



SIMULTANEOUS UAV RELAY POSITIONING AND AREA COVERAGE IN C# AND UNITY

Software Architecture for Robotics
EMARO+

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Implementation of UAV relays and their advantages

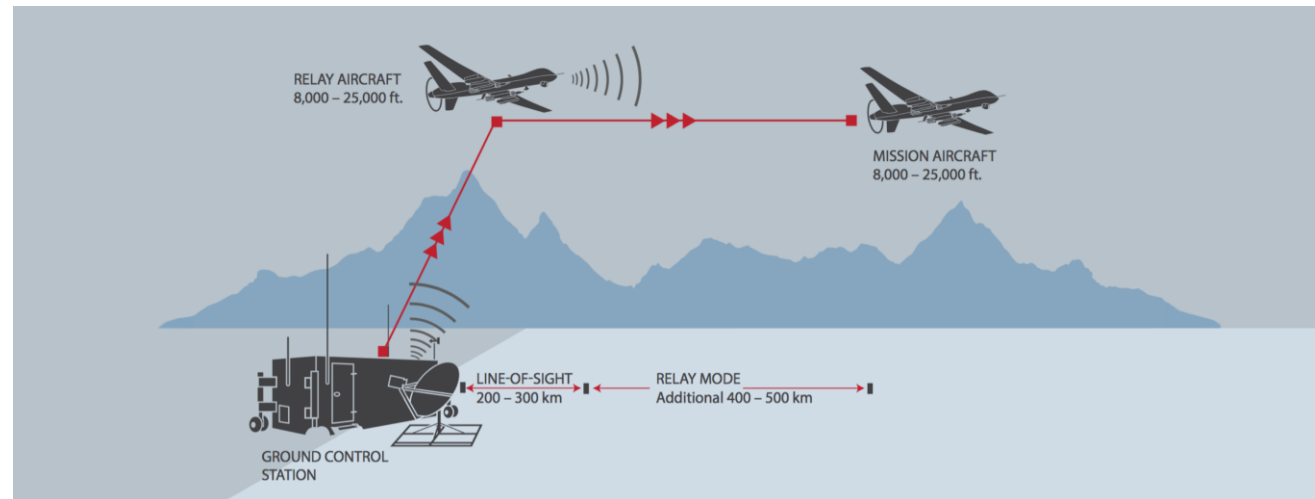
UAVs are versatile and can be used in various fields, such as:

Surveying and
Mapping of
unknown areas

Traffic
Surveillance

Monitoring of
forest areas

Monitoring of
unsafe areas after
a catastrophe



General Objectives

- ✓ Path-planning algorithm implementation in C#
- ✓ Visualization in Unity3D

- Allows the surveillance of a predefined target
- Ensures undisturbed communication with a home base through a number of UAVs
- Takes into account obstacles and maintains reachability
- Achieves the continuous coverage of the area with a frequent visitation of all sectors
- Visualization and testing of the outcome in a user friendly environment

Process Outline

Input of Initial Conditions by User in Unity Interface

Shortest path problem - source to target - solved by the Dijkstra Algorithm

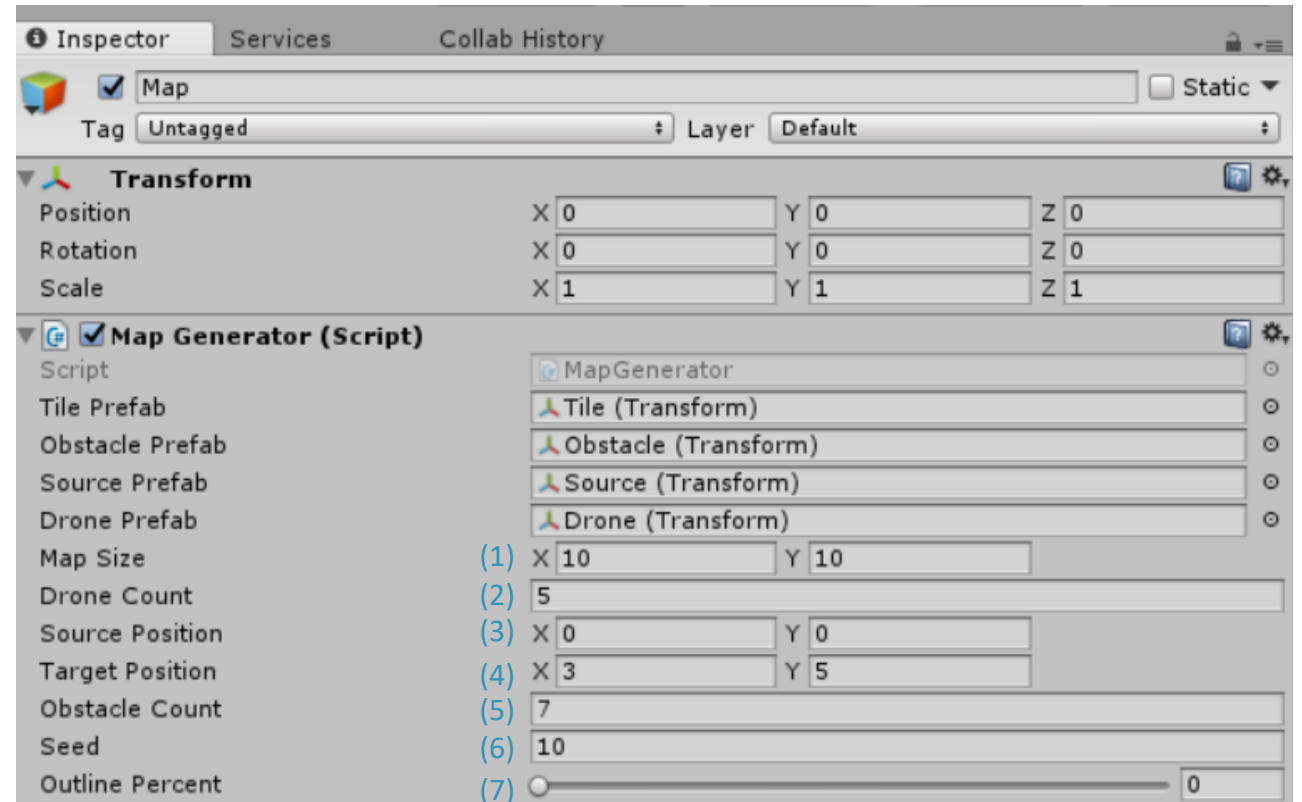
Optimization of the path according to the Dual Ascent Algorithm (e.g. Nr of vehicles used)

Visualization the map, obstacles and positioning of the UAVs in Unity

Initialization

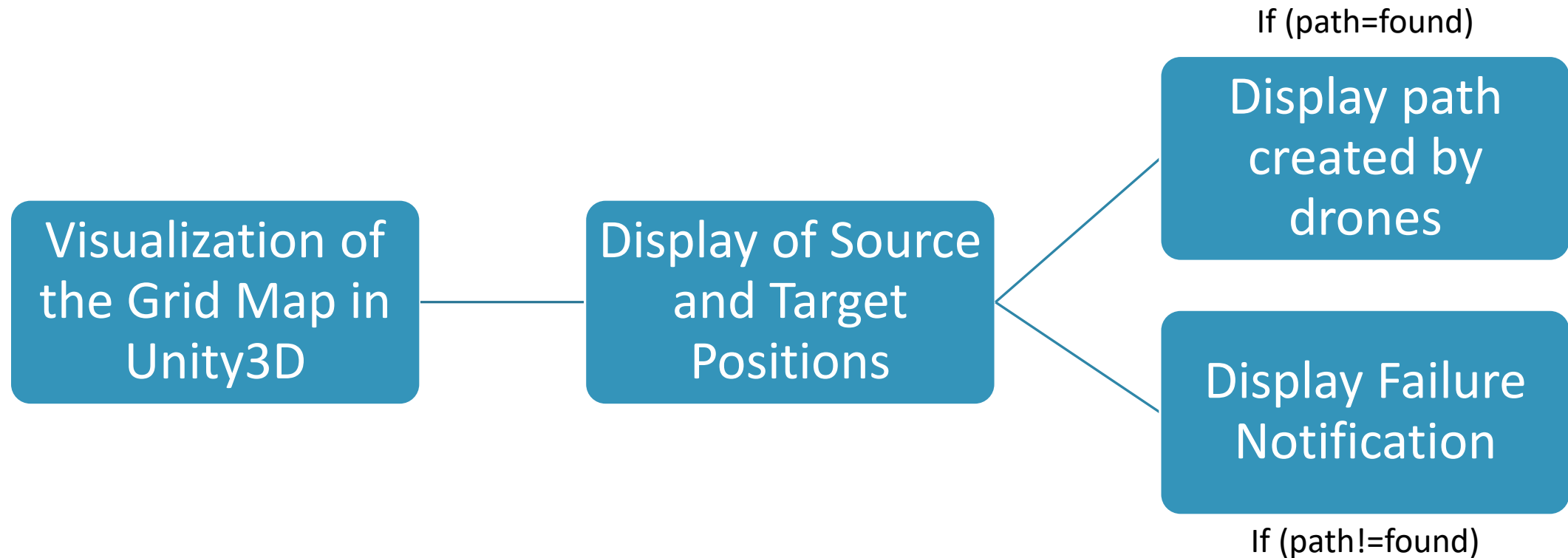
The user can initialize the algorithm with the desired values for:

1. Size of Grid Map
2. Maximum Nr. Of Vehicles
3. Source Position (Home-Base)
4. Target Position
5. Nr. Of obstacles
6. As the obstacles are created arbitrarily the seed variable is used for the acquisition of a new set of obstacle positions.
7. The grid map outline can also be changed to match the user's liking



Inspector Tab of Unity3D

Result

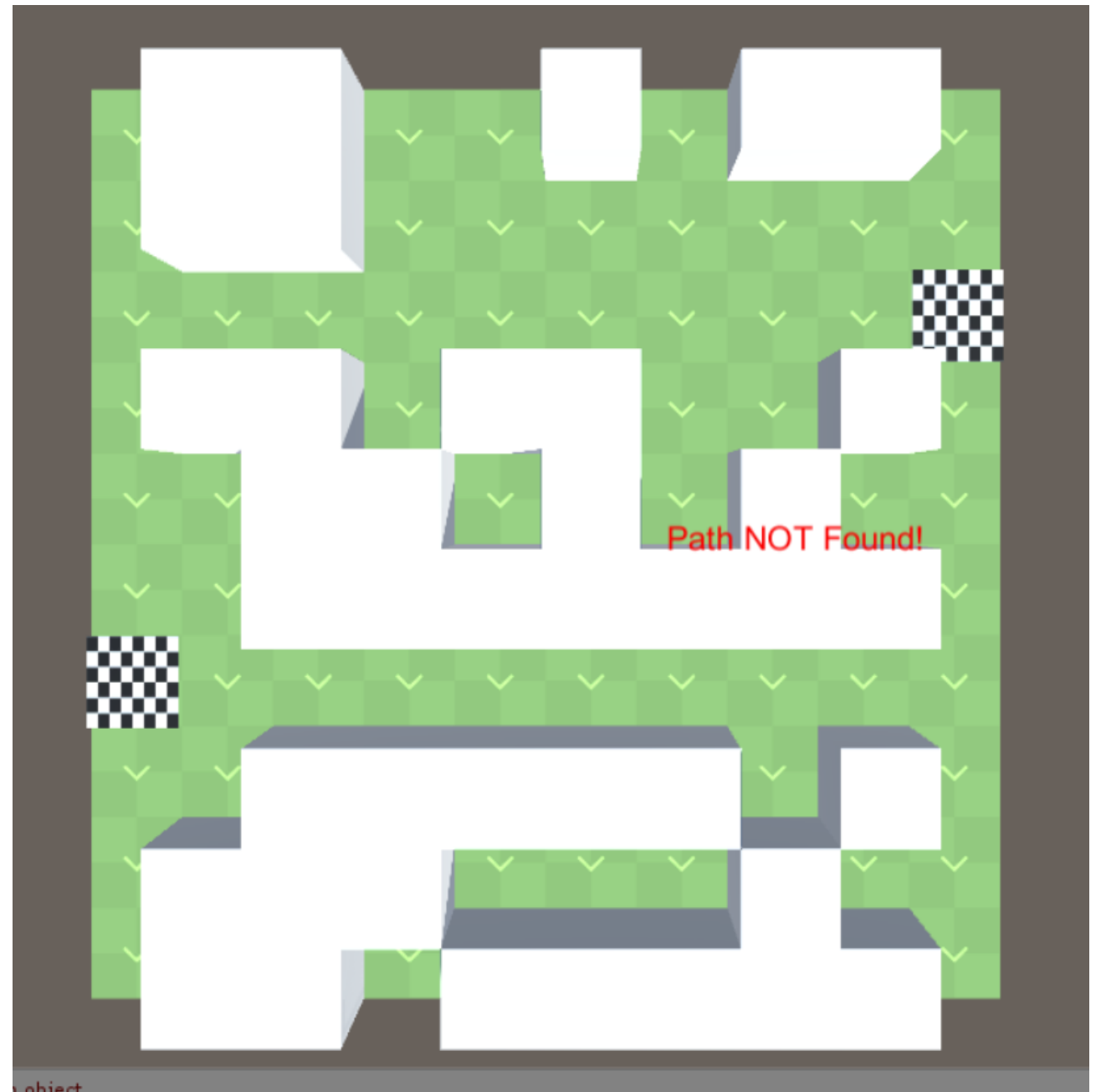


Path Found



Path Not Found

The algorithm could not provide a path that satisfies the restrictions provided by the user.



Thank you.

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