

# Geometric Tracking Control of a Quadrotor UAV on $SE(3)$

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# Outline

- 1 Quadrotor Dynamics Model
- 2 Geometric Tracking Control
  - Tracking Errors
  - Tracking Controller
  - Propositions
- 3 Simulations

# Setup

|                                       |  |
|---------------------------------------|--|
| $\{\vec{i}_1, \vec{i}_2, \vec{i}_3\}$ | inertial reference frame                 |
| $\{\vec{b}_1, \vec{b}_2, \vec{b}_3\}$ | body-fixed frame                         |
| $m \in \mathbb{R}$                    | total mass of quadrotor                  |
| $J \in \mathbb{R}^{3 \times 3}$       | inertia matrix w.r.t. body-fixed frame   |
| $R \in SO(3)$                         | rotation matrix (body to inertial frame) |
| $\Omega \in \mathbb{R}^3$             | angular velocity in the body-fixed frame |

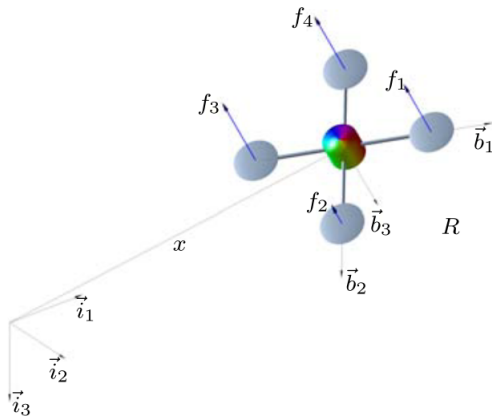


Fig. 1. Quadrotor model

# Setup

|                         |  |
|-------------------------|--|
| $x \in \mathbb{R}^3$    | location of the center of mass in the inertial frame                 |
| $v \in \mathbb{R}^3$    | velocity of the center of mass in the inertial frame                 |
| $d \in \mathbb{R}$      | distance from the CoM to each rotor                                  |
| $f_i \in \mathbb{R}$    | thrust generated by the i-th rotor along $-\vec{b}_3$ axis           |
| $\tau_i \in \mathbb{R}$ | torque generated by the i-th rotor about $\vec{b}_3$ axis            |
| $f \in \mathbb{R}$      | total thrust, i.e., $f = \sum_{i=1}^4 f_i$ in $-\vec{b}_3$ direction |
| $M \in \mathbb{R}^3$    | total moment in the body-fixed frame                                 |

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$$-fRe_3 \in \mathbb{R}^3$$

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- Write total thrust  $f$  and moments  $M_i$  as:

$$\begin{bmatrix} f \\ M_1 \\ M_2 \\ M_3 \end{bmatrix} = \begin{bmatrix} 1 & 1 & 1 & 1 \\ 0 & -d & 0 & d \\ d & 0 & -d & 0 \\ -c_{\tau f} & c_{\tau f} & -c_{\tau f} & c_{\tau f} \end{bmatrix} \begin{bmatrix} f_1 \\ f_2 \\ f_3 \\ f_4 \end{bmatrix}$$



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- For  $d, c_{\tau f} > 0$ , the above matrix is invertible.  
Use  $f, M_1, M_2, M_3$  as control inputs, and solve for each  $f_i$ .

# Equations of Motion

$$\dot{x} = v \quad (1)$$

$$m\dot{v} = mge_3 - fRe_3 \quad (2)$$

$$\dot{R} = R\hat{\Omega} \quad (3)$$

$$J\dot{\Omega} + \Omega \times J\Omega = M \quad (4)$$

where the *hat map*  $\hat{\cdot} : \mathbb{R}^3 \rightarrow \mathfrak{so}(3)$  is defined by the condition that  $\hat{x}y = x \times y$ ,  $\forall x, y \in \mathbb{R}^3$

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**Goal:** track prescribed trajectory of the flat output variables

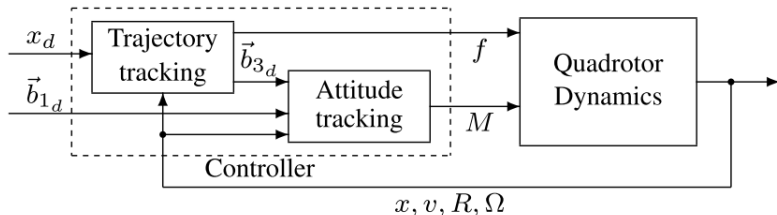
$$x_d(t) \quad \text{and} \quad \vec{b}_{1_d}(t),$$

where  $x_d(t) \in \mathbb{R}^3$  is the desired position of the CoM,  
and  $\vec{b}_{1_d}(t)$  is the desired direction of the first body-fixed axis.

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Define tracking errors:

$$e_x = x - x_d \quad (5)$$

$$e_v = v - v_d \quad (6)$$

$$e_R = \frac{1}{2} \left( R_d^T R - R^T R_d \right)^\vee \quad (7)$$

$$e_\Omega = \Omega - R^T R_d \Omega_d \quad (8)$$

where the *vee map*  $(\cdot)^\vee : \mathfrak{so}(3) \rightarrow \mathbb{R}^3$  is the inverse of the hat map.

Given smooth tracking commands  $x_d(t)$ ,  $\vec{b}_{1_d}(t)$ , and positive constants  $k_x, k_v, k_R, k_\Omega$ , define the desired direction of the third body-fixed axis:

$$b_{3_d} = \frac{-k_x e_x - k_v e_v - m g e_3 + m \ddot{x}_d}{\| -k_x e_x - k_v e_v - m g e_3 + m \ddot{x}_d \|} \quad (9)$$



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$$\vec{b}_{2_d} = \frac{\vec{b}_{3_d} \times \vec{b}_{1_d}}{\| \vec{b}_{3_d} \times \vec{b}_{1_d} \|} \quad (10)$$

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We may now write the desired attitude (rotation) matrix:

$$R_d = [\vec{b}_{2_d} \times \vec{b}_{3_d}, \vec{b}_{2_d}, \vec{b}_{3_d}] \quad (11)$$

We choose the control inputs  $f, M$  to be:

$$f = -(-k_x e_x - k_v e_v - m g e_3 + m \ddot{x}_d) \cdot R e_3 \quad (12)$$

$$M = -k_R e_R - k_\Omega e_\Omega + \Omega \times J \Omega - J(\hat{\Omega} R^T R_d \Omega_d - R^T R_d \dot{\Omega}_d) \quad (13)$$

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- exponentially stabilizes the zero equilibrium of the attitude tracking error
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- $f = c(e_x, e_v, \ddot{x}_d) \vec{b}_{3_d} \cdot \vec{b}_3 \rightarrow |f|$  smaller when  $\vec{b}_3 \neq \vec{b}_{3_d}$

## Proposition 1 (Exponential Stability of Attitude Dynamics)

Consider the control moment  $M$  defined in (13) for any positive constants  $k_R, k_\Omega$ . Suppose that the initial condition satisfies

$$\Psi(R(0), R_d(0)) < 2 \quad (14)$$

$$\|e_\Omega(0)\|^2 < \frac{2}{\lambda_{max}(J)} k_R (2 - \Psi(R(0), R_d(0))) \quad (15)$$

Then **the zero equilibrium of the attitude tracking error**  $e_R, e_\Omega$  **is exponentially stable**. Furthermore, there exist constants  $\alpha_2, \beta_2 > 0$  such that

$$\Psi(R(t), R_d(t)) \leq \min\{2, \alpha_2 e^{-\beta_2 t}\}. \quad (16)$$

## Proposition 2 (Exponential Stability of Complete Dynamics)

Consider control force  $f$  and moment  $M$  as defined in (12), (13). Suppose the initial condition satisfies  $\Psi(R(0), R_d(0)) \leq \psi_1 < 1$ .

Then for any positive constants  $k_x, k_v$ , we can carefully choose  $k_R, k_\Omega$  (details skipped) such that **the zero equilibrium of the tracking errors of the complete dynamics is exponentially stable**. The region of attraction is characterized by

$$\Psi(R(0), R_d(0)) \leq \psi_1 < 1 \quad (17)$$

$$\|e_\Omega(0)\|^2 < \frac{2}{\lambda_{\max}(J)} k_R (1 - \Psi(R(0), R_d(0))) \quad (18)$$



### Proposition 3 (Almost Global Exponential Attractiveness of Complete Dynamics)

Consider a control system designed according to Proposition 2.  
 Suppose the initial condition satisfies

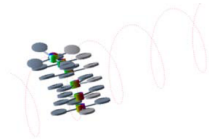
$$\Psi(R(0), R_d(0)) \leq \psi_1 < 2 \quad (19)$$

$$\|e_\Omega(0)\|^2 < \frac{2}{\lambda_{max}(J)} k_R (2 - \Psi(R(0), R_d(0))) \quad (20)$$

Then the zero equilibrium of the tracking errors of the complete dynamics is exponentially attractive.

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(a) Snapshots for  $2 \leq t \leq 2.6$  (an animation illustrating this maneuver is available at <http://my.fit.edu/~taeyoung>)

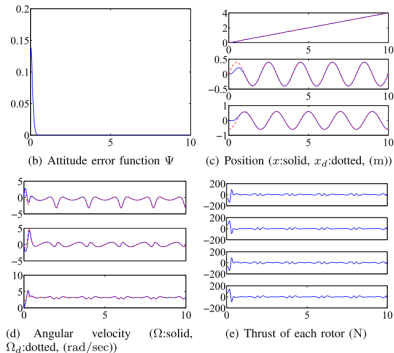
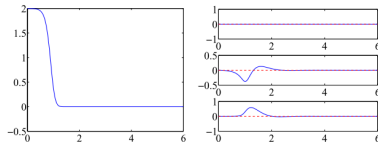


Fig. 4. Case I: following an elliptic helix (horizontal axes represent simulation time in seconds)

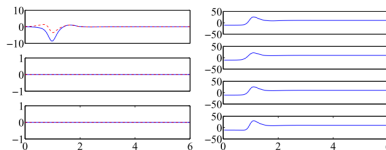


(a) Snapshots for  $0.5 \leq t \leq 4$  (Snapshots are shifted forward to represent the evolution of time. In reality, the quadrotor is flipped at a fixed position. An animation is available at <http://my.fit.edu/~taeyoung>)



(b) Attitude error function  $\Psi$

(c) Position ( $x$ :solid,  $x_d$ :dotted, (m))



(d) Angular velocity ( $\Omega$ :solid,  $\Omega_d$ :dotted, (rad/sec))

(e) Thrust of each rotor (N)

Fig. 5. Case II: recovering from an initially upside down attitude (horizontal axes represent simulation time in seconds)