

# Outdoor Cooperative Control Experiments with Quadcopters

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# Two Parts

1. Quadcopters: Making, Controlling Flying
  - Basic Mathematical Model
  - Hardware Details
  - Software Platform
  - Autopilot Architecture
    - Primary Modes and
    - Autonomous Modes
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      - Waypoint Navigation
      - Leader Follower
2. Cooperative Control Experiments
  - Frames of reference
  - Inner Control loops
  - Waypoint navigation
  - Consensus law
  - Communication Protocols
  - Experiments

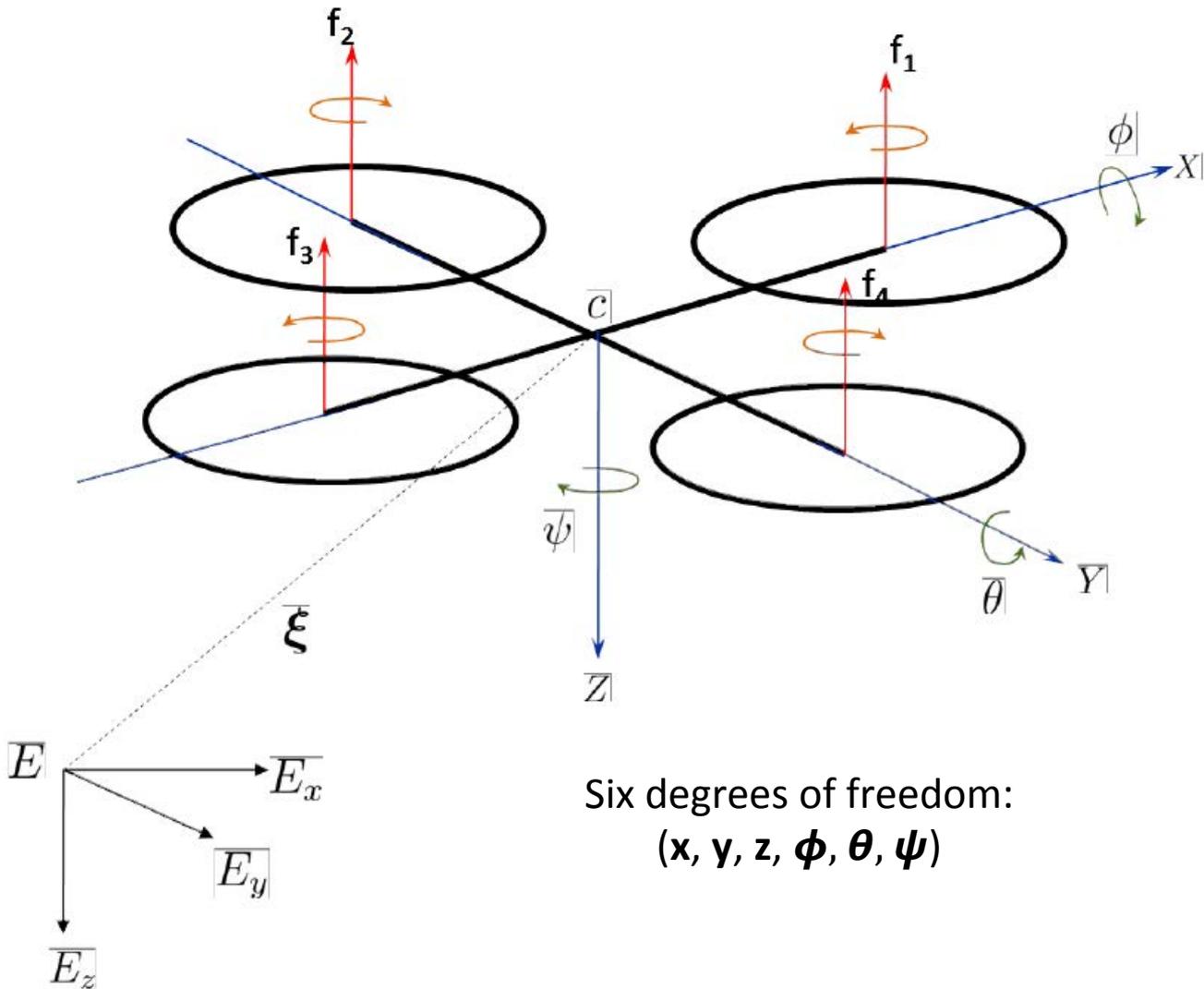
# Quadcopters: Making, Controlling and Flying



# Basic Mathematical Model

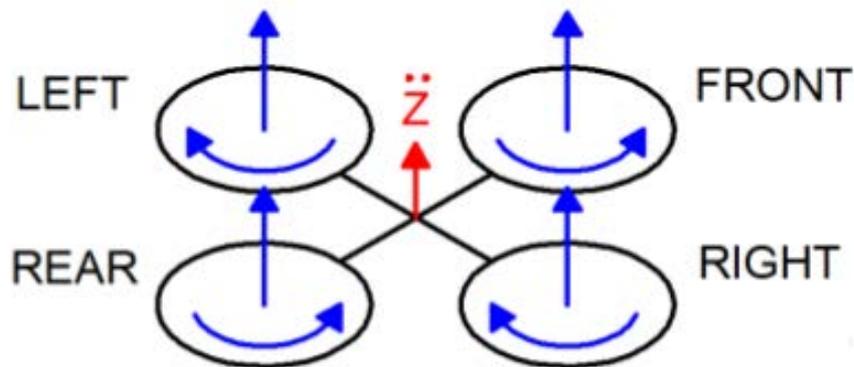
# What is a Quadcopter?

- Pair of rotating and counter-rotating rotors
- Fixed axes: Parallel to each other, perpendicular to the frame
- Fixed pitch propellers
- Variable speed of rotation

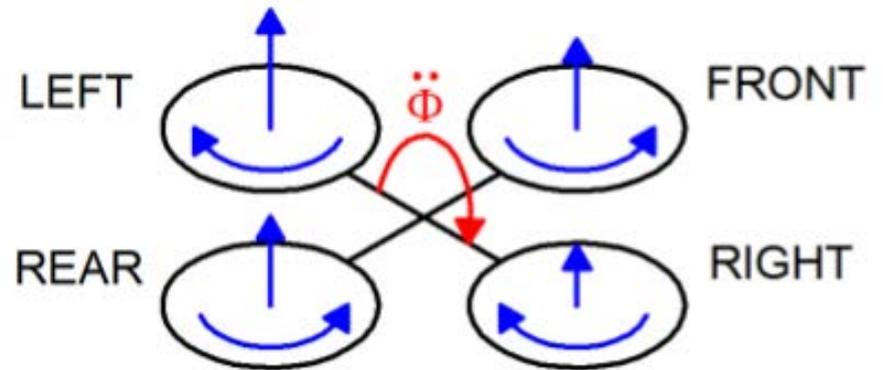


# Basic Movements

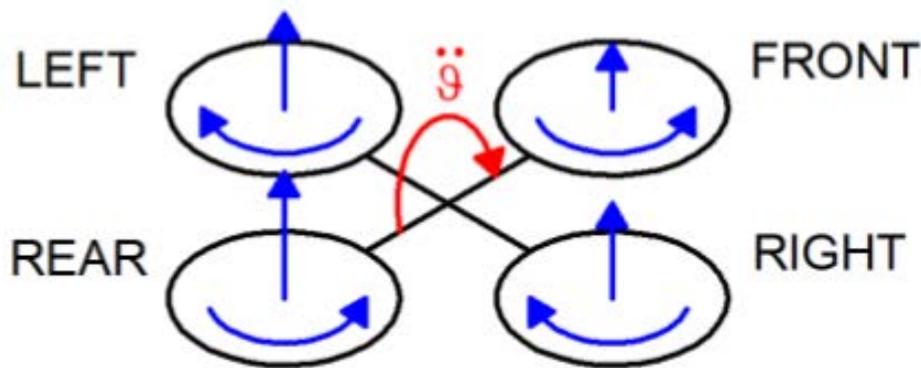
Lift:  $f_i = b\omega_i^2$



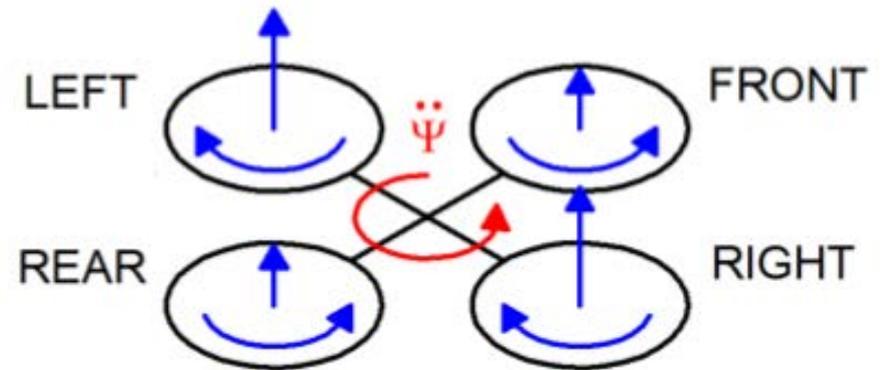
Altitude:



Roll  $\tau_\phi = (f_2 - f_4)l$



Pitch  $\tau_\theta = (f_1 - f_3)l$



Yaw  $\tau_\psi = q_1 - q_2 + q_3 - q_4$   
 $q_i = k\omega_i^2$

# Control Inputs

- Altitude

$$\begin{aligned}u_1 &= f_1 + f_2 + f_3 + f_4 \\ &= b(\omega_1^2 + \omega_2^2 + \omega_3^2 + \omega_4^2)\end{aligned}$$

- Roll

$$u_2 = bl(\omega_2^2 - \omega_4^2)$$

- Pitch

- Yaw

$$u_3 = bl(\omega_1^2 - \omega_3^2)$$

$$u_4 = d(\omega_1^2 - \omega_2^2 + \omega_3^2 - \omega_4^2)$$

# Mathematical Modeling

To derive a model which:

- Describes motion of the quadrotor based on the control inputs
- Useful in predicting positions reached by the quadrotor by knowing the speeds of the four motors
- Assumptions in model:
  - Rigid, symmetrical structure
  - CoG and body fixed frame coincide
  - Rigid propellers

# Mathematical Modeling

- The equations of motion obtained are:

$$m\ddot{x} = -(\cos \psi \sin \theta \cos \phi + \sin \psi \sin \phi)u_1$$

$$m\ddot{y} = -(\sin \psi \sin \theta \cos \phi - \cos \psi \sin \phi)u_1$$

$$m\ddot{z} = -(\cos \theta \cos \phi)u_1 + mg$$

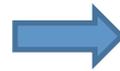
$$I_x\ddot{\phi} = (I_y - I_z)\dot{\theta}\dot{\psi} - J_r\dot{\theta}\Omega + u_2$$

$$I_y\ddot{\theta} = (I_z - I_x)\dot{\phi}\dot{\psi} + J_r\dot{\phi}\Omega + u_3$$

$$I_z\ddot{\psi} = (I_x - I_y)\dot{\phi}\dot{\theta} + u_4$$

# Motor Speeds and Input Voltage

$$\begin{aligned}u_1 &= b(\omega_1^2 + \omega_2^2 + \omega_3^2 + \omega_4^2) \\u_2 &= lb(\omega_2^2 - \omega_4^2) \\u_3 &= lb(\omega_1^2 - \omega_3^2) \\u_4 &= b(\omega_1^2 - \omega_2^2 + \omega_3^2 - \omega_4^2)\end{aligned}$$



$$\begin{aligned}\omega_1^2 &= \frac{1}{4b}u_1 - \frac{1}{2bl}u_3 - \frac{1}{4d}u_4 \\ \omega_2^2 &= \frac{1}{4b}u_1 - \frac{1}{2bl}u_2 + \frac{1}{4d}u_4 \\ \omega_3^2 &= \frac{1}{4b}u_1 + \frac{1}{2bl}u_3 - \frac{1}{4d}u_4 \\ \omega_4^2 &= \frac{1}{4b}u_1 + \frac{1}{2bl}u_2 + \frac{1}{4d}u_4\end{aligned}$$

# Hardware Details

# Component Selection

Component	Parameter
Motors	Voltage, Wattage, Speed, Weight
Propellers	Diameter, Pitch
Battery	Voltage and Current Rating, Weight
Frame	Dimensions, Weight
ESCs	Current Rating
Controller and Electronics	Processing power, sensor integration, Software Support

Weight + Payload

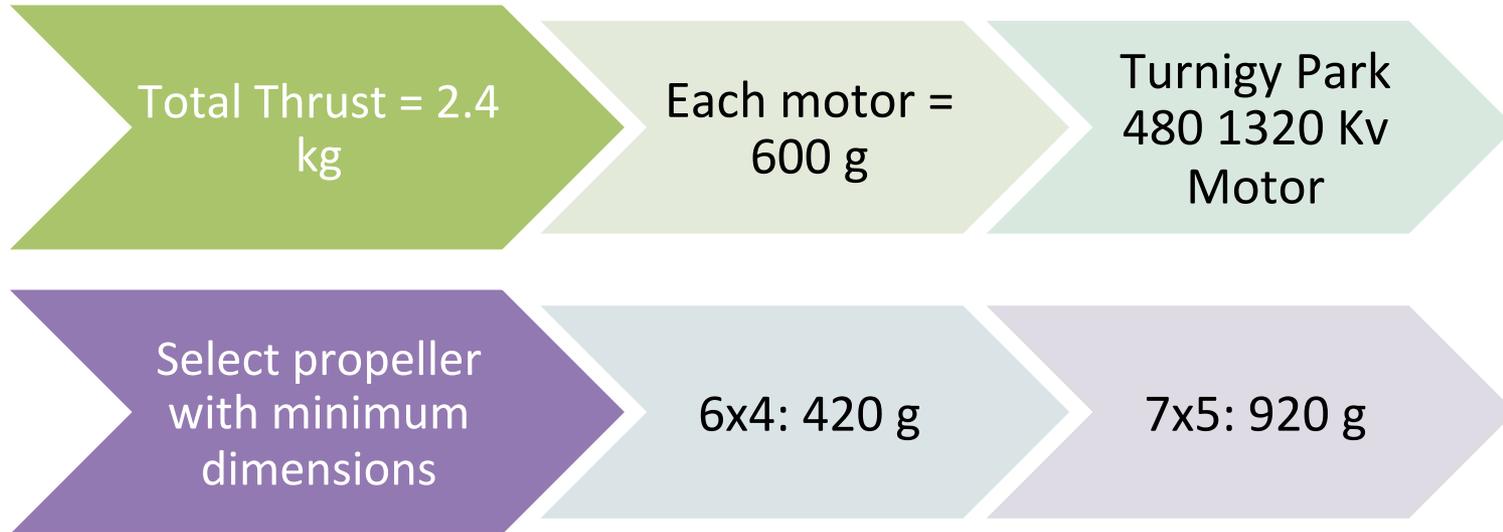
Flight time

Thrust/Weight

Dimensions

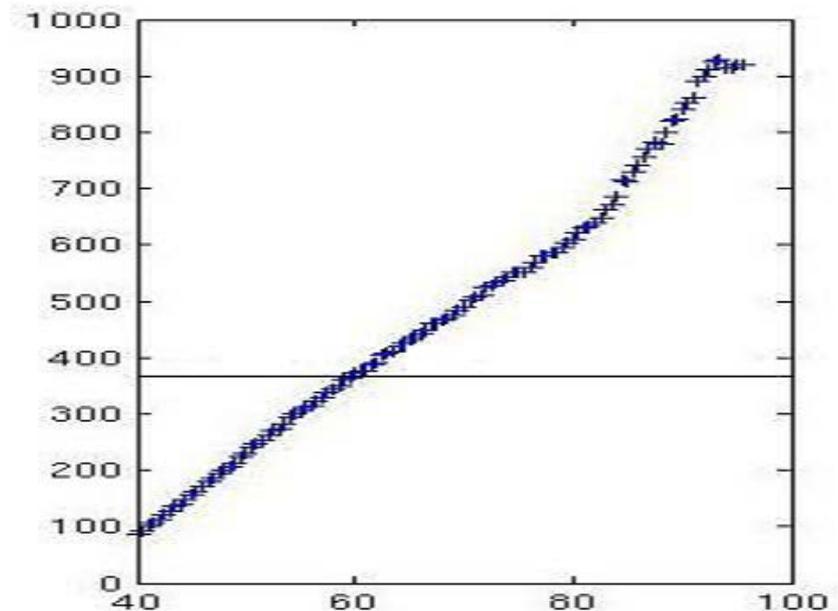
Design Parameters

# Motor + Propeller Selection



1320Kv Park 480 motor thrust plot:  
Thrust produced v/s duty cycle

Linear operating range:  
From 40% to 80%,  
with Hovering thrust (380 gm) at 60%



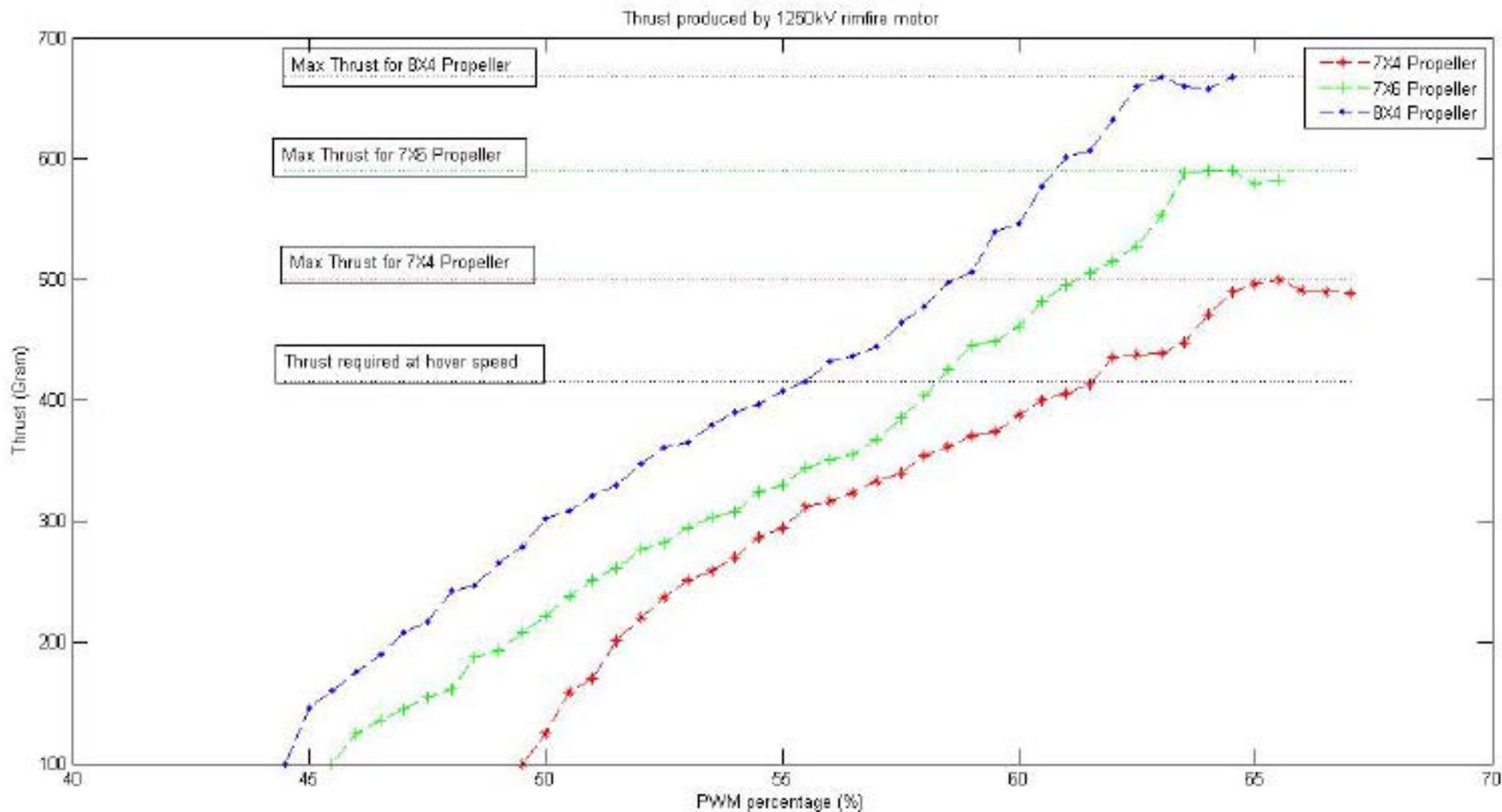
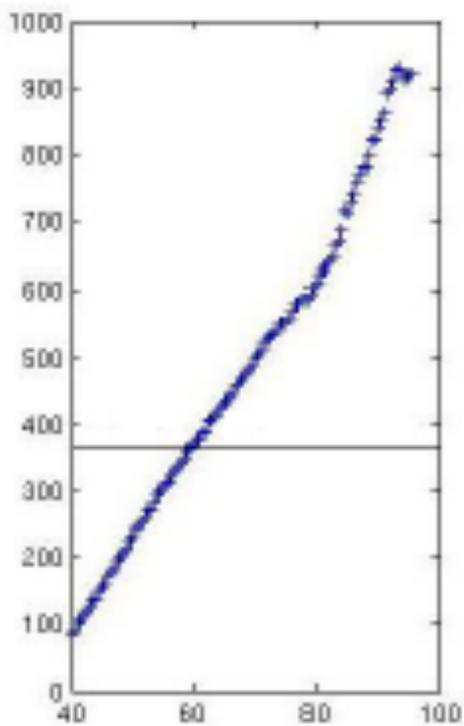


Figure 6.5: Thrust Plots for Rimfire 1250kV motor with different propellers

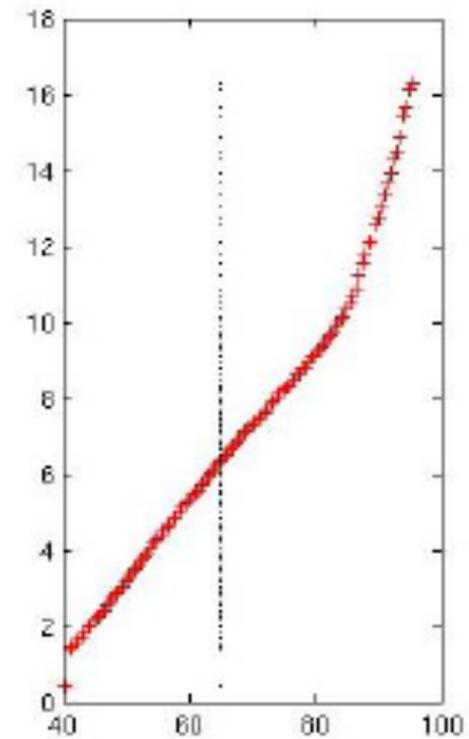
Table 6.1: Result Summary

Motor kV	Max Thrust(gm)			Max current(Amp)			Hover Current(Amp)			Hover Flight time(min)		
	7×4	7×6	8×4	7×4	7×6	8×4	7×4	7×6	8×4	7×4	7×6	8×4
1200	440.8	469.8	515	9	10	10	6	7	7	12.5	10.71	10.71
1400	478	554	674	10	12	13	7	9	9	10.71	8.33	8.33
1450	500	583	668.16	13	15	13	8	10	9	9.37	7.5	8.33
1250 <sub>1</sub>	500	590	667.79	11	13	13	8	10	10	9.37	7.5	7.5
1250 <sub>2</sub>	500	590	667.79	11	13	13	8	10	10	12	9.6	9.6

In Table 6.1, the 1200kV , 1400kV and 1450kV motors along with all the propeller combinations are tested with 5000mAh battery. 1250\_1 represents the RimFire 1250kV motor tested along with the 5000mAh battery. Similarly, 1250\_2 means the same motor tested with 6400mAh battery.



Park 480 1320 KV (8x4) Thrust vs PWM



Park 480 1320 KV (8x4) Current vs PWM

Table 6.2: Result Summary

Motor (kV)	Hover Thrust(gm)	Max Thrust(gm)	Max current(A)	Hover current(A)	Hover flight time(min)
1200	340	515	10	7	10.71
1400	340	673	13	6	12.5
1450	340	661	13	6	12.5
1650	340	672	18	14	5.3
1320	375	920	16	5.5	13.6



Figure 2.1: Aeroquad Cyclone frame

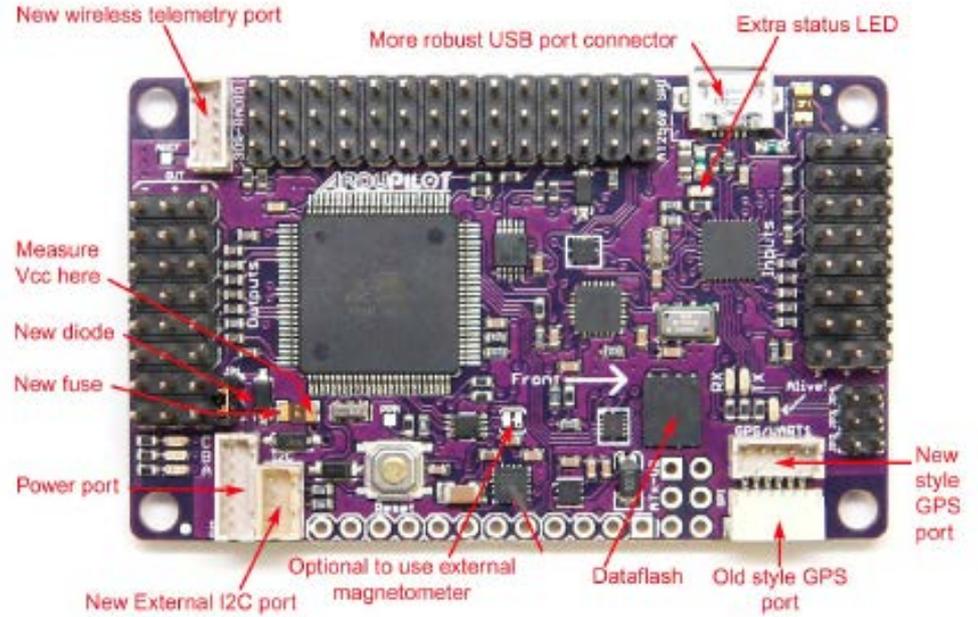


Figure 2.3: ArduPilotMega (APM) 2.6 [6].



Figure 2.4: Turnigy Park480 1320kv motors [7].



Figure 2.5: Turnigy AE 30A Brushless ESCs [8].



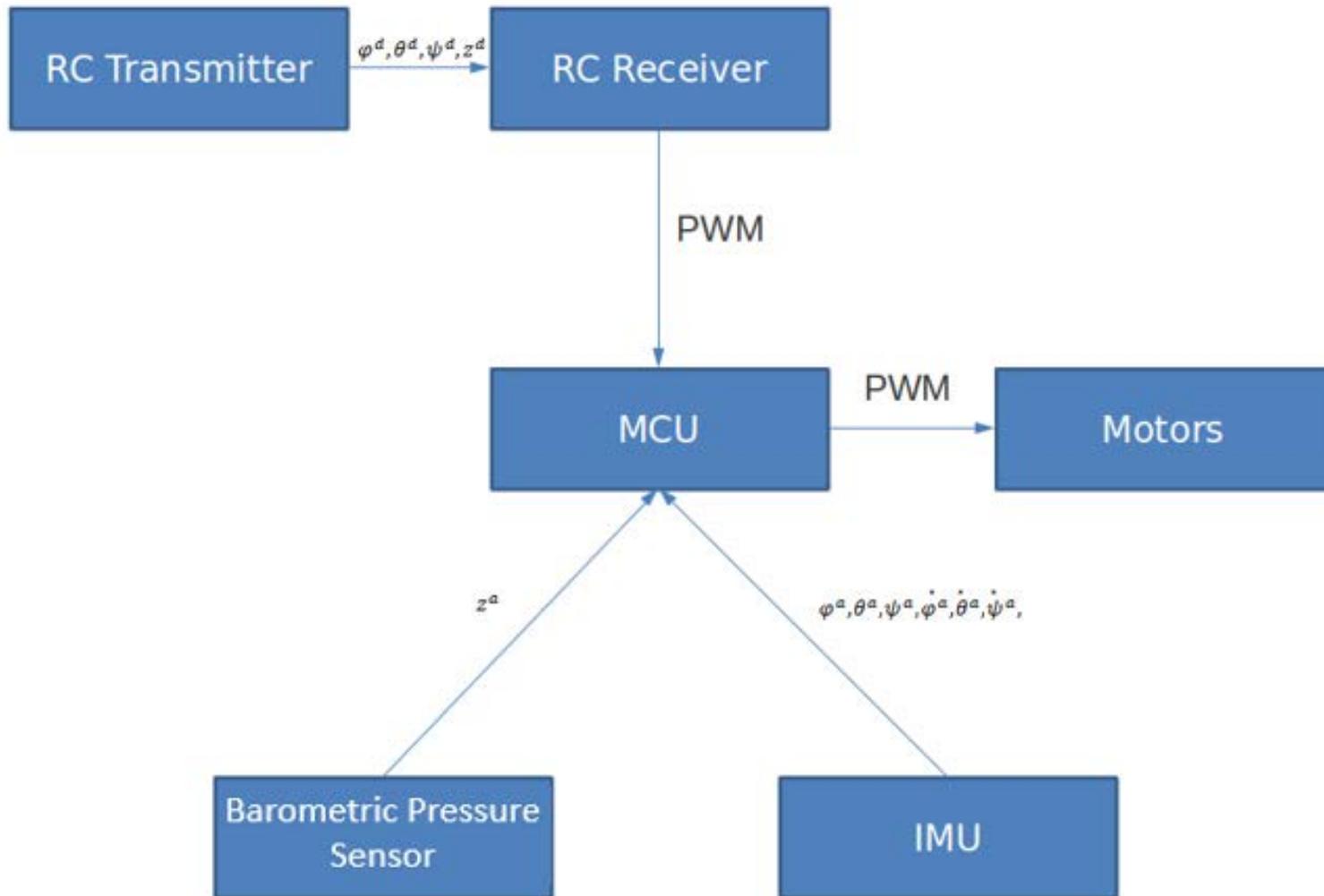
# Hardware Specifications

- Aluminum/Carbon Fibre Structure
- Park 480 1320Kv motors
- Turnigy AE-30A Brushless ESC
- Atmega 2560 Microcontroller Unit
- Turnigy 9XR with Orange R800X 2.4 GHz Transmitter/Receiver Module
- MPU6000 IMU
- MS5611 barometer
- 3S, 11.1V, 5000mAh, 35-70C Turnigy Nanotech LiPo battery

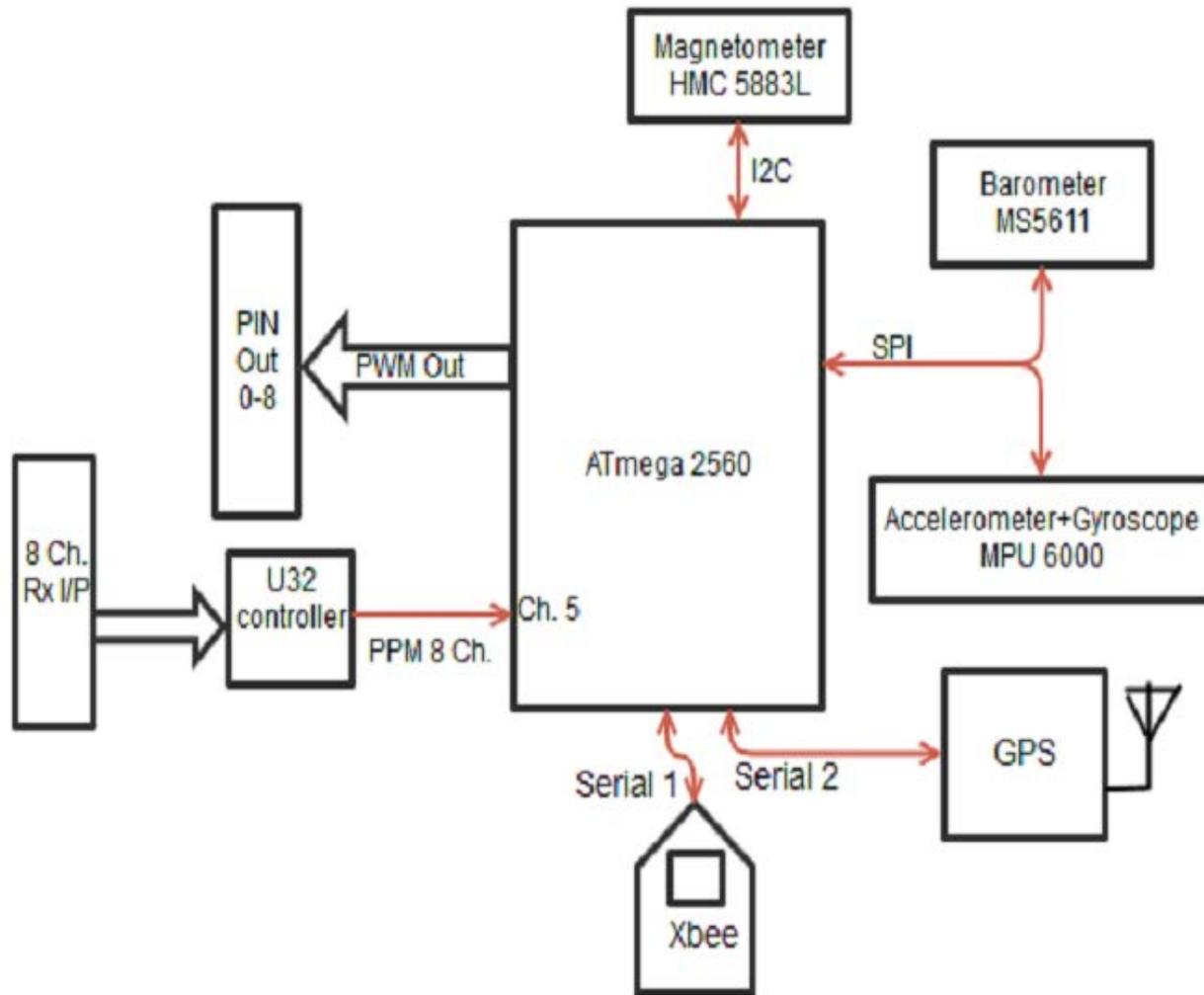
Table 6.3: Weight distribution for Design

Design	
Component	weight(in grams)
Battery	410
Frame	270
ESC	$25 \times 4=100$
Spinner	$10 \times 4=40$
Propeller	$5 \times 4=20$
Motor	$50 \times 4=200$
Other circuitry	460
Total	1500
Max Thrust achieved	$920 \times 4 = 3680$
Payload	2180
Flight time at hover thrust	13.6min
Flight time at max thrust	4.68min

# Hardware Architecture



# Hardware Architecture



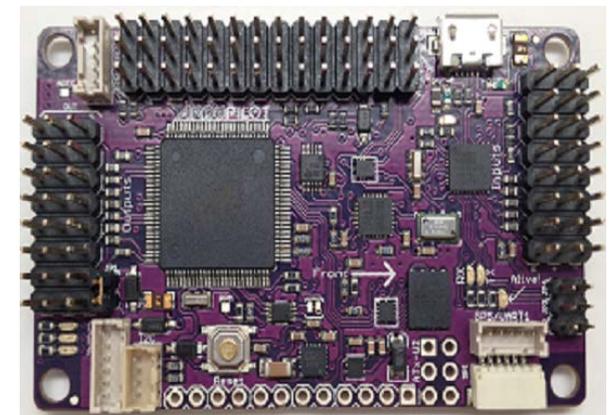
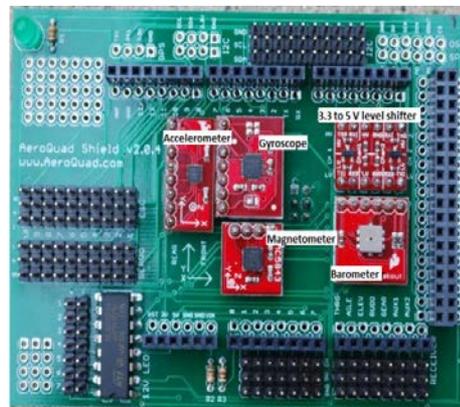
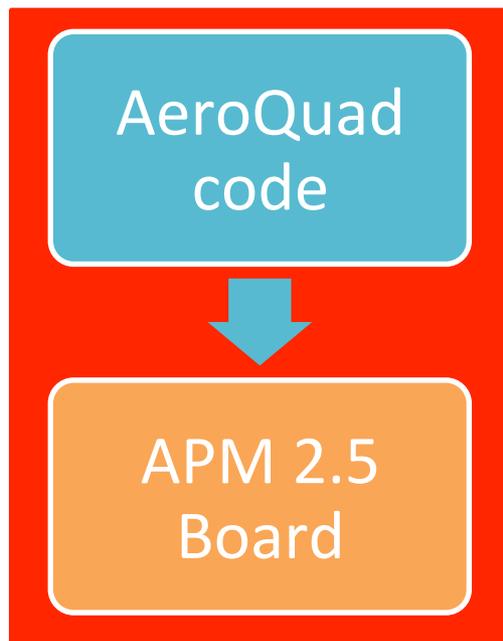
# Software Platform

# Software Platform Selection

- Main aim: Testing of Cooperative Control strategies rather than developing whole software system
- Ease of coding and fast development:
  - Arduino selected over ARM platform
  - Open-source software over self developed code
  - AeroQuad v/s APM ArduPilot

# AeroQuad v/s ArduPilot

	AeroQuad	ArduPilot
Modularity	Good	Poor
Readability	Good	Poor
Target Hardware	Multi-board	Compact
Target Processor	ATmega 2560	ATmega 2560
<b>Hardware</b>	Bulky, non-robust	<b>Compact, robust</b>



# AeroQuad Configurator

The screenshot displays the AeroQuad Configurator v3.2 software interface. The window title is "AeroQuad Configurator v3.2" and the menu bar includes "File", "Edit", "Connect", "View", and "Help". The interface is divided into several sections:

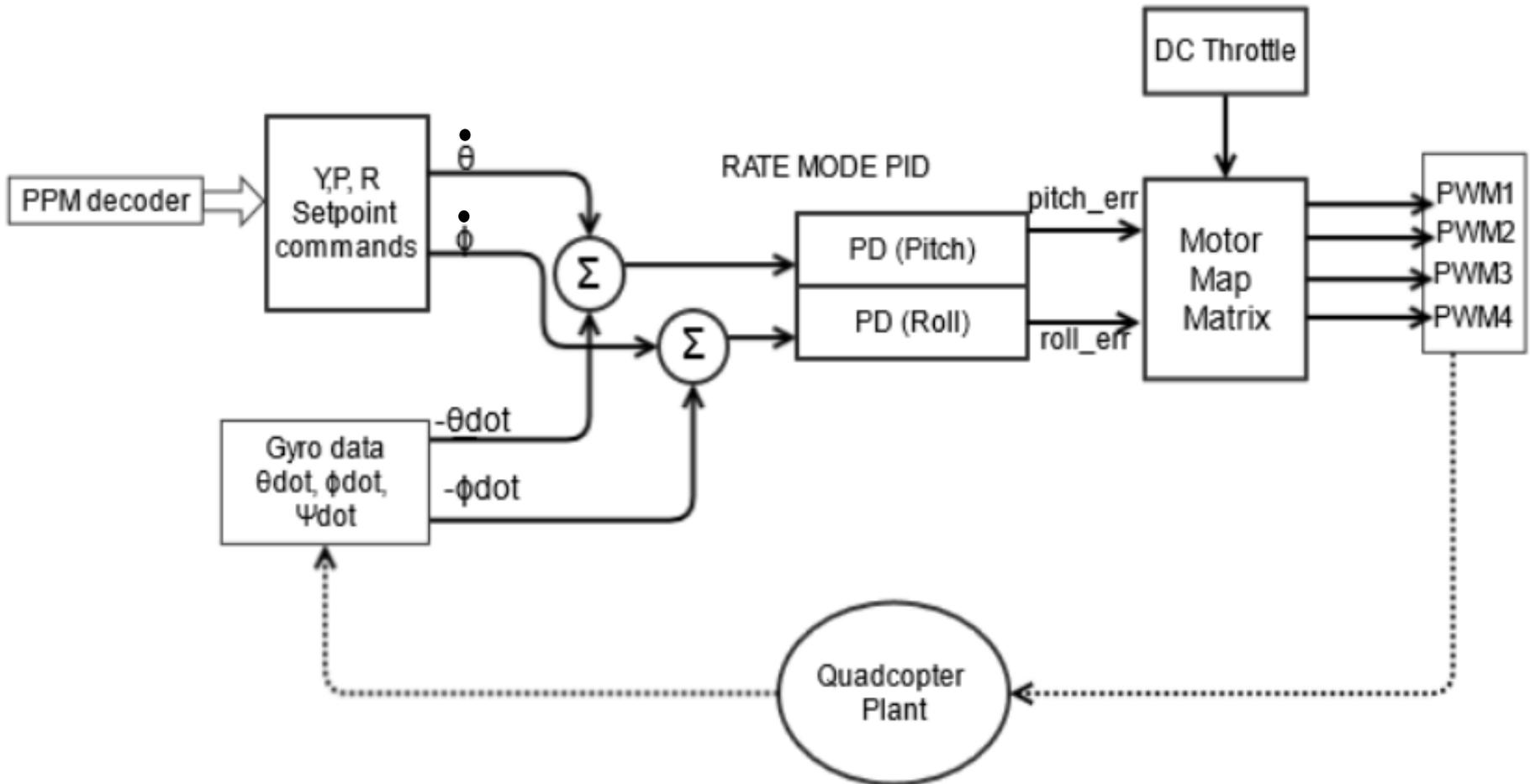
- Information Display:** Features a heading scale on the left with a blue and black dial. Below it are input fields for Roll (0.0), Pitch (0.0), Heading (0.0), Altitude (0.0), and Battery (0.0). To the right of these are "Motor Status" buttons: "Downward" (green), "Flight Mode" (green), "Rate" (green), "Altitude Hold" (green), and "On" (green).
- Vehicle Status:** Contains two camera views of the quadcopter's motor assembly. Between them are sliders for "Mode", "Aux1", "Aux2", and "Aux3". Below these is a graph showing the power levels for Motor 1 through Motor 8, with a y-axis ranging from 1000 to 2000.
- Configuration:** A table of parameters with values set to 0.0:

Parameter	Value
Roll Accel Proportional	0.0
Roll Accel Integral	0.0
Roll Accel Derivative	0.0
Pitch Accel Proportional	0.0
Pitch Accel Integral	0.0
Pitch Accel Derivative	0.0
Roll Gyro Proportional	0.0
Roll Gyro Integral	0.0
Roll Gyro Derivative	0.0
Pitch Gyro Proportional	0.0
Pitch Gyro Integral	0.0
Pitch Gyro Derivative	0.0
Windup Guard	0.0
- Attitude Mode:** A section for system information including "Software Version", "Board Type", "Flight Config", "Receiver Channels", "Motors", "Gyroscope", "Accelerometer", "Barometer", and "Magnetometer".

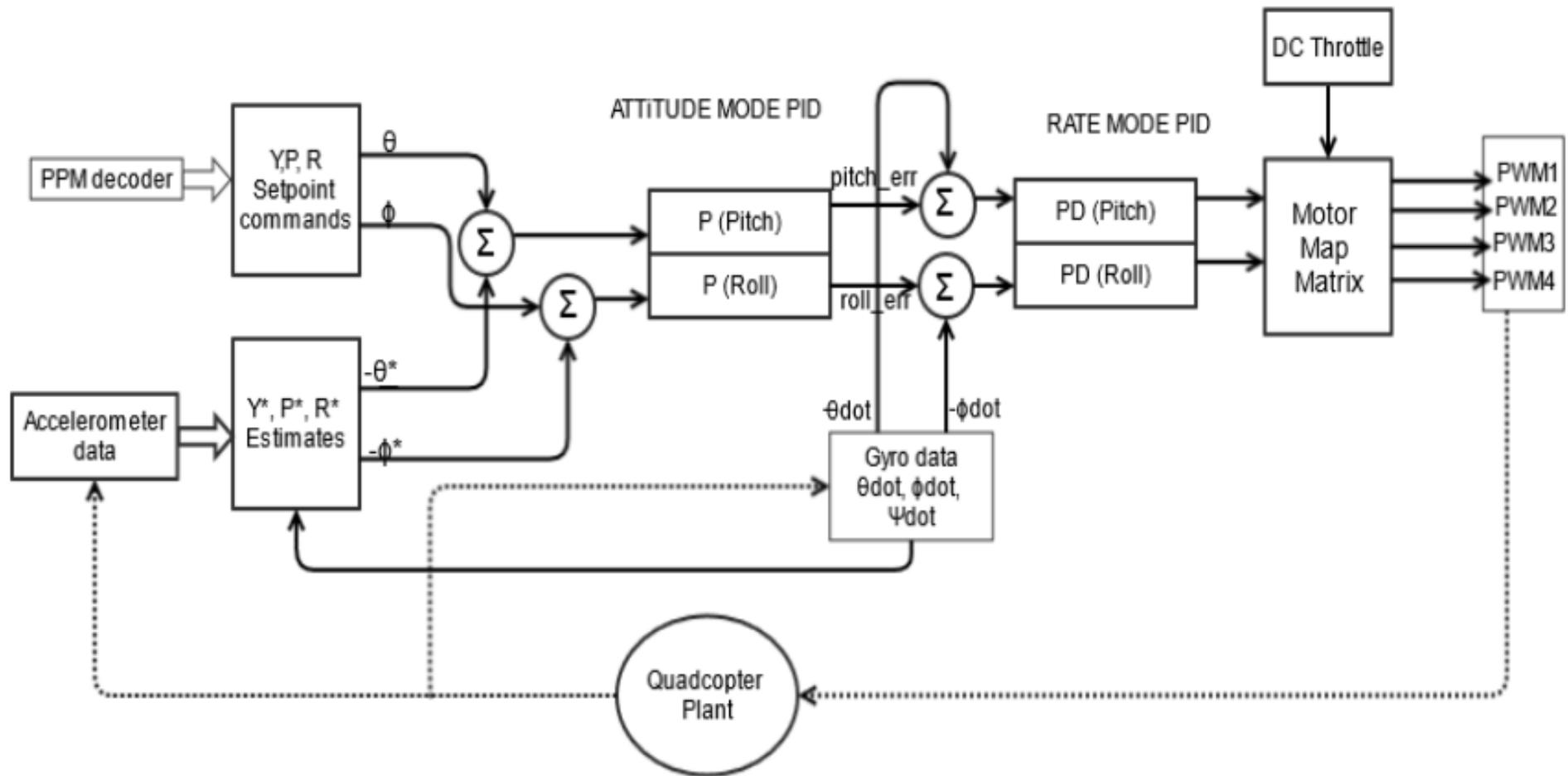
The status bar at the bottom indicates "Configurator Ready - Waiting to Connect". It also shows "Com Port" set to "COM3", "Baud Rate" set to "115200", and "Boot Delay (s)" set to "3". There are "Connect" and "Disconnect" buttons.

# Autopilot Architecture – Primary Modes

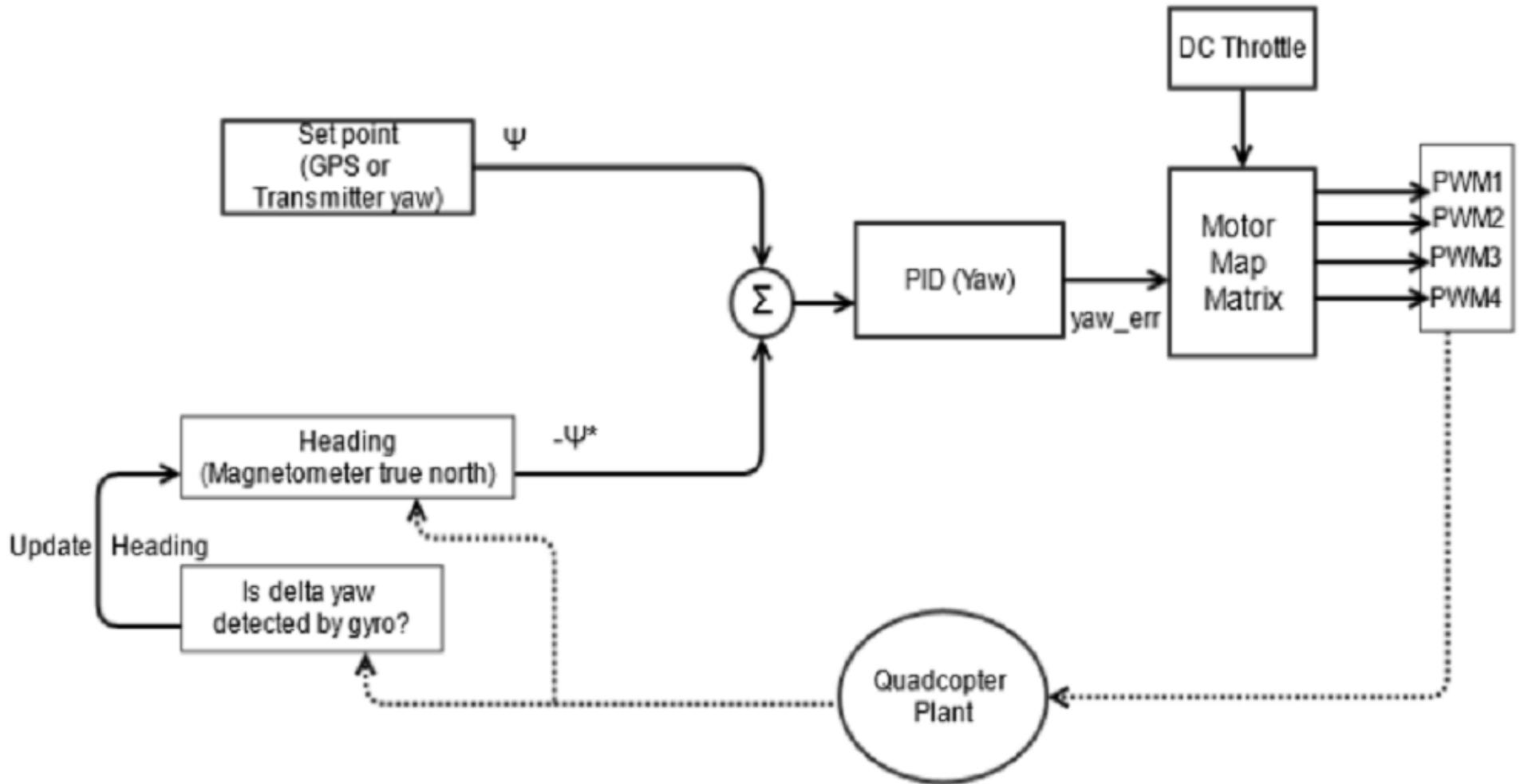
# The Rate Mode Control Loop



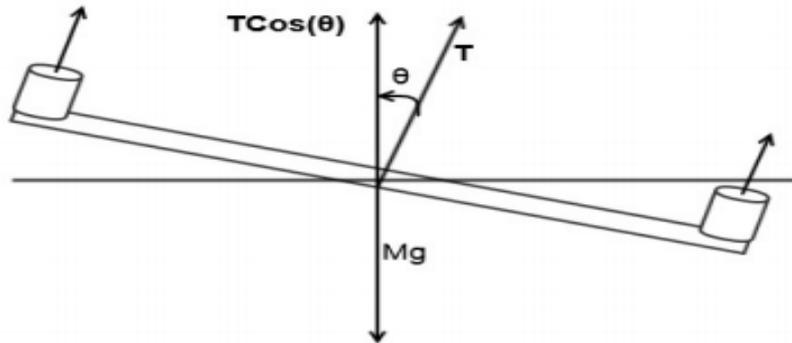
# The Attitude Mode Control Loop



# Heading Hold



# Altitude Hold



$$T_{Corrected} \approx \frac{T_{Hover}}{\cos(\theta^*) \cos(\phi^*)}$$

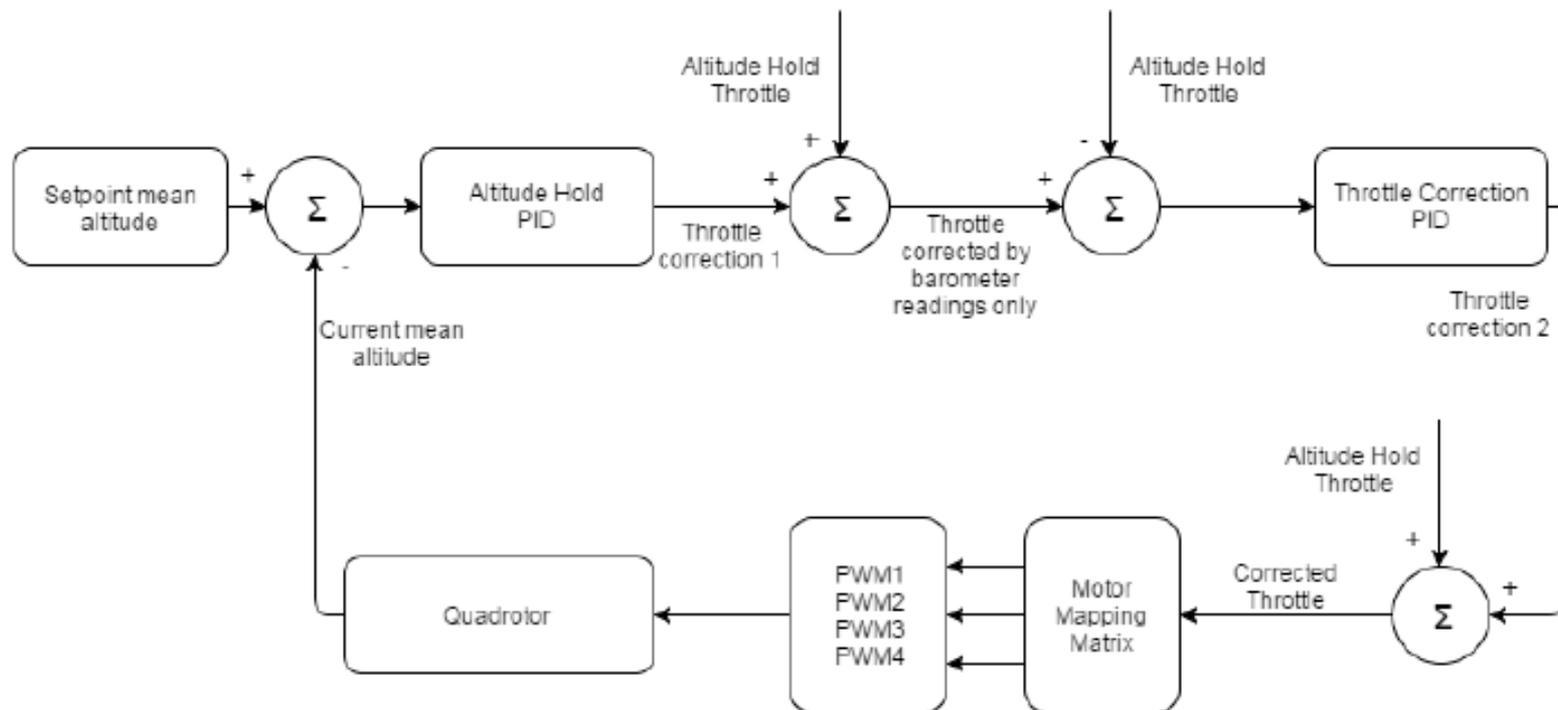




Figure 3.7: Experimental setup for Attitude mode gain tuning

## Altitude Hold Mode

Quadrotor	$K_{P1}$	$K_{I1}$	$K_{D1}$	$K_{P2}$	$K_{I2}$	$K_{D2}$
Aeroquad Cyclone	75	2.5	1.1	0.75	1	0
HobbyKing x580 (Bravo)	60	2.5	1	0.05	0	0
HobbyKing x580 (Charlie)	60	2.5	1	0.05	0	0

Table 3.3: Altitude hold mode gains

## Heading Hold Mode

Quadrotor	$K_{P1}$	$K_{I1}$	$K_{D1}$	$K_{P2}$	$K_{I2}$	$K_{D2}$
Aeroquad Cyclone	3	0.1	0	170	0	0
HobbyKing x580 (Bravo)	3	0.1	0	200	0	0
HobbyKing x580 (Charlie)	3	0.1	0	200	0	0

Table 3.4: Heading hold mode gains

# Autonomous Modes



# Waypoint Navigation

- Distance to Destination (D) and new heading are calculated as shown in Fig 11.

- $$D = \sqrt{(D_x^2 + D_y^2)}$$

- $$\tan \theta = \frac{D_y}{D_x}$$

- $$r_s = DN_s \sin \theta - \phi$$

- $$p_s = DN_s \cos \theta - \phi$$

- The 'r<sub>s</sub>' and 'p<sub>s</sub>' variables are correction factors which are used along with the PI gains to correct the pitch and roll angles according to the destination. 'N<sub>s</sub>' is a constant

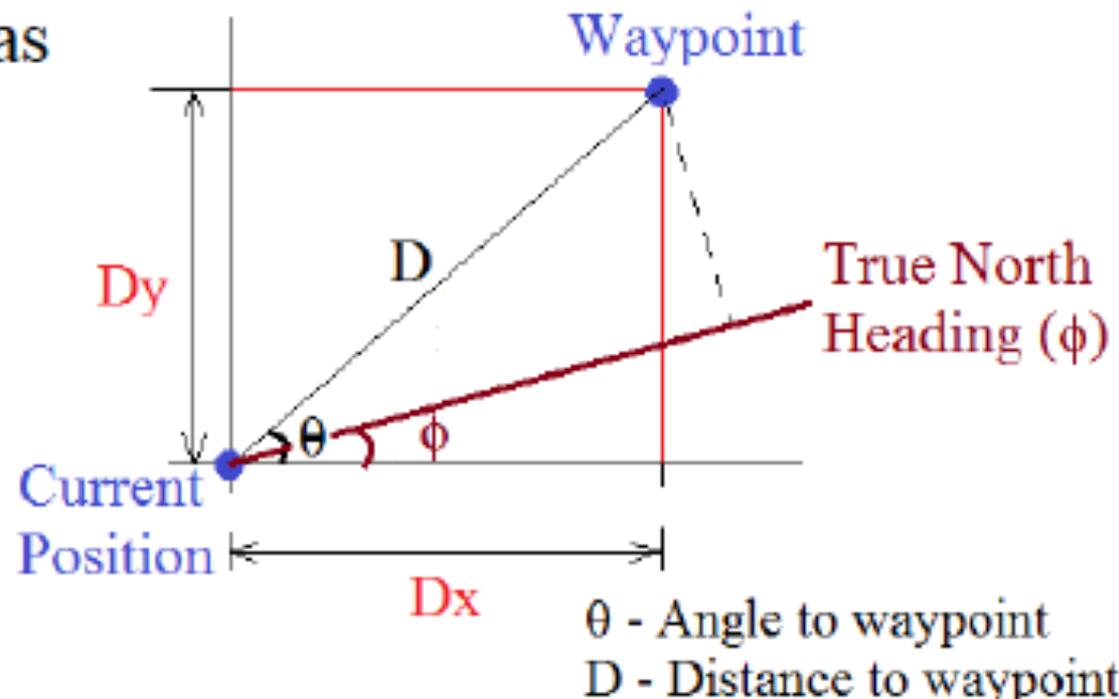


Fig 11 : Calculation of the heading during Navigation

# Waypoint Navigation

- Estimates of speed & position are based on current and last GPS data and time elapsed.
- The new mission position is updated when the Quadcopter reaches within the circle of radius ( $D_{min} = 2.5 \text{ m}$ ) centered at the waypoint.

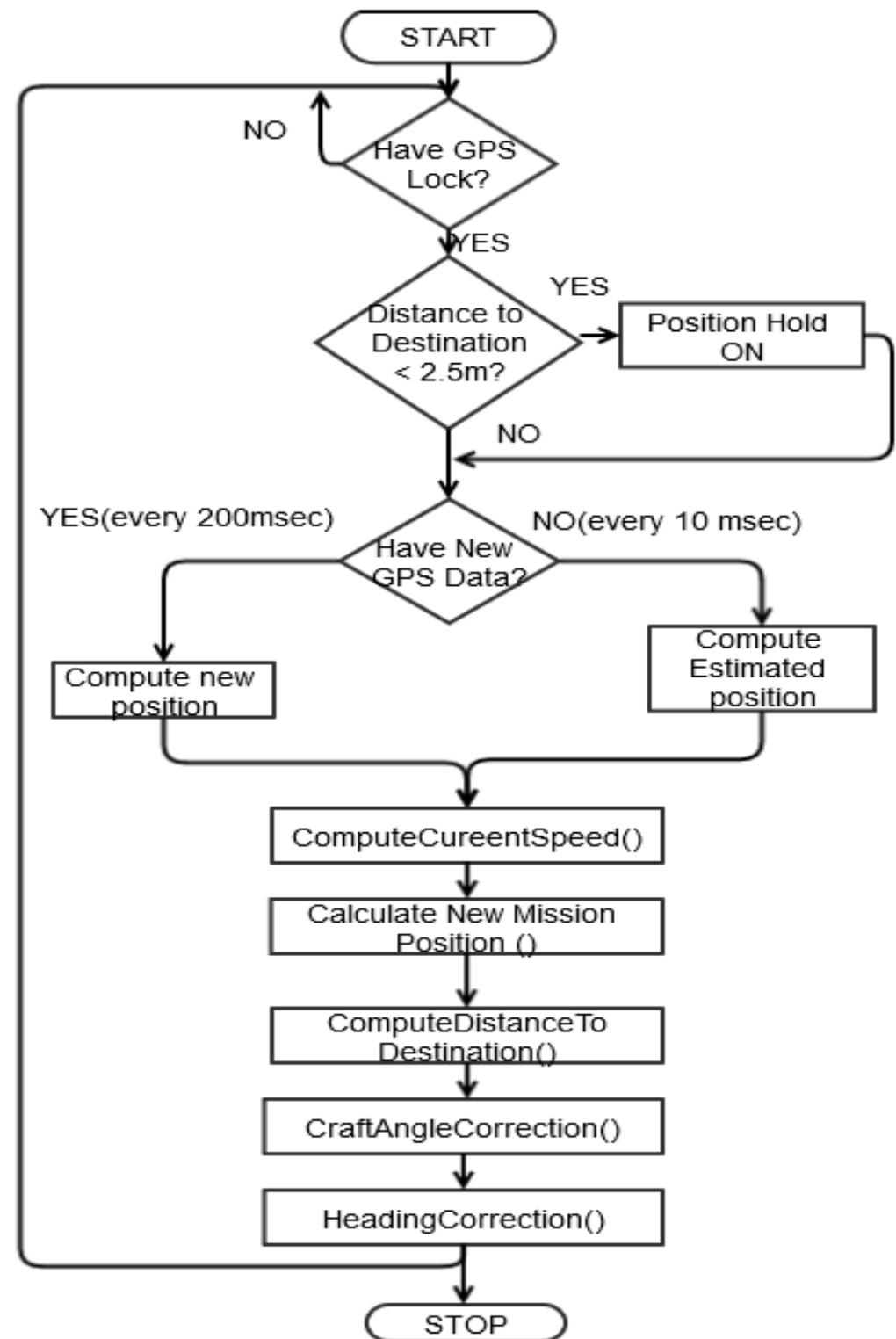


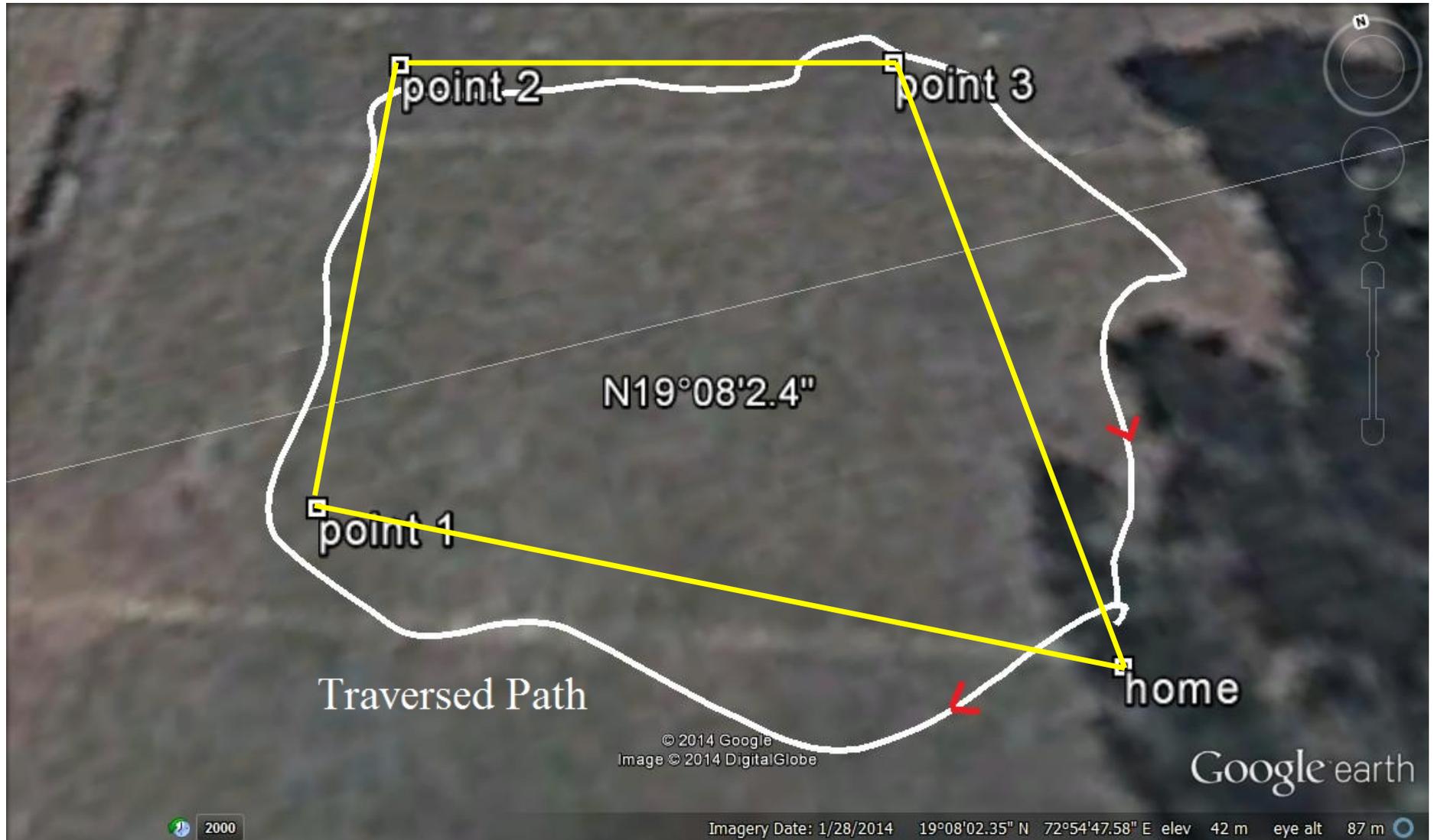
Fig 10 : GPS Navigation flowchart

# GPS Position Hold



Fig: Google earth plot for GPS position hold mode

# Waypoint Navigation



# Leader – Follower Configuration

## Waypoint Navigation to Leader's Coordinates

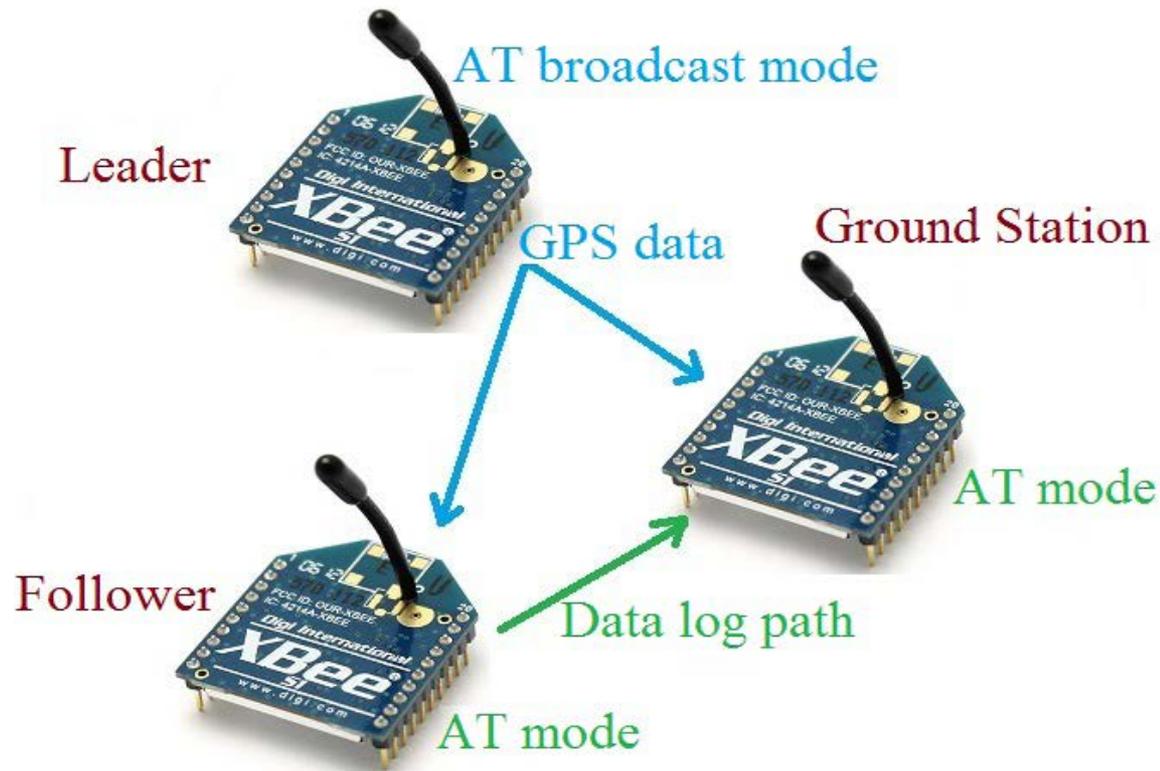


Fig 16 : Xbee configuration for Co-operative Control

# Followers converging to leader's position



# Leader – Follower Configuration Both Moving



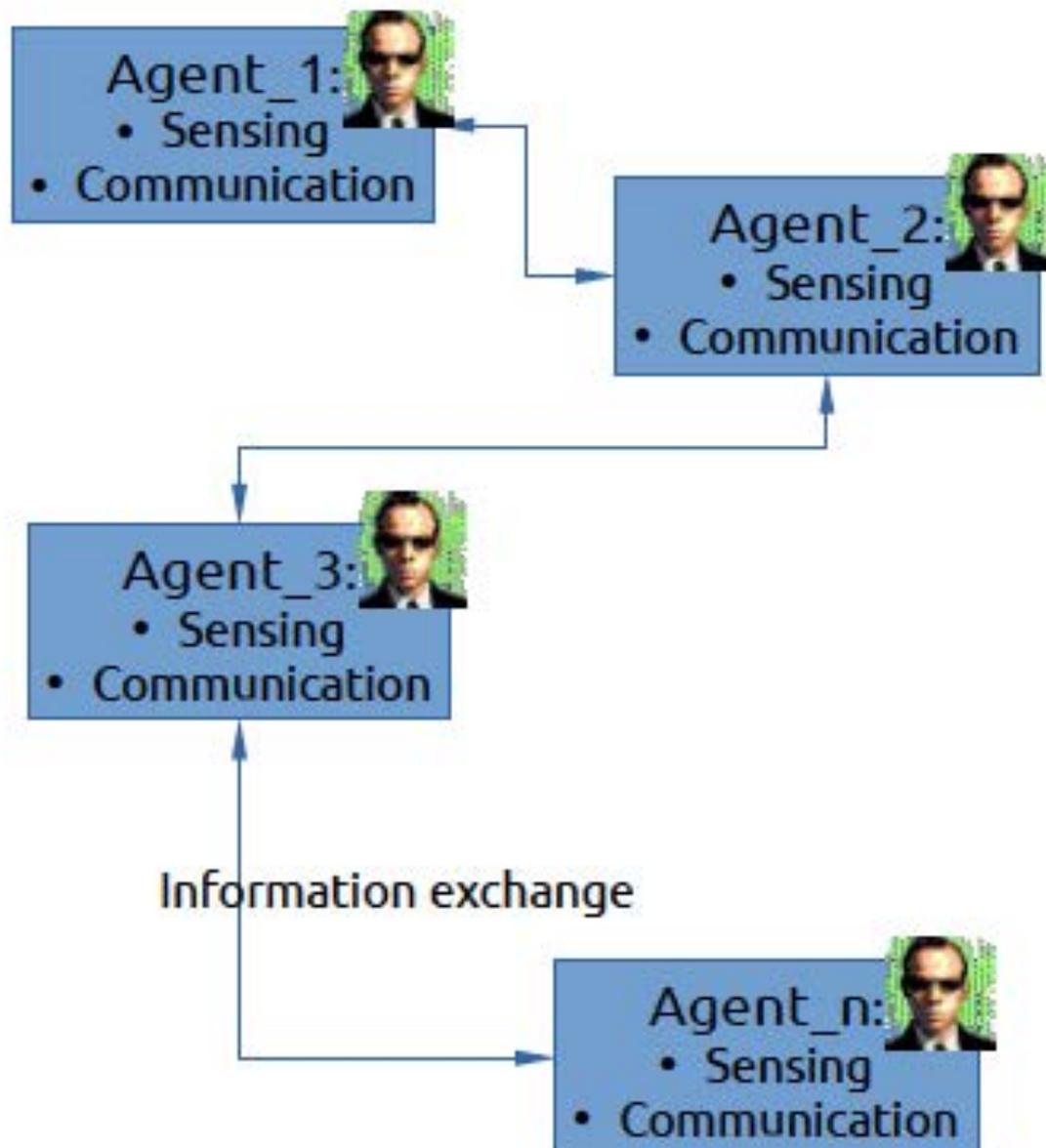
Fig 18 : Co-operative Control plot with leader-follower configuration

# Part 2

## Cooperative Control Experiments

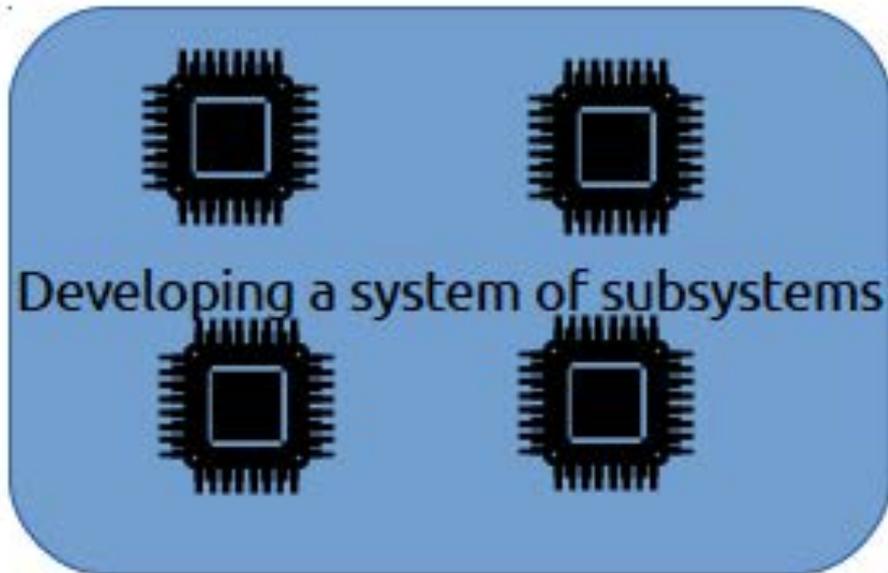
- Frames of reference
- Inner Control loops
- Waypoint navigation
- Consensus law
- Communication Protocols
- Experiments

# Motivation

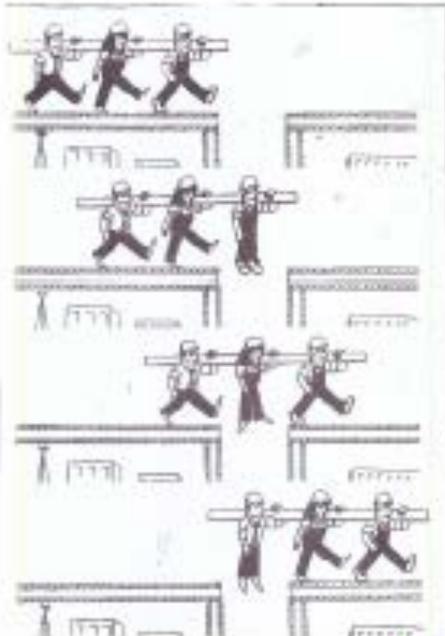


- Teams
  - Individual agents acting together to achieve a common goal
- Cooperation
  - Sensing
  - Information exchange
- Goal: consensus
  - Flocking
  - Rendezvous

# Challenges



- Limited communication bandwidth and connectivity
- What to communicate and when?



- Arbitration between team and individual goals



Hence decentralized cooperative control!

Decentralized cooperative control of quadrotor teams



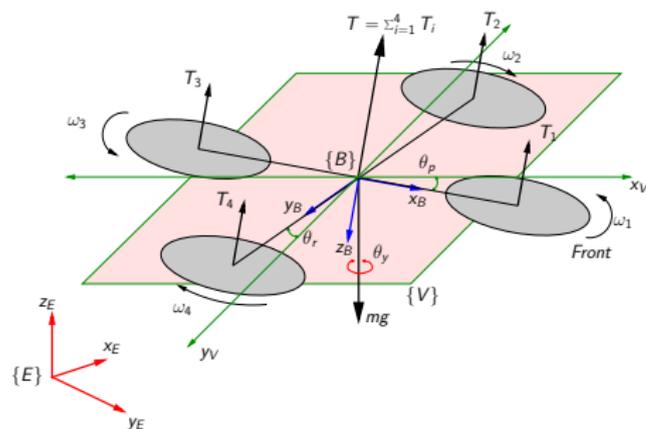
# State of the art

- ▶ Sophisticated theory for multiagent consensus (single and double integrator agents) already developed
- ▶ Practical implementation:
  - ▶ Indoors, with motion capture cameras
  - ▶ Using centralized control algorithms
- ▶ COLLMOT group, Eötvös University, Hungary: distributed, empirical consensus law without proof of convergence

We experimentally verified a theoretically provable  
consensus law

# Quadrotor dynamics

Frames of reference:



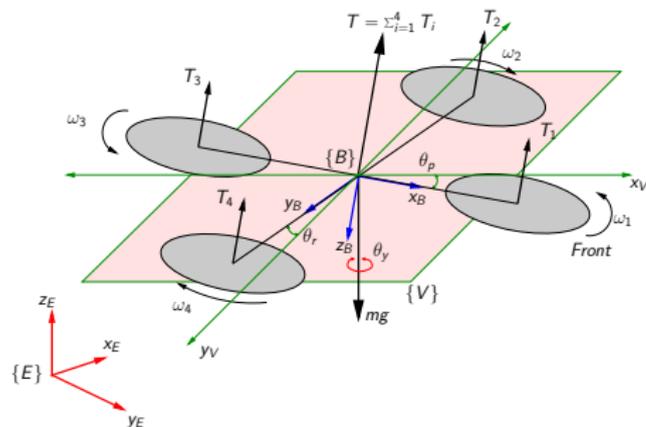
Earth frame,  $\{E\}$

- ▶  $x_E$  – axis points in the north direction
- ▶  $y_E$  – axis points in the east direction
- ▶  $z_E$  – axis points in the up direction

Use: Analysis of consensus of agents done in the Earth frame

# Quadrotor dynamics

Frames of reference:



Body frame,  $\{B\}$

- ▶  $x_B$  – axis points towards front end
- ▶  $y_B$  – axis points towards right end
- ▶  $z_B$  – axis points downwards

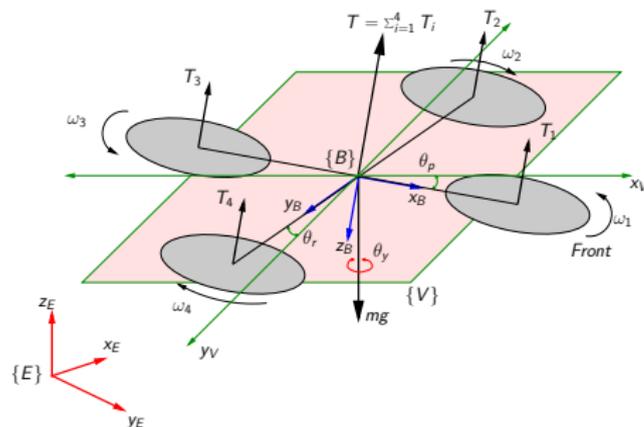
Use: All state measurements done with respect to the body frame

# Quadrotor dynamics

Frames of reference:

An auxiliary frame,  $\{V\}$ ,

- ▶ same origin as  $\{B\}$
- ▶  $z_V$  axis is parallel to  $z_E$  axis
- ▶  $x_V, y_V$  axes are projections of  $x_B, y_B$  onto a plane parallel to the  $x_E y_E$  plane in  $\{E\}$  and passing through the origin of  $\{V\}$ .



Use: Helps in approximating the quadrotors as double integrators

# Quadrotor dynamics

- ▶ Motion along six degrees of freedom achieved by varying rotor speeds,  $\bar{\omega}_i$
- ▶ Generating pairwise difference in rotor thrusts leads to rotational motion



$$\begin{bmatrix} T \\ \tau_x \\ \tau_y \\ \tau_z \end{bmatrix} = \begin{bmatrix} -b & -b & -b & -b \\ 0 & -db & 0 & db \\ db & 0 & -db & 0 \\ k & -k & k & -k \end{bmatrix} \begin{bmatrix} \bar{\omega}_1^2 \\ \bar{\omega}_2^2 \\ \bar{\omega}_3^2 \\ \bar{\omega}_4^2 \end{bmatrix} = A \begin{bmatrix} \bar{\omega}_1^2 \\ \bar{\omega}_2^2 \\ \bar{\omega}_3^2 \\ \bar{\omega}_4^2 \end{bmatrix} \quad (1)$$

where,

- ▶  $T$  is thrust generated,  $[\tau_x \ \tau_y \ \tau_z]^T$  are the torques generated
- ▶  $b, k$ : constants
- ▶  $d$ : distance of the motor from the CoG of the quadrotor

# Control loops

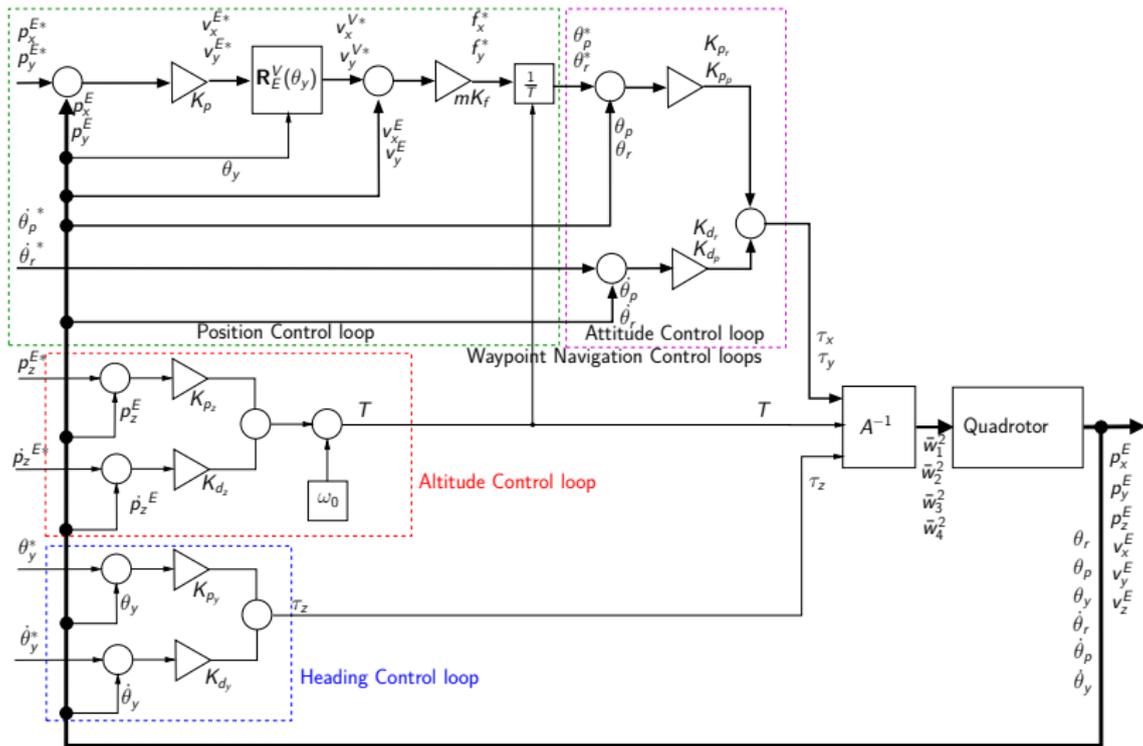


Figure: A block diagram of the quadrotor control loops

# Waypoint navigation

- ▶ Process by which the quadrotor navigates to different positions  $\mathbf{p}^E = \begin{bmatrix} p_x^E & p_y^E \end{bmatrix}^T \in \mathbb{R}^2$  in  $\{E\}$
- ▶ Generate  $\tau_x$  and  $\tau_y$  to vary  $\theta_p$  and  $\theta_r$  and thus maneuver the quadrotor
- ▶ Keep  $\theta_y$  constant using heading control loop.

# Waypoint navigation

- ▶ Consider the frame  $\{V\}$ . To accelerate along  $x_V$ - and  $y_V$ -axes, we need to generate forces

$$f_x^V = T \sin \theta_p \approx T \theta_p \quad (2)$$

$$f_y^V = T \sin \theta_r \cos \theta_p \approx T \theta_r. \quad (3)$$

for small  $\theta_x$  and  $\theta_y$

- ▶ We control the motion using a PD law

$$\mathbf{f}^{V*} = mK_f [K_p(\mathbf{p}^{V*} - \mathbf{p}^V) - \mathbf{v}^V] \quad (4)$$

where  $\mathbf{f}^V = \begin{bmatrix} f_x^V & f_y^V \end{bmatrix}^T$

- ▶ Then, desired values of angles,  $\Theta^* = \begin{bmatrix} \theta_p^* & \theta_r^* \end{bmatrix} \in \mathbb{R}^2$  are

$$\Theta^* = \frac{mK_f}{T} [K_p(\mathbf{p}^{E*} - \mathbf{p}^E) - \mathbf{v}^E] \quad (5)$$

# Waypoint navigation

- ▶ To attain  $\Theta^* = \begin{bmatrix} \theta_p^* & \theta_r^* \end{bmatrix} \in \mathbb{R}^2$ , generate torques  $\tilde{\Gamma} = \begin{bmatrix} \tau_x & \tau_y \end{bmatrix}^T \in \mathbb{R}^2$  using a PD controller

$$\tilde{\Gamma} = K_{p_{r,p}}(\Theta^* - \Theta) + K_{d_{r,p}}(\dot{\Theta}^* - \dot{\Theta}) \quad (6)$$

where  $K_{p_{r,p}} = \begin{bmatrix} K_{p_r} & K_{p_p} \end{bmatrix}^T \in \mathbb{R}^2$  and

$K_{d_{r,p}} = \begin{bmatrix} K_{d_r} & K_{d_p} \end{bmatrix}^T \in \mathbb{R}^2$  are the control gains.

- ▶ Controller designed such that  $\theta_p \rightarrow \theta_p^*$  and  $\theta_r \rightarrow \theta_r^*$  almost immediately

# Waypoint navigation

In the  $\{E\}$  frame,

$$\mathbf{f}^E = \mathbf{R}_V^E \mathbf{f}^V \quad (7)$$

and

$$f_x^V = T \sin \theta_p \approx T \theta_p \quad (8)$$

$$f_y^V = T \sin \theta_r \cos \theta_p \approx T \theta_r. \quad (9)$$

for small  $\theta_x$  and  $\theta_y$

If we can vary  $\theta_p$  and  $\theta_r$  independently and instantaneously, then motion in the  $x_{E}y_{E}$ - plane can be modelled as a double integrator.

# Waypoint navigation

- ▶ We vary  $\theta_p$  and  $\theta_r$  independently and quickly such that change in angle is much faster than translational motion
- ▶ As  $\theta_p$  and  $\theta_r$  change, the vertical component of  $T$  reduces by a factor of the cosine of  $\theta_p$  and  $\theta_r$
- ▶ But  $\theta_p$  and  $\theta_r$  are small and altitude control loop is fast

Hence the quadrotor can be modelled as a double integrator

$$\dot{\mathbf{p}}^E = \mathbf{v}^E, \quad \dot{\mathbf{v}}^E = \mathbf{f}^E \quad (10)$$

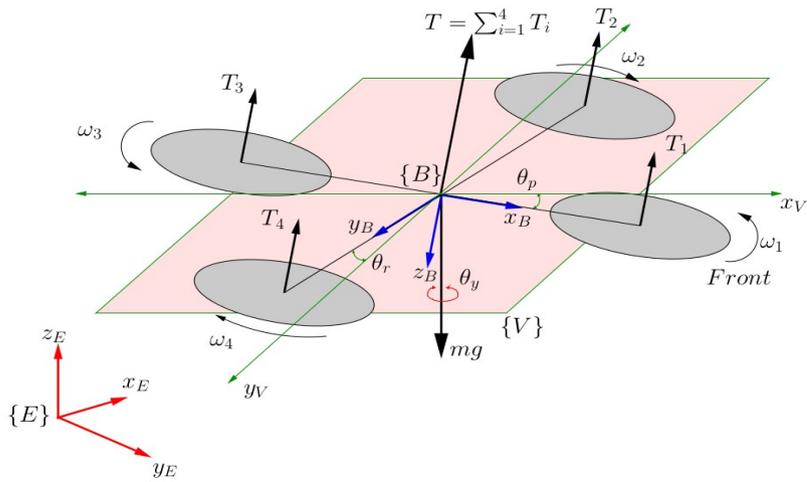
where

- ▶  $\mathbf{p}^E = \begin{bmatrix} p_x^E & p_y^E \end{bmatrix}^T \in \mathbb{R}^2$  is the position in  $\{E\}$
- ▶  $\mathbf{v}^E = \begin{bmatrix} v_x^E & v_y^E \end{bmatrix}^T \in \mathbb{R}^2$  is the velocity in  $\{E\}$
- ▶  $\mathbf{f}^E = \begin{bmatrix} f_x^E & f_y^E \end{bmatrix}^T \in \mathbb{R}^2$  is the acceleration input in  $\{E\}$

# Consensus law

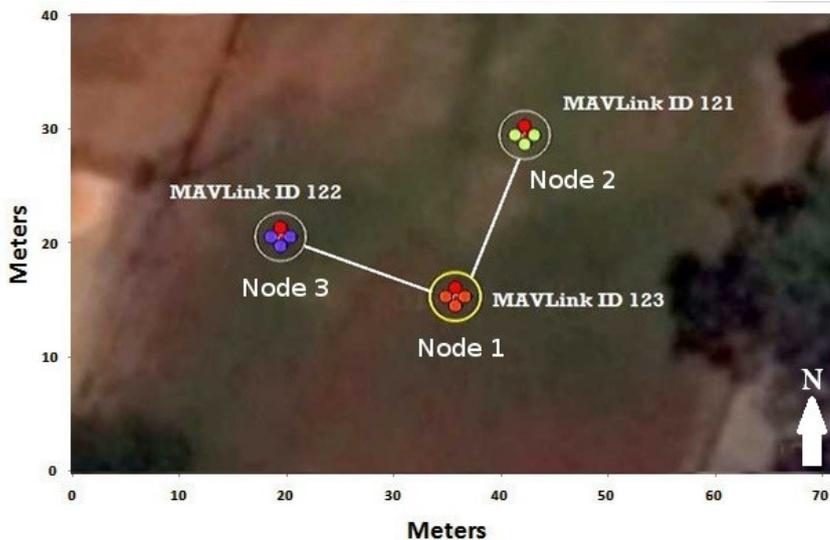
- ▶ If, for all  $\mathbf{p}_i^E(0)$  and  $\mathbf{v}_i^E(0)$  and all  $i, j = 1, \dots, n$ ,  
 $\|\mathbf{p}_i^E(t) - \mathbf{p}_j^E(t)\| \rightarrow 0$  and  $\mathbf{v}_i^E \rightarrow 0$  as  $t \rightarrow \infty$  then consensus achieved
- ▶ Information exchange modelled as undirected graph  
 $\mathcal{G}_n := (\mathcal{V}, \mathcal{E})$  where  $\mathcal{V} = \{1, \dots, n\}$  is the set of nodes and  
 $\mathcal{E} \subseteq (\mathcal{V} \times \mathcal{V})$  is the set of edges
- ▶ Node  $\equiv$  quadrotor, edge  $\equiv$  available communication channel
- ▶ Set of neighbours,  $\mathcal{N}_i := \{j \in \mathcal{V} : (i, j) \in \mathcal{E}\}$ .
- ▶ Laplacian matrix  $\mathcal{L}_n$  of a graph  $\mathcal{G}_n$  is given by  
 $\mathcal{L}_n = [l_{ij}] \in \mathbb{R}^{n \times n}$ ;  $l_{ij} = -a_{ij}, i \neq j, l_{ii} = \sum_{j=1, j \neq i}^n a_{ij}$ .

# Quadrotor team

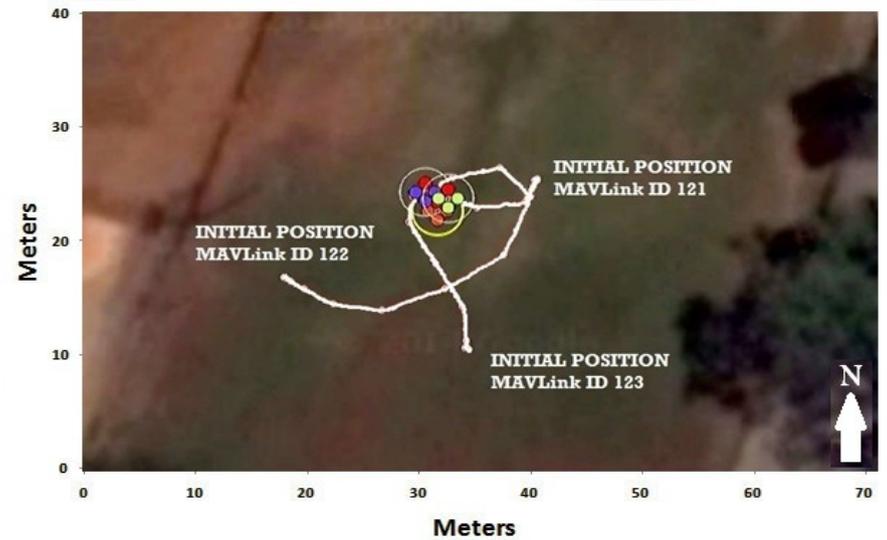


Each quadrotor obeys the control law

$$\mathbf{f}_i^E = \sum_{j \in \mathcal{N}_i} a_{ij} (\mathbf{p}_j^E - \mathbf{p}_i^E) - \beta \mathbf{v}_i^E, \quad i = 1, \dots, n$$



Initial states



Consensus!

Decentralized cooperative control of quadrotor teams

# Consensus law

## Theorem

Given a system

$$\dot{\mathbf{p}}^E = \mathbf{v}^E, \quad \dot{\mathbf{v}}^E = \mathbf{f}^E \quad (12)$$

The control law <sup>1</sup>,

$$\mathbf{f}_i^E = \sum_{j \in \mathcal{N}_i} a_{ij} (\mathbf{p}_j^E - \mathbf{p}_i^E) - \beta \mathbf{v}_i^E, \quad i = 1, \dots, n$$

achieves consensus asymptotically iff  $\mathcal{G}_n$  is connected

## As a result

- ▶  $\mathbf{p}(t) \rightarrow (\beta \mathbf{1}_n \mathbf{1}_n^T \otimes I_2) \mathbf{p}(0) + (\mathbf{1}_n \mathbf{1}_n^T \otimes I_2) \mathbf{v}(0)$
- ▶  $\mathbf{v}(t) \rightarrow 0$  as  $t \rightarrow \infty$

Hence  $\|\mathbf{p}_i^E(t) - \mathbf{p}_j^E(t)\| \rightarrow 0$  and  $\mathbf{v}_i^E \rightarrow 0$  as  $t \rightarrow \infty$  for all  $i, j = 1, \dots, n$

<sup>1</sup>Proof similar to W. Ren, R. Beard, Distributed consensus in multi-vehicle cooperative control, Springer, 2008

# Experiment overview

- ▶ Each quadrotor shares its position information,  
 $\mathbf{p}^E = \begin{bmatrix} p_x^E & p_y^E \end{bmatrix}^T$  which is measured by the on-board GPS receiver with its neighbours
- ▶ Efficient communication mechanism between agents vital for the successful demonstration of the consensus law

## Run 1

- ▶ Zigbee protocol in broadcast mode
- ▶ Reliable data transmission and reception hampered by data collisions

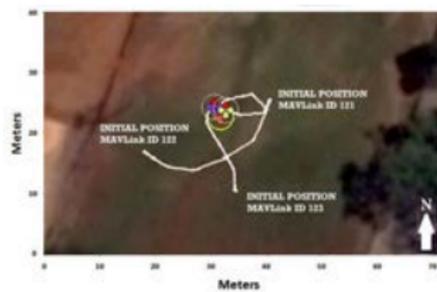
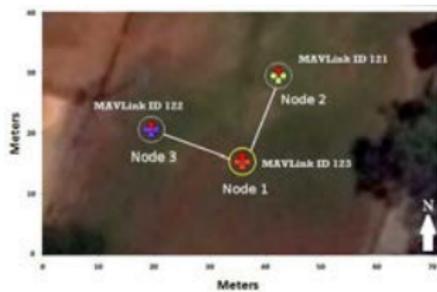
## Run 2

- ▶ Indigenously developed protocol with time-slotting for improved efficiency
- ▶ Can deal with node failure

# Run 1

Zigbee protocol in broadcast mode

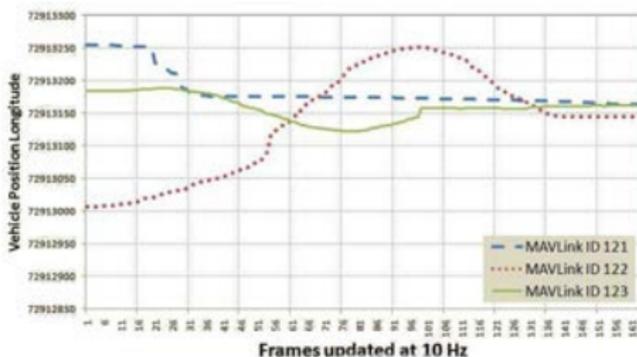
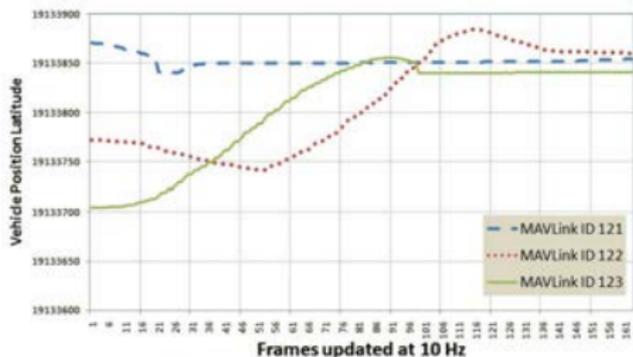
## Consensus Video



# Run 1: Position plots

Zigbee protocol in broadcast mode

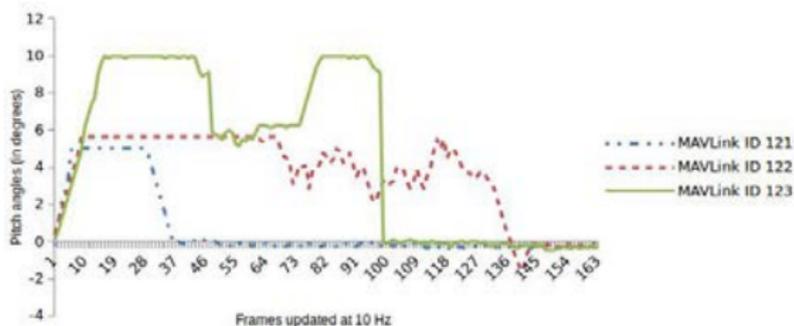
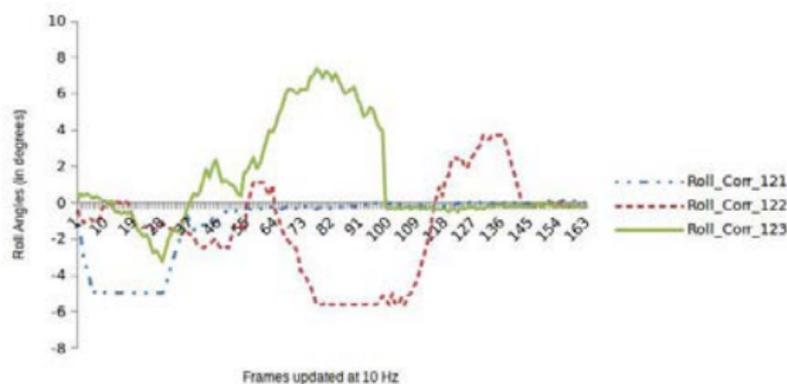
Latitude and Longitude tracking



# Run 1: Angle correction plots

Zigbee protocol in broadcast mode

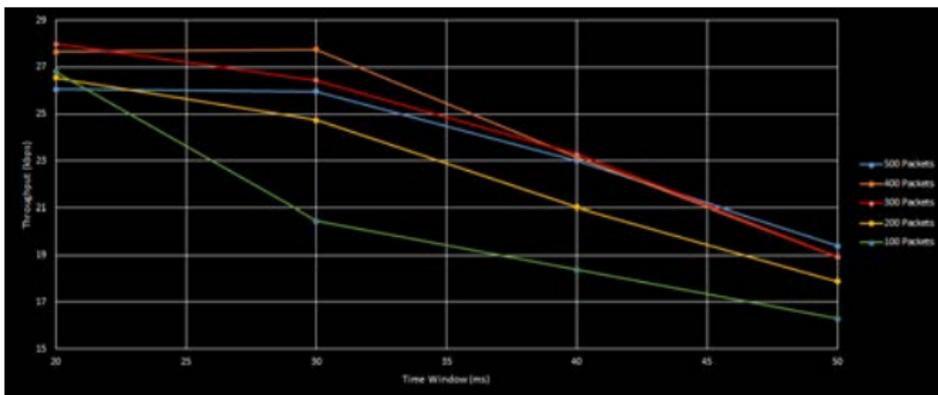
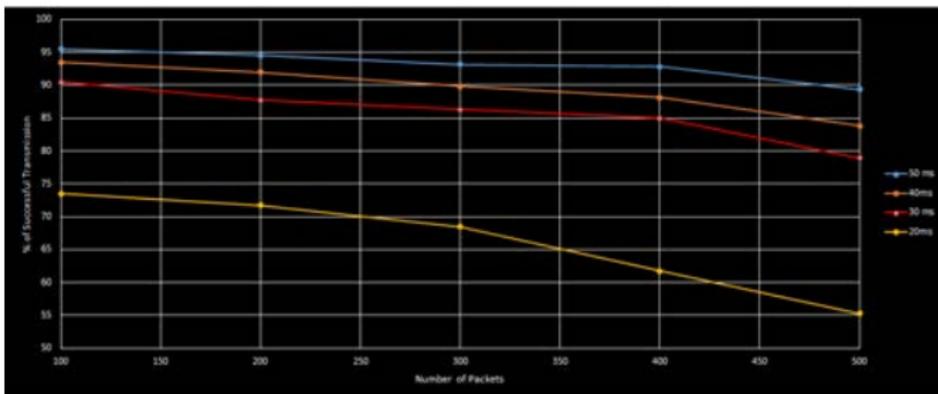
Roll and pitch angle correction



# Run 1: Communication protocol efficiency

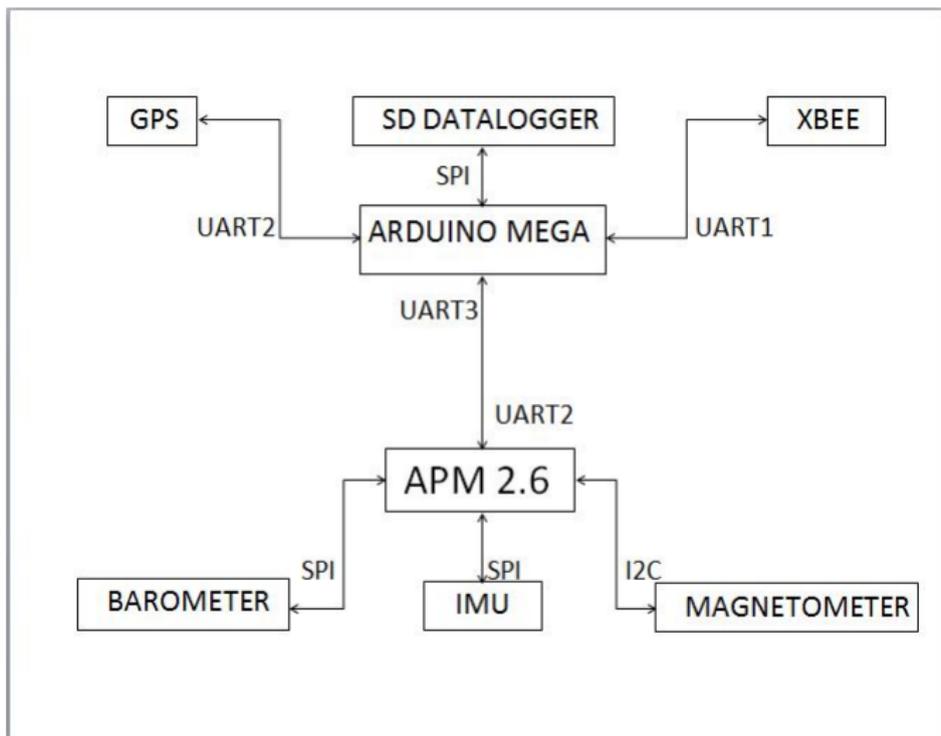
Zigbee protocol in broadcast mode

% Successful transmission and and Throughput



# Run 2: Hardware Architecture

Indigenously developed protocol



# Run 2: Features

Indigenously developed protocol

Time synchronization Correction for clock drift

Slotting into frames Every node assigned time slot to send its location packet

Link break control To remove dependency on master node for synchronization

# Run 2: Consensus Plot

Indigenously developed protocol

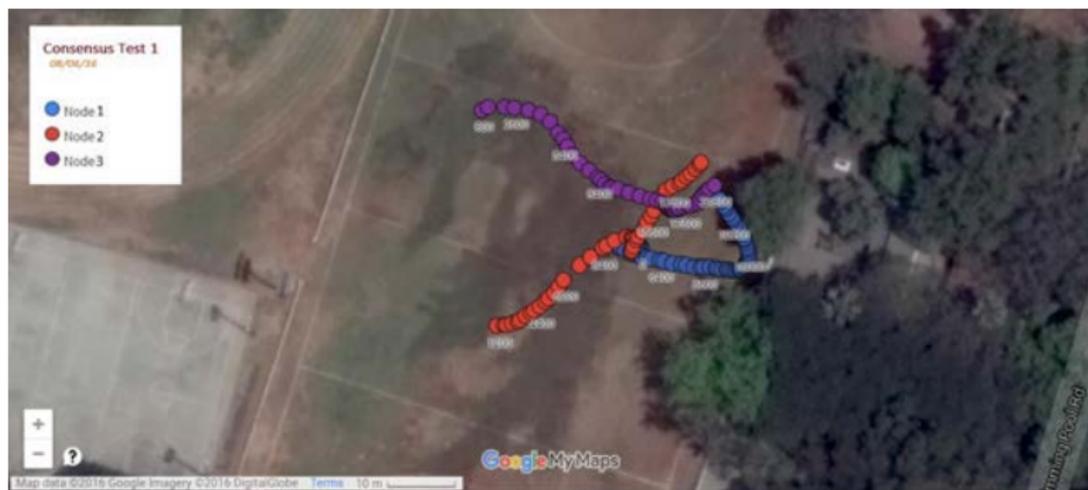


Figure: Three nodes reaching consensus successfully

# Run 2: Relative position error, Node 1

Indigenously developed protocol

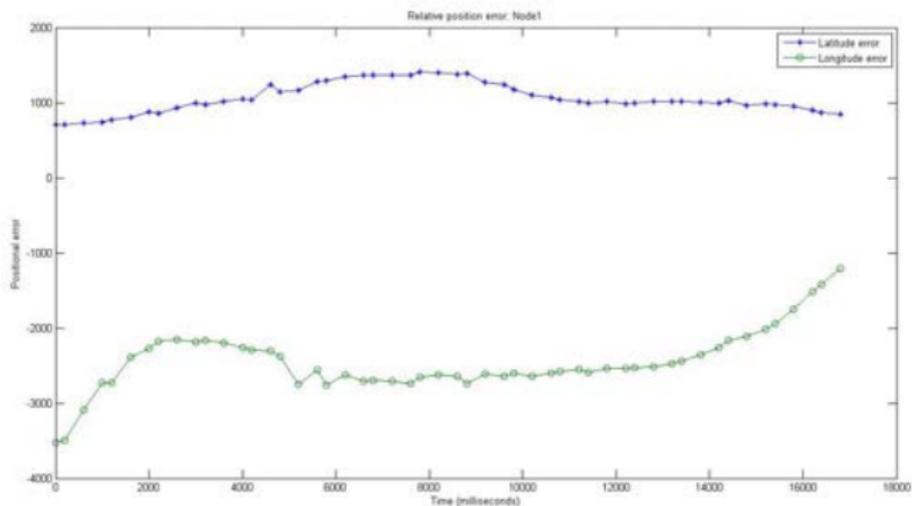


Figure: Relative position error for Node 1

# Run 2: Relative position error, Node 2

Indigenously developed protocol

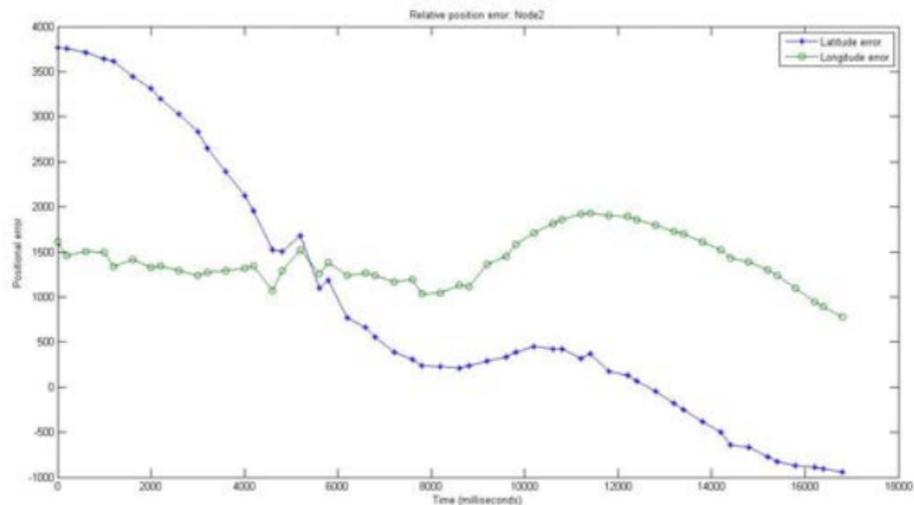


Figure: Relative position error for Node 2

# Run 2: Relative position error, Node 3

Indigenously developed protocol

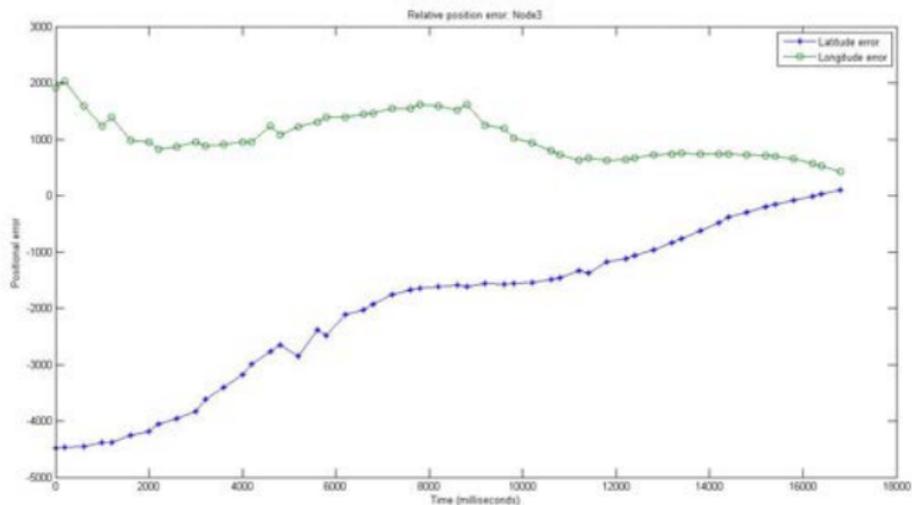
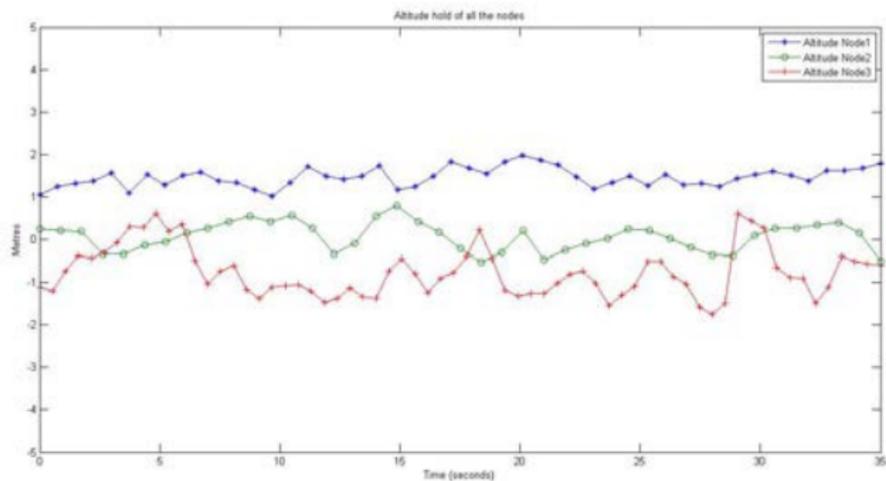


Figure: Relative position error for Node 3

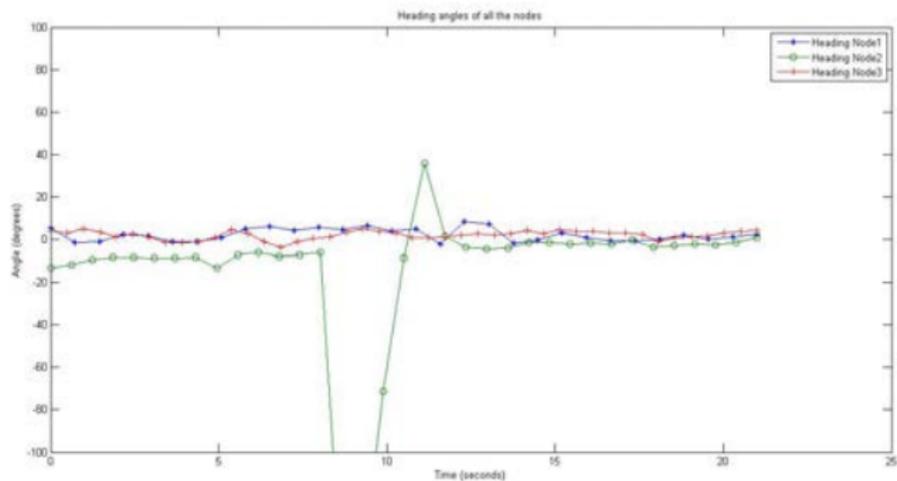
# Run 2: Altitude Hold, all nodes

Indigenously developed protocol



# Run 2: Heading Hold, all nodes

Indigenously developed protocol



# Conclusion

Experimentally verified a decentralized consensus law wherein

- ▶ On-board controllers take navigation decisions by communication with its neighbours  $\implies$  decentralized!
- ▶ Justification for approximating the quadrotor as two independent double integrators acting along the  $x$  and  $y$ -axes of motion
- ▶ Outdoor environment  $\implies$  inherent GPS errors. However, the quadrotors still successfully managed to reach consensus.

# Future Work

Extension to a bigger system:

- ▶ Repeat the experiment with five physical quadrotors using our newly developed communication protocol.
- ▶ Implementing our existing consensus theory in the Robot Operation System (ROS) environment on the virtual quadrotors.
- ▶ Integrating the physical and virtual quadrotors to perform in a common environment.
- ▶ Develop algorithms to
  - ▶ Help choose the "ideal" leader(s) so that the whole group of agents is driven to consensus faster or with minimum fuel expenditure

# Future Work

Implementation of time-optimal consensus laws: Monash Swarm Robotics Laboratory

- ▶ Indoor quadrotor testbed; No external disturbances
- ▶ Motion sensor cameras: precise localization of the agents
- ▶ Aim to test aggressive time-optimal consensus laws in this indoor environment.

Thank you :)

Questions?