

Autonomous Systems – Avalanche Mission Team Pi

Team Pi

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- Our solution explained
- A mission run visualized
- Who did what?



Mission Statement

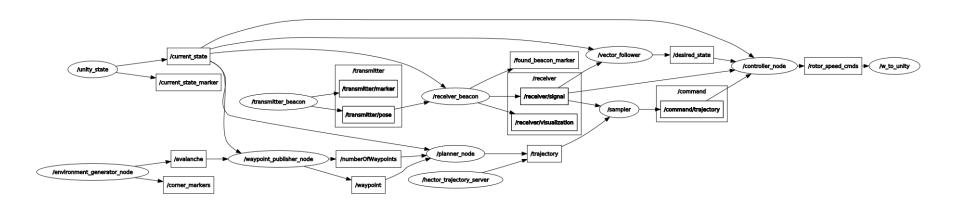
- Find randomly place avalanche beacons within a rectangular search area
- Beacons only have a limited sensor range
- Intelligent search strategy with switching between search pattern and signal handling needed





Our solution explained

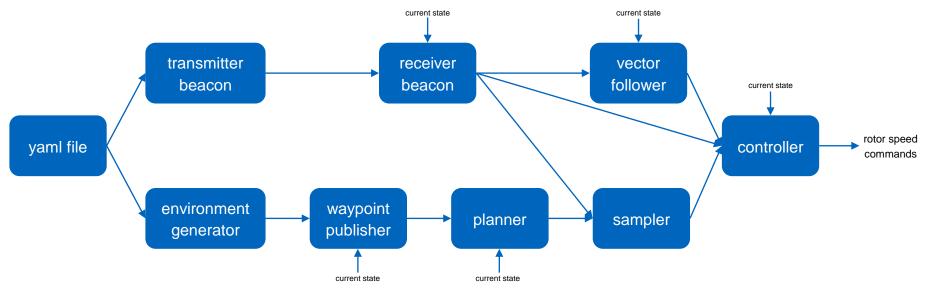
rqt graph





Our solution explained

Simplified rqt graph





Transmitter beacon



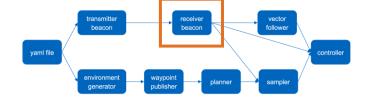
- Corners of search area and number of beacons are defined within a .yaml file
- Creates random positions of beacons and sets their orientation in space
- Sends the pose information and a beacon ID to the receiver node

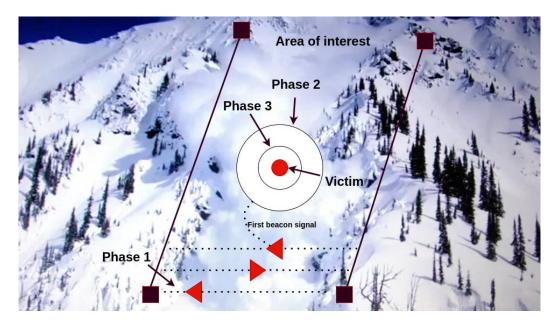
```
# Set the three corners of your search area (parallelogram) here
avalanche:
    cornerA:
        x: 411
        y: 127.2
        z: 90
    cornerB:
        x: 60
        y: 175
        z: 10
    cornerC:
        x: 31.6
        y: -17.5
        z: 10

#Set the number of beacons here
numberOfBeacons: 4
```



Receiver beacon

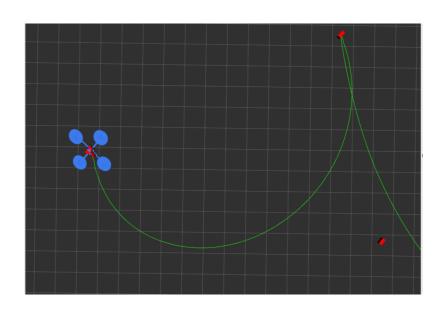


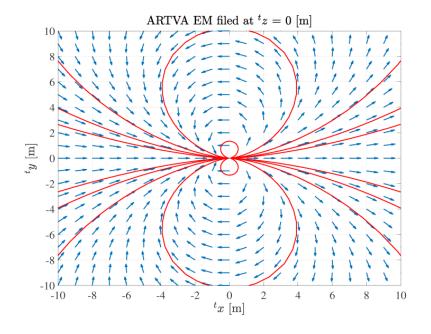




Receiver beacon









Environment Generator



Input:

Configuration file

Function:

Define search area

Output:

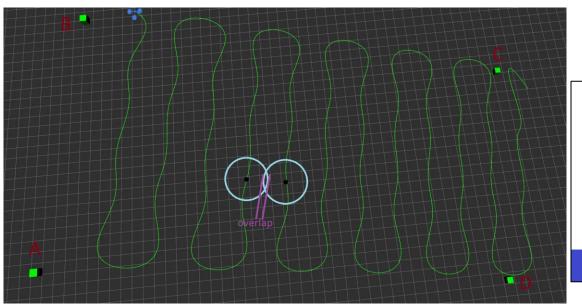
- Corners of the search area
- Markers for visualization

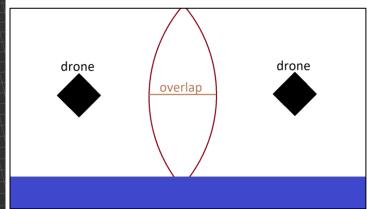


Waypoint Publisher

mission planning









Waypoint Publisher

mission publishing

Input:

corners of search area

Function:

generate search pattern

Output:

- number of waypoints
- waypoints





Planner



Input:

- number of waypoints
- waypoints one by one

Function:

generate snap trajectory

Output:

trajectory



Sampler



Input:

- trajectory
- receiver beacon distance

Function:

- generate desired state message for controller
- pause publishing during victim search

Output:

desired state message



Vector Follower



Input:

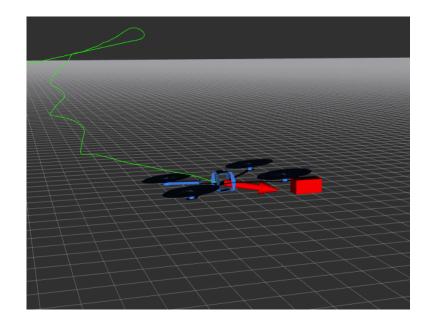
- Beacon signal (flux vector, distance)
- Current state

Function:

- Follows the flux vector
- Calculates speed and position boundary

Output:

Trajectory for beacon approach





Vector Follower



Input:

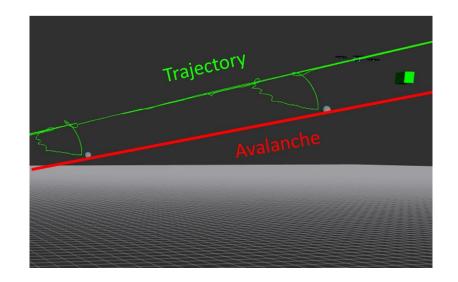
- Beacon signal (flux vector, distance)
- Current state

Function:

- Follows the flux vector
- Calculates speed and position boundary

Output:

Trajectory for beacon approach





Controller

Input:

- Beacon signal (distance)
- Trajectory (vector or waypoint follower)
- Current state

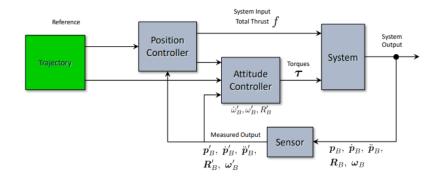
Function:

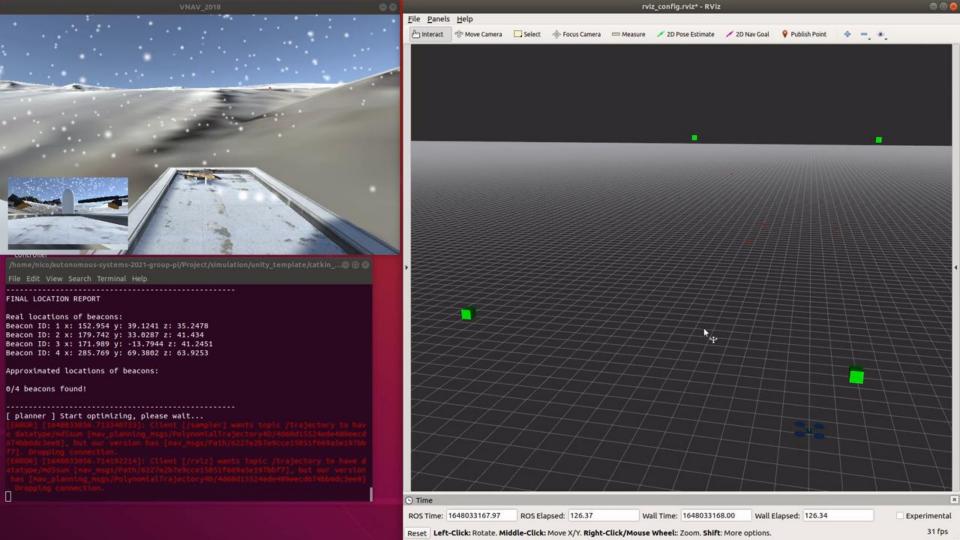
- Decision logic for vector or waypoint following
- Geometric controller (from Lecture)

Output:

Rotor speeds









Team member contribution?

Mission planning: Nicholas

Trajectory: Maximilian

Beacon simulation: Divij & Benedikt

Control: Samuel

Visualization and location report: Benedikt & Samuel

Any Questions?