Project Plan:

Abstract

List of Tables

List of Figures

1. Introduction

1.1 Overview

1.2 Report Structure

1.3 Aims and Objectives

2. Literature review

3. Design & Methodology

3.1 Overview

3.2 Functional Requirements

3.3 Non-Functional Requirements

3.4 Clustering

3.5 Path Finding

3.6 GUI

3.7 System Design

4. Implementation

4.1 GUI

4.2 Clustering

4.3 Weather Data

4.4 Flight Path Correction

4.5 Map Drawing

4.6 Database Management

4.7 Path-Finding

4.8 HTML Output

5. Testing

5.1 Acceptance Testing

5.2 Performance Testing

5.3 Path Finding Algorithms

5.4 User Testing

Abstract

Introduction

Drones are an emerging technology for delivery. Many companies are developing systems to utilise them, such as Amazon with their “Prime Air” platform, and DHL with their “Parcelcopter”. They hold many benefits over traditional road-based delivery methods, such as lower cost, faster delivery and lower environmental impact. However, there are some obstacles to overcome before they see widespread use, such as legal issues and low flight range.

As with any delivery method, it is important that drones do not waste time. Their routes need to be optimised in order to speed up delivery for customers and companies alike. Because of this, it is vital that a schedule is created and maintained that details where each drone will be going and when.

Aims and Objectives

The aim of this project is to create a system to take input of customers and their locations, and create an efficient schedule for these customers. The following objectives must be completed in order to succeed at the task:

- Implement a simple Graphic User Interface (GUI)

- Develop a system to generate routes between customers

- Present the results graphically

- Allow comparison of different algorithms

Structure of Report

Chapter 2 – Literature Review

Chapter 3 – Design and Methodology to be implemented

Chapter 4 – Implementation of said design

Chapter 5 – Testing

Chapter 6 – Evaluation

Chapter 7 – Conclusions and future work

Literature Review

bla bla bla bla bla

Design and Methodology

This chapter will discuss the requirements of the project. The requirements are a direct result of the aims and objectives, and are steps required to complete these.

The methodology taken to implement the requirements is then explored.

Requirements

The requirements have been split into categories depending on importance using the MoSCoW system. Each requirement is classed as either “Must”, “Should”, “Could”, “Won’t”. For this project, “Won’t” has not been detailed.

“Must” requirements are those that the project cannot go without.

“Should” are important requirements, but not completely essential to the project.

“Could” are additional features that would be nice to have, but are a bonus, and their omission doesn’t affect the project in any way.

Functional Requirements

The functional requirements are functions of the implemented system. These detail tasks that the completed system will complete.

Must:

- A GUI – It is crucial to make the application usable to anyone that it has a simple GUI. This GUI has several characteristics that must be implemented in order to complete this task:

- A real map of a city. It allows the user to test out and see real-world results of their use.

- Input orders from the GUI. It is no good having a GUI if the user still has to input data using some other means

- Controllable parameters. One of the main aims of the project was to allow comparison of parameters. It will help users to see how adding or taking away drones for example will affect the results.

- Division of customers into smaller groups. As discussed in the Literature Review, it is vital that customers are broken down into manageable groups. Without this feature, the software will likely take far too long to complete path-finding, will be less likely to produce a good route, and also will not create a realistic scenario of multiple drones being able to fly at once.

- Sensible routes must be created. This is perhaps the main function of the application, and without it there is little to show. Routes must be created among customer groups that are sensible and follow some kind of rules in an attempt to optimise them.

Should:

- Multiple path finding algorithms implemented. This falls under the aim of comparing input parameters. It will be interesting for users to see and compare different algorithms, however providing there are other parameters that can be controlled, and one path-finding algorithm is included, this is not vital functionality.

- Consider weather conditions. One of the big drawbacks of drones is that they are greatly affected by the weather. In order to simulate a real-world system more accurately, this should be taken into consideration. Weather data such as wind speed, direction and precipitation may all be considered.

- Interactive user input. In a real-world system, the application would be running constantly and waiting for new orders to come in. If a new order is placed, the system shouldn’t shut down while it deals with this, it should be able to change an existing route or create a new one to accommodate the new customer.

Could:

- A display of the current state of routes as they are created. This would be an interesting feature to allow the user to see how the path-finding algorithm selected works.

- When running, show the location of each drone as they move through their route. This would be a bonus feature where the system is running in real time and updates with progress of drones along their routes.

Non-Functional Requirements

Non-Functional Requirements are those that do not detail functionality of the solution. They outline things such as hardware and software environments and how the solution should be delivered.

Must:

- Use python for development. Python has been selected due to familiarity from previous projects. Python is known for being useful for implementing AI solutions, which this project aims to do. Additionally there are a vast range of libraries to aid in development.

Should:

- Completed product should ship as a .exe file. This file type will run in windows, which the majority of users around the world will be running. With a little configuration this type of file can also run on Linux and MacOS. It allows users to simple double click the file and have the program run, without worrying about installing python themselves.

- Use an appropriate API for weather data if this function is implemented. An API should be selected that allows current or at least hourly weather data to be gathered either for free or for a low cost.

- Have a fast runtime. As this software is designed to emulate a real-world system, it is vital that the time taken to create a schedule is as fast as possible. If the system takes several hours to produce a solution, it would not be viable for real world use.

Could:

- Use scikit-learn library for clustering algorithms. The library provides a range of algorithms, such as both that “kMeans” and “affinity propagation”, which are detailed in the literature review. Developing a clustering algorithm ourselves is possible, however it is not the aim of this project to do.

- Use pyeasyga for the genetic algorithm. This is another free library for python. This one implements the Genetic Algorithm. As with clustering, the task that this project is aiming to solve is not whether or not this algorithm can be implemented, thus using a library is a good time-saving method.

- Could use PyQ to produce a GUI. PyQt is a powerful tool for creating attractive GUIs. It will allow a clean and simple user interface to be developed quickly.

Key Components

GUI

The graphic user interface is a key part of this project. It serves to both allow input and show resulting output. There are many options for creating a GUI using Python, however having reviewed several I felt that PyQt5 was the best fit for the job.

PyQt5

Qt is a free, open-source toolkit for creating GUIs. It is largely cross-platform, meaning it will run on Windows, Linux and macOS with no custom code required per operating system. It sees widespread use by many large companies, such as Sky, Mercedes-Benz and LG. Many popular applications are built using Qt, such as Google Earth, Adobe Photoshop Elements and VirtualBox. They have a library available for Python that enables attractive GUIs to be built quickly, this has been used to develop the application.

The library allows simple integration between interface and program functions. There is a wealth of documentation for PyQt5, many up to date tutorials and guides for assisting in production of the application. The code itself is simple to learn and write which will help speed up development.

Some alternative libraries for creating the GUI were considered, however they were found to be either too basic or too complex for the scope of this project. PyQt5 allows us to design the GUI to the exact standard we need for this project.

Clustering

Clustering is the second main section of the project. The clustering algorithm is responsible for breakdown down the overall problem into manageable chunks.

Scikit-learn kMeans

Scikit-learn is a free machine learning library for Python. It has many different algorithms implemented that we are free to pick up and use. In particular we are interested in the kMeans class. This is an implementation of the kMeans clustering algorithm, which we have chosen to use for grouping our customers by location. Using just a few lines of code we are able to sort our customers based on their location into however many groups we desire.

It also gives us the ability to input a new customer and discover which existing cluster they are closest to, which is a useful way of saving processing power and time when we have already calculated the clusters.

Path Finding

Path finding is the final major step in our project. Once the data has been broken into clusters, we can attempt to find a route through the customers in each cluster.

Greedy Best First

Greedy best first is a fairly straightforward algorithm. It was expected that we would be able to find a library to use to save time implementing this, however none was found. Because of this, I designed and implemented this myself in Python.

The basic flow of the algorithm is to calculate the time taken to get from the current location to each other location that is unvisited and pick the one with the smallest corresponding time. The process repeats until there are no more unvisited locations, at which point it returns home. Due to this simplicity, the code was written reasonably quickly and tested to confirm it works as expected.

Genetic Algorithm

A library was thankfully available for the genetic algorithm, as this algorithm is more complex and would have taken longer to develop and test than greedy best first. The library is “pyeasyga” and as with scikit-learn, it allowed me to rapidly implement the genetic algorithm.

The code that was written simply had to outline how the algorithm should behave at each stage:

- Creation of individuals is done by taking the latitude and longitude pairs of customers in each cluster and randomly assigning them a position in a list.

- Crossover is done by randomly selecting a position and swapping data from either side of two individuals in order to create two new children.

- Mutation randomly selects two customers in a route and swaps their position in the route. For example if the list goes 1 – 2 – 3 – 4 – 5 and customer 2 and 4 are selected, the resulting route would be 1 – 4 – 3 – 2 – 5.

- Selection