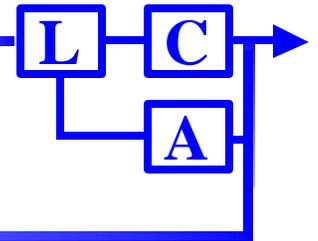


# Coordinated Flight of Uninhabited Air Vehicles



**Olivier Laplace**

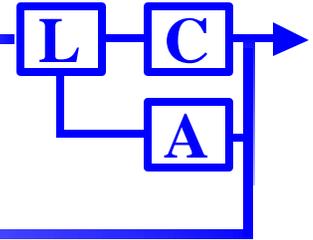
**Princeton University**

**FAA/NASA Joint University Program**

**Quarterly Review - April, 2001**

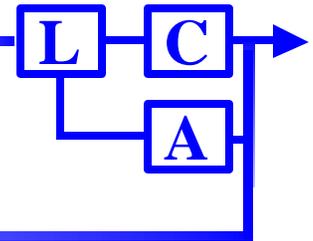


# Outline



- **Introduction**
- **Regrouping during straight & level flight**
  - Simulation architecture
  - Rule-based scheduler presentation
  - An example of rule base
- **Trajectory tracking nonlinear UAV**
  - Aircraft model
  - Nonlinear Inverse Dynamics control
  - Barrel roll test
- **Concluding remarks**

# New UAV\* requirements



- **Foreseen UAV applications**

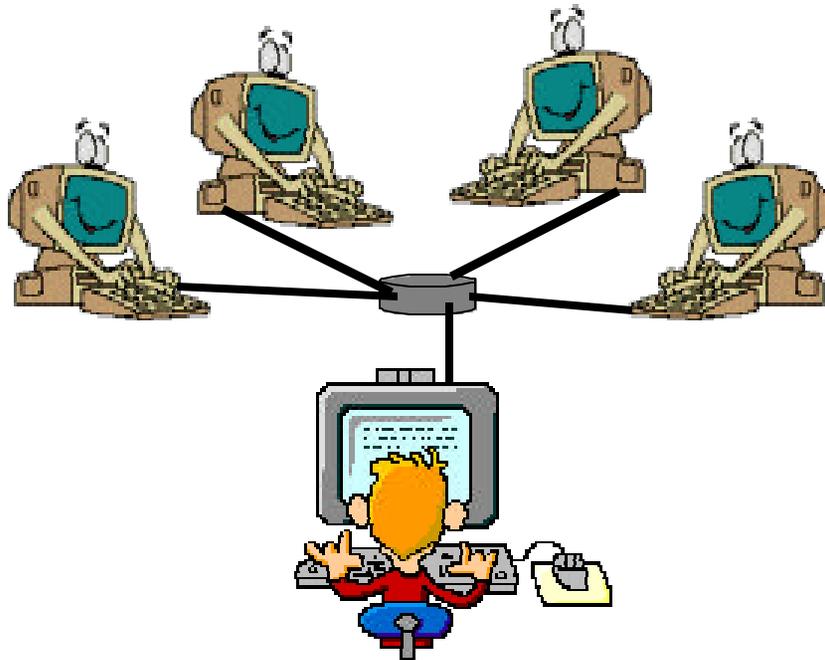
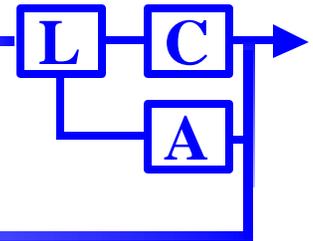
- **Unmanned Combat Air Vehicles<sup>1</sup>**
  - (Boeing / Lockheed Martin)
- **Wireless communications relay<sup>2</sup>**
  - (Proteus - Scaled Composites)
- **Meteorological probing<sup>3</sup>**
  - (Aerosonde)

- **Requirements**

- **Long and/or dangerous missions**
- **Team approach for increased reliability**
  - Aircraft failure accommodation
  - Concerted action

\*Unmanned Air Vehicles

# Multi-Aircraft Simulation



- **Preliminary Objective**

- Coordinate aerobatics maneuver execution by a team of UAV

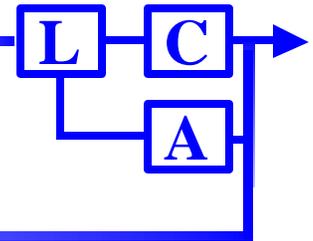
- **Environment**

- Four computers (one per UAV)
- Communications through the local area network

- **Method**

- Broadcast position on trajectory
- Logic to choose an aircraft as reference (rule-based controller)
- Timing taking advantage of the fixed throttle control law

# Regrouping on a line



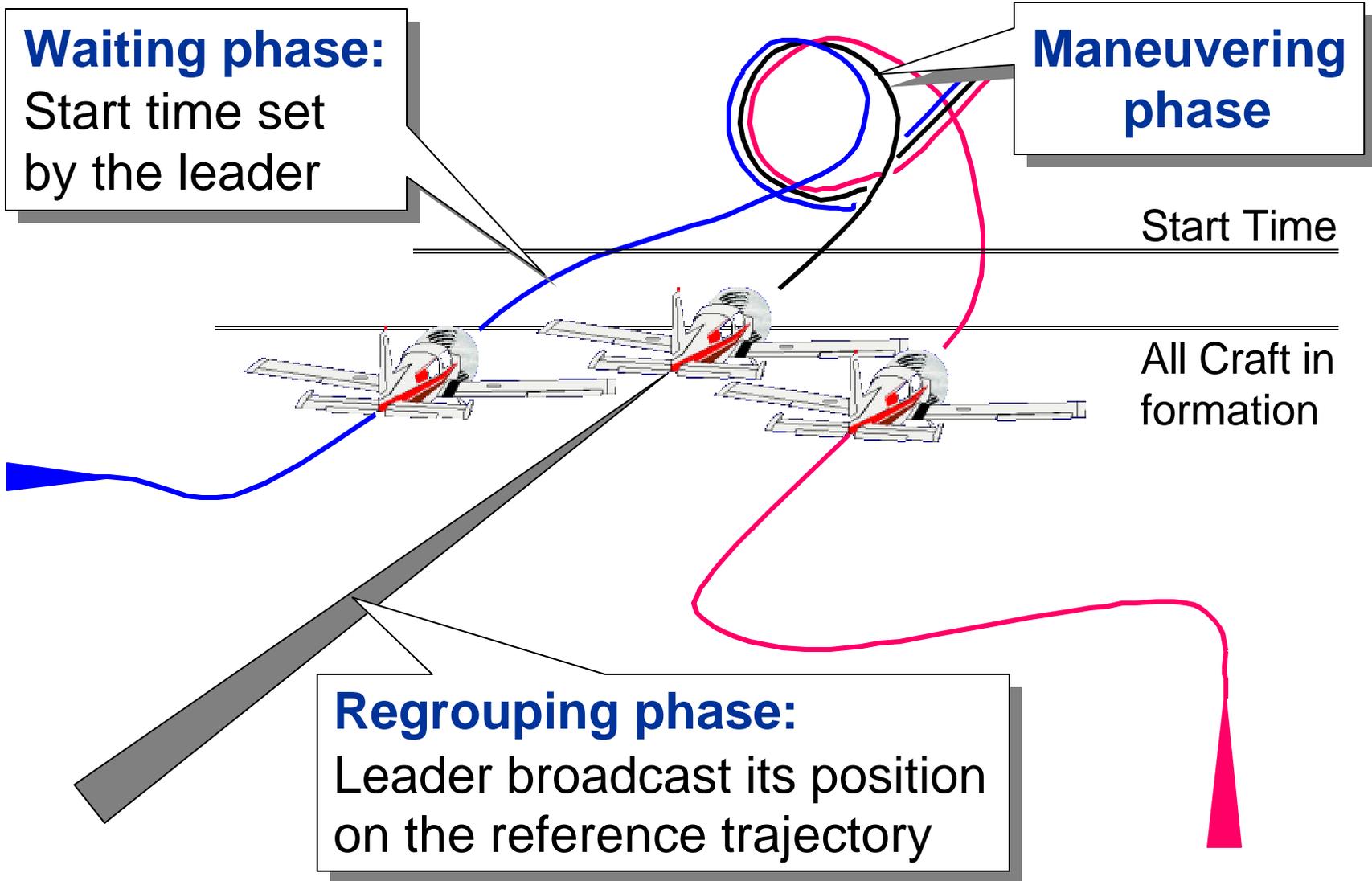
**Waiting phase:**  
Start time set  
by the leader

**Maneuvering  
phase**

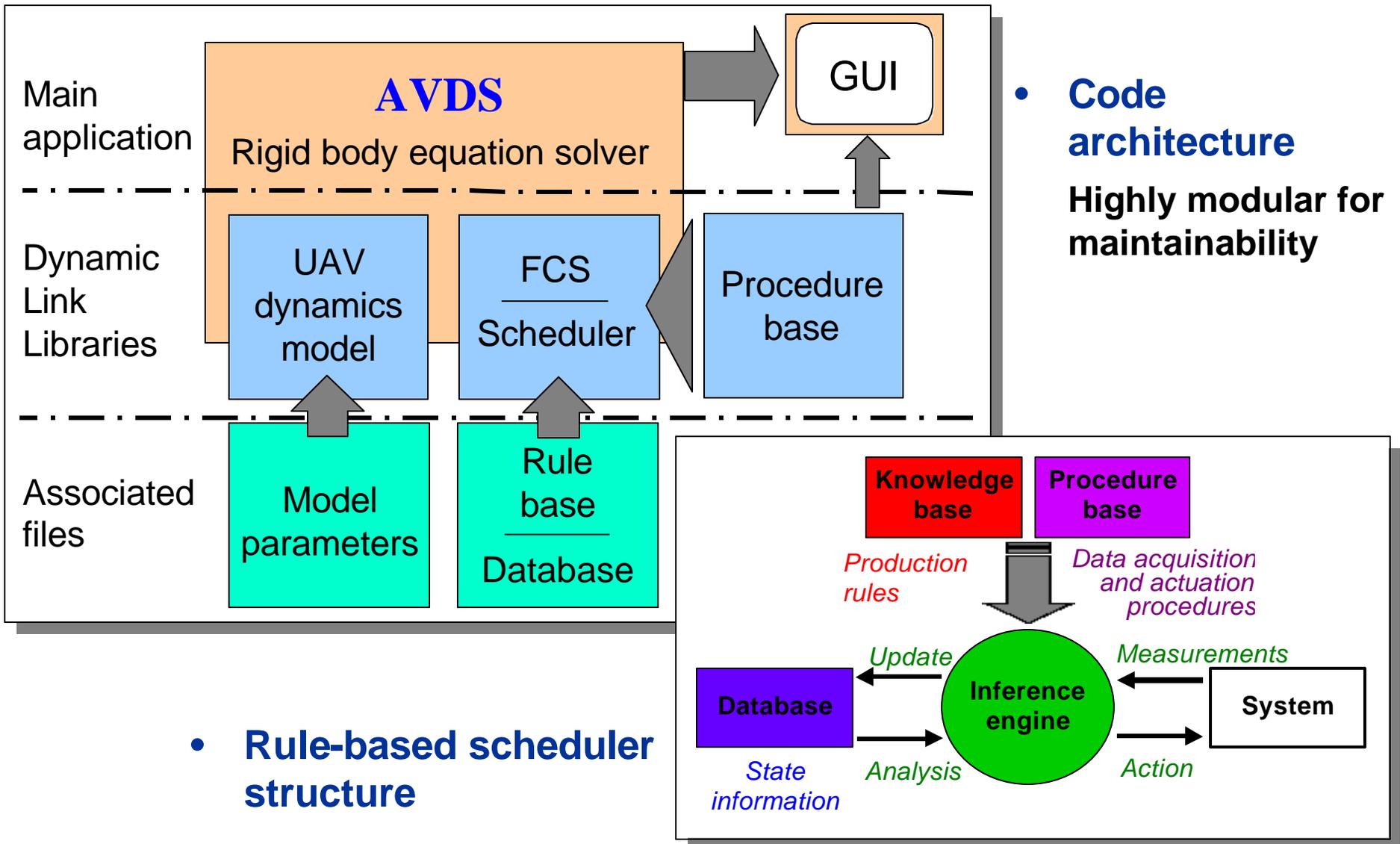
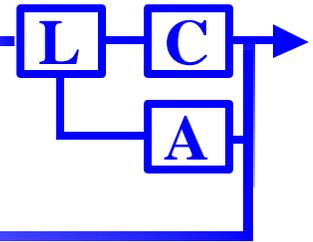
Start Time

All Craft in  
formation

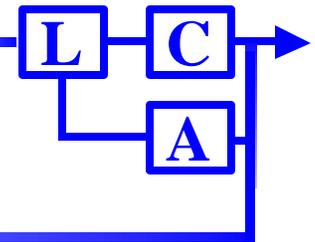
**Regrouping phase:**  
Leader broadcast its position  
on the reference trajectory



# Simulation Architecture

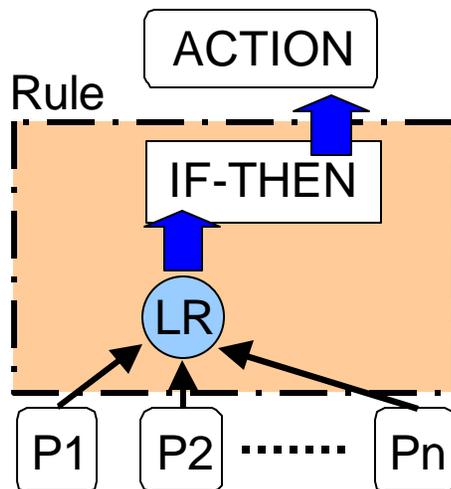


# Rule-based Scheduler Presentation



- **Rule base paradigm**

⇒ Production rules applied to a database storing the parameters by matching premises



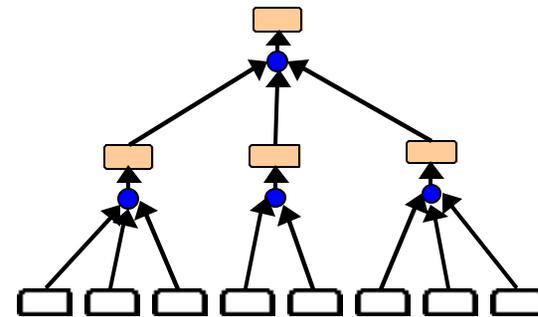
LR: Logical Relation (AND,OR)

P1,...,Pn: Premises 1 to n

Action and Premises are either parameters or procedures returning a value.

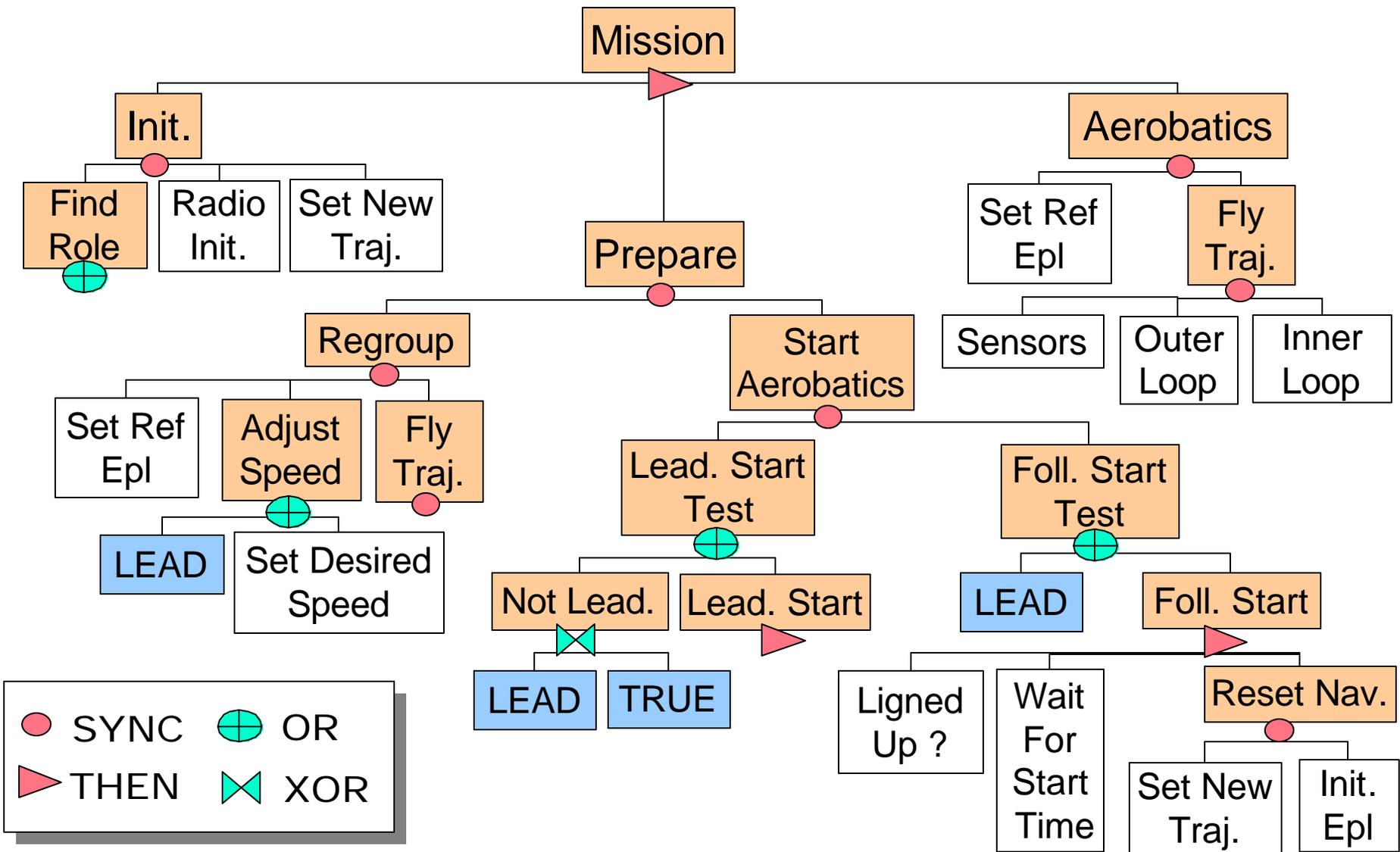
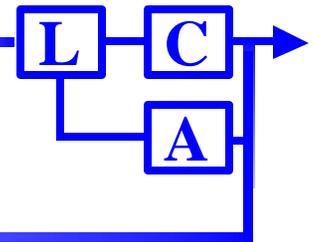
- **Rule-based scheduler**

- 1 to 1 relation between actions and rules
- Hierarchical structure of rules

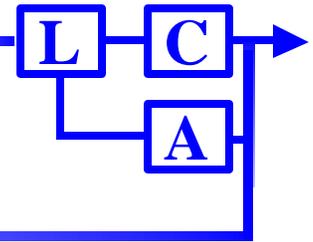


- Uses THEN or SYNC as logical relations between tasks
- Leaves of the tree are procedures representing subtasks while the root is the main task.
- Parameters take values: “Done”, “Not Done”

# Rule Base Used for Regrouping



# UAV Nonlinear Model



- **Assumptions**

- Three time differentiable trajectory specified in earth coordinates,  $\mathbf{x}_e(t)$
- No sideslip

- **Notations**

**d** - desired value

**e** - earth frame

**b** - body frame

**w** - wind frame

$\mathbf{H}_1^2$  - transformation from frame 1 to frame 2

**I** - inertia matrix

- **Dynamics equations**

- **Split into fast mode**

$$\begin{cases} \ddot{\mathbf{u}}_b = \mathbf{I}^{-1} [\mathbf{M}_b - \dot{\mathbf{u}}_b \times \mathbf{I} \dot{\mathbf{u}}_b] \\ \dot{\mathbf{u}}_w = \mathbf{H}_b^w \dot{\mathbf{u}}_b \\ \mathbf{a}_w = \mathbf{a}_w(\mathbf{a}, \mathbf{b}, T) \end{cases}$$

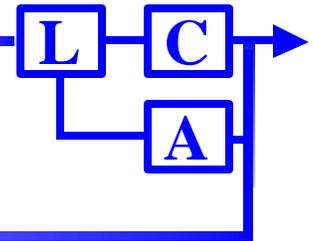
- **and slow mode**

$$\begin{cases} \ddot{\mathbf{x}}_e = \mathbf{g} + \mathbf{H}_w^e \mathbf{a}_w \\ \dot{\mathbf{H}}_w^e = \mathbf{H}_w^e \tilde{\mathbf{u}}_w \end{cases}$$

See J. Hauser et al.,

“Aggressive Flight Maneuvers”

# Trajectory Tracking Outer Loop



- **State feedback linearization**

- **Desired trajectory third derivative:**

$$\ddot{\mathbf{x}}_e^d = \mathbf{H}_w^e \begin{bmatrix} \dot{u}_{w2} a_{w3} \\ \dot{u}_{w3} a_{w1} \\ -\dot{u}_{w2} a_{w1} \end{bmatrix} + \mathbf{H}_w^e \begin{bmatrix} \dot{a}_{w1} \\ -a_{w3} \dot{u}_{w1} \\ \dot{a}_{w3} \end{bmatrix}$$

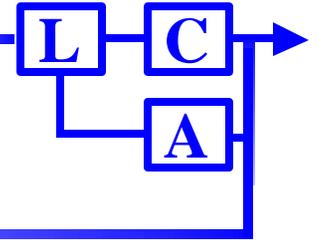
- **Linearizing control law:**

$$\begin{bmatrix} \dot{a}_{w1}^d \\ -a_{w3} \dot{u}_{w1}^d \\ \dot{a}_{w3}^d \end{bmatrix} = \begin{bmatrix} -\dot{u}_{w2} a_{w3} \\ \dot{u}_{w3} a_{w1} / a_{w3} \\ \dot{u}_{w2} a_{w1} \end{bmatrix} + \begin{bmatrix} 1 & 0 & 0 \\ 0 & -1/a_{w3} & 0 \\ 0 & 0 & 1 \end{bmatrix} \mathbf{H}_w^{eT} \begin{bmatrix} u_1 \\ u_2 \\ u_3 \end{bmatrix}$$

$$\mathbf{u} = \ddot{\mathbf{x}}_e^d + k_2(\ddot{\mathbf{x}}_e^d - \ddot{\mathbf{x}}_e) + k_1(\dot{\mathbf{x}}_e^d - \dot{\mathbf{x}}_e) + k_0(\mathbf{x}_e^d - \mathbf{x}_e)$$

Can be solved for  $\mathbf{w}_{w1}^d$  if  $a_{w3} \neq 0$

# Trajectory tracking Inner Loop



- Nonlinear dynamic inversion**

$$\begin{aligned} \dot{\mathbf{a}}^d &= -2m\dot{a}_{w3}^d / (\mathbf{r} S V^2 C_{La}) \\ \dot{\mathbf{b}}^d &= 2m\dot{a}_{w2}^d / (\mathbf{r} S V^2 C_{Yb}) \\ \dot{a}_{w2}^d &= -k_b a_{w2} \end{aligned} \quad \dot{\mathbf{u}}_b^d = \begin{bmatrix} 0 \\ \dot{\mathbf{a}}^d \\ 0 \end{bmatrix} + \mathbf{H}_w^b \begin{bmatrix} \mathbf{w}_{w1}^d \\ -(a_{w3} + g_{w3})/V \\ g_{w2}/V - \dot{\mathbf{b}}^d \end{bmatrix}$$

- **Body torque computation**

$$\mathbf{M}^d = K \mathbf{I}(\dot{\mathbf{u}}_b^d - \dot{\mathbf{u}}_b) + \dot{\mathbf{u}}_b \times \mathbf{I} \dot{\mathbf{u}}_b$$

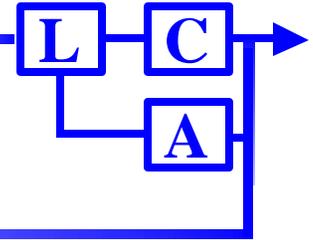
- **Actuator deflection computation**

$$\begin{bmatrix} \text{aileron} \\ \text{rudder} \end{bmatrix} = \begin{bmatrix} C_{l\mathbf{d}} & C_{l\mathbf{d}'} \\ C_{n\mathbf{d}} & C_{n\mathbf{d}'} \end{bmatrix}^{-1} \begin{bmatrix} L/\frac{1}{2} \mathbf{r} S b V^2 - C_{l\mathbf{b}} \mathbf{b} - \frac{2b}{V} C_{lp} \mathbf{w}_{b1} - \frac{2b}{V} C_{lr} \mathbf{w}_{b3} \\ N/\frac{1}{2} \mathbf{r} S b V^2 - C_{n\mathbf{b}} \mathbf{b} - \frac{2b}{V} C_{np} \mathbf{w}_{b1} - \frac{2b}{V} C_{nr} \mathbf{w}_{b3} \end{bmatrix}$$

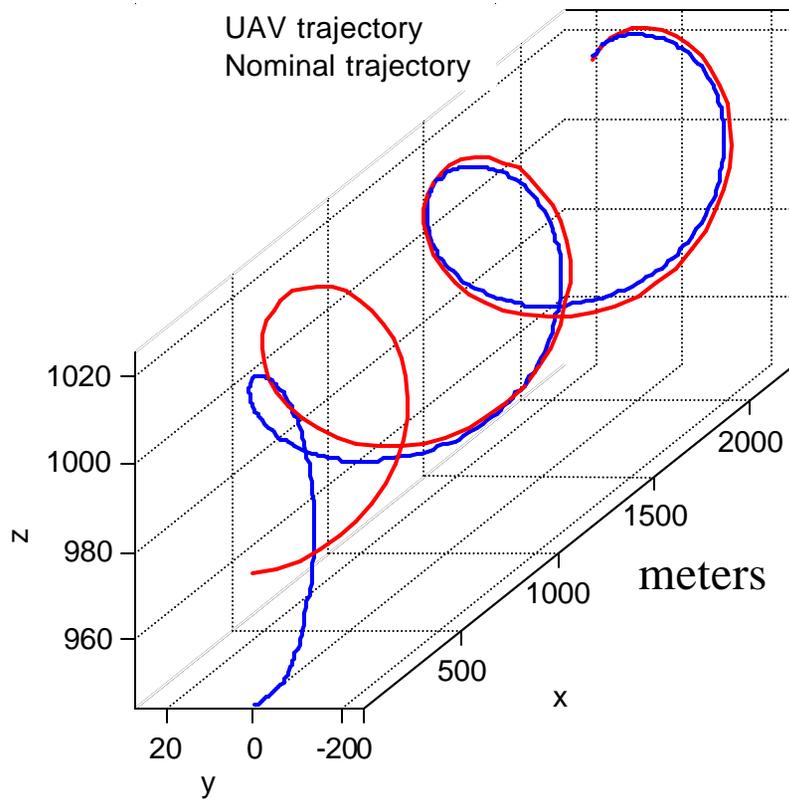
$$\text{elevator} = \frac{1}{C_{m\mathbf{d}}} \left[ M/\frac{1}{2} \mathbf{r} S \bar{c} V^2 - C_{m0} - C_{m\mathbf{a}} \mathbf{a} - \frac{2\bar{c}}{V} C_{mq} \mathbf{w}_{b2} \right]$$

$$\dot{T} = \dot{T}(\dot{a}_{w1}^d, \mathbf{a}, \dot{\mathbf{a}}^d)$$

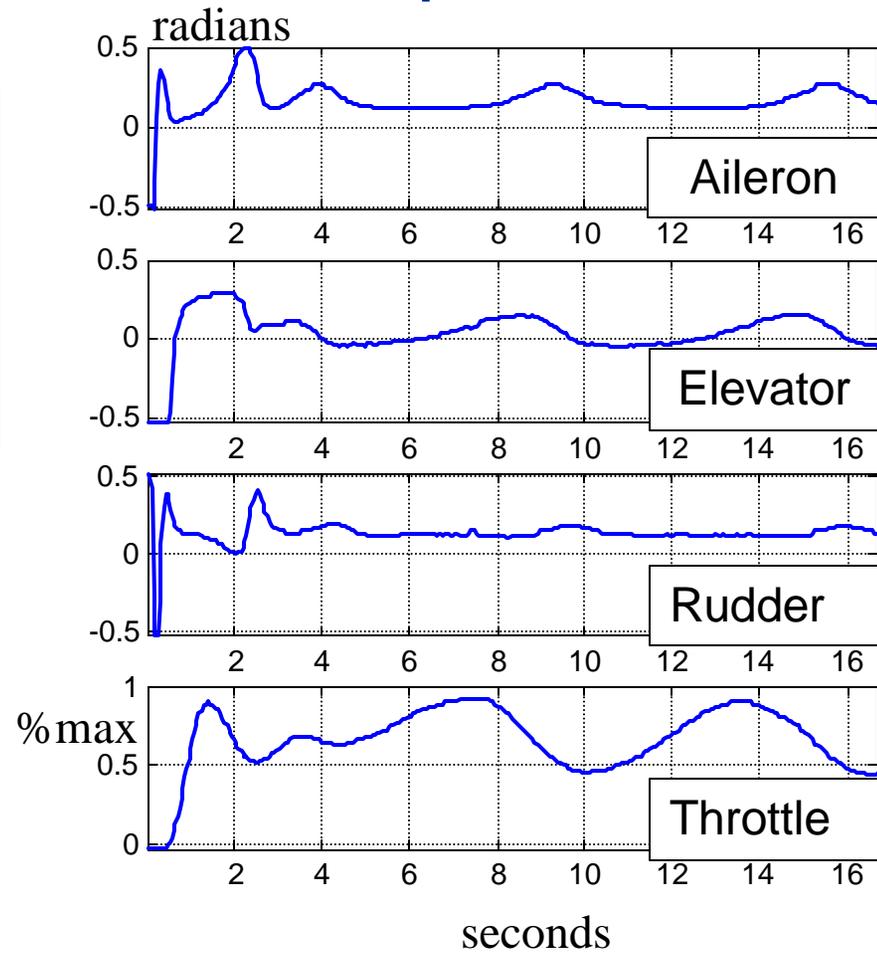
# Barrel roll test



- 3D view of the UAV trajectory

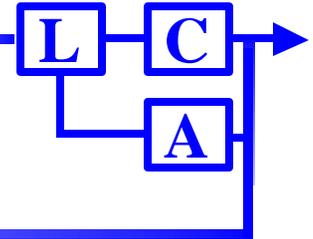


- Control inputs used





# Concluding Remarks



- **Current regrouping method**
  - Successfully performed regrouping of four aircraft and subsequent flight of a formation barrel roll.
  - Need to control where and when the maneuver starts.
- **Solution: regrouping while orbiting**
  - Use a circle as a reference trajectory
  - Issues: computation of the converging trajectory
- **Future work:**
  - Role assignment
  - Maneuver assignment