LQR control of a quadrotor helicopter

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Abstract— This paper focuses on a quadrotor model, named as Qball-X4 developed by Quanser. The quadrotor simulation model includes both linear and nonlinear X, Y, and Z position, roll/pitch and yaw dynamics. The Linear Quadratic Regulator (LQR) control technique is used to control the height, X and Y position, yaw and roll/pitch angle. The results of position control are obtained through simulations to reach desired attitudes. Various simulation parameters have been tested to demonstrate the validity of the proposed control system design and the effectiveness of the reconfigurable controller design in LQR control. Simulation results are presented for the position controls along X, Y, and Z axis, roll/pitch and yaw angles of the Qball-X4.

Keywords— Quadrotor, Qball-X4, LQR control, axis control, angle control, Matlab/Simulink

I. INTRODUCTION

Unmanned Aerial Vehicles (UAVs) has been the research subject of several recent applications. As an example of unmanned aerial vehicle systems, quadrotors are taken into account with the simple mechanical structure, being affordable and easy to fly.

In this study, the quadrotor named as Qball-X4 which is developed by Quanser is used. The Qball-X4 is a test platform suitable for a wide variety of UAV research applications. The Qball-X4 is propelled by four motors fitted with 10-inch propellers. The quadrotor is covered within a protective carbon fiber cage. The Qball-X4 ensures safe operation as well as opens the possibilities for a variety of novel applications with this proprietary design.

The Qball-X4 has onboard avionics data acquisition card (DAQ), named HiQ, and the embedded Gumstix computer to measure onboard sensors and drive the motors. Many research applications are enabled through the HiQ which has a high-resolution inertial measurement unit (IMU) and avionics input/output (I/O) card. Besides, the Qball-X4 comes with real-time control software, QuaRC. By means of the QuaRC, developers and researchers can rapidly develop and test controllers through a Matlab/Simulink interface.

QuaRC is a rapid-prototyping and production system for real-time control that is so tightly integrated with Simulink that it is virtually transparent. QuaRC consists of a number of components that make this seamless integration possible [2]:

- **QuaRC Code Generation**: QuaRC extends the code generation capabilities of Simulink Coder by adding a new set of targets, such as a Windows target and QNX x86 target. These targets appear in the system target file browser of Simulink Coder. These targets change the source code generated by Simulink Coder to suit the particular target platform. QuaRC automatically compiles the C source code generated from the model, links with the appropriate libraries for the target platform and downloads the code to the target.

- **QuaRC External Mode Communications**: QuaRC provides an "external mode" communications module that allows the Simulink diagram to communicate with real-time code generated from the model.

- **QuaRC Target Management**: Generated code is managed on the target by an application called the QuaRC Target Manager. It is the QuaRC Target Manager that allows generated code to be seamlessly downloaded and run on the target from Simulink.

QuaRC’s open-architecture structure allows user to develop powerful controls. QuaRC can target the Gumstix embedded computer. The Gumstix computer automatically generates codes and executes controllers on-board the vehicle. With this structure, users can observe sensor measurements and tune parameters in real-time from a host computer while the controller is performing on the Gumstix [1].

<table>
<thead>
<tr>
<th>Wi-Fi</th>
<th>Target</th>
</tr>
</thead>
<tbody>
<tr>
<td>Runs model (controller)</td>
<td>Host</td>
</tr>
<tr>
<td>Send code to target (Gumstix) Send/Receive scope data, update runtime parameters</td>
<td></td>
</tr>
</tbody>
</table>

Fig. 1 Communication hierarchy [1]

The interface between the Qball-X4 and Matlab/Simulink is the QuaRC. The developed controller models in Simulink are

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downloaded and compiled into executables on the Gumstix by the QuaRC. The configuration of the system is as shown in Fig. 1.

The required hardware and software for Qball-X4 are as follows [1]:
- Qball-X4: As shown in Fig. 2,
- HiQ: QuaRC aerial vehicle data acquisition card (DAQ),
- Gumstix: The QuaRC target computer. An embedded, Linux-based system with QuaRC runtime software installed,
- Batteries: Two 3-cell, 2500 mAh Lithium-Polymer batteries,
- Real-Time Control Software: The QuaRC-Simulink configuration.

In the literature, several research studies performed in both simulations and experiments with the Qball-X4.

Some of these are as follows:
Sadeghzadeh, Mehta, Chamseddine, and Zhang proposed a Gain-Scheduled PID controller for fault-tolerant control of the Qball-X4 system in the presence of actuator faults [3].

Abdolhossein, Zhang and Rabbath developed an efficient Model Predictive Control (eMPC) strategy and tested it on the unmanned quadrotor helicopter testbed Qball-X4 to address the main drawback of standard MPC with high computational requirement [4].

Hafez, Iskandarani, Givigi, Yousefi and Beaulieu proposed a control strategy for tactic switching, going from line abreast formation to dynamic encirclement. Their results show that applying the MPC strategy solves the problem of tactic switching for a team of UAVs (Qball-X4) in simulation [5].

Abdolhossein, Zhang, and Rabbath have tried to design an autopilot control system for the purpose of three-dimensional trajectory tracking of the Qball-X4. Besides, they successfully implemented a constrained MPC framework on the Qball-X4 to demonstrate effectiveness and performance of the designed autopilot in addition to the simulation results [6].

Chamseddine, Zhang, Rabbath, Fulford and Apkarian worked on actuator fault-tolerant control (FTC) for Qball-X4. Their strategy is based on Model Reference Adaptive Control (MRAC). Three different MRAC techniques which are the MIT rule MRAC, the Conventional MRAC (C-MRAC) and the Modified MRAC (M-MRAC) have been implemented and compared with a Linear Quadratic Regulator (LQR) controller [7].

In this study, the LQR control technique has been used to control the three-dimensional motion of the Qball-X4.

II. THE QBALL-X4 MODEL

In this section, the dynamic model of the Qball-X4 is described. Both nonlinear and linearized models are described to develop controllers.

The axes of the Qball-X4 are denoted (x, y, z) as shown in Fig. 2. The angles of the rotation about x, y, and z are roll/pitch, and yaw, respectively. The global workspace axes are denoted (X, Y, Z) and are defined with the same orientation as the Qball-X4 sitting upright on the ground.

The Qball-X4 uses brushless motors. They are mounted to the frame along the X and Y axes and to the four speed controllers which are also mounted to the frame. The motors and propellers are configured so that the front and back motors spin clockwise and the left and right motors spin counterclockwise [1].

The relationship between the thrust ($F_i$) generated by $i$th motor and the $i$th PWM input ($u_i$) is [1]:

$$ F_i = K \frac{w}{s+w} u_i $$

where $w$ is the actuator bandwidth and $K$ is a positive gain.

The calculated and verified parameters through experimental studies by Quanser are stated in Table I.

A state variable, $\nu$, is defined to represent the actuator dynamics as follows:

$$ \nu = \frac{w}{s+w} u $$

A. Height Model

The vertical motion of the Qball-X4 results from all thrusts generated by the four propellers. Therefore, the height dynamics can be written as [1]:

$$ M\ddot{Z} = 4F \cos(r) \cos(p) - Mg $$

where $F$ is the thrust generated by each propeller $M$ is the mass of the quadrotor, $Z$ is the height and $r$ and $p$ are the roll and pitch angles, respectively. With the assumption that the roll and pitch angles are close to zero, Eq. (3) is linearized and written in the following state space form as follows [1]:

$$ \begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{z} \end{bmatrix} = \begin{bmatrix} a_x & b_x & c_x \\ a_y & b_y & c_y \\ a_z & b_z & c_z \end{bmatrix} \begin{bmatrix} x \\ y \\ z \end{bmatrix} + \begin{bmatrix} d_x \\ d_y \\ d_z \end{bmatrix} u $$
B. X-Y Position Model

The motion along the X and Y axes are coupled to roll and pitch motions, respectively. The motions are caused by changing roll/pitch angles. With the assumption that the yaw angle is zero, the dynamics of motion along the X and Y axes can be written as [1]:

\[
\begin{bmatrix}
X' \\
Y'
\end{bmatrix} = 
\begin{bmatrix}
0 & 1 & 0 & 0 \\
0 & 0 & \frac{4K}{M} & 0 \\
0 & 0 & 0 & 1 \\
0 & 0 & -\omega & 0
\end{bmatrix}
\begin{bmatrix}
X' \\
Y' \\
\theta' \\
\phi'
\end{bmatrix} + 
\begin{bmatrix}
0 \\
0 \\
0 \\
1
\end{bmatrix} u + 
\begin{bmatrix}
0 \\
-\omega
\end{bmatrix}
\tag{4}
\]

\[
M_X = 4F \sin(\phi) \\
M_Y = -4F \sin(\psi) \tag{5}
\]

By assuming the roll and pitch angles are close to zero, linearized equations gives the following state-space models [1]:

\[
\begin{bmatrix}
\dot{x} \\
\dot{y} \\
\dot{\theta} \\
\dot{\phi}
\end{bmatrix} = 
\begin{bmatrix}
0 & 1 & 0 & 0 \\
0 & 0 & \frac{4K}{M} & 0 \\
0 & 0 & -\omega & 0 \\
1 & 0 & 0 & 0
\end{bmatrix}
\begin{bmatrix}
x \\
y \\
\theta \\
\phi
\end{bmatrix} + 
\begin{bmatrix}
0 \\
0 \\
0 \\
1
\end{bmatrix} u + 
\begin{bmatrix}
0 \\
0 \\
0 \\
0
\end{bmatrix}
\tag{7}
\]

\[
\begin{bmatrix}
\dot{x} \\
\dot{y} \\
\dot{\theta} \\
\dot{\phi}
\end{bmatrix} = 
\begin{bmatrix}
0 & 1 & 0 & 0 \\
0 & 0 & \frac{4K}{M} & 0 \\
0 & 0 & 0 & 1 \\
1 & 0 & 0 & 0
\end{bmatrix}
\begin{bmatrix}
x \\
y \\
\theta \\
\phi
\end{bmatrix} + 
\begin{bmatrix}
0 \\
0 \\
0 \\
1
\end{bmatrix} u + 
\begin{bmatrix}
0 \\
0 \\
0 \\
0
\end{bmatrix}
\tag{8}
\]

C. Roll/Pitch Model

The roll/pitch motion is modelled as shown in Fig. 3 with the assumption that the rotations about the x and y axes are decoupled.

![Fig. 3 The roll/pitch axis model [1]](image)

As shown in Fig. 3, two propellers causes the motion in each axis. The difference in the generated thrusts produces the rotation around the center of gravity. The roll/pitch angle, \( \theta \), can be formulated using the following dynamics [1]:

\[
I \dot{\theta} = \Delta F L \tag{9}
\]

where \( L \) is the distance between the propeller and the center of gravity, and

\[
I = I_{roll} = I_{pitch} \tag{10}
\]

are the rotational inertia of the device in roll and pitch axes.

The difference between the forces generated by the motors are represented as follows [1]:

\[
\Delta F = F_1 - F_2 \tag{11}
\]

The following state space representation can be derived from the dynamics of the motion and the actuator dynamics [1]:

\[
\begin{bmatrix}
\dot{\theta} \\
\dot{\phi}
\end{bmatrix} = 
\begin{bmatrix}
0 & 1 & 0 & 0 \\
0 & 0 & \frac{K_2}{I} & 0 \\
0 & 0 & -\omega & 0 \\
1 & 0 & 0 & 0
\end{bmatrix}
\begin{bmatrix}
\theta \\
\phi \\
\theta' \\
\phi'
\end{bmatrix} + 
\begin{bmatrix}
0 \\
0 \\
0 \\
1
\end{bmatrix} u + 
\begin{bmatrix}
0 \\
0 \\
0 \\
0
\end{bmatrix}
\Delta F \tag{12}
\]

A fourth state denoted as \( \dot{\theta} = \theta \) can be defined to facilitate the use of integrator in the feedback structure and the augmented system dynamics can be rewritten as follows [1]:

\[
\begin{bmatrix}
\dot{\theta} \\
\dot{\phi}
\end{bmatrix} = 
\begin{bmatrix}
0 & 1 & 0 & 0 \\
0 & 0 & \frac{K_2}{I} & 0 \\
0 & 0 & -\omega & 0 \\
1 & 0 & 0 & 0
\end{bmatrix}
\begin{bmatrix}
\theta \\
\phi \\
\theta' \\
\phi'
\end{bmatrix} + 
\begin{bmatrix}
0 \\
0 \\
0 \\
1
\end{bmatrix} u + 
\begin{bmatrix}
0 \\
0 \\
0 \\
0
\end{bmatrix}
\Delta F \tag{13}
\]

D. Yaw Model

Yaw motion is caused by the difference between torques exerted by the two clockwise and the two counter-clockwise rotating propellers.

The relation between the torque, \( \tau \), generated by each propeller and the PWM input (\( u \)) is [1]:

\[
\tau = K_y u \tag{14}
\]

where \( K_y \) is a positive gain. Yaw motion is modeled by the following equation [1]:

\[
I_y \dot{\psi} = \Delta \tau \tag{15}
\]

In this equation, \( I_y \) is the rotational inertia about the z axis, and the \( \psi \) is the yaw angle.

![Fig. 4 The yaw axis model with propeller direction of rotation [1]](image)
The resultant torque of the motors, $\Delta\tau$, can be calculated from

$$\Delta\tau = \tau_1 + \tau_2 - \tau_3 - \tau_4 \quad (16)$$

The yaw dynamics can be written in state-space form as follows [1]:

$$\begin{bmatrix} \dot{\psi} \\ \dot{\theta} \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} \psi \\ \theta \end{bmatrix} + \begin{bmatrix} 0 \\ \frac{1}{J} \end{bmatrix} \Delta\tau \quad (17)$$

Table I System parameters [1]

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>$K$</td>
<td>120 N</td>
</tr>
<tr>
<td>$w$</td>
<td>15 rad/s</td>
</tr>
<tr>
<td>$I_{roll}$</td>
<td>0.03 kg.m$^2$</td>
</tr>
<tr>
<td>$I_{pitch}$</td>
<td>0.03 kg.m$^2$</td>
</tr>
<tr>
<td>$M$</td>
<td>1.4 kg</td>
</tr>
<tr>
<td>$K_r$</td>
<td>4 N.m</td>
</tr>
<tr>
<td>$I_r$</td>
<td>0.03 kg.m$^2$</td>
</tr>
<tr>
<td>$L$</td>
<td>0.2 m</td>
</tr>
</tbody>
</table>

III. LQR CONTROL

Linear quadratic regulator (LQR) is one of the most commonly used optimal control techniques for linear systems. This control method takes into account a cost function which depends on the states of the dynamical system and control input to make the optimal control decisions.

A system can be expressed in state space form as

$$\dot{x} = Ax + Bu \quad (18)$$

$$y = Cx \quad (19)$$

and suppose we want to design state feedback control

$$u = -Kx \quad (20)$$

to stabilize the system.

![LQR controller diagram](image)

The closed-loop system using this control becomes

$$\dot{x} = (A - BK)x \quad (21)$$

The design of $K$ is a tradeoff between the transient response and the control effort. The optimal control approach to this tradeoff is to define a cost function and search for the control, $u = -Kx$, that minimizes this cost function.

$$J = \int_0^\infty (x^TQx + u^TRu)dt \quad (22)$$

where $Q$ is an $n \times n$ positive definite matrix and $R$ is an $n \times n$ positive definite matrix, both are symmetric.

The LQR gain vector $K$ is given by

$$K = R^{-1}B^TF \quad (23)$$

where $P$ is a positive definite symmetric constant matrix obtained from the solution of matrix algebraic Ricatti equation

$$A^TP + PA - PBR^{-1}B^TP + Q = 0 \quad (24)$$

The objective in optimal design is to select the $K$ that minimizes the cost function as stated above. The cost function also known as performance index $J$ can be interpreted as an energy function, so that making it small keeps small the total energy of the closed-loop system [8].

As seen from cost function, both the state $x(t)$ and control input $u(t)$ have weights on the total energy of the system. Therefore, if $J$ is small, $x(t)$ and $u(t)$ can not be too large and as a control objective, if we minimize the cost function, the cost function will be an infinite integral $x(t)$. This means that $x(t)$ goes zero as $t$ goes to infinity and guarantees the stability of the closed-loop system.

A. Height Control

For the height control model of the Qball-X4, the state matrices, $A$ and $B$, obtained from the state-space form of the height model and the gain matrix $K$ is calculated from the $Q$ and $R$ matrices which are chosen suitable for the system. Eventually, the height control model of the Qball-X4 is constructed through Matlab/Simulink as shown in Fig. 6.

![Simulink model for the height control](image)

B. X-Y Position Control

The Simulink model for $X$ and $Y$ position control is constructed by obtaining state matrices and the suitable weight matrices. The $X$ and $Y$ position control models are as shown in Fig. 7 and Fig. 8, respectively.

![Simulink model for the X position control](image)
C. Roll/Pitch Angle Control

In like manner, the state matrices are obtained from the state space form of the roll/pitch model and the weight matrices ($Q$ and $R$) are assigned and the gain matrix $K$ is calculated to construct the control model.

D. Yaw Angle Control

The yaw angle control of the Qball-X4 is constructed as shown in Fig. 10 by means of Simulink.

IV. SIMULATION RESULTS

The simulation results obtained from the models shown the previous section are shown as follows.

If we examine the X and Y positions control to reach a desired value (2m), the results shown in Fig. 12 and Fig. 13 which met our design criteria with no overshoot and a response time of approximately 6 seconds are obtained.

The vertical motion control of the device is performed via the Simulink model in Fig. 6 and the simulation results are shown in the Fig. 14 which reaches the desired height (2m) in approximately 6 seconds with no overshoot.
The simulation results for the roll/pitch control models are shown in Fig. 15 which includes a small overshoot (1.2%) and reaches the desired value of the roll/pitch angle in approximately 0.4 seconds.

![Fig. 9 The roll/pitch angle response](image)

The simulation results which belong to the yaw angle control of the device are shown in Fig. 16. The control objective is to keep the yaw angle 0.5 radian. The Fig. 16 shows that the model reaches the desired yaw angle in 5 seconds with no overshoot.

![Fig. 10 The yaw angle response](image)

The linear stability of the system is assured in simulation environment with the control gains which are designed with the weighting matrices, $Q$ and $R$.

V. RESULTS AND FUTURE WORKS

In this study, the position controls along X, Y and Z axis, roll/pitch and yaw angle controls are performed in the Matlab/Simulink for the Qball-X4 quadrotor model. The LQR controllers are designed for each model. The suggested controllers are tested in simulation environment. The simulation results show that the performance specifications are met through choosing suitable weight matrices for each controller. Because of the LQR technique deals with balance between low control effort and faster response, the matrices are chosen to meet this two performance criteria.

As a conclusion, to meet the control objective, the following directions should be assured:

- Getting system dynamics as closely as possible the real system
- Calculating the control gains with choosing appropriate weighting matrices.

The future work is to test the proposed controllers experimentally on the Qball-X4 testbed with the positional data obtained from the external camera system (Optitrack camera system). Thus, the real-time performance of the proposed LQR controller would be examined. Then, performing the research applications suitable for the Qball-X4, including:

- Path planning,
- Obstacle avoidance,
- Sensor fusion,
- Fault-tolerant control, and more

will be the key subjects of the next study.

REFERENCES