

Ard- μ -copter: A Simple Open Source Quadcopter Platform

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Demand



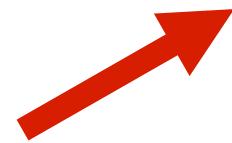
Architecture



Evaluation



Control Strategy



Conclusion





Demand: increasing usage of UAV (quadcopter) in various domains, and as perfect CPS testbed





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Photo/video taking





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Photo/video taking

Virtual reality gaming





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Photo/video taking

Virtual reality gaming

Movie industry





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Photo/video taking

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Movie industry

Surveillance



Demand: increasing usage of UAV (quadcopter) in various domains, and as perfect CPS testbed

Photo/video taking

Virtual reality gaming



Movie industry

Transportation

Surveillance



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Photo/video taking

Virtual reality gaming



Construction site monitoring

Movie industry

Transportation

Surveillance



Demand: increasing usage of UAV (quadcopter) in various domains, and as perfect CPS testbed

Building inspection

Photo/video taking

Virtual reality gaming

Construction site monitoring



Movie industry

Transportation

Surveillance



Demand: UAV (quadcopter) is a potential perfect CPS testbed





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Embedded systems





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Embedded systems

Real-time systems





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Control theory



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Control theory

Aerodynamics



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Control theory

Aerodynamics

Mechanics



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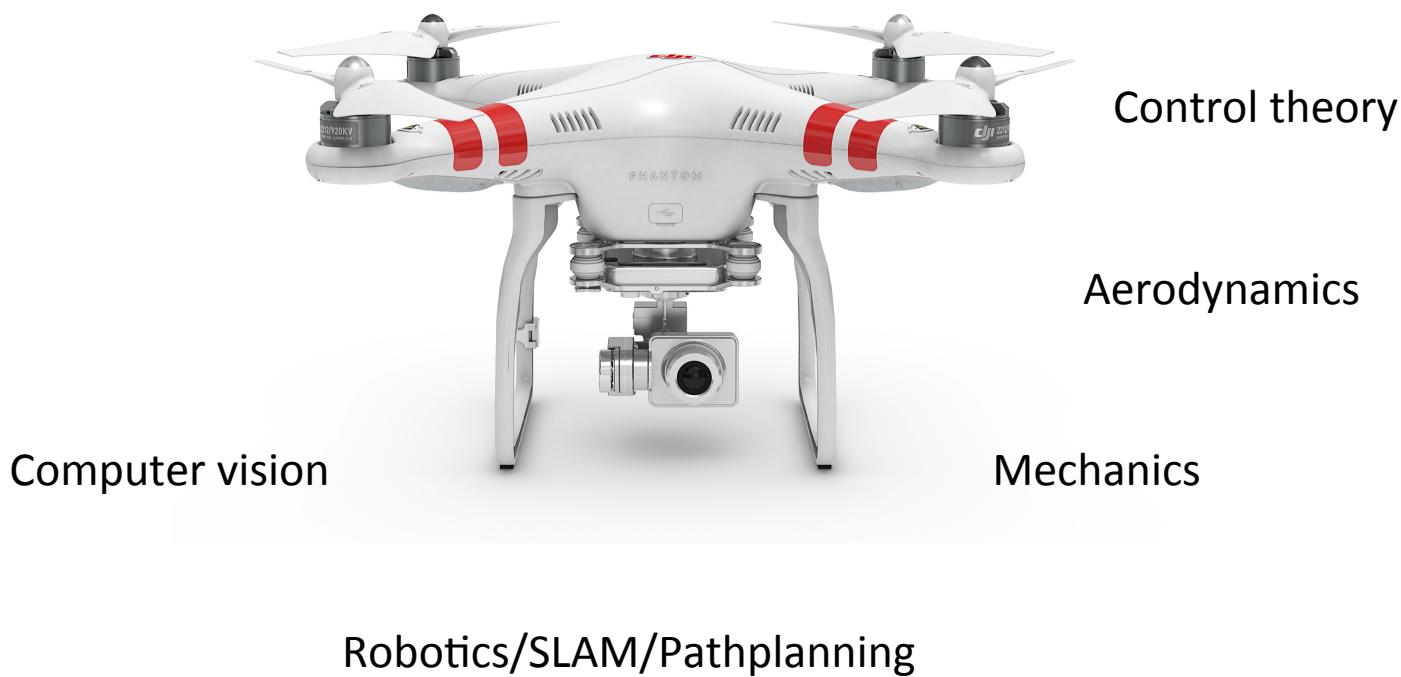
Robotics/SLAM/Pathplanning



Demand: UAV (quadcopter) is a potential perfect CPS testbed

Embedded systems

Real-time systems





Demand: UAV (quadcopter) is a potential perfect CPS testbed

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Real-time systems



Sensing and surveillance

Computer vision

Robotics/SLAM/Pathplanning

Control theory

Aerodynamics

Mechanics



Demand: UAV (quadcopter) is a potential perfect CPS testbed

Embedded systems

Real-time systems

Wireless communication

Control theory

Sensing and surveillance

Aerodynamics

Computer vision

Mechanics

Robotics/SLAM/Pathplanning





Demand: UAV (quadcopter) is a potential perfect CPS testbed

Embedded systems

Mobile ad-hoc networks

Real-time systems

Wireless communication

Control theory

Sensing and surveillance

Aerodynamics

Computer vision

Mechanics

Robotics/SLAM/Pathplanning

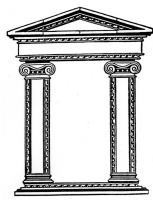




From potential to actual perfect CPS test bed: open source, light weight, good documentation

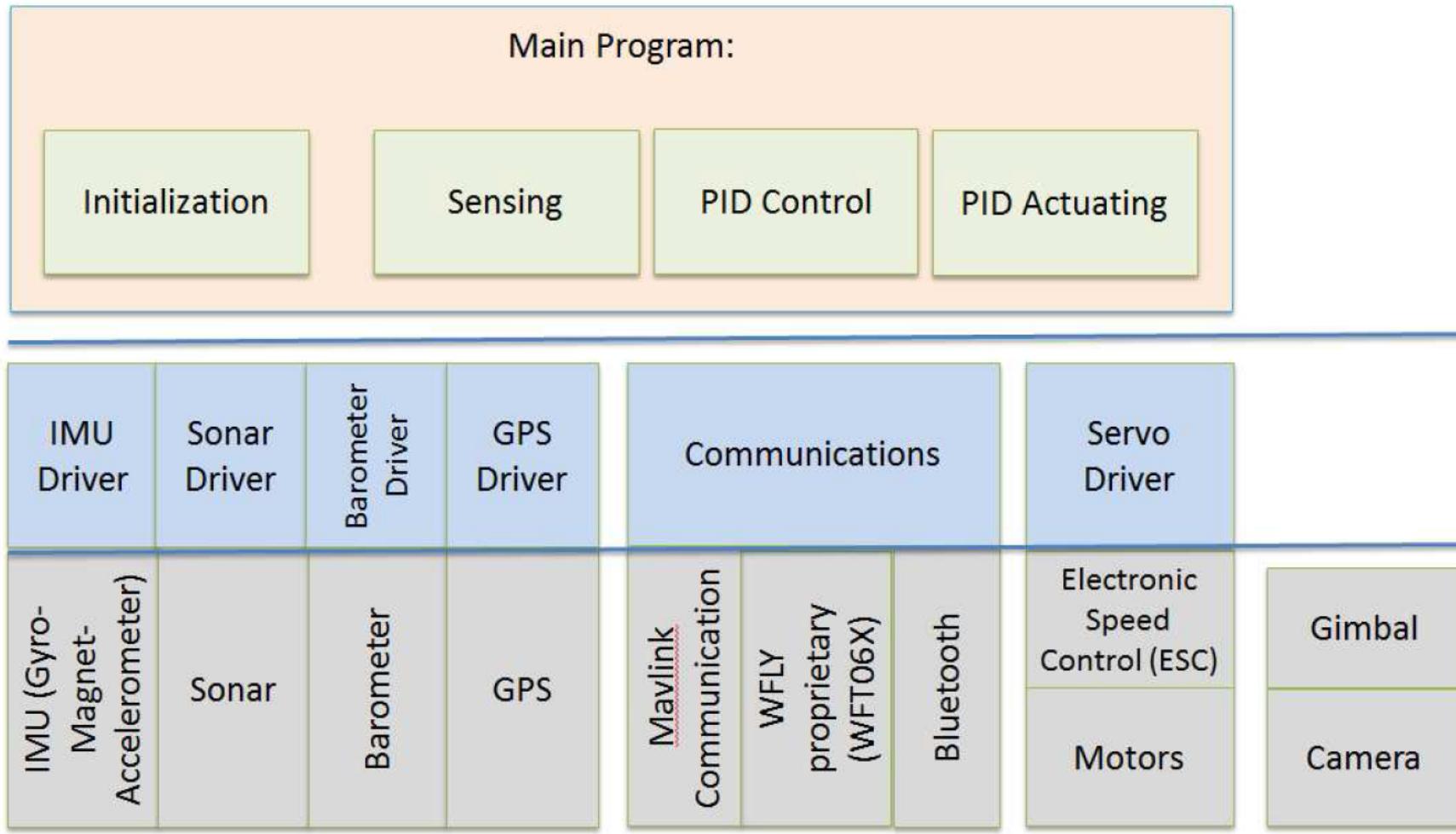


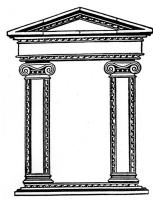
Product	DJI	MicroPilot	Ardupilot	Ard-μ-copter
Open upper application layer (coarse grain control)	Yes	Yes	Yes	Yes
Open source lower application layer (fine grain control, attitude control)	No	No	Yes (20MB source code)	Yes (135KB source code)
Open source OS/driver layer	No	No	Yes (1MB source code)	Yes (1MB source code)
Open source hardware	No	No	Yes	Yes



Ard- μ -copter architecture

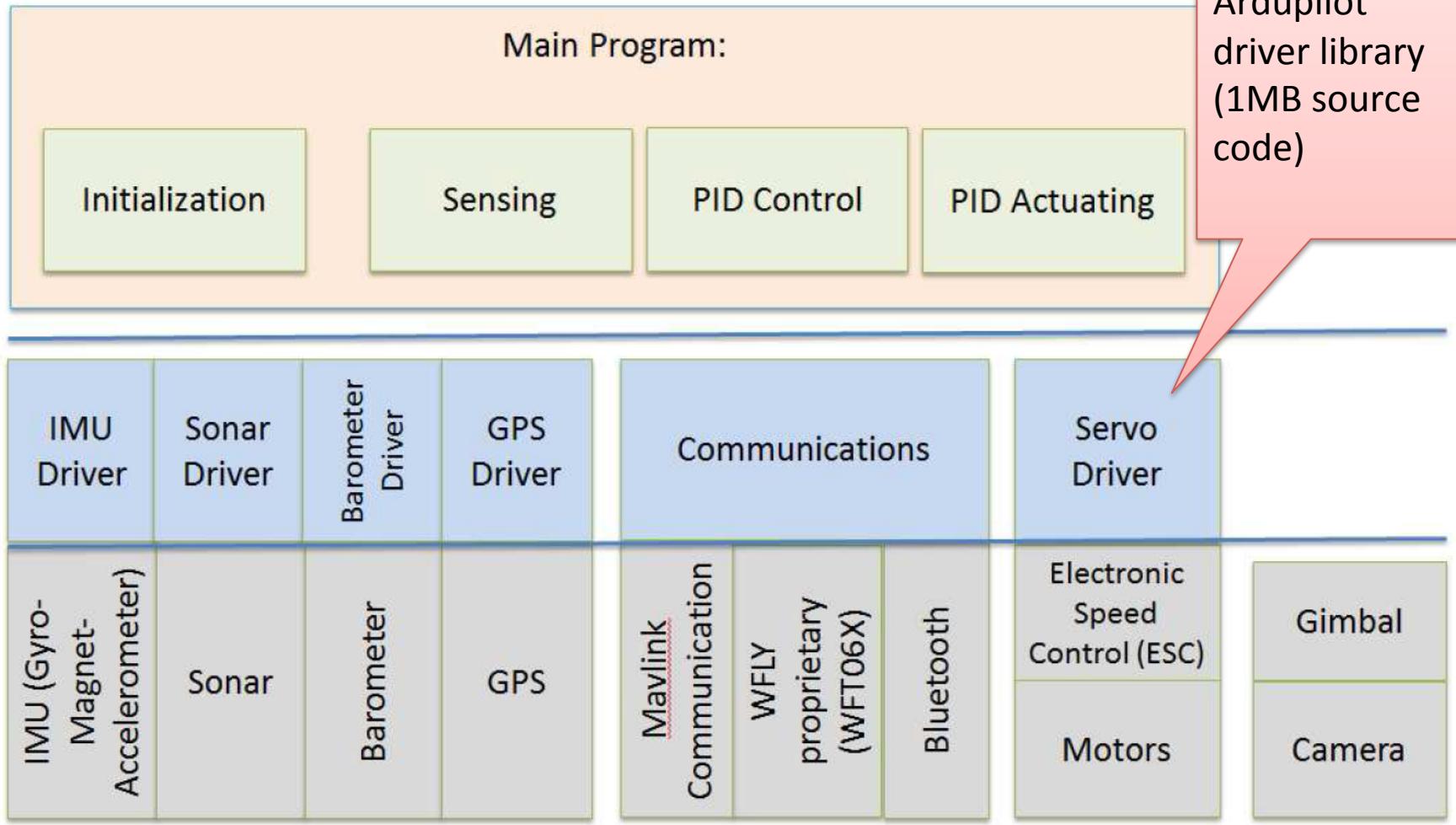
Quadcopter Onboard System Architecture

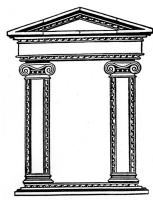




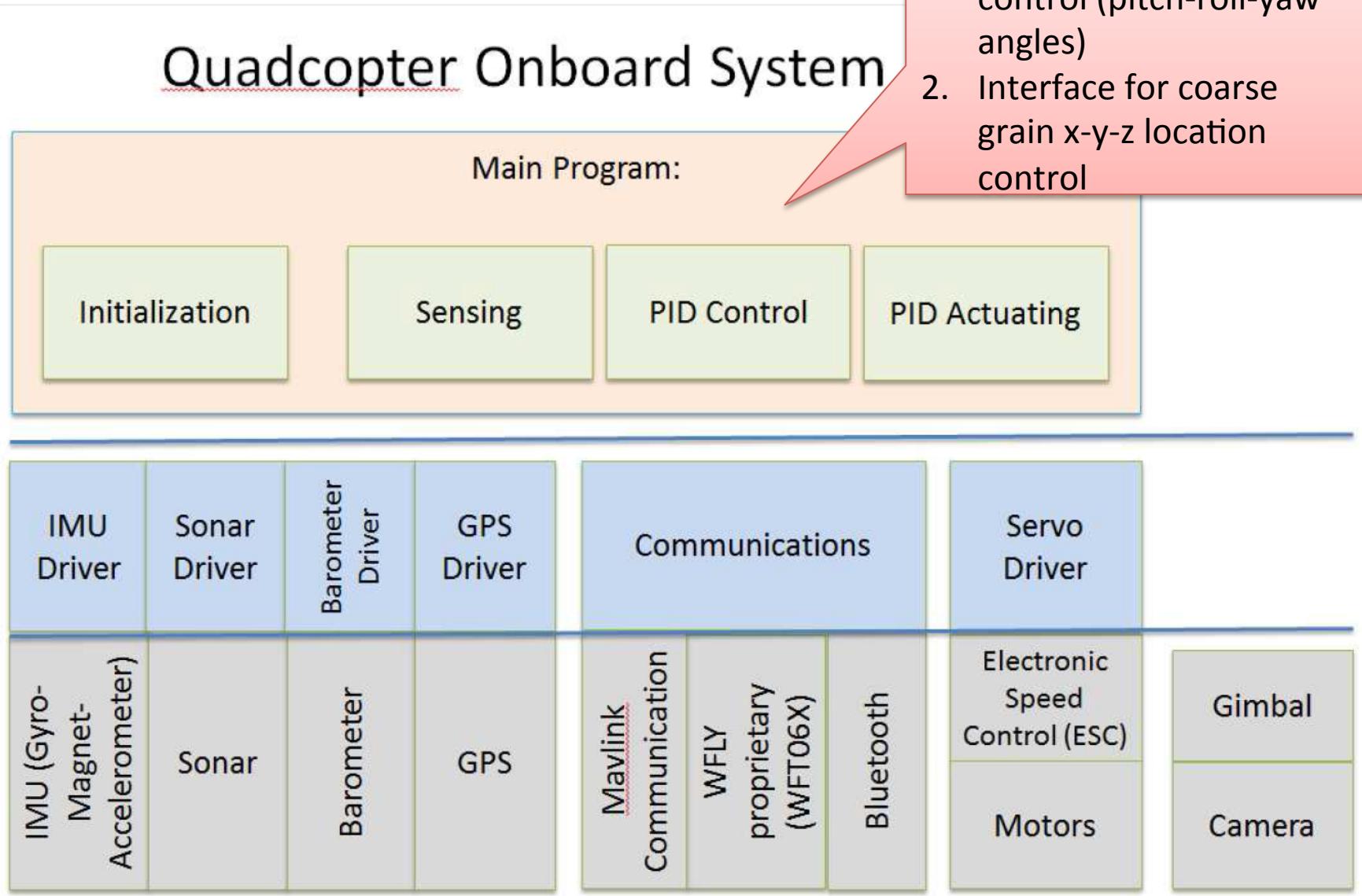
Ard- μ -copter architecture

Quadcopter Onboard System Architecture





Ard- μ -copter architecture





Platform architecture: hardware layer uses the open source ArduPilot Mega 2.5.2 (aka APM 2.5.2) board

MCU	ATmega 2560
IMU	MPU-6050
Magnetometer	HMC5883
GPS	UBLOX-6H
Barometer	MS5611
Sonar	XL-MaxSonar EZ4
Wireless	Usmile Mini 433M



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AVR architecture,
8bit, 16MHz,
86 input/output pins,
AD/DA,
UART/USART, SPI,
I2C, EBI/EMI
256MB Flash,
4KB EEPROM, 8K RAM,



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3-axis gyro,
3-axis accelerometer,
16bit data,
up to 400Hz sampling rate,
SPI comm interface

Additional Digital Motion
Processing (DMP) engine to
synthesize angle readings



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Range: 1.3~8 Gauss
Package size: 1.8x1.3cm
IIC comm interface



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Package size: 15x12x2cm
Weight: 57g
Serial/I2C comm interface



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24bit AD converter
SPI comm. interface



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Max range: 7.65m



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Usmile Mini OSD MAVLink
Flight Communications
Module

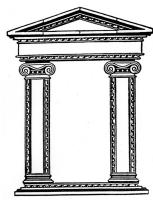


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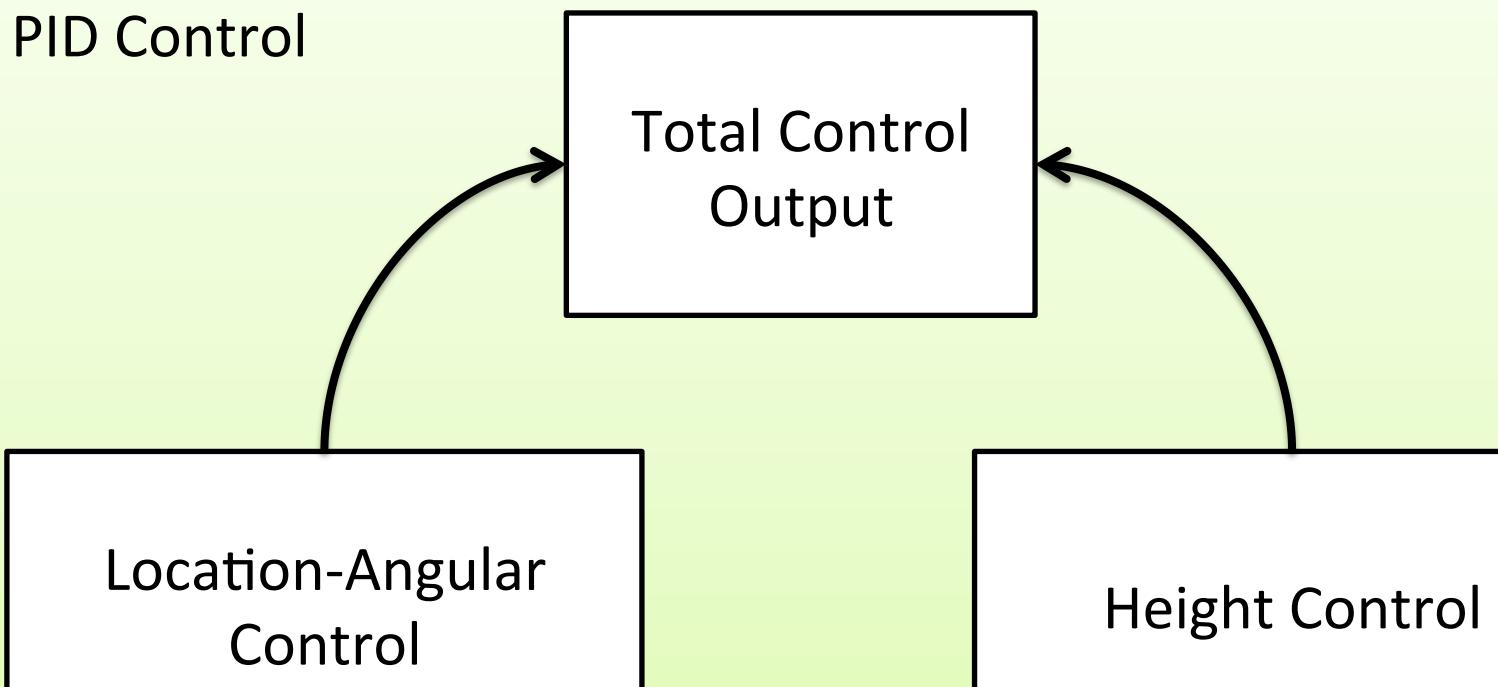
MCU	ATmega 2560
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Actuator:

Pulse Width Modulation (PWM) driven motors, duty cycle: 2.5msec
(i.e. 400Hz)

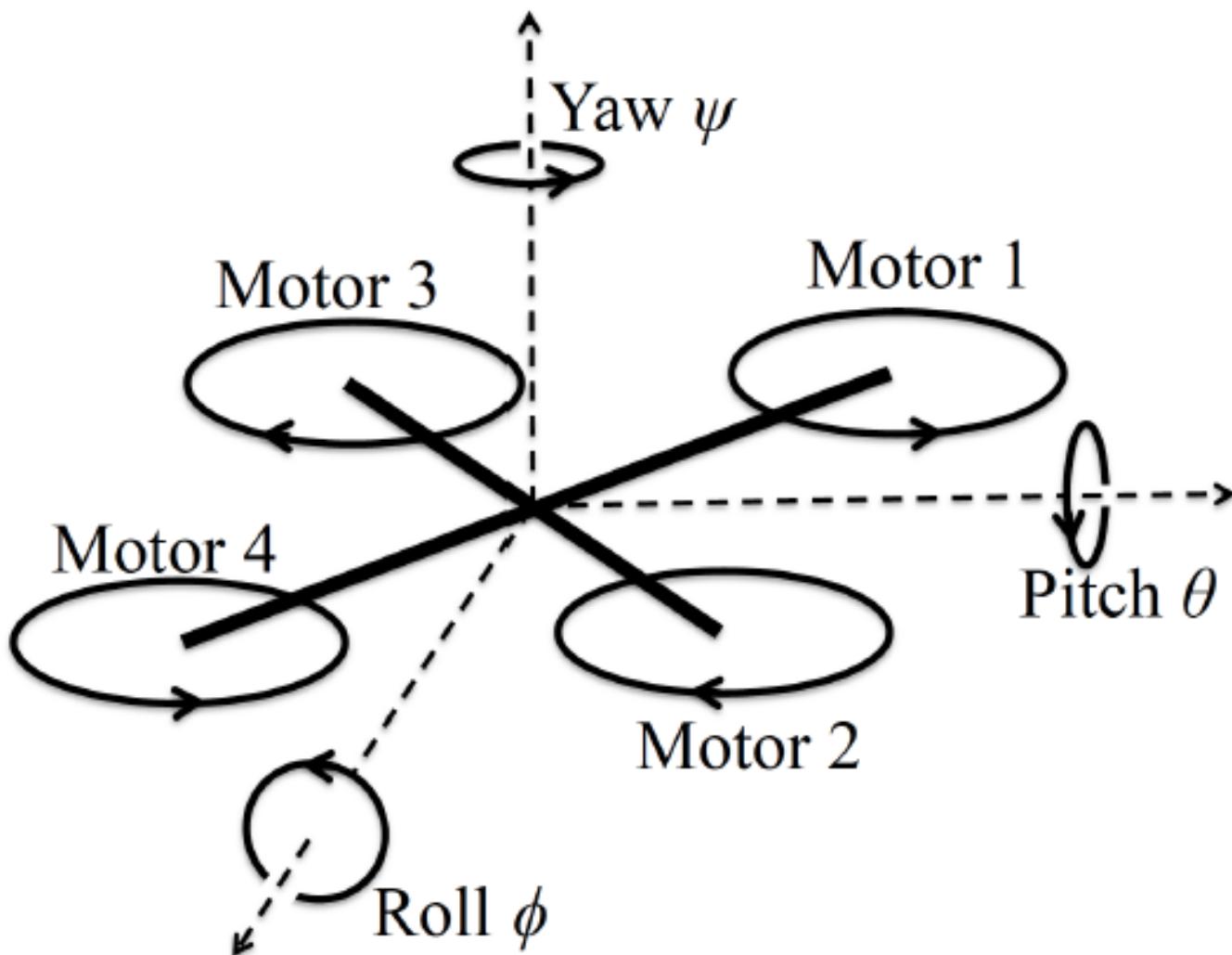


Platform architecture: application layer implementation



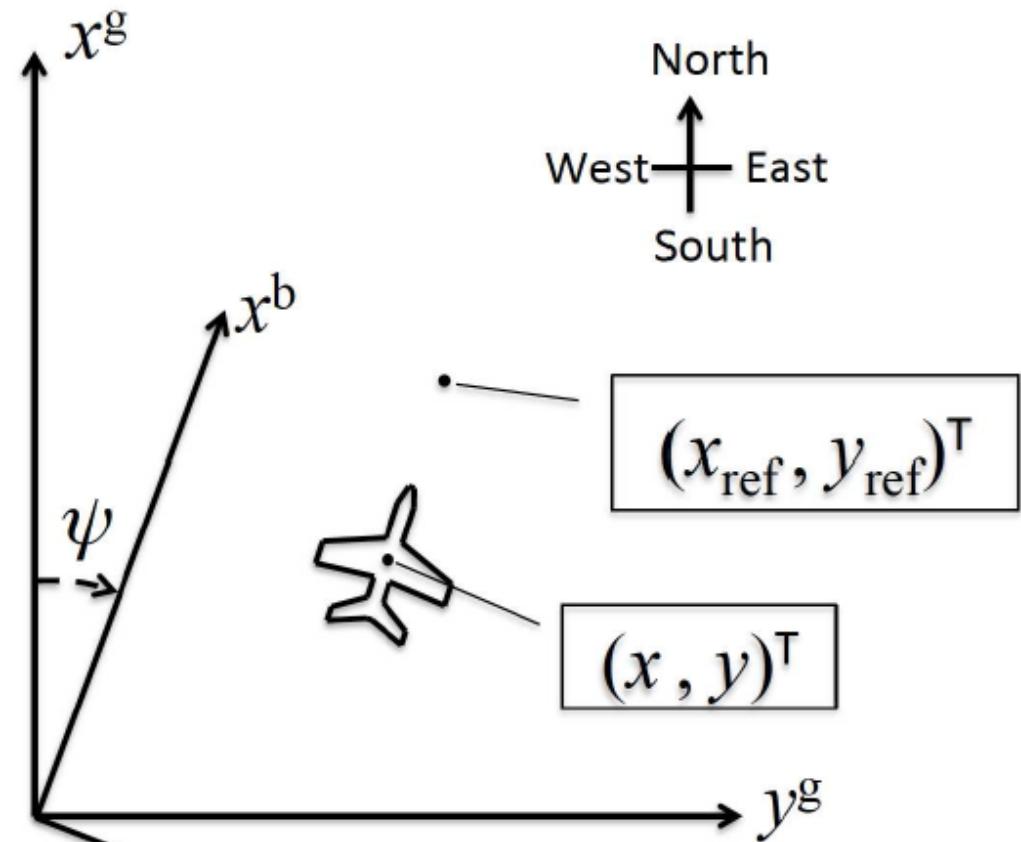


Control Strategy: the quadcopter plant and states





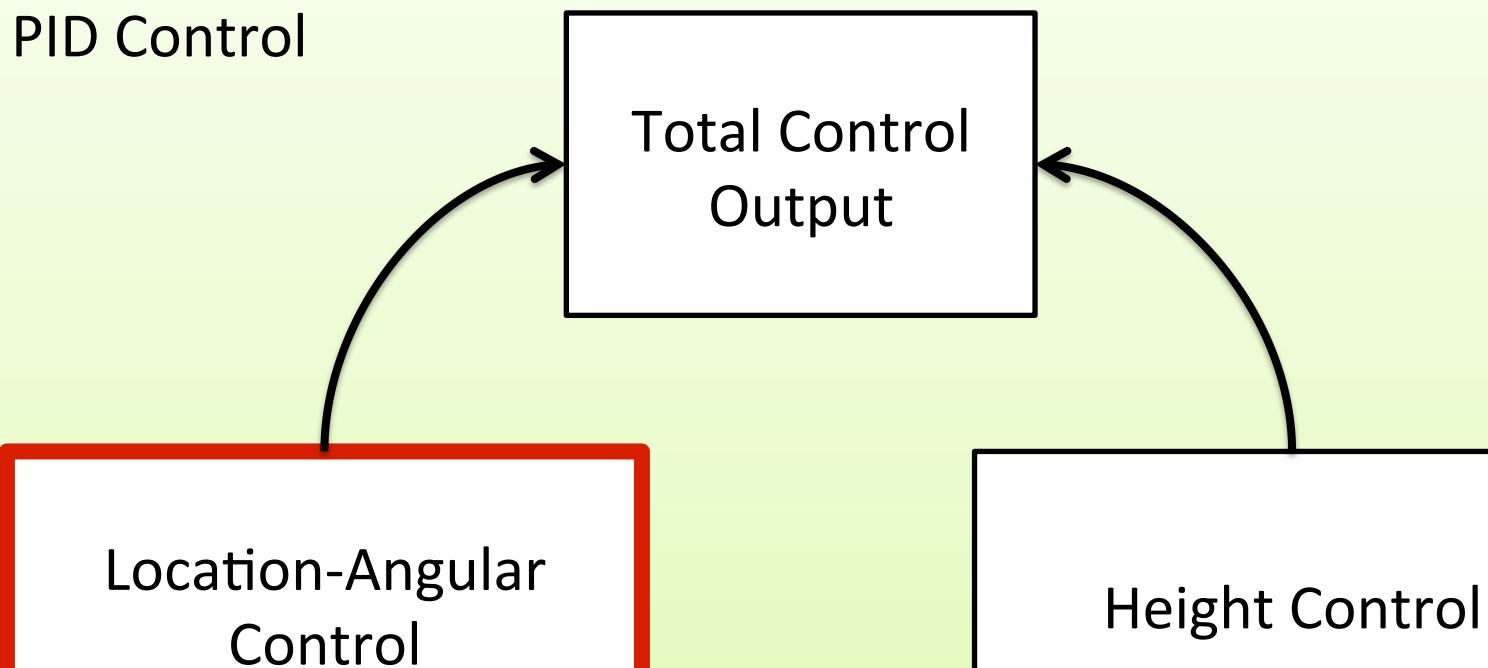
Control Strategy: ground coordinates and body-oriented coordinates



$$\begin{bmatrix} x^b \\ y^b \end{bmatrix} = \begin{bmatrix} \sin\psi & \cos\psi \\ \cos\psi & -\sin\psi \end{bmatrix} \begin{bmatrix} x^g \\ y^g \end{bmatrix}$$



Platform architecture: application layer implementation

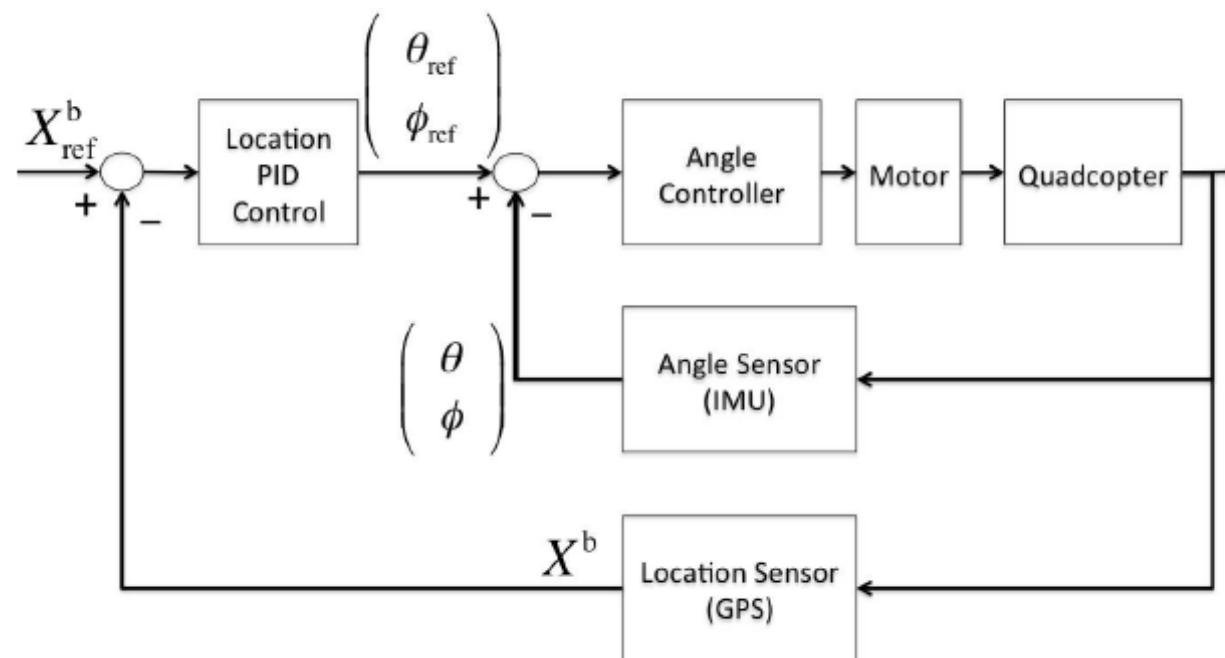
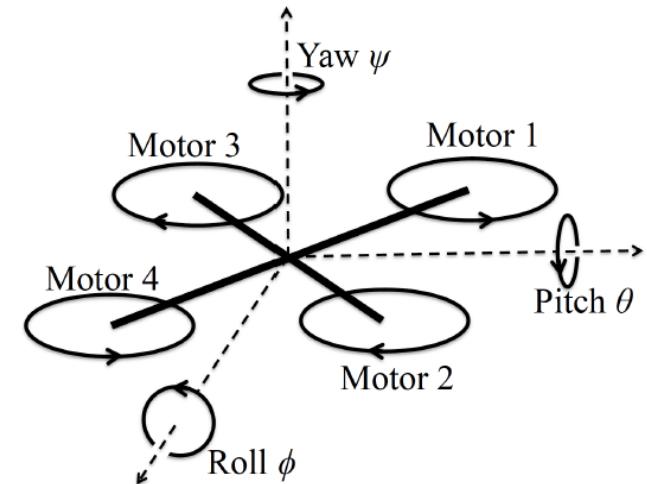




location-angular control takes a nested outer-inner control loop form

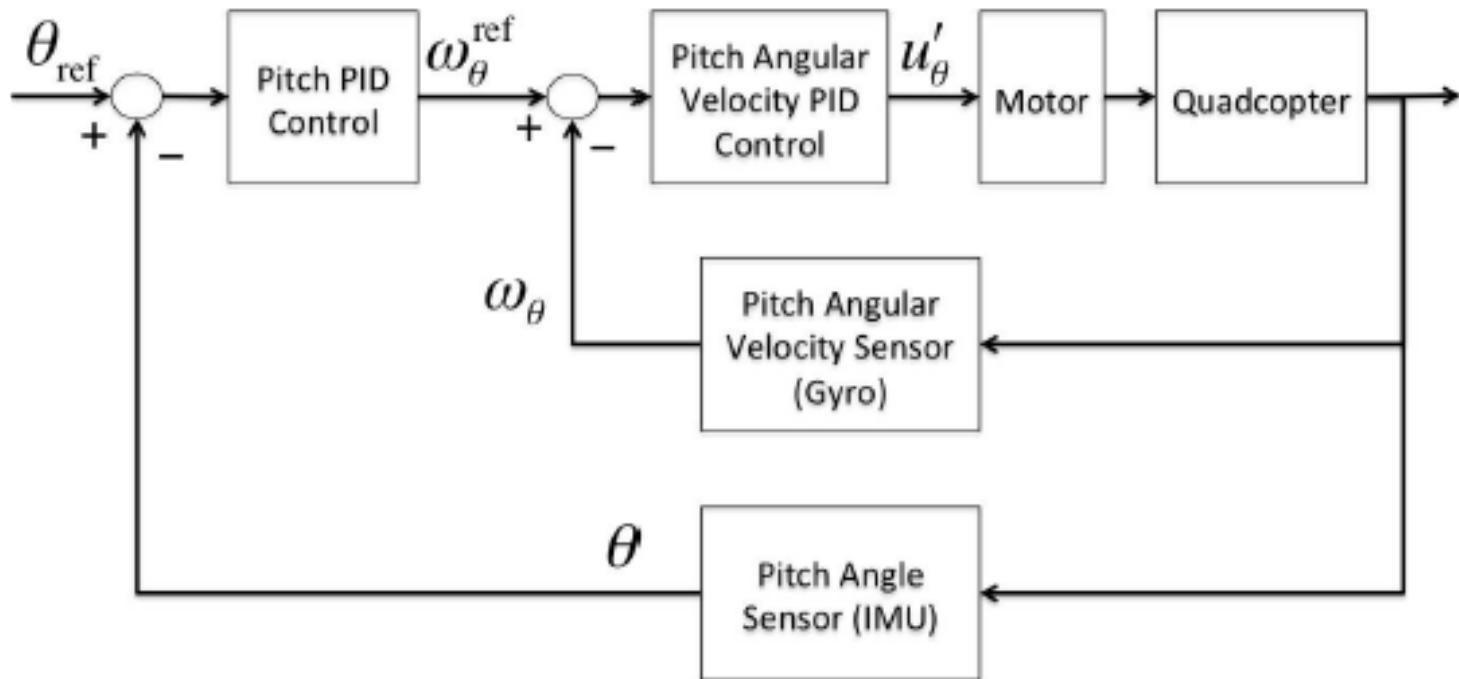
$$\theta_{\text{ref}} = k_x^P(x_{\text{ref}}^b - x^b) + k_x^d(\dot{x}_{\text{ref}}^b - \dot{x}^b) + k_x^i \int_0^t (x_{\text{ref}}^b(\tau) - x^b(\tau)) d\tau,$$

$$\phi_{\text{ref}} = k_y^P(y_{\text{ref}}^b - y^b) + k_y^d(\dot{y}_{\text{ref}}^b - \dot{y}^b) + k_y^i \int_0^t (y_{\text{ref}}^b(\tau) - y^b(\tau)) d\tau,$$



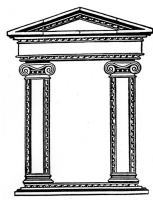


Inner loop: accurate angular velocity readings, inaccurate angle readings

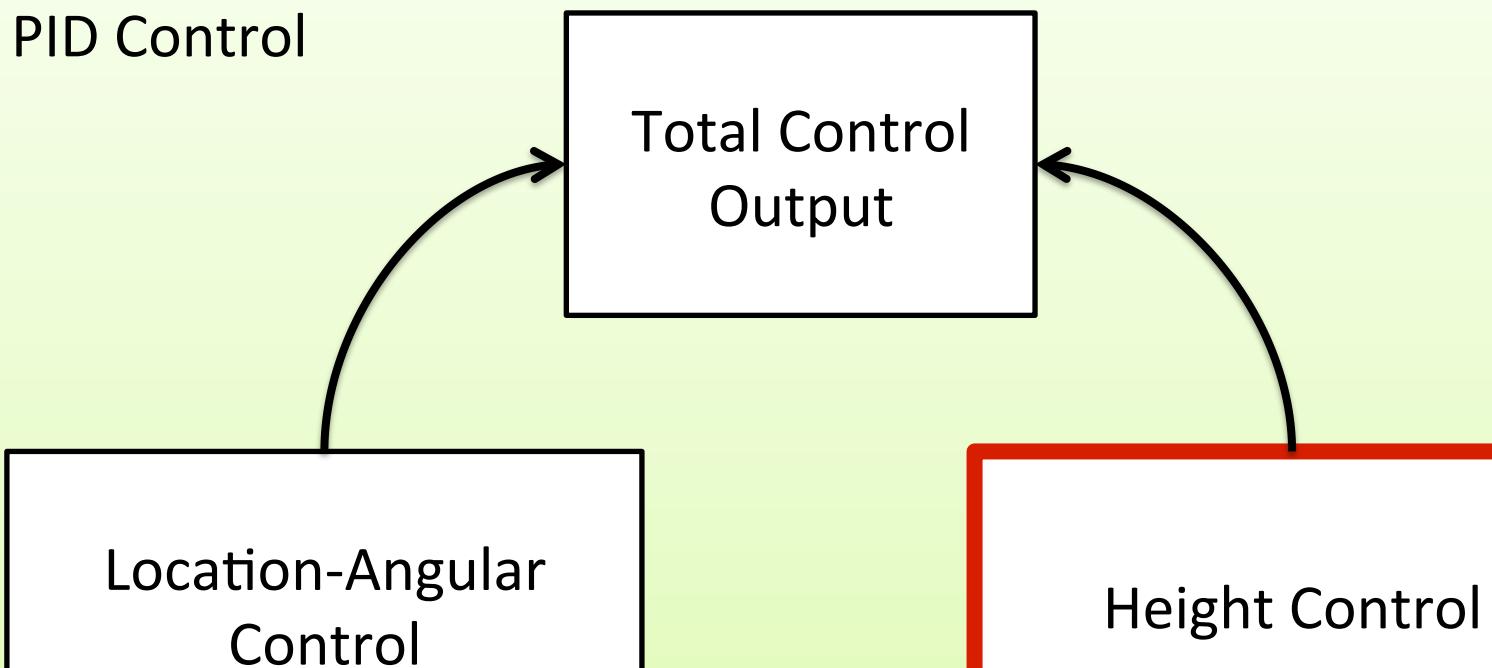


$$\begin{aligned}\omega_{\theta}^{\text{ref}} = & k_{\theta}^{\text{P}}(\theta_{\text{ref}} - \theta) + k_{\theta}^{\text{d}}(\dot{\theta}_{\text{ref}} - \dot{\theta}) \\ & + k_{\theta}^{\text{i}} \int_0^t (\theta_{\text{ref}}(\tau) - \theta(\tau)) d\tau,\end{aligned}$$

$$\begin{aligned}u'_{\theta} = & k_{\omega_{\theta}}^{\text{P}}(\omega_{\theta}^{\text{ref}} - \omega_{\theta}) + k_{\omega_{\theta}}^{\text{d}}(\dot{\omega}_{\theta}^{\text{ref}} - \dot{\omega}_{\theta}) \\ & + k_{\omega_{\theta}}^{\text{i}} \int_0^t (\omega_{\theta}^{\text{ref}}(\tau) - \omega_{\theta}(\tau)) d\tau,\end{aligned}$$

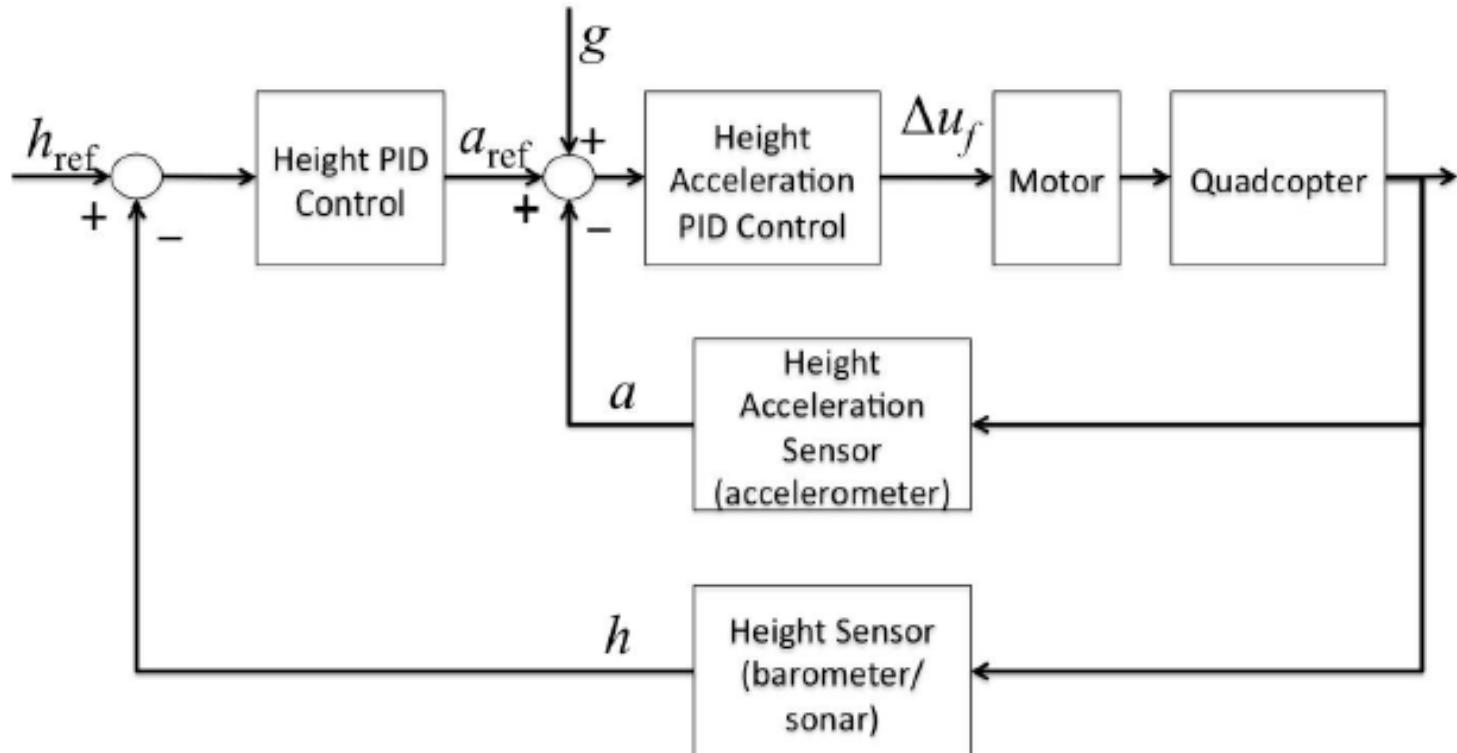


Platform architecture: application layer implementation



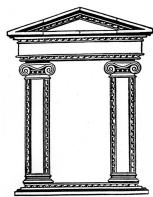


Height control: accurate vertical acceleration readings, inaccurate height readings

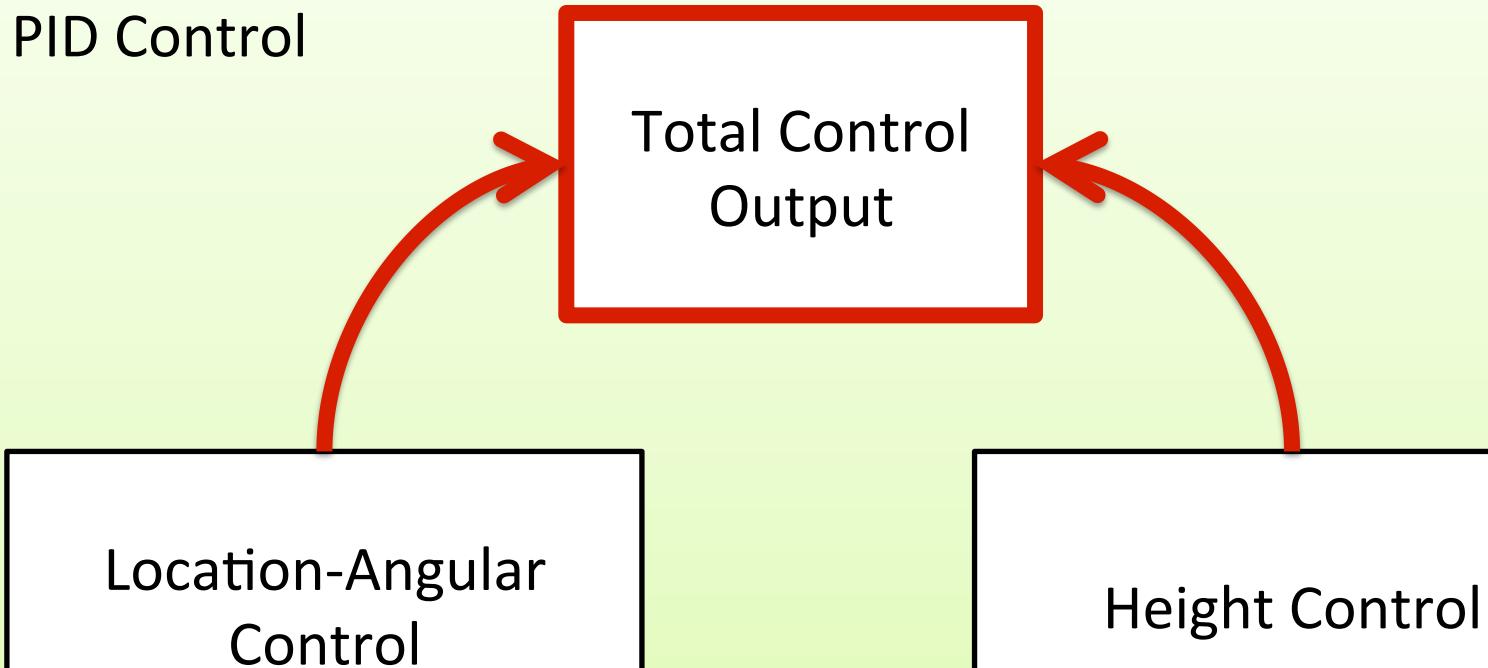


$$a_{\text{ref}} = k_h^P(h_{\text{ref}} - h) + k_h^d(\dot{h}_{\text{ref}} - \dot{h}) + k_h^i \int_0^t (h_{\text{ref}}(\tau) - h(\tau)) d\tau,$$

$$\Delta u_f = k_a^P(a_{\text{ref}} + g - a) + k_a^d(\dot{a}_{\text{ref}} + \dot{g} - \dot{a}) + k_a^i \int_0^t (a_{\text{ref}}(\tau) + g(\tau) - a(\tau)) d\tau,$$



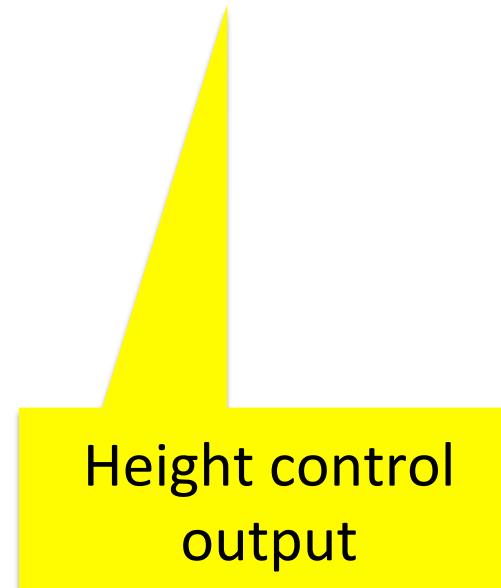
Platform architecture: application layer implementation





All above control outputs sum up to become the total control output to propeller motors

$$u_f(t + dt) = u_f(t) + \Delta u_f(t)$$





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$$u_f(t + dt) = u_f(t) + \Delta u_f(t)$$

$$U_1(t + dt) = u_f(t + dt) + u'_\theta(t) + u'_\phi(t) - u'_\psi(t),$$

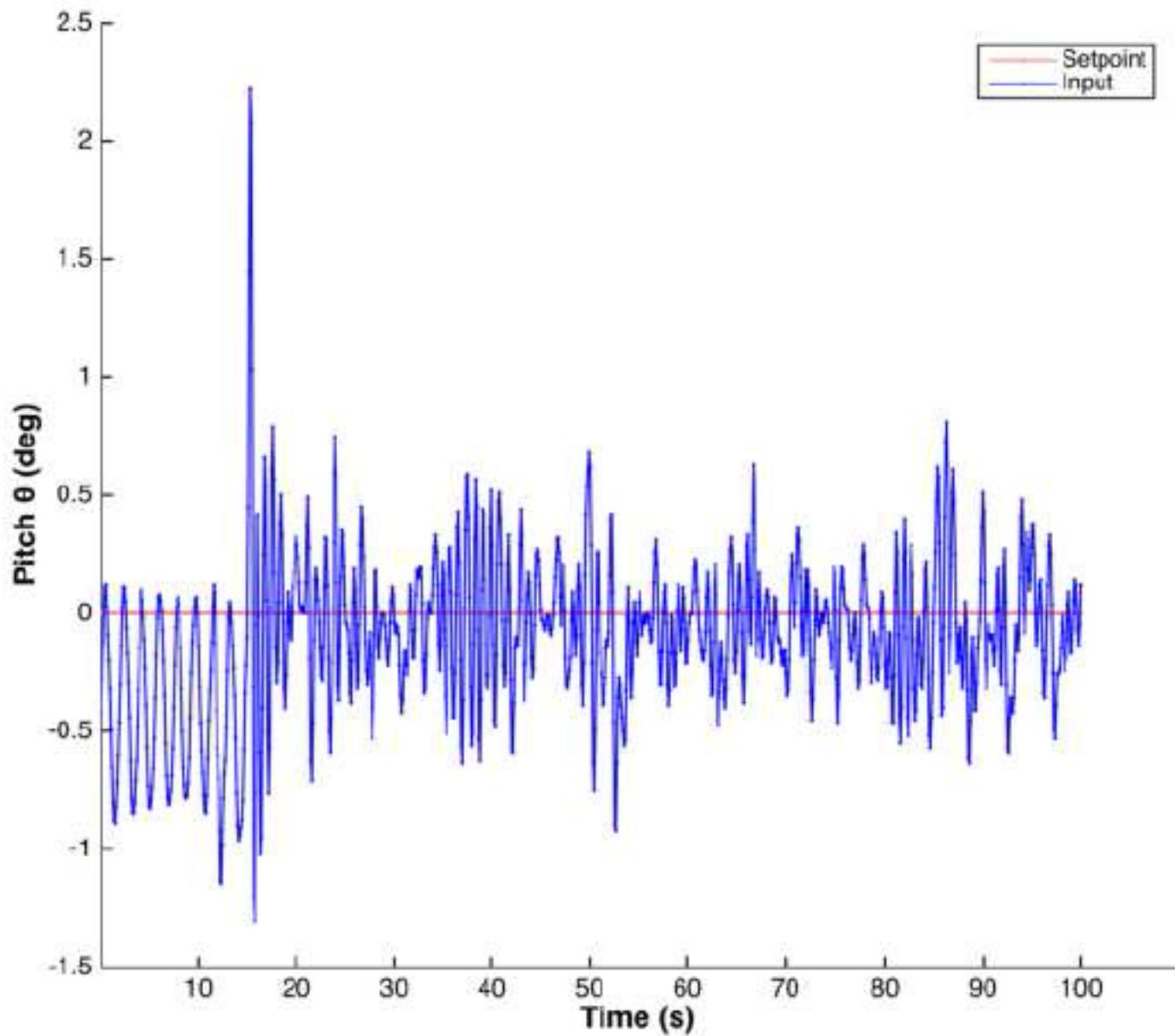
$$U_2(t + dt) = u_f(t + dt) - u'_\theta(t) + u'_\phi(t) + u'_\psi(t),$$

$$U_3(t + dt) = u_f(t + dt) + u'_\theta(t) - u'_\phi(t) + u'_\psi(t),$$

$$U_4(t + dt) = u_f(t + dt) - u'_\theta(t) - u'_\phi(t) - u'_\psi(t).$$

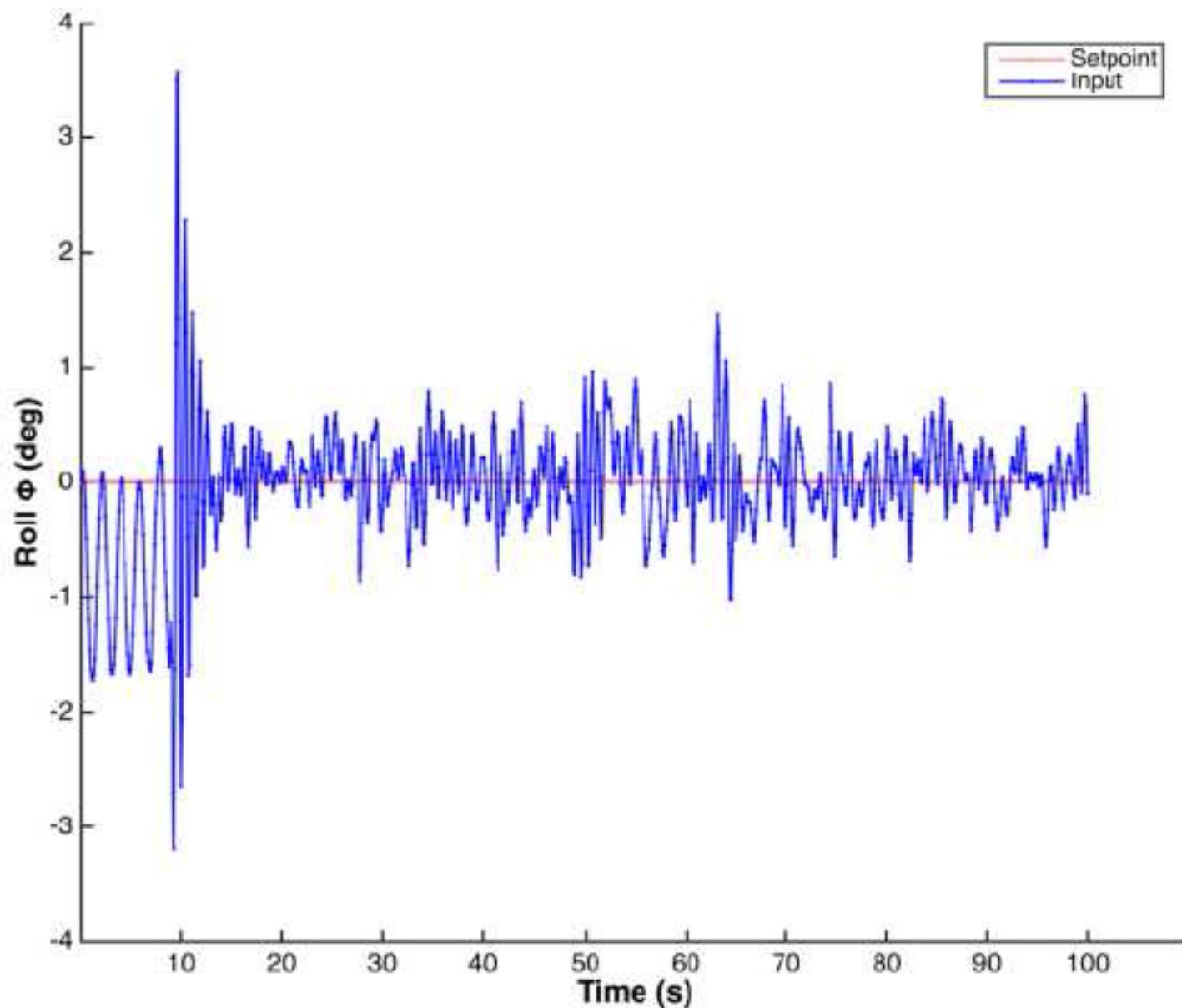


Pitch Angle Horizontal Stabilization (IMU starts at $t = 0$; motors start at around $t = 15$ sec; “Setpoint”: the desired pitch angle)



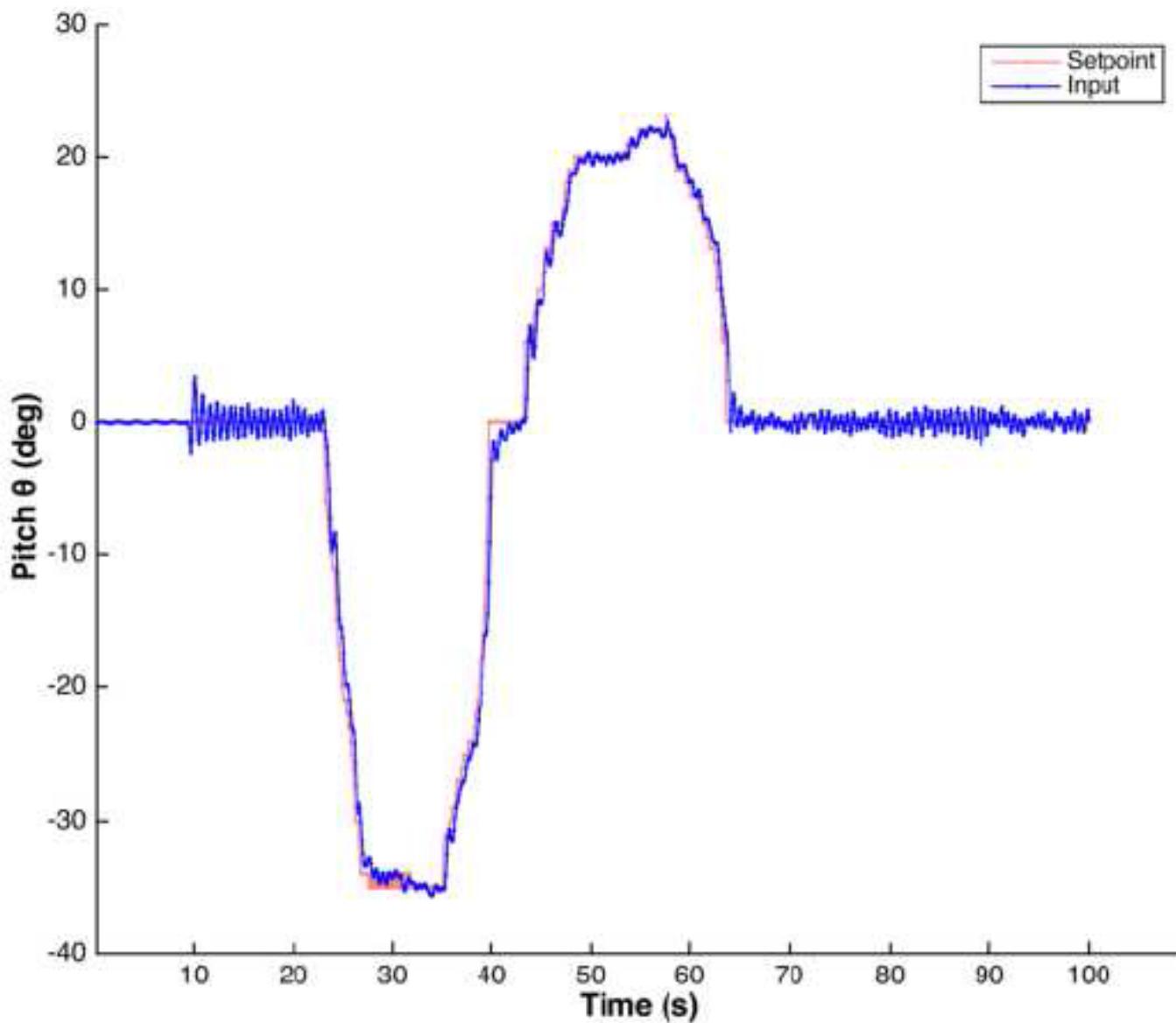


Roll Angle Horizontal Stabilization (IMU starts at $t = 0$; motors start at around $t = 9$ sec; “Setpoint” means the desired roll angle)



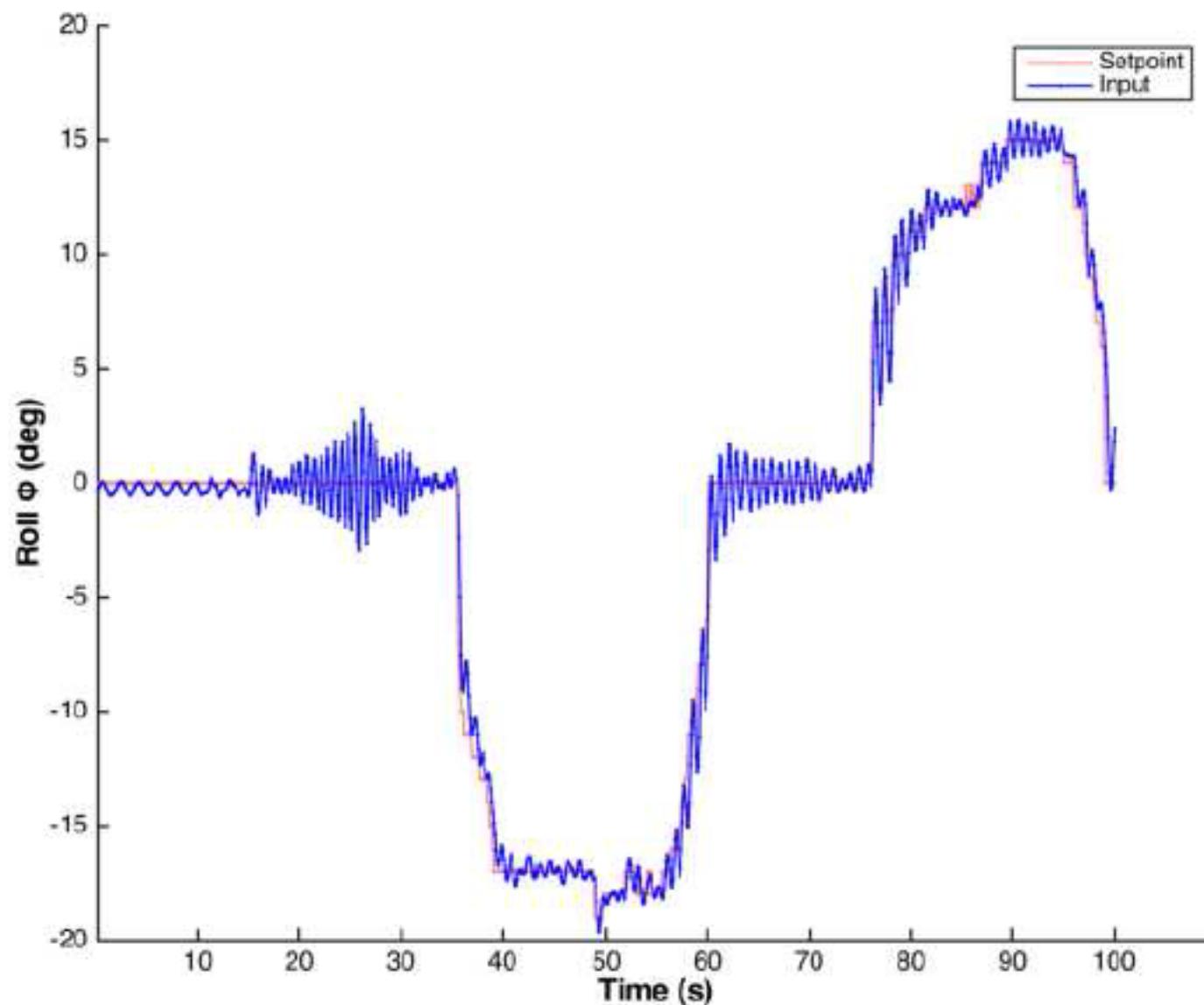


Pitch Tracking (IMU starts at $t = 0$; motors start at around $t = 10$ second; “Setpoint” means the desired pitch angle)



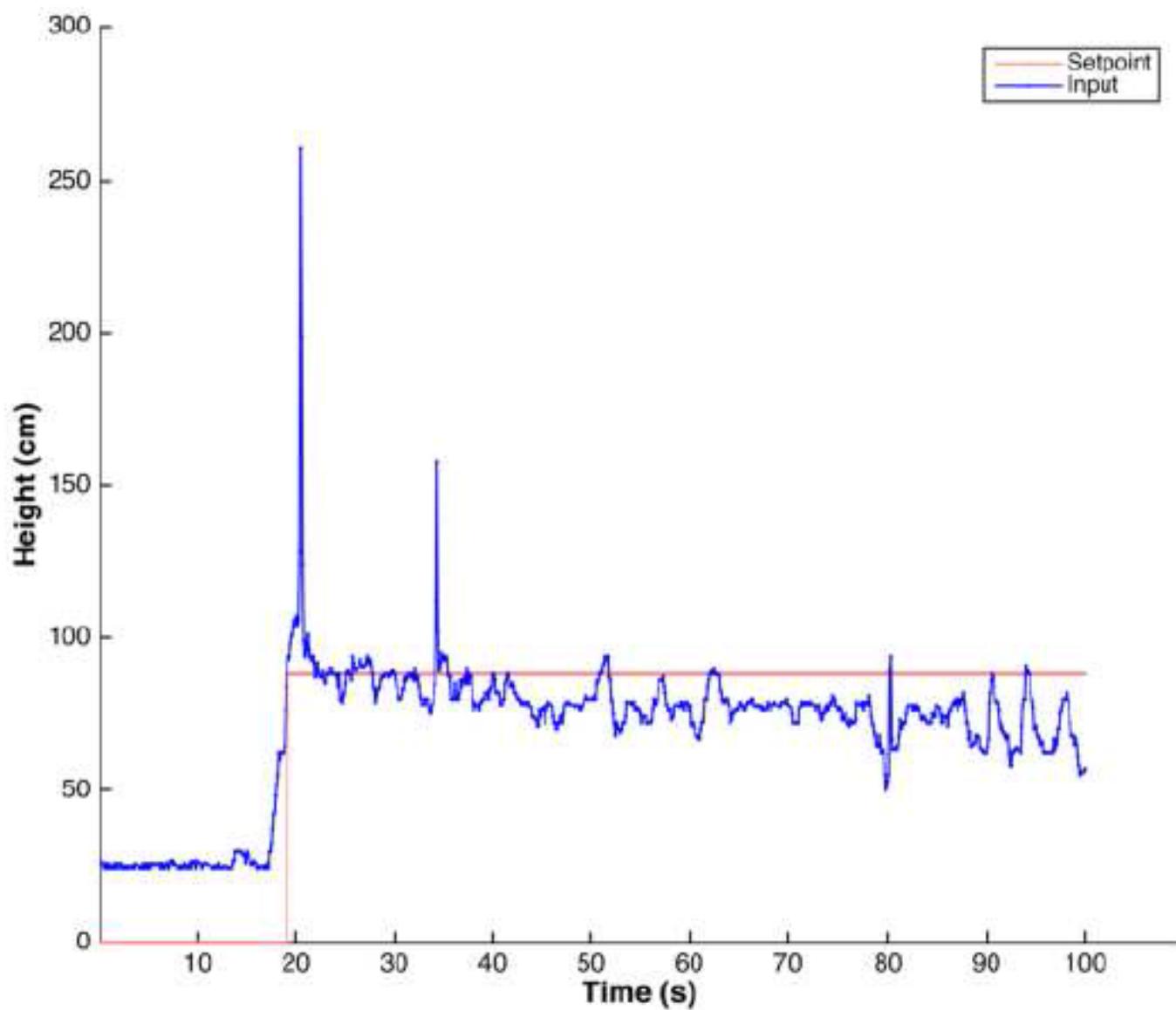


Roll Tracking (IMU starts at $t = 0$; motors start at around $t = 15$ sec; “Setpoint” means the desired roll angle)





Height Control Trace (IMU and sonar start at $t = 0$; motors start at around $t = 17$ sec; “Setpoint” means the desired height)





Conclusion

We build an open source quadcopter platform.

Much simpler source code compared to
Ardupilot (135KB application layer source code)

Good documentation



Thank you!

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Ardupilot (135KB application layer source code)

Good documentation



Thank you!

Demo:

<http://www.comp.polyu.edu.hk/~csqwang/coolstuff>

Source Code URL:

<https://github.com/Ard-mu-copter/>