

An Optimized Circulating Vector Field Obstacle Avoidance Guidance for Unmanned
Aerial Vehicles

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Master of Science

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ABSTRACT

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Unmanned Aerial Vehicles (UAVs) are guided to fly along straight line, obstacle free paths that connect pre-planned waypoints. Initially undiscovered obstacles encountered during flight may require waypoints to be re-planned. Obstacles could be avoided without the need to re-plan mission waypoints by implementing vector field path following in conjunction with repulsive obstacle vector fields. Vector fields that combine weighted repulsive and attractive components to provide an optimized obstacle avoidance guidance was investigated to avoid singularities and improve path tracking performance compared to potential field.

In memory of Jack Clem

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LIST OF SYMBOLS

$\dot{\theta}$	UAV maximum turn rate [deg/s]
\vec{X}	UAV position [m]
t	time [s]
t	time [s]
\vec{U}	UAV velocity [m/s]
θ	UAV heading [deg]
dt	Discrete time step [s]
\vec{R}	Potential Field heading guidance vector [deg]
\vec{F}_t	Potential Field artificial attractive force [-]
(x_t, y_t)	Potential Field goal position [m]
d_t	Potential Field range to goal from robot [m]
$\vec{F}_{i,j}$	Potential Field obstacle artificial force [-]
(x_i, y_j)	Potential Field obstacle cell position [m]
i, j	Potential Field obstacle cell index [-]
F_{cr}	Potential Field constant repulsive artificial force [-]
W	Potential Field vehicle width [m]
$C_{i,j}$	Potential Field cell certainty [-]
$d_{i,j}$	Potential Field range to cell center [m]
χ^d	Lyapunov guidance vector [deg]
χ^{\inf}	Lyapunov course approach angle [deg]
y	UAV's lateral distance to path [m]
\bar{k}	Lyapunov transition constant [-]
ψ	UAV angular position around loiter circle [deg]
r	Radius of circular path [m]
d	Range to path or obstacle center [m]
n	Number of spatial dimensions [-]
q	Spatial dimension set [-]
$\alpha_i(x_1, x_2, \dots x_n, t)$	Implicit surface function [-]
\vec{V}	Guidance vector [deg]
G	Convergence weight [-]
H	Circulation weight [-]
L	Time-varying weight [-]
\vec{V}_{conv}	Convergence vector [deg]
\vec{V}_{circ}	Circulation vector [deg]
\vec{V}_{tv}	Time varying vector [deg]
M	Gradient matrix [-]
a	Velocity column vector [-]
\vec{V}_p	Path following guidance [deg]

\vec{V}_o	Obstacle avoidance guidance [deg]
P	Obstacle field decay weight [-]
R	Obstacle field decay edge [-]
δ	Straight target path angle [deg]
$\ \bullet\ $	Vector magnitude []
x_c	Obstacle x position [m]
y_c	Obstacle y position [m]
\bar{x}	x range to obstacle [m]
\bar{y}	y range to obstacle [m]
r_o	Obstacle radius [m]
m	Obstacle radius multiplier [-]
k	Decay radius multiplier [-]
θ_r	UAV turning radius [m]
γ	Path deviation cost function [-]
t_f	Time final [-]
$\bar{\gamma}$	Path deviation cost function with obstacle penalization [-]
$j(x, y)$	Obstacle penalization function [-]

LIST OF ACRONYMS

UAV	Unmanned Aerial Vehicles
VF	Vector Field
UAS	Unmanned Aerial System
VFF	Virtual Force Field
TPLVF	Tangent Plus Lyapunov Vector Field
RRT*	Optimal Rapid Radom Trees
DT	Delauny Triangulation
GVF	Gradient Vector Field

1 INTRODUCTION

1.1 Motivation and Problem Statement

Unmanned aerial vehicles (UAV)s are pilotless aircraft used by military, police, and civilian communities for tasks such as damage assessment [1], surveying [2], and target tracking [3–8]. Many of these tasks depend on the UAVs ability to autonomously follow a path while potentially avoiding obstacles and no-fly zones. UAV paths are typically followed by implementing heading guidance systems such as waypoint [9], Proportional-Integral-Derivative (PID) [10], non-linear guidance laws [11], or Linear Quadratic Regulator (LQR) [12]. Conventional path following guidance systems are typically not capable of avoiding obstacles without partially or completely re-planning the path. Vehicle paths are typically generated on a remote ground station and relayed to the UAV’s autopilot which may be impossible under certain conditions, such as flying beyond line-of-sight. Heading guidance that accomplishes path following while avoiding obstacles without the need for re-planning waypoints may be beneficial. Avoiding obstacles without path re-planning has been achieved by vector field guidance [5, 13–16] guidance.

Vector Field (VF) guidance is a method that is mainly used for path following [13–19] and can be useful for obstacle avoidance [20, 21]. VFs can produce continuous heading vectors that can be used to guide a UAV to coverage and follow a path. Vectors are calculated by summing together convergence and circulation terms that are weighted by static scalars. Obstacles can be represented as repulsive VFs that direct the UAV away from the no-fly zone. Strictly repulsive VFs do not always route the UAV around an obstacle and can cause singularities, small regions where path following and obstacle vectors cancel. Modifying repulsive VFs to include circulation and an appropriate decay radius may be used to produce an optimal guidance. **A method for optimizing obstacle field decay radius and circulation with singularity detection is the contribution of this thesis.**

1.2 Methods Overview

This research was conducted in three phases consisting of numerical simulations and indoor flight experiments. Phase I describes the construction of path following and repulsive gradient vector fields (GVFs) followed by the characterization of regions of null guidance in summed fields, called singularities. Phase II investigated a numerical method for optimizing obstacle field decay radius and circulation weight which minimizes a path deviation cost function. Lastly, the optimized GVF was implemented on an indoor flying quadcopter with fixed wing Dubin's constraints. Flight tests and simulation costs were compared. A summary of each phase's objective is provided below.

1.3 Phase I

Characterize and present a method of locating singularities in a summed GVF.

Equations for constructing path following and repulsive GVFs are presented. Target path following and obstacle fields are summed together and the presence of singularities is discussed. A method of locating singularities numerically in a summed field is provided.

1.4 Phase II

Determine a combination of circulation and decay radius for a circular obstacle GVF that produces an optimized obstacle avoidance. A UAV modeled as a Dubin's vehicle is used to demonstrate GVF guidance for converging and following a straight path. A worst case collision scenario is presented where an obstacle centered on a planned path is to be avoided. Obstacle GVF decay radius and circulation are optimized to minimize a path deviation cost function. The optimized GVF is compared against both waypoint and potential field methods for the UAV's path deviation.

1.5 Phase III

Demonstrate optimized GVF guidance on multirotor UAV flying with fixed wing turn-rate constraints. The modified GVF developed in Phase II was implemented on a crazyflie 2.0 quadcopter flying in an indoor environment. Dubin's turn rate constraints were applied in order to emulate the behavior of a fixed wing UAV. Deviation from a planned path while avoiding a circular obstacle is compared to simulations for several avoidance scenarios.

1.6 Summary of Objectives

Each phase consisted of an **objective** that was accomplished by executing several *tasks*. Completion of all objectives and phases resulted in the final deliverable.

Phase I Objective: Demonstrate and locate singularities in a summed gradient vector field
Tasks:

1. *Construct GVF equations from literature*
2. *Evaluate scenarios where singularities are expected*
3. *Characterize location of singularities*

Phase II Objective: Determine combination of repulsive gradient vector field circulation and decay radius that minimizes a path deviation cost function
Tasks:

1. *Define obstacles in terms of UAV turning radius*
2. *Determine combination of GVF decay radius and circulation weight that minimizes path deviation cost function*

Phase III Objective: Validate modified gradient vector field guidance with indoor quadrotor experiments emulating fixed wing turn rate constraints

Tasks:

1. *Build quadcopter and modify for roll, pitch, thrust, and yaw rate control*
2. *Program optimized GVF guidance and PID control systems into Python ground station*
3. *Repeat simulations performed in Phase II on quadcopter and compare results*

Deliverable: An optimized GVF for avoiding circular obstacles with minimal deviation from a planned path

2 LITERATURE REVIEW

2.1 Literature Review Introduction

A literature review was conducted on unmanned aerial vehicles (UAVs), the tasks that they are typically used for, and how the crafts accomplish their intended tasks. It was determined that UAVs accomplish tasks by following pre-planned paths that are generally calculated on an off-board ground station. Guidance systems for following pre-planned paths in literature are discussed. In general, guidance systems were found to not be equipped to avoid obstacles without the need to re-plan mission paths. Guidances for avoiding obstacles without the need to re-plan an obstacle free path are presented and compared.

2.2 Unmanned Aerial Vehicles

UAVs are pilotless aircraft used by military, police, and civilian communities for tasks that may put pilots of conventional manned aircraft in harms way [22]. Tasks can be carried out by a single UAV or in cooperation with other air [6, 7, 23] or ground [24] vehicles. Using UAVs has several advantages over manned aircraft consisting of low operating cost, reduced risk to human operators, and the ability to perform mundane and repetitive tasks autonomously without heavy human interaction [25]. In general, UAVs are categorized into fixed wing and rotor craft varieties that range in size, payload, and flight time capabilities [26]. Fixed wing UAVs, Figure 2.1a, are typically used for tasks that require longer flight times and larger payloads, such as cameras and cargo. Rotor craft, Figure 2.1, have a lower payload capacity compared to fixed wings, have the ability to hover, and are highly maneuverable.



Figure 2.1: Fixed wing UAV (a) and multirotor UAV (b)

Whether it is a fixed wing or rotor craft, UAVs can be programmed to fly autonomously without the direct input of a pilot. When flying autonomously, the vehicle typically accomplishes tasks by following a pre-planned flight path. Flight paths are often generated off-line at dedicated ground station and relayed to the UAV over radio.

2.2.1 Ground Stations

Ground stations are the hardware and software framework used to configure UAV settings, plan missions, and collect mission data. Commercial open source ground stations such as QGround Control [27] depend on a human operator's knowledge of the environment to plan an obstacle free path. Takeoff, landing, and emergency return-to-home locations are designated in safe clearings capable of accommodating the vehicle. Other tasks such as area surveying and loitering can be assigned at certain points along the mission path [28]. An example of a mission path consisting of taking off, surveying, and landing is shown in Figure 2.2



Figure 2.2: Ground station software planning a waypoint based mission

Paths are commonly represented as a series of finite waypoints in commercial UAV autopilots such as the Piccolo [29], Kestral [30], and Pixhawk [31].

2.2.2 Autopilot

The UAV autopilot is responsible for controlling a pre-planned path and maintaining vehicle stability while under the influence of environmental disturbances. Stable flight while path following is accomplished by implementing feed-back control, navigation, and guidance systems [26]. Feed-back refers to the closure of an open-loop control system which allows a reference error to be calculated between the desired state of the UAV, the reference, and the current state of the UAV. Reference error is used to calculate the actuator output required to modify the vehicle's attitude and position while preventing unbounded oscillation. Attitude and position feed-back is provided by the navigation system by sampling on-board sensors such as global position system (GPS) and inertial measurement

units (IMUs). Filtering and fusing noisy data from multiple sources is often accomplished through estimation techniques such as the Kalman filter [32]. The guidance system directs the UAV with a commanded heading towards a desired goal, such as a waypoint or path. A high level overview of the autopilot's systems can be seen in Figure 2.3. When simulating new guidance or navigation systems it is common to model the plant as a Dubin's vehicle with turn rate constraints for simplicity. UAVs are high order and non-linear systems that can be complex to model [26], making Dubin's modeling a convenient simplification.

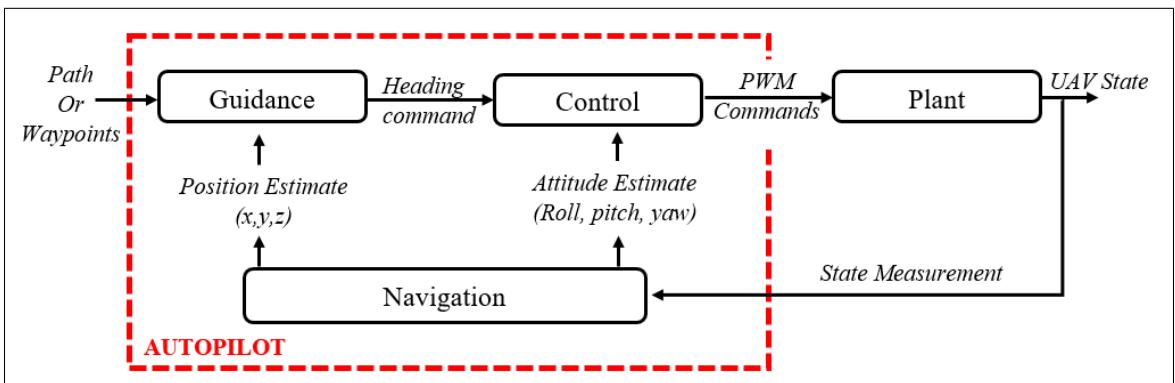


Figure 2.3: Autopilot's Navigation, Guidance, and Control Architecture

2.3 Dubins Vehicle Model

The dynamics of a UAV are often simplified by modeling the UAV as a Dubin's vehicle when simulating guidance systems [5, 13, 17–19]. It is assumed that the autopilot's control system is capable of maintaining stability, speed u , and can turn the vehicle at a maximum fixed turn rate $\dot{\theta}$. The position of the UAV \vec{X} at time t is calculated from the integral of the velocity vector \vec{U} , Equation 2.2. Heading θ is an input from a guidance system. Here the turn rate of the UAV is restricted to 20 degrees per second.

$$\vec{U}(t) = u \begin{bmatrix} \cos(\theta(t)) \\ \sin(\theta(t)) \end{bmatrix} \quad (2.1)$$

$$\vec{X}(t) = \vec{U}dt + \vec{X}(t-1) \quad (2.2)$$

$$\dot{\theta} \leq 20deg/s \quad (2.3)$$

2.4 UAV Guidance

On-board guidance systems attempt to minimize the lateral error to the path by commanding a heading pointing to the path. Guidance methods for following a pre-planned path include geometric methods such as waypoint [9] or carrot chasing [33] and control techniques such as proportional-integral-derivative (PID) [10], non-linear guidance laws [11], and linear quadratic regulator (LQR) [12]. These methods may not have the ability to avoid new or previously unknown obstacles without the need to generate a new path. Re-planning and relaying a new obstacle free path may be impossible under certain conditions, such as flying beyond radio communication range. It would be beneficial to remove the guidance system's dependence on the path planner to produce a new obstacle free path when new obstacles are encountered. Avoiding obstacles without the need to re-plan has been achieved with potential field and vector field, which represents obstacles as artificial repulsive forces that locally push away from obstacles.

2.4.1 Potential Field

Potential field is based on the principle of driving a point masses state from a high potential to a globally low potential using artificial attractive and repulsive forces [34]. An attractive force directs the point mass in the direction of a goal located at a globally minimum potential and obstacles can be represented as repulsive forces that act locally to push the point mass away. An example of a point mass directed by potential field from a high potential to a globally minimum potential while avoiding an obstacle is shown

in Figure 2.4. Potential field is also capable of acting as a path and trajectory planning algorithm [35], possibly eliminating the off-board path planner.

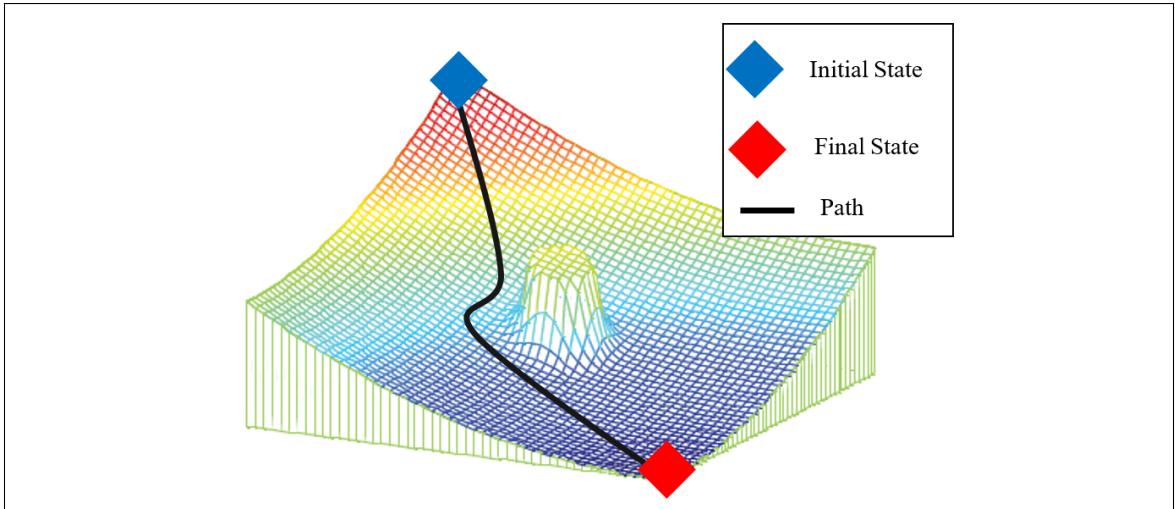


Figure 2.4: Single Obstacle Potential Field Gradient [36]

An implementation of potential field on a mobile ground robot equipped with ultrasonic sensors for real-time obstacle detection can be found in [37–39]. A differential drive robot was guided with the guidance, \vec{R} , which directed the robot towards a goal and away from nearby obstacles. The robot was attracted towards a goal with constant magnitude force, \vec{F}_t , located at (x_t, y_t) and a distance d_t from the robot. In the immediate area of the robot, an active window recorded integer certainty values inside discrete cells. Cells containing an obstacle provide a repulsive force, $\vec{F}_{i,j}$, opposite in direction to the line-of-sight from vehicle to cell location (x_i, y_j) , where (i, j) represents the cell index, F_{cr} is a constant repulsive force, W the vehicle's width, $C_{i,j}$ a cell's certainty, and $d_{i,j}$ the distance to the center of the cell with respect to robots center.

$$\vec{R} = \vec{F}_r + \vec{F}_t \quad (2.4)$$

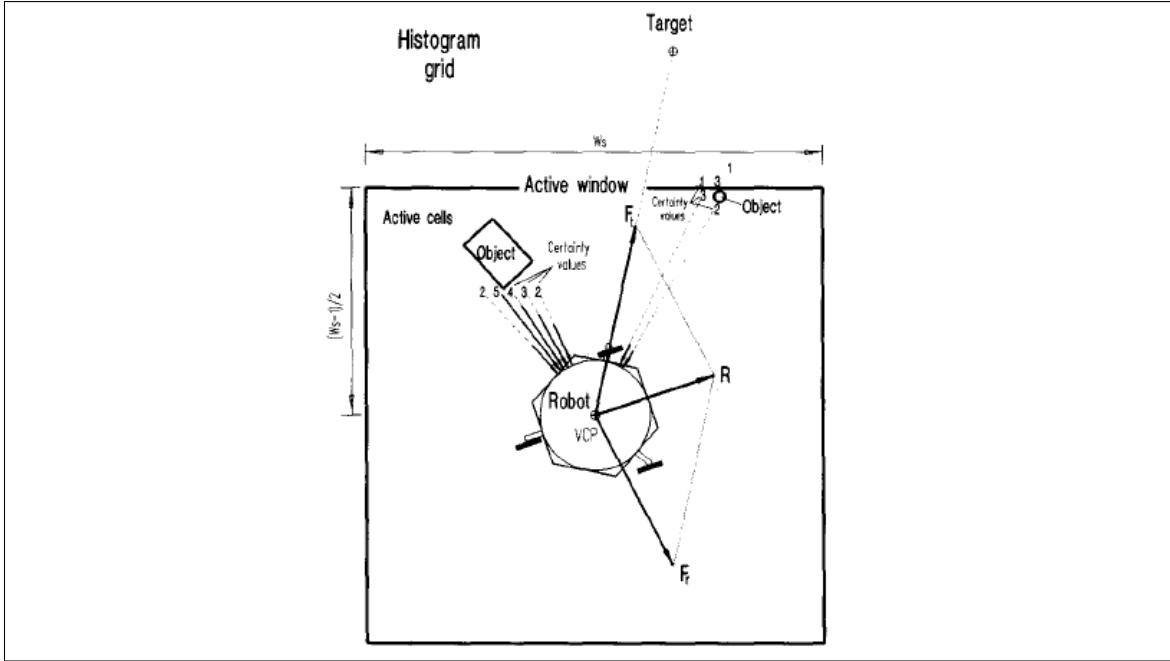


Figure 2.5: Virtual force field histogram acting on a mobile robot [38]

$$\vec{F}_{i,j} = \frac{F_{cr} W^n C_{i,j}}{d_{i,j}^n} \left(\frac{x_i - x_0}{d_{i,j}} \hat{x} + \frac{y_i - y_0}{d_{i,j}} \hat{y} \right) \quad (2.5)$$

The total repulsive force exerted on the robot is determined by summing the active cells, shown in Equation 2.6

$$\vec{F}_r = \sum_{i,j} \vec{F}_{i,j} \quad (2.6)$$

$$\vec{F}_t = F_{ct} \left(\frac{x_t - x_0}{d_t} \hat{x} + \frac{y_t - y_0}{d_t} \hat{y} \right) \quad (2.7)$$

Major drawbacks to potential field were identified in [39] consisting of local minimum and oscillations in corridors. Local minimum are solutions in the potential field that are caused by the close spacing of obstacles which may result in a well that can trap the system into a local stable point prior to reaching the global minimum. A scenario similar to that shown in Figure 2.4 with two more obstacles results in a trap situation where the

state settles into a well on the gradient, shown in Figure 2.6. Additionally, closely spaced obstacles may also be difficult to pass between, shown in Figure 2.7a. Oscillations can also be experienced near obstacles or in narrow passages at high speeds, shown in Figure 2.7b.

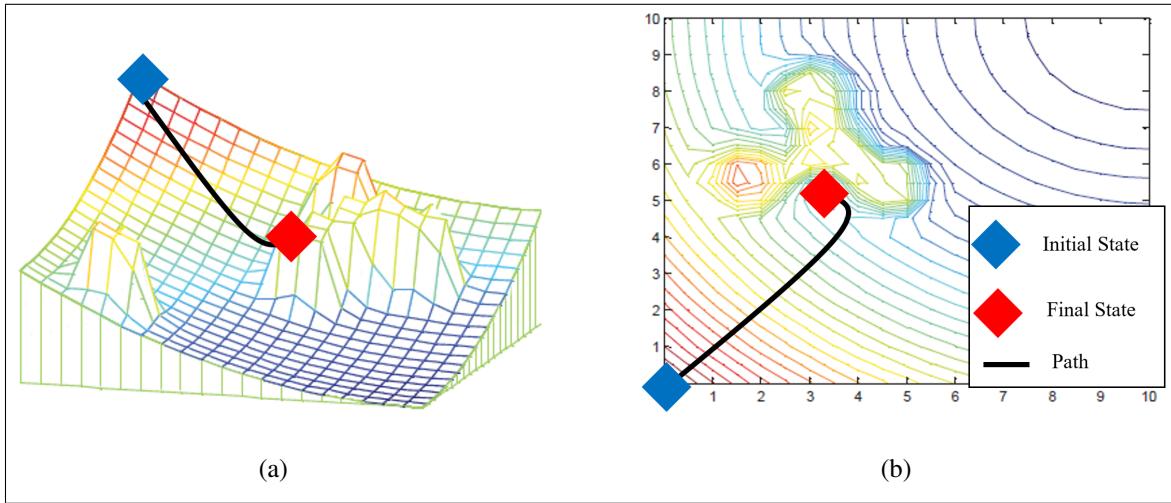


Figure 2.6: Potential Field Local Minimum [36]

Proposed solutions to local minimum include object clustering and virtual waypoint method [36], virtual escaping route [40], and use of navigation functions [41]. Oscillations in potential field were addressed in [42] and [43].

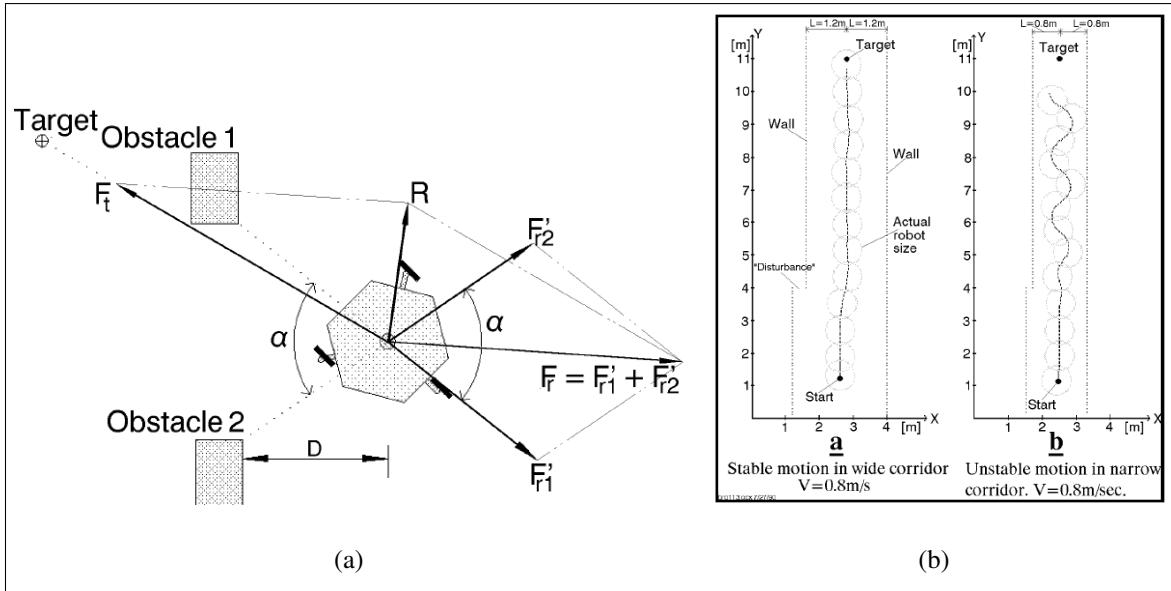


Figure 2.7: Potential Field Local Minimum [36]

Navigation functions [41] and obstacle clustering [36] have been used to prevent local minimums in potential field. Navigation functions relate kinematic constraints to the gradient potential to produce a bounded and local minimum free solution [35]. Clustering closely spaced obstacles into a single and equally repulsive obstacle prevents local minimum from forming, shown in Figure 2.8.

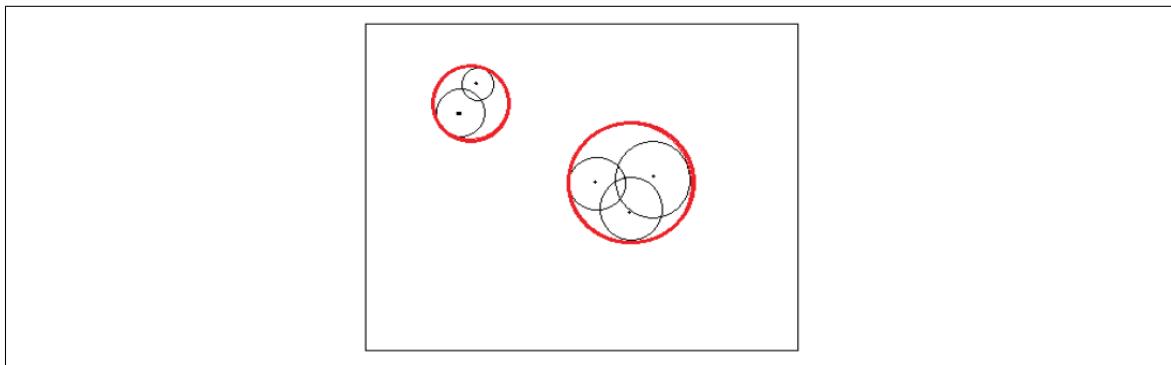


Figure 2.8: Obstacle Clustering to Prevent Local Minimum [36]

Potential Field's ability to avoid obstacles and combine path planning, trajectory planning, and control into a single system makes it an attractive guidance method for robots seeking a singular point, even with the limitations discussed in [39]. Unlike the mobile ground robots in [37], fixed wing UAVs must maintain a minimum forward velocity, have limited turning radius, and cannot converge to a single point. Vehicles with velocity and turn rate constraints may not return to a pre-planned path once the obstacle has been avoided, shown in Figure 2.9. Methods that direct a UAV to a path instead of a discrete point has been achieved with Lyapunov and gradient vector fields.

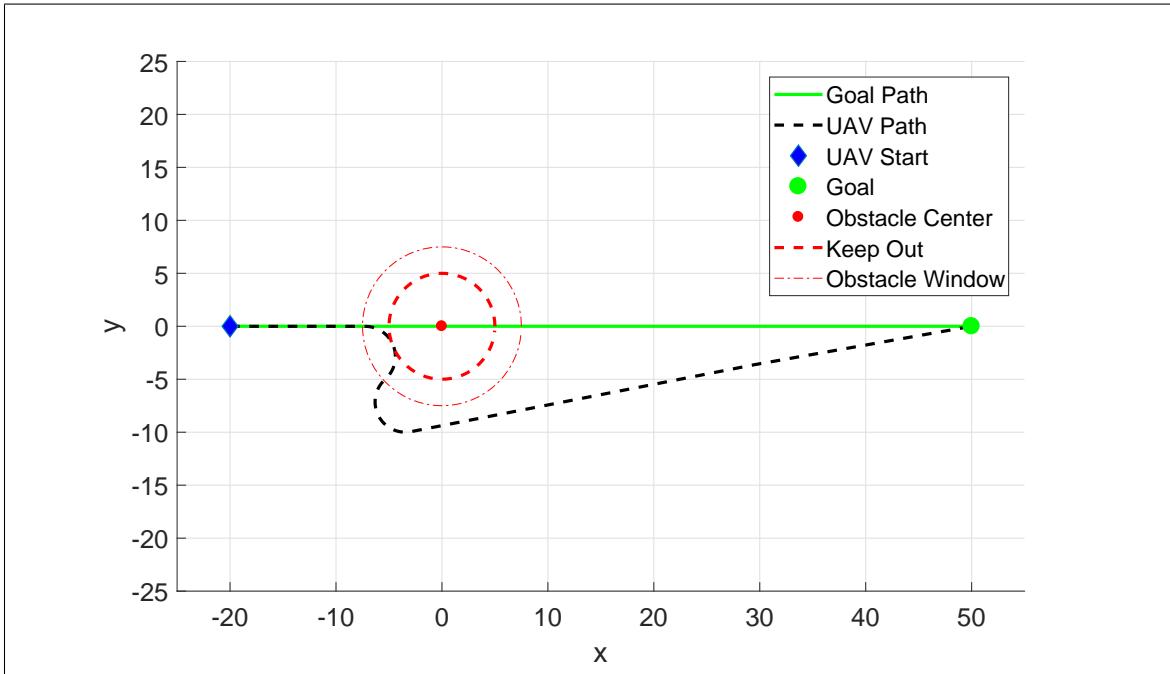


Figure 2.9: UAV avoiding obstacle with VFF Guidance

2.4.2 Lyapunov Vector Fields

Lyapunov vector fields for converging and following straight and circular paths were described in [17]. For converging and following a straight path, a guidance vector χ^d is determined in Equation 2.8, where χ^∞ is the course approach angle, y is the lateral

distance to the path, and \bar{k} is a positive constant that determines the rate of transition between convergence and following. An example of a Lyapunov vector field converging and following a straight line is shown in Figure 2.10a.

$$\chi^d(y) = -\chi^\infty \frac{2}{\pi} \tan^{-1}(\bar{k}y) \quad (2.8)$$

For converging and following a circular path, a guidance vector χ^d is determined in Equation 2.9, where ψ is the UAVs angular position with respect to the circle, r is the paths radius, d is the distance from the circles center, and \bar{k} is a positive constant that determines the transition behavior. An example of a Lyapunov vector field for converging and following a circular path is shown in Figure 2.10b.

$$\chi^d(d) = \psi - \frac{\pi}{2} - \tan^{-1}\left(\bar{k}\frac{d-r}{r}\right) \quad (2.9)$$

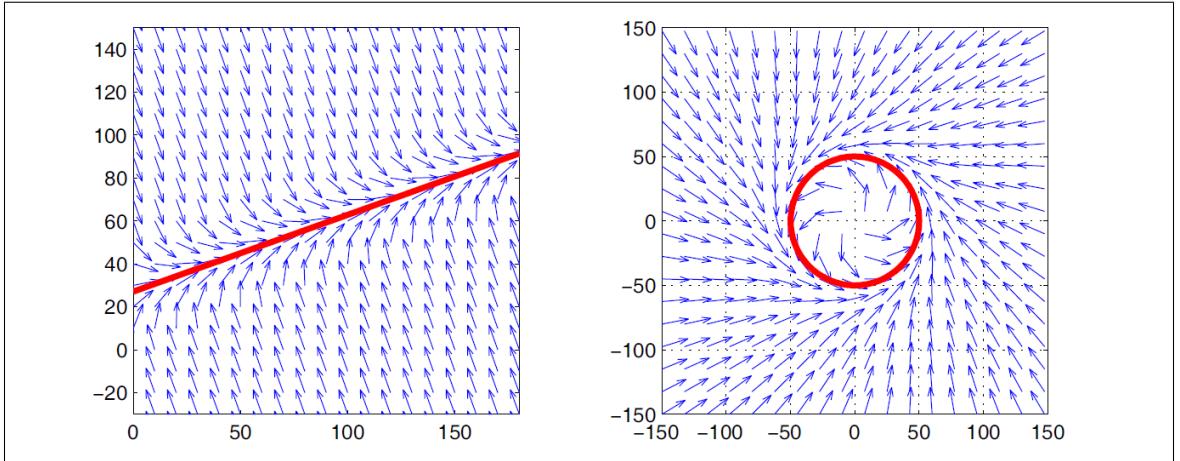


Figure 2.10: Lyapunov vector field for straight line and circular primitives [17]

Straight and circular path vector fields can be selectively activated throughout flight to form more complex paths, shown in [17–19, 44] and Figure 2.11. Selectively activating, or stitching together, vector fields to produce more complex paths was the preferred method

in [17] since summing together multiple fields has the possibility to produce dead zones, sinks, and singularities.

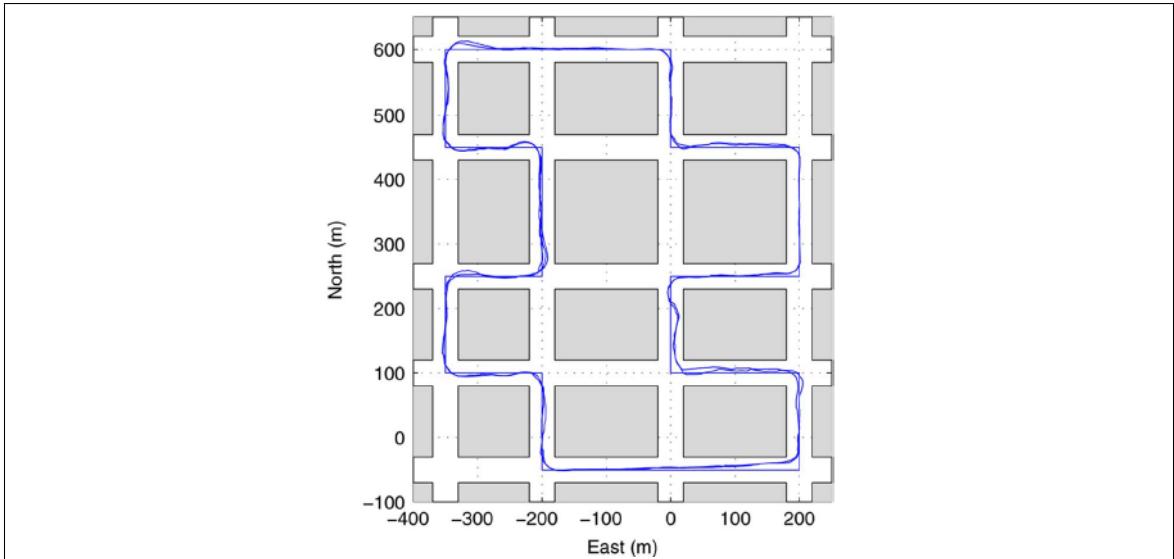


Figure 2.11: Straight path following in urban environment [17] using Lyapunov Vector Field

Lyapunov Vector field construction for curved paths was presented in [13] and is shown in Figure 2.12. Constructing a Vector Field for an arbitrary curve may allow for more complex paths and could eliminate the need for switching between primitives.

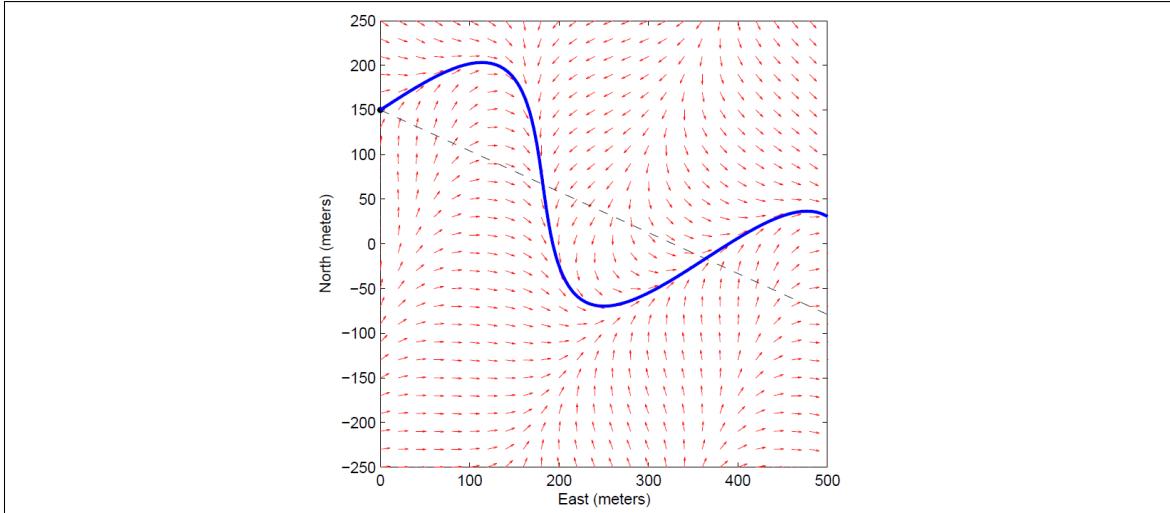


Figure 2.12: Lyapunov vector field approach curved path asymptotically [13]

Primitive circular vector fields were modified in [5, 45] via non-linear coordinate transformations to produce elliptical 2.13a, or racetrack 2.13b, fields. Transforming the circular field as a function of a Kalman filter's covariance matrix when sensing an uncertain target was investigated in [5].

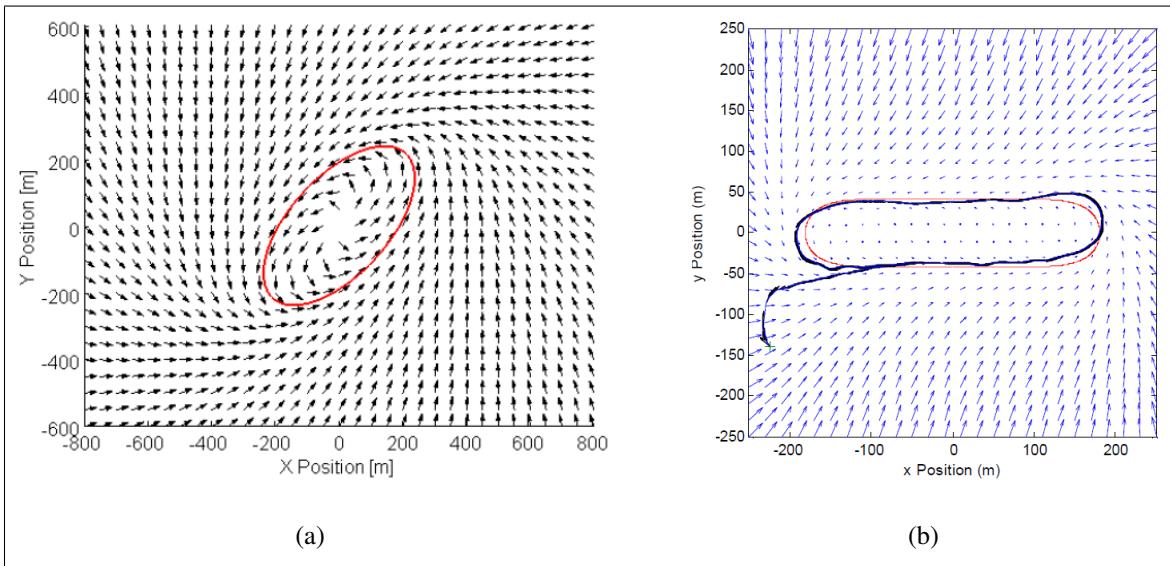


Figure 2.13: Elliptical VF produced by non-linear coordinate transformations a) [5] and b) [45]

Target tracking Tangent Plus Lyapunov Vector Field (TPLVF) was introduced in [46] that produced shorter paths compared to Lyapunov alone. Outside of the standoff circle, tangent vectors provided the shortest distance to a standoff circle. Inside the standoff circle, no tangent lines exist and Lyapunov was used in its place. The two paths taken for Lyapunov and tangent vector fields outside the standoff circle are shown in Figure 2.14. TPLVF was later used for path planning to avoid obstacles in [47] while [48] constructed a tangent vector field for curved paths.

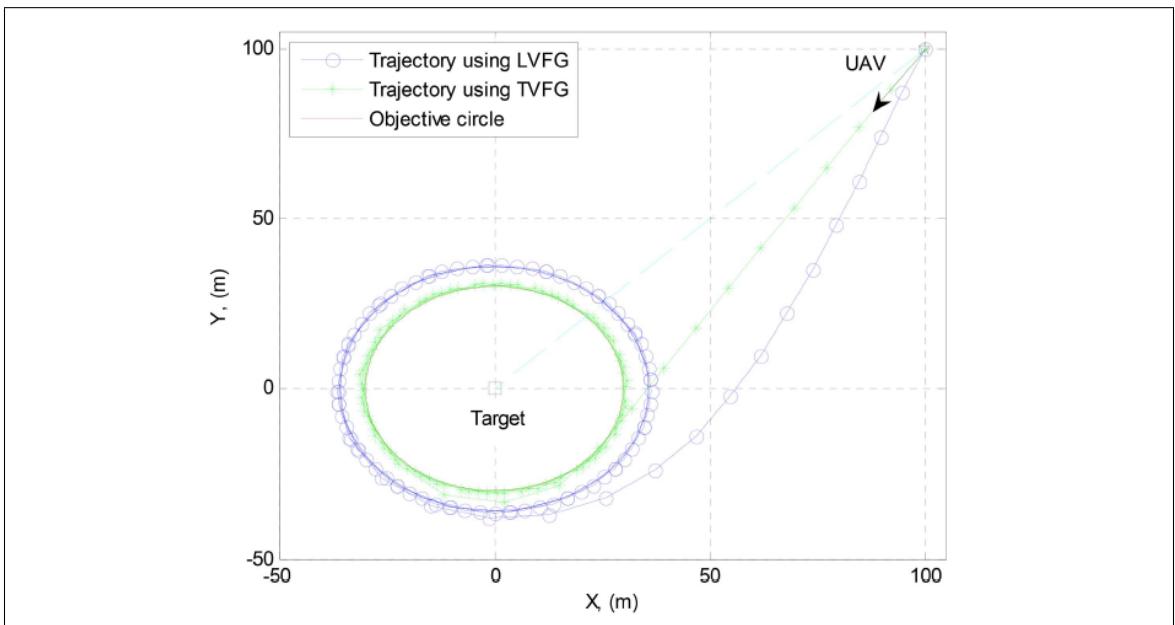


Figure 2.14: Tangent plus lyapunov vector fields for shortest path target tracking [47]

2.4.3 Path Planning Vector Fields

Another use of vector fields is a high level specification for heuristic path planning algorithms [49]. An optimal Rapid Random Trees (RRT*) algorithm used a vector field as a guide to explore the configuration space of the UAV for an obstacle free path. Branches extend from the root, or initial location of the UAV, randomly throughout the map with a finite deviation from the initial vector field. When a branch encounters an obstacle it is

trimmed and no longer explored. The path of minimum cost, or least distance, is selected for the UAV to use as a reference path. An example of the algorithm is shown in Figure 2.15.

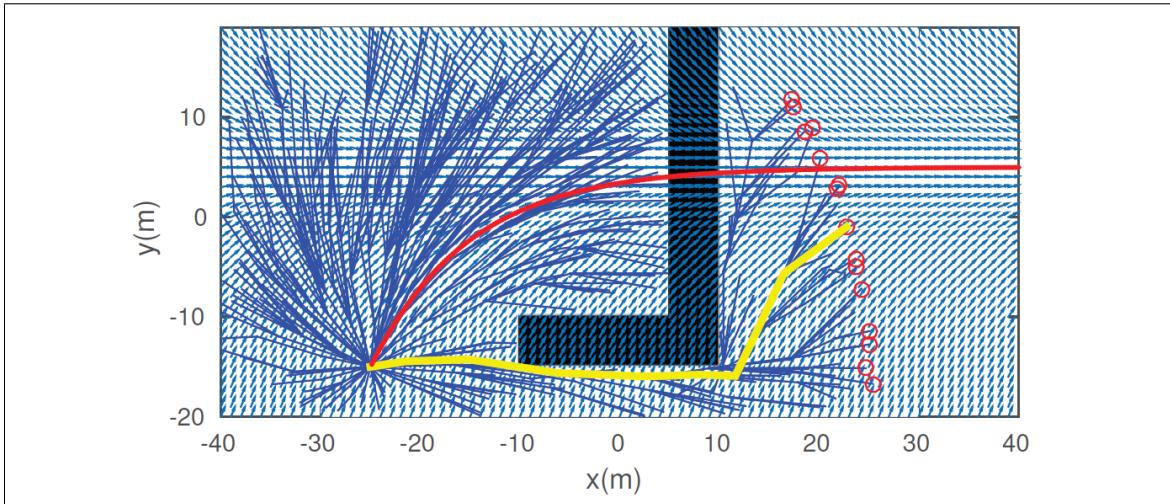


Figure 2.15: RRT* path planner with a VF used as a task specification [49]

A VF was constructed inside a configuration space with edges defined by Delaunay triangulation (DT) in [50]. A simulation of a robot traversing a vector field inside a set of DTs can be seen in Figure 2.16. Vector fields designed to stay inside a region of DTs may be used with optimal path planning algorithms for navigating urban environments [51].

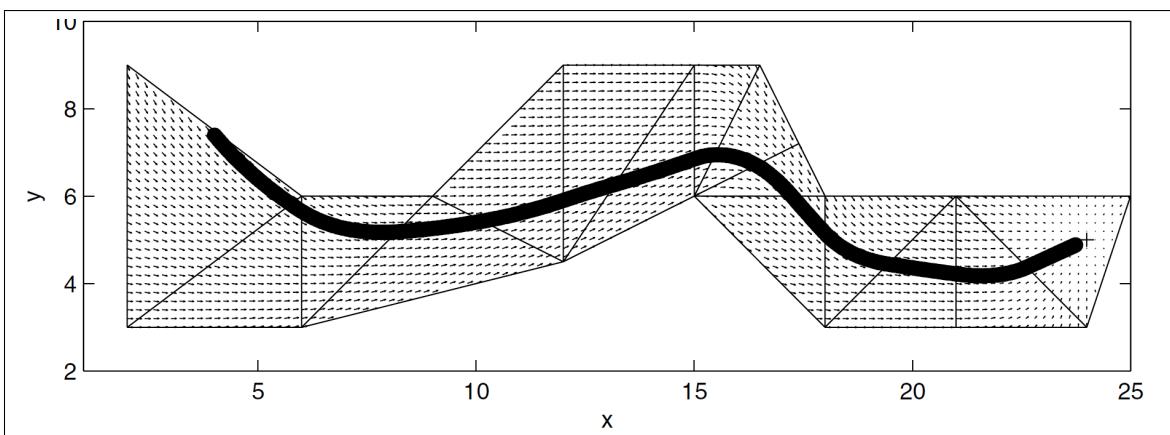


Figure 2.16: Vector field within a set of delaunay triangles [50]

So far all of the vector field methods discussed have avoided obstacles by planning paths around them. Paths are typically calculated at the ground station and if communication is lost a new path may not be relayed to a UAV encountering a new obstacle. A possible solution is using vector fields to provide a repulsive force such as that seen in [20, 21, 52].

2.4.4 Gradient Vector Field

The Gradient Vector Field (GVF) method produces a similar field, however has several advantages over LVFs. GVF produces an n -dimensional vector field that converges and circulates to both static and time varying paths [14]. Additionally, convergence, circulation, and time-varying terms that make up the GVF are decoupled from each other allowing for easy weighting of the total field [15]. GVF converge and circulate at the intersection, or level set, of $n-1$ dimensional implicit surfaces ($\alpha_i : \mathbb{R}^n \rightarrow \mathbb{R} | i = 1, \dots, n-1$). The integral lines of the field are guaranteed to converge and circulate the level set when two conditions are met: 1) the implicit surface functions are positive definite and 2) have bounded derivatives. Consider the space with dimensions in set \mathbf{q} :

$$\mathbf{q} = \begin{bmatrix} x_1, x_2, \dots, x_n \end{bmatrix} \quad (2.10)$$

The total vector field \vec{V} is calculated by:

$$\vec{V} = G\nabla V + H \wedge_{i=1}^{n-1} \nabla_q \alpha_i - LM(\alpha)^{-1} a(\alpha) \quad (2.11)$$

or in component form:

$$\vec{V} = \vec{V}_{conv} + \vec{V}_{circ} + \vec{V}_{tv} \quad (2.12)$$

where \vec{V}_{conv} produces vectors that converge to the path, \vec{V}_{circ} produces vectors that circulate the path, and \vec{V}_{tv} is a feed-forward term that produces vectors accounting for a time

varying path. The scalars G , H , and L weight convergence, circulation, and time varying components respectively.

Convergence is calculated by:

$$\vec{V}_{conv} = G \nabla V \quad (2.13)$$

where scalar G is multiplied by the gradient of the definite potential function V used in [15]:

$$V = -\sqrt{\alpha_1^2 + \alpha_2^2} \quad (2.14)$$

Circulation is calculated by taking the wedge product of the gradient:

$$\vec{V}_{circ} = \wedge_{i=1}^{n-1} \nabla \alpha_i \quad (2.15)$$

In the case of ($n = 3$) dimensions the wedge product simplifies as the cross product:

$$\vec{V}_{circ} = \nabla \alpha_1 \times \nabla \alpha_2 \quad (2.16)$$

The feed-forward time-varying component is calculated by:

$$\vec{V}_{fv} = M^{-1} a \quad (2.17)$$

where,

$$M = \begin{bmatrix} \nabla \alpha_1^T \\ \nabla \alpha_2^T \\ (\nabla \alpha_1 \times \nabla \alpha_2)^T \end{bmatrix} \quad (2.18)$$

$$a = \begin{bmatrix} \frac{\partial \alpha_1}{\partial t} & \frac{\partial \alpha_2}{\partial t} & 0 \end{bmatrix}^T \quad (2.19)$$

In [14–16] GVF were constructed to control the velocity \dot{q} of a holonomic robot by $\dot{q} = h$. Constant speed u was controlled by calculating the weighting scalars G , H , and

L that maintained the condition $\|\dot{q}\| = u$. Other studies normalized the vector \vec{V} and used it as a heading guidance while assuming velocity is held constant by the autopilot [21, 53]. Assuming velocity is controlled by a separate system frees up the vector field scalars to modify field behavior for other applications, such as specifying circulation direction, transition from convergence to circulation, and repulsion.

The standoff tracking and avoidance scenario presented in [21] used GVF as a heading guidance and negative GVF convergence weights to produce repulsive fields. A fixed UAV was tasked with loitering around a slow moving ground target while avoiding obstacles. A circular attractive time-varying vector field \vec{V}_p was attached to a moving ground target and summed with repulsive obstacle vector fields \vec{V}_o centered at the obstacles to provide the guidance \vec{V} in Equation 2.20.

$$\vec{V} = \vec{V}_p + P\vec{V}_o \quad (2.20)$$

The strength of repulsive obstacle fields were weighted by the hyperbolic tangent decay function $P(d)$ bounded between $[0, 1]$ in Equation 2.21, where d is the range to the obstacle's center and R is the radius of at which the function P is near zero.

the decay, shown in Figure 2.17

$$P = -R \frac{\tanh(2\pi d - \pi) - 2}{2} \quad (2.21)$$

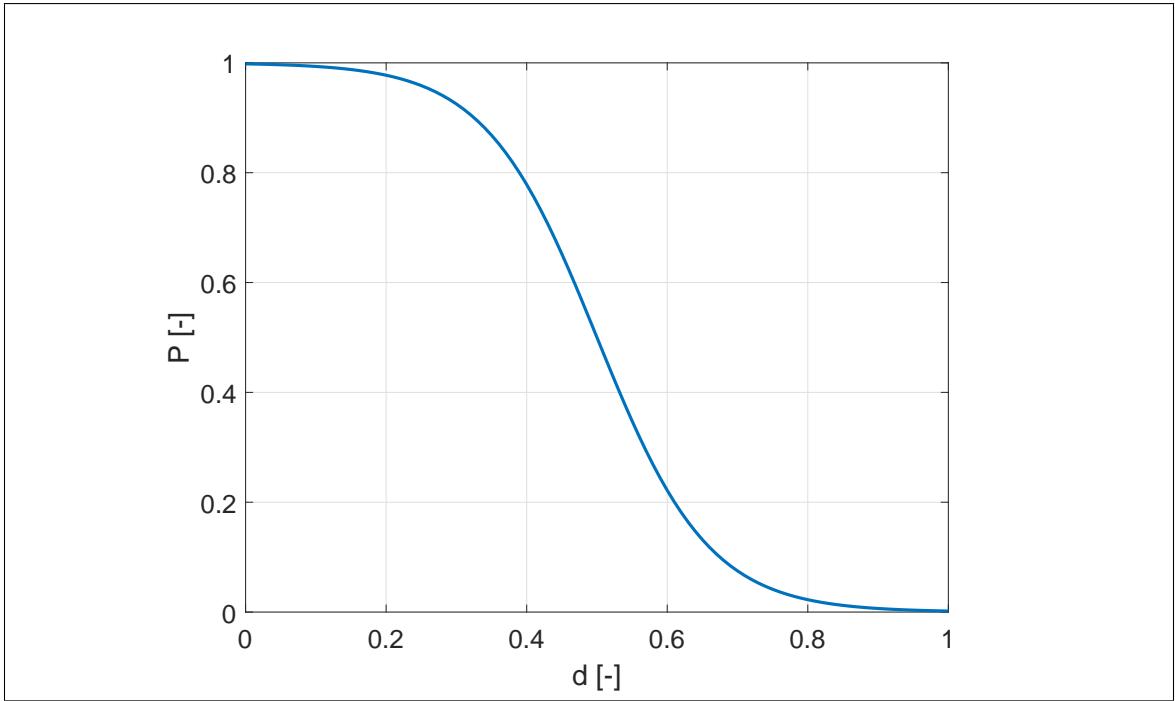


Figure 2.17: Tangent Hyperbolic Function for Obstacle Decay in [21]

The performance of LVF [21] and GVF [14–16] were compared for their cross track error with respect to the loiter circle in [21]. GVF was shown to have less cross track error compared to LVF due to the compensation for a time-varying vector field attached to the moving target. Avoidance was achieved without the need to re-plan mission paths. Additionally, the GVF avoidance guidance is an algebraic guidance that consists of summing an attractive path with obstacle fields that direct a UAV along the desired route while avoiding obstacles.

Summing attractive and repulsive vector fields may result in null guidance where the fields cancel, providing no guidance. The presence of singularities were mentioned briefly in [17] and observed in [20]. For fixed wing UAVs the lack of guidance may prevent the UAV from avoiding an obstacle, while multi-rotor UAVs may end up in a trap situation where they are guided to a singular point. Singularities may be present at any location where a goal field and obstacle field are of equal strength. Further, no optimization to

determine what the decay radius or circulation of an avoidance field should be for avoiding an obstacle with the least distance deviation from a planned path. Detecting singularities and modifying the GVF for an improved obstacle avoidance is the contribution of this research.

2.5 Literature Review Summary

UAVs are versatile tools that can be used for remote data collection without putting a pilot in harms way. Tasks are typically accomplished by following a series of waypoints that lie along an obstacle free and flyable pre-planned path. When unplanned or previously unknown obstacles are discovered along the UAVs planned path, a new obstacle free and flyable path may have to be generated which could be impossible if the ground station is beyond communications range. Methods such as potential field and vector field have been used to avoid obstacles without re-planning mission waypoints through the use of artificial attractive and repulsive forces. Potential field is not ideal for fixed wing UAVs since it converges to a singular point whereas LVFs and GVFs can converge and follow paths. GVFs allows for easy weighting of individual convergence and circulation terms making it convenient to modify field behavior without re-solving the Lyapunov equations.

A summary of each guidance method discussed is shown in Table 2.1 below.

Table 2.1: Comparison of UAV guidance methods

Guidance Method	Avoids without re-plan	Quickly returns to path	De-coupled vectors	Time-varying
Waypoint		✓	N/A	N/A
VFF	✓			
LVF	✓	✓		
GVF	✓	✓	✓	✓

Summing paths and negating GVF convergence weight can be used for obstacle avoidance, however have so far been used only as high level specification of guidance behavior. Determining repulsive field weights and decay radius has not been optimized for obstacle avoidance. Additionally, characterization of vector field singularities in a summed field has yet to be addressed in literature due to most methods avoiding summation entirely. The contribution of this research is to characterize GVF singularities and provide an optimized decay radius and circulation weight for repulsive fields that minimize path deviation.

3 METHODOLOGY

3.1 Introduction to Methodology

A real-time circular obstacle avoidance guidance will be achieved by summing together a path following and obstacle avoidance vector field with optimized decay and circulation weights. Singularities in summed vector fields are defined and a method for numerically locating their position is presented in Phase I and it is shown how adding circulation to repulsive GVF may remove singularities from the UAVs path. Phase II investigates a method for selecting the combination of repulsive GVF decay radius and circulation weights that minimizes a path deviation cost function. The optimized GVF guidance is implemented on an indoor multirotor UAV operating under fixed wing constraints in Phase III.

3.2 Phase I: Gradient vector field singularity detection

The objective of Phase I is to characterize and present a method of locating singularities in a summed gradient vector field. Phase I presents guidance equations for calculating GVFs that converge and follow a straight path using the GVF method in literature [14–16]. Repulsive GVF for avoiding circular obstacles along the path is achieved by modifying a circular GVF’s decay radius, convergence, and circulation weights. Summing the attractive and repulsive GVFs results in guidance that directs the UAV along the planned path while pushing away from the obstacle. Regions in the summed guidance where the path following and obstacle guidance directly oppose each other can result in vectors of zero length, called singularities. A method for identifying the location of singularities is presented along with a method for mitigating them.

3.2.1 Path Following Vector Field Guidance

Guidance for converging and following a time-invariant path using GVF guidance is achieved by summing together convergence \vec{V}_{conv} and circulation \vec{V}_{circ} terms that are multiplied by scalars G and H respectively, shown in Equation 2.12. The potential function V in Equation 2.14 decreases asymptotically to null when approaching the target path and therefore the convergence vector begins to decrease as well [14]. As the potential function decreases, the circulation term begins to dominate the total guidance, promoting path following. The distance from the target path at which the field begins to transition to circulation depends on the scalar weights G and H respectively. The total vector \vec{V}_p represents the non-normalized attractive path following vector field comprised of both convergence and circulation terms. The shape of the target path that the vectors converge and follow depend on the specification of the implicit 3-dimensional surface functions α_1 and α_2 . Intersecting two planes can be used to generate a GVF that converges and follows a straight path. The vertical plane, described in Equation 3.1, at angle δ with respect to the paths $y-axis$, is intersected with a horizontal plane at constant altitude z , Equation 3.2.

$$\alpha_1 = \cos(\delta)x + \sin(\delta)y \quad (3.1)$$

$$\alpha_2 = z \quad (3.2)$$

The gradient of the potential function, ∇V , for calculating the path following convergence term is shown in Equation 3.3.

$$\nabla V = -\frac{1}{2(\sqrt{\cos^2(\delta)x^2 + 2\cos(\delta)\sin(\delta)xy + \sin^2(\delta)y^2})} \begin{bmatrix} 2x\cos^2(\delta) + 2\cos(\delta)\sin(\delta)y \\ 2y\sin^2(\delta) + 2\cos(\delta)\sin(\delta)x \\ 2 \end{bmatrix} \quad (3.3)$$

Circulation is calculated by the cross product of the surface function gradients, which evaluates to that shown in Equation 3.4.

$$\vec{V}_{circ} = \begin{bmatrix} \sin(\delta) \\ -\cos(\delta) \\ 0 \end{bmatrix} \quad (3.4)$$

The vector field \vec{V}_p described will converge and circulate a straight path at the intersection of surfaces α_1 and α_2 , depicted in Figure 3.1.

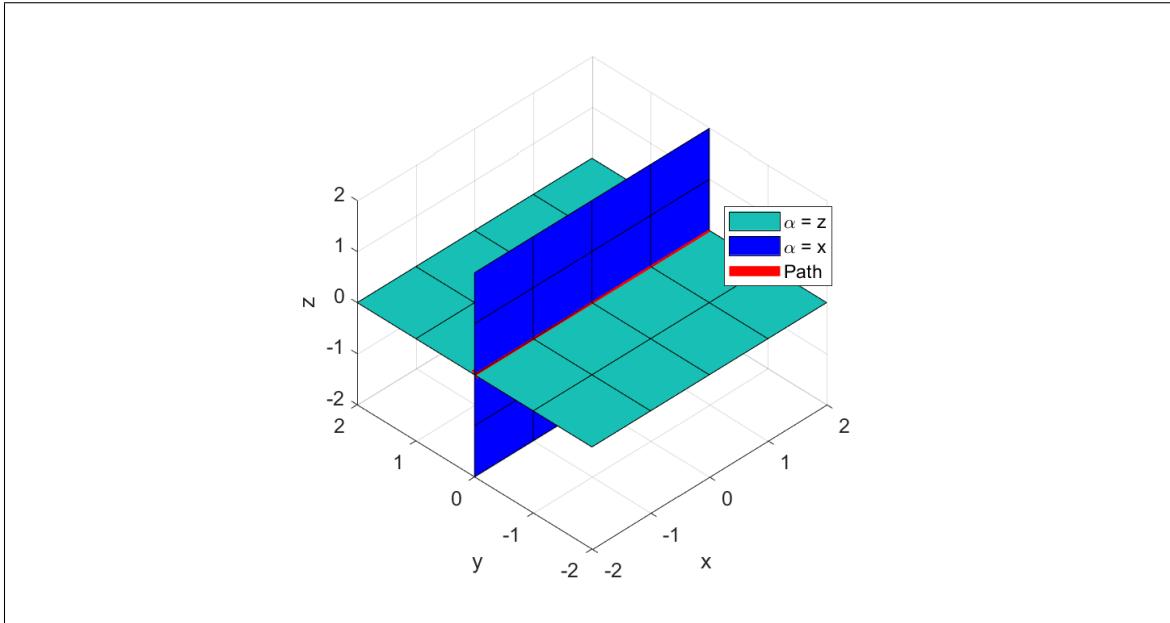


Figure 3.1: Intersection of planes defined by implicit surface functions

Prior to using the path following guidance \vec{V}_p , it is normalized, denoted as $\vec{V}_{||P||}$, to have a magnitude $\|\vec{V}_p\| = 1$. The reason for normalizing the summed path following vector field is threefold. First, the vector is used as a heading controller only, therefore the angle of the vector is the information required by the autopilot. Second, the normalized vectors result in quiver plots with equal density arrows making the field easier to visualize. Lastly, normalizing the path following vector \vec{V}_p fixes the length of the vector allowing for

prediction of singularity location after summing the field, which will be discussed in the next section. Before discussing singularities, the obstacle field is introduced.

$$\vec{V}_{\|P\|} = \frac{\vec{V}_p}{\|\vec{V}_p\|} \quad (3.5)$$

To produce guidance for following a path and avoiding an obstacle, a repulsive obstacle vector field $\vec{V}_{\|O\|}$ is constructed and summed with the normalized path following guidance $\vec{V}_{\|P\|}$. The repulsive vector field is multiplied by a decay function P which limits the influence of the obstacle to a finite range and will be discussed after the avoidance field equations are presented. The sum of the two normalized guidances with obstacle field decay is represented by \vec{V}_g and is shown in Equation 3.6

$$\vec{V}_g = \vec{V}_{\|P\|} + P \vec{V}_{\|O\|} \quad (3.6)$$

Constructing the obstacle avoidance vector field $\vec{V}_{\|O\|}$ will now be discussed.

3.2.2 Constructing an Avoidance Vector Field

A circular avoidance vector field can be constructed in a way similar to that of the path following field in the previous section. What differentiates the obstacle field from the path following field is that the individual convergence \vec{V}_{conv} and circulation \vec{V}_{circ} components are normalized prior to summing to result in the obstacle field \vec{V}_o . The benefit of normalizing each field component before multiplying by their respective scalars G and H prior to summing is to produce an obstacle field with uniform behavior as distance from the obstacle increases. In short, normalizing each component allows both convergence and circulation terms to be present in the obstacle guidance at larger distances. Additionally, negative convergence weights will be used to produce vectors that diverge away from the path. The obstacle vector field is constructed using the normalized component Equation 3.7 with obstacle convergence and circulation weights G_o and H_o respectively.

$$\vec{V}_o = G_o \frac{\vec{V}_{conv}}{\|\vec{V}_{conv}\|} + H_o \frac{\vec{V}_{circ}}{\|\vec{V}_{circ}\|} \quad (3.7)$$

A circular avoidance vector field with radius r centered at (x_c, y_c) is constructed by intersecting a cylinder, Equation 3.8, and a plane Equation 3.2.

$$\alpha_1 = (x - x_c)^2 + (y - y_c)^2 - r^2 \quad (3.8)$$

Convergence is calculated by the gradient of the potential function in Equation 3.3, which when simplified evaluates to

$$\nabla V = A \vec{B} \quad (3.9)$$

where

$$A = \frac{-1}{\sqrt{\bar{x}^4 + \bar{y}^4 + 2\bar{x}^2\bar{y}^2 - 2r^2\bar{x}^2 - 2r^2\bar{y}^2 + r^2 + z^2}} \quad (3.10)$$

$$\vec{B} = \begin{bmatrix} 2\bar{x}^3 + 2\bar{x}\bar{y}^2 - 2r^2\bar{x} \\ 2\bar{y}^3 + 2\bar{x}^2\bar{y} - 2r^2\bar{y} \\ z \end{bmatrix} \quad (3.11)$$

and

$$\bar{x} = x - x_c \quad (3.12)$$

$$\bar{y} = y - y_c \quad (3.13)$$

Evaluating equation 3.9 results in a vector field that converges to a circular path. Circulation is calculated from the cross product of each implicit surface function's gradient, which simplifies to

$$\vec{V}_{circ} = \begin{bmatrix} 2(y - y_c) \\ -2(x - x_c) \\ 0 \end{bmatrix} \quad (3.14)$$

The guidance \vec{V}_o described by intersecting a cylinder and a plane can be shown in Figure 3.2.

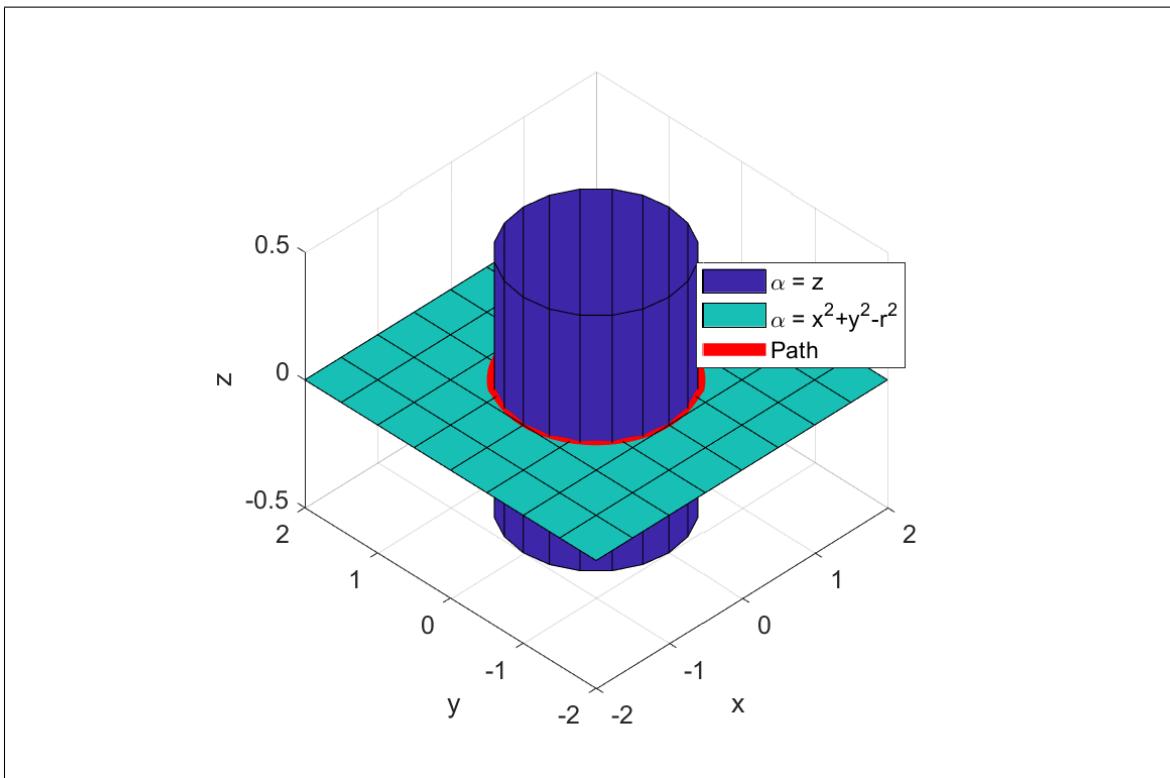


Figure 3.2: Intersection of a cylinder and plane defined by implicit surface functions

Obstacle fields should only act locally on a UAV guidance which is accomplished by applying a decay function for a field of radius R . The decay strength P is determined in 3.15, where d is the Euclidean distance, or range, between the UAV and the center of the obstacle, shown in Equation 3.16. At a distance $d > R$ the decay strength P is effectively zero, having virtual no influence on the total guidance. At a distance $d \leq R$, the field

strength is bounded between $[0, 2]$. The selection of the decay function P to be bounded as such is so that the obstacle field \vec{V}_o eventually overpowers the path field $\vec{V}_{\|P\|}$.

$$P = -\tanh\left(\frac{2\pi d}{R} - \pi\right) + 1 \quad (3.15)$$

$$d = \sqrt{\bar{x}^2 + \bar{y}^2} \quad (3.16)$$

Prior to applying the decay function P the obstacle field \vec{V}_o is normalized. Forcing the obstacle guidance $\vec{V}_{\|o\|}$ to have unity magnitude, bounds the decayed guidance magnitude $P\vec{V}_{\|o\|}$ to the interval $[0, 2]$ which allows a prediction of singularity location based on the range from obstacle center, d .

$$\vec{V}_{\|o\|} = \frac{\vec{V}_o}{\|\vec{V}_o\|} \quad (3.17)$$

3.2.3 Summed Guidance and Singularity Definition

The total summed guidance \vec{V}_g defined in Equation 3.6 can now be calculated and visualized, Figure 3.3. In general, the GVF guidance is more easily visualized if the final guidance is normalized yet again, however, plotting the guidance \vec{V}_g demonstrates regions where the fields oppose each other and decrease the total fields magnitude. For a strictly repulsive field that is centered on a straight path, regions of both constructive and destructive summation occurs. Note the vectors on the positive x-axis increasing in length as the two fields come together. Conversely, vectors in the negative x-axis show decreasing length and in some areas disappearing entirely.

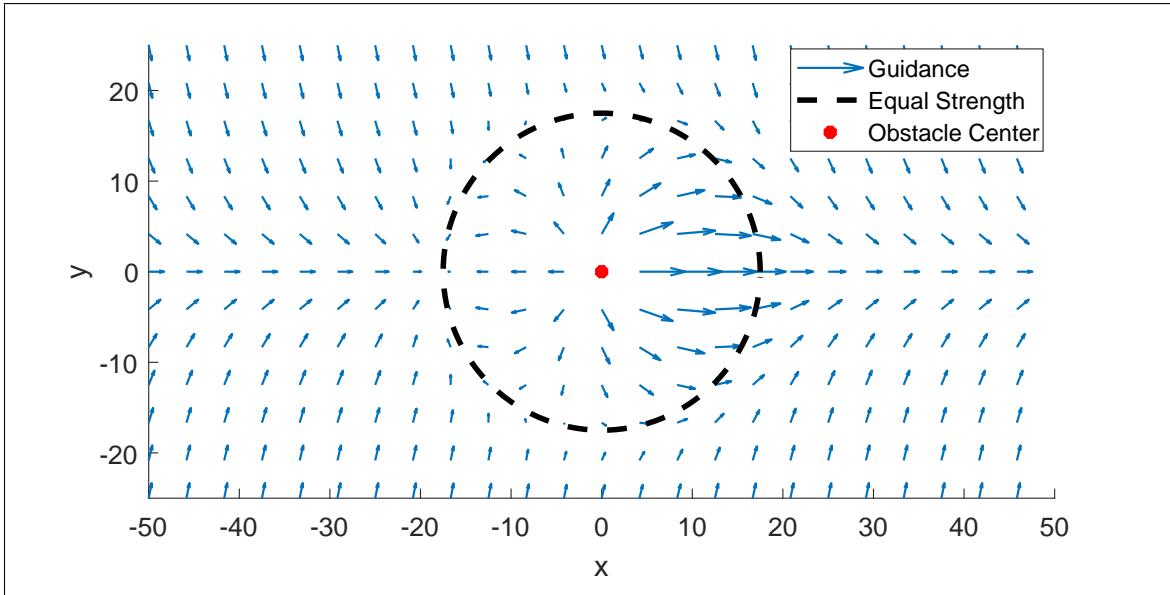


Figure 3.3: Summed fields without total normalization \vec{V}_g

Observing the regions around disappearing vectors it is shown that vectors appear to converge to a singular point from all directions, possibly indicating a trap situation. Visualizing the vector magnitudes of the scenario presented above can be accomplished with a summed field heat map, shown in Figure 3.4, which shows the regions of decreasing magnitude more clearly.

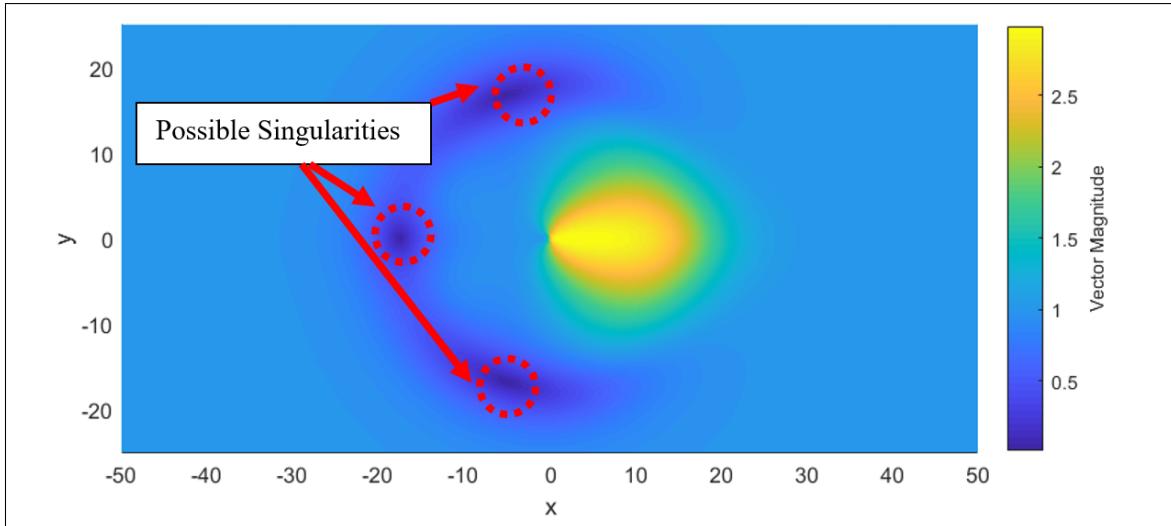


Figure 3.4: Summed Fields Without Total Normalization

If singularities indicate possible trap situations, it is important to detect and avoid them. Singularities in the vector field are defined as a region in the GVF space where the vector has zero magnitude, shown in Equation 3.18.

$$\|\vec{V}_g\| = 0 \quad (3.18)$$

By extension, singularities are a result of a zero vector, shown in Equation 3.19 and Equation 3.20.

$$\vec{0} = \vec{V}_{\|P\|} + P\vec{V}_{\|O\|} \quad (3.19)$$

$$\vec{V}_{\|P\|} = -P\vec{V}_{\|O\|} \quad (3.20)$$

Vectors $\vec{V}_{\|P\|}$ and $\vec{V}_{\|O\|}$ are normalized, meaning that their magnitudes are of equal length $\|\vec{V}_{\|P\|}\| = \|\vec{V}_{\|O\|}\|$. For the condition shown in Equation 3.20 to be true for an obstacle field with a negative convergence weight $G = -1$, the decay function P must be unity.

Setting Equation 3.15 equal to 1, the distance at which the fields have equal strength, and therefore possible singularity locations, is determined to be that shown in Equation 3.21

$$d = \frac{R}{2} \quad (3.21)$$

Searching the GVF for locations that satisfy Equation 3.18 can be accomplished numerically, however a good initial condition is necessary. Initial conditions placed at the radius of equal strength, defined by Equation 3.21, on the side of the obstacle where deconstruction summation occurs the singularities can be found. Solving for the singularity locations with initial conditions placed evenly on the left hand side of the obstacle of the above scenario locates three singularities located on the radius of equation strength, shown in Figure 3.5.

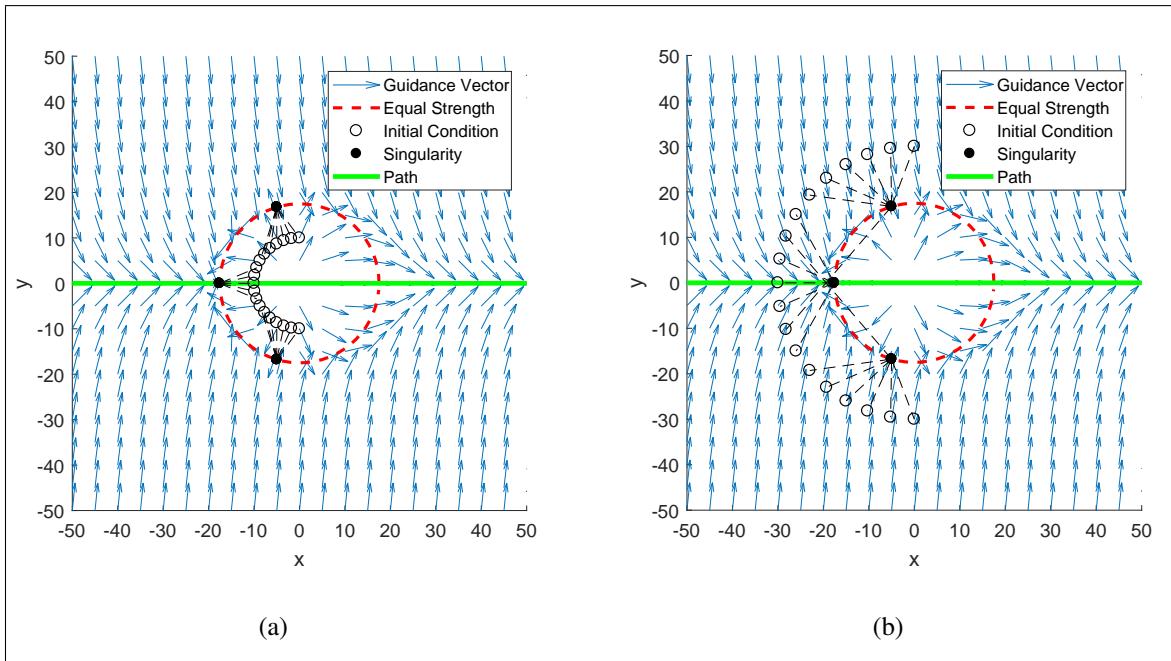


Figure 3.5: GVF converging and circulating circular path

By definition singularities are caused by the two vector fields directly opposing each other, described in Equation 3.20. Adding circulation to the repulsive GVF may

prevent the summed vectors from canceling out completely. To demonstrate the prevention of vector cancellation, the above scenario is repeated with equal magnitude convergence and circulation components. Note that by adding circulation to the obstacle vector field singularities are prevented from forming along the route the UAV is likely to take, shown in Figure 3.6. Additionally, adding circulation provides a deterministic guidance on how to circumnavigate an obstacle. In literature, obstacles directed the UAV away and relied on the path following field for direction.

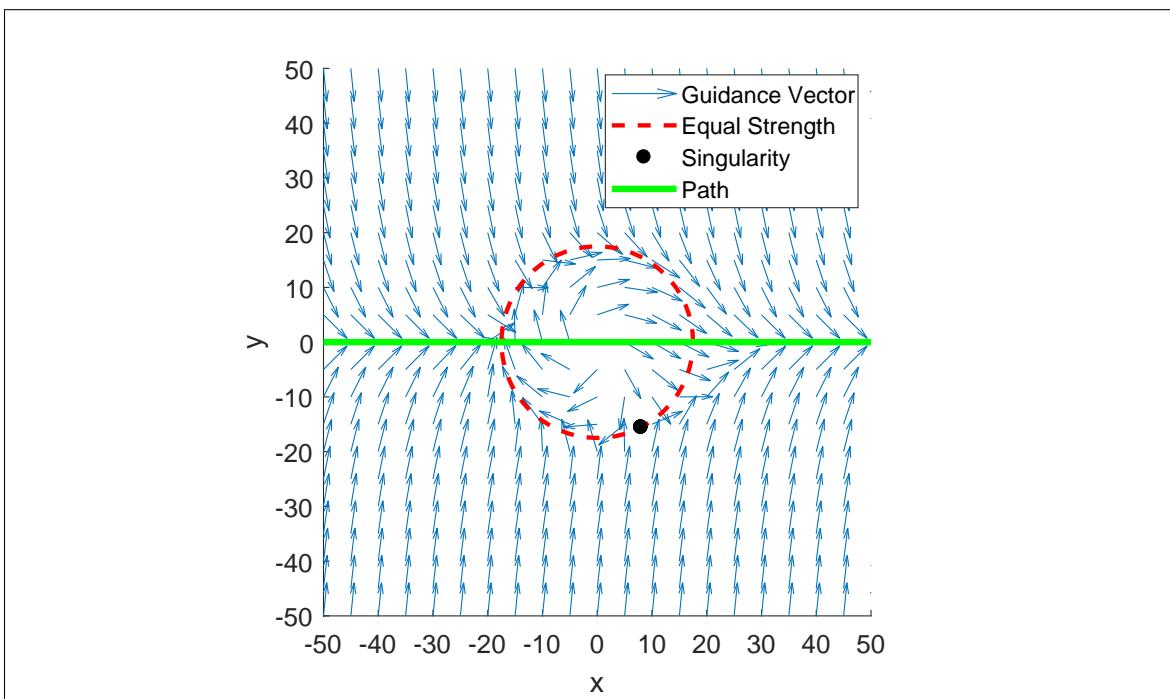


Figure 3.6: Singularity in Summed Field with Equal Magnitude Convergence and Circulation

3.3 Phase II: Optimization of Obstacle Field

The objective of Phase II is to determine a combination of GVF circulation and decay radius for an optimized circular obstacle avoidance. A demonstration of a UAV modeled as a Dubin's vehicle with maximum turn rate constraints converging

and following a straight path for various target path circulations is provided. A circular obstacle represented by a strictly repulsive GVF will be added to the path and the avoidance observed. Obstacles radius and their associated GVF decay radius will now be represented in terms of the UAVs turning radius for convenience. Next, a path deviation cost function is described and is to be minimized to provide an optimized GVF obstacle avoidance guidance. It is shown how cost is effected by modifying the decay radius and circulation for the worst-case obstacle avoidance scenario presented. Lastly, a method for solving for circulation and decay radius numerically is presented.

3.3.1 Vehicle and Obstacle Definition

As discussed in literature and Phase I, GVF can be used to guide a UAV to get on and follow a path. An example of a UAV traveling at constant speed $u = 20m/s$ and fixed turn rate $\dot{\theta} = 20deg/s$ converging and circulating a straight path using the GVF guidance described in Phase I is shown in Figure 3.7. Starting at an initial position of $(-45, 20)m$ and heading θ of 45° , the UAV is shown converging and following a straight GVF path with weights $G = 1, H = 5$.

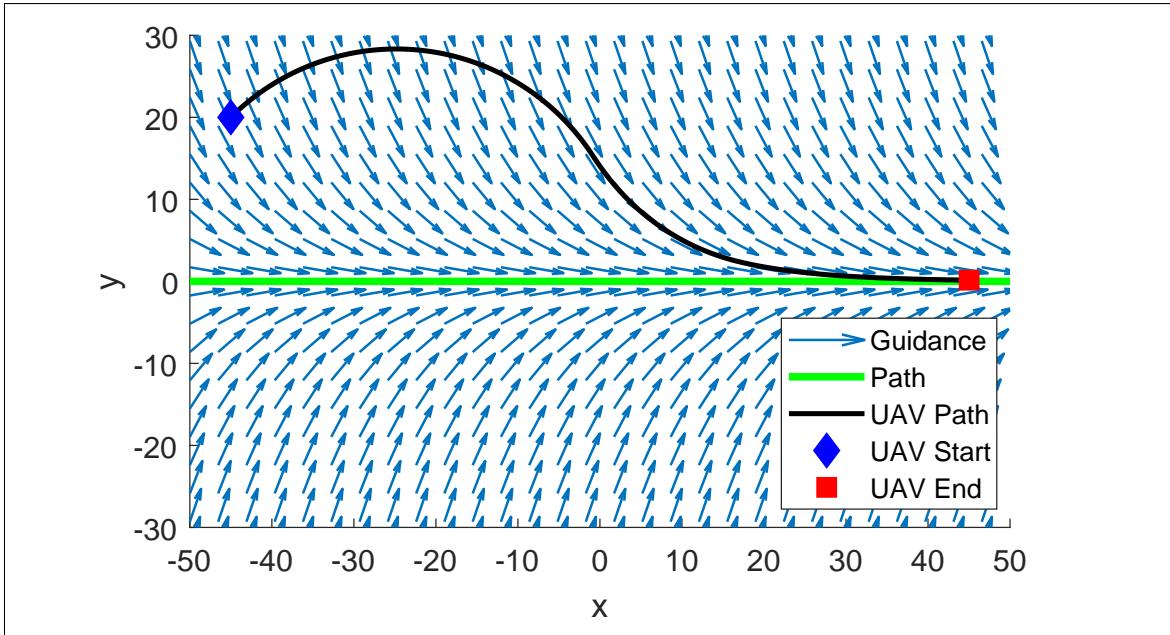


Figure 3.7: Fixed wing converging and following a path simulation

The effect of modifying G and H has not been well documented in literature when the GVF is normalized for a heading guidance. To determine an appropriate relationship between circulation and UAV velocity, various path circulation weights for a fixed UAV velocity were conducted and the lateral error with respect to time recorded. As discussed in Phase I, increased circulation results in the vector field transitioning to path following more quickly. A low circulation weight allows convergence to dominate closer to the path. The UAV's route for converging and following a path with $G = 1$ and multiple path circulation weights H is shown in Figure 3.8. As expected, a low circulation results in a UAV route that quickly approaches the path, however begins to oscillate and has a larger steady-state error compared to fields with larger circulation. The largest circulation field $H = 50$, does not oscillate, but takes considerably longer to converge. Circulation approximately the same value as the UAV's velocity results in a compromise between fast convergence and no oscillation. The lateral error from the path is shown in Figure 3.9.

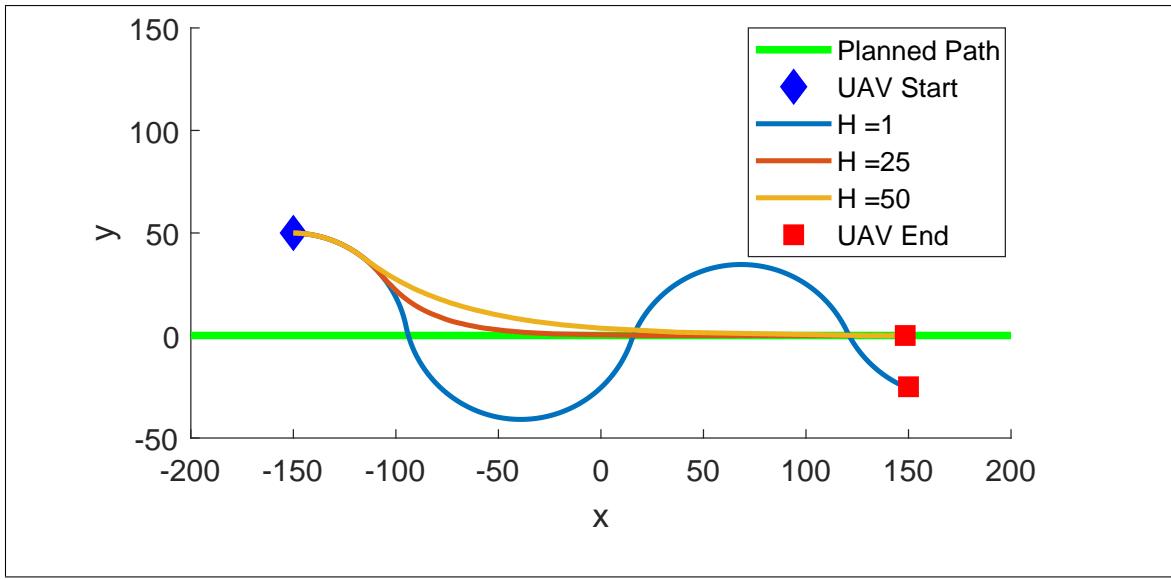


Figure 3.8: Fixed Wing converging and following a path

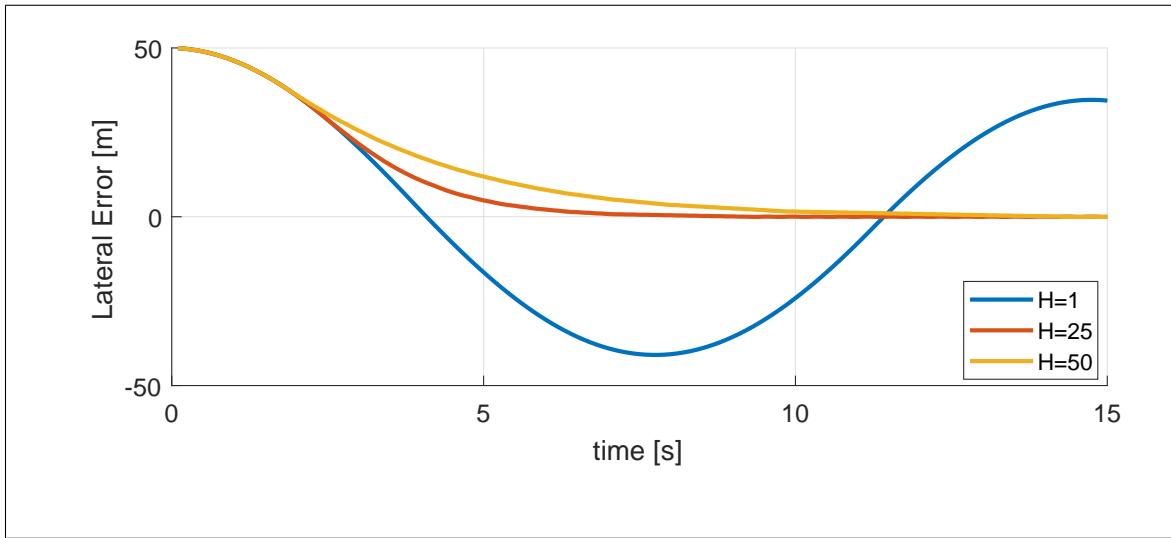


Figure 3.9: Lateral error for fixed wing guided by GVF guidance of multiple circulations

From the above simulation it is observed that a circulation near the UAVs velocity provides a flight route that is a compromise between the high oscillation and high overshoot of a circulation $H = 1$ while not having a longer settling time with high circulation $H = 50$.

For future simulations the circulation of the path following guidance will be assumed to be equal to that of the UAVs velocity, $H = u$.

3.3.2 Obstacle on planned path

As the UAV travels the path using GVF guidance, an obstacle may be encountered that, without intervention, the UAV may collide with. Obstacles along the pre-planned path are described using two parameters, the obstacle radius r_o and the lateral distance from the path y_o . Representing the obstacle's position with respect to the path is convenient because it allows for a single optimized GVF solution to be applicable for multiple path angles δ .

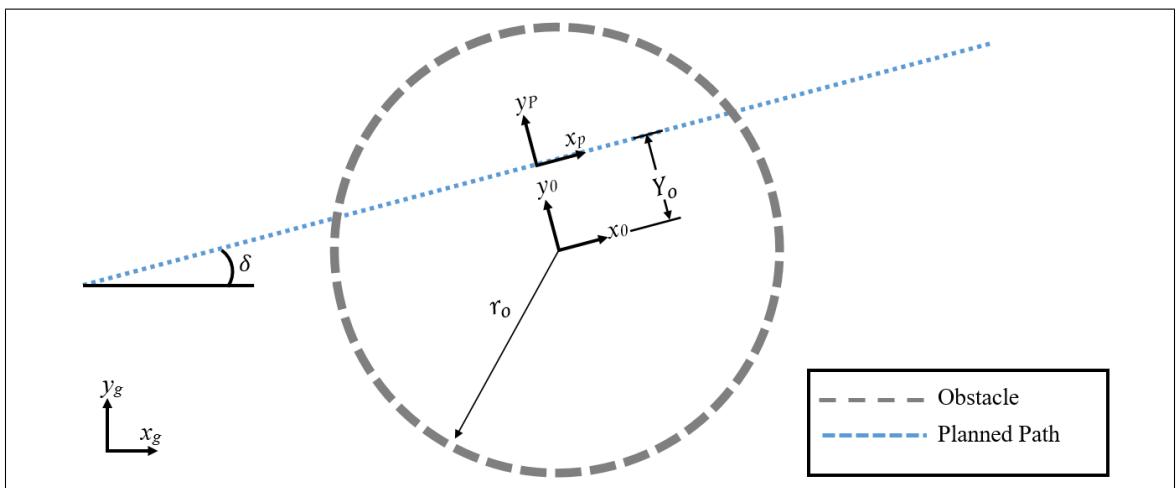


Figure 3.10: Circular obstacle along planned path

It is assumed here that the radius of the obstacle is no smaller than the turn radius of the UAV θ_r , which is calculated in Equation 3.22. It is convenient to represent the obstacle's radius as m multiples of the UAV's turning radius, shown in Equation 3.23.

$$\theta_r = \frac{u}{\dot{\theta}} \quad (3.22)$$

$$r_o = m\theta_r \quad (3.23)$$

The decay radius of the repulsive vector field, R , is defined in k multiples of the obstacle's radius, shown in Equation 3.24.

$$R = kr_o \quad (3.24)$$

A cost function can be used to measure the deviation from a planned path while avoiding an obstacle with GVF in Equation 3.25. The deviation, y , is the lateral distance of the UAV to the planned path, R is the obstacle radius.

$$\gamma = \frac{1}{r_o} \int_0^{t_f} y dt \quad (3.25)$$

Strictly repulsive GVF obstacle fields can provide avoidance, however may cause excess deviation from the pre-planned path, cause unnecessary turns, and flight routes near or through guidance singularities. A UAV traveling at a speed of $10m/s$ and a turn rate of $20deg/s$ is given a summed path following and obstacle avoidance guidance \vec{V}_g , defined in Equation 3.6 in Phase I. An obstacle centered on the path $y_o = 0$ and radius $r_o = \theta_r$ is to be avoided. The decay radius multiplier k was increased manually over several simulations until avoidance was achieved. The flight path of the UAV flying with summed guidance is shown in Figure 3.11. The UAV experiences excessive path deviation and takes considerable time to settle back to the planned path. Additionally, the guidance directs the UAV to pass directly through a singularity and passes near an additional singularity towards the top of the obstacle. The cost, calculated from Equation 3.25, for avoidance using the strictly repulsive guidance for head on collision scenario is $\gamma = 25$.

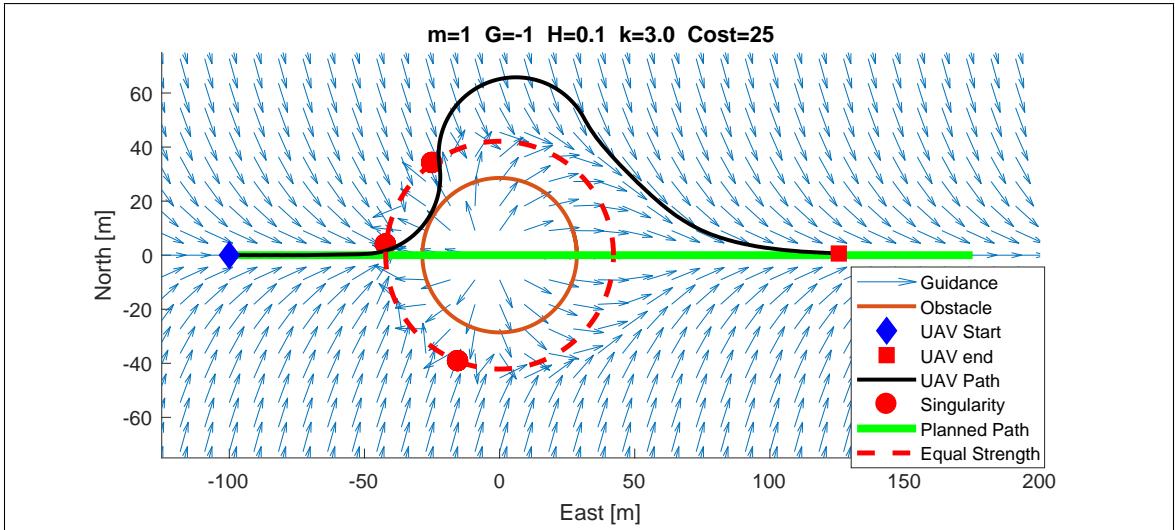


Figure 3.11: UAV encountering a circular obstacle centered on pre-planned path, no circulation

Adding circulation to the obstacle guidance \vec{V}_o , as described in Phase I, may remove singularities from the UAVs route. Additionally, circulation adds deterministic information on how to circumnavigate an obstacle whereas strictly repulsive fields rely on the path following field to determine circumnavigation direction. Equal magnitudes convergence G_o and circulation H_o removes the guidance singularities from the UAV's path, adds a more gentle transition between fields shown in Figure 3.12. The cost of the head on collision avoidance using GVF guidance with obstacle circulation results in a cost of $\gamma = 7$.

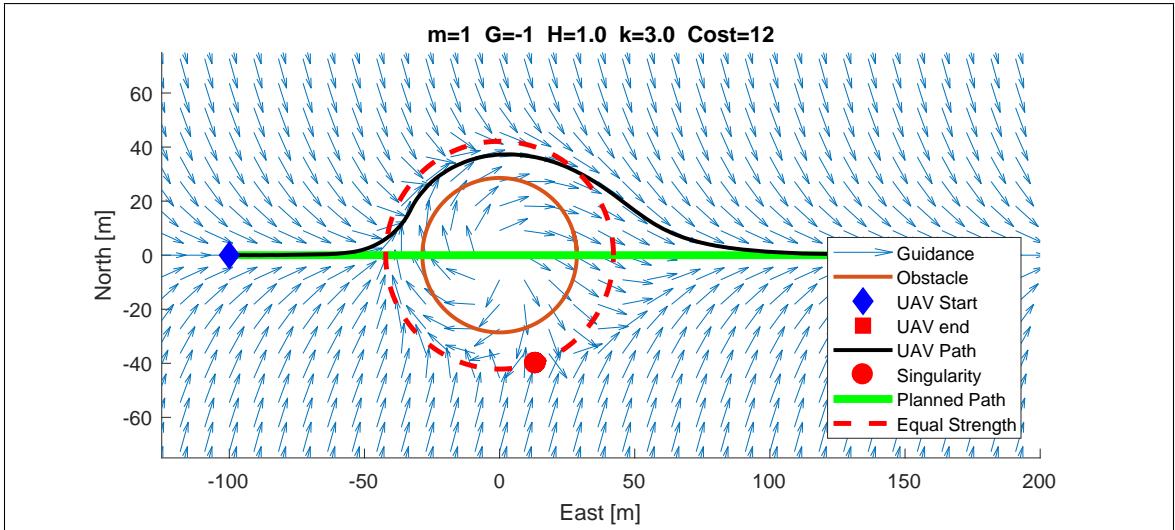


Figure 3.12: UAV encountering a circular obstacle centered on pre-planned path with circulation

Adding equal magnitude parts G and H produce guidance with a 70% lower cost compared to strictly repulsive, however, k and H should be selected such that the cost is minimized. One method for selecting decay field radius and circulation parameters is to evaluate a large range of parameters and observe the cost for avoidance with each combination. The cost function shown in Equation 3.25 only penalized the UAV for path deviation, however should be modified to also be penalized for violating the obstacle space. The new cost function $\bar{\gamma}$ adds an additional piecewise function which increases the cost if the UAV is inside or on the obstacle's edge, shown in Equation 3.26

$$\bar{\gamma} = \frac{1}{r_o} \int_0^{t_f} y dt + j(x, y) \quad (3.26)$$

$$j(x, y) = \begin{cases} 100dt & \sqrt{(x - xc)^2 + (y - yc)^2} \leq r_o \\ 0 & \sqrt{(x - xc)^2 + (y - yc)^2} > r_o \end{cases} \quad (3.27)$$

Using the above cost function $\bar{\gamma}$ in the same scenario presented in Figure 3.11, several simulations were conducted with identical UAV parameters and obstacle radius r_o

with varying k and H_o values. The cost of each simulation is shown in the heatmap in Figure 3.13.

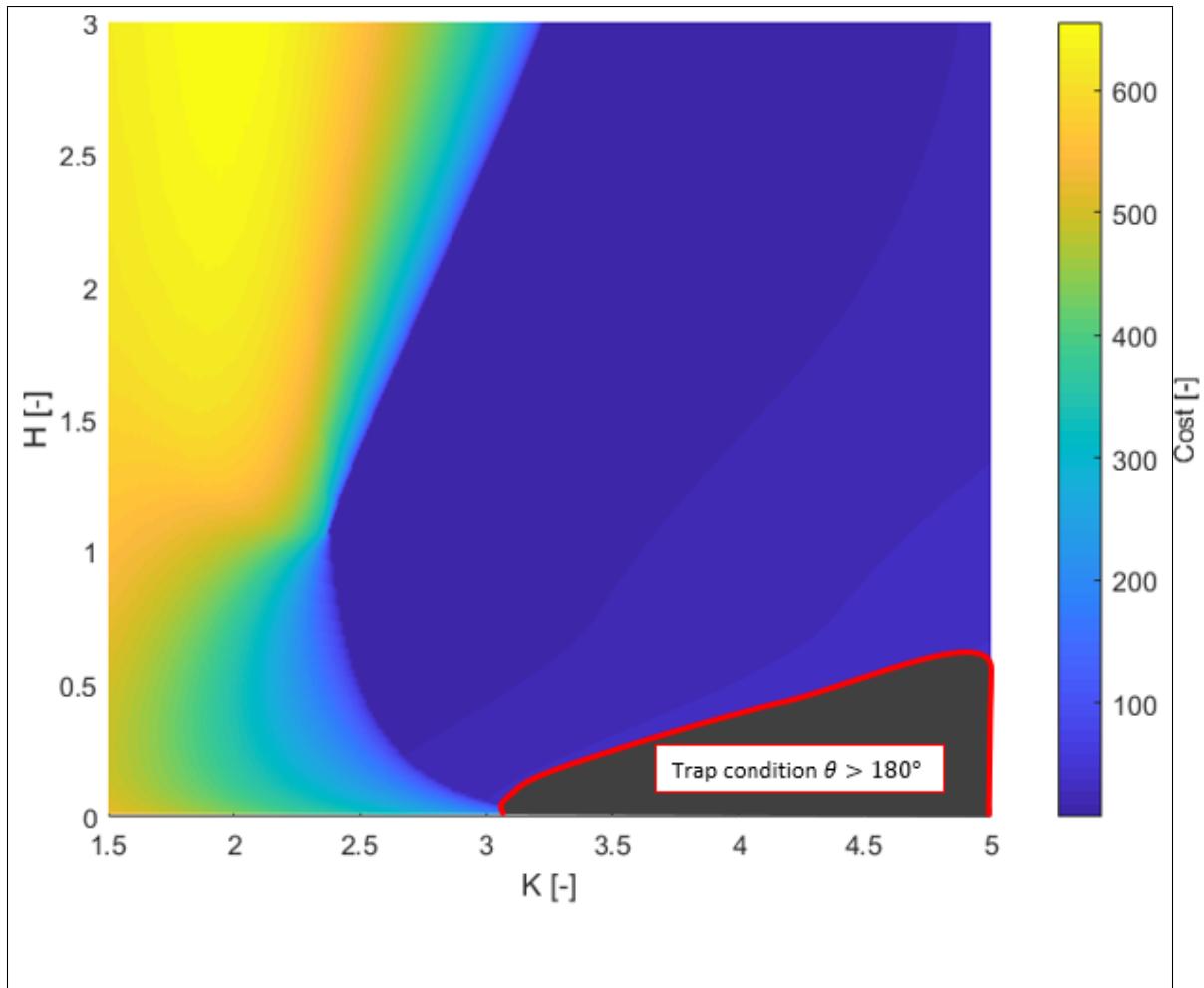


Figure 3.13: Heatmap of cost as function of k and H_o

Finding the minimum cost of the above heatmap and looking up the corresponding k and H_o values at which the minimum occurs can be used to provide an optimized avoidance. Solving the desired parameters for an optimal guidance using this search method for the general case is computationally expensive and can take many hundreds of simulations to evaluate the desired space. The problem becomes one of minimization of the cost function

and to find a solution numerically without solving for a large range of parameters, shown in Equation 3.28.

$$\underset{H,k}{\text{minimize}} \quad \frac{1}{R} \int_0^{t_f} y dt + j(x, y) \quad (3.28)$$

A numerical solver which attempts to minimize a given cost function can be found in MATLAB called *fmincon()*. The minimizer operates on the following principle. Provided an initial condition array X_I , minimize the function \bar{y} by observing the change in \bar{y} within certain bounds. Using the minimizer method a solution to the above problem of a UAV following a path with a head-on collision scenario with an obstacle was found in 5.2 seconds compared to [insert time for finding solution with heat map]. The reduction in cost as the minimizer runs is shown in Figure 3.14.

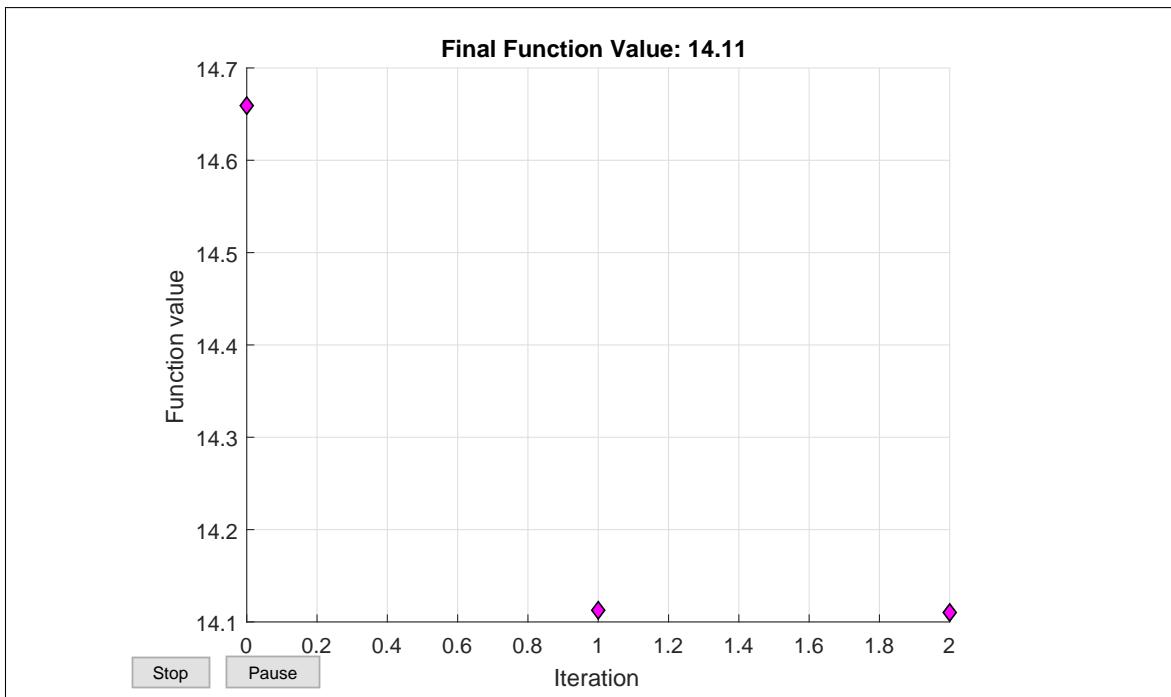


Figure 3.14: Cost function reduction in *fmincon()*

The optimizer found a solution combination of $k = 2.7$ and $H_o = 1.8$ and results in a path with cost $\bar{y} = 14$. The path can be seen below in Figure 3.15.

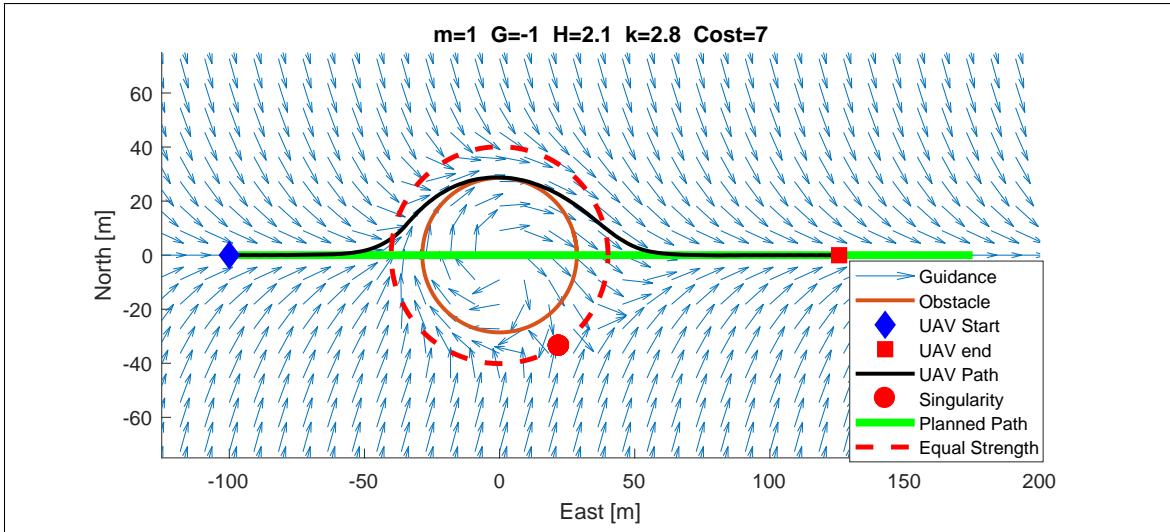


Figure 3.15: UAV path from optimized GVF

It was shown that avoidance can be achieved with a strictly repulsive GVF without the need to add circulation, however the simulated UAV encountered singularities along the route and had excess path deviation. Equal magnitudes convergence and circulation decreased the path deviation cost and no time was required to optimize the circulation weight. Searching the configuration space for a range of decay radius multipliers k and obstacle circulation weights H_o decreases the cost further compared to equal magnitude, however takes significant amount of time determine the cost for all combinations inside the configuration space. The optimized GVF guidance was shown to provide guidance with the same cost as the configuration space search with significantly reduced time from 10 hours to 5.2 seconds. All simulations were performed on an Intel i-7 8000 processor with 16Gb of ram.

Determining how GVF compares against other methods such as VFF, waypoint, and the optimal path around an obstacle is now discussed. A summary of the methods investigated for selecting GVF decay radius and circulation are shown in Table 3.1 below.

Table 3.1: Investigated Weighting Methods

GVF Method	Cost [-]	Solve Time
Strictly Repulsive	25	0
Equal Magnitude	12	0
Configuration Search	7	10.4 hours
Optimizer	7	5.2 seconds

3.3.3 Optimal Avoidance Route for Straight Path

A geometrically optimal route around a circular obstacle can be used to compare the performance of avoidance algorithms. The path for avoiding a circular obstacle while minimizing path deviation can be accomplished with three circular arc turns. The first and third arc utilize the UAV's minimum turning radius, θ_r , calculated in Equation 3.29. The start of the first minimum radius turn begins when the UAV's horizontal position x reaches \tilde{x} from the path frame origin. At a horizontal position $-\hat{x}$ the UAV turns with a radius of the obstacle r_o and exits when the UAV's horizontal position reaches \hat{x} .

$$\theta_r = \frac{u}{\dot{\theta}} \quad (3.29)$$

The horizontal points \tilde{x} and \hat{x} are shown in Equations 3.30 and 3.31, respectively.

$$\tilde{x} = -\sqrt{(\theta_r + R)^2 - (\theta_r - Y_o)^2} \quad (3.30)$$

$$\hat{x} = \frac{R \sqrt{(r + R)^2 - (\theta_r - Y_o)^2}}{R + \theta_r} \quad (3.31)$$

The avoidance path for navigating around a circular obstacle with minimum deviation from the planned path is defined in Equation 3.32 and shown in Figure 3.16.

$$y(x) = \begin{cases} \tilde{y} - \sqrt{\theta_r^2 - (x - \tilde{x})^2} & x < -\hat{x} \\ Y_o + \sqrt{R^2 - x^2} & -\hat{x} \leq x \geq \hat{x} \\ \tilde{y} - \sqrt{\theta_r^2 - (x + \tilde{x})^2} & x > \hat{x} \end{cases} \quad (3.32)$$

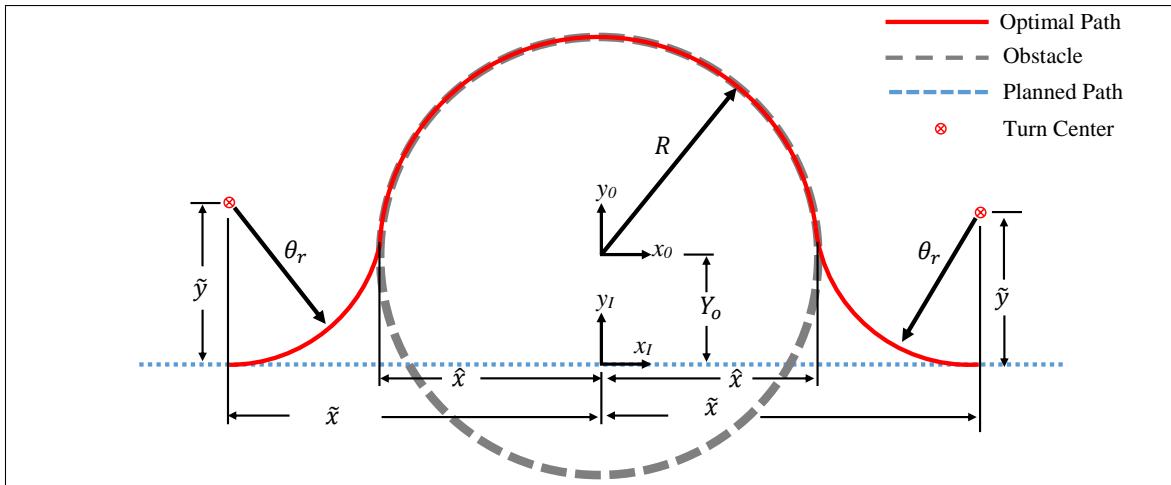


Figure 3.16: Optimal Kinematic Path Around Circular Obstacle

3.3.4 Avoidance Path and Waypoints

The number of waypoints that divert around an obstacle effects how closely the UAV tracks the outside of the obstacle and how much of the original path can be traveled. Few obstacle diversion waypoints leads to excess path deviation while increasing the number of diversion waypoints reduces path deviation, however has diminishing returns. The cost function in Equation 3.25 is used below to demonstrate how increasing the number of waypoints decreases the cost function, however, approaches an asymptote around six waypoints.

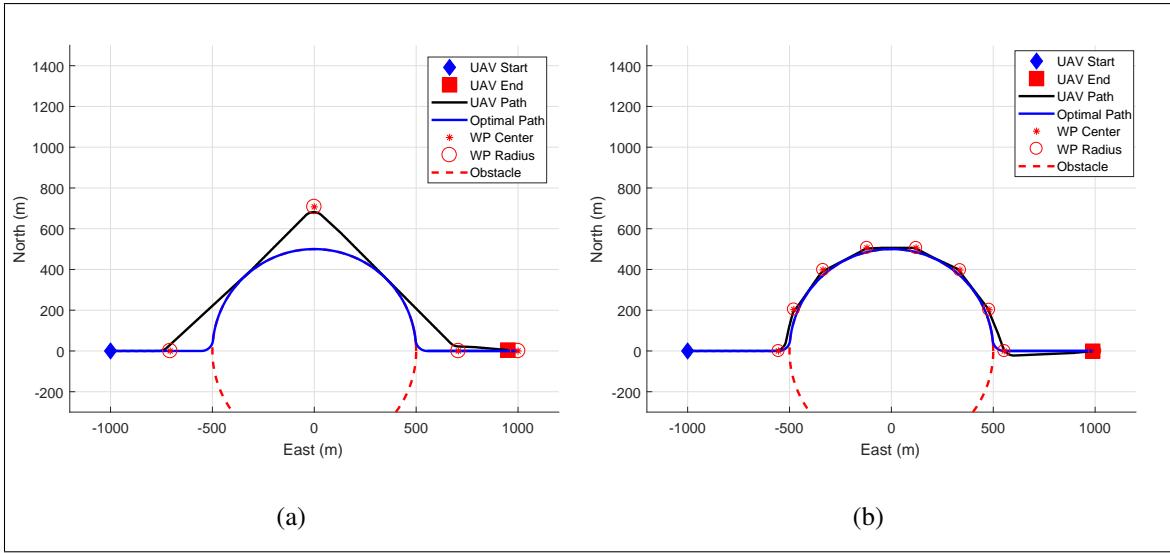


Figure 3.17: Obstacle Diversion Waypoints

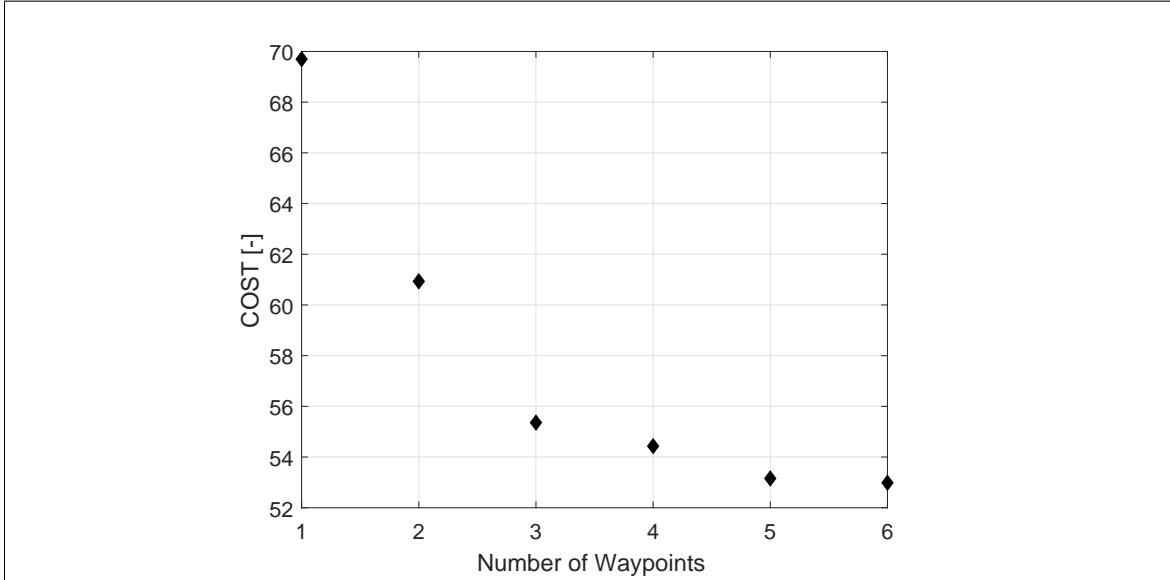


Figure 3.18: Cost impact versus number of waypoints

3.3.5 Worst Case Avoidance Scenario

A worst case avoidance scenario will be used to compare the optimized GVF with waypoint, VFF, and the optimal path with respect to the path deviation cost function. A

circular obstacle centered on the path, $y_o = 0$, requires a deviation from the path of at least 50% of the obstacles radius. A fixed wing UAV at an initial position $(-400, 0)$ and heading $\theta = 0^\circ$ follows the straight path connecting the points $(-400, 0)$ and $(400, 0)$ respectively. Traveling at a constant speed $u = 25m/s$ and with a fixed turn rate of $\dot{\theta} = 20deg/s$ the UAV must avoid an obstacle with radius $2\theta_r$ located at the origin $(0, 0)$. The VFF guidance from [37] is used with an obstacle window radius of $\theta_r + r_o$, a cell repulsion $Fr = -3$, attraction force $F_t = 0.8$, range exponent $n = 2$, and a goal located at $(700, 0)$. For LOS waypoint guidance, 7 waypoints with a small waypoint radius of $10m$ was chosen. Each diversion waypoint added drives the guidance closer to optimal, however has diminishing returns past $6 - 7$ waypoints. GVF guidance with a circular repulsive field was assigned a convergence weight $G = -1$ and circulation and decay radius coefficient k were determined by evaluating the cost function in Equation 3.25 with initial conditions $k_i = 2$ and $H = 2$. The GVF solution was bounded such that $2 \leq k \leq 4$ and $1 \leq H \leq 6$. Minimizing the cost function resulted in a decay radius coefficient $k = 2.78$ and a circulation value $H = 1.88$. The Dubin's paths for the three guidance methods discussed is shown in Figure 3.19.

VFF results in a UAV route that has excess deviation from the planned path with excessive turns. Waypoint guidance returns to the path more quickly than VFF, however deviates from the planned path farther then necessary. GVF leaves the path before waypoint guidance and tracks the outside of the obstacle closely and then quickly converges back to the pre-planned path. The cost of each method, defined in Equation 3.25, is displayed in the bar plot shown in Figure 3.20.

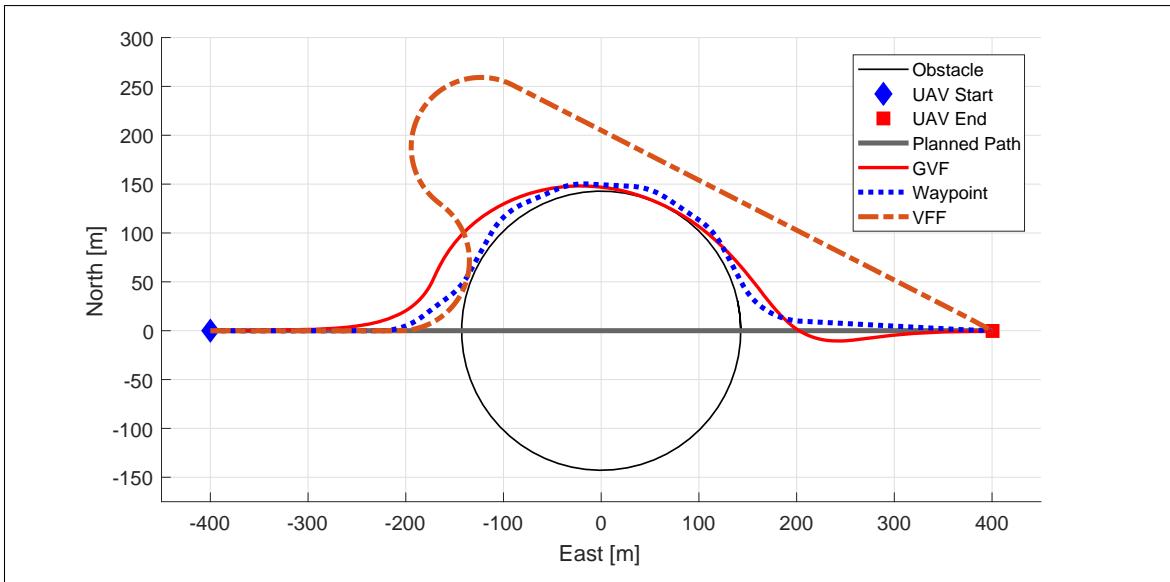


Figure 3.19: Path of UAV guided by guidance methods

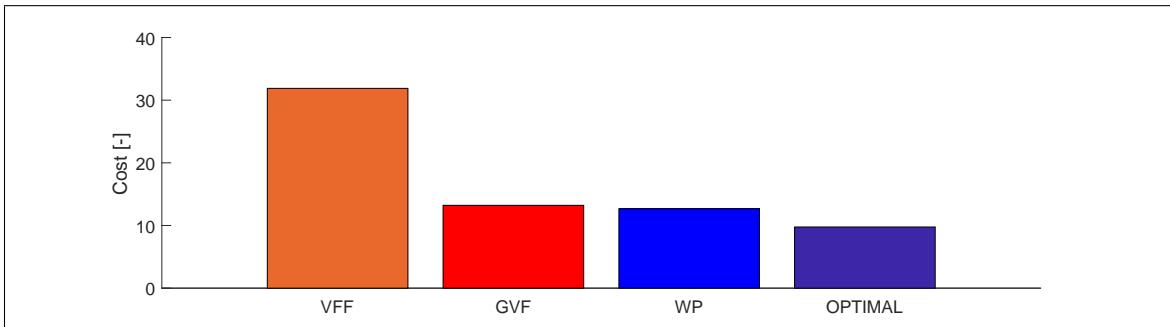


Figure 3.20: Cost performance for various UAV guidance methods

A gradient vector field for path following and circular obstacle avoidance was optimized and shown to have similar performance to waypoint avoidance without the need to re-plan the mission path. The obstacle avoidance GVF acts on the same principle as VFF, however guidance vectors are given circulation which aid in returning the UAV back to the planned path without intervention. A summary of the simulation costs for the scenario presented is shown in Table 3.2.

Table 3.2: Obstacle Avoidance Method's Performance Summary

Method	Cost [-]	Returns to path quickly	Avoids obstacle without replanning
VFF	31.8		✓
GVF	13.2	✓	✓
WP	12.7	✓	

GVF guidance provided a low cost avoidance that quickly returns to the planned path, however the time to reach a solution using a numerical solver for the optimized set k and H_o increases as the size of the obstacle increases. Failure to reach a solution in adequate time may result in the UAV violating the no-fly zone or colliding with the obstacle. Lookup tables were constructed for both circulation weight H_o and obstacle decay radius k that were be referenced with minimal computation time compared to a single numerical optimization solution. Circulation and decay radius are dependent on the obstacle's radius and the lateral position with respect to the path. Expressing the obstacle's radius and lateral position in terms of positive multipliers of the UAV's turning radius allows a single lookup table to be used for multiple UAV speeds, resulting in less scenarios to be evaluated. Below is an example of a lookup table where n represents the radius of the obstacle in terms of UAV's turning radius and c represents the lateral position of the obstacle in multiples of UAV turning radius. The lookup tables generated for obstacle radii $n = [1, 5]$ and lateral position $c = [0, 0.9]$ are shown in Figure 3.21 and 3.22.

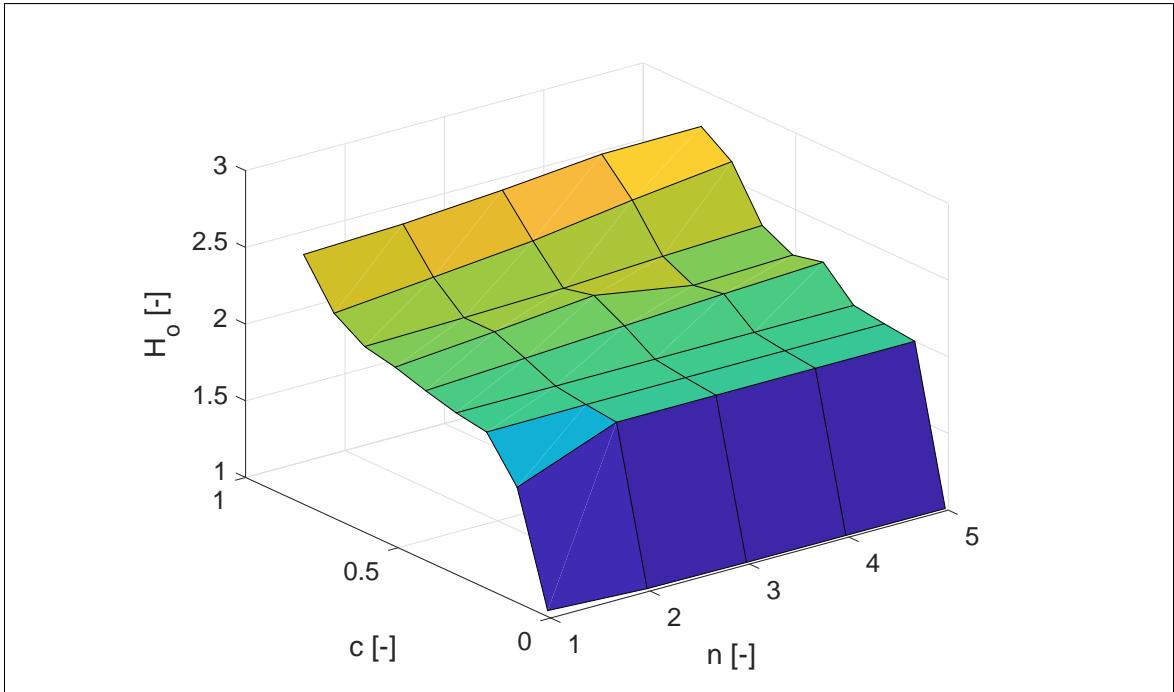


Figure 3.21: Optimized obstacle field circulation H_o surface for non-dimensional parameters

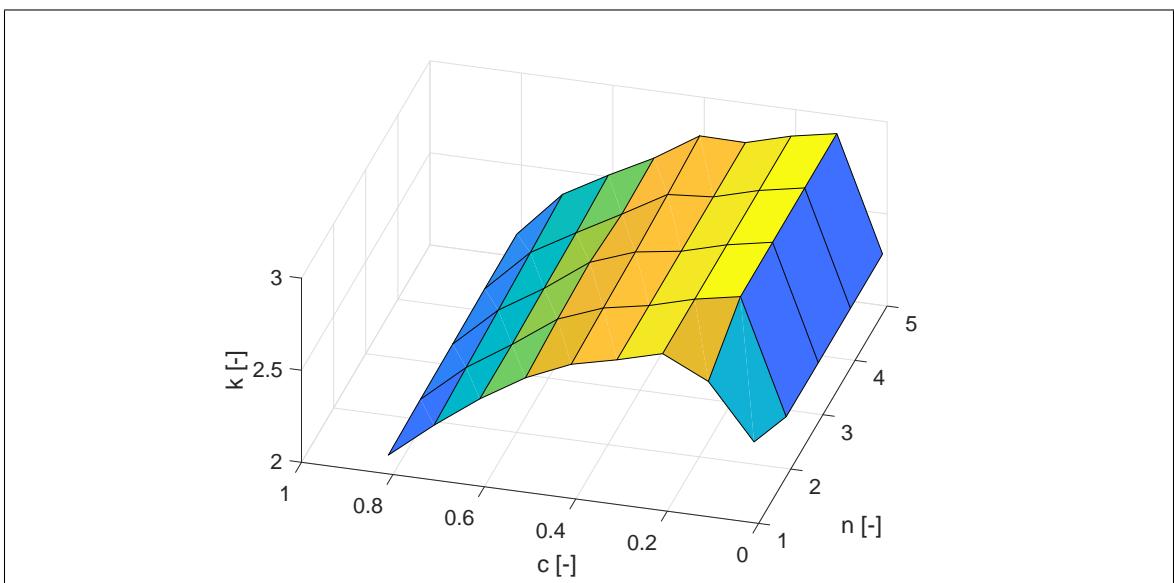


Figure 3.22: Optimized obstacle field decay radius k surface for non-dimensional parameters

3.4 Phase III: Flight tests

The objective of Phase III is to demonstrate the optimized gradient vector field guidance presented in Phase II on multirotor UAV flying with fixed wing turn-rate constraints. An overview of the experimental setup will be given for both the hardware and software that was implemented to achieve GVF guidance on a crazyflie quadcopter. Python and MATLAB GVF guidances are compared to confirm that they are equivalent.

3.4.1 Experimental Overview

All of the scenarios discussed using GVF guidance have involved simulating a fixed wing UAV modeled as a Dubin's vehicle. To demonstrate the GVF on actual flight hardware, an indoor quadcopter, Figure 3.23, will be used in place of a fixed wing UAV. There are several reasons why using an indoor quadcopter is advantageous for experimental flight tests, such as new guidance systems. First, finding an airspace to safely test the guidance system with an adequate clearing for takeoff and landing can be difficult. Many environmental complications such as high winds, precipitation, and low visibility could delay or prevent flight tests all together. Testing the GVF guidance method on an indoor quadcopter remove these complications. Additionally, the Dubin's turn rate constrains can be applied to limit the maneuverability of the quadcopter so that it behaves similar to that of a fixed wing UAV. Flying indoors also allows for more repeatable experimentation, environmental control, and use of high speed motion capture systems to provide position information to guidance and control systems.

The micro quadcopter, crazyflie 2.0, designed by Bitcraze was selected as the experimental flight vehicle due to its low cost and the ability to send the vehicle roll angle, pitch angle, yaw rate, and thrust percentage commands directly over radio. The control messages can be sent through the object oriented and scripted language Python, a language with syntax very similar to MATLAB. The UAV was viewed by 8 vicon vero cameras that

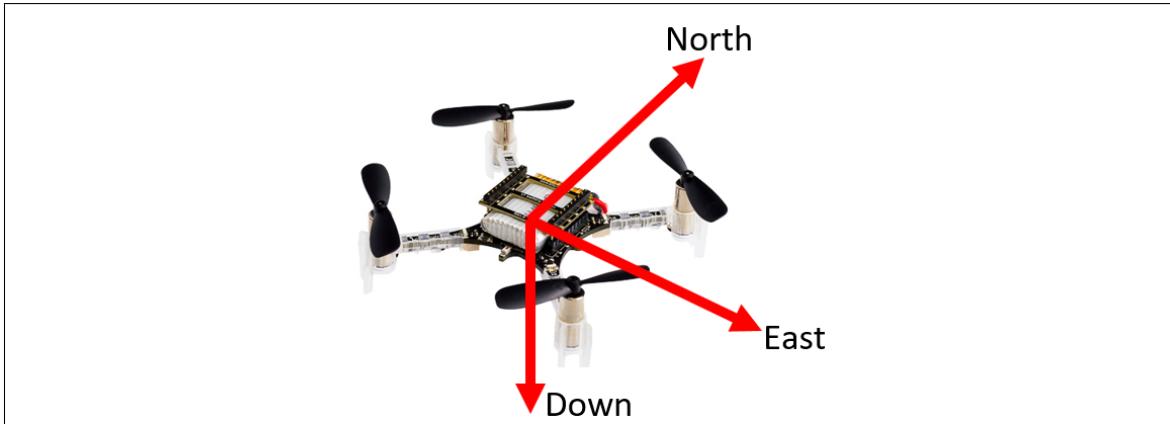


Figure 3.23: Micro quadcopter Crazyflie 2.0 by bitcraze

detect infrared light reflected by small markers placed on the vehicle. Video captured by the cameras at 100Hz is sent to a PC with a software package that estimates the pose of the vehicle and sends that information over a local area network (LAN) to a ground station PC where guidance and control calculations are made. The command messages are then sent over radio to the crazyflie where an on-board controller accepts the commands and outputs the necessary motor output to achieve the commands. A high level overview of the experimental framework described is shown in Figure 3.24. Each component of the framework will be discussed in more detail in the proceeding sections.

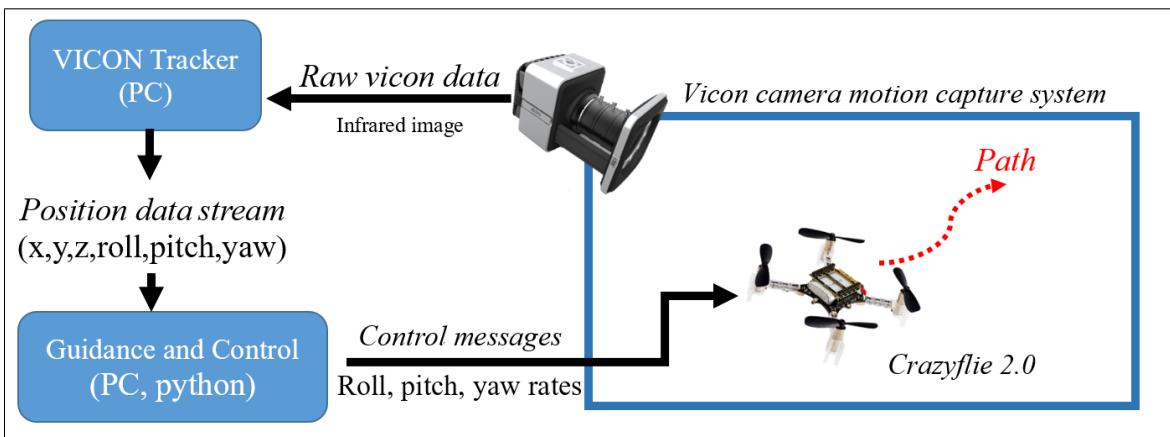


Figure 3.24: Indoor quadcopter flight experimental layout

3.4.2 Crazyflie 2.0

The crazieflie 2.0 is a lightweight micro-quadcopter UAV weighing in at 27 grams and has an approximate payload capacity of 10 grams. An on-board flight controller maintains vehicle stability by estimating it's attitude and making corrections to the four brushed motors. The software package, cfClient, interfaces with the crazyflie to accept and transmits these control messages over radio.

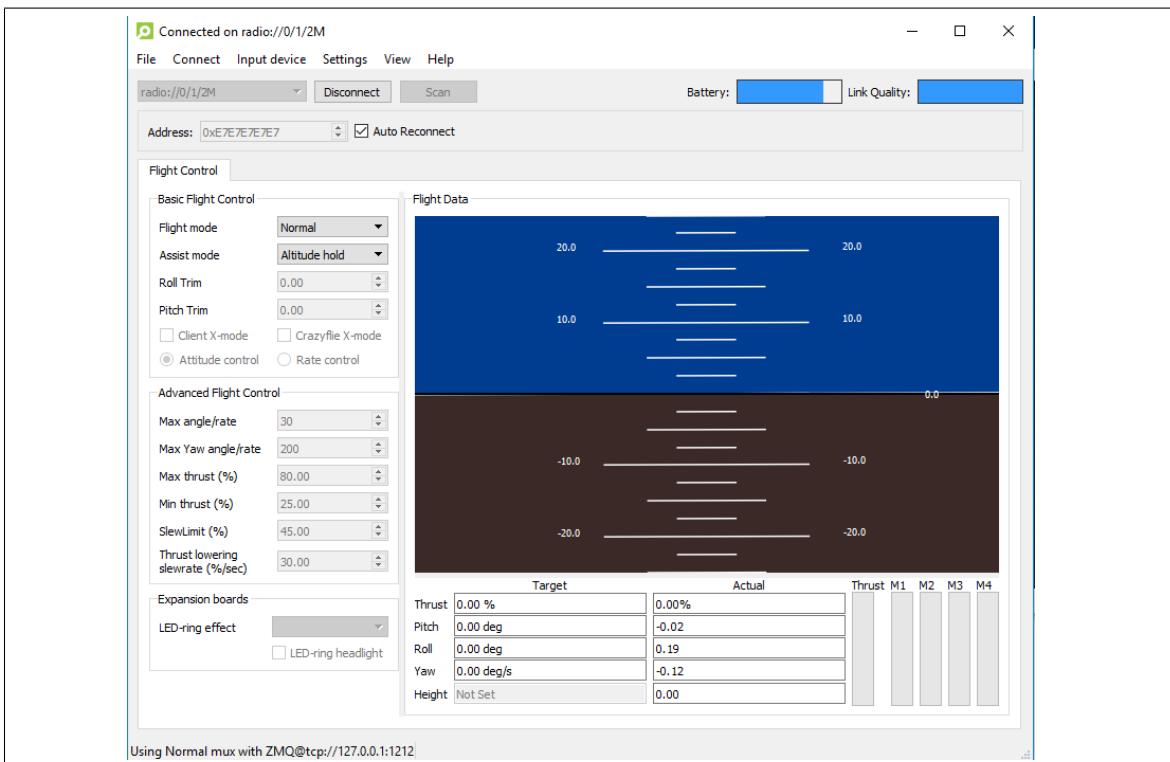


Figure 3.25: Crazieflie client radio communication software

The guidance and control software that calculates these command messages was hosted on a remote machine and not on-board the UAV, primarily for the convenience of fast development. The guidance and control was written in Python, which is highly portable and could easily be implemented on-board a UAV.

3.4.3 Python Guidance and Control Ground Station

The guidance and control framework developed for experimentation resembles that described in Figure 2.3. A navigation script taps into a stream of data provided by the Vicon tracker software and distributes that data to guidance and control algorithms. Position (x, y, z) and yaw ϕ are provided to the control algorithm which consists of four PID controllers. The UAV was set to fly at constant altitude for all simulations and experimentation, therefore only planar position (x, y) were provided to the guidance system. Heading guidance from the optimized GVF was converted to a carrot located at a position (xc, yc) is sent to the control system to be used as set-points. Control messages are relayed to a radio interface software, cfClient, which communicates the control messages with the crazyflie. An overview of the described system is shown in Figure 3.26.

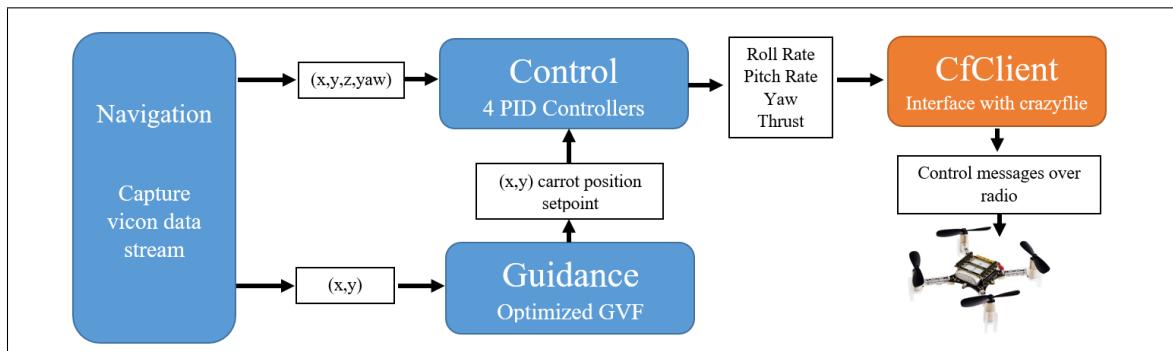


Figure 3.26: Crazyflie Guidance and Control Software Framework

The control algorithm consists of four PID controllers which are used to calculate roll rate, pitch rate, yaw, and thrust to drive the UAV to a desired setpoint. The error is measured by subtracting the measured state (x, y, z, yaw) from the desired setpoint. The block diagram of the PID controller is shown in Figure 3.27. Gains P, I, and D for each controller is tabulated in Table 3.3 below.

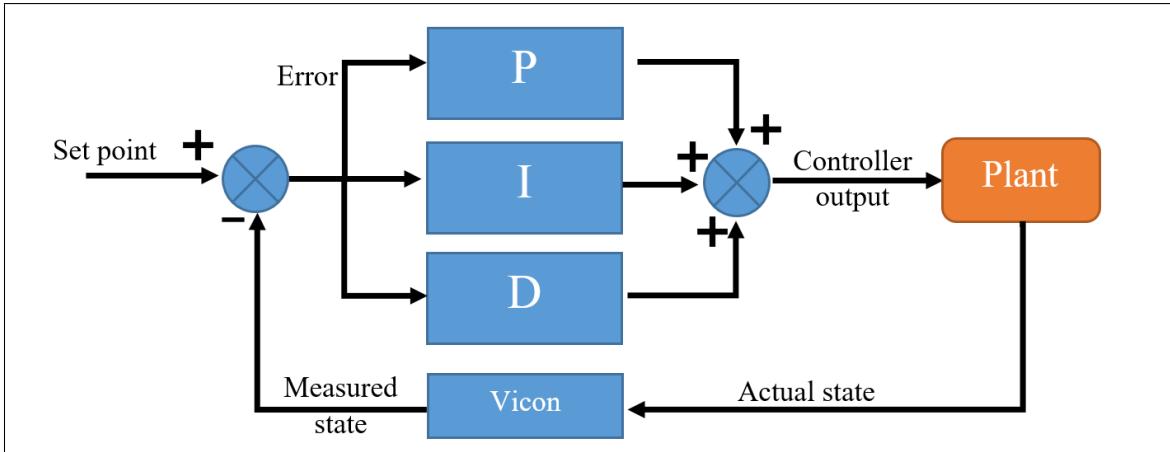


Figure 3.27: Crazyflie Guidance and Control Software Framework

Table 3.3: Tuned PID gains for roll, pitch, yaw, and thrust controller

Control Parameter	P	I	D
Roll Angle	29	2.5	19
Pitch Angle	29	2.5	19
Yaw Rate	80	50	30
Thrust Percentage	100	90	70

The optimized GVF guidance developed in MATLAB in Phases I and II was programmed into Python and compared under several scenarios to ensure that the guidance produced were identical. First, a path following GVF was calculated in Python for a straight line and results overlaid with an identical scenario in MATLAB. The quiver plots show guidance calculated by MATLAB aligning with the guidance calculated in Python shown in Figure 3.28.

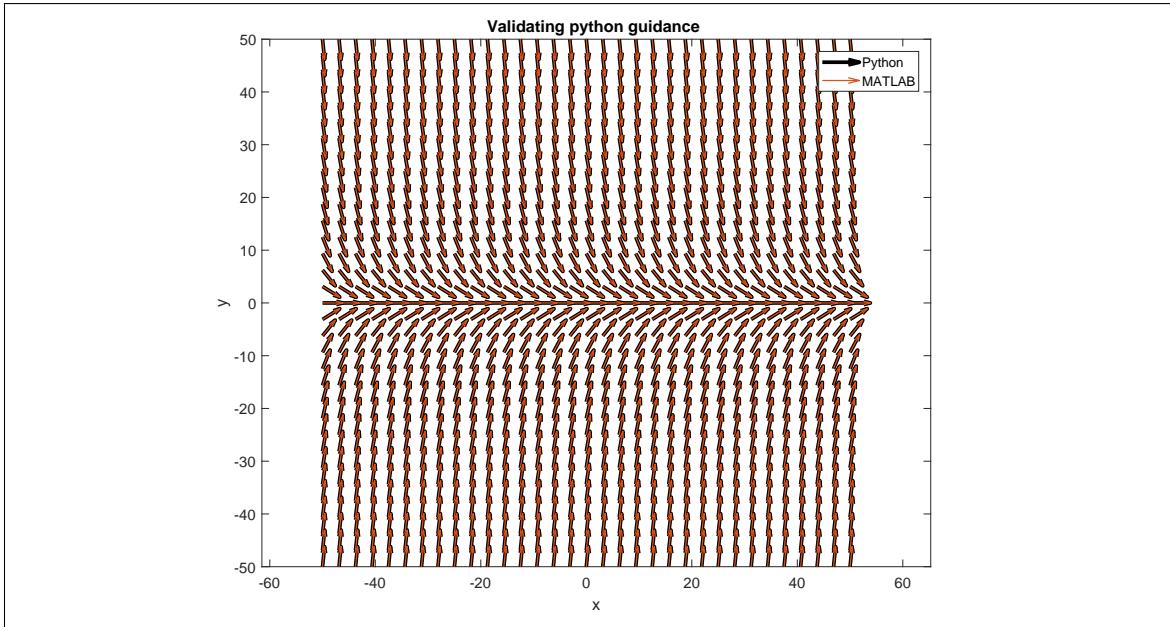


Figure 3.28: Validation of Python straight path guidance overlaid with MATLAB

Summing an avoidance path with the path following field with no circulation results in the guidance shown in Figure 3.29.

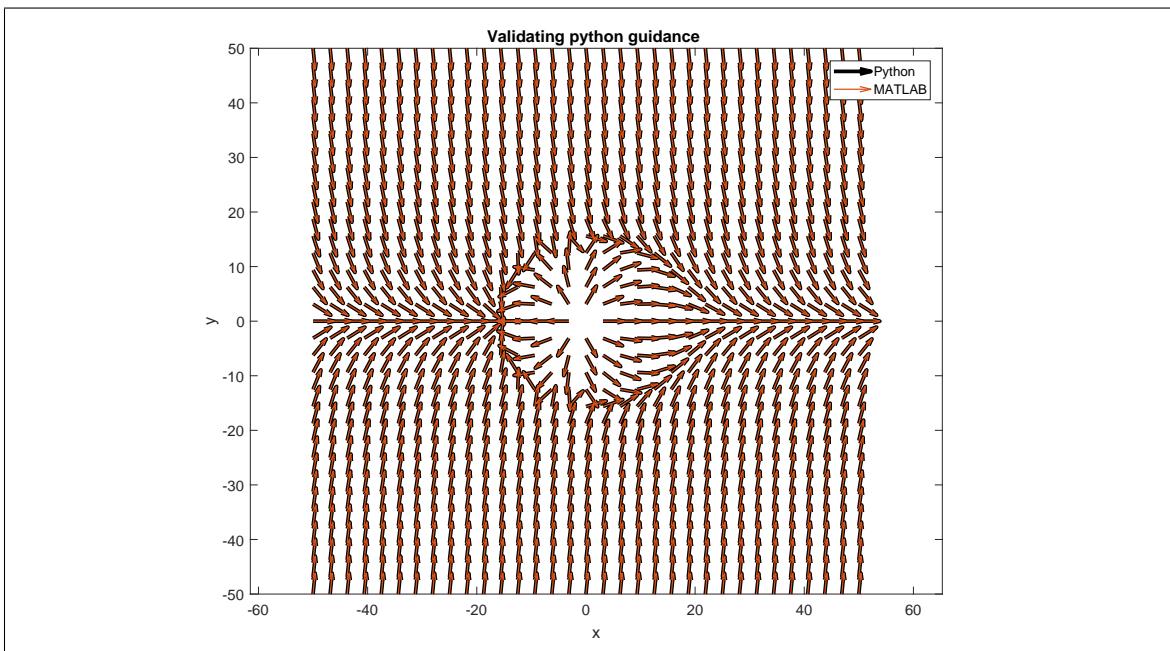


Figure 3.29: Validation of Python summed guidance overlaid with MATLAB

Lastly, the Python guidance was simulated with an identical Dubins vehicle as MATLAB and shown to have identical paths in Figure 3.30

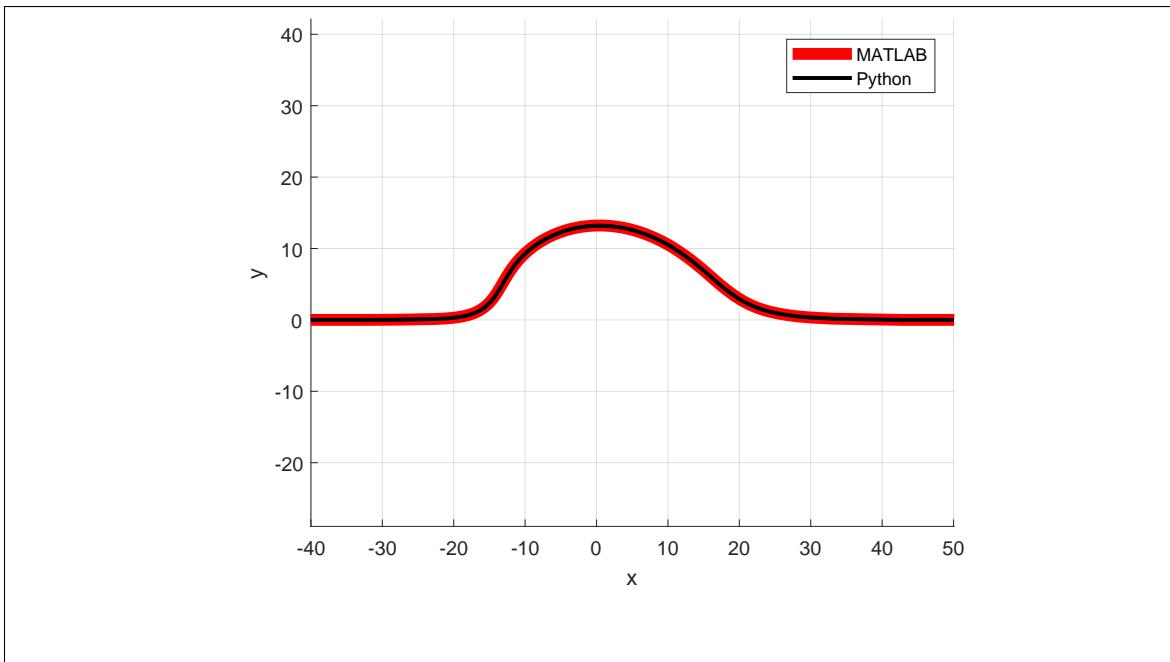


Figure 3.30: Validation of Python Dubins UAV route overlaid with MATLAB

Additional validation quiver plots with the obstacle field, decay field, and circulation in a obstacle field can be found in the appendix.

3.5 Summary of Methodology

Equations for path following and obstacle vector field guidance were presented. Singularities in a summed field were discussed and a method for locating them numerically was provided. A fixed wing UAV modeled as a Dubin's vehicle with fixed turn rate constraint was guided by a path following guidance to converge and follow a straight line. Obstacles were defined in terms of UAV turning radius for convenience and the obstacle field summed with path following field. Cost functions for evaluating the performance of obstacle avoidance in terms of path deviation was provided. Paths with strictly repulsive

guidance were shown to guide the UAV away from the obstacle but with excess path deviation, unnecessary turns, and slow path convergence. Adding circulation to the obstacle field improved performance and reduced the overall cost. A large space of circulation and decay multipliers were evaluated and the cost displayed in a heatmap. The combination of parameters that provide the least cost guidance can be selected to provide an optimized guidance, however takes significant computation time to evaluate the large parameter space. A numerical method for determining parameters was presented and an example of it's execution provided. Lastly, the optimized GVF guidance was implemented into python to be used for real-time obstacle avoidance guidance for the crazyflie quadcopter. Next, results for each phase will be discussed.

4 RESULTS

4.1 Introduction to Results

The singularity detection method discussed in Phase I and optimized path following and obstacle avoidance guidance presented in Phase II are demonstrated in four scenarios. Both path centered and off-centered obstacles of various radii are evaluated with a simulated fixed wing UAV. The optimized GVF circulation H_o , decay radius multiplier k , and cost $\bar{\gamma}$ is documented for each scenario. The optimized GVF guidance implemented on a crazyflie quadcopter is then used in four scenarios consisting of centered, off-centered, and various radii obstacles. Cost for experimental flights and simulation are compared for their percent difference in cost.

4.2 Phase I & II

The methods discussed in Phase I and Phase II for detecting singularities in a summed GVF and optimizing obstacle field decay radius and circulation will now be demonstrated for several scenarios involving a Dubin's vehicle modeling a fixed wing with turn rate constraints. Avoidance scenarios that represent the possible configurations of an obstacle that lies along a pre-planned path consist of small obstacles, large obstacles, path centered obstacles, and path offset obstacles. small obstacles are considered those with radius $r_o = \theta_r$ while large obstacles have a radius $r_o \geq 5\theta_r$. Centered obstacles represent the worst case avoidance scenario where the UAV must deviate at least 50% of the obstacle's radius in order to successfully avoid. For the path centered obstacle, counterclockwise and clockwise avoidance have identical costs. In the centered obstacle scenarios presented, it is assumed that clockwise avoidance is desired and the initial conditions and bounds were set accordingly. A table of the avoidance scenarios demonstrated is shown below in Table 4.1 below.

Table 4.1: GVF Avoidance Scenarios

Scenario Number	Obstacle radius multiplier m	Obstacle lateral position y_o
1	1	0
2	5	0
3	1	$0.5r_o$
4	5	$0.5r_o$

For each scenario a fixed wing UAV is assumed to be following a pre-planned path traveling at constant speed $u = 15m/s$ with a turnrate $\dot{\theta} = 20deg/s$. The UAV's initial position is set to $(100m, 0)$ and heading $\theta = 180^\circ$, where m represents the obstacles radius multiplier. Each scenario tabulated in Table 4.1 are discussed and obstacle GVF decay radius, circulation, and cost are summarized.

Scenario 1 consists of a path centered obstacle with a radius equal to that of the UAV's turning radius θ_r . Minimizing the path deviation cost function $\bar{\gamma}$ in Phase II results in a route that avoids the obstacle and quickly returns to the planned path. The total cost of scenario 1 for avoiding the obstacle is $\bar{\gamma} = 7$ for decay radius multiplier $k = 2.8$ and circulation $H_o = 2.1$, shown in Figure 4.1. A single singularity is found from searching for solutions to the singularity condition defined in Equation 3.18 in Phase I. The singularity is removed from the UAVs route through the addition of circulation, as discussed in Phase I.

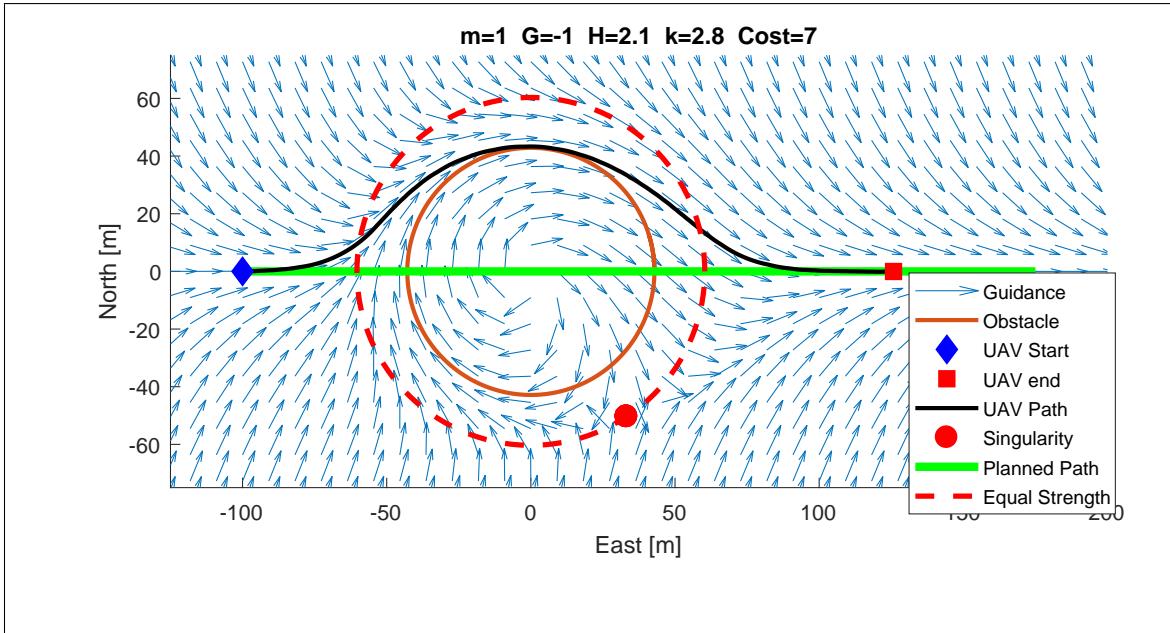


Figure 4.1: Centered obstacle with small radius avoided by Dubin's UAV in simulation

Scenario 2 consists of a path centered obstacle with a radius equal to that of 5 times the UAV's turning radius θ_r . The total cost of scenario 2 for avoiding the obstacle is $\bar{\gamma} = 37$ for decay radius multiplier $k = 2.8$ and circulation $H = 2.1$, shown in Figure 4.1. A single singularity is detected on the radius of equal strength, however does not lie along the UAVs path.

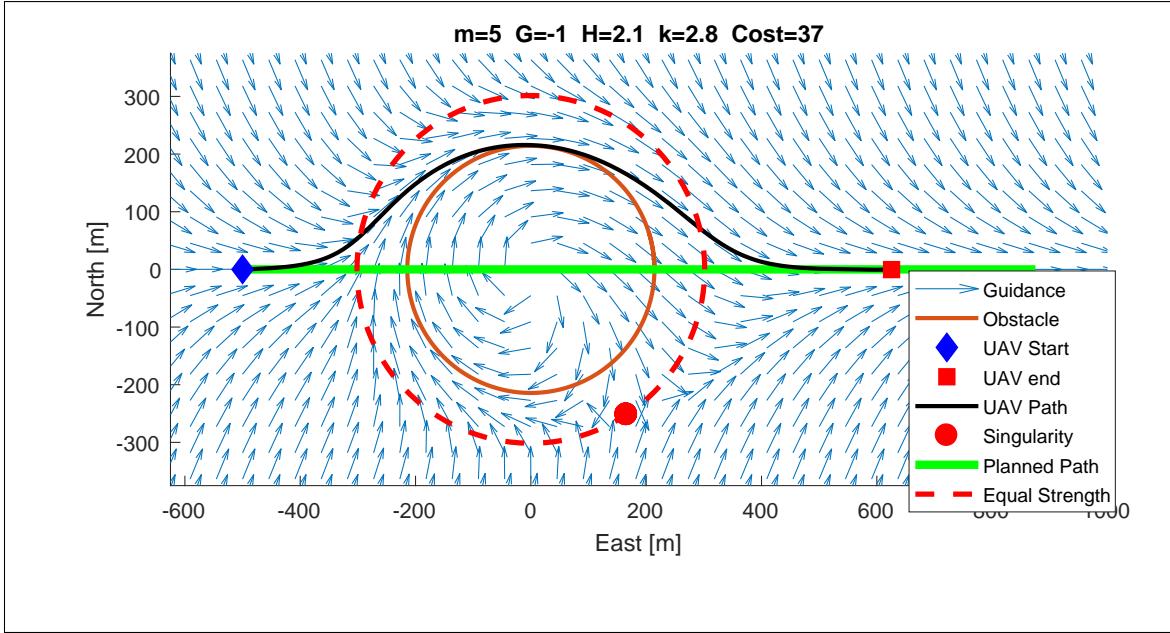


Figure 4.2: Centered obstacle with large radius avoided by Dubin's UAV in simulation

Scenario 3 consists of a path off centered obstacle with a radius equal to that of the UAV's turning radius θ_r . The shortest direction around the obstacle can be determined from inspection, therefore negative circulation conditions and bounds are given to the minimizer to produce the guidance shown in Figure 4.3 for counterclockwise circumnavigation. The total cost of scenario 3 for avoiding the obstacle is $\bar{\gamma} = 3$ for decay radius multiplier $k = 2.4$ and circulation $H_o = -2.6$.

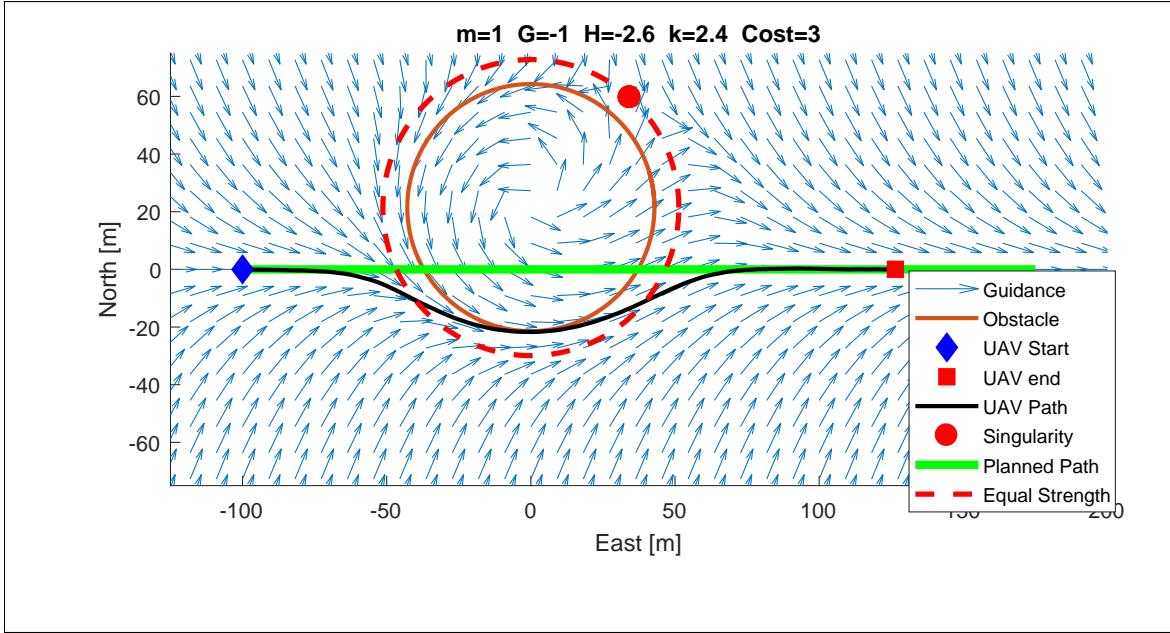


Figure 4.3: Off centered obstacle with small radius avoided by Dubin's UAV in simulation

Scenario 4 consists of a path off centered obstacle with a radius equal to 5 times that of the UAV's turning radius θ_r . Again, the shortest direction around the obstacle is determined from inspection. The total cost of scenario 4 for avoiding the obstacle is $\bar{\gamma} = 14$ for decay radius multiplier $k = 2.4$ and circulation $H_o = -2.7$.

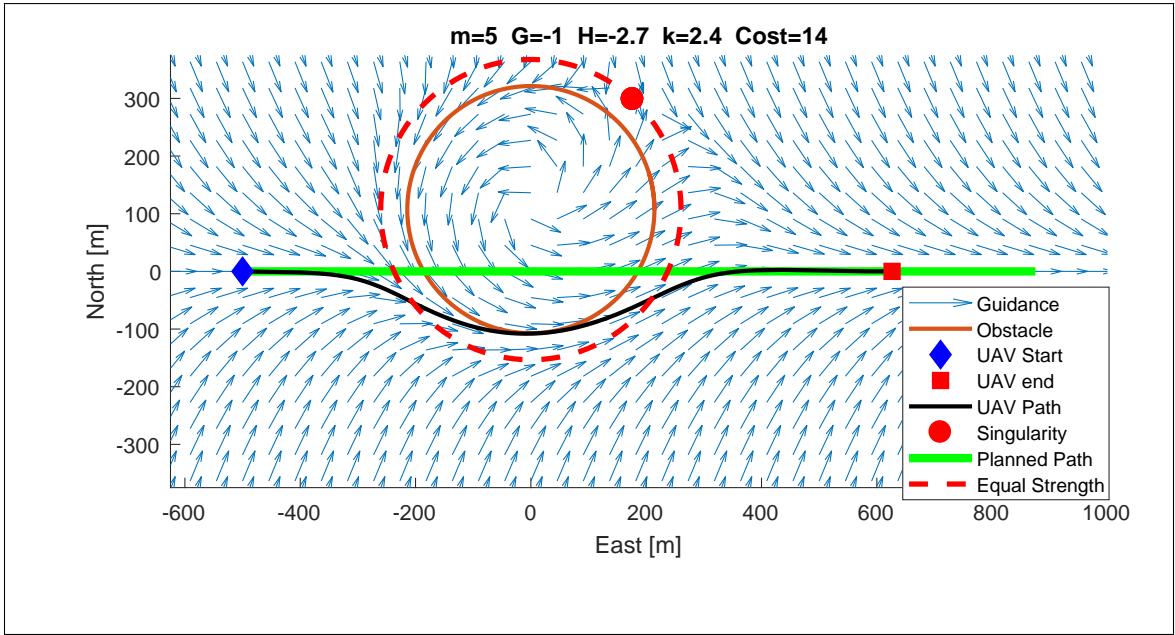


Figure 4.4: Off centered obstacle with large radius avoided by Dubin's UAV in simulation

Scenarios involving both path centered and off centered obstacles of various radii were investigated. For each simulation a UAV traveling along the path is guided around an obstacle and then back to the planned path without violating the obstacle, traveling through or near singularities, and without excess path deviation. The optimized GVF was then implemented on a crazyflie 2.0 quadcopter flying under fixed wing turn rate constraints.

4.3 Phase III

The optimized GVF guidance was used to guide a turn rate constrained crazyflie 2.0 along a path and around a virtual obstacle that lied along the planned path. Several obstacle avoidance scenarios consisting of path centered, off centered, and multiple radii obstacles were conducted using the GVF guidance. The four avoidance scenarios tested are summarized in Table 4.2. Due to space limitations, obstacles larger than $1.5\theta_r$ were not considered. Each scenario is presented followed by a vector quiver plot containing both simulation and experimental UAV flight route. For the first scenario, both speed and

PID controller response plots will be discussed. Speed and controller response plots for scenarios 2,3 and 4 can be found in the appendix.

Table 4.2: Experimental scenarios conducted for crazyflie quadcopter

Scenario Number	Obstacle radius multiplier m	Obstacle lateral position y_o	k	H_o
1	1	0	2.2	2.9
2	1	$0.5\theta_r$	2.0	-4.6
3	1.5	0	2.4	2.7
4	1.5	$0.5\theta_r$	2.1	-3.5

Scenario 1 consisted of a quadcopter placed at initial conditions $(-2, 0)$ meters along a pre-planned path and traveled at a mean speed of $0.15m/s$. An obstacle of radius $r_o = \theta_r$ was avoided by summing a repulsive obstacle GVF with the path following GVF. Cost for the simulated Dubin's UAV was $\bar{\gamma} = 7.6$ and experimental flight $\bar{\gamma} = 10.3$, a 31% difference. The experimental UAV avoids the obstacle and returns to the pre-planned path, exhibiting a similar flight path as the simulated UAV. The route of the experimental flight and simulation are found in Figure 4.5 below.

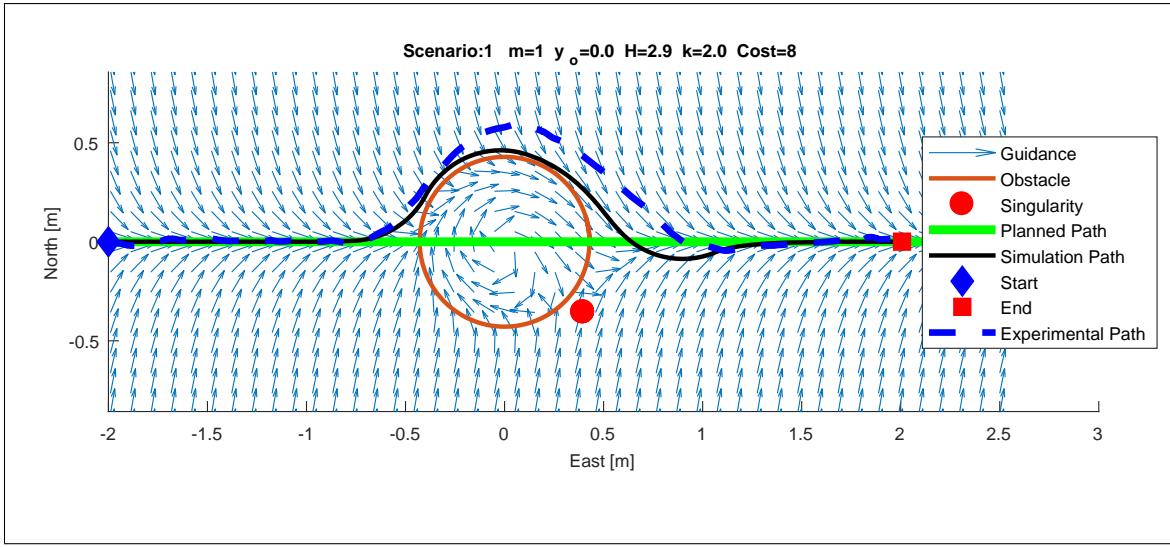


Figure 4.5: Simulated and experimental UAV routes for path centered obstacle with small radius

The most likely reason for the difference between simulation and experimental cost is the lack of a velocity controller. Carrot chasing set-points does not guarantee that a fixed speed u can be maintained, even if the set-points are of equal distance away from the UAV. Additionally, in order to properly apply the Dubin's constraints of allowing finite changes in the UAVs heading, an accurate measurement of the current heading is necessary. Heading is estimated from the numerical derivative of the UAV's position at the current and last time step t , $t-1$, and time between updates dt . Due to both measurement and process noise from Vicon and the inherent instability of quadcopters respectively, measuring the state at lower speeds had significant uncertainty. The estimated speed from the numerical derivative of position is shown in Figure 4.6 below. The mean path following speed is the mean of the speed estimates ranging from the start to the end of path following and obstacle avoidance. Takeoff and landing speeds prior to path following were not included when calculating the mean speed.

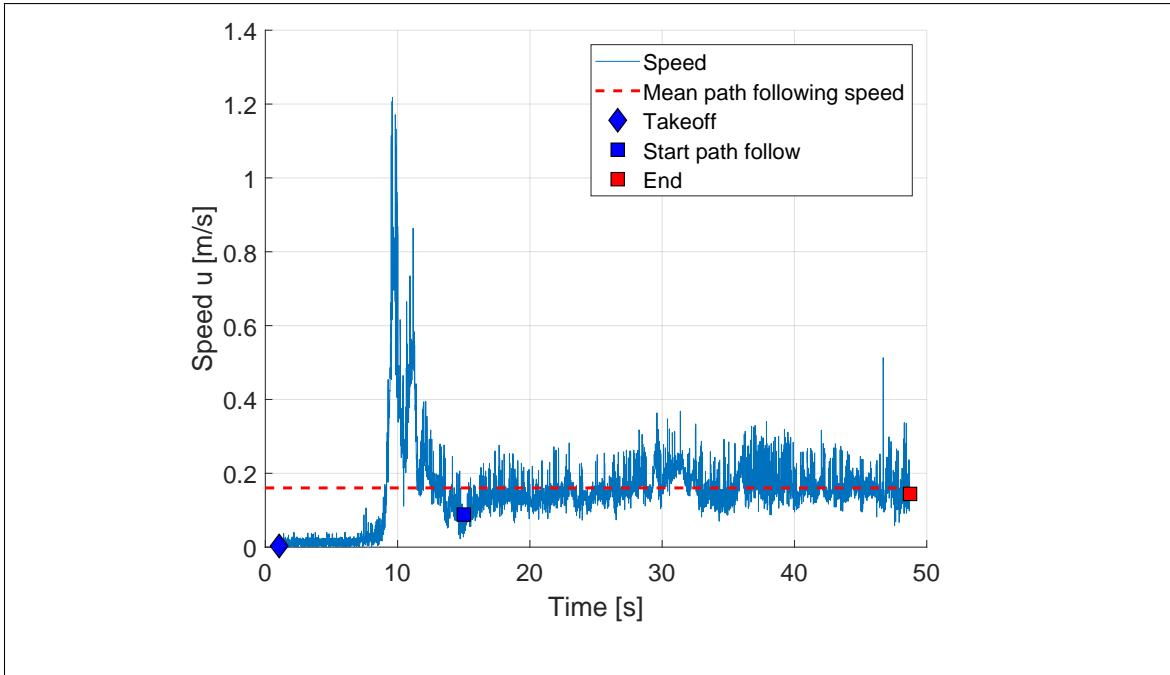


Figure 4.6: UAV speed versus time during flight experiment of scenario 1

The planar position states x , y , altitude z , and yaw rate for scenario was is shown in Figure 4.7. The PID controllers were sent planar carrot set-points based on the GVF guidance, shown in red, and the state response measured with Vicon is shown in blue.

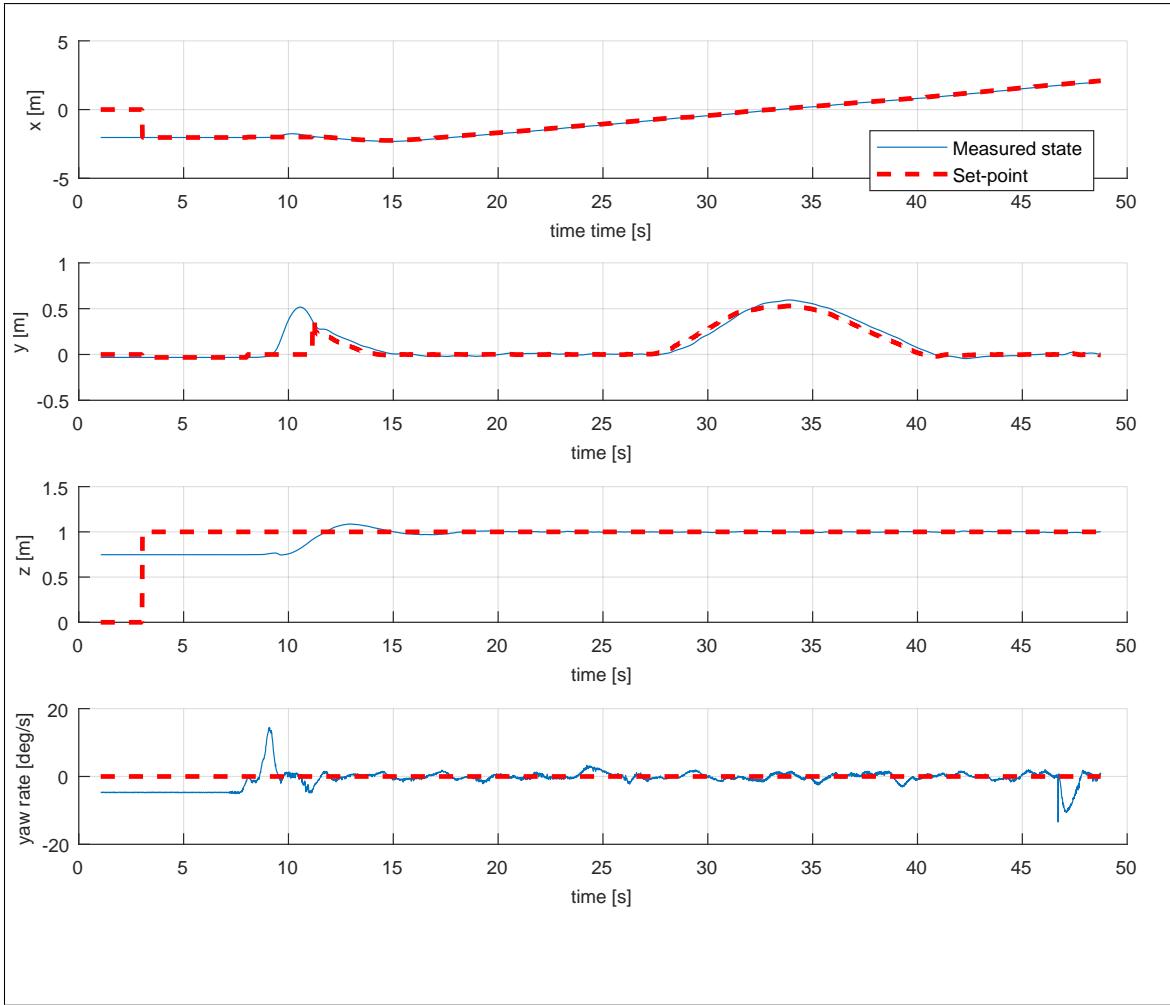


Figure 4.7: State response plots for scenario 1

Scenario 2 consisted of a quadcopter placed at initial conditions $(-2, 0)$ meters along a pre-planned path and traveled at a mean speed of $0.16 m/s$. An obstacle of radius $r_o = \theta_r$ and lateral position $y_o = 0.5\theta_r$ was avoided by summing a repulsive obstacle GVF with the path following GVF. Cost for the simulated Dubin's UAV was $\bar{\gamma} = 3.6$ and experimental flight $\bar{\gamma} = 5.0$, a 32% difference. The experimental UAV avoids the obstacle and returns to the pre-planned path, exhibiting a similar flight path as the simulated UAV. The route of the experimental flight and simulation are found in Figure 4.8 below. The combination of the path following and obstacle fields did not result in any GVF singularities in this scenario.

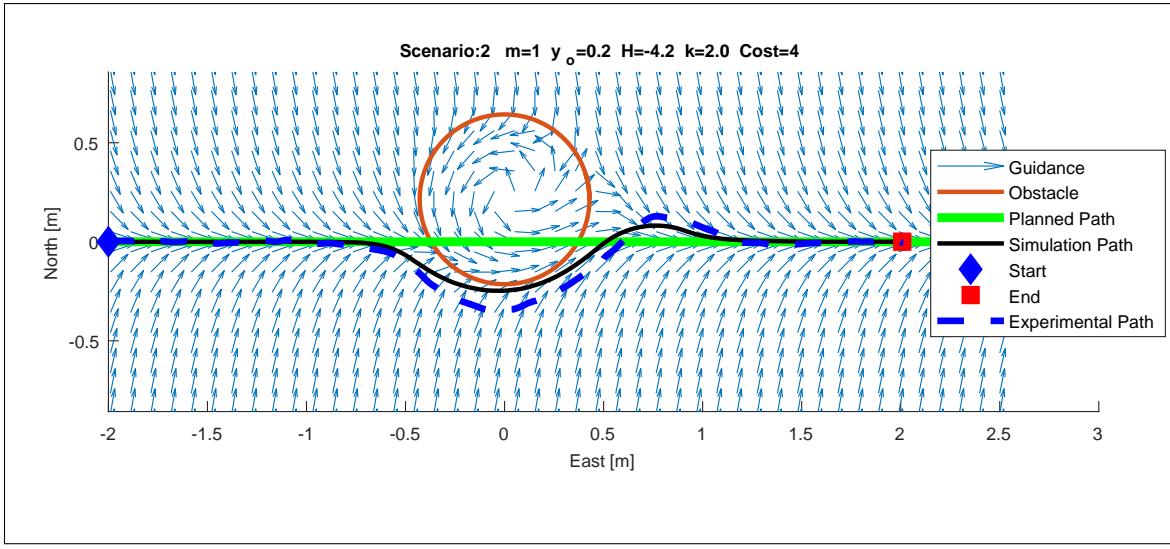


Figure 4.8: Simulated and experimental UAV routes for off centered obstacle with small radius

Scenario 3 consisted of a quadcopter placed at initial conditions $(-2, 0)$ meters along a pre-planned path and traveled at a mean speed of $0.16m/s$. An obstacle of radius $r_o = 1.5\theta_r$ and lateral position $y_o = 0$ was avoided by summing a repulsive obstacle GVF with the path following GVF. Cost for the simulated Dubin's UAV was $\bar{\gamma} = 13.4$ and experimental flight $\bar{\gamma} = 13.7$, a 2.5% difference. The experimental UAV avoids the obstacle and returns to the pre-planned path, exhibiting a similar flight path as the simulated UAV. The route of the experimental flight and simulation are found in Figure 4.9 below.

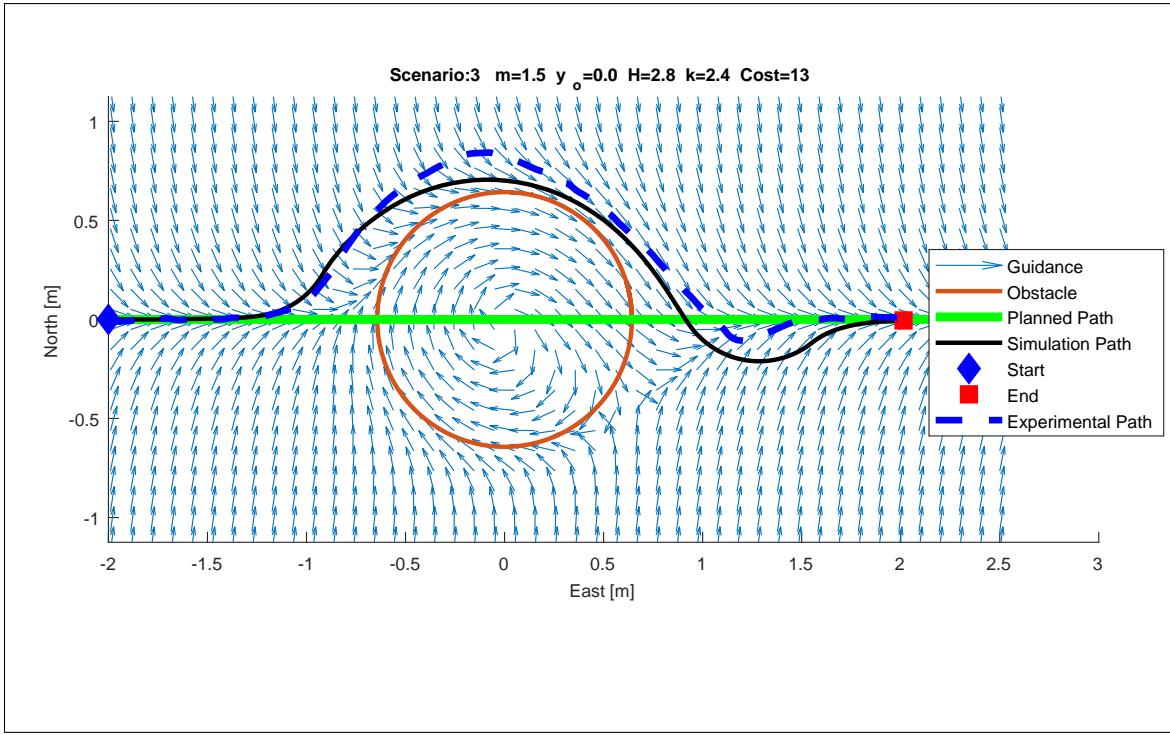


Figure 4.9: Simulated and experimental UAV routes for path centered obstacle with large radius

Scenario 4 consisted of a quadcopter placed at initial conditions $(-2, 0)$ meters along a pre-planned path and traveled at a mean speed of 0.14m/s . An obstacle of radius $r_o = 1.5\theta_r$ and lateral position $y_o = 0.5 * r_o$ was avoided by summing a repulsive obstacle GVF with the path following GVF. Cost for the simulated Dubin's UAV was $\bar{\gamma} = 5.2$ and experimental flight $\bar{\gamma} = 9.2$, a 56% difference. The experimental UAV avoids the obstacle and returns to the pre-planned path, exhibiting a similar flight path as the simulated UAV. The route of the experimental flight and simulation are found in Figure 4.10 below.

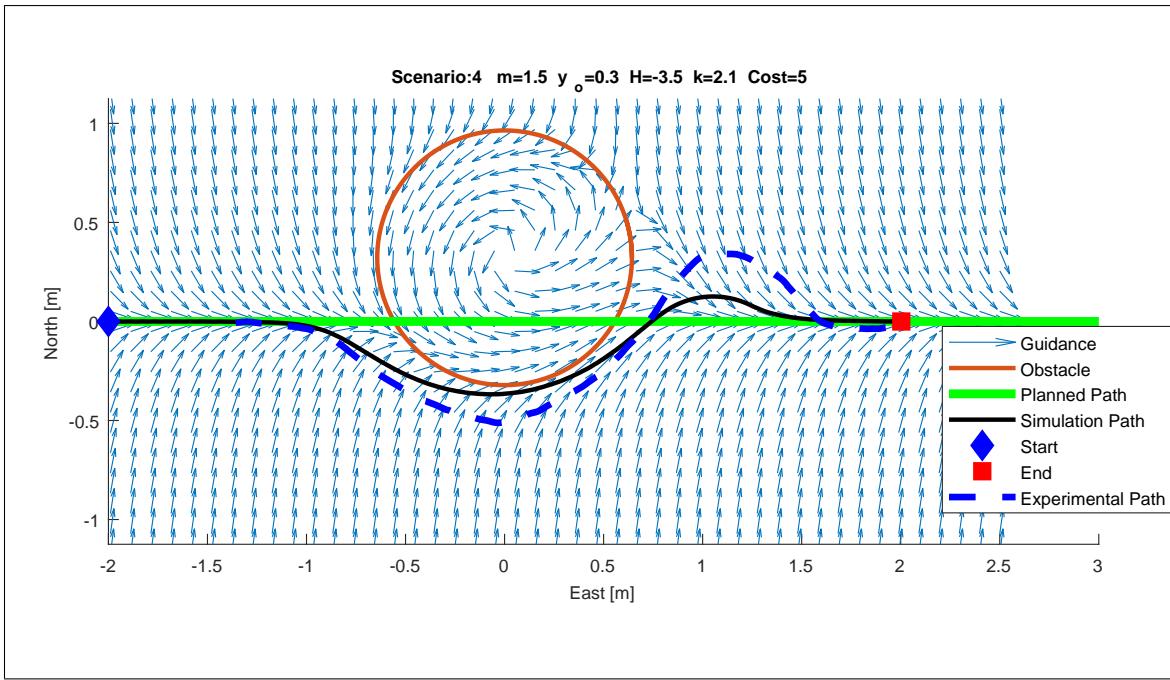


Figure 4.10: Simulated and experimental UAV routes for off centered obstacle with large radius

A summary of the scenarios tested and the cost associated with each simulation and flight test are shown in Table 4.3 below.

Table 4.3: Simulation and experimental cost comparison table for scenarios 1-4

Scenario	Simulation Cost	Experiment Cost	Cost % Difference	Mean Experiment Velocity [m/s]
1	7.6	10.3	31	0.15+-0.1
2	3.6	5.0	32	0.16 +- 0.1
3	13.4	13.7	2.5	0.16+-0.1
4	5.2	9.2	56	0.14 +- 0.1

4.3.1 Summary of results

An optimized GVF for path following and obstacle avoidance with singularities removed from the UAV's path was presented. Singularities in the summed GVF were detected numerically by searching for the location of null magnitude vectors in the summed field with initial conditions placed on the radius of equal strength. Decay radius and circulation weights were determined by minimizing a cost function that penalizes the UAV for deviating from the path and violating the obstacle's space. The optimized GVF was simulated for a fixed wing UAV under various scenarios consisting of path centered, off centered, and multiple radii obstacles. Experimental flight tests were conducted with a crazyflie 2.0 quadcopter with fixed wing constraints and the flight path cost was compared against that of simulation.

5 CONCLUSIONS

Guidance for converging and following a straight path with a GVF guidance method found in literature was presented. A repulsive GVF was constructed for avoiding circular obstacles along the path by modifying the GVF's decay radius, convergence, and circulation weights. It was shown that summing the attractive and repulsive GVFs can result in guidance that directs the UAV along the planned path while pushing away from the obstacle. Singularities in the summed GVF, regions of guidance where path following and obstacle fields directly oppose each other, were defined and their location on the radius of equal strength was discussed. A method for identifying the location of singularities numerically with initial conditions placed on the radius of equal strength was presented. It was shown that adding circulation to the obstacle GVF may remove singularities from the UAV's route.

The GVF presented in Phase I for converging and following a straight path was demonstrated in simulation with a UAV modeled as a Dubin's vehicle with various target path circulation weights. It was shown that equating the path's circulation weight to that of the UAV's speed provides a balance between rise time and overshoot when converging and following a path. A repulsive GVF was added to the path following GVF and an array of decay radii and circulation weights were evaluated for their path deviation costs in simulation. An array of circulation weights and decay radii were evaluated for their cost to determine which combination results in an optimized path. Evaluating a large array of parameters takes significant time and may be unique to each obstacle size, position, and UAV characteristics, therefore a numerical approach for minimizing the cost function for finding an optimized combination rapidly was presented.

The optimized GVF guidance for path following and obstacle avoidance was implemented on a crazyflie 2.0 quadcopter flying under fixed wing constraints. Several path following and circular obstacle avoidance scenarios were tested consisting of path

centered, off center, and multiple radii obstacles. Flight test and simulation flight routes were compared for both their general behavior and costs. The quadcopter followed the same general path as the simulated UAV, however had an average of 30% higher cost compared to the simulated path. The difference in cost is attributed to both the lack of a velocity controller and the high process and measurement noise when measuring the UAV's velocity.

UAVs typically rely on path planning algorithms to provide an obstacle free and flyable path prior to flight. In the event that unplanned obstacles are encountered a new path may have to be re-generated which may not be possible if communication with a ground station is lost. Path following and obstacle avoidance was achieved without the need to re-plan the mission path by using optimized GVF decay radius and circulation parameters. Simulations were conducted with a fixed wing UAV modeled as a Dubin's vehicle using the GVF guidance and circulation and decay radius were selected which minimized a path deviation cost function. Singularities in the GVF were characterized and located numerically. The optimized GVF guidance was implemented in an indoor quadcopter with turn-rate constraints to emulate a fixed wing UAV. Results comparing simulations and indoor flight tests were compared.

Guidance for path following and obstacle avoidance without the need to re-plan mission paths has the potential to aid in increasing unmanned systems autonomy. Obstacles can be avoided without the intervention of a human operator and they can do so at minimal deviation from the planned path. These planned paths represent a route in which a task must be completed, therefore, remaining close the path increases the UAVs overall effectiveness. The optimized GVF guidance promotes this increased mission effectiveness.

APPENDIX A: METHODOLOGY PHASE I

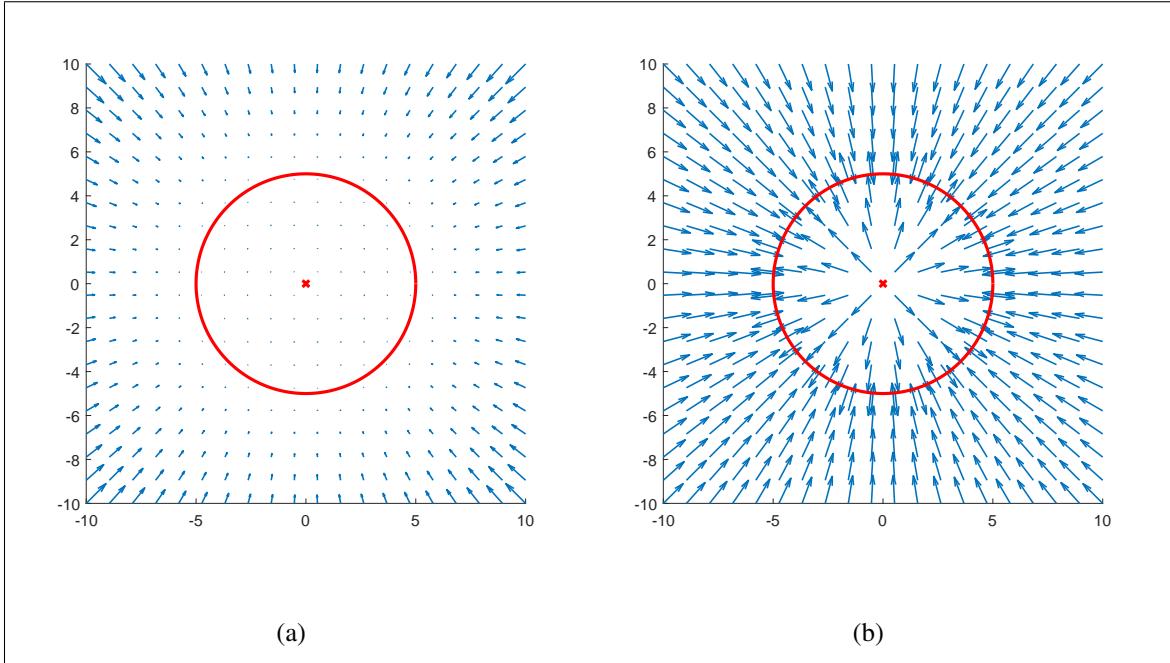


Figure A.1: GVF circular attractive field without normalization (a) and normalization (b)

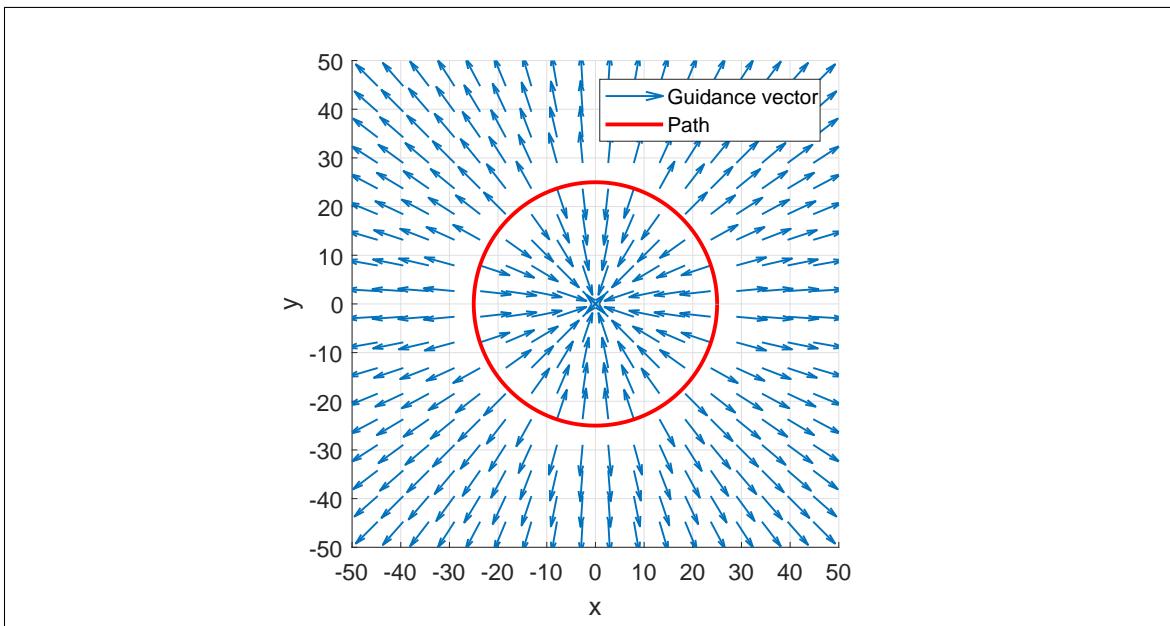


Figure A.2: Repulsive Circular Field with Large Radius

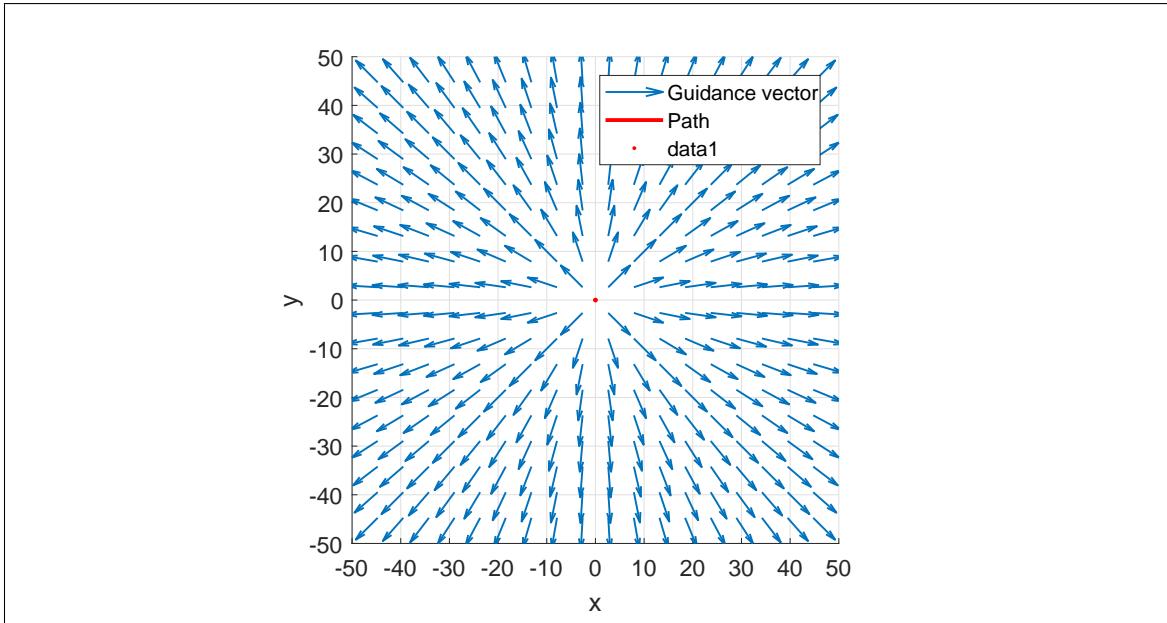


Figure A.3: Repulsive Circular Field with Small Radius

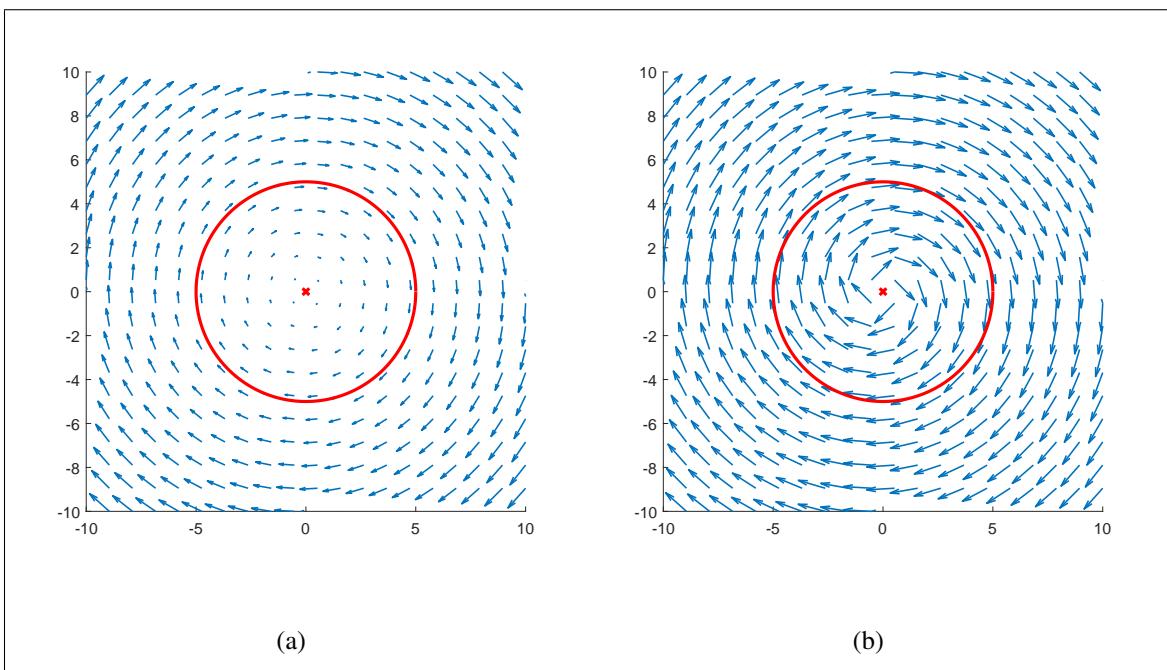


Figure A.4: Circular GVF without normalization (a) and with normalization (b)

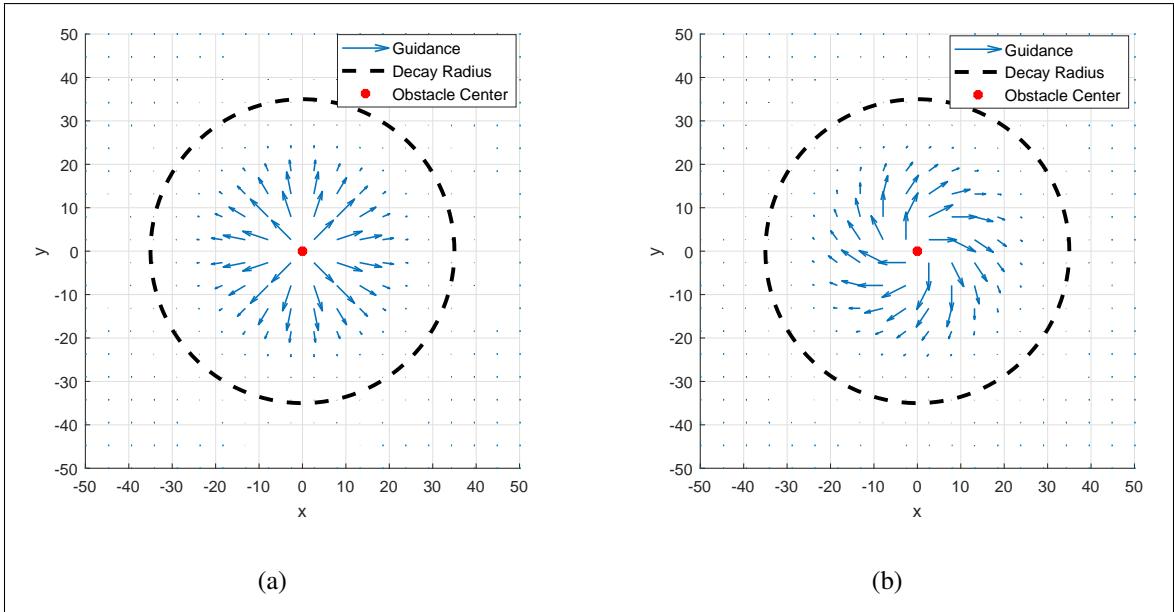


Figure A.5: Repulsive GVF a) no circulation $H_o = 0$ and b) with circulation $H_o = 1$

APPENDIX B: METHODOLOGY PHASE III

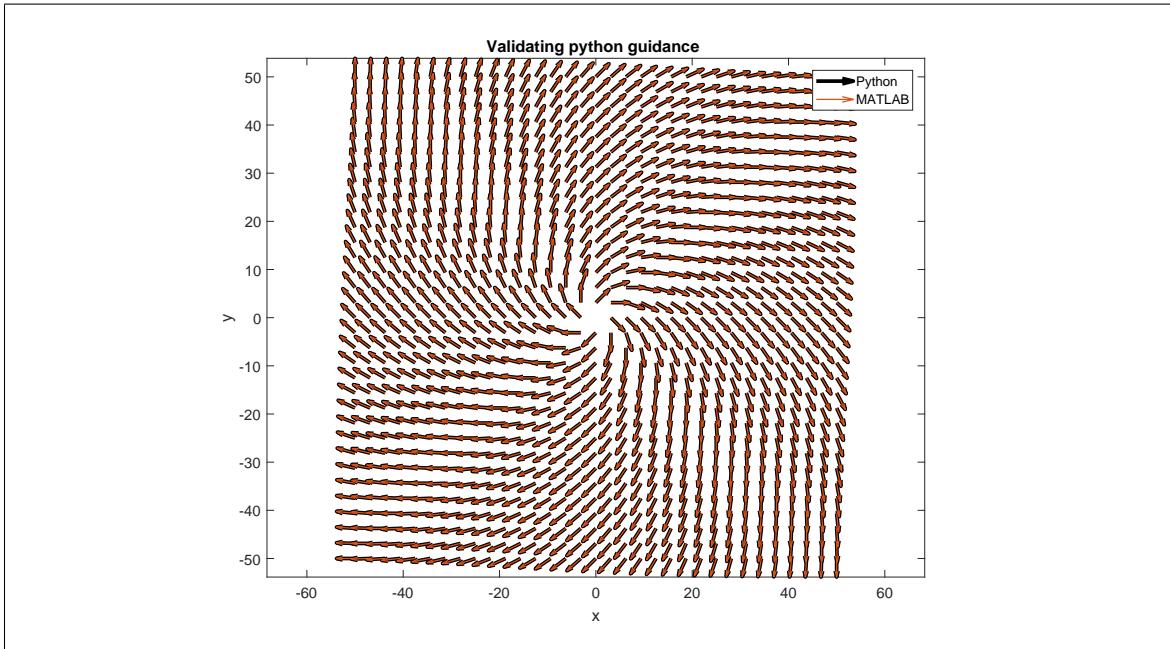


Figure B.1: Validation of Python obstacle guidance overlaid with MATLAB

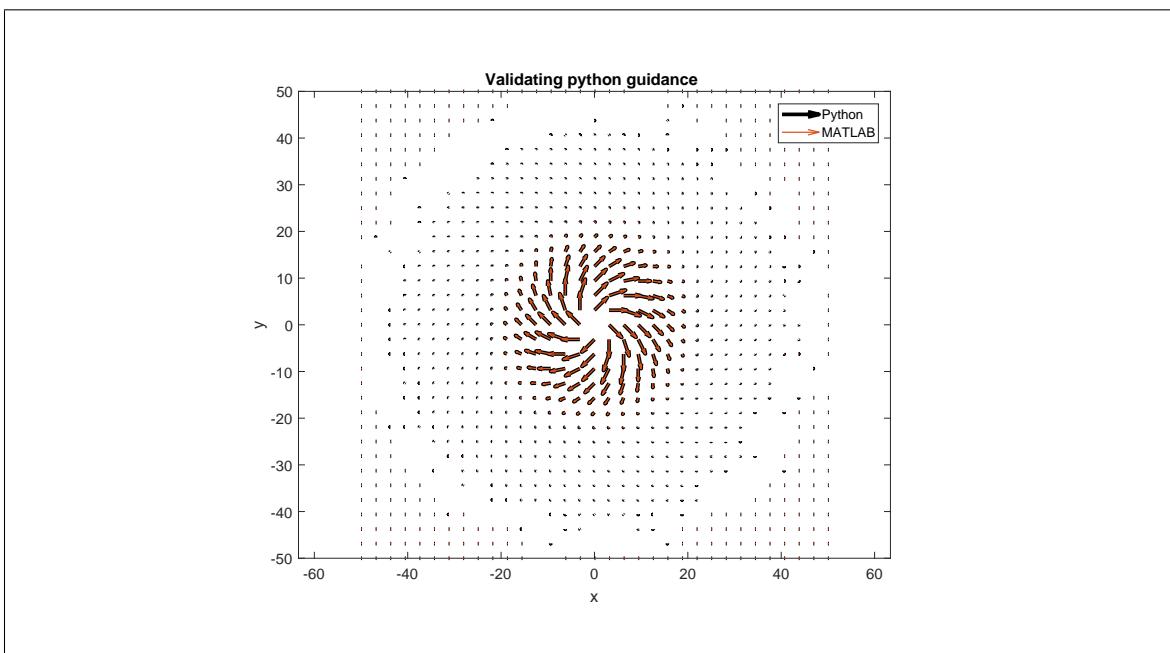


Figure B.2: Validation of Python obstacle decay guidance overlaid with MATLAB

APPENDIX C: APPENDIX - RESULTS PHASE III

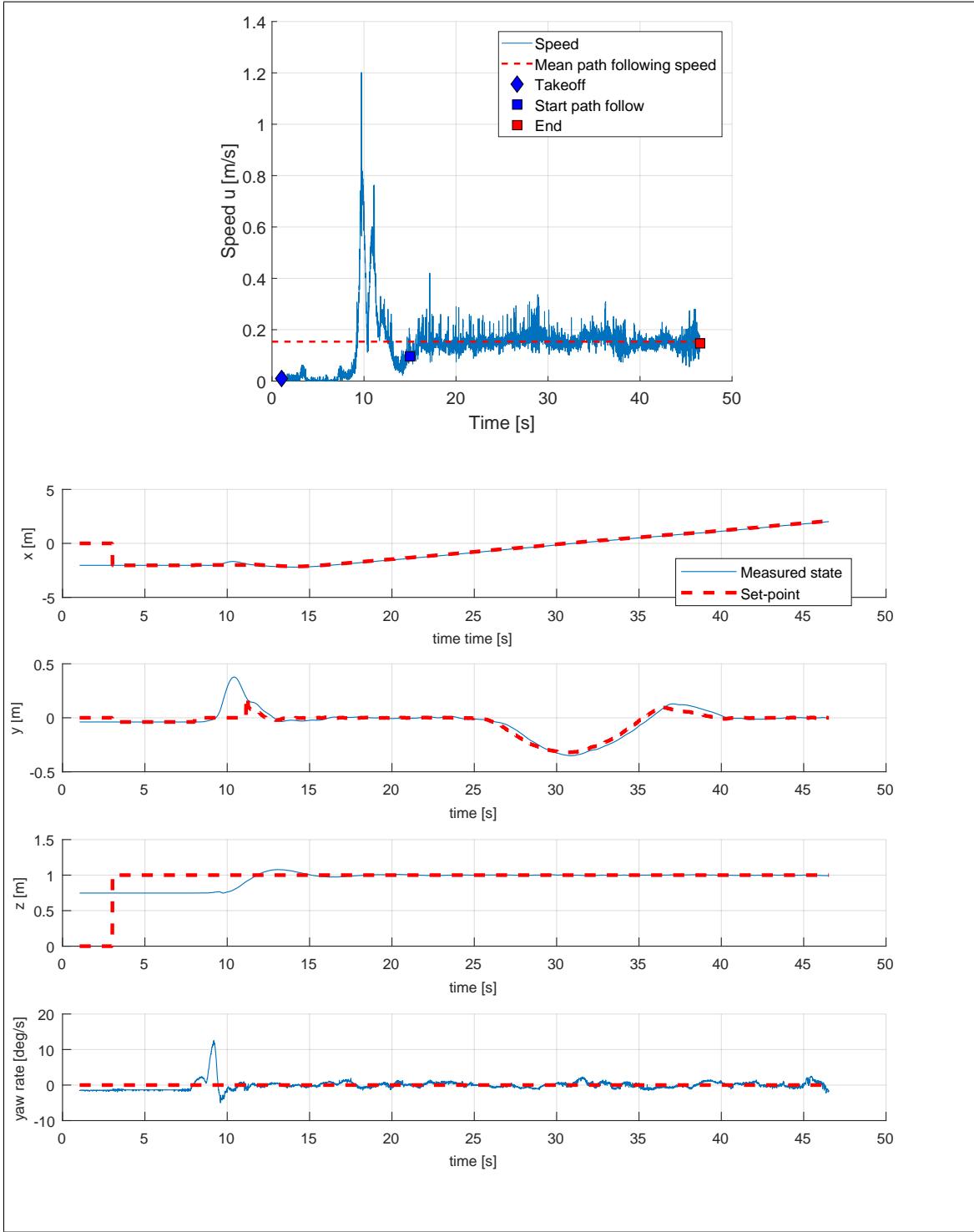


Figure C.1: Experimental Scenario 2 UAV Speed and Controller Response

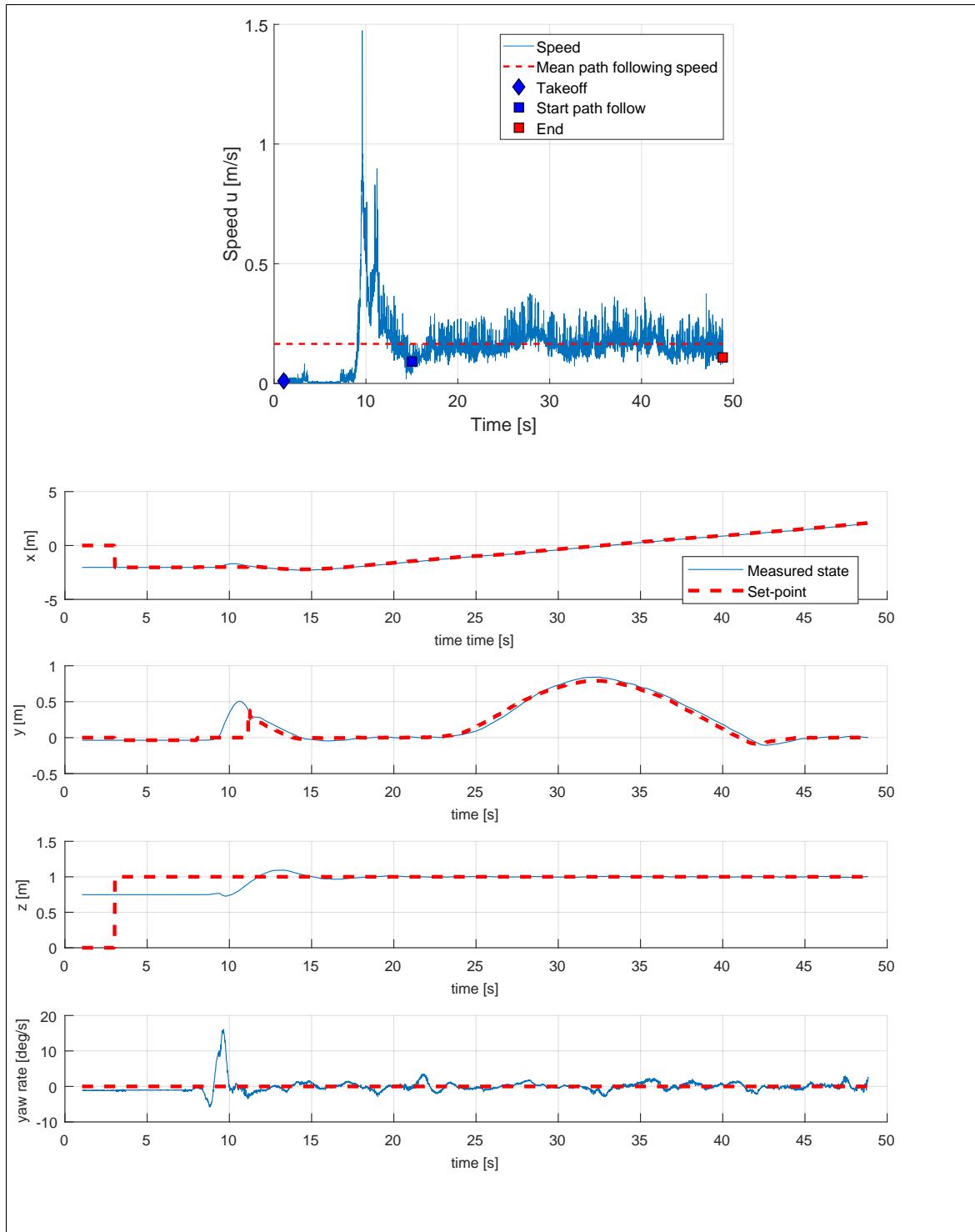
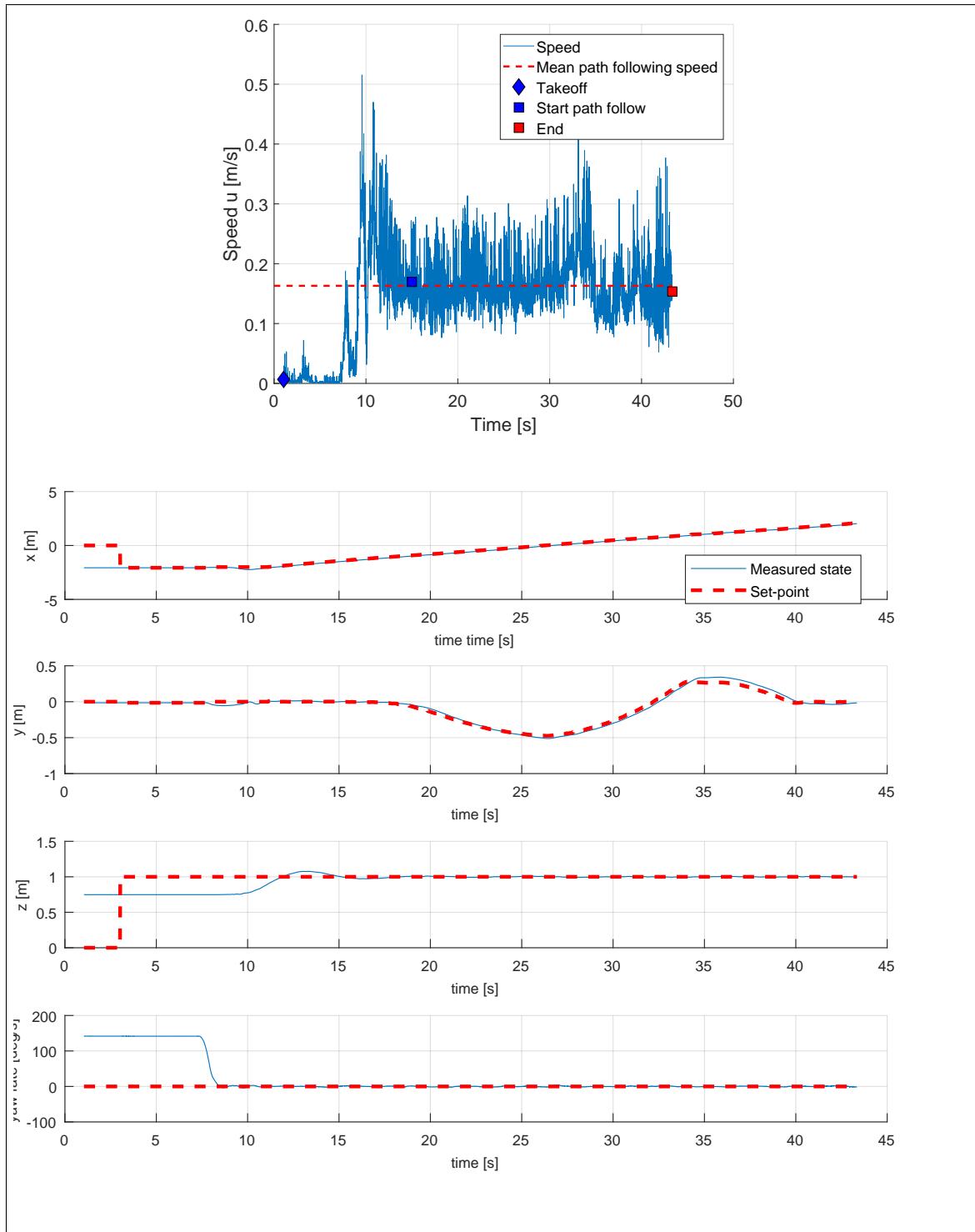


Figure C.2: Experimental Scenario 3 UAV Speed and Controller Response



APPENDIX D: OPTIMIZATION MATLAB SOURCE

```
%=====
% optimizedGVF.m
%
%
% Script for optimized GVF decay radius multiplier k and circulathion Ho.
% Results from thesis work
%
%
%
% Method and code developed by: Garrett Clem
%=====

clc
clear
close all

numSolved = true; % true numerically solves for k and H

%UAV initial state
ys = 0;
velocity = 15;
heading = 0;
dt = 0.1;

%Obstacle Definition
n = 5;
obstR = n*velocity/0.35;
obstY = 1/2*obstR;

xs = -100*n;
xf = 125*n;

if numSolved
plotFinal = false;
fr = @(X) GVF(X, velocity, dt, plotFinal, obstR, obstY, xs, ys, n, xf);

% Optimization options
options = optimoptions('fmincon','Display','final-detailed');
options.DiffMinChange = 0.1;
options.DiffMaxChange = 0.2;
options.PlotFcn = @optimplotfval;
options.StepTolerance = 1e-3;

%Optimizer initial conditions and bounds
x0 = [2,2];
A = [];
b = [];
Aeq = [];
beq = [];
```

```

lb = [2,1];
ub = [4,6];

%Solve for k and H - record time to reach solution
tic
[Xsolved, costR] = fmincon(fr,x0,A,b,Aeq,beq,lb,ub,[],options);
sim_time = toc;

else
%If solver not used, manually enter k and H
Xsolved = [2.95,0.1];
end

%Run optimized scenario and plot result
plotFinal = true;
disp('gvf parameters');
figure('pos',[10 10 900 600]);
fr = @(X) GVF(X,velocity,dt,plotFinal,obstR,obstY,xs,ys,n,xf);
fr(Xsolved);

function GVFcost = GVF(X,velocity,dt,plotFinal,obstR,obstY,xs,ys,n,xf)

obstX = 0;

%Parameters to solve for
k = X(1);

%Determine sign of circulation
if obstY>0
    H = -X(2);
else
    H = X(2);
end

%Setup vector field
vf = vectorField();

%Goal Path
vf = vf.navf('line');
vf.avf{1}.angle = pi/2;
vf.NormSummedFields = true;
vf.avf{1}.H = velocity*n;
vf.avf{1}.normComponents = false;
vf.normAttractiveFields = false;

%Obstacle

```

```

vf = vf.nrvf('circ');
vf.rvf{1}.r = 0.01;
vf.rvf{1}.H = H;
vf.rvf{1}.G = -1;
vf.rvf{1}.y = obstY;

%Setup UAV initial position (x will be changed later)
heading = 0;
uav = UAV();
uav = uav.setup(xs,ys,velocity,heading,dt);

%UAV plot settings
uav.plotHeading = false;
uav.plotCmdHeading = false;
uav.plotUAV = false;
uav.plotUAVPath = true;
uav.plotFlightEnv = false;

%Set decay field strength based on gamma ratio
vf.rvf{1}.decayR = k*obstR;
vf.rvf{1} = vf.rvf{1}.modDecay('hyper');

COST = [];
ERROR = [];

%Generate the optimal path
optPath = genOptPath(uav,obstR,0,obstY);

while uav.x<=xf

    %Distance to obstacle
    range = sqrt((uav.x-vf.rvf{1}.x)^2+(uav.y-vf.rvf{1}.y)^2);

    %Get heading
    [u,v]=vf.heading(uav.x,uav.y);
    heading.cmd = atan2(v,u);

    %Update UAV heading
    uav = uav.update_pos(heading.cmd);

    %Trap situation encountered if UAV turns around
    if uav.heading > deg2rad(175) && uav.heading <deg2rad(285)
        GVFcost = sum(COST);
        disp('trapped');
        return
    end

    %Determine cost and error
    [cost,error,location] = costANDerror(uav,obstR,obstX,obstY,optPath,dt);
    COST = [COST;cost];
    ERROR = [ERROR;error];

```

```

end

%Determine total cost
GVFcst = sum(COST);

%Plot vector field, obstacle, UAV path, and singularities
if plotFinal == true
    vf.NormSummedFields = true;
    vf = vf.xydomain(xs*(n+1),0,0,45);
    plotHeat = false;
    numericallyLocate = true;

    cxs = obstR*cos(0:0.01:2.1*pi)+obstX;
    cys = obstR*sin(0:0.01:2.1*pi)+obstY;

    hold on
    sing = locateSingularities(vf,plotHeat,numericallyLocate,obstR);
    [X,Y,U,V] = vf.sumFields();
    set(gca,'fontsize',12);
    p1 = quiver(X,Y,U,V);
    p2 = plot(cxs,cys,'linewidth',2);
    try
        p6 = plot(sing(:,1),sing(:,2),'ro','markersize',10,'markerfacecolor','r');
    catch
        warning('error plotting singularities');
    end
    p7 = plot([uav.xs(1),175*n],[uav.ys(1),0],'g','linewidth',4);
    p5 = plot(uav.xs,uav.ys,'k-','linewidth',2);
    p3 = plot(uav.xs(1),uav.ys(1),'db','markersize',10,'markerfacecolor','b');
    p4 = plot(uav.xs(end),uav.ys(end),'sr','markersize',10,'markerfacecolor','r');

    p8 = vf.rvf{1}.pltEqualStrength;
    optPath = genOptPath(uav,obstR+1,vf.rvf{1}.x,vf.rvf{1}.y);

    try
        h = legend([p1,p2,p3,p4,p5,p6,p7,p8],{'Guidance','Obstacle','UAV Start','UAV end','UAV Path','Singularity','Planned Path','Equal Strength','Location','best'});
        h.Position=[0.74555557095342 0.250416670441627 0.159999996920427 0.15];
    catch
        warning('Error in plotting, may be due to no singularities');
    end
    axis equal
    axis([xs*(n+1),xf*(n+1),-(obstR)*(n+1),(obstR)*(n+1)]);

    str = sprintf(['m=' num2str(n) ', ' '}, 'G=' num2str(-1) , ' '}, 'H=' num2str(sprintf('%0.1f',H)) , ' '}, 'k=' num2str( sprintf('%0.1f',k)) , ' '}, 'Cost=' num2str(sprintf('%0.0f',GVFcst)));
    title(str);
    xlabel('East [m]');
    ylabel('North [m]');
end
end

```

APPENDIX E: VECTOR FIELD CONSTRUCTION SOURCE

```
%Main vector field object to store, create, and modify multiple vector
%fields

classdef vectorField
    %Master vector field class that handles all attractive fields and major
    %calling functions

    % ===== Functions inside of class instance =====
    % navf      - New attractive vector field
    % nrvf      - New repulsive vector field
    % xydomain  - Primarily for plotting purposes, updates xy space
    % sumFields - Sums together all attractive and repulsive vector fields
    % =====

    properties
        NormSummedFields = true
        normAttractiveFields = true
        normRepulsiveFields = false

        avfWeight = 1;
        rvfWeight = 1;
        avf = {};
        rvf = {};

    %Global properties
    xspace = linspace(-10,10,25);
    yspace = linspace(-10,10,25);
    n = 25;
end

methods
    %Add a vector field
    function self = navf(self,type)
        if strcmp(type,'circ')==1
            self.avf{length(self.avf)+1} = cndr;
        end

        if strcmp(type,'line')
            self.avf{length(self.avf)+1} = gvfLine;
        end
        %Give new field default settings
        self.avf{end}.xspace = self.xspace;
        self.avf{end}.yspace = self.yspace;
    end

    function self = nrvf(self,type)
        if strcmp(type,'circ')==1
            self.rvf{length(self.rvf)+1} = cndr;
            self.rvf{end}.G = -1;
            self.rvf{end}.H = 0;
        end
    end

```

```

if strcmp(type, 'line')
    self.rvf{length(self.rvf)+1} = gvfLine;
end

%Give new field default settings
self.rvf{end}.xspace = self.xspace;
self.rvf{end}.yspace = self.yspace;
end

%Change the x and y domain
function self = xydomain(self,s,x_c,y_c,n_new)
x_space_new = linspace(-s+x_c,s+x_c,n_new);
y_space_new = linspace(-s+y_c,s+y_c,n_new);
self.xspace = x_space_new;
self.yspace = y_space_new;
self.n = n_new;

for i = 1:length(self.avf)
    self.avf{i}.xspace = x_space_new;
    self.avf{i}.yspace = y_space_new;
    self.avf{i}.n = n_new;
end

for i = 1:length(self.rvf)
    self.rvf{i}.xspace = x_space_new;
    self.rvf{i}.yspace = y_space_new;
    self.rvf{i}.n = n_new;
end

end

function [X,Y,Ut,Vt] = sumFields(self)

if length(self.avf) + length(self.rvf) < 1
    warning('No vector fields to sum');
    X = NaN;
    Y = NaN;
    Ut = NaN;
    Vt = NaN;
    return
end

%Get all of the attractive fields
Usa = cell(length(self.avf));
Vsa = cell(length(self.avf));
for i = 1:length(self.avf)
    if self.avf{i}.active == true
        [X,Y,U,V] = self.avf{i}.ff;
        Usa{i} = U;
    end
end

```

```

    Vsa{i} = V;
end
end

%Summ all attractive fields into one set
Uta = zeros(length(self.xspace));
Vta = zeros(length(self.yspace));
for i = 1:length(Usa)
    for j = 1:length(Usa{1})
        for k = 1:length(Usa{1})

            Uta(j,k) = Uta(j,k)+Usa{i}(j,k);
            Vta(j,k) = Vta(j,k)+Vsa{i}(j,k);

            if self.normAttractiveFields
                N = norm([Uta(j,k),Vta(j,k)]);
                Uta(j,k) = Uta(j,k)/N;
                Vta(j,k) = Vta(j,k)/N;
            end
        end
    end
end

%Get all of the repulsive vector yields
Usr = cell(length(self.rvf));
Vsr = cell(length(self.rvf));
for i = 1:length(self.rvf)
    if self.rvf{i}.active == true
        [X,Y,U,V] = self.rvf{i}.ff;
        Usr{i} = U;
        Vsr{i} = V;
    end
end

%Sum together all of the repulsive vector fields
Utr = zeros(length(self.xspace));
Vtr = zeros(length(self.yspace));
for i = 1:length(Usr)
    for j = 1:length(Usr{1})
        for k = 1:length(Usr{1})

            Utr(j,k) = Utr(j,k)+Usr{i}(j,k);
            Vtr(j,k) = Vtr(j,k)+Vsr{i}(j,k);

            if self.normRepulsiveFields
                N = norm([Utr(j,k),Vtr(j,k)]);
                Utr(j,k) = Utr(j,k)/N;
                Vtr(j,k) = Vtr(j,k)/N;
            end
        end
    end
end

```

```

        end
    end
end

%Sum together attractive and repulsive vector field
Ut = NaN(length(self.xspace));
Vt = NaN(length(self.xspace));
for i = 1:length(self.xspace)
    for j = 1:length(self.yspace)

        Ut(i,j) = self.avfWeight*Uta(i,j)+self.rvfWeight*Utr(i,j);
        Vt(i,j) = self.avfWeight*Vta(i,j)+self.rvfWeight*Vtr(i,j);

        if self.NormSummedFields
            N = norm([Ut(i,j),Vt(i,j)]);
            Ut(i,j) = Ut(i,j)/N;
            Vt(i,j) = Vt(i,j)/N;
        end
    end
end
end

function [Ut,Vt] = heading(self,x,y)

posx = x;
posy = y;

Usa = cell(length(self.avf));
Vsa = cell(length(self.avf));
for i = 1:length(self.avf)
    if self.avf{i}.active == true
        [U,V] = self.avf{i}.comp(posx,posy);
        Usa{i} = U;
        Vsa{i} = V;
    end
end

%Repulsive Vector Fields
Usr = cell(length(self.rvf));
Vsr = cell(length(self.rvf));
for i = 1:length(self.rvf)
    if self.rvf{i}.active == true
        [U,V] = self.rvf{i}.comp(posx,posy);
        Usr{i} = U;
        Vsr{i} = V;
    end
end
end

```

```

Uta = zeros(1);
Vta = zeros(1);
for i = 1:length(Usa)
    for j = 1:length(Usa{1})
        for k = 1:length(Usa{1})
            Uta(j,k) = Uta(j,k)+Usa{i}(j,k);
            Vta(j,k) = Vta(j,k)+Vsa{i}(j,k);
        end
    end
end

Utr = zeros(1);
Vtr = zeros(1);
for i = 1:length(User)
    for j = 1:length(User{1})
        for k = 1:length(User{1})
            Utr(j,k) = Utr(j,k)+User{i}(j,k);
            Vtr(j,k) = Vtr(j,k)+Vsr{i}(j,k);
        end
    end
end

for i = 1:length(1)
    for j = 1:length(1)
        Ut(i,j) = self.avfWeight*Uta(i,j)+self.rvfWeight*Utr(i,j);
        Vt(i,j) = self.avfWeight*Vta(i,j)+self.rvfWeight*Vtr(i,j);
    end
end
end

%===== Plotting =====%
function fig = pltff(self)
    [x,y,u,v] = self.sumFields;
    if sum(isnan(u(:))) > 0 || sum(isnan(v(:))) > 0
        warning('sumFields returned NaN');
    end

    quiver(x,y,u,v,'linewidth',1);
    axis equal

    fig = gca;
end

function pltPaths(self)
    for i = 1:length(self.avf)
        self.avf{i}.pltfn;
    end
end

function pltDecay(self)

```

```
    for i = 1:length(self.rvf)
        self.rvf{i}.pltDecay;
    end
end
%%%% ===== Helper / Debugger Functions =====
%Number of vector fields
function numvf(self)
    length(self.avf)
end

end
end
```

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