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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 developed more reliable and efficient testing and validation methods for collision avoidance systems in UAS.

Background

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

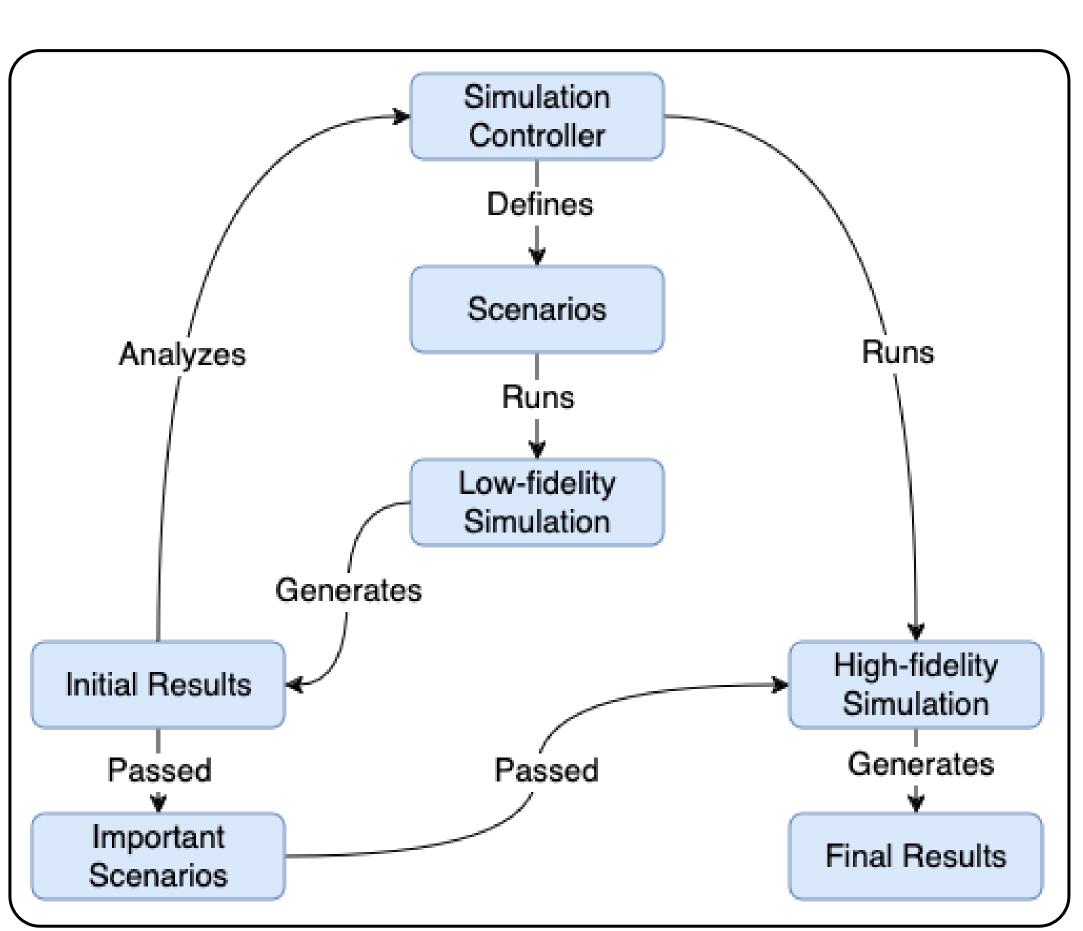


Figure 1. System flow chart

Methodology

- Two-Tiered Simulation Framework:
 - Low-Fidelity Simulations: Rapidly test key UAS collision scenarios using JuliaSim.
 - 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.

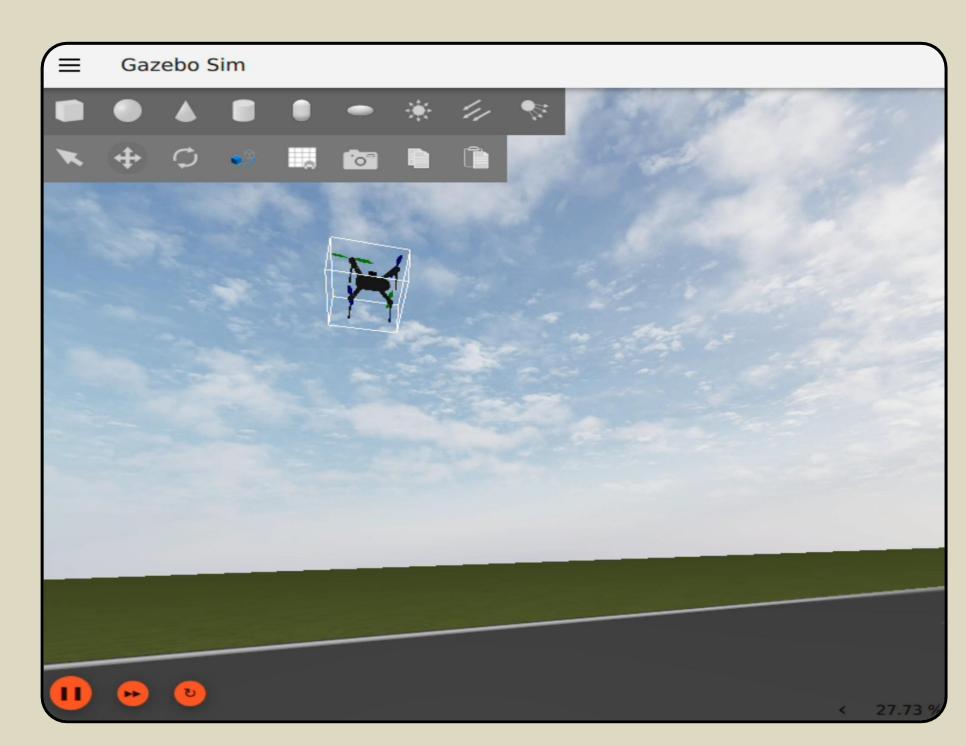


Figure 2. Gazebo, Ardupilot, ROS2 Integration

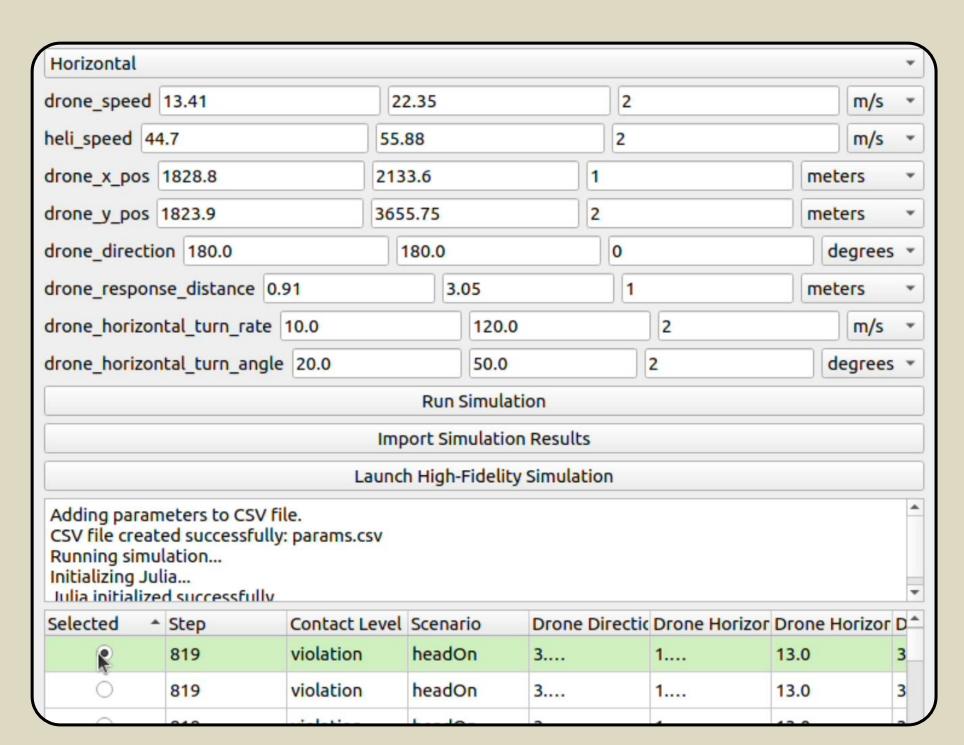


Figure 3. Julia Sim + Controller Integration

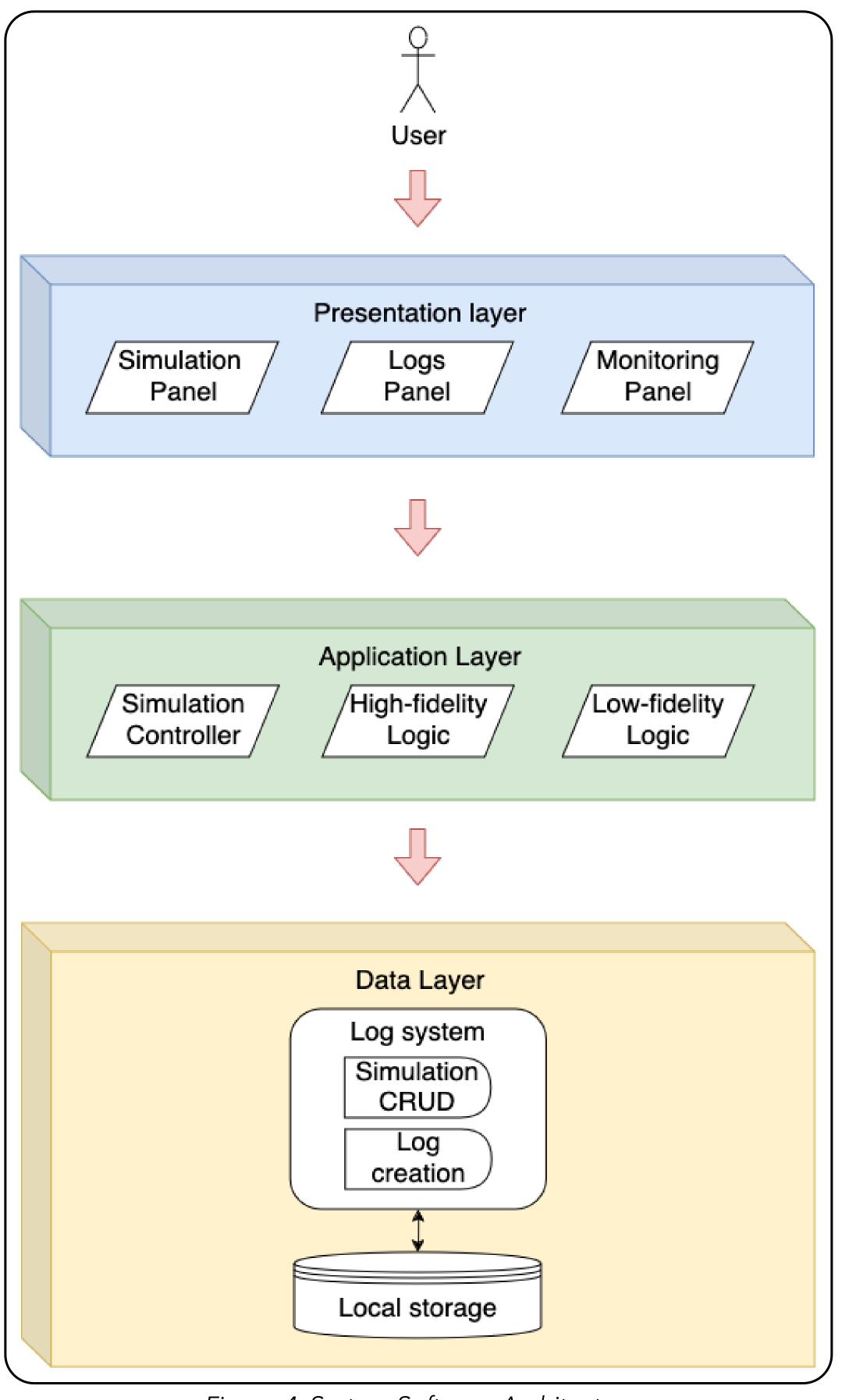


Figure 4. System Software Architecture

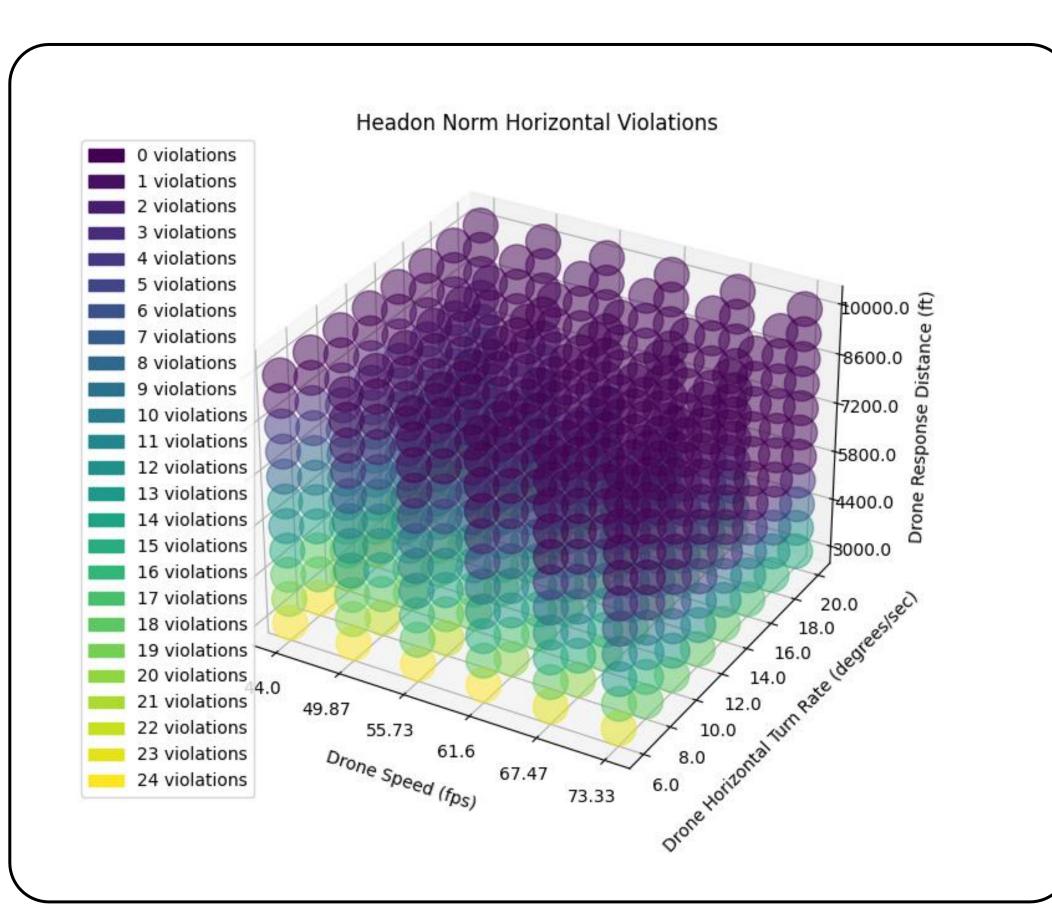


Figure 5. JuliaSim Headon Norm Horizontal Violation Graph

Results & Conclusion

- Gazebo-Ardupilot-ROS2: Successful integration between all software to establish a unified simulation environment.
- Controller Integration: Created a controller for simulation management across both low-fidelity and high-fidelity simulations.
- Data transfer and Logging: Implemented a reliable data flow pipeline and structured logging system between both simulation environments.

The project successfully established a two-tiered simulation framework, setting up both low-fidelity and high-fidelity simulators, for to support UAV collision avoidance research. By addressing configuration challenges and integrating various tools, the project offers a scalable and user-friendly environment for future testing and development efforts.

Future Work

- Al Integration: Implement Al algorithms for advanced collision avoidance analysis and training.
- Hardware Integration: Transition to real-world testing with physical drones.
- Research Utilization: Use VANTAGE to run research simulations and record the results and findings in papers.

References

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