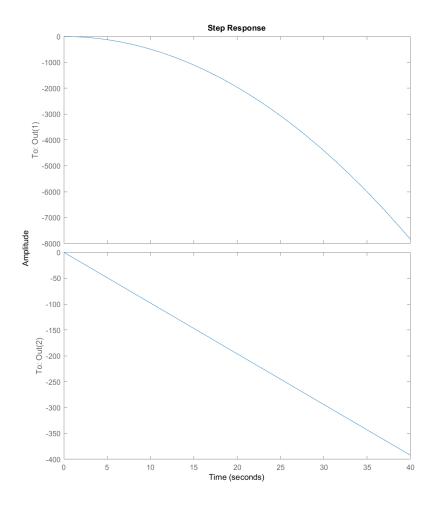
```
% Simple Modeling and Control study
clear;
J_Y = 1.2e-5;
g = 9.806; mass = 1.2;

% Pitch Linear Model
A_D = [0 1; 0 0]; B_D = [0; 1/J_Y];
C_D = eye(2); D_D = zeros(2,1);
ss_pitch = ss(A_D,B_D,C_D,D_D);

% x Linear Model
A_x = [0 1; 0 0]; B_x = [0; -g];
C_x = eye(2); D_x = zeros(2,1);
ss_x = ss(A_x,B_x,C_x,D_x);

% Observe the Step responses of the system
subplot(1,2,1); step(ss_titch);
subplot(1,2,2); step(ss_x);
```





Simplified linear dynamics

$$\begin{bmatrix} \dot{\theta} \\ \ddot{\theta} \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} \theta \\ \dot{\theta} \end{bmatrix} + \begin{bmatrix} 0 \\ 1/J_y \end{bmatrix} M_y$$

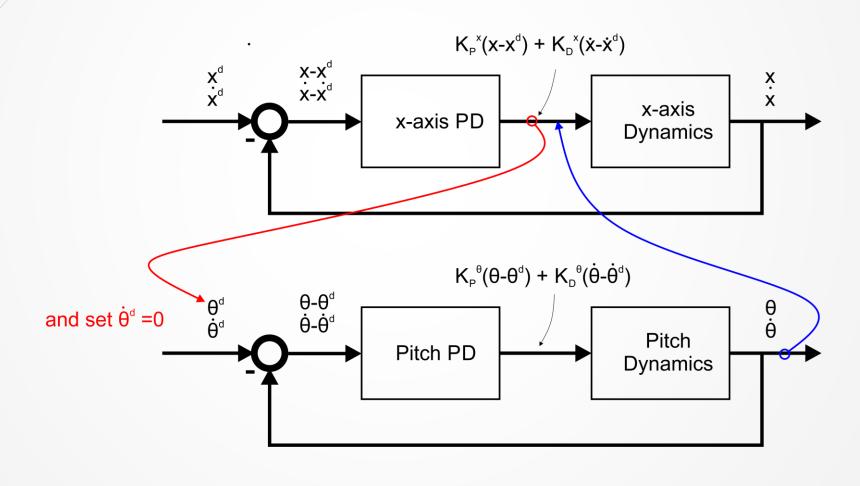
$$\begin{bmatrix} \dot{x} \\ \ddot{x} \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} x \\ \dot{x} \end{bmatrix} + \begin{bmatrix} 0 \\ -g \end{bmatrix} \theta$$

How to control this system?

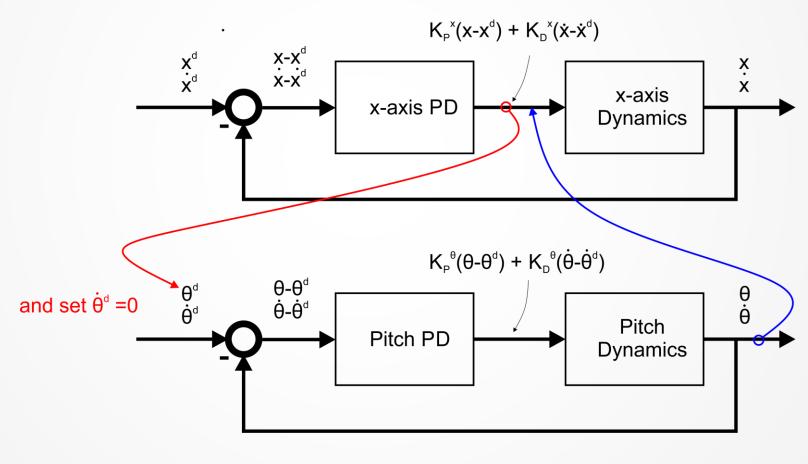
Most common way: use of PD controllers



Decoupled Control Structure

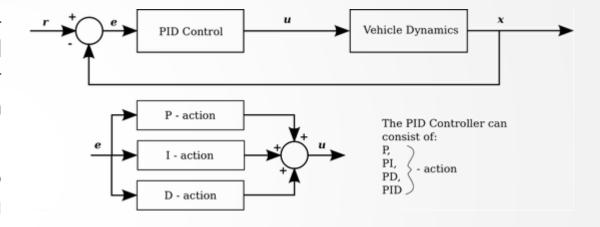


Decoupled Control Structure



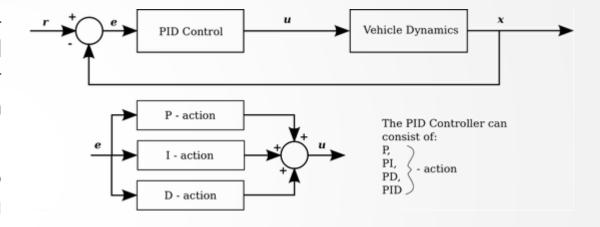
A mini introduction to PID Control

- PID Control stands for Proportional-Integral-Derivative feedback control and corresponds to one of the most commonly used controllers used in industry.
- efficiently and robustly control a variety of processes and dynamic systems, while having an extremely simple structure and intuitive tuning procedures.
- Not comparable in performance with modern control strategies, but still the most common starting point



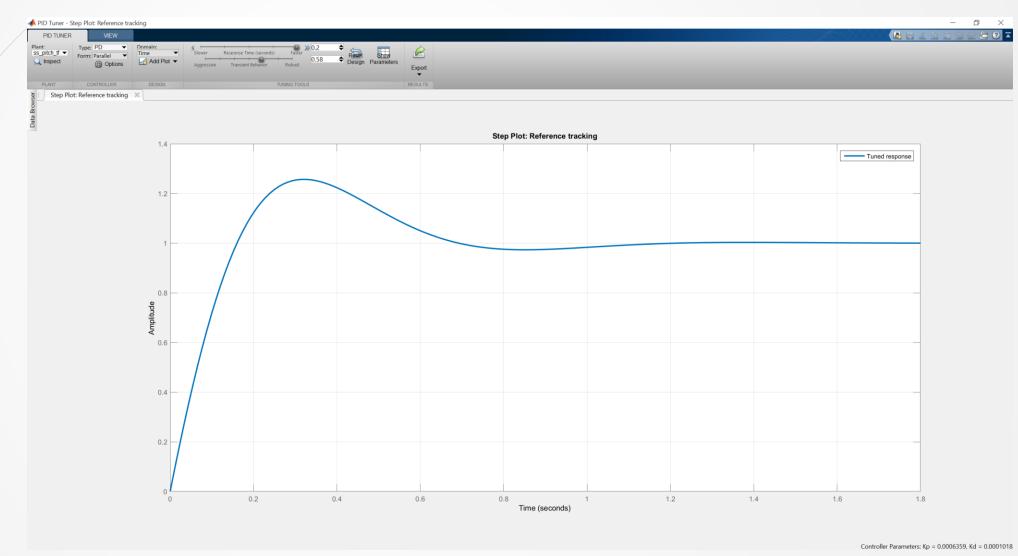
A mini introduction to PID Control

- PID Control stands for Proportional-Integral-Derivative feedback control and corresponds to one of the most commonly used controllers used in industry.
- efficiently and robustly control a variety of processes and dynamic systems, while having an extremely simple structure and intuitive tuning procedures.
- Not comparable in performance with modern control strategies, but still the most common starting point

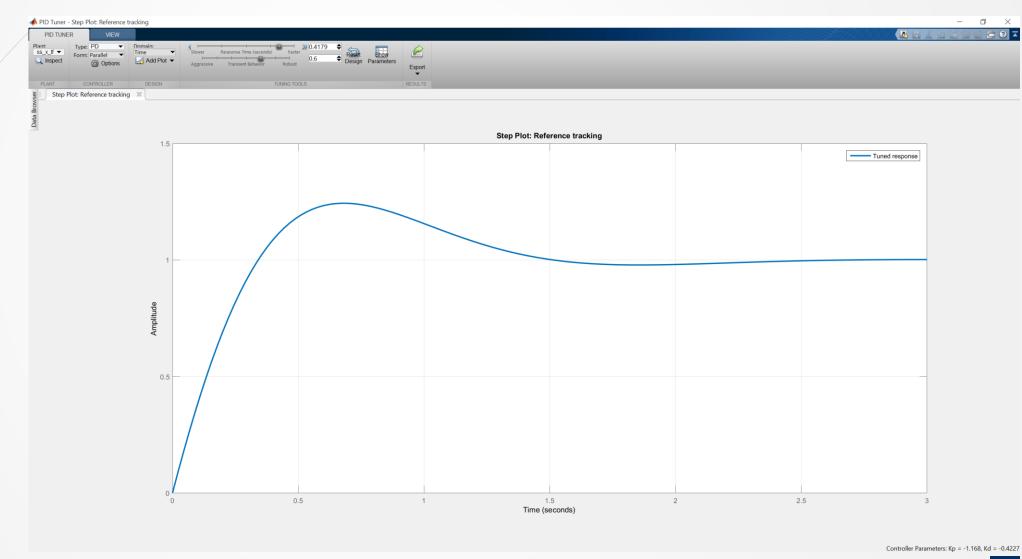




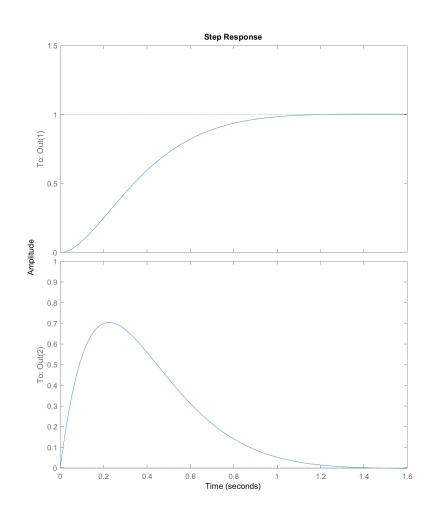


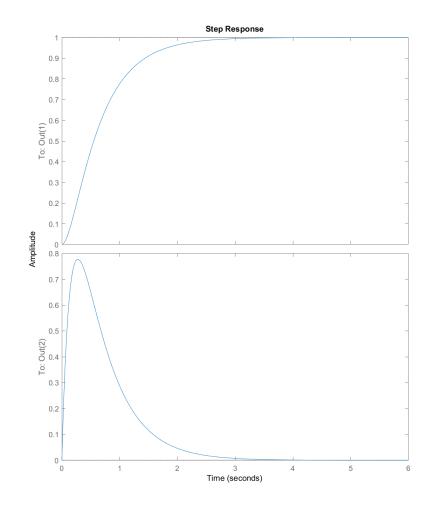












Real-life Limitations

- The control margins of the aerial vehicle have limits and therefore the PID controller has to be designed account for these constraints.
- The integral term needs special caution due to the often critically stable or unstable characteristics expressed by unmanned aicraft.
- With the exception of hover/or trimmed-flight, an aerial vehicle is a nonlinear system. As the PID is controller, it naturally cannot maintain an equally good behavior for the full flight envelope of the system. A variety of techniques such as Gain scheduling are employed to deal with this fact.

Find out more

- <u>http://www.kostasalexis.com/pid-control.html</u>
- http://www.kostasalexis.com/lgr-control.html
- <u>http://www.kostasalexis.com/linear-model-predictive-control.html</u>
- <u>http://ctms.engin.umich.edu/CTMS/index.php?example=InvertedPendulum</u> <u>§ion=ControlStateSpace</u>
- http://www.kostasalexis.com/literature-and-links.html

