



Electrical Engineering and Computer Science EECS373 - Design of Microprocessor-Based Systems

SIXAXIS Quadcopter

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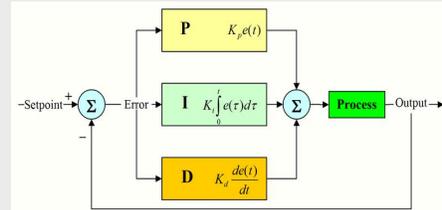
Introduction: Quad-motor vehicle controlled with PlayStation SIXAXIS controller

- Quadcopter: Rotorcraft propelled by four rotors
- SIXAXIS: PS3 controller with built-in single-axis gyroscope and three-axis accelerometer, analog and digital buttons. Communicates over Bluetooth or USB.
- Combined: Non-autonomous quadcopter controlled with Bluetooth radio



Problem Description: Making vehicles fly is hard!!

- Flight controls are very difficult to implement
- Over-compensated feedback from PID controller can lead to crashing
- PS3 controller solely designed for communicating with a PS3 console



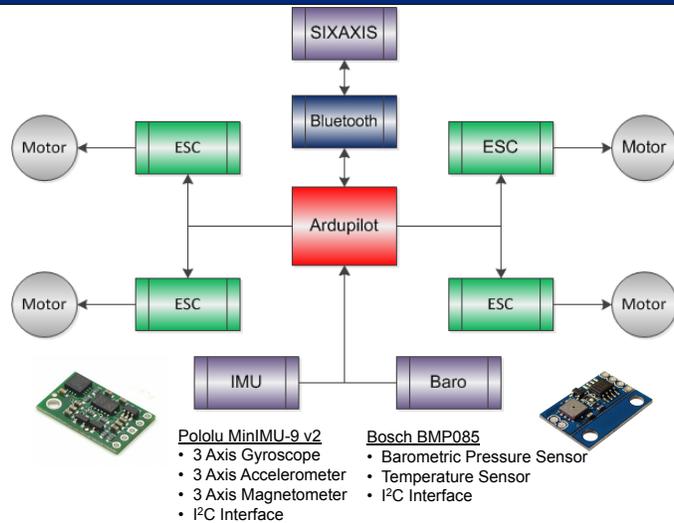
Proposed Solution: Open source flight controls

Hardware:

- Pololu MiniIMU-9 v2
 - Inertial Measurement Unit
 - Provides aircraft data for maintaining stable flight
- Bosch BMP085
 - Barometric pressure sensor
 - Provides altitude readings
- ArduPilot Mega v1
 - Arduino microcontroller
 - Programmed to manage stabilization and navigation of aircraft

Software:

- Supplied Code:
 - Ardupilot flight controls
<http://code.google.com/p/ardupilot/>
- Our Code:
 - AP_InertialSensor_MinIMU9
 - AP_Compass
 - Altered configuration files to allow for operation with our sensors



- ArduPilot Mega**
- 16MHz ATmega 2560
 - ATmega 328
 - 16 Analog Inputs (ADC on each)
 - 40 Digital Inputs/Outputs
 - 256K Flash
 - 8K SRAM
 - 4k EEPROM

Conclusion: Issues integrating our sensors

- Supplied ArduPilot flight controls are pre-configured to work with specific components
- Difficulty in integrating our code into existing program to operate with our devices