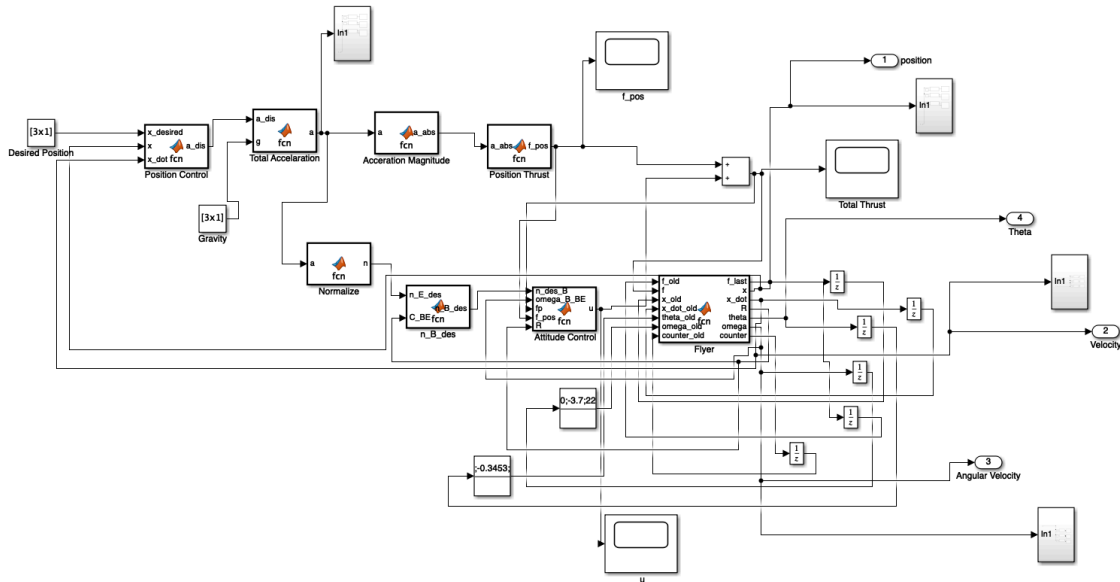


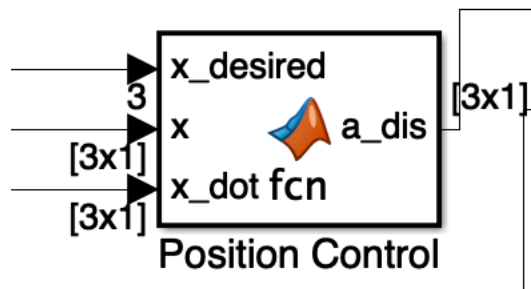
## Debugging Report



The overall control loop is shown above. The blocks that need to be debugged are Position Control, Position Thrust, Attitude Control and Flyer.

Position control:

The position control block contains a PD controller that generates the desired acceleration required for the flyer to reach the desired position.



Inputs:

- Desired Position (3 by 1 vector)
- Current Position (3 by 1 vector)
- Current Velocity (3 by 1 vector)

Outputs:

- Desired acceleration (3 by 1 vector)

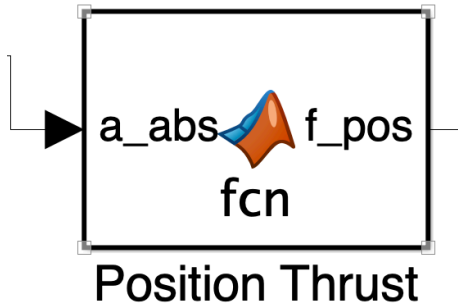
Debugging

- Desired Position: [1:0:0]
- Current Position: [0:0:0]

Current Velocity [-1:0:0]

Desired acceleration: [4.35:0:0]

Position Thrust



The position thrust block takes in the magnitude of the required acceleration from the system, and outputs the thrust required for the position control.

Input:

magnitude of the required acceleration from the system (scalar)

Output:

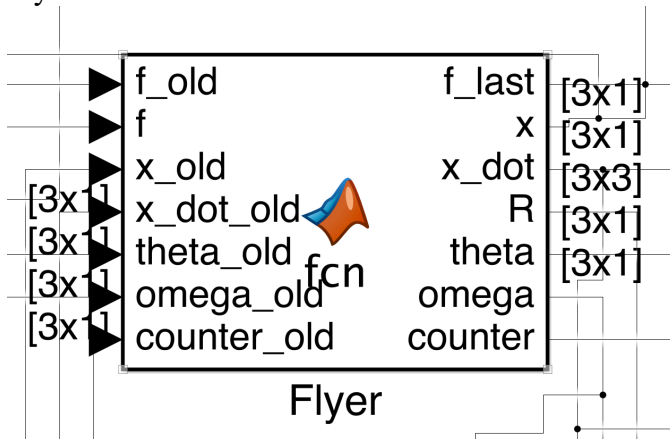
Position thrust (scalar)

Unit test:

Set the desired acceleration  $a_{des} = 0$ , then the input to the position thrust  $a_{abs} = g = 9.8m/s^2$ .

Then  $f_{pos} = 2.255N$ , which is consistent with the hover solution.

Flyer



The block simulates the dynamics of the drone given a thrust input.

Inputs (“old” values are values from the last iteration):

Current thrust  $f$

Old thrust  $f_{old}$

Old position  $x_{old}$

Old velocity  $\dot{x}_{old}$

Old Euler angle  $\theta_{old}$   
Old Angular velocity  $\omega_{old}$   
Old Counter (for keeping track of the number of iterations)

Outputs:

Last thrust  $f_{last}$  (save the current thrust value for the next iteration)  
Position  $x$   
Velocity  $\dot{x}$   
Euler angle  $\theta$   
Angular velocity  $\omega$   
Counter (for keeping track of the number of iterations)

Debugging:

The first step to check is the rotation matrix. The built-in function `eul2rotm` in MATLAB can produce a rotation matrix given an Euler angle. However, `eul2rotm` uses a different convention from the quadcopter model the Flyer block is based on: It is possible that the abnormal Euler Angle data is caused by the discrepancy.

Test: fixed thrust hover

Start:

Euler angle:  $[0; -0.3453; 0]$  (hover state value)

Angular Velocity:  $[7.0; -3.7; 22.4]$  (hover state value)

Thrust: 2.255 N

No drag force and torque

Results:

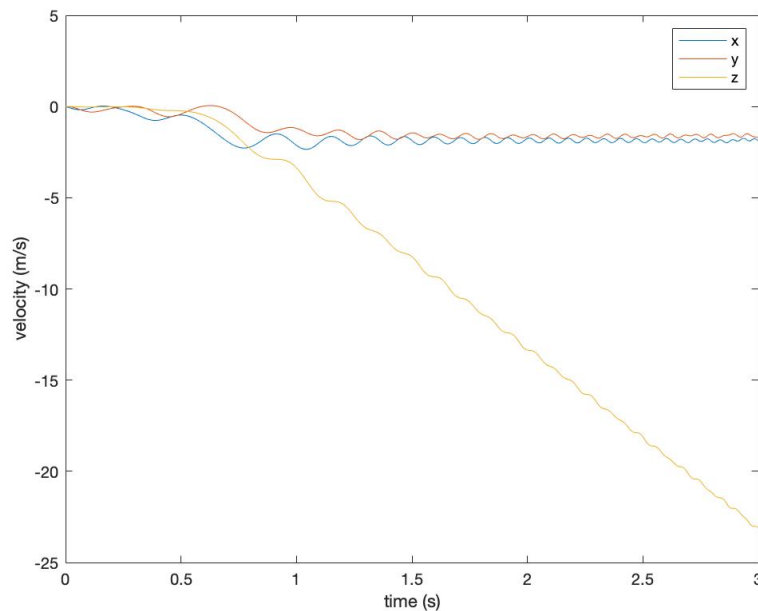


Figure 1: velocity

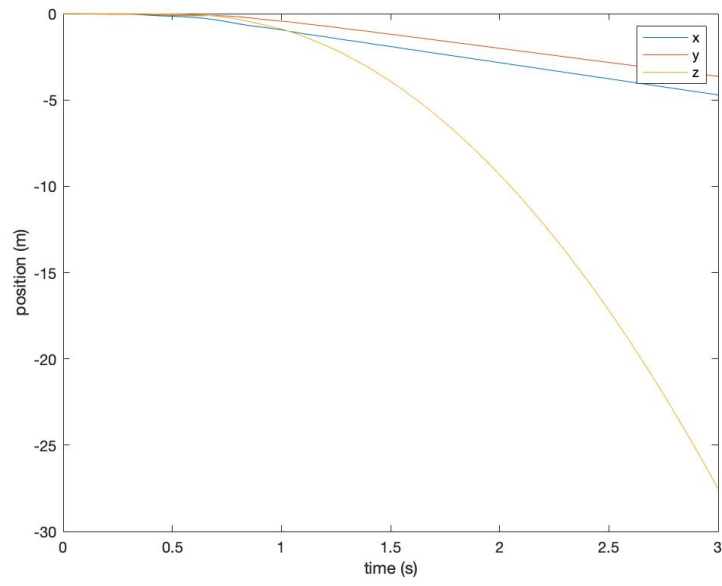


Figure 2: position

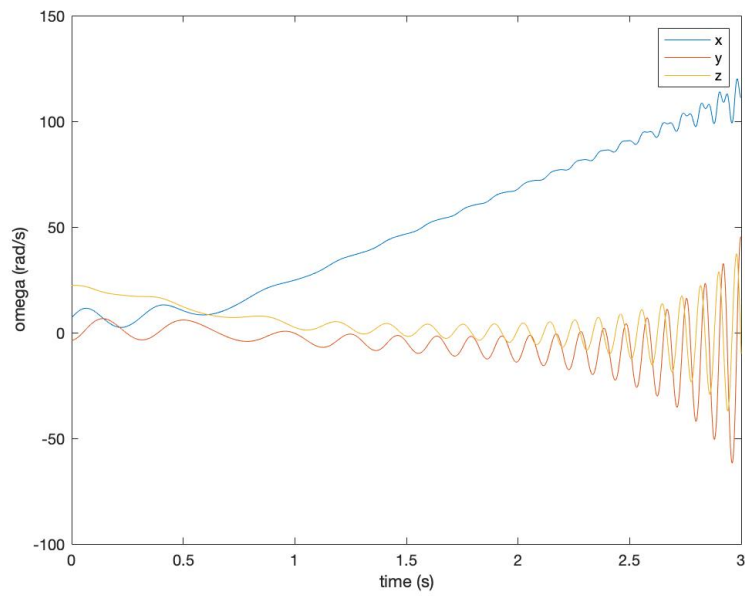


Figure 3: angular acceleration

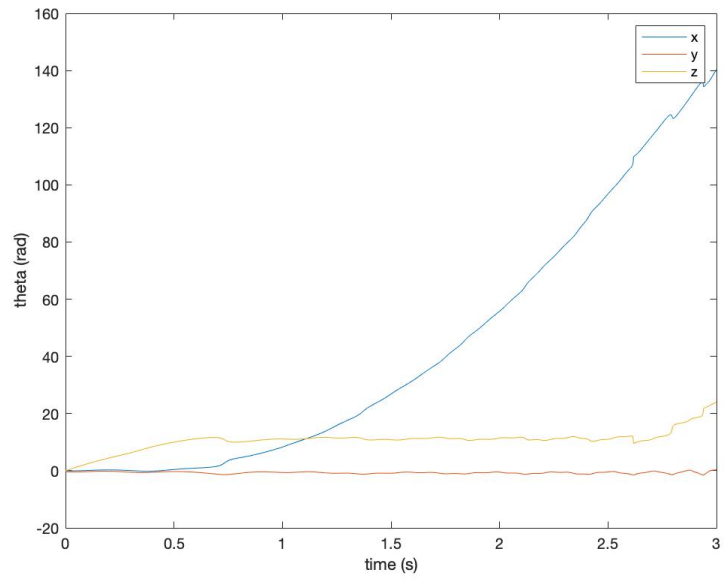


Figure 4: Euler angles