Agile Trajectory Generation for Tensile Perching with Aerial Robots

• Generate trajectories for the aerial robot to perch on the tree branch using a tethered perching mechanism with a pendulum like structure.

Progress Update

- Dedicate more time over the next week.
- Aim to have the enviornment set to be able run previous work.

Practical

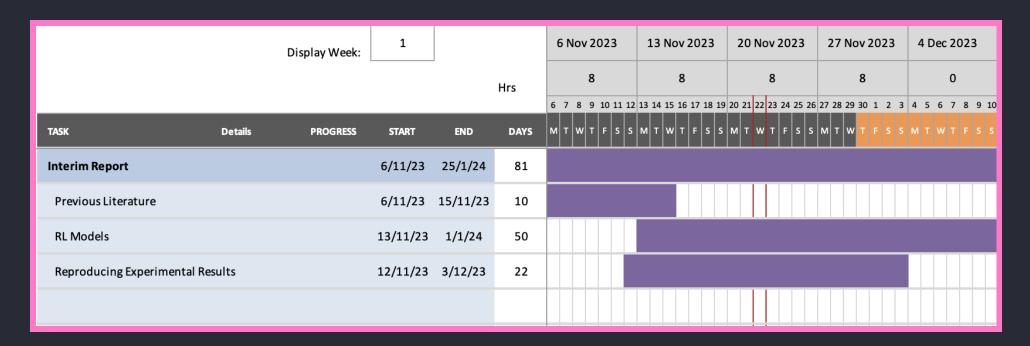
- Successfully have the environment running. Have 2 versions:
 - VM: Set up a vm to have previous year experiments running.
 - Docker: Containerised version. Can run a particular trajectory and return the flight information.

Meeting with Tian

- System involving a drone, with a payload attached via a tether.
 - Payload has 2 blades allowing it to move.
 - Current attaching motion involves flying the 2 sections in opposite directions over a branch.
- Complexity in piloting due to the complicated pendulum motion.
- Currently hard even for experienced pilots.
- Potential for Reinforcment Learning to be used.

General Plans

- Achieved planned aim around reproducing practical results.
- Want to focus towards literature around demonstration reinforcment learning.



Plans Until Next

- Literature
 - Alan Slatter Thesis
 - Autonomous Unmanned Aerial Vehicle Navigation using Reinforcement Learning: A Systematic
 - Review (2022)
 - Review paper presented last week. Following this up with reading relevant research papers from this review focussing towards Demonstration Reinforcement Learning.
 - Tethered Unmanned Aerial Vehicles—A Systematic Review (Aug 2023)
 - A very recent review, not focussed on Reinformcent Learning in particular. But does review several papers involving RL.
- Practical
 - Investigate potential for simulation environments for pendulum like structures.

Questions

- What data can be collected during demonstration flight.
 - Sensors on drones
 - Images/Cameras

Feedback