

# AR.UAV



Teleoperation of Quadcopter using Windows Phone

**Final Presentation**

# Problem

- ❖ Monitoring and patrolling parking lots

## Purpose

- ❖ Prevent break-ins, theft, and parking infractions
- ❖ Remote surveillance of many different locations

## Problems

- ❖ Time consuming and inefficient
  - ❖ Wasted time and resources
- ❖ Cameras provide limited view and non-mobile
- ❖ Surveillance infrastructures costly

# Proposed Solution

Teleoperation of aerial vehicle to monitor parking lots

- ❖ Increase monitoring
- ❖ Work from anywhere
- ❖ Extremely mobile
- ❖ Easy to use
- ❖ Increase efficiency
- ❖ Deter criminal activity
- ❖ Simple relocation/travel
- ❖ Intuitive flight controls
- ❖ Automated flight to GPS locations / waypoints
- ❖ Streaming video from craft to phone
- ❖ Image / video capture
- ❖ Future → automatic video recognition/evaluation

# Objectives

## Goals for Project

- ❖ Teleoperation with WP
  - ❖ Manual controls
  - ❖ Accelerometer control
- ❖ Video Stream
  - ❖ Live stream viewable
  - ❖ Capture images & video
- ❖ GPS Auto-Flight
  - ❖ Select waypoints
  - ❖ Determine and follow path between points
  - ❖ Save paths
- ❖ Easy to Use
  - ❖ Phone app easy to use
  - ❖ Intuitive flight control
  - ❖ Crash prevention (future)

# Quadcopter

## Pros

- ❖ Very mobile
- ❖ Aerial stability
- ❖ Easy to increase payload
- ❖ Less susceptible to cross-winds
- ❖ Compact system

## Cons

- ❖ Expensive
- ❖ Difficult autonomous flight
- ❖ Fragile
- ❖ Wireless range
- ❖ Battery life vs. weight

# Quadcopter Selection

## AR.Drone vs. Custom

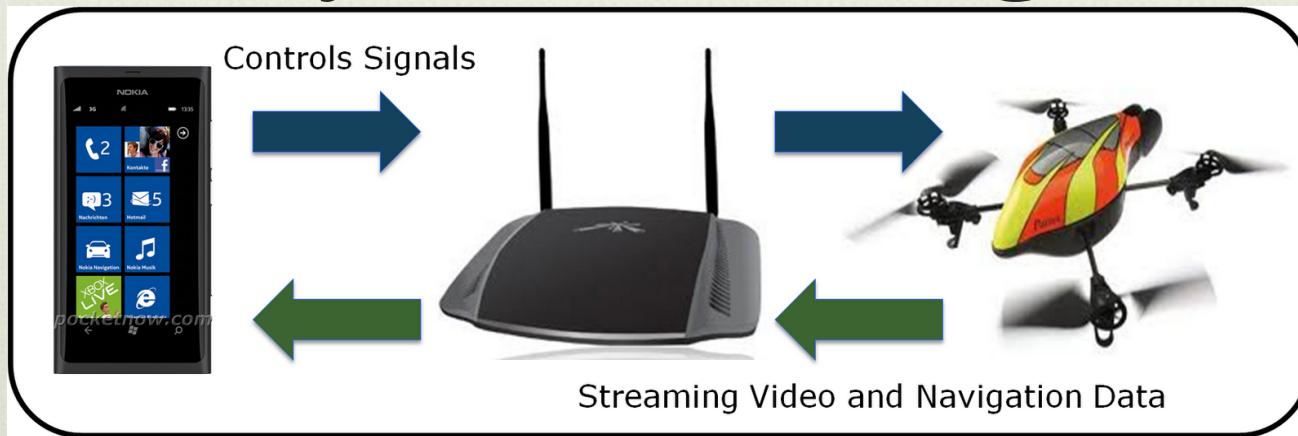
### Pros

- ❖ Compatibility and warranty
- ❖ Kit preassembled
- ❖ Kernel tested / supported
- ❖ Large developer community
- ❖ API docs and examples
- ❖ Custom apps for evaluation
- ❖ Economical parts, many retailers, and direct technical support

### Cons

- ❖ Cannot customize kit nor parts
- ❖ Difficult to change parts
- ❖ Firmware flexibility is minimal
- ❖ Changing the kernel is a challenge
- ❖ “Outdated” technology
- ❖ Difficult to adapt to a system - closed system

# System Design



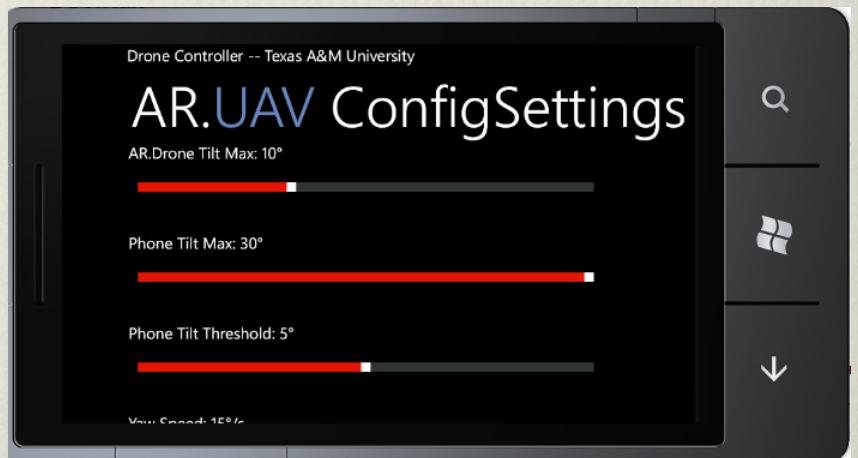
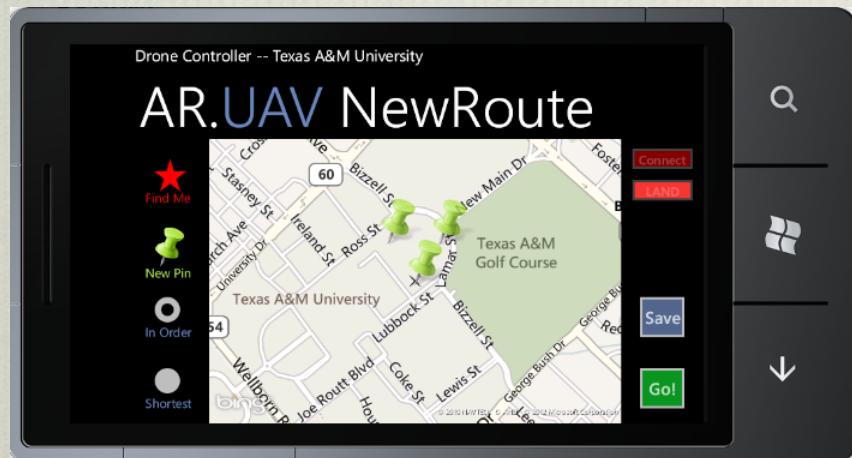
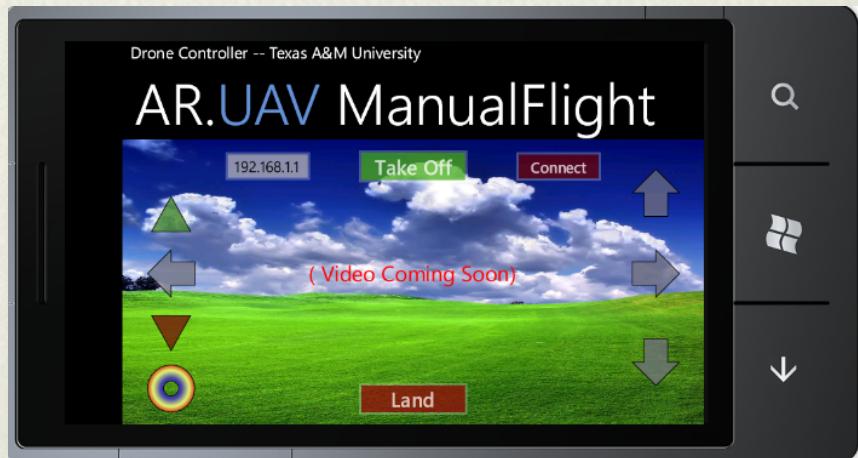
## Phone

- ❖ Connect with drone
- ❖ Initialize data connections
- ❖ Process input from user
  - ❖ Receive motion commands
  - ❖ Send movement signals
- ❖ Evaluate waypoints
  - ❖ Determine path
  - ❖ Issue movement commands

## Quadcopter

- ❖ Initializes systems
  - ❖ Loads configuration data
  - ❖ Return responses for connection request
- ❖ Process received commands
  - ❖ Receive movement
  - ❖ Translate to motor control
  - ❖ Return flight data
- ❖ Maintain system stability

# Phone UI Design



# Autonomous Flight



## AutoFlight Options

- ❖ Select waypoints on map
  - ❖ Can choose saved route
- ❖ Choose path traversal
  - ❖ In order of placement
  - ❖ Shortest path between
- ❖ Drone executes movement

## Destination Finding

- ❖ *Convergence*
  - ❖ Determines angle to dest.
  - ❖ Moves forward / back and right / left based on slope of path between points
  - ❖ Repeats many times
- ❖ *Angle reference*
  - ❖ Determines angle to dest.
  - ❖ Rotates to angle
  - ❖ Moves forward each step
  - ❖ In theory: heading updates based on movement angle

## Shortest Path (traveling salesman)

- ❖ Locally optimal selection

# Evaluation

## Validation and User Testing

- ❖ Criteria
  - ❖ Teleoperation – **Met**
    - ❖ Takeoff, landing, rotation, directional travel (static, accel)
  - ❖ GPS AutoFlight – **Met**
    - ❖ Find and select waypoints, choose routes, copter follows path
  - ❖ Video Stream – **Not Met**
    - ❖ Stream from copter to phone, quality video, capture and save
  - ❖ Easy to Use – **Partially Met** (more user testing needed)
    - ❖ Phone app easy to learn, intuitive flight control, crash avoid.
      - ❖ User controls require experimentation (quick learning curve)
      - ❖ Flying drone can be difficult – especially outside
      - ❖ Need to test with additional demographics

# Concerns

## Social Impacts

- ❖ Environmental
  - ❖ Power usage and parts (electronic/battery) disposal
  - ❖ Noise pollution
- ❖ Health and Safety
  - ❖ Collision damage to people or property
  - ❖ Weather reliance
- ❖ Political
  - ❖ Replace jobs of transportation officers
- ❖ Ethical
  - ❖ Video privacy and surveillance

# Production

## Social Impacts

- ❖ Manufacturability
  - ❖ Dependent on the AR.Drone platform (Parrot Inc.)
  - ❖ Differences with cell phone hardware
  - ❖ Support for multi-platform smartphones and/or PC
- ❖ Sustainability
  - ❖ Battery life, size, weight, and disposal
  - ❖ Firmware updates and compatibility
  - ❖ Styrofoam hull and case
- ❖ Economics
  - ❖ Prototyping cost approx. 3x expected production cost

# Team

## Roles and Responsibilities

### **John Brock**

- ❖ Team lead
  - ❖ Task scheduling, route finding algorithms, UI for app, GPS app for 2<sup>nd</sup> Windows phone, unit testing, website

### **David Dornier**

- ❖ Hardware Lead
  - ❖ Drone assembly, GPS hardware, purchases, budget, public relations

### **Alex Perovich**

- ❖ Software Lead
  - ❖ Phone controls – static and accelerometer, drone communication, source control – CodePlex, firmware modifications on drone

# BUDGET

Planned		Actual	
Drone (after \$ 50 student discount)	\$ 250	Planned	\$ 593
Battery (x2)	\$ 60	Mainboard Replacement	\$ 110
Motor (x2)	\$ 80	GPS Replacement	\$ 60
Propeller Set (x2)	\$ 14	FTDI Boards + Cables	\$ 40
Gear and Shaft Set	\$ 10	Voltage Regulators	\$ 4
Central Cross	\$ 25	Drone Tool Set	\$ 20
Screw Set	\$ 4	<b>TOTAL</b>	<b>\$ 827 + Shipping</b>
Router	\$ 90		
GPS Module	\$ 60		
<b>TOTAL</b>	<b>\$ 593 + Shipping</b>	<b>DIFFERENCE</b>	<b>\$ 234 + Shipping</b>



# Questions?