

# Realization of Inertial Navigation System on Flight Computer for Unmanned Aerial Vehicle

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This paper presents a realized design of a flight computer for unmaned aerial vehicle (UAV) and the implementation of an inertial navigation system (INS) in it. Inertial navigation systems usually consist of the inertial measuring unit (IMU) with three mutually perpendicular gyroscopes and accelerometers that represent three input axes to the system and the navigation algorithm. The input values for the navigation algorithm are signals of gyroscopes and accelerometers. The paper describes all flight computer components such as an inertial measurement unit (IMU), a GPS, a servo switch controller (SSC), a supply and controller board as well as software applications with the emphasis on the navigation algorithm. The procedures for each component testing as well as for inertial navigation testing are presented. The realization of a UAV flight computer with the implemented INS is a significant achievement in this kind of technology.

*Key words:* unmanned aerial vehicle, navigation system, inertial system, gyroscope, accelerometer, flight computer for unmanned aerial vehicle..

## Introduction

FLIGHT computers for UAV should be realized by one or more microcontrollers. Some of them are [8 - 11]:

- AP50. Two primary computers work in concert on the AP50. The Flight Processor (FP) maintains the stability of the aircraft. The Mission Processor (MP) performs all navigation and communicates with the Ground Control Station. Additional support microprocessors are dedicated to the RC radio receiver and the servos. Servos are updated at the standard 19 ms frame rate.
  - The Autopilot 4 (AP04 UAV Navigation) is a fully integrated autopilot with manual override, radio link, and payload control capabilities, and is capable of fully automatic take-off, flight plan following, and landing.
  - UNAV3300 LLC, A digital flight control and telemetry system using 3-axes MEMS, IMU attitude sensor and 3-axis Kalman filter. It is a full featured, tightly integrated digital autopilot and ground station system.
- The autopilot updates the attitude control loop 18 times per second while managing the vehicle flight path, GPS waypoint navigation and data-link. The 3300 is capable of providing a fullduplex (up & down) data link with the ground station.
- MicroPilot 2028: small size without sacrificing functionality; 28 grams, 4 cm by 10 cm; fully integrated with 3-axis gyros & accelerometers, GPS, pressure altimeter, pressure airspeed sensors, all on a single circuit board.
  - Microbotics Autopilot Platform: small size (2.63" W x 2.10" H x 2.63"D), 30 fully programmable digital I/O lines, 4 RS-232, full duplex UARTS, PWM inputs and outputs for servo control, 12 Analog inputs (12 bit), 5

VDC supply for analog, Hall-effect, or other sensors. User programmable 32-bit RISC processor, Onboard non-volatile memory for external sensor calibration, waypoint storage, etc. Optional internally mounted MIDG II INS/GPS sensor, Internal wireless modem with up to 20 mile range, SD memory card slot for real-time data recording.

This paper deals with the description of implementation of the inertial navigation system in a flight computer for UAV.

A design of a flight computer for UAV was realized in the MTI as an original design, different from previously described ones.

Both hardware and software solution for the flight computer as well as the functional testing procedures before loading the system software are described. The functional testings were done in the laboratory for inertial sensors and systems. The testing of the inertial navigation system was performed on the grounds of the MTI (driving) as well as during the UAV functional testing (in flight condition).

## Components for the UAV flight computer

The realized design of the flight computer (FC) (Figures 1-3) must satisfy all the requirements (mechanical, electrical and system-based).

The block scheme of the flight computer representing the connections between the UAV components is given in Fig.4.

The flight computer consists of an inertial measurement unit (IMU), a GPS, a controller's board, a supply board and a servo switch controller.

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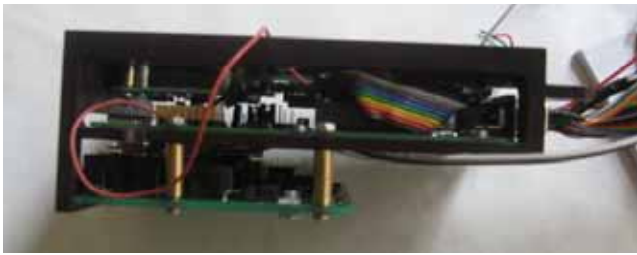


Figure 1. FC for UAV



Figure 2. FC for UAV – top view

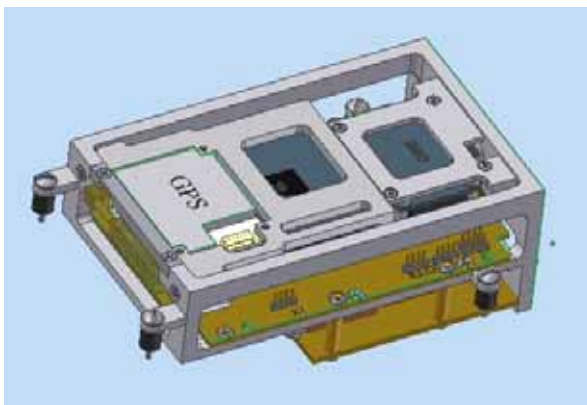


Figure 3. FC for UAV – mechanical design

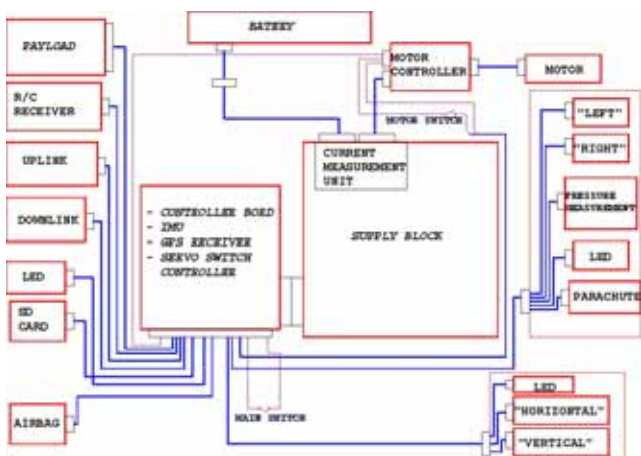


Figure 4. Block scheme of the FC for UAV

IMU is 3DM-GX1 [1] (Microstrain company) (Fig.5), designed in MEMS technology. It consists of three gyros, three accelerometers and three magnetometers assembled in one case. The 3DM-GX1 has two command modes.

In the continuous mode, a command byte is stored in the memory, and the corresponding data record is transmitted continuously with no further intervention by the host computer.

The default is the polled mode. In the polled mode, the 3DM-GX1 will transmit a data packet each time a command byte is issued by the host computer. The 3DM-GX1 will not transmit unsolicited data packets. The user may issue a command at any time. The sensor will respond by transmitting the corresponding data packet upon completion of the current calculation cycle. Multiple commands issued by the host will be buffered on-board the 3DM-GX1 (up to 15 deep), with one being processed at the completion of each successive calculation cycle.



Figure 5. 3DM-GX1 IMU

GPS 15H is GARMIN [3] 12 channel receiver with low power consumption. It uses up to 12 satellites to give an accurate position. It gives longitude, latitude, altitude, velocity and heading information in the NMEA-0183 format (GGA and VTG messages) using the serial RS232 interface. The supply voltage is +12V with 40mA consumption.



Figure 6. GARMIN GPS 15H

Servo switch controller (Fig.7) - The Microbotics Servo Switch/Controller (SSC) [4] is a highly configurable, multiplexing switch for servo command signals. It allows the dynamic selection of several sources of pulse signals for servos. Pulse sources include asynchronous serial communication packets from a control computer, pulse signals from a conventional RC receiver or other servo pulse generator, and user definable constant signals. Sources are selected based on a signal at a pulse input channel, allowing a standard RC receiver channel to be

used as the switch source. The SSC is designed to drive a wide range of servos. It is capable of producing pulse signals at periods of 1 to 30 ms, making it suitable for industrial, duty cycle based servos as well as conventional RC servos.



Figure 7. Servo switch controller

### Hardware description of the controller's board

The controller's board (Fig.8) consists of three LPC2148 microcontrollers (manufacturer PHILLIPS, NXP) and other attached components.

The LPC2148 microcontroller is based on a 32/16 bit ARM7TDMI-S core with the following features [2]:

- 8 to 40 kB of on-chip static RAM and 32 to 512 kB of on-chip flash program memory
- In-System/In-Application Programming (ISP/IAP) via on-chip boot-loader software
- Single flash sector or full chip erase in 400 ms and programming of 256 bytes in 1 ms
- USB 2.0 Full Speed compliant Device Controller with 2 kB of endpoint RAM
- In addition, the LPC2146/8 provide 8 kB of on-chip RAM accessible to USB by DMA
- 10-bit A/D converters provide a total of 6/14 analog inputs, with conversion times as low as 2.44  $\mu$ s per channel
- Single 10-bit D/A converter provides variable analog output
- Two 32-bit timers/external event counters (with four capture and four compare channels each), PWM unit (six outputs) and watchdog
- Low power real-time clock with independent power and dedicated 32 kHz clock input
- Multiple serial interfaces including two UARTs (16C550), two Fast I<sup>2</sup>C-bus (400 kbit/s), SPI and SSP with buffering and variable data length capabilities
- Vectored interrupt controller with configurable priorities and vector addresses
- Up to 45 of 5 V tolerant fast general purpose I/O pins in a tiny LQFP64 package
- 60 MHz maximum CPU clock available from programmable on-chip PLL with settling time of 100  $\mu$ s
- On-chip integrated oscillator operates with an external crystal in the range from 1 MHz to 30 MHz and with an external oscillator up to 50 MHz
- CPU operating voltage range of 3.0 V to 3.6 V (3.3 V  $\pm$  10%) with 5 V tolerant I/O

The first (SLAVE) microcontroller is connected to the IMU and to the GPS receiver via RS232 lines (COM0 and COM1 ports). Its function is to obtain information about angular rates and linear acceleration about three orthogonal axes as well as GPS data. The most important function of this microcontroller is to perform the navigation algorithm

(including the Kalman filter algorithm) according to a defined mathematical model. It communicates with the analog to the digital converter via the SPI line. There are four analog inputs that give the information about static and dynamic pressure, battery voltage and power consumption. The SLAVE microcontroller gathers all the information and creates the buffer for SSP transfer. The integration of the INS and the GPS is according to a loosely coupled integration scheme. In this scheme, the INS and GPS estimates of the position and the velocity are compared and the resulting differences form the measurements inputs to the Kalman filter.

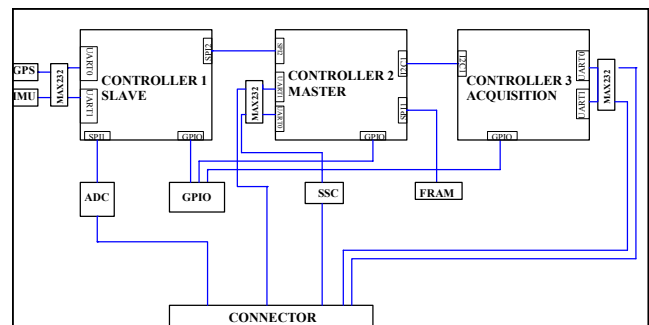


Figure 8. Controller's board block scheme

The first and the second microcontrollers are connected via the SSP line. The second (MASTER) microcontroller executes its program in a time-defined loop. It communicates with the SLAVE in order to get sensors and navigation information. The MASTER microcontroller communicates with the ground station and performs the flight control program. It is connected to the servo switch controller as a host controller generating servo commands. It is also connected to the FRAM memory via the SPI line in order to store the initialization data.

The second and the third controller are connected via the I<sup>2</sup>C line. The I<sup>2</sup>C communication has both directions.

The third microcontroller has an acquisition function, writing all the data that are obtained from the MASTER to the SD card via the SPI line. The third microcontroller is connected to the payload platform via the RS232 (COM0 port). This communication has both directions. The third microcontroller gives the commands to the payload platform according to MASTER's commands and gets the information about the pan and tilt angles from it, transferring that information to the MASTER (I<sup>2</sup>C).

Some other attached components of the controller board can be mentioned such as the analog-to-digital converter and the FRAM memory.

The analog-to-digital converter is the AD7888 (Analog Devices), high speed, low power, 12-bit ADC that operates from a single 2.7 V to 5.25 V power supply. The AD7888 is capable of a 125 kSPS throughput rate. The AD7888 contains eight single-ended analog inputs, AIN1 through AIN8. The analog input on each of these channels is from 0 to VREF. The AD7888 features an on-chip 2.5 V reference that can be used as the reference source for the A/D converter. The REF IN/REF OUT pin allows the user access to this reference. Alternatively, this pin can be overdriven to provide an external reference voltage for the AD7888. The voltage range for this external reference is from 1.2 V to VDD. The CMOS construction ensures low power dissipation of typically 2 mW for normal operation and 3  $\mu$ W in the power-down mode.

The FM25256B is a 256-kilobit nonvolatile memory employing an advanced ferroelectric process. A



ferroelectric random access memory or FRAM is nonvolatile and performs reads and writes like a RAM. Unlike serial EEPROMs, the FM25256B performs write operations at bus speed. No write delays are incurred. Also, the FRAM exhibits much lower power consumption than the EEPROM. These capabilities make the FM25256B ideal for nonvolatile memory applications requiring frequent or rapid writes or low power operation. The FM25256B provides substantial benefits to users of the serial EEPROM as a hardware drop-in replacement. The FM25256B uses the high-speed SPI bus, which enhances the high-speed write capability of the FRAM technology.

### Description of the software applications for controllers

The software applications for microcontrollers are written in the "C" program.

Fig.9 briefly presents the software block scheme of all three microcontrollers.

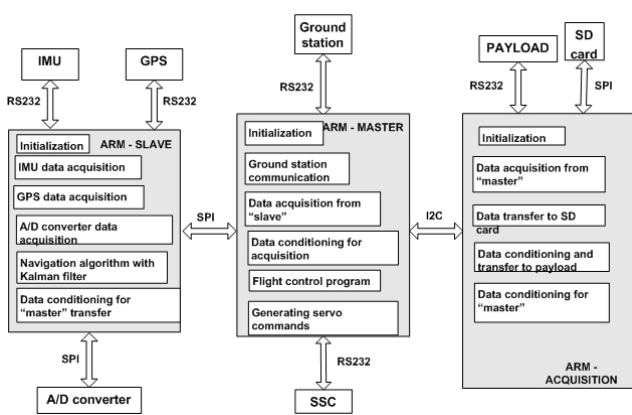


Figure 9. Software block scheme

Each software application (for all three controllers) has the initialization part for data and hardware components.

The SLAVE application consists of the routines for COM communications in order to gather data from these ports (IMU, GPS) and the functions that perform conditioning of these data.

The SLAVE performs its application in a time-defined loop and it gets the information of angular rates and linear accelerations in each iteration from the IMU and longitude, latitude, altitude, velocity and heading information in 1s period from the GPS. The most important part of this application is called the "INS" function that performs the navigation algorithm and outputs the coordinates and orientation angles. The duration of the time-defined SLAVE loop is in fact a sampling time for the navigation algorithm.

The SLAVE application also performs a function for collecting data from the analog-to-digital converter (SPI initialization and communication) and a function for data conditioning for the "master" transfer.

The MASTER application's input is the data from the SLAVE. The MASTER also communicates with the ground station from which it gets the command modes for the autopilot and the payload. It performs conditioning and transferring data to the ground station (COM port) and the third controller (I2C).

The MASTER generates the control pulse (PWM routine) for the servo switch controller that defines the SSC mode (R/C or autopilot).

The MASTER performs a flight control function and it generates servo commands in the autopilot mode.

The third microcontroller obtains data from the MASTER (I2C receive routine), prepares and transfers data to the SD card (SPI transfer) and the payload (COM0).

The third microcontroller's application also contains routines for COM communications in order to gather data from the payload. This data is transferred to the MASTER (I2C transmit routine).

### Inertial navigation system implementation

For unmanned aerial vehicles, a GPS is a rather good source for position data. On the other hand, developing one's own UAV design was a good opportunity for inertial navigation system implementation, especially when an inertial measurement unit with rate gyros and linear accelerometers has been already included in the UAV.

This type of IMU gives the possibility to have reliable position information in case of a loss of GPS signals in a time period shorter than 10s.

It has been already emphasized that the inertial navigation system gives the information about the position, attitude and heading of the object based on measured sensor signals.

The following figure presents the position of the geographical coordinate system referring to the center of Earth.

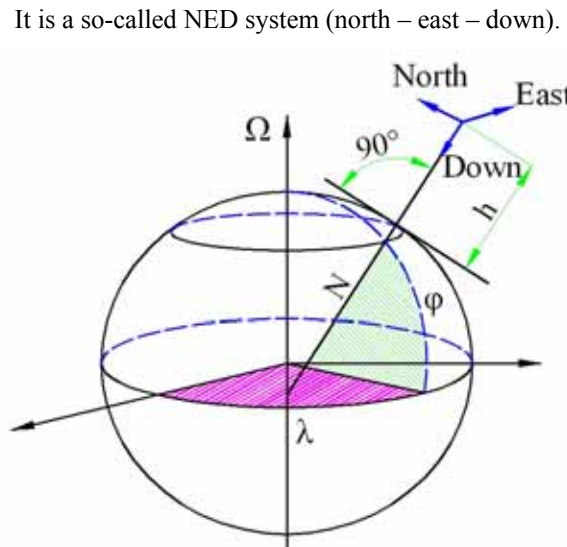


Figure 10. Position of the geographical coordinate system referring to the center of Earth

The geographical coordinate system  $O1XYZ$  is referred to the Earth. It is defined with the following items:  $N$  (radius of the curvature in the prime vertical),  $\lambda$  (longitude) and  $\varphi$  (latitude).

The azimuth (or yaw) angle is determined according to the meridian.

Fig.11 presents the mutual position of the geographical coordinate system and the "body" system. The IMU is connected to the "body" system.

The axes of sensors system are indexed with  $b$ .

The yaw angle is " $\psi$ ", the pitch is " $\theta$ " and the roll is " $\gamma$ ".

The quaternion algorithm is used to transform all the relevant values from one system to another one.

The implementation of the inertial navigation algorithm had several phases.

The first one was creating a PC simulation program in

the C/C++ environment for the navigation algorithm according to a defined mathematical model in order to test the algorithm itself based on known input values.

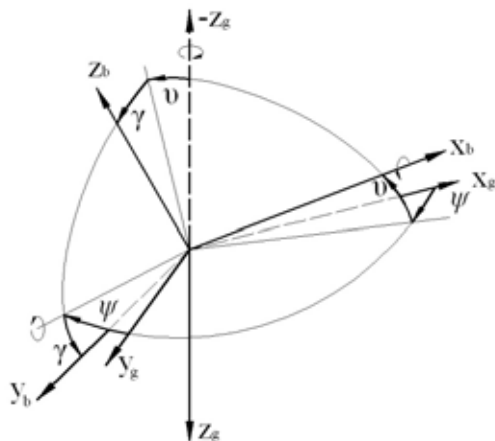


Figure 11. Mutual position of the geographical and sensors coordinate system

The next step was to test the same application with real input values.

The same algorithm was subsequently implemented in the controller's application. The results from the controller's and the PC applications were compared and the conclusion was that the obtained accuracy in the controller's application is almost as good as that in the PC application.

It was an expected result due to the microcontroller's 32 bit architecture, enough memory space (for both program and data) and a fast CPU clock. The whole navigation algorithm was performed in a time period of several hundreds of  $\mu\text{s}$ .

### Testing procedure for functional verification

The testing procedures for functional verification have been performed in the laboratory for inertial sensors and systems.

The testing applications for all three controllers have been developed and loaded.

The testing applications have been developed for COM ports, SPI, SSP, I2C and PWM testing. Data acquisition from IMU, GPS and A/D converter, SSC controller and FRAM testing is performed separately.

While testing for functional verification, final versions for applications for the first and the third controllers have been loaded. The testing application for the second ("master") controller consists of the cases for all components testing:

- IMU (signals from accelerometers, rate gyros and magnetometers)
- GPS (longitude, latitude, altitude, velocity and heading)
- SSC ( servo commands for all servo channels)
- Analog-to-digital converter (all four analog inputs that represent static and dynamic pressure, battery voltage and power consumption)

The COM1 port of the MASTER controller is connected to the COM port of a PC for testing purpose instead of being connected to the ground station. All the data is printed in the "terminal" application and stored in files and analyzed.

The following diagrams represent some examples for testing verification.

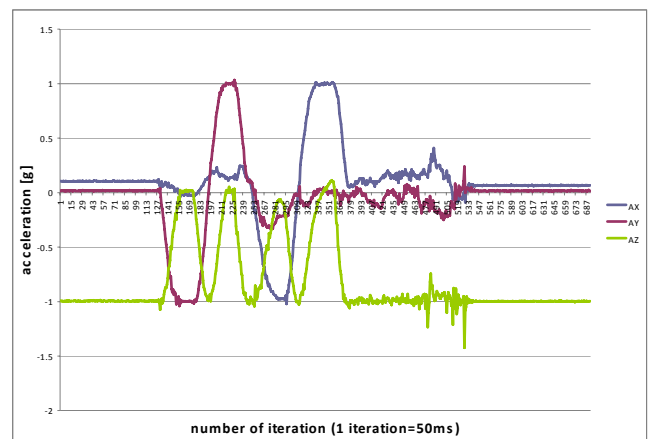


Figure 12. Signals from accelerometers

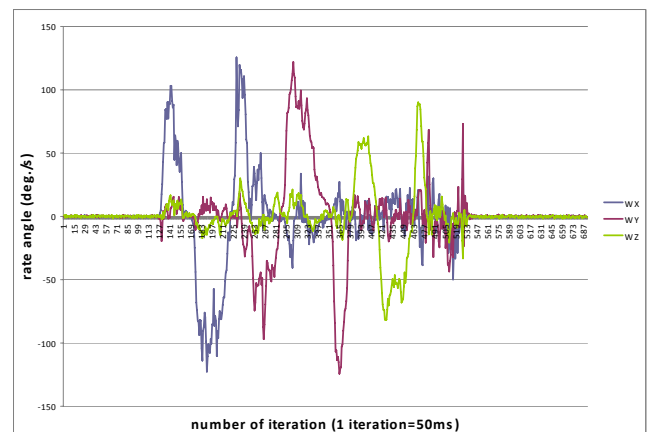


Figure 13. Signals from rate gyros

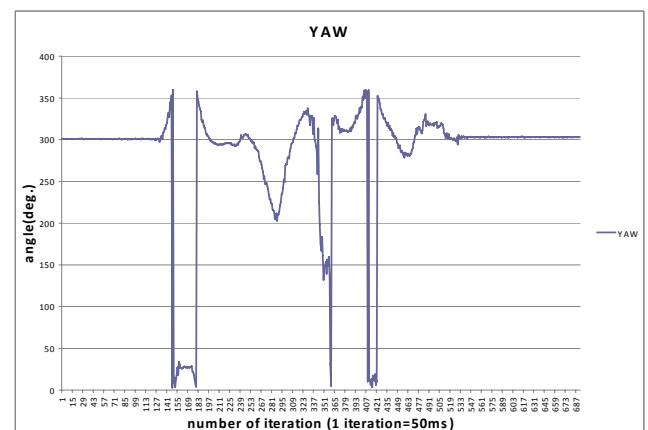


Figure 14. Signal from the yaw magnetometer

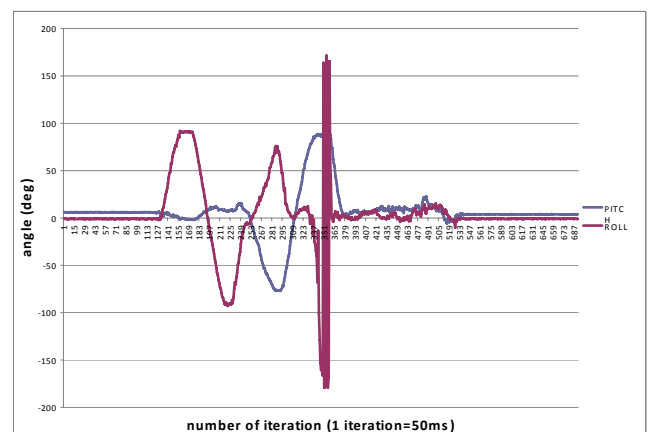


Figure 15. Signals from pitch and roll magnetometers

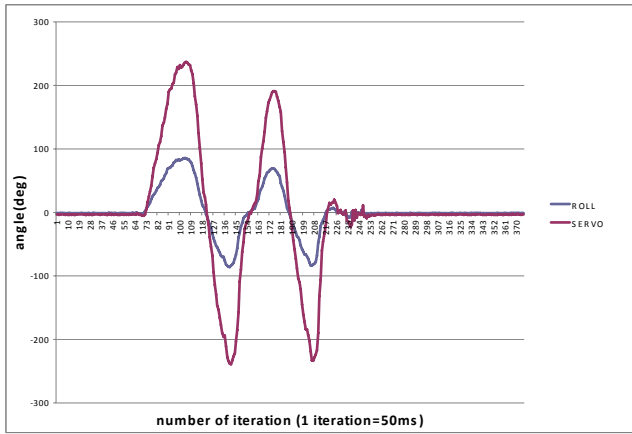


Figure 16: Example for SSC testing

An example for servo switch testing consists of creating and checking commands for servos that are proportional to the roll angle signal.

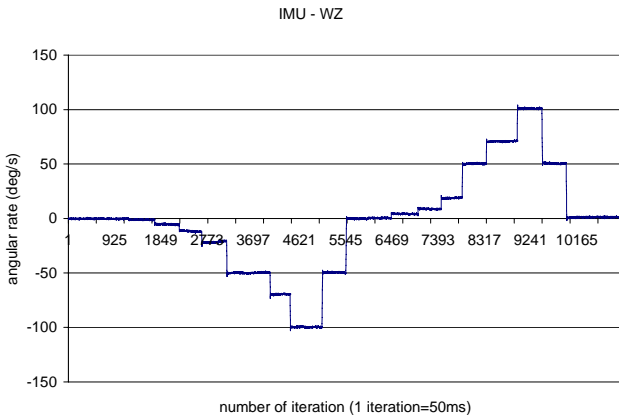


Figure 17. Example for determining the scale factor for the rate gyro

**BATTERY VOLTAGE MEASUREMENT**

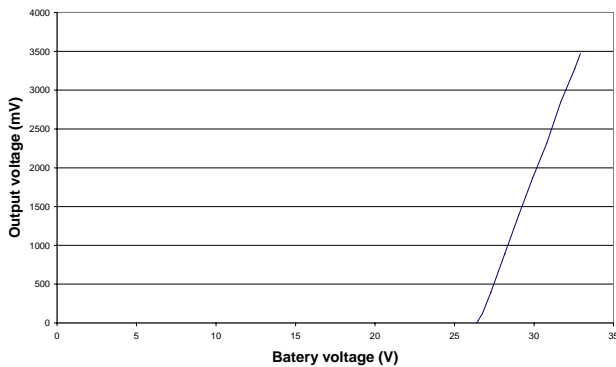


Figure 18. Example for the battery voltage testing

The final verification testing is finished when all the components, i.e. parts of the flight computer are checked.

After that, the flight computer is ready for system software loading.

**Testing procedure for the navigation algorithm**

The testing procedure for the navigation algorithm consists of analyzing the results, the output values from the inertial navigation system in driving and flight conditions.

The tests when the system was mounted on the man-

driven ground vehicle were performed in the area of the Military Technical Institute on the path with known coordinates.

The following figures represent the diagrams as the results of driving on a defined path. The coordinates are given in meters.

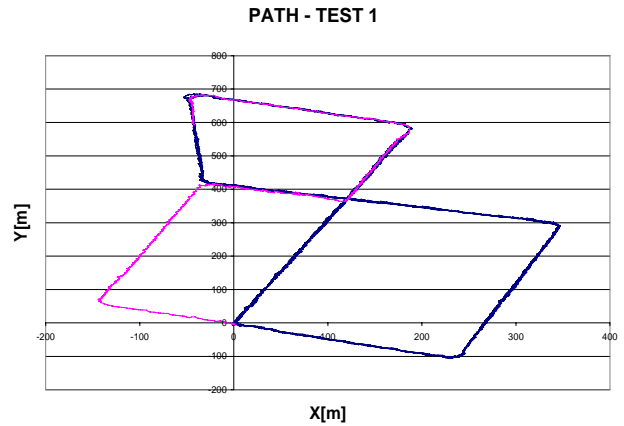


Figure 19. Test1

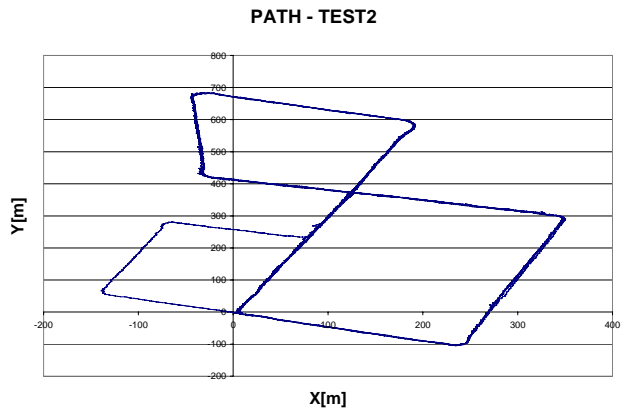


Figure 20. Test2

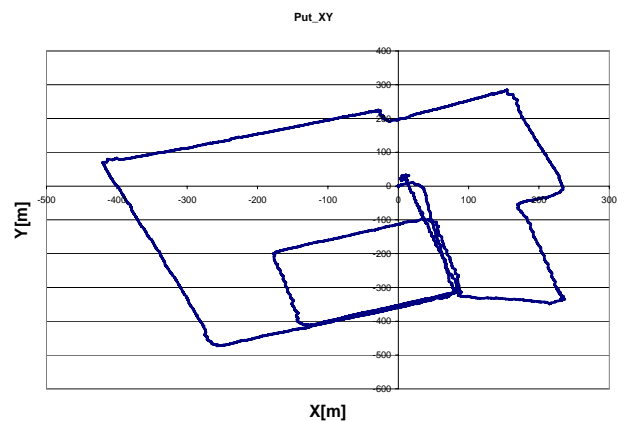


Figure 21. Test3

The tests in flight conditions were performed at the airport in Pancevo.

The following figure gives the diagram with the output values (UTM coordinates) from both the GPS receiver and the navigation algorithm performed by the microcontroller.

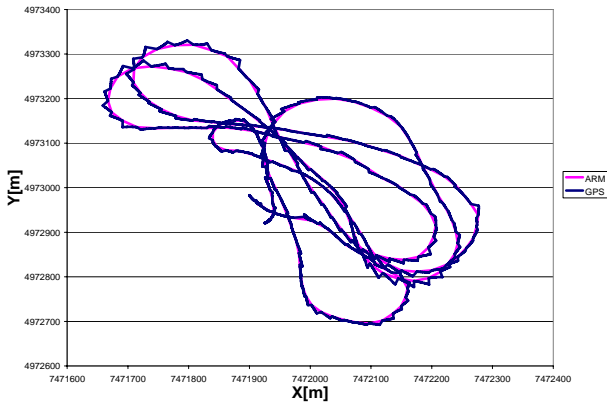


Figure 22. Test4

The following figures show the diagrams with the output values in the absolute coordinates from the navigation algorithm performed by the microcontroller.

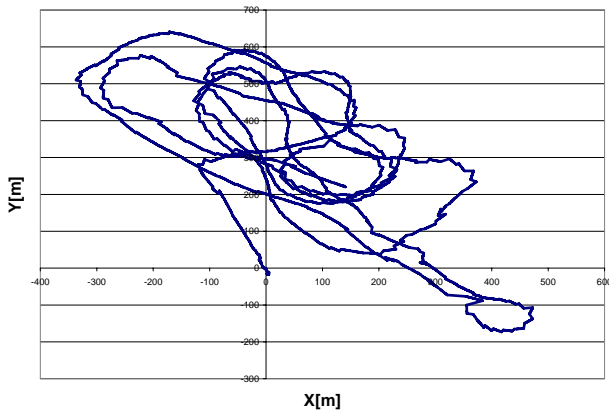


Figure 23. Test5

PATH - FLIGHT 31

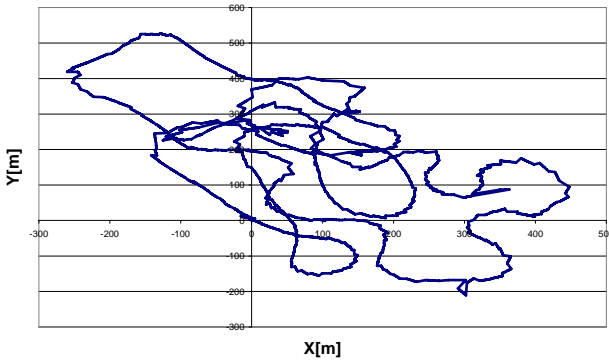


Figure 24. Test6 (Flight31)

PATH\_AP mode

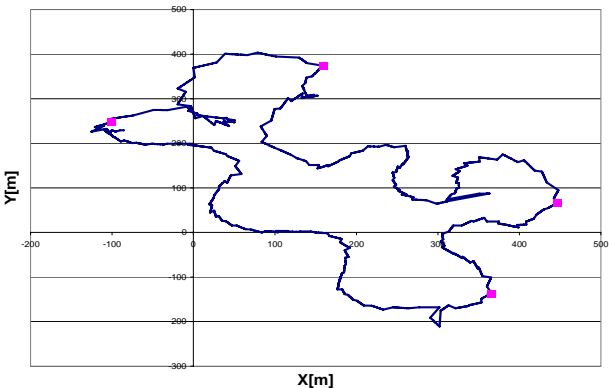


Figure 25. Test7 (Flight31- autopilot mode)

The previous figure represents a part of a path from flight 31 when the autopilot mode, tracking the waypoints, was switched on.

The navigation algorithm gives six values as an output. They represent the coordinates X, Y and H as well as yaw, pitch and roll angles. It is very important to calculate the angles as accurately as possible since they are also the input values for the guiding function.

The following figures represent some example diagrams of angles during test flights.

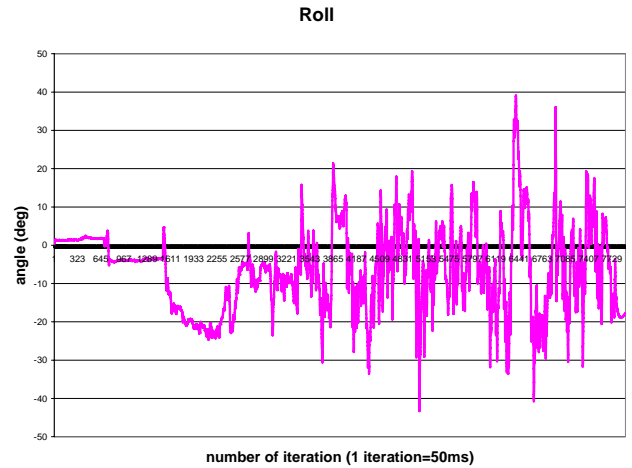


Figure 26. Test8 (Flight22- roll angle)

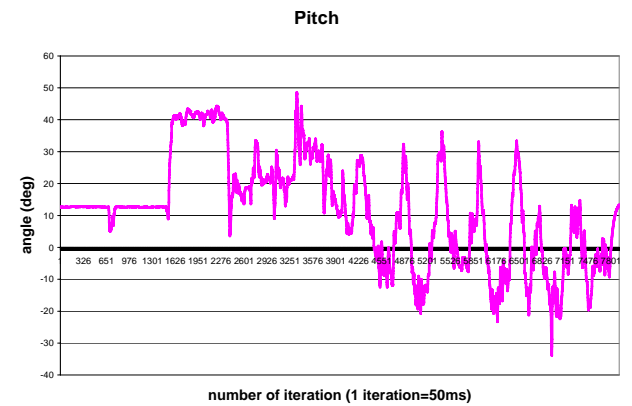


Figure 27. Test9 (Flight22- pitch angle)

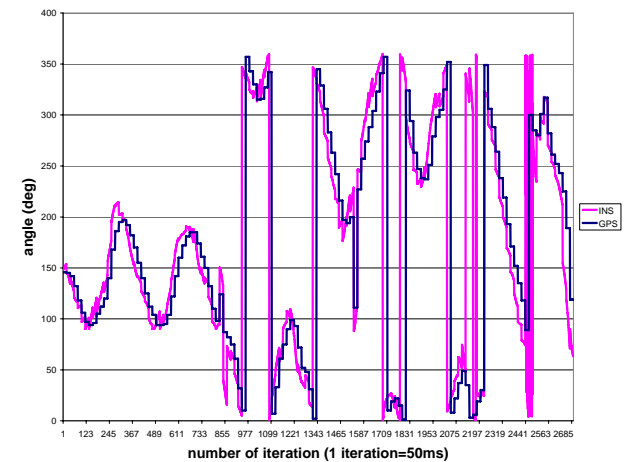


Figure 28. Test10 (Flight31- yaw angle)

The previous figure gives the data information on the yaw angle from both the GPS receiver and the INS algorithm.

The navigation algorithm refers to the GPS data when it is available. In the case of GPS data loss, the navigation algorithm gives the necessary position data with a defined accuracy.

All the testing is done for the purpose of optimizing the navigation algorithm and improving the accuracy. Therefore, a PC simulation program in the C/C++ environment has been created according to a defined mathematical model. The recorded sensors data are the input for this application. The first step is to compare the results obtained from the controller and the PC application. When the accuracy of the controller is confirmed, the next step is to perform analyzes in order to determine some ways of improving the accuracy.

### Conclusion

This paper briefly describes a realization of a flight computer for UAVs (Fig. 29, 30) and the implementation of the inertial navigation algorithm.



Figure 29. UAV Vrabc

While making this design, many different actions were performed. They are: design of hardware and software solutions for a flight computer, communication with the IMU and the GPS in order to acquire data, and the servo switch controller in order to generate necessary commands. The testing methods give an opportunity to constantly improve software application for inertial navigation systems. The implementation of an inertial navigation system is a very significant achievement in itself and a good proof of successful managing in this area.



Figure 30. UAV Body

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## Realizacija inercijalnog navigacionog sistema u letnom računaru bespilotne letelice

Ovaj članak opisuje realizovani model letnog računara za bespilotnu letelicu i implementaciju inercijalnog navigacionog sistema. Inercijalni navigacioni sistem se sastoji od inercijalne merne jedinice (IMJ) sa tri međusobno normalna žiroskopa i akcelerometra što predstavlja tri ulazne ose za sistem i navigacioni algoritam. Ulazne vrednosti za navigacioni algoritam su signali sa žiroskopa i akcelerometara. Članak opisuje sve komponente letnog računara kao što su inercijalna merna jedinica (IMJ), GPS, servo kontroler, ploča napajanja i kontrolerska ploča kao i softverske aplikacije sa akcentom na navigacionom algoritmu. Opisane su procedure za testiranje svih komponenata kao i testiranje navigacionog modela. Realizacija letnog računara za bespilotnu letelicu i primena inercijalnog navigacionog sistema je značajan doprinos u ovoj vrsti tehnologije.

*Cljučne reči:* bespilotna letelica, navigacioni sistem, inercijalni sistem, žiroskop, akcelerometar, računar ugrađen u letelicu.



## Реализация инерциальной навигационной системы на компьютере летающих беспилотных летательных аппаратов

Эта статья описывает компьютерную модель реализованную на летающем беспилотном летательном аппарате и встроенную инерциальную навигационную систему. Инерциальная навигационная система состоит из инерциальной единицы измерения (МИИ) с тремя взаимно перпендикулярными акселерометрами и гироскопами, которая представляет собой трёхосный вход в систему и алгоритм навигации. Входные значения для алгоритма навигации, это сигналы от гироскопов и акселерометров. Настоящая статья описывает все компоненты компьютера на летающем беспилотном летательном аппарате, такие как блок инерциальных датчиков (МИИ), GPS, контроллер питания, мощность платы питания и платы контроллера, а в том числе и программное обеспечение фокусированное по алгоритму навигации. В нём описываются процедуры тестирования всех компонентов и моделей ходовых испытаний. Реализация компьютера на летающих беспилотных летательных аппаратах и применение инерциальной навигационной системы являются важным вкладом в этот тип технологии.

*Ключевые слова:* беспилотные летательные аппараты, навигационная система, инерциальная система, гироскоп, акселерометр, компьютер встроенный в летательный аппарат.

## La réalisation du système inertiel de navigation chez l'ordinateur de vol de l'aéronef sans pilote

Cet article décrit le modèle réalisé d'un ordinateur de vol pour l'aéronef sans pilote et l'installation du système inertiel de navigation. Le système inertiel de navigation se compose de l'unité inertielle de mesure avec trois gyroscopes mutuellement normaux et d'un accéléromètre ce qui représente trois axes d'entrée pour le système et l'algorithme de navigation. Les valeurs d'entrée pour l'algorithme de navigation sont les signaux des gyroscopes et des accéléromètres. Ce travail présente toutes les composantes de l'ordinateur de vol telles que l'unité inertielle de mesure, GPS, le servo-contrôleur, le panneau d'alimentation et la table de contrôle ainsi que les application logiciel avec l'accent sur l'algorithme de navigation. On a décrit les procédures pour tester toutes ces composantes ainsi que les tests pour le modèle de navigation. La réalisation de l'ordinateur de vol pour l'aéronef sans pilote et l'utilisation du système inertiel de navigation sont une contribution signifiante dans ce domaine technologique.

*Mots clés:* aéronef sans pilote, système de navigation, système inertiel, gyroscope, accéléromètre, ordinateur de vol.