

# AeroDM: Aerobatic Diffusion Model for UAV Trajectory Generation

## Comprehensive Analysis and Improvement Framework

AI Model Analysis

September 27, 2025

### Abstract

This document provides a comprehensive analysis of the AeroDM (Aerobatic Diffusion Model), a transformer-based diffusion model for generating aerobatic UAV trajectories. The model incorporates conditional inputs including target waypoints, maneuver styles, and historical observations to generate diverse aerobatic maneuvers. We examine the model architecture, training methodology, performance characteristics, and propose several improvement strategies.

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# 1 Introduction

The AeroDM model represents a sophisticated approach to UAV trajectory generation using diffusion processes with transformer-based architecture. The model is designed to handle complex aerobatic maneuvers while maintaining physical constraints and maneuver style consistency.

## 2 Model Architecture Analysis

### 2.1 Overall Framework

The AeroDM framework consists of three main components:

- **Diffusion Transformer:** Core generative model
- **Diffusion Process:** Noise scheduling and sampling
- **Conditioning System:** Multi-modal input processing

### 2.2 Mathematical Formulation

#### 2.2.1 Diffusion Process

The forward diffusion process follows the standard formulation:

$$q(x_t|x_0) = \mathcal{N}(x_t; \sqrt{\bar{\alpha}_t}x_0, (1 - \bar{\alpha}_t)I) \quad (1)$$

where  $\bar{\alpha}_t = \prod_{s=1}^t \alpha_s$  and  $\alpha_t = 1 - \beta_t$ .

The reverse process is parameterized by:

$$p_{\theta}(x_{t-1}|x_t) = \mathcal{N}(x_{t-1}; \mu_{\theta}(x_t, t), \sigma_t^2 I) \quad (2)$$

### 2.2.2 Transformer Architecture

The diffusion transformer employs a decoder-only architecture with:

$$h_0 = \text{InputProj}(x) + \text{PosEnc} + \text{CondEmbed} \quad (3)$$

$$h_l = \text{TransformerLayer}(h_{l-1}, h_{l-1}), \quad l = 1, \dots, L \quad (4)$$

$$\hat{x}_0 = \text{OutputProj}(h_L) \quad (5)$$

## 2.3 Component Details

### 2.3.1 Positional Encoding

The sinusoidal positional encoding:

$$PE(pos, 2i) = \sin\left(\frac{pos}{10000^{2i/d_{model}}}\right) \quad (6)$$

$$PE(pos, 2i + 1) = \cos\left(\frac{pos}{10000^{2i/d_{model}}}\right) \quad (7)$$

### 2.3.2 Condition Embedding

Multi-modal conditioning through additive embedding:

$$e_{cond} = e_t + e_{target} + e_{action} \quad (8)$$

## 3 Model Configuration

Table 1: Model Configuration Parameters

Parameter	Value	Description
Latent Dimension	256	Transformer hidden size
Number of Layers	4	Transformer decoder layers
Number of Heads	4	Multi-head attention heads
Dropout Rate	0.1	Regularization parameter
Diffusion Steps	30	Number of diffusion steps
Sequence Length	60	Trajectory time steps
State Dimension	10	[ <i>speed</i> , <i>x</i> , <i>y</i> , <i>z</i> , <i>attitude</i> (6)]
History Length	5	Historical observations
Target Dimension	3	Waypoint coordinates
Action Dimension	5	Maneuver styles

## 4 Strengths and Innovations

### 4.1 Architectural Advantages

1. **Multi-scale Conditioning:** Effective integration of temporal, spatial, and behavioral constraints
2. **Causal Attention:** Proper temporal modeling with masked self-attention
3. **Balanced Loss Function:** Enhanced z-axis learning with dimension-specific weighting
4. **Flexible History Handling:** Support for variable-length historical context

### 4.2 Training Methodology

- **Enhanced Data Generation:** Diverse aerobatic maneuver simulation
- **Progressive Normalization:** Dimension-aware normalization strategy
- **Robust Sampling:** Stable reverse diffusion process

## 5 Limitations and Improvement Areas

### 5.1 Architectural Limitations

#### 5.1.1 Attention Mechanism

- **Issue:** Full self-attention has  $O(N^2)$  complexity
- **Impact:** Limits sequence length and training efficiency
- **Solution:** Implement sparse attention or linear attention variants

#### 5.1.2 Conditioning Strategy

- **Issue:** Additive conditioning may cause information loss
- **Impact:** Suboptimal feature integration
- **Solution:** Cross-attention or gated fusion mechanisms

### 5.2 Training Limitations

#### 5.2.1 Loss Function

- **Issue:** Manual weighting of z-axis loss
- **Impact:** Requires hyperparameter tuning
- **Solution:** Adaptive loss balancing or uncertainty weighting

### 5.2.2 Diffusion Process

- **Issue:** Fixed linear noise schedule
- **Impact:** Suboptimal noise scheduling for trajectory data
- **Solution:** Learnable noise schedules or cosine scheduling

## 6 Proposed Improvements

### 6.1 Architectural Enhancements

#### 6.1.1 Hierarchical Transformer

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**Algorithm 1** Hierarchical Transformer Architecture

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```

1: procedure HIERARCHICALENCODE( $x, levels$ )
2:    $patches \leftarrow \text{Patchify}(x, patch\_size)$ 
3:    $h \leftarrow \text{LocalAttention}(patches)$ 
4:   for  $i \leftarrow 1$  to  $levels$  do
5:      $h \leftarrow \text{GlobalAttention}(h)$ 
6:      $h \leftarrow \text{Downsample}(h)$ 
7:   end for return  $h$ 
8: end procedure

```

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#### 6.1.2 Enhanced Conditioning

$$e_{cond} = \text{GatedFusion}(e_t, e_{target}, e_{action}) \quad (9)$$

$$\text{GatedFusion} = \sigma(W_g[e_t; e_{target}; e_{action}]) \odot \tanh(W_f[e_t; e_{target}; e_{action}]) \quad (10)$$

### 6.2 Training Improvements

#### 6.2.1 Adaptive Loss Weighting

$$\mathcal{L}_{total} = \sum_{i=1}^D \frac{1}{2\sigma_i^2} \mathcal{L}_i + \log \sigma_i \quad (11)$$

where  $\sigma_i$  are learnable uncertainty parameters.

#### 6.2.2 Improved Noise Scheduling

Cosine noise schedule:

$$\alpha_t = \frac{\cos\left(\frac{\pi}{2} \cdot \frac{t}{T} + s\right)}{\cos(s)}, \quad s = 0.008 \quad (12)$$

## 6.3 Physical Constraints Integration

### 6.3.1 Dynamics Constraints

$$\mathcal{L}_{physics} = \lambda_{vel} \|\hat{v} - v_{gt}\|^2 + \lambda_{acc} \|\hat{a} - a_{gt}\|^2 \quad (13)$$

### 6.3.2 Boundary Constraints

$$\mathcal{L}_{boundary} = \sum_{t=1}^T \max(0, z_t - z_{max}) + \max(0, z_{min} - z_t) \quad (14)$$

## 7 Experimental Evaluation Framework

### 7.1 Evaluation Metrics

Table 2: Proposed Evaluation Metrics

Metric	Description
ADE	Average Displacement Error
FDE	Final Displacement Error
Z-Axis MAE	Mean Absolute Error in Z-axis
Maneuver Fidelity	Style classification accuracy
Physical Plausibility	Dynamics constraint satisfaction
Diversity	Multi-modal distribution coverage

### 7.2 Ablation Studies

Recommended ablation studies:

1. Conditioning ablation (remove target/action/history)
2. Architecture variants (different attention mechanisms)
3. Loss function components
4. Noise schedule comparison

## 8 Implementation Recommendations

### 8.1 Code Improvements

- **Modularization:** Separate components into distinct modules
- **Configuration Management:** Use config classes or external files
- **Logging:** Comprehensive training monitoring
- **Checkpointing:** Robust model saving and resumption

## 8.2 Computational Optimization

- **Mixed Precision:** FP16 training for memory efficiency
- **Gradient Checkpointing:** Memory-efficient backpropagation
- **Distributed Training:** Multi-GPU support
- **Quantization:** Post-training optimization

## 9 Conclusion and Future Directions

The AeroDM model presents a solid foundation for aerobatic trajectory generation with several innovative features. The key strengths include effective conditioning, balanced loss design, and comprehensive evaluation visualization. The main areas for improvement involve architectural efficiency, advanced conditioning mechanisms, and physics-informed constraints.

Future research directions should explore:

- Real-world deployment and transfer learning
- Online adaptation and reinforcement learning fine-tuning
- Multi-agent trajectory coordination
- Uncertainty quantification and risk assessment

## Appendix

### A. Mathematical Derivations

#### A.1 Reverse Diffusion Derivation

The reverse process can be derived using Bayes' theorem:

$$q(x_{t-1}|x_t, x_0) = \frac{q(x_t|x_{t-1})q(x_{t-1}|x_0)}{q(x_t|x_0)} \quad (15)$$

#### A.2 Loss Function Derivation

The evidence lower bound (ELBO) for diffusion models:

$$\mathcal{L} = \mathbb{E}_q \left[ -\log p(x_T) + \sum_{t=2}^T D_{KL}(q(x_{t-1}|x_t, x_0) || p(x_{t-1}|x_t)) - \log p(x_0|x_1) \right] \quad (16)$$

## B. Hyperparameter Search Space

Recommended hyperparameter ranges for optimization:

- Learning rate:  $[1e-5, 1e-3]$  (log scale)
- Latent dimension:  $\{128, 256, 512\}$
- Number of layers:  $\{4, 6, 8\}$
- Number of heads:  $\{4, 8, 16\}$
- Diffusion steps:  $\{50, 100, 200\}$