

VERSATILE AUTONOMOUS NAVIGATION TESTING AND GUIDANCE ENVIRONMEN

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Problem Statement

Ensuring uncrewed aerial systems (UAS) avoid collisions with other aircrafts and obstacles in complex environments is crucial. Traditional testing methods are time-consuming, costly, and lack scalability. This project aims to develop more reliable and efficient testing and validation methods for collision avoidance systems in UAS.

Background

- The project covers the development of an opensource framework aimed at improving Alcontrolled collision avoidance systems for uncrewed aerial vehicles (UAV).
- The scope includes the creation of a two-tiered simulation environment—comprising a low-fidelity simulator and a high-fidelity 3D simulator.
- The framework undergoes rigorous training and testing to cover potential collision situations. It aims to validate its effectiveness in live UAS tests, moving from simulated environments to real-world scenarios.

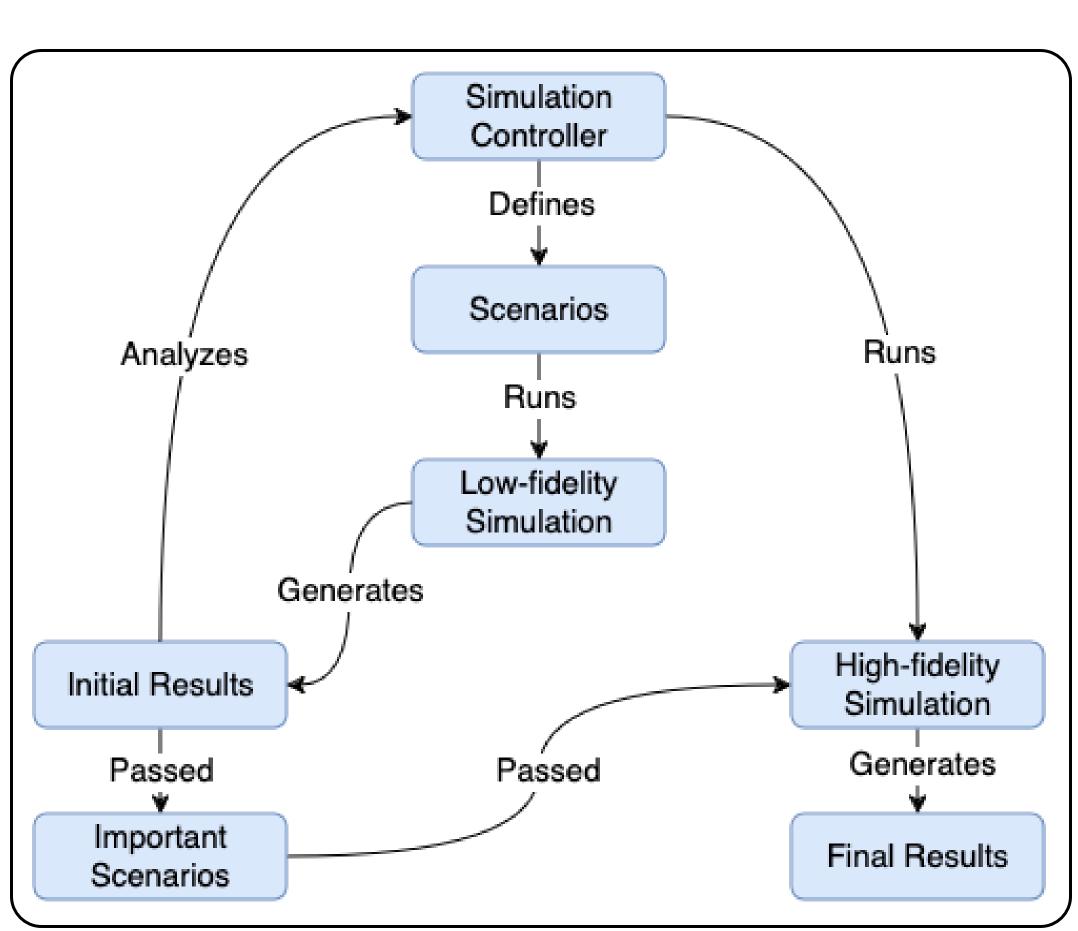


Figure 1. System flow chart

Methodology

- Two-Tiered Simulation Framework:
 - Low-Fidelity Simulations: Rapidly test key
 UAS collision scenarios using JuliaSim.
 - o **High-Fidelity Simulations:** Generate final results through detailed 3D analysis using Gazebo, ArduPilot, and ROS2.
- **Simulation Manager:** Integrates both simulation types, manages simulations, and logs telemetry data.
- **Data Analysis:** Simulations iterate through various scenarios with different parameters. The manager determines if a violation, collision, or nothing occurred between the two drones.

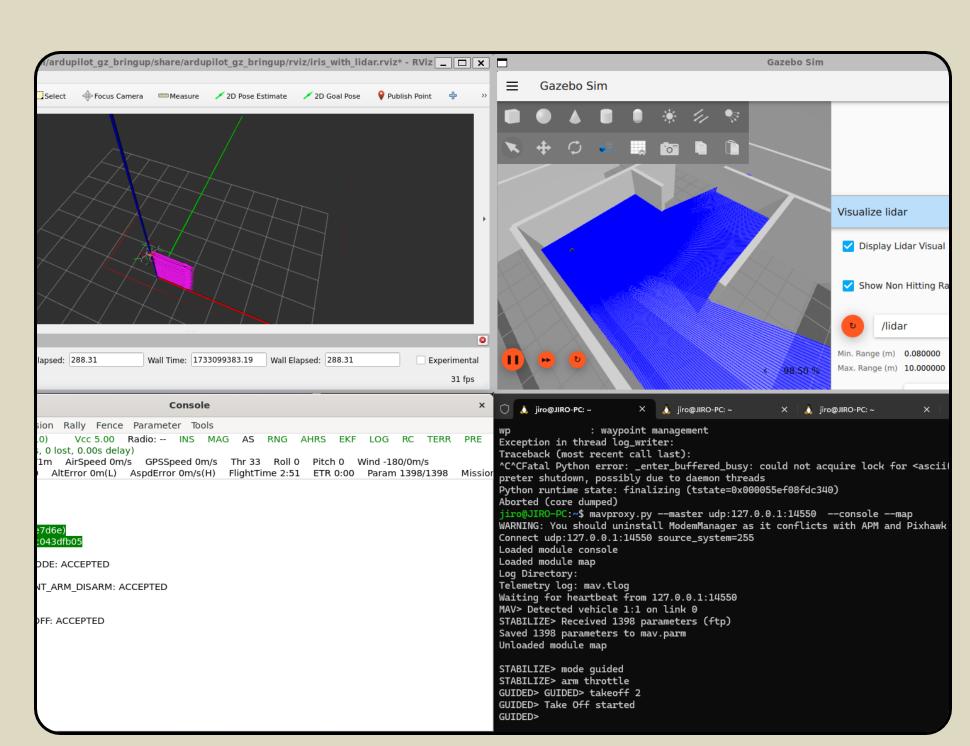
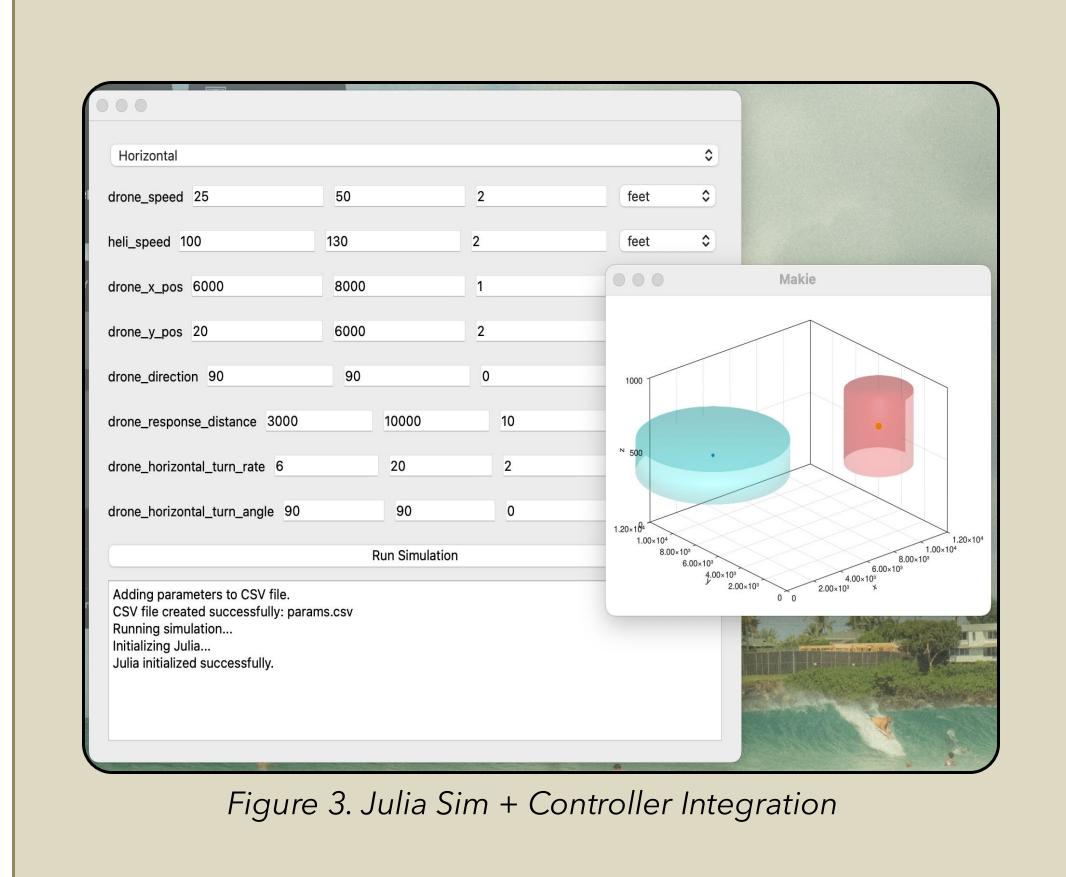


Figure 2. Gazebo, Ardupilot, ROS2 Integration



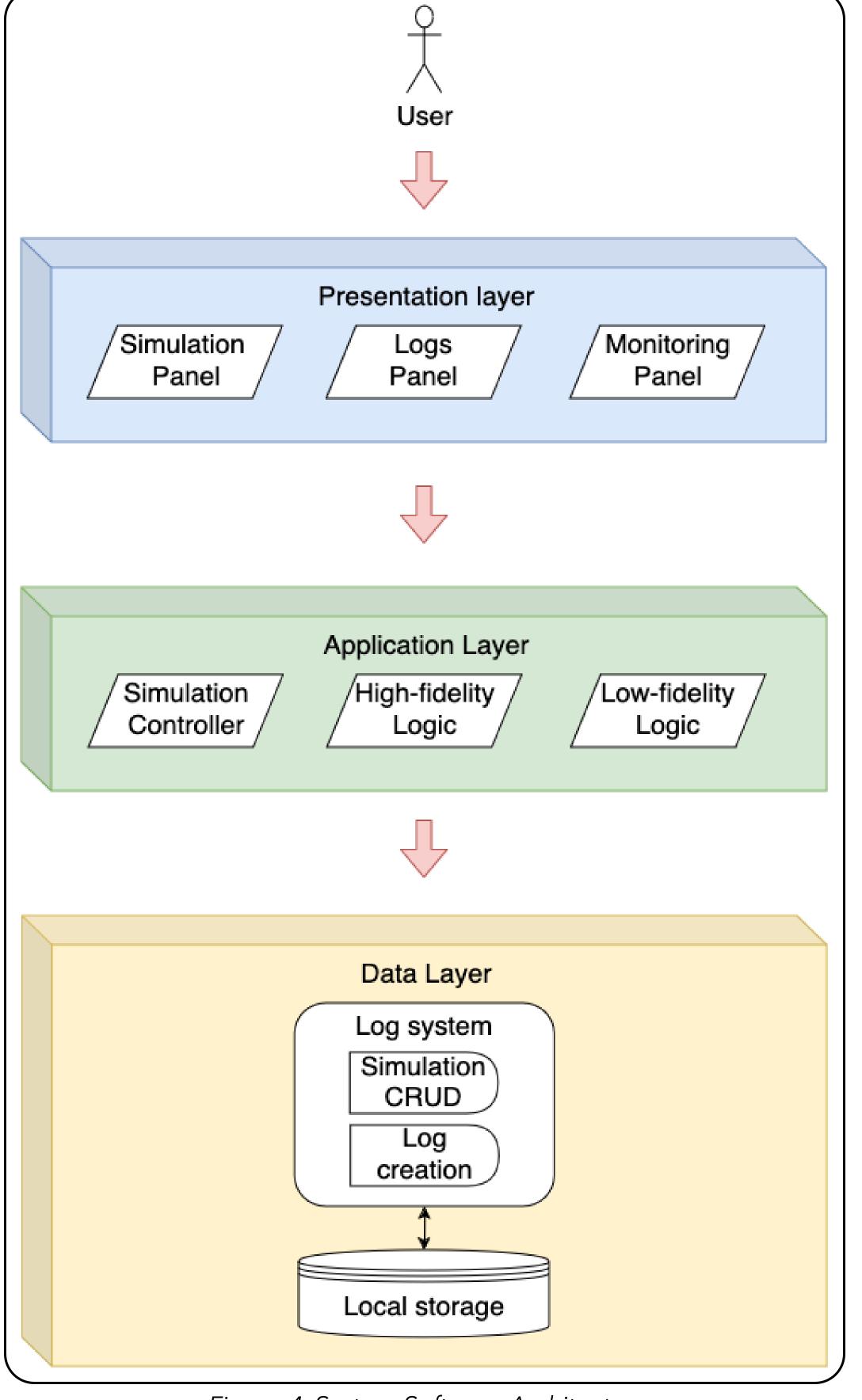


Figure 4. System Software Architecture

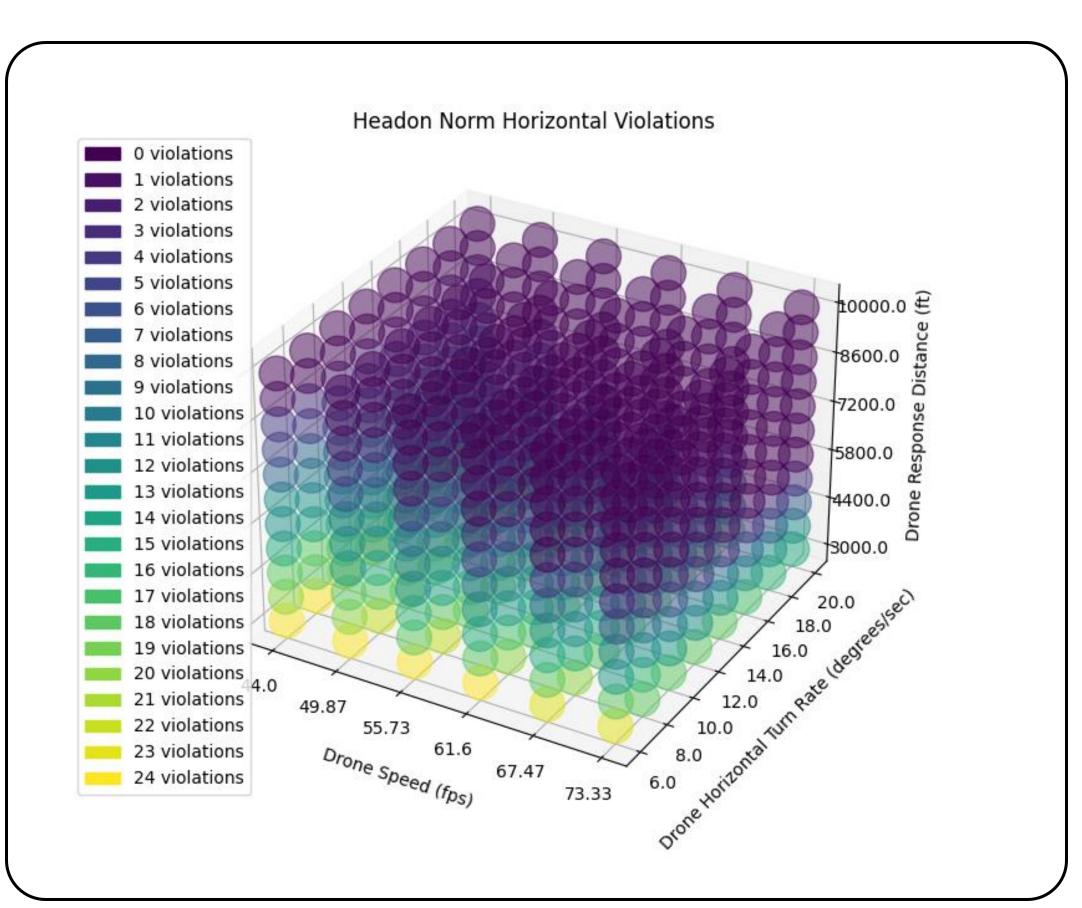


Figure 5. JuliaSim Headon Norm Horizontal Violation Graph

Results & Conclusion

- **Gazebo-Ardupilot-ROS2**: Successful integration between all softwares to establish a unified simulation environment.
- Controller Integration: Created controller for low-fidelity simulations for simulation management
- **Process Documentation**: Compiled detailed documentation of installation and configuration steps for each simulation tool, enabling reproducibility and ease of use for future researchers.

The project successfully established the foundation for a two-tiered simulation framework, setting up both low-fidelity and high-fidelity simulators. By addressing configuration challenges and integrating various tools, the project ensures scalability and usability for further UAV research and testing efforts.

Future Work

- High-Fidelity and Utility Enhancements:
 Connect the controller to high-fidelity simulator, add lidar support, and enable drone swarm simulations.
- Al Integration: Implement Al algorithms for advanced collision avoidance training.
- Hardware Integration: Transition to real-world testing with physical drones.

References

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