



UAV Flight Log Generation and High-Level Mission Planning Using Vision-Language Models

Author: Tsung-Yen Yu, Advisor: Dr. Wen-Hung Liao
National Chengchi University, Taipei, Taiwan

Introduction

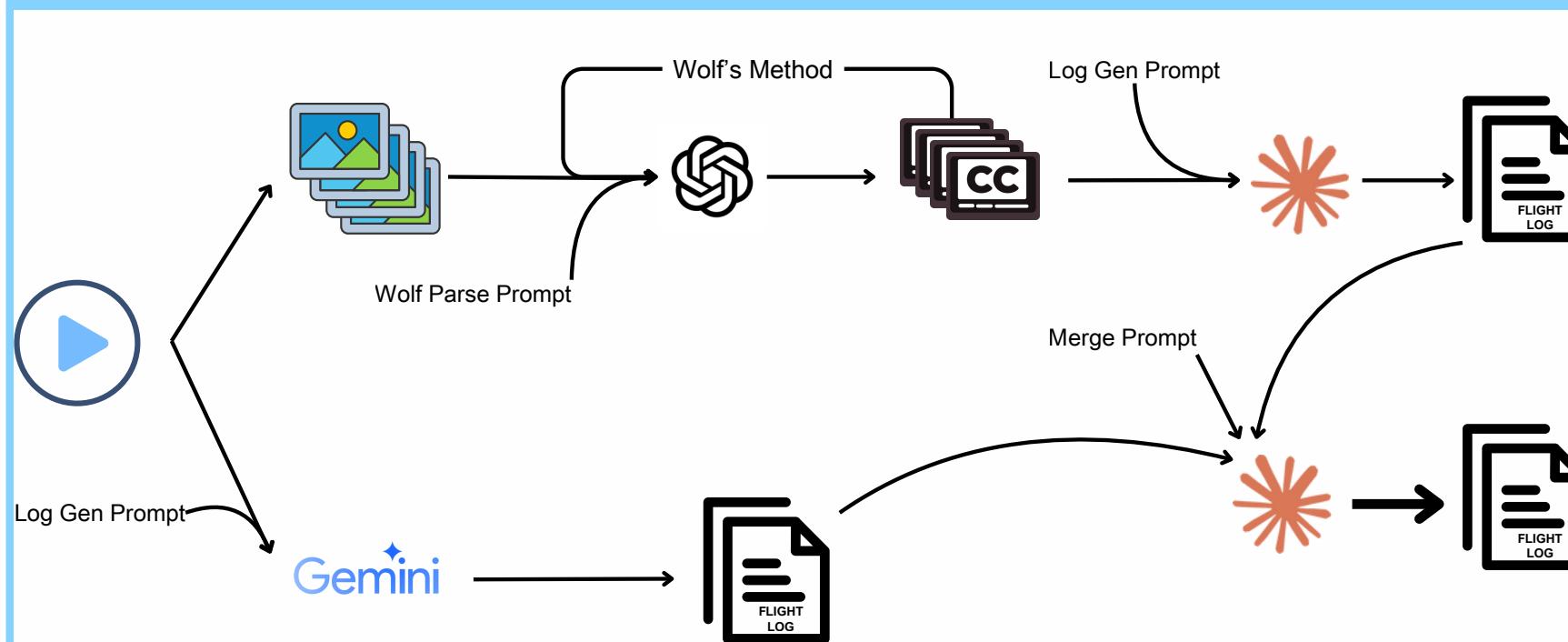
- The rapid rise of AI in computer vision is accelerating the future of autonomous systems
- For drones, this opens the door to move beyond simple GPS routes to true situational awareness
- Simultaneously, advances in NLP let us "talk" to AI in new ways

The Goal: To merge these fields, enabling a human to effortlessly collaborate with a drone

Methodology

Stage 1: Flight Log Generation

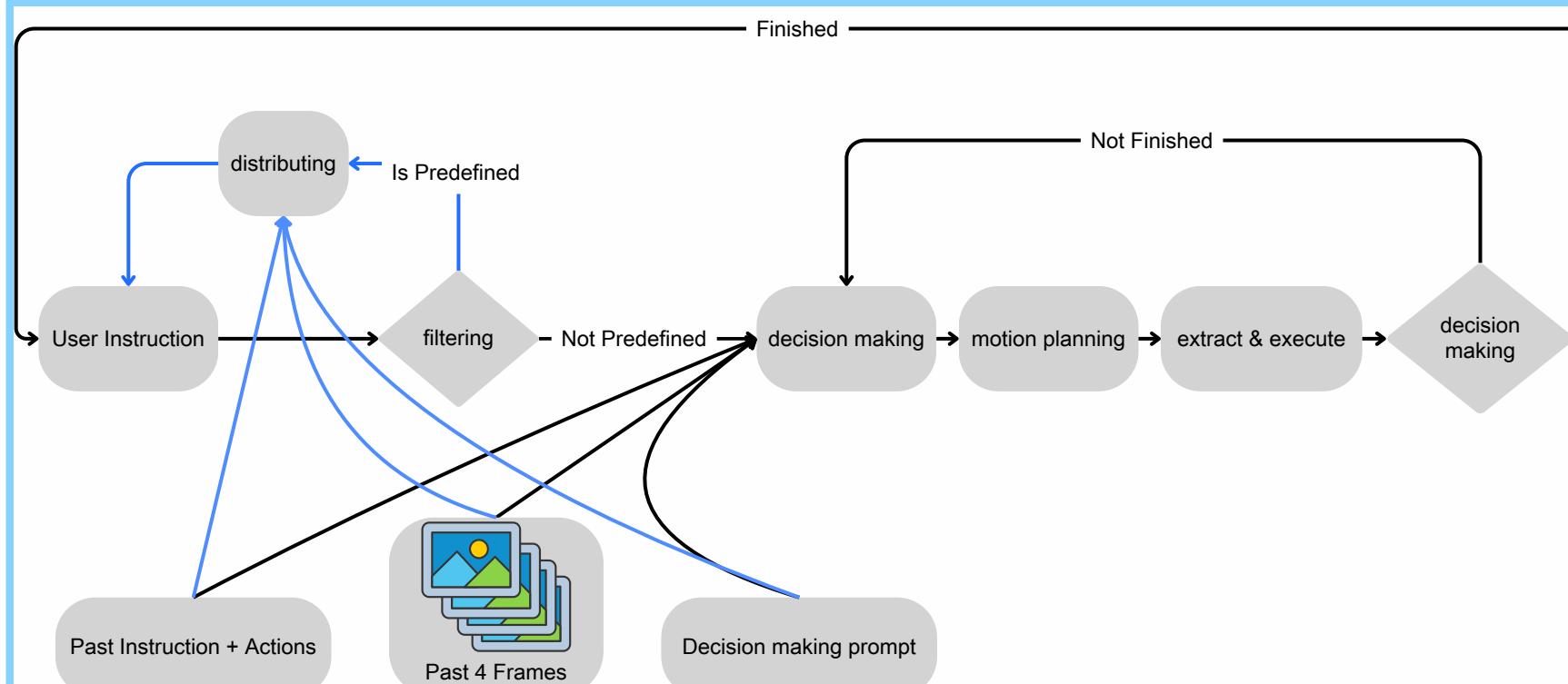
- Test and select VLMs based on their ability to summarize a few consecutive frames
- Determine the Flight Log Formation
- Design 2 pipelines to complement each other
- Merge (summarize) the 2 Flight Logs into the final one



Stage 2: Autonomous Flight

- Setup AirSim Simulator (Unreal Engine + ROS2)
- Customize drone API
- Define instruction levels
- Design a pipeline and sub-methods to convert high/middle level instructions to low level instructions

	Name	Description	Example
High Level	(Vision) Task	Ambiguous goals	Find me an old temple
High Level	Predefined Mission	Complicated mission	Return Flight
Middle Level	Navigation	Specific fly ideas	fly in a 100m square
Low Level	Action	Drone api	move_forward(x)



Results

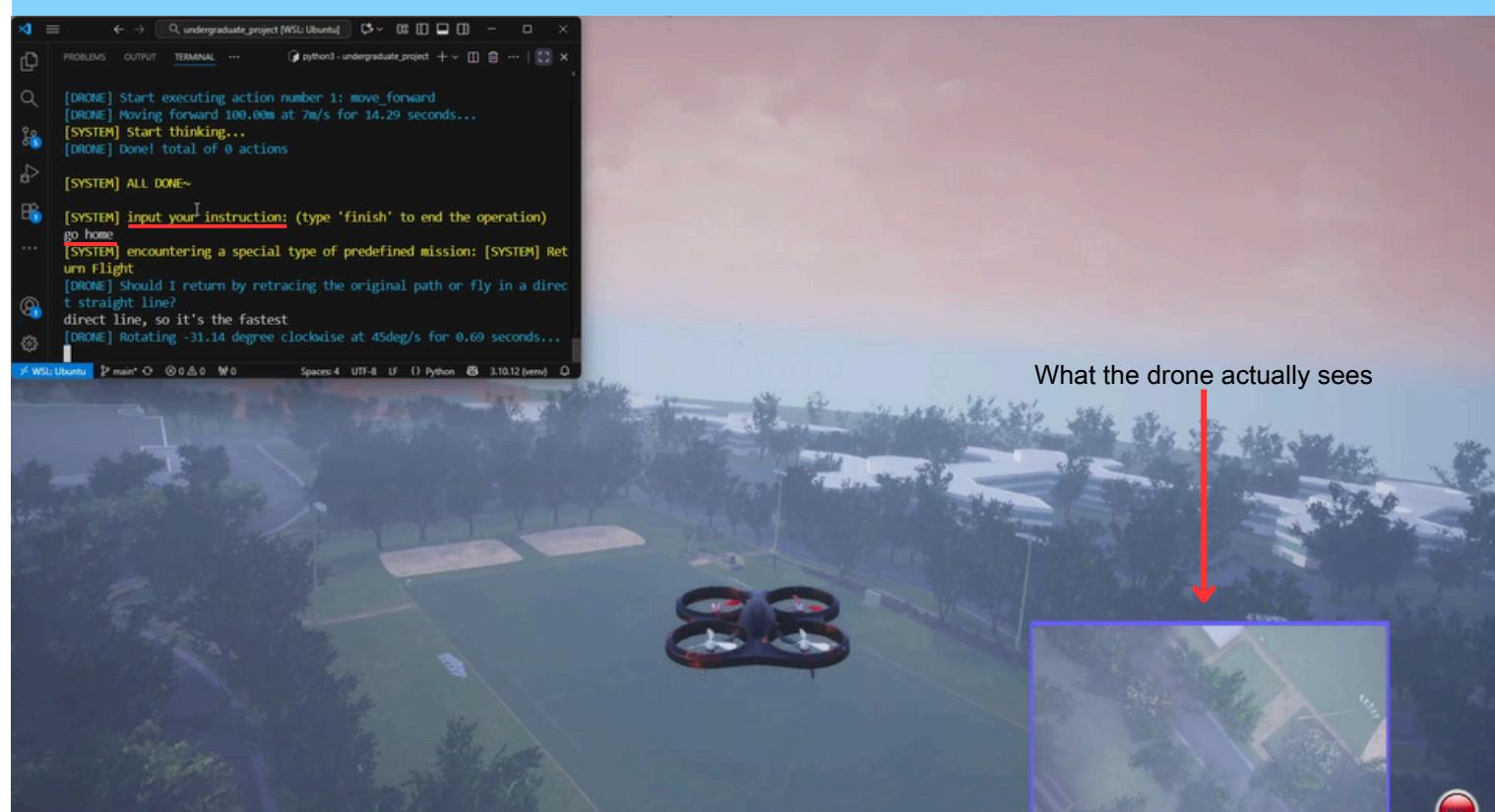
The following result will be demonstrated in pictures. For a better experience, visit the [GitHub](#) page to check out the videos and logs



Flight Log Generation

The screenshot shows a detailed flight log for a drone. It includes sections for Flight Identification (Date: 2023-08-19, Start Time: 1005, End Time: 1005, Total Duration: 5 min 1 sec), Flight Purpose & Operations (Purpose of Flight: City Safety Monitoring, Type of Operation: Aerial Surveillance), Location & Environment (Location Name/Description: Taiwan Aisi - Mixed urban/suburban and agricultural area including sports complex, parking lots, buildings, roads, and green spaces.), Weather Conditions (Wind Speed: Low, Wind Direction: Not mentioned, Visibility: Excellent - clear conditions with bright sunlight, Temperature: Fairly warm, Cloud Cover: Clear skies, Precipitation: None), and Notes & Lessons Learned (Flight Performance: Stable, smooth flight with good altitude changes and camera movements, Footage Quality: Clear and high resolution after initial focus issues, good detail throughout most of flight, Areas for Improvement: Initial camera focus calibration, Future Considerations: Monitor for people in sports areas, maintain safe distance from buildings with solar installations, for city safety monitoring purposes, establish regular flight patterns over key infrastructure areas including sports facilities, institutional buildings, and transportation corridors, Consider implementing automated waypoint missions to ensure consistent coverage of critical safety zones, Monitor parking areas and road intersections for traffic flow analysis and emergency response planning).

Autonomous Flight



Conclusion

- VLMs establish a novel interface between humans and drones
- The Flight Log generation method provides a simple, effortless evaluation of drone footage
- The Autonomous Flight pipeline features a flexible architecture, allowing for the integration of sub-methods without disrupting the core framework
- Leveraging AirSim's integration of Unreal Engine and ROS2 for high-fidelity environmental and sensor simulation, this framework is transferable to real-world applications when the hardware requirements are met