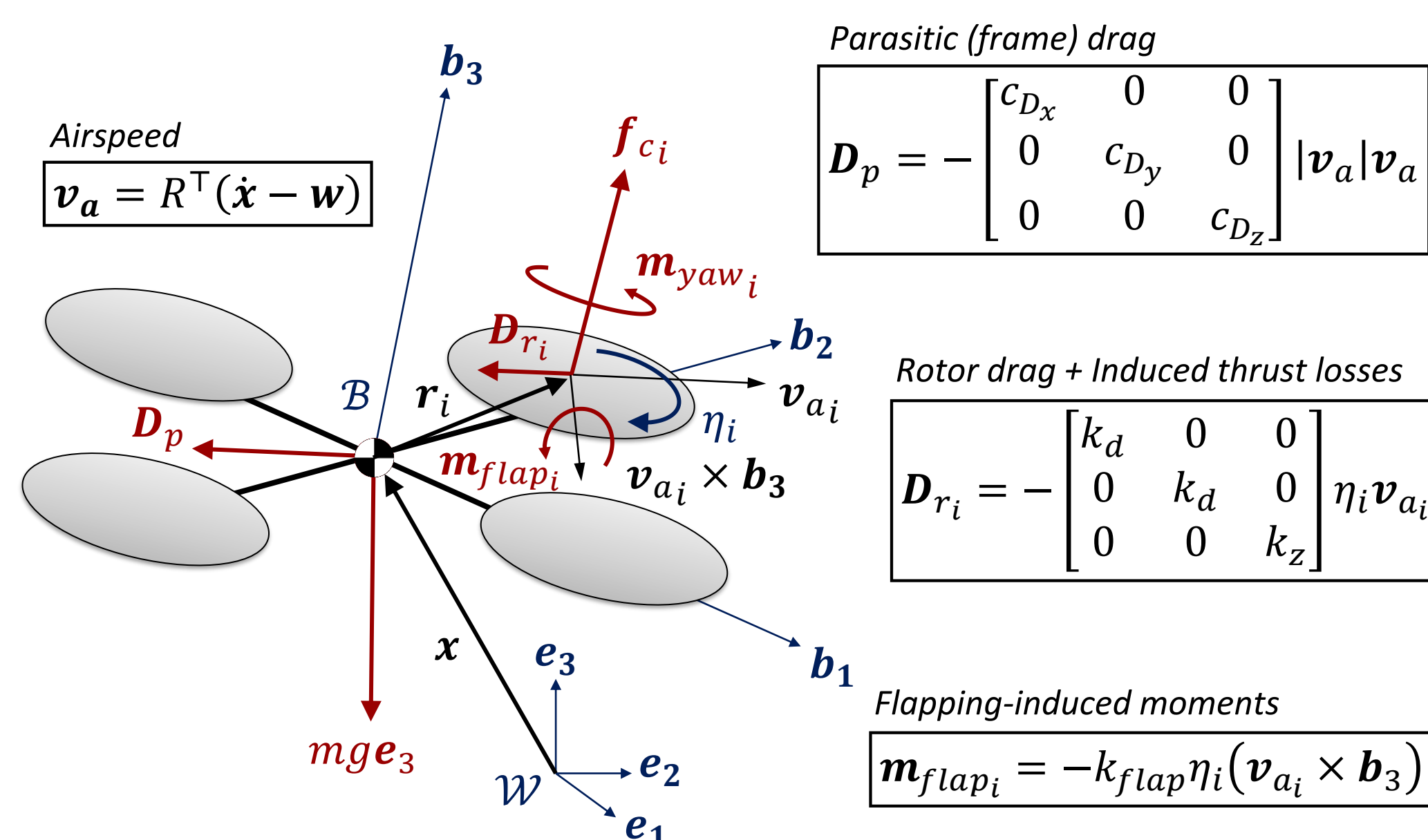


Overview

- **UAV simulators** play an increasingly important role in education and research of estimation, planning, and control for aerial robotics. **Existing codebases can be complex and elaborate, making it hard to install, interpret, and incorporate into your workflow.**
- We present **RotorPy**: an **opensource UAV simulator** that is **written entirely in Python**—simplifying the installation and usage—and structured to be **accessible** to a much broader audience.
- **Key features:** 1) Generic multirotor model with lumped parameter **aerodynamic models, motor dynamics, and input saturation**; 2) **Realistic sensor models** with noise and bias; 3) **Obstacle map** and occupancy grid generation; 4) Various **wind profiles** (spatial, temporal, or both).

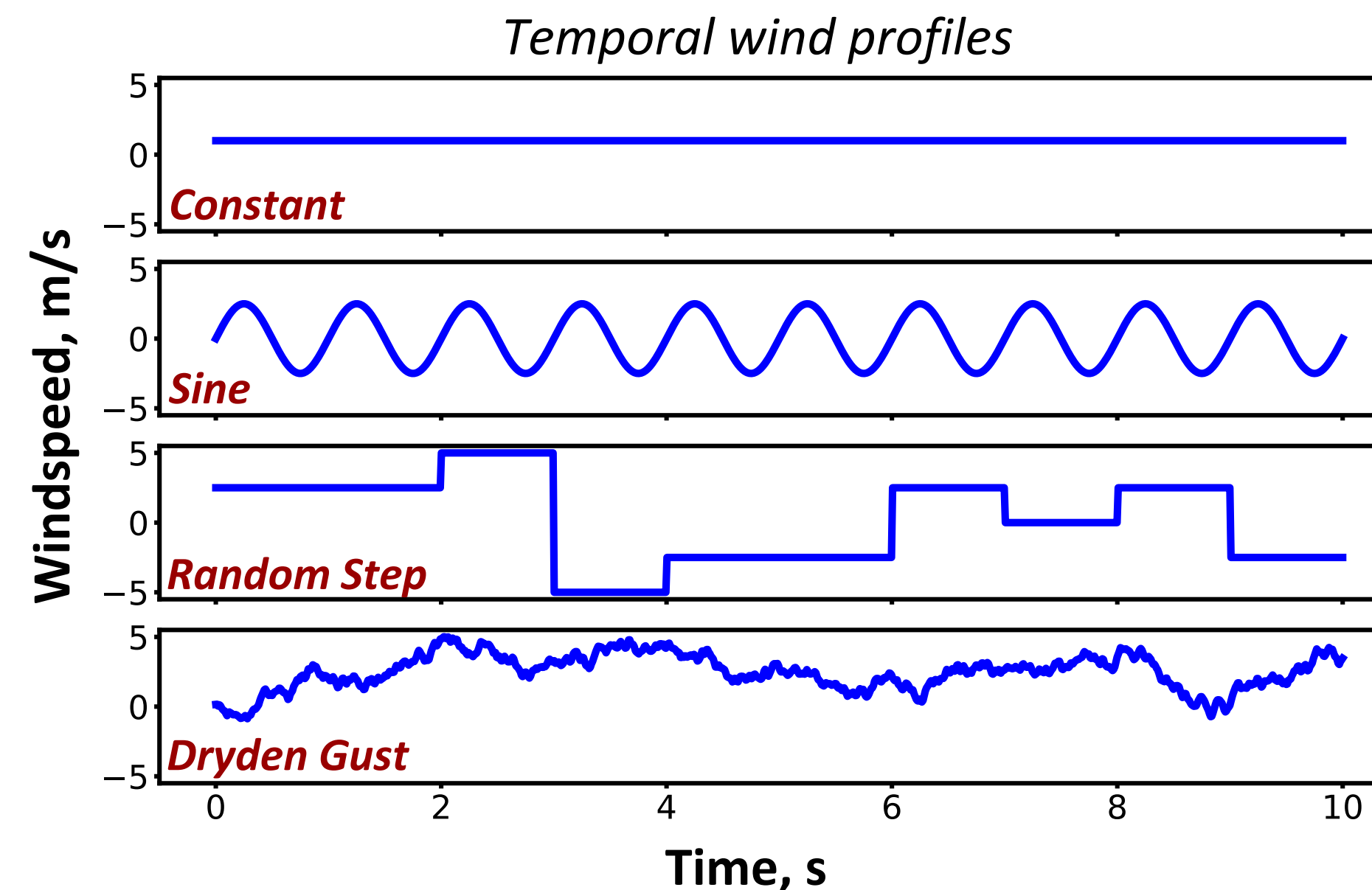
Aerodynamic Modeling

- We use **lumped parameter models** of the **drag-induced forces and torques** on both the airframe and rotors.

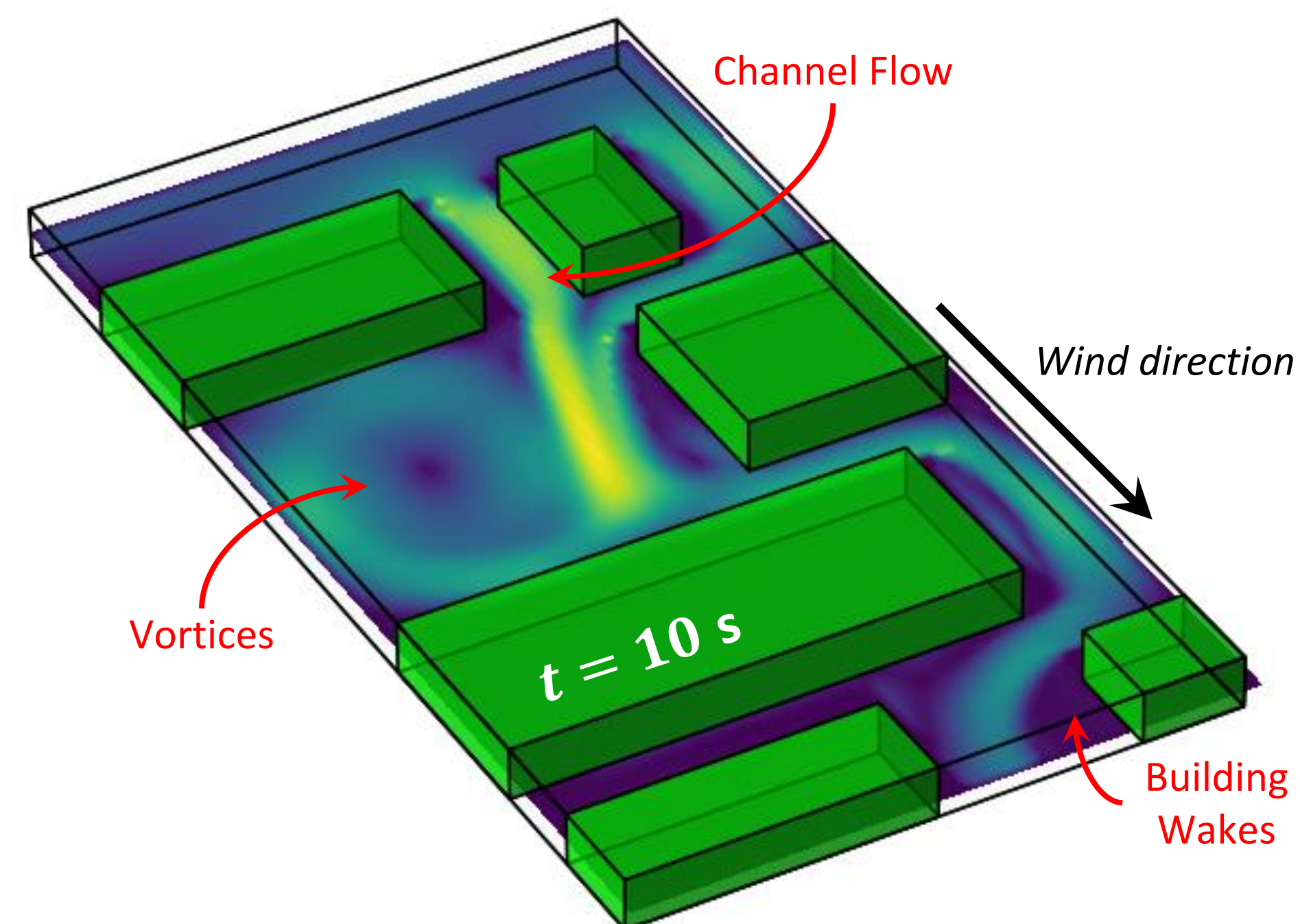


Wind Modeling

- **RotorPy** supports **spatially and temporally varying wind fields**.



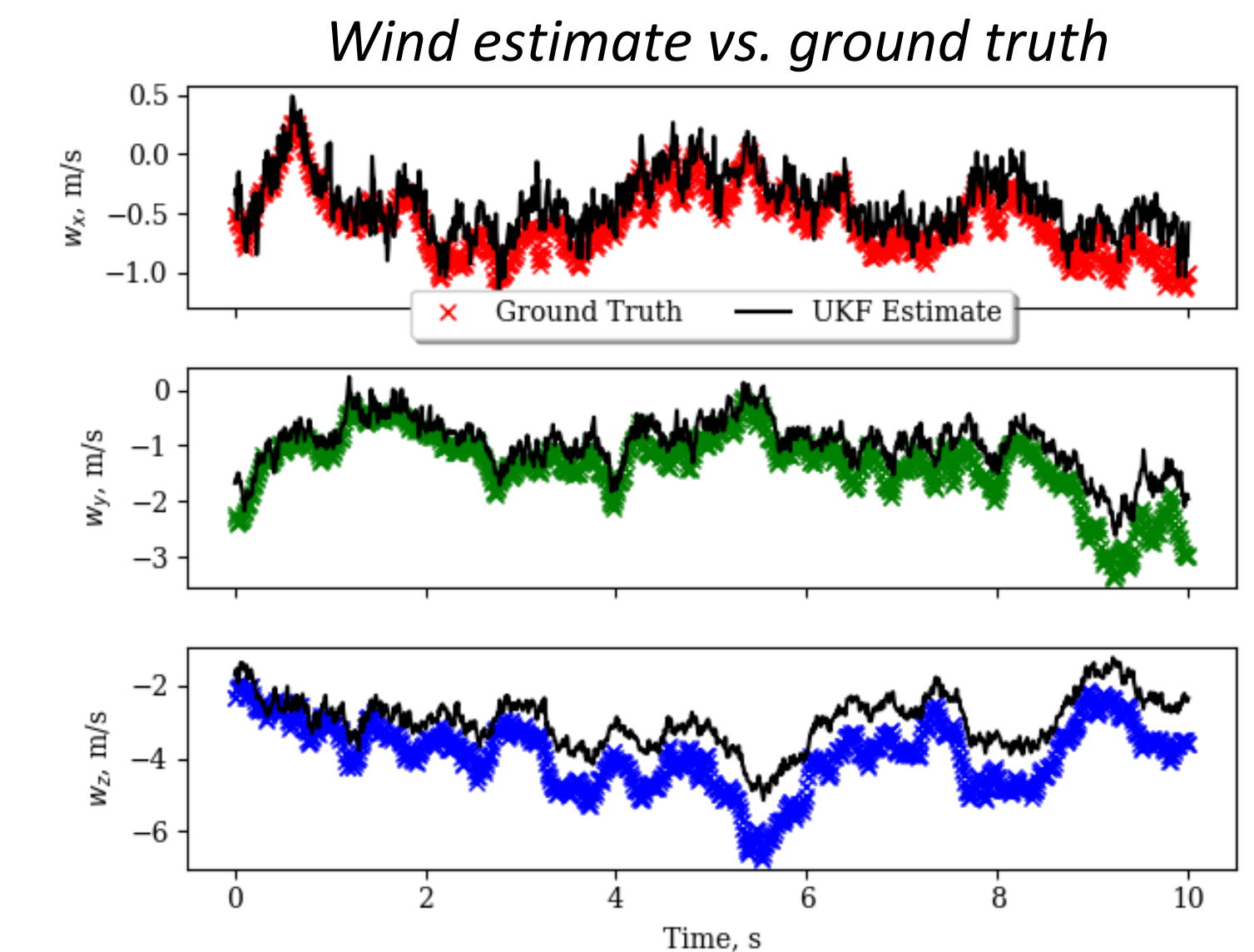
Spatio-temporal wind profiles in urban environments



- Generate **unsteady wind** through **urban environments**.
- Use the available wind profiles to **develop and test robust controllers or estimators**.

Proprioceptive Wind Estimation

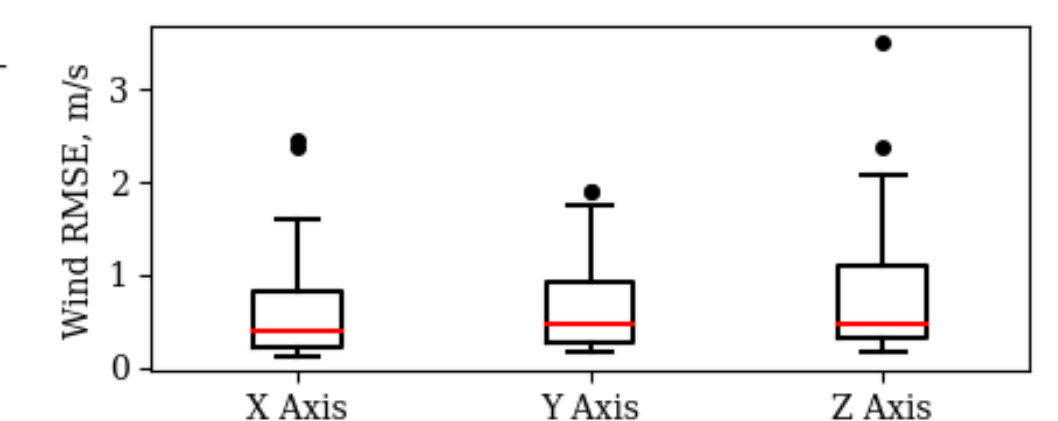
- As an example, we design and evaluate a **wind estimator** that uses IMU and odometry measurements.



Randomized vehicle parameters

Parameter	Unit	Range (min-max)
m	kg	0.375–0.9375
c_{Dx}	$N-(m/s)^{-2}$	$0-1(10^{-3})$
c_{Dy}	$N-(m/s)^{-2}$	$0-1(10^{-3})$
c_{Dz}	$N-(m/s)^{-2}$	$0-2(10^{-2})$
k_d	$N-rad-m-s^{-2}$	$0-1.19(10^{-3})$
k_z	$N-rad-m-s^{-2}$	$0-2.32(10^{-3})$

Estimation error over 50 trials



Planned Improvements

- Expanding support for **different vehicle morphologies**.
- More generic aerodynamic models using **Blade Element Theory**.
- **Native integration** of numerical fluid solvers with the existing obstacle map representation for **integrated spatio-temporal winds**.
- **Custom Gymnasium environments** for reinforcement learning.

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