

# Detect & Avoid

## UAV Integration in the Lower Airspace Traffic



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# Context & Objective

- Demand for civilian UAV operations increases (fire detection, river bed surveillance, parcel delivery...)
- Most UAVs operate at low altitudes, interfering with traffic in TMAs

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## Our solution

- A geometrical *detect & avoid* algorithm
- Validated by intensive simulation

# Contents

- 1 Model
- 2 Experimental Setup
- 3 Results
- 4 Conclusion & Further Work

# Geometrical algorithm

Based on [van den Berg *et al.*, 2011]

$n$ -body collision avoidance algorithm for robotics

... with a few substantial differences

- only the UAV handles the avoidance maneuver
- only heading changes are considered
- speed ratio between aircraft and UAV might be high:
  - Aircraft from 200 kn up to 450 kn
  - UAV from 80 kn to 160 kn

# Geometrical algorithm

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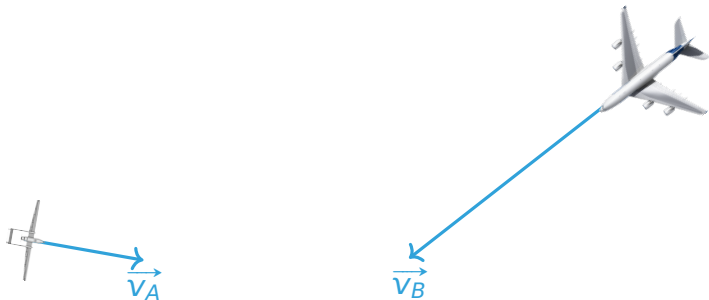
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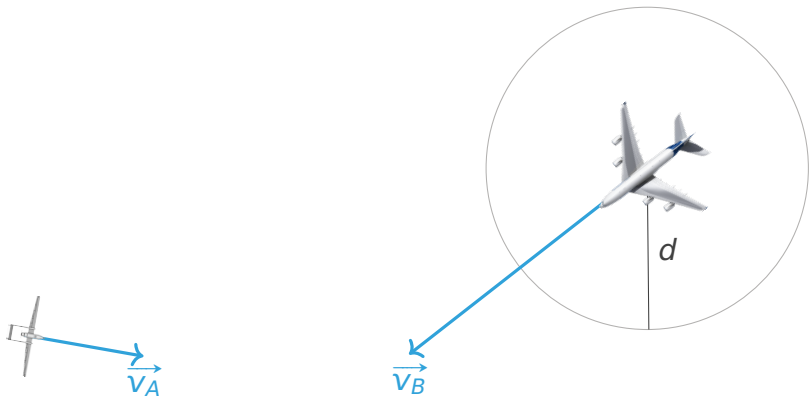
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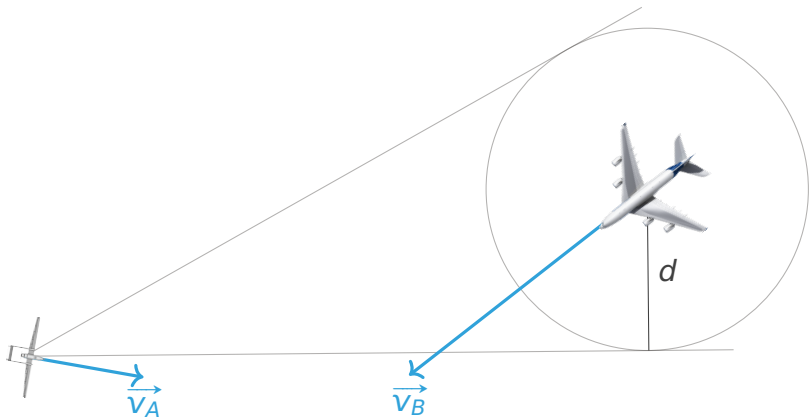
# Conflict detection



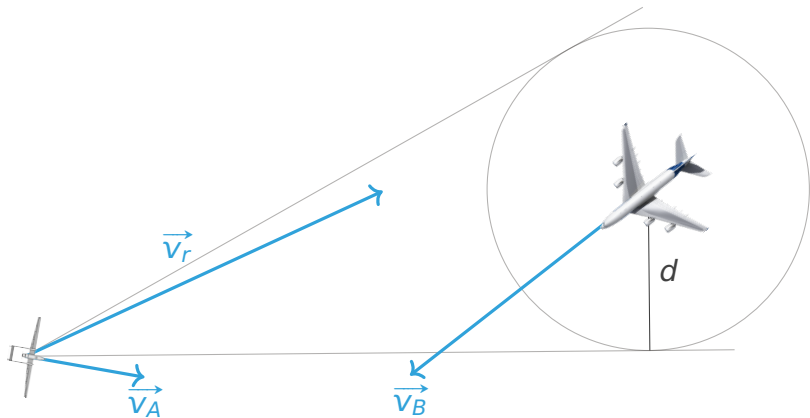
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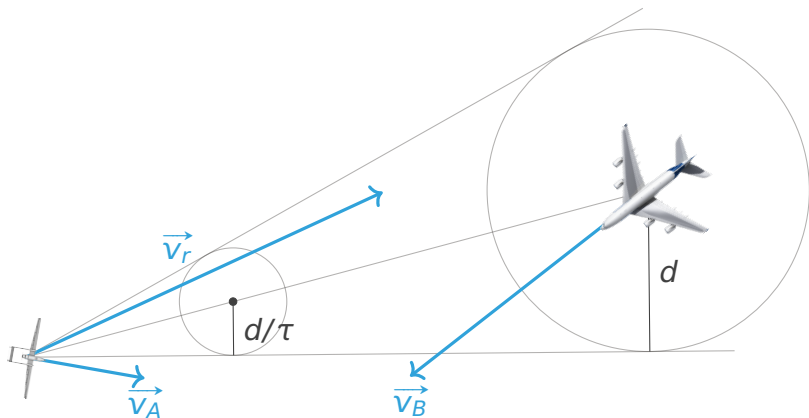
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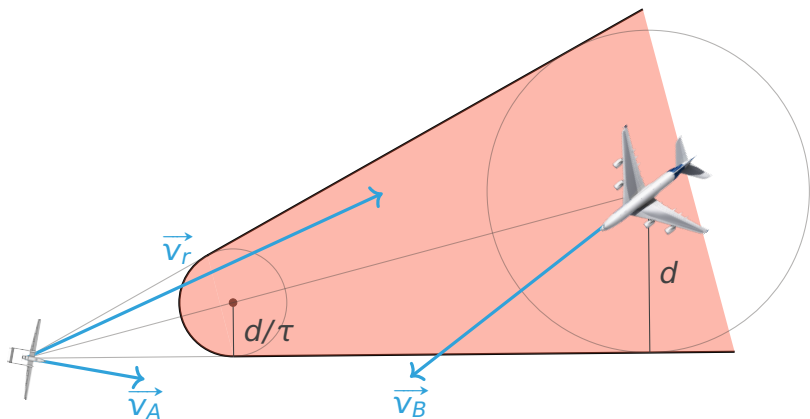


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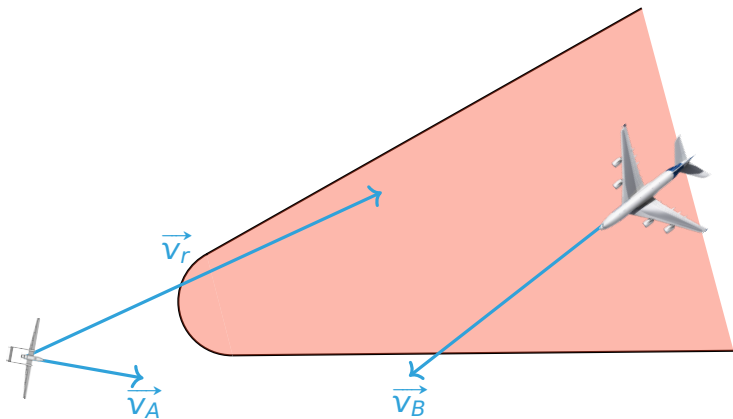
$\tau$  is the anticipation time

# Conflict detection

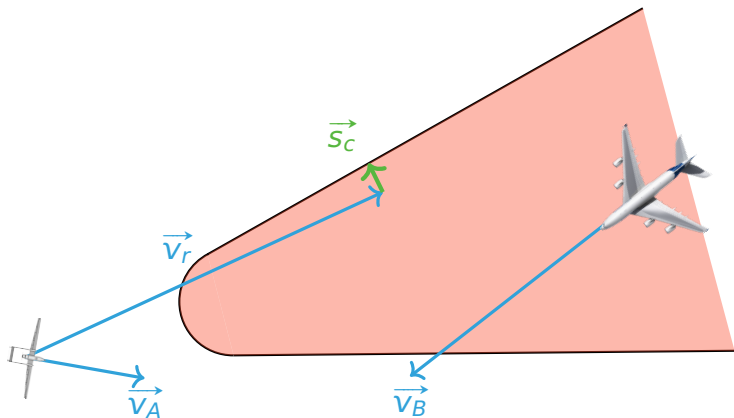


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# Resolution principle



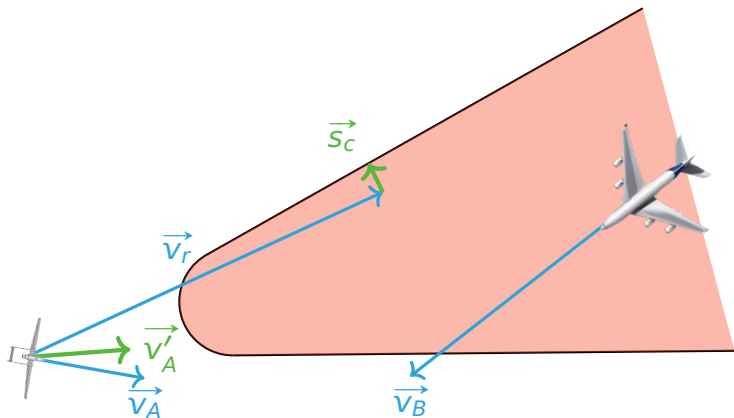
# Resolution principle



$\vec{s}_c$  is the “escape vector”

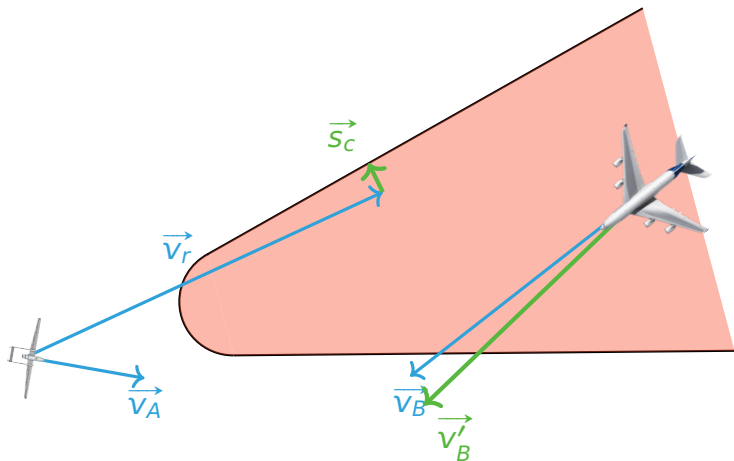


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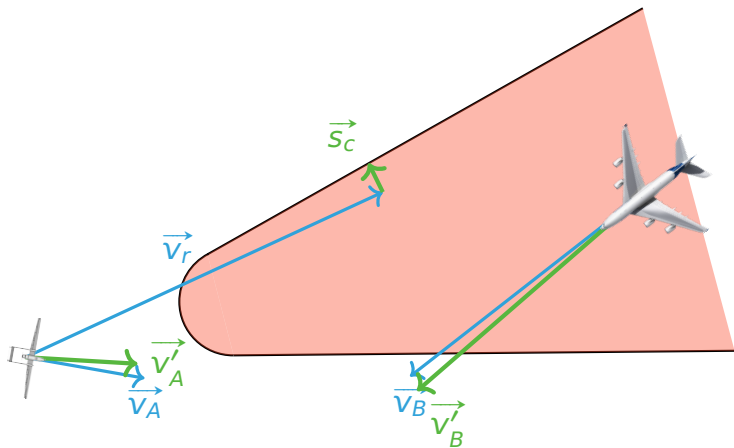
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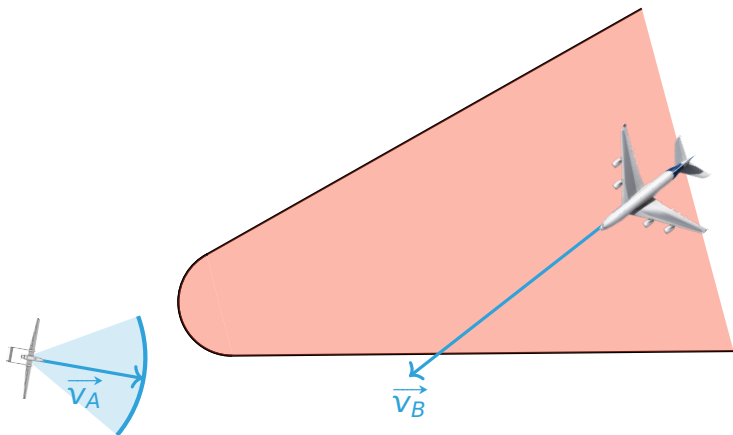
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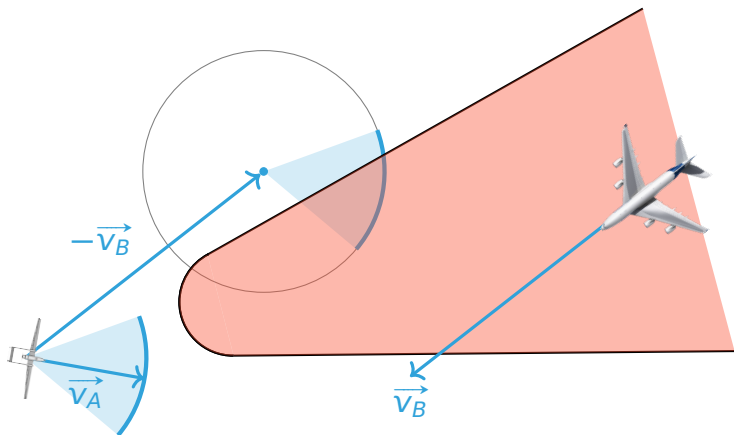


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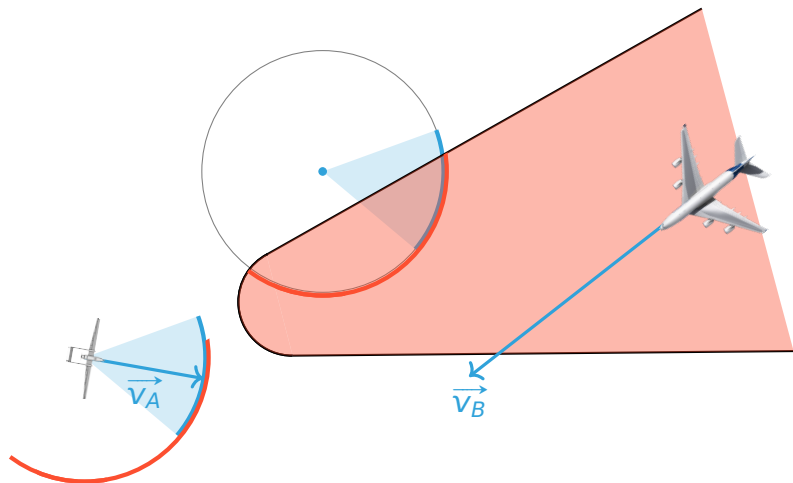
# Model



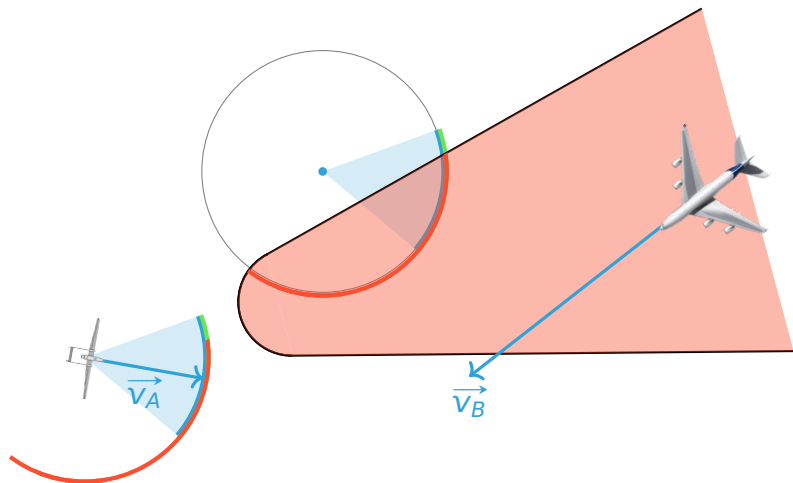
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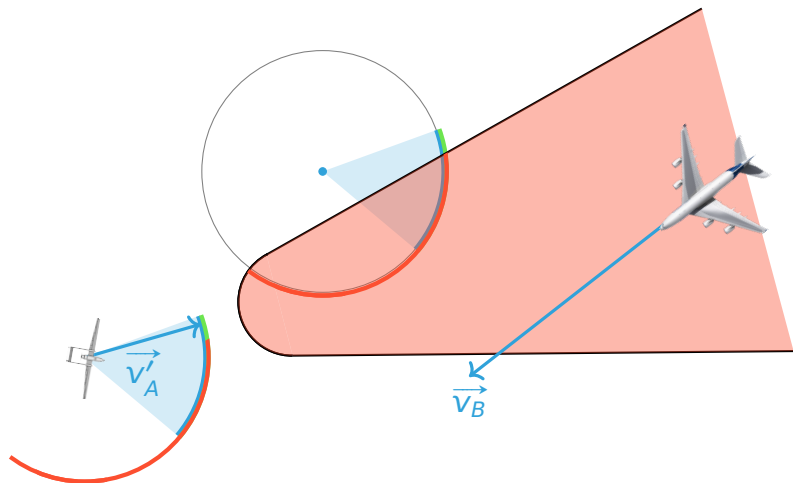
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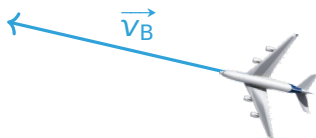
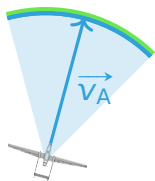
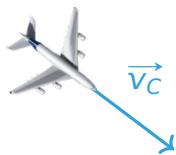


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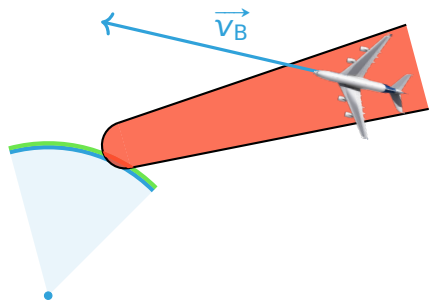
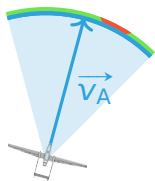
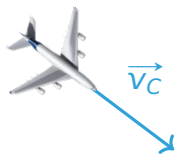




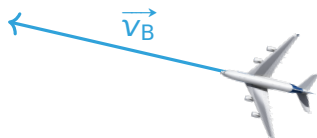
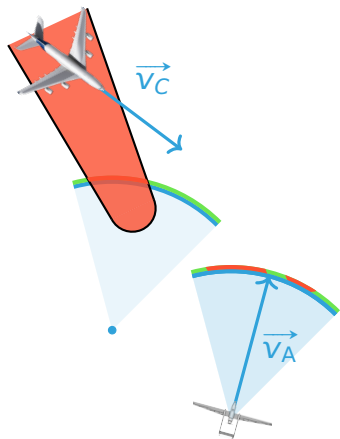
# Multiple constraints



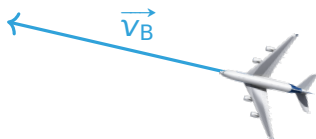
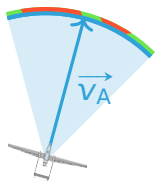
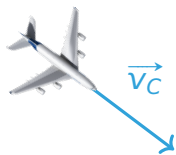
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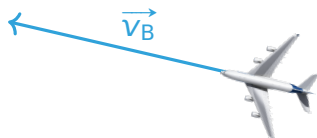
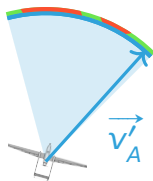
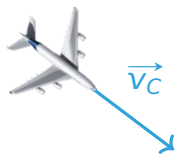
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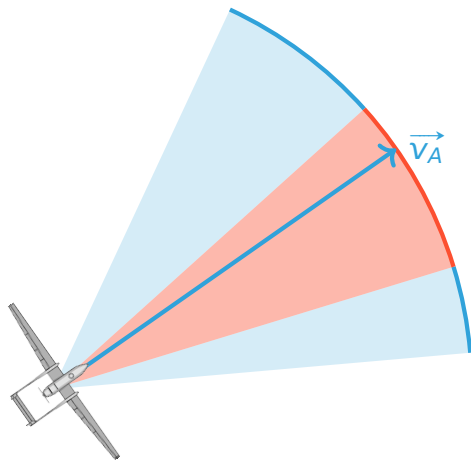


# Multiple constraints



# Resolution strategies

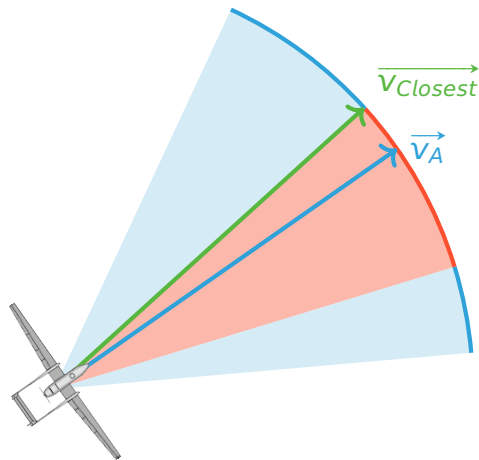
## Closest



- Try to stay as close as possible to planned trajectory

# Resolution strategies

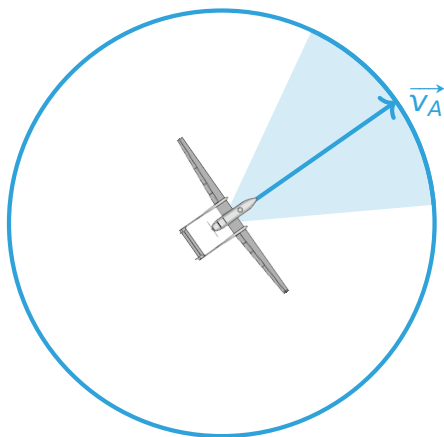
## Closest



- Try to stay as close as possible to planned trajectory
- Saturates the constraint

# Resolution strategies

Safest

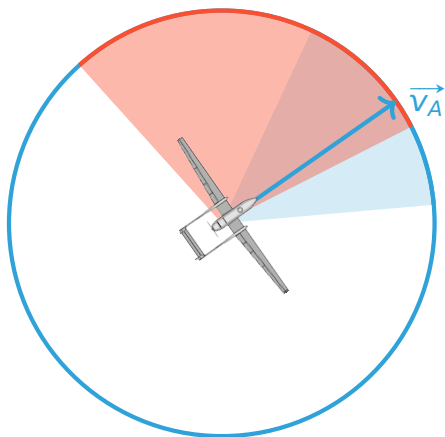


- Try to keep the most room for maneuver



# Resolution strategies

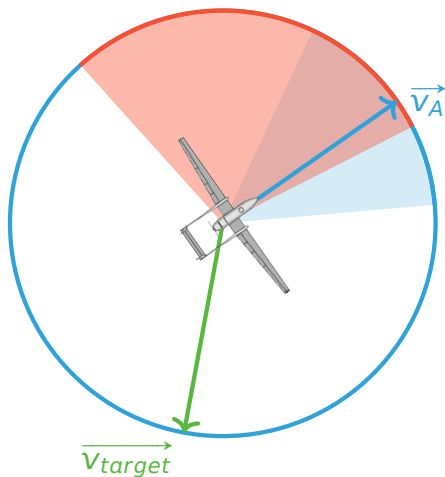
Safest



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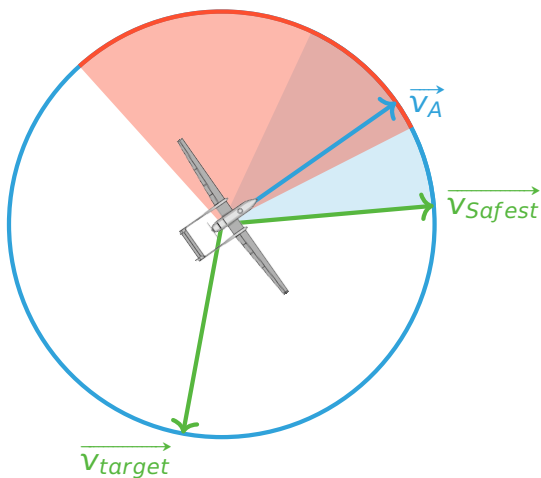
Safest



- Try to keep the most room for maneuver

# Resolution strategies

Safest



- Try to keep the most room for maneuver
- Longer-term view

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# Experimental Setup

## Traffic

- Terminal Maneuvering Areas in Bordeaux FIR, France
- 475 recorded trajectories

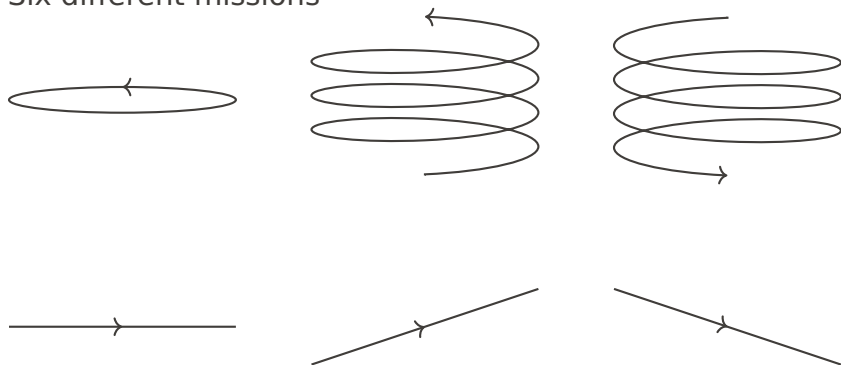
## Simulations

- Scenarios are built so that if no maneuver is issued, there is a collision
- Target separation distance:  $d = 3 \text{ NM}$
- Many sets of parameters for more than 200 000 simulations

# UAV

## Experimental Setup

- Speed: 80 kn & 160 kn
- Turn rate: 3°/s to 7°/s
- Six different missions



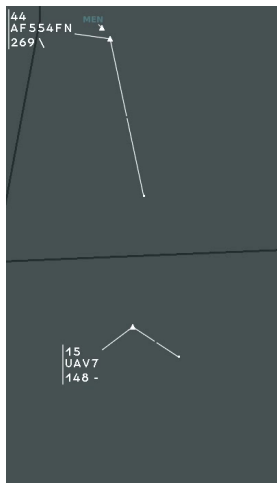
- Anticipation time:  $\tau = 5$  min
- Resolution every 10 s

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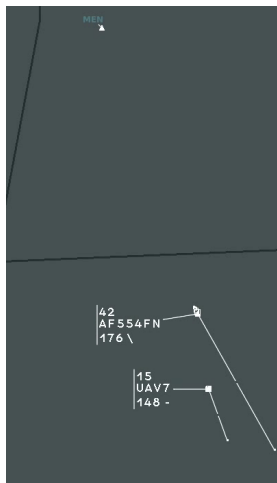
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# Resolution Example

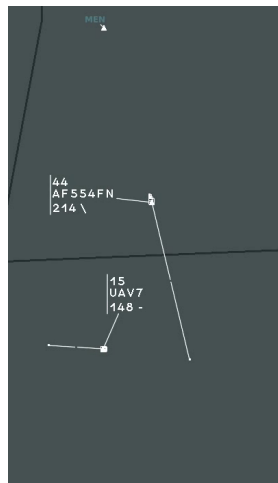
## Scenario



## Closest

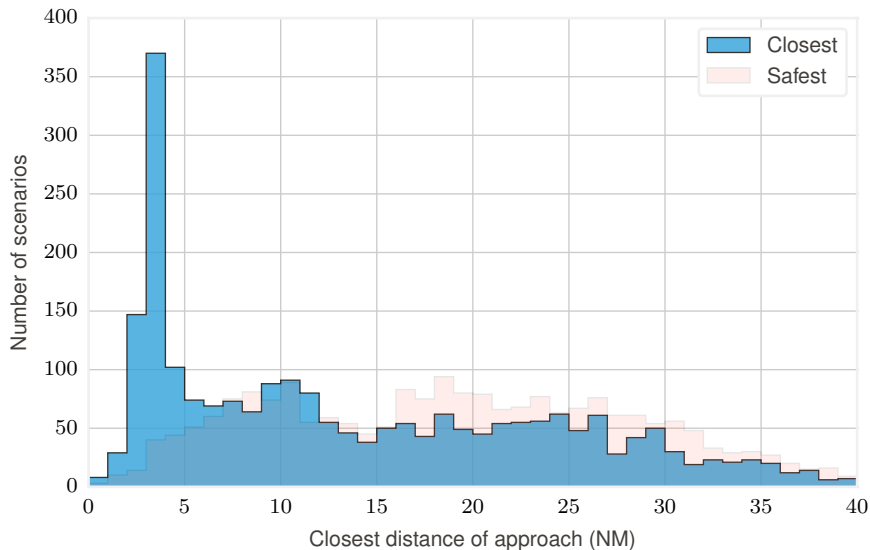


## Safest

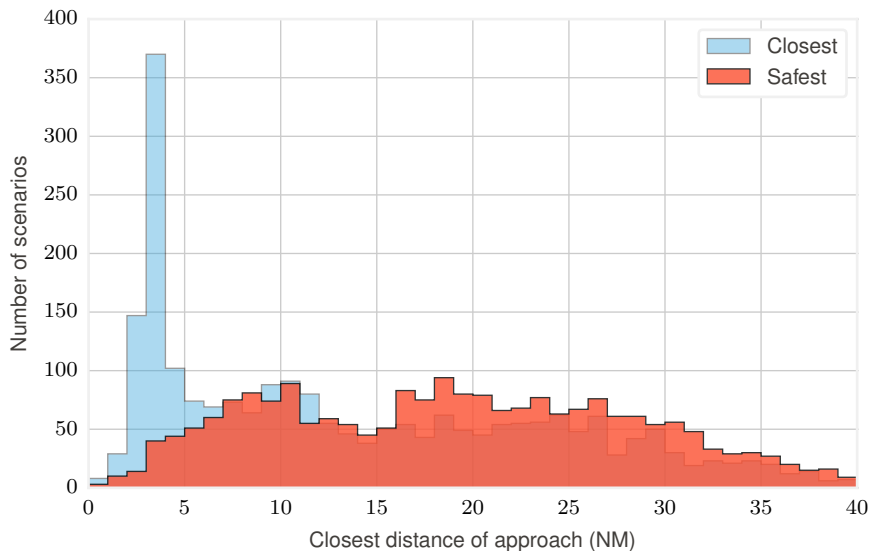




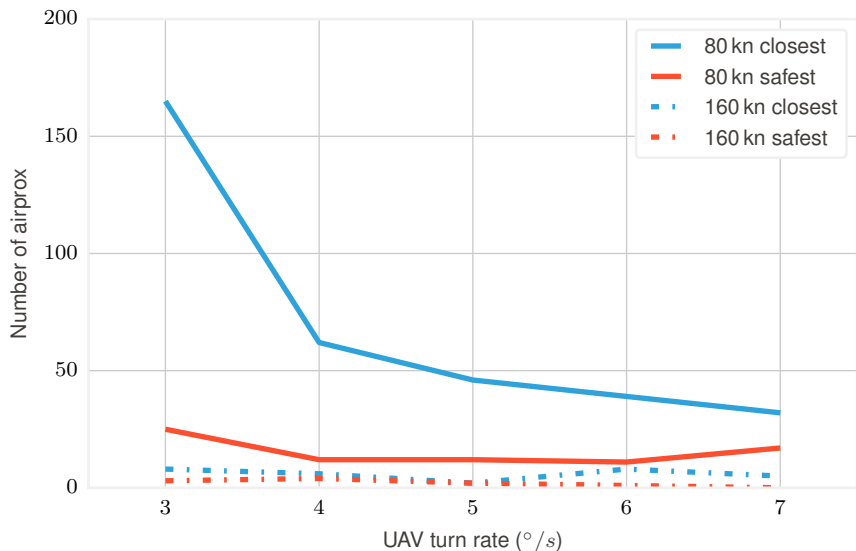
# Comparison of strategies



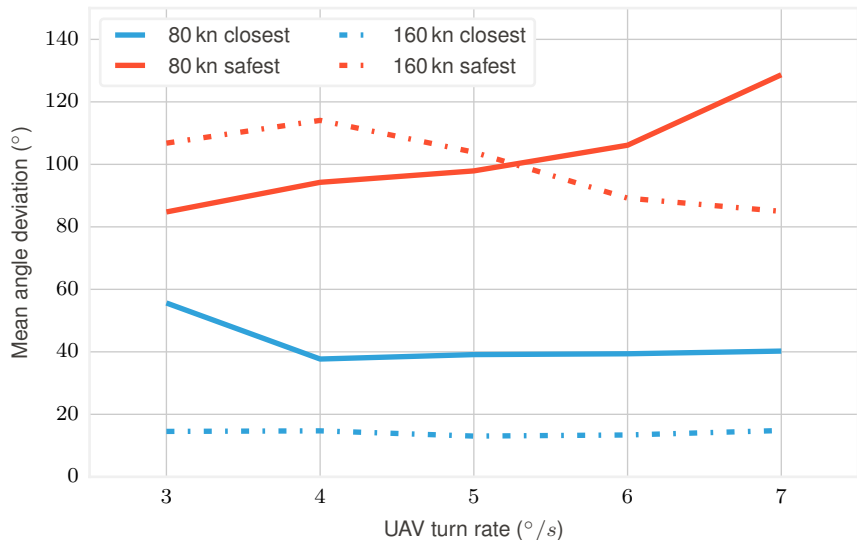
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# Influence of UAV maneuverability



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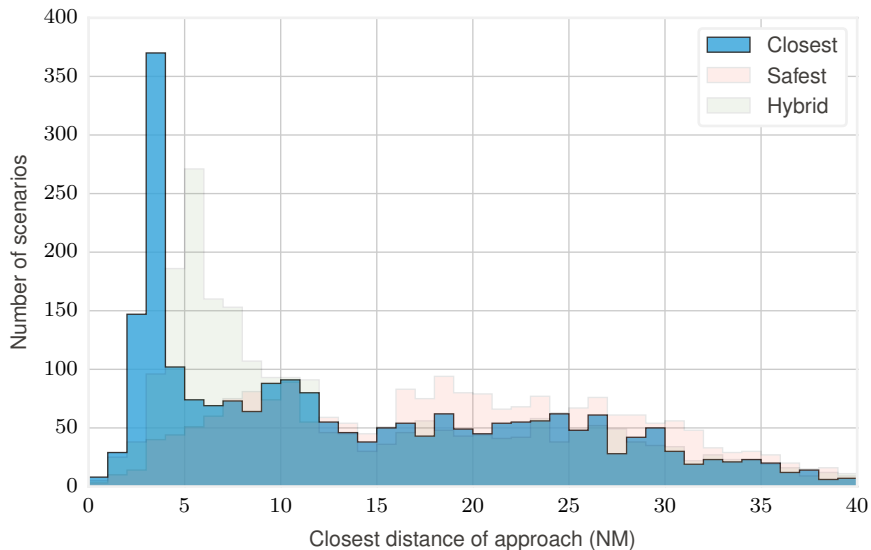
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# Conclusion

- Detect & Avoid geometrical algorithm
  - Intended to UAVs avoiding surrounding aircraft
  - Heading change maneuvers at constant speed
- Validated through intensive fast time simulation against recorded traffic in TMAs
- Two different strategies
  - Trying to stay as close as possible to mission trajectory
  - Providing a better safety level
- Maneuverability (speed and then turning capacity) is the key for an efficient collision avoidance
- Still a few conflicts remain (mainly with the least maneuverable configurations) that need analysis

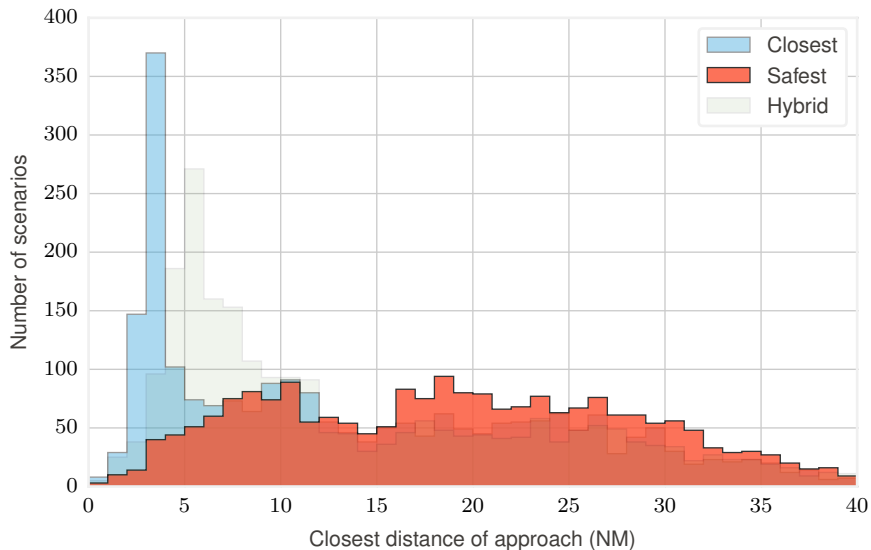
# Further Work

## Strategies Hybridization



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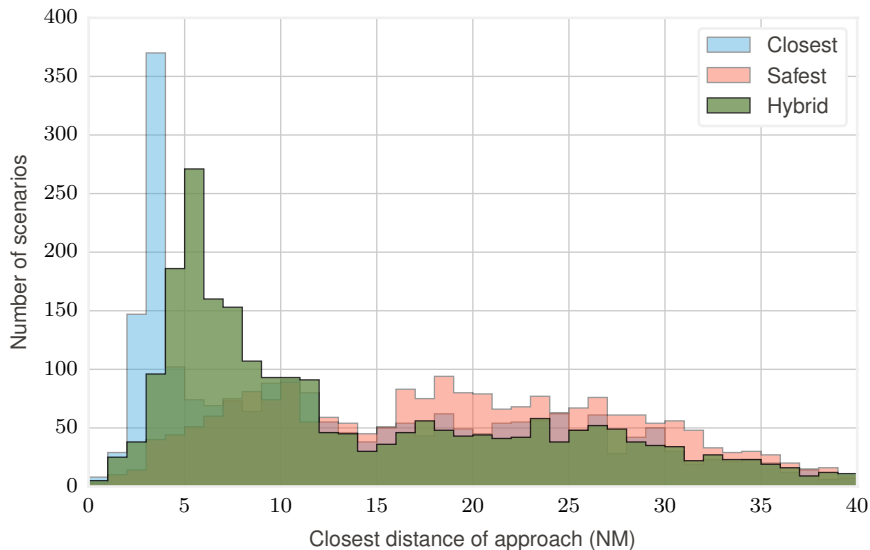
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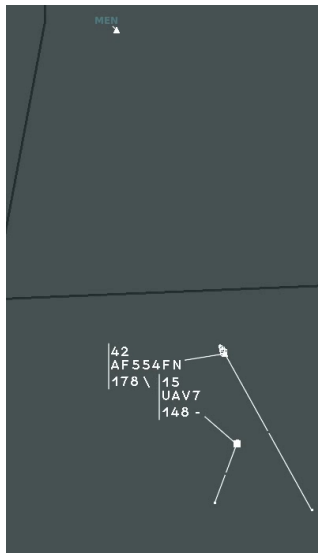
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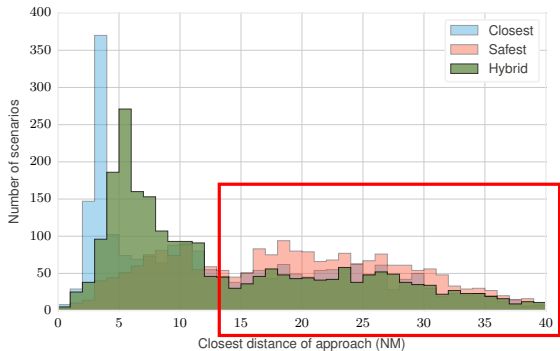
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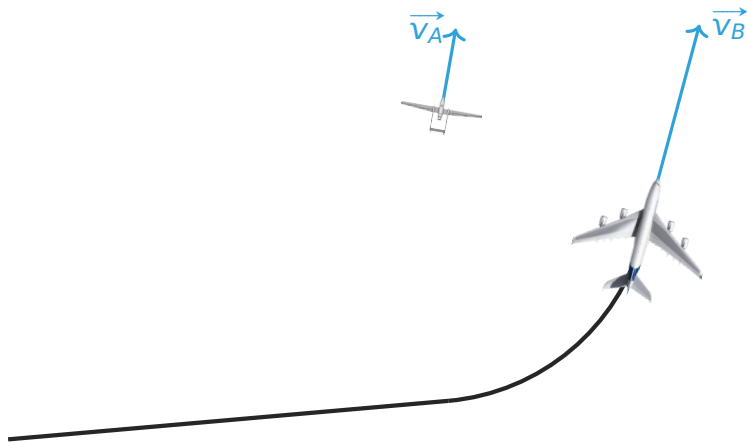
## Back to mission



- Maneuvers might lead the UAV far from its mission
- Need to compute a route back to mission
- How to detect end of conflict?

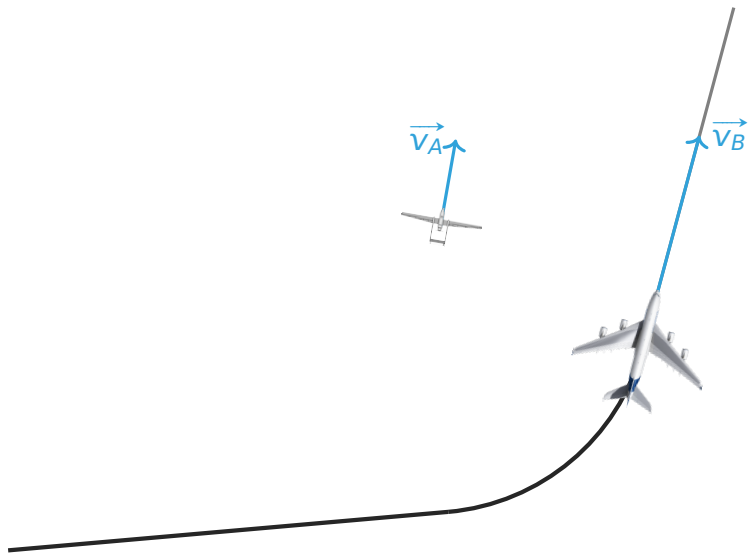
# Further Work

## Aircraft Trajectory Prediction



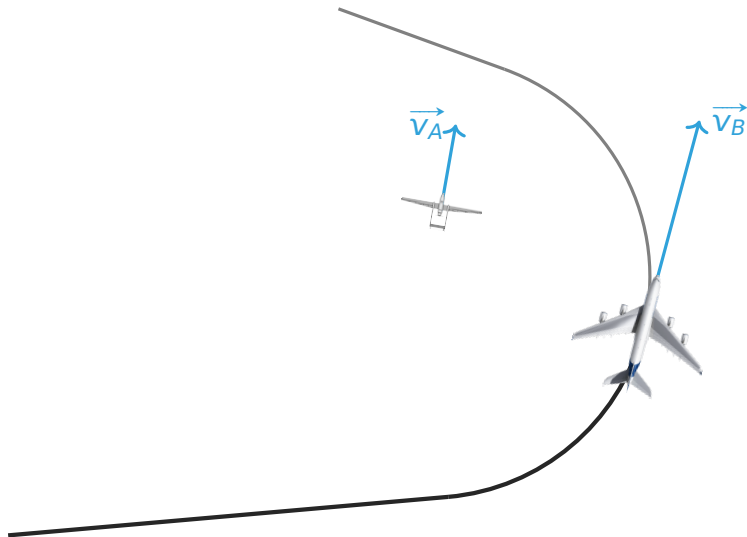
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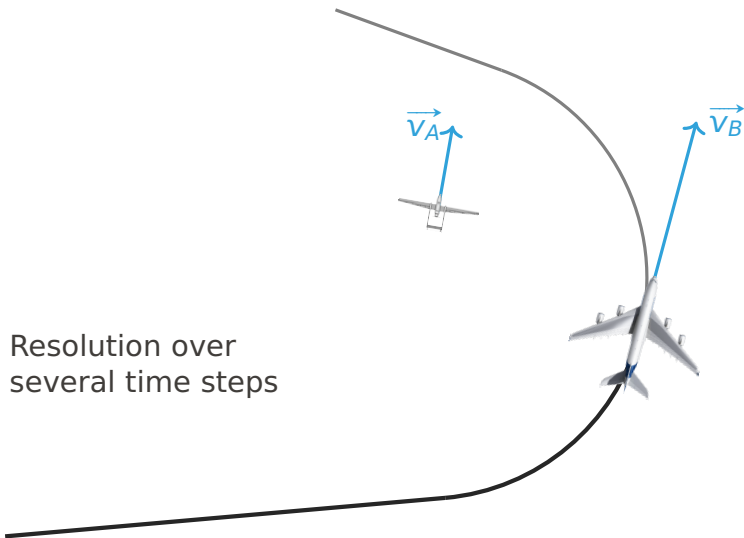
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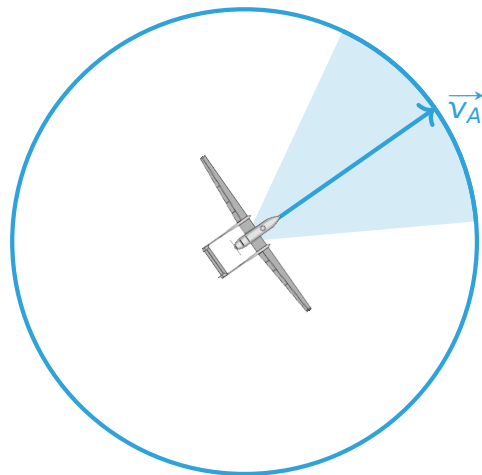
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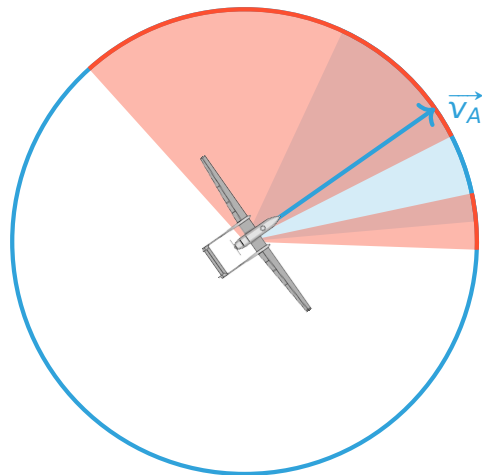
Enhanced strategy to escape “traps”





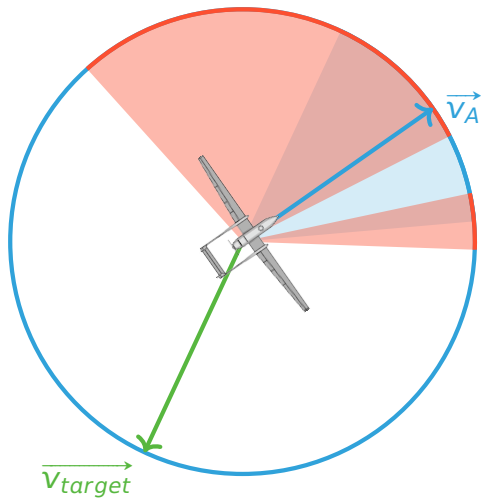
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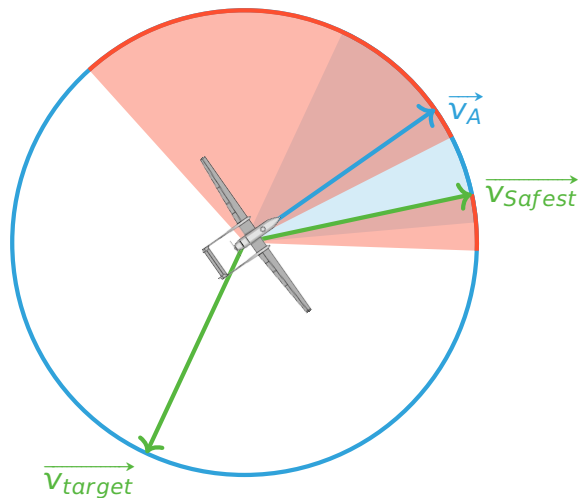
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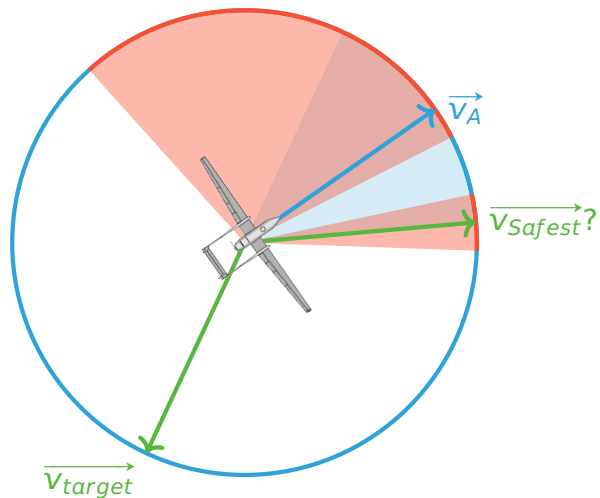
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# Time for questions



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