



Institute of Informatics and Mechatronics

Bachelor's Thesis

in the field of study of Computer Engineering and Mechatronics

Cloud Managed Unmanned Aerial System

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This work is dedicated to my loving and very supportive parents . . .

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Finally, I would not finish without thanking my classmates, colleagues and friends who have been part of my support system and have given me ideas and support during throughout my studies, until this day. A big thanks to you.

Cloud Managed Unmanned Aerial System

Abstract. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Ut purus elit, vestibulum ut, placerat ac, adipiscing vitae, felis. Curabitur dictum gravida mauris. Nam arcu libero, nonummy eget, consectetur id, vulputate a, magna. Donec vehicula augue eu neque. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Mauris ut leo. Cras viverra metus rhoncus sem. Nulla et lectus vestibulum urna fringilla ultrices. Phasellus eu tellus sit amet tortor gravida placerat. Integer sapien est, iaculis in, pretium quis, viverra ac, nunc. Praesent eget sem vel leo ultrices bibendum. Aenean faucibus. Morbi dolor nulla, malesuada eu, pulvinar at, mollis ac, nulla. Curabitur auctor semper nulla. Donec varius orci eget risus. Duis nibh mi, congue eu, accumsan eleifend, sagittis quis, diam. Duis eget orci sit amet orci dignissim rutrum.

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Keywords: AWS, UAV, UAS

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Nomenclature

Acronyms / Abbreviations

ALB	Application Load Balancer
AWS	Amazon Web Services
AZ	Availability Zone
CDK	Cloud Development Kit
DJI	Da-Jiang Innovations
EC2	Elastic Cloud Compute
ECS	Elastic Container Service
GCS	Ground Control Station
GPS	Global Positioning System
HHL D	High-High-Level Design
HLD	High-Level Design
HTTP	Hypertext Transfer Protocol
HTTPS	Hypertext Transfer Protocol Secured
IaaS	Infrastructure as a Service
IaC	Infrastructure as Code
IANA	Internet Assigned Number Authority
IETF	Internet Engineering Task Force
LTE	Long Term Evoluton (Telecommunication)
ML	Machine Learning

NACL Network Access Control List

NAT Network Address Translation

PaaS Platform as a Service

PCB Printed Circuit Board

RDS Relational Database Service

RFC Request for Comments

SD (as in SD card) Secure Digital

TCP Transmisison Control Protocol

UAS Unmanned Aerial System

UAV Unmanned Aerial Vehicle

VPC Virtual Private Cloud

Chapter 1

Introduction

Unmanned aerial vehicles (UAVs) also known as remotely piloted vehicles (RPVs) or Drones, although hardly a new technology, with the first used UAV recorded in history dating back to 1849 [1], have recently gained a lot of attention from various sectors ranging from entertainment to military. This is going to have an impact that cannot be overseen over the coming years as more and more people find uses of UAVs in various applications. UAVs were initially developed to be used for military operations, mainly surveillance, but they were later armed to also enable them to perform long-distance military operations without putting humans at risk. The United States of America has used these types of UAVs mainly in the wars in the Middle East, where UAVs like the General Atomics MQ-9 Reaper also known as Predator B and Northrop Grumman RQ-4 Global Hawk have been widely deployed [2].

Despite their use in the military sector, UAVs have also been employed in other sectors such as commercial and entertainment sectors, where UAVs are being used in things like land geography mapping, industrial surveillance, photography and many more. Companies like SZ DJI Technology Co., Ltd. or Shenzhen DJI Sciences and Technologies Ltd. in full, more popularly known as its trade name DJI have had a lot of success in this area, where as of March 2021 DJI was covering itself covers <RESEARCH ON THE MARKET PERCENTAGE OF DRONES THAT DJI MAKES>. UAVs have also seen great use in the healthcare sector, where companies like Zipline [3] are implementing an end-to-end supply chain system that employs UAVs to supply and deliver medical supplies to hospitals in rural areas in Rwanda that are hard to reach or inefficient to reach by other means of delivery.

Rwanda has also seen great use of UAVs during the COVID-19 pandemic where UAVs were widely used by the Rwanda's Ministry of Health and the Rwanda National Police to spread COVID-19 awareness in Kigali communities [4].

As UAVs gain the market, the need to have robust unmanned aerial systems (UASs) becomes inevitable. Currently there are not a lot of UASs that are deployed on the cloud. Therefore, in this thesis, focus was put in designing and building a robust, scalable, highly available unmanned aerial system deployed on the cloud service platform, Amazon

web services (AWS), to provide a solution where UAV pilots can control UAVs from virtually anywhere in the world from web applications deployed on AWS. The proposed solution comprises of a UAV simulated on AWS with a datalink to a ground control system (GCS), telemetry dashboards and a command-and-control center application running in a highly available and fault tolerant AWS cloud infrastructure. The focus of this thesis is to therefore assess the possibilities of implementing such a solution in an efficient, resilient, reliable, and highly available manner and discuss on the pros and cons of the solution.

The proposed solution, as seen in the high high level design in figure 1.0.1, was developed following the best industry standards in software development and architecture as is going to be described in detail in the next chapters. This thesis is also going to discuss the developments that have already been made in this area as well as areas that need further research and development.

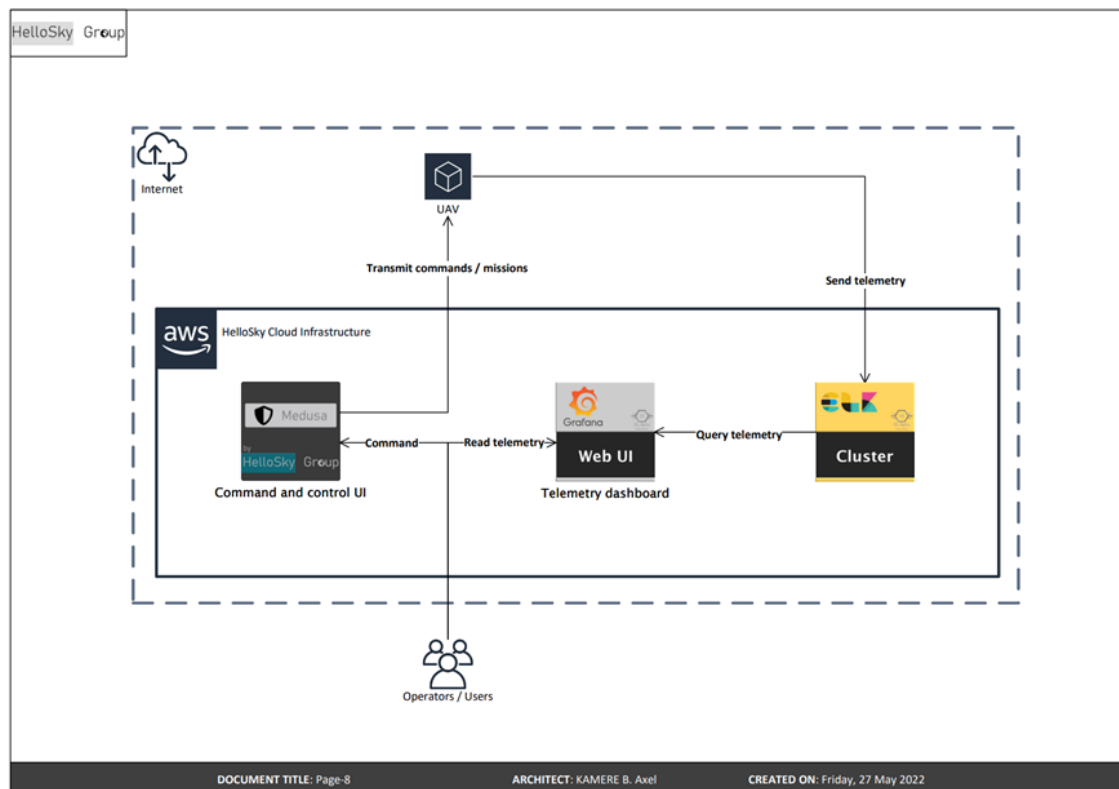


Figure 1.0.1. Proposed system high-high-level design.

Source: Own creation. Designed with Microsoft Visio. Refer to 2.4.6.

1.1 Related work

UAVs and UASs in general is a field that has undergone substantial development through various researches done by scientists, engineers and academicians.

One of the challenges still faced by UAVs, especially in the capability of being able to deploy them in urban areas, is the safety of their operations. Being able to build a UAV with highly effective collision avoidance algorithms is still a field under active research. And this is one of the main challenges that need to be solved for the world to see robust autonomous UAVs employed widely in communities for various use cases. Pedro et. al have studied on how UAVs can be made more resilient and safe with the help of artificial intelligence, machine learning and the likes. In their article "Framework for fully autonomous UAVs" [5], they reviewed the current collision avoidance algorithms for both static and dynamic objects and proposed a conceptual framework to improve more the safety and reliability of UAVs.

<ADD ONE MORE USECASE, CLOUD RELATED??>

1.2 Problem definition

The cloud technology is an evolving area nowadays due to how agile, efficient, scalable and cost effective it is to deploy resources on the cloud. Many companies all over the world have seen multiple success stories in using cloud services where, for example, General Electric Renewable Energy has managed to achieve a 99.9% data availability through its move to the cloud[6].

The use of cloud services is yet to expand even more to other industries like the aerospace industry, especially in the management of unmanned aerial systems (UAS). As the world sees great use of unmanned aerial vehicles (UAVs), more efficient, reliable, scalable and highly available ways of deploying and operating components of the UAS will need to be developed. Building UASs where the UAV compute power can be on the cloud, as well as other components like the command and control centre would play a big part in advancing the unmanned aerial mobility sector. This can help in increasing the range in which UAVs that rely on battery power operate for example, because the UAV would not need to carry heavy compute power to process its generated data like imagery, as everything would be sent to the cloud to be processed. Therefore, the aim of this thesis is to expand on the question below:

- How can one take advantage of cloud computing to deploy an unmanned aerial system in a more efficient, scalable and highly available manner?
- What advantage is therein running applications on the cloud?

1.3 Use case

As UAVs emerge, there will be a need to be able to centrally manage a fleet of UAVs. Depending on the UAV use case, operators might need to also control them at a long

distance beyond eyesight. A UAV operates as part of a system comprised of multiple other components that support the operation of a UAV. The main components are a Ground Control System, <RESEARCH ON THE MAIN COMPONENT OF A UAV>. UAVs can either be fully autonomous, fully manual, or semi-autonomous. UAVs can also be employed in various use cases, below are various scenarios in which UAVs can be used <CITE SOURCES OF THE BELOW USE CASES>

- Agriculture.
- Facility inspection.
- Terrain mapping.
- Shipping and delivery.
- Search and rescue.
- Law enforcement.
- Military reconnaissance / Surveillance.

For a UAV to perform any of the above, it needs to meet certain criteria, a UAV should:

- Have onboard computer to process mission commands on the fly.
- Have onboard key components like,
 - Sensors, depending on the mission.
 - Cameras.
 - Battery.
 - LTE modules or Satnav modules to allow communication with ground control.
- Have LTE or Satellite communication to enable the UAV to set up a datalink with the ground control. The UAV would have to send data such as
 - Ground speed.
 - Altitude.
 - Battery levels.
 - Yaw.
 - Location.
 - Direction.
 - Sensor data.
 - Send the data frequently for real-time or near real-time communication.
 - Be able to react and if necessary, take evasive maneuvers when:

- * On collision course.
- * The batteries are low on power.
- * Out of connectivity range.

1.4 About HelloSky group

Across this thesis, there will be mentions of the name "HelloSky group". Several designs built for the project as well as source codes all have mentions of HelloSky group or hsg in abbreviations.

HelloSky group is a name that I came up with to label my work done and future developments that will be made on this project and many other related projects that will be built in the future. It is mainly done like so to improve motivation to keep working on the project, be it now or in the future. Figure 1.4.1 shows the HelloSky group logos that will be seen across various figures and source codes throughout the thesis project.



(a) Colored 500 x 200.



(b) Black and white 500 x 200.

Figure 1.4.1. HelloSky group logos.

Source: Own creation. Designed with Affinity Designer. Refer to 2.4.4.

Chapter 2

Theory

In this chapter, key background concepts and methodologies used in the thesis are going to be discussed. The chapter is going to explain what is meant by unmanned aerial system and its components.

The chapter is also going to discuss on the cloud provider, Amazon web services (AWS), used to host various components of developed system, simulation and software development tools used, as well as laws and regulations around unmanned aerial systems.

2.1 Unmanned Aerial System

An unmanned aerial system commonly referred to as UAS is a set of an unmanned aerial vehicle and components that support its operations. They do not carry human pilots but are piloted remotely or autonomously. A UAS is usually comprised of four main components namely,

- An unmanned aerial vehicle also known as a UAV.
- A ground control station also known as a GCS, from where human pilots can remotely pilot a UAV or upload mission payload for the UAV to execute autonomously.
- Sensors and devices specific to the aerial vehicles' intended mission. These can be cameras or other various sensors.
- A datalink between a UAV and a GCS.

A typical UAS also includes some ways to collect telemetry from the UAV to some sort of datalake for further analysis. The collected data can be used for machine learning to improve the UAV operational efficiency.

<ADD AN IMAGE THAT SHOWS A TYPICAL UAS>

2.1.1 Unmanned Aerial Vehicle

Unmanned aerial vehicle is a term used to refer to an aerial vehicle that has no human onboard pilot but is rather piloted remotely by humans from a remote ground control station or is autonomously piloted using onboard flight algorithms. Unmanned aerial vehicles are commonly known as UAVs, drones or remotely piloted vehicles (RPV). <ADD MORE EXPLANATION>

Classification of Unmanned Aerial Vehicles

UAVs come in different classifications depending on the frame structure, size, operational range and/or payload capacity.

Table <REFERENCE TABLE> shows how the United States Department of Defense classifies UAVs.

2.2 Amazon Web Services

Amazon Web Services, commonly known as AWS, is a cloud platform provided by Amazon that provides various service offerings such as platform as a service, PaaS, and infrastructure as a service, IaaS[7]. AWS makes it easy for developers, engineers and businesses to deploy scalable, resilient, agile and highly available infrastructures for databases, servers, applications, storage, analytics, *et cetera*. AWS offers attractive and cost saving payment strategies of which there are pay-as-you-go, save when you commit, and pay less by using more[8].

AWS has a concept of regions, which refers to a physical location around the world, where multiple datacenters are deployed in a cluster. Each cluster of datacenter is called an availability zone[9]. AWS set this up like this to guarantee high availability and reliability of deployed resources.

Cloud computing is an emerging technology that has revolutionized how businesses go online. Cloud computing has been and still is of great use in various industries, including the aerospace and energy industries. Burak et al developed a cloud and edge solution running on AWS that aimed at increasing turbine maintenance inspections' efficiency through automation and a serverless AWS architecture while reducing operations cost[10]. The solution proposed by Burak et al was comprised of drones, machine learning and internet of things processes running on cloud and edge.

The proposed solution in this thesis also takes advantage of what AWS and cloud computing offers. Several components, like the ground control system, of the proposed solution are running on AWS. See the high-high-level design in figure 1.0.1.

2.2.1 Infrastructure as code

Infrastructure as Code also known as IaC, a technique very often used in the DevOps and automation community, is an infrastructure that is provisioned through code and scripts written in familiar programming languages like Python, PHP, Node.JS, C# *et cetera*. The infrastructure deployed through code can be servers, databases, firewalls, data centers *et cetera*. The main advantages of defining an infrastructure as code are:

- Improved efficiency and consistency.
- Reduced human error.
- Infrastructure agility. An infrastructure defined as code can be deployed as many times as needed, which reduces the effort invested by developers in case a replica of an environment is needed elsewhere.
- It allows developers to take advantage of programming languages features like loops, variables *et cetera* to build more agile infrastructures.
- The infrastructure can be versioned and tightly controlled. Since the infrastructure is basically standard code, it can be versioned with various versioning tools like Git or Subversion. This facilitates maintenance and makes the infrastructure easy to be rolled back, in case of issues.
- It helps with cost savings. Since the whole infrastructure is basically deployed automatically through code, engineers can then shift their focus to work on other important tasks.

In this thesis, Infrastructure as Code is used to its outmost potential. The AWS infrastructure is deployed as code using the AWS proprietary software development framework called AWS Cloud Development Kit or AWS CDK. AWS CDK is an open source kit provided by AWS that allows engineers to define IT infrastructures on AWS using familiar programming languages. In the source code 1 is an example snippet from the AWS CDK app developed for the proposed solution in this thesis. The snippet represents a part that adds DNS records to the AWS Route 53 service using standard Python code.

```
1  #!/usr/bin/env
2
3
4  # Import needed libraries
5  import aws_cdk as cdk
6  from aws_cdk import (
7      aws_route53 as route53,
8      aws_certificatemanager as certificate_manager,
9      aws_route53_targets as targets,
10     Stack
```

2. Theory

```
11 )
12 from constructs import Construct
13
14
15 class Route53RecordsStack(Stack):
16     def __init__(self, scope: Construct, construct_id: str, props: dict,
17         ↪ internet_facing_alb, hosted_zone,
18         ↪ **kwargs) -> None:
19         super().__init__(scope, construct_id, **kwargs)
20
21         # TODO: #61 Apply removal policy of the hosted zone.
22
23         # Create A record 'helloskygroup.com' pointing to the internet facing
24         ↪ ALB alias.
25         route53.ARecord(self,
26             f"{props['company_abbreviation']}-medusa-{props['environ_}
27             ↪ ment']}-alias-a-record",
28             target=route53.RecordTarget(
29                 alias_target=targets.LoadBalancerTarget(internet_fac_
30                 ↪ ing_alb)),
31                 zone=hosted_zone,
32                 comment="A record for root helloskygroup.com pointing to
33                 ↪ the internet facing ALB",
34                 ttl=cdk.Duration.hours(2)
35             )
36
37         # Create A record 'www.helloskygroup.com' pointing to the internet
38         ↪ facing ALB alias.
39         route53.ARecord(self,
40             f"{props['company_abbreviation']}-medusa-www-{props['env_}
41             ↪ ironment']}-alias-a-record",
42             target=route53.RecordTarget(
43                 alias_target=targets.LoadBalancerTarget(internet_fac_
44                 ↪ ing_alb)),
45                 zone=hosted_zone,
46                 record_name="www",
47                 comment="A record for www pointing to the internet
48                 ↪ facing ALB",
49                 ttl=cdk.Duration.hours(2)
50             )
51
52         # Create A record 'dashboard.helloskygroup.com' pointing to the internet
53         ↪ facing ALB alias.
54         route53.ARecord(self,
55             f"{props['company_abbreviation']}-grafana-{props['enviro_}
56             ↪ nment']}-alias-a-record",
57             target=route53.RecordTarget(
```

```

47         alias_target=targets.LoadBalancerTarget(internet_fac_
48             ↪ ing_alb)),
49     zone=hosted_zone,
49     record_name="dashboard",
50     comment="A record for Grafana
51             ↪ (dashboard.helloskygroup.com) pointing to the
52             ↪ internet "
53             ↪ "facing ALB",
54     ttl=cdk.Duration.hours(2)
55 )
56
57 # Create A record 'logs.helloskygroup.com' pointing to the internet
58 ↪ facing ALB alias.
59 route53.ARecord(self,
60     f"{props['company_abbreviation']}-kibana-{props['environ_
61     ↪ ment']}-alias-a-record",
62     target=route53.RecordTarget(
63         alias_target=targets.LoadBalancerTarget(internet_fac_
64             ↪ ing_alb)),
65     zone=hosted_zone,
66     record_name="logs",
67     comment="A record for Kibana (logs.helloskygroup.com)
68             ↪ pointing to the internet facing ALB",
69     ttl=cdk.Duration.hours(2)
70 )
71
72 # Create A record 'api.helloskygroup.com' pointing to the internet
73 ↪ facing ALB alias.
74 route53.ARecord(self,
75     f"{props['company_abbreviation']}-node-red-{props['envir_
76     ↪ onment']}-alias-a-record",
77     target=route53.RecordTarget(
78         alias_target=targets.LoadBalancerTarget(internet_fac_
79             ↪ ing_alb)),
80     zone=hosted_zone,
81     record_name="api",
82     comment="A record for Node-Red (api.helloskygroup.com)
83             ↪ pointing to the internet facing ALB",
84     ttl=cdk.Duration.hours(2)
85 )

```

Listing 1. helloskygroup.com AWS CDK Python Route 53 snippet.

2.3 Simulation

The initial project plan was to develop a whole UAS from scratch with an actual physical UAV and components, but this was deemed to be time consuming, and expensive to develop. Therefore, all the components that make a UAV were simulated using a simulation technique called Software in the loop or SITL. This technique allows developers to develop UAV flight logics using software and no hardware involved, even though that is possible as well. Chapter 3 elaborates more on how SITL was used in this project to simulate an actual UAV with telemetry.

2.4 Tools used

The solution proposed in this thesis was built using various software development, and design tools. The choice of tools is really key to an organised and well managed project development, therefore it was important to choose the right tools for the right tasks to help get the expected outcome from them.

In the next subsections, various tools during the solution development are going to be listed and discussed.

2.4.1 Microsoft Visual studio code

Visual studio code or VS code is a source code editor provided by Microsoft. It was used in this thesis as a code editor to write various codes and scripts. <ADD SCREENSHOT>

2.4.2 PyCharm by JetBrains

The AWS infrastructure was built as code using Python programming language. Due to its robustness and great Python support, Pycharm by JetBrains integrated development devolpment (IDE) was the go to choice.

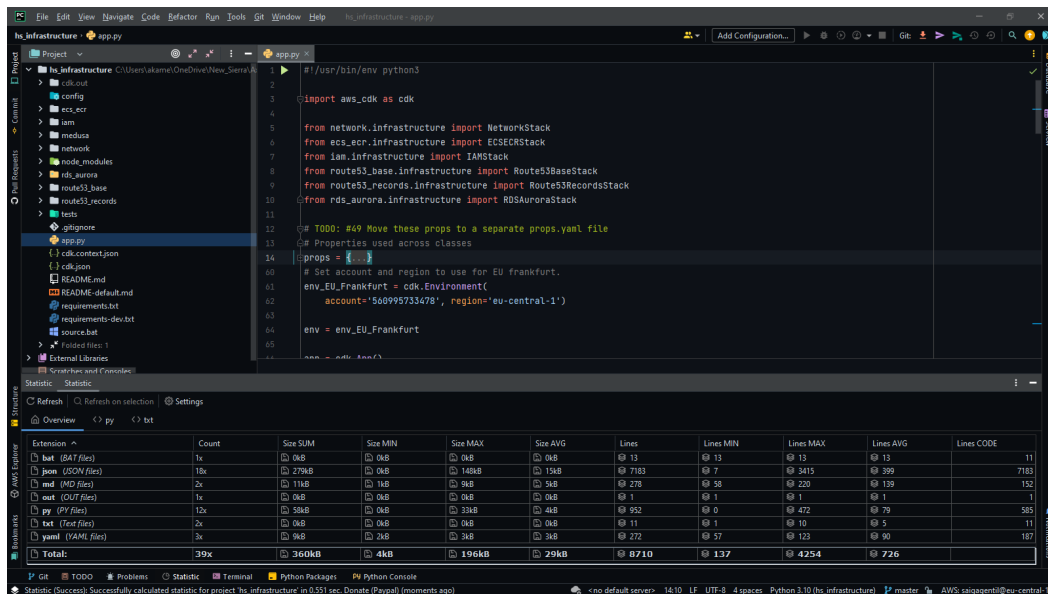


Figure 2.4.1. PyCharm editor.

Source: Own creation.

2.4.3 PhpStorm by JetBrains

PhpStorm is an integrated development environment created by JetBrains specifically for php programming language. The web interface from which the UAV is controlled from is built with php's Laravel framework, and PhpStorm is perfectly optimised for development of php web applications.

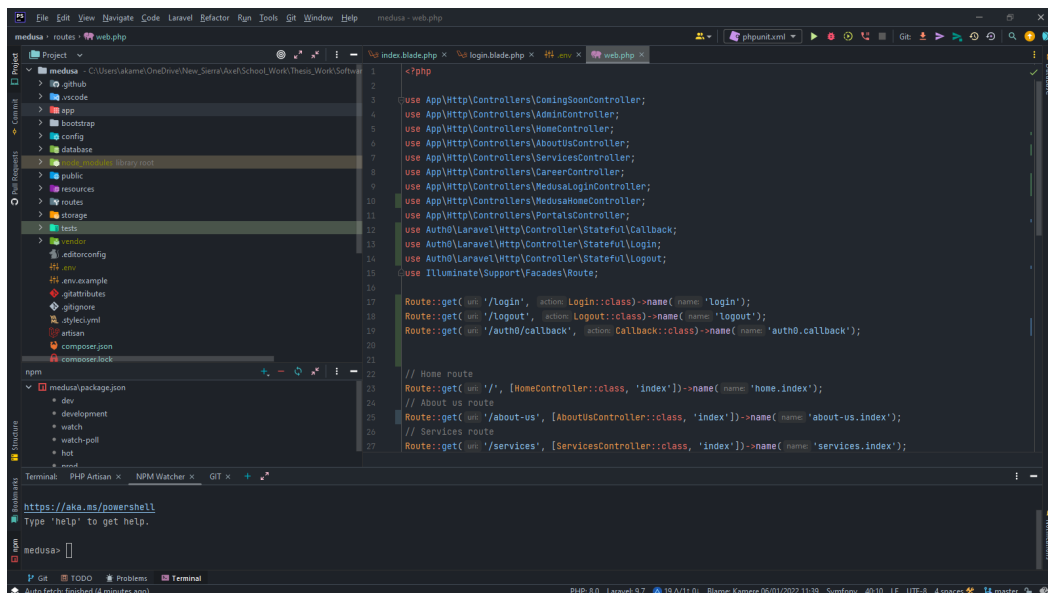


Figure 2.4.2. PhpStorm editor.

Source: Own creation.

2.4.4 Affinity Designer

Several user interface components used across the project like icons and logos, like in figure 1.4.1 for example, were designed using Affinity Designer. Affinity Designer is a graphics tool used to design and create logos, icons, concept arts, UI designs *et cetera*.

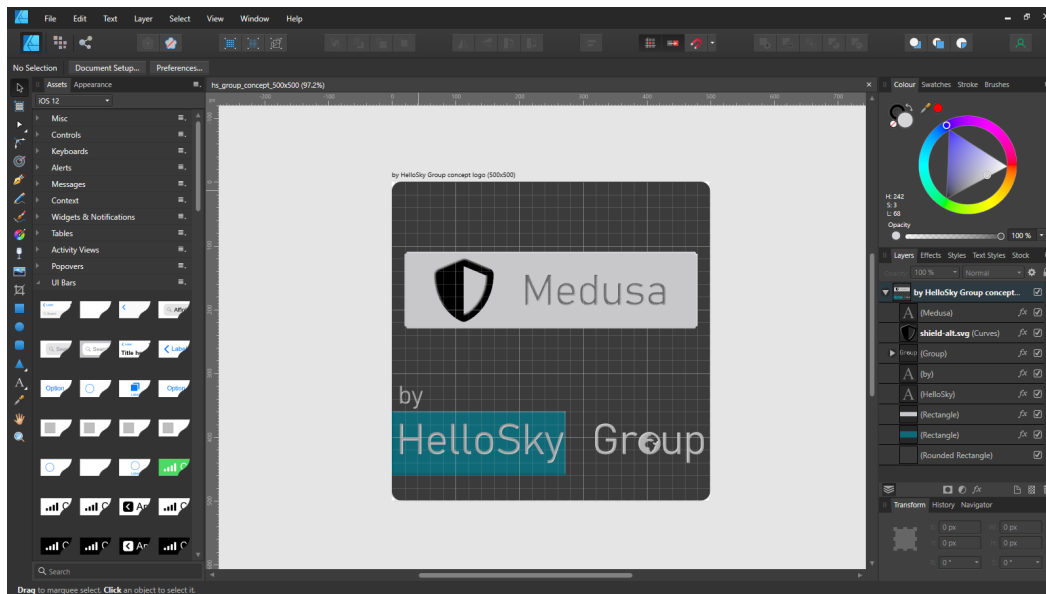


Figure 2.4.3. Affinity Designer editor.

Source: Own creation.

2.4.5 GitHub

One of the fundamentals of software development and coding projects generally is to version the code so that changes can be tracked overtime. Making sure that a project is versioned and maintained centrally in a repository is very important, especially where teams are working together on a similar project. Git, one of the softwares used for code versioning, was used in this project to track changes across various components of the overall project. In fact this thesis document itself is versioned using Git <ADD LINK TO THIS THESIS ON GITHUB>, alongside other components of the proposed solution. Github then comes into play to act as the single point of truth where multiple Git repositories can be pushed and managed from. <ADD IMAGE SHOWING A TYPICAL BASIC GIT - GITHUB FLOW>

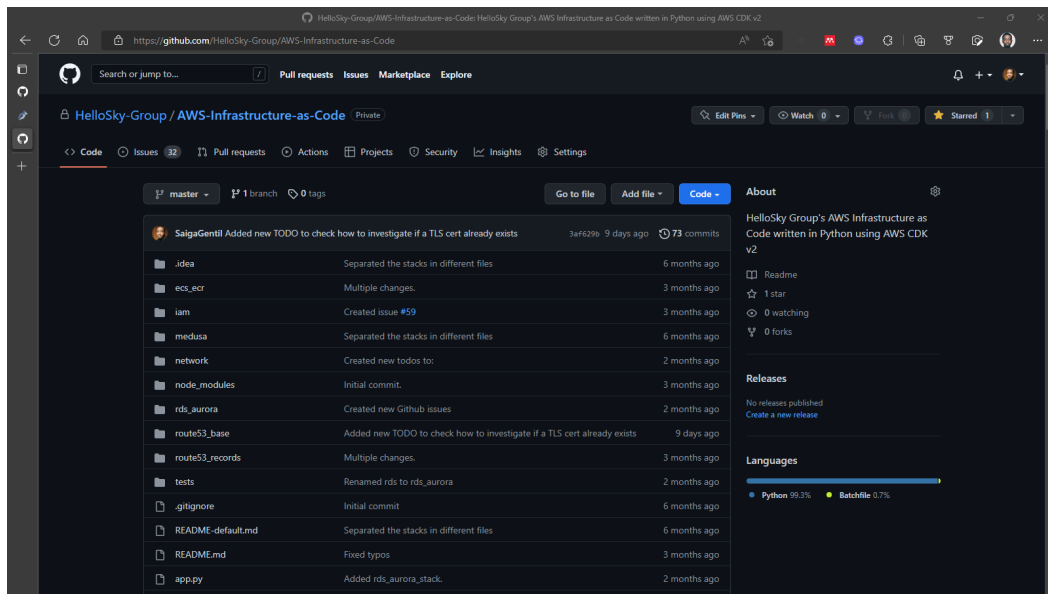


Figure 2.4.4. Github repository for the AWS infrastructure code.

Source: Own creation.

2.4.6 Microsoft Visio

Microsoft Visio is an application part of the Microsoft office family that is used for digramming and graphics visualization. It is used to build architecture diagrams and many more. In this project, Microsoft Visio was used to design and create architecture design diagrams of the proposed solution.

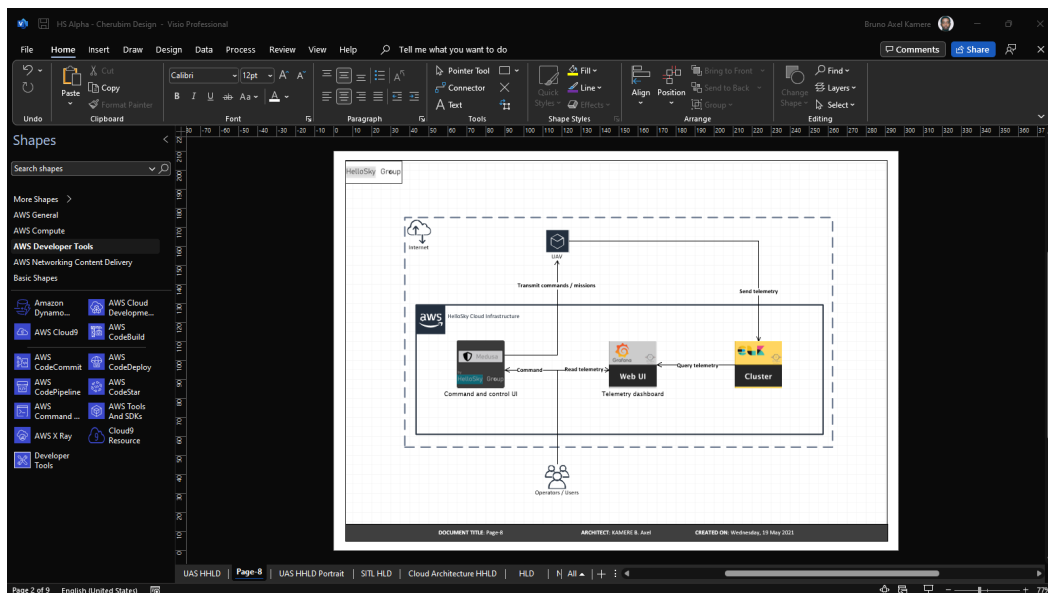


Figure 2.4.5. Microsoft Visio.

Source: Own creation.

Chapter 3

Methodology and setup

In this chapter, the solution is going to be explained in details. The reason behind various design choices is going to be explained elaborately as well as the technical aspects of the solution.

3.1 Approach

In the early stages of the development, the main idea was that the solution had to be:

- well planned. Every step taken had to be thought of, usually drawn on a paper to assess its feasibility. <ATTACH AN IMAGE OF INITIAL ARCHITECTURE DESIGNS>
- well built. The project had to be well structured such that it is intuitive to navigate around source codes. A naming convention was followed throughout the source codes.
- easily maintainable. The project was broken down into segments of folders, and the code was built with inheritance.
- built with professional, software engineering industry standard toolset, as described in section 2.4.
- agile. The AWS infrastructure mainly had to be built such that it is easy to deploy and destroy without investing a lot of effort.

With the above points in mind, the solution design process started on paper. Figure <REFERENCE AN IMAGE > shows one of the initial designs of the proposed system. After several design iterations, the final design was produced as shown in the high level design on figure <REFERENCE THE HLD>. The next step was to bring the design to reality. And that was no easy task.

As the design started being built to reality, it was evident that deploying the whole AWS infrastructure manually from the AWS console, see figure <REFERENCE THE AWS CONSOLE>, was going to be a time consuming, inefficient activity. And this also contradicted

3. Methodology and setup

the initial idea of building an agile infrastructure that can easily be redeployed in case changes are needed. That is where the thought to build the infrastructure as code using some sort of infrastructure as code (IaC) tool came in. Since the cloud provider of choice was AWS, the best tool for the task was with no doubt the AWS cloud development kit <CITE AWS CDK>.

After the AWS infrastructure was built, the next step was the UAV. The outstanding questions here were:

- How is the UAV going to be built?
- What is going to be the size?
- What is going to be the UAV type? Quadcopter? Fixed wing?
- How is the UAV going to be programmed? What programming language should be used?
- How is the UAV going to communicate with the rest of the system on AWS?

The above questions drove the next development stage. The drone type and size of choice were a small quadcopter. The initial idea was to build an actual quadcopter, therefore the below parts were purchased to build the quadcopter:

- Readytosky S500 quadcopter frame with built-in PCB.
- Pixhawk 2.4.8 flight controller with 4GB of onboard SD card storage.
- Raspberry Pi 3 with 4GB of onboard SD card storage.
- Readytosky M8N GPS module built-in compass with GPS antenna mount.
- 4 pieces of A2212 1000KV brushless motors.
- 4 pieces of 2-6S 30 amps Electronic speed controllers.
- 2 pairs of 1238 carbon fiber propellers

<INSERT AN IMAGE OF THE ABOVE PARTS>

As the development of the quadcopter went on, it became obvious that this approach was not the best way to go, especially for a proof-of-concept (POC) solution mainly due to how costly it was becoming. At somepoint the wire connectors were even insufficient, and it would take too long to order new ones online. The idea to build the actual physical quadcopter was then put on-hold, and it was decided to rather use simulation tools to simulate the actual quadcopter. Section 3.3 elaborates more on how the simulation was set up.

<REVIEW THIS SECTION>

3.2 Solution description

3.3 Software in the loop simulator

3.4 Communication

<Talk about Mavlink... and how mavlink is used in the project>

3.5 AWS Network access and security

One of the challenges with implementing a networked system, especially on cloud platforms like AWS, is ensuring that traffic flows in the expected way with proper security in place. The proposed solution, being a networked solution involving communications to and from various applications, has a rigorous network design. Figure <REFERENCE TO THE NETWORK DESIGN IMAGE> shows how network within the proposed AWS infrastructure was designed.

AWS has a concept of Virtual Private Cloud also known as VPC, which is simply an isolated private network that can be broken down into various subnets depending on the architecture. The proposed solution has one VPC broken down into three subnets; public, private and isolated-private subnets for each availability zone.

3.5.1 Public subnet

The public subnet in this proposed solution does not contain any resources, except a Network Address Translation or NAT gateway that is used by resources in the private subnet to access the internet. Table 3.5.1 and 3.5.2 show the inbound and outbound traffic rules respectively configured on the public subnet network access control list or NACL.

Inbound traffic					
Rule	Type	Protocol	Port range	Source	Allow/Deny
100	HTTP (80)	TCP (6)	80	0.0.0.0/0	Allow
110	HTTPS (443)	TCP (6)	443	0.0.0.0/0	Allow
120	Custom TCP	TCP (6)	1024-65535	0.0.0.0/0	Allow
*	All IPV4	All	All	0.0.0.0/0	Deny

Table 3.5.1. Public subnet NACL inbound traffic rules

- **Rule 100:** Allows inbound HTTP traffic on port 80 towards any IPv4 address on the internet.
- **Rule 110:** Allows inbound HTTPS traffic on port 443 towards any IPv4 address on the internet.

- **Rule 120:** Allows returning TCP traffic from the internet responding to requests from the subnet. The specified port ranges are ephemeral ports as defined by the Internet Assigned Number Authority or IANA and Internet Engineering Task Force or IETF in their Request for Comments or RFC 6056 document [11].
- **Rule *:** Block every other non previously evaluated IPv4 traffic.

Outbound traffic					
Rule	Type	Protocol	Port range	Destination	Allow/Deny
100	HTTP (80)	TCP (6)	80	0.0.0.0/0	Allow
110	HTTPS (443)	TCP (6)	443	0.0.0.0/0	Allow
120	Custom TCP	TCP (6)	1024-65535	0.0.0.0/0	Allow
*	All IPV4	All	All	0.0.0.0/0	Deny

Table 3.5.2. Public subnet NACL outbound traffic rules

The rules explanation are similar to those for inbound traffic in table 3.5.1, except that instead of inbound it is outbound.

3.5.2 Private subnet

Most of the infrastructure components are deployed in the private subnet where only specific traffic from the public and isolated-private subnets are allowed in. In this subnet is where the UAV command and control center user interface is deployed, in containers using the AWS Fargate serverless service. The rules for this subnet have to be carefully defined so that;

- Fargate services can pull docker images from docker hub public repositories on the internet.
- The UAV, and several command and control application services can talk to each other.

Table 3.5.3 and 3.5.4 show the inbound and outbound traffic rules respectively configured on the private subnet network access control list or NACL.

Inbound traffic					
Rule	Type	Protocol	Port range	Source	Allow/Deny
100	HTTP (80)	TCP (6)	80	0.0.0.0/0	Allow
110	HTTPS (443)	TCP (6)	443	0.0.0.0/0	Allow
120	Custom TCP	TCP (6)	1024-65535	0.0.0.0/0	Allow
130	Custom TCP	TCP (6)	3306	10.0.4.0/28	Allow
140	Custom TCP	TCP (6)	3306	10.0.5.0/28	Allow
*	All IPV4	All	All	0.0.0.0/0	Deny

Table 3.5.3. Private subnet NACL inbound traffic rules

- **Rule 100:** Allows inbound HTTP traffic on port 80. This is so that the AWS Elastic Container Service or ECS tasks can pull images from the public Dockerhub registry.
- **Rule 110:** Allows inbound HTTPS traffic on port 443.
- **Rule 120:** Allows returning TCP traffic from the internet responding to requests from the subnet.
- **Rule 130 and Rule 140:** Allows inbound traffic on port 3306 from MySQL database running in the AWS Relational Database Service or AWS within the isolated-private subnets of both the Availability Zones.
- **Rule *:** Blocks every other non previously evaluated IPv4 traffic.

Outbound traffic					
Rule	Type	Protocol	Port range	Destination	Allow/Deny
100	HTTP (80)	TCP (6)	80	0.0.0.0/0	Allow
110	HTTPS (443)	TCP (6)	443	0.0.0.0/0	Allow
120	Custom TCP	TCP (6)	1024-65535	0.0.0.0/0	Allow
130	Custom TCP	TCP (6)	3306	10.0.4.0/28	Allow
140	Custom TCP	TCP (6)	3306	10.0.5.0/28	Allow
*	All IPV4	All	All	0.0.0.0/0	Deny

Table 3.5.4. Private subnet NACL outbound traffic rules

- **Rule 100:** Allows outbound HTTP traffic on port 80 towards any IPv4 address.
- **Rule 110:** Allows outbound HTTPS traffic on port 443 towards any IPv4 address.
- **Rule 120:** Allows all outbound response TCP traffic.
- **Rule *:** Blocks every other non previously evaluated IPv4 traffic.

<TALK ABOUT SECURITY GROUPS>

3.5.3 Isolated-private subnet

The isolated-private subnet hosts the MySQL database running in AWS Relational Database Service. This subnet only talks to the private subnet, and has no direct connection to the internet. This improves the infrastructure security through not exposing the database directly to the internet.

<ADD NETWORK FLOW DESIGNS>

Describe the solution on a higher level. Discuss HLDs.

Chapter 4

Discussion

- Challenges with setting up network flows (Talk about vpc flow log)

Chapter 5

Conclusion

5.1 Future Work

5.1.1 Low latency communication

5.1.2 Collision avoidance navigation

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