

UAV Route Planning Strategies for Efficient Coverage Search in Complex Environments

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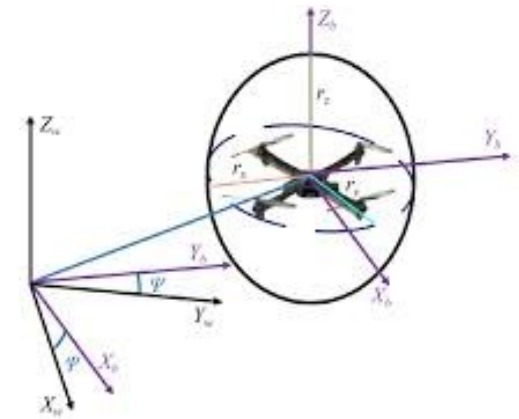
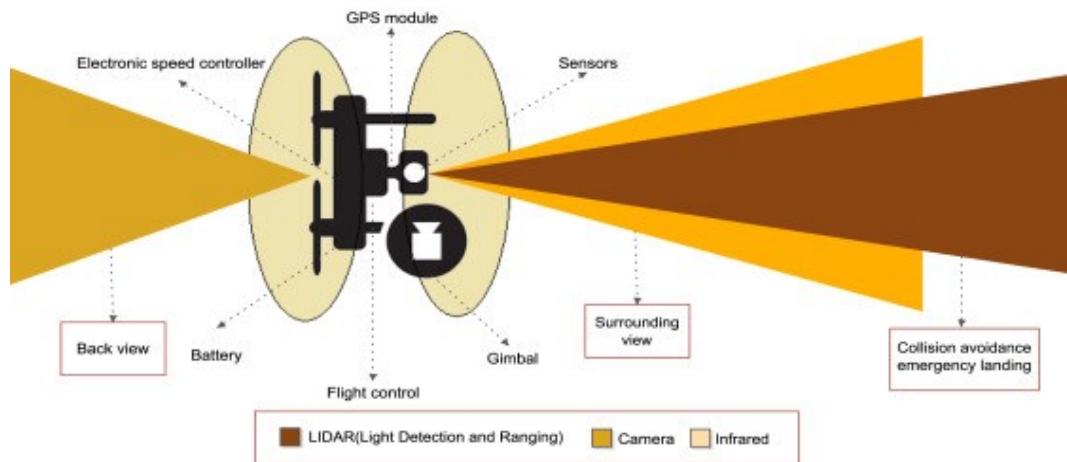
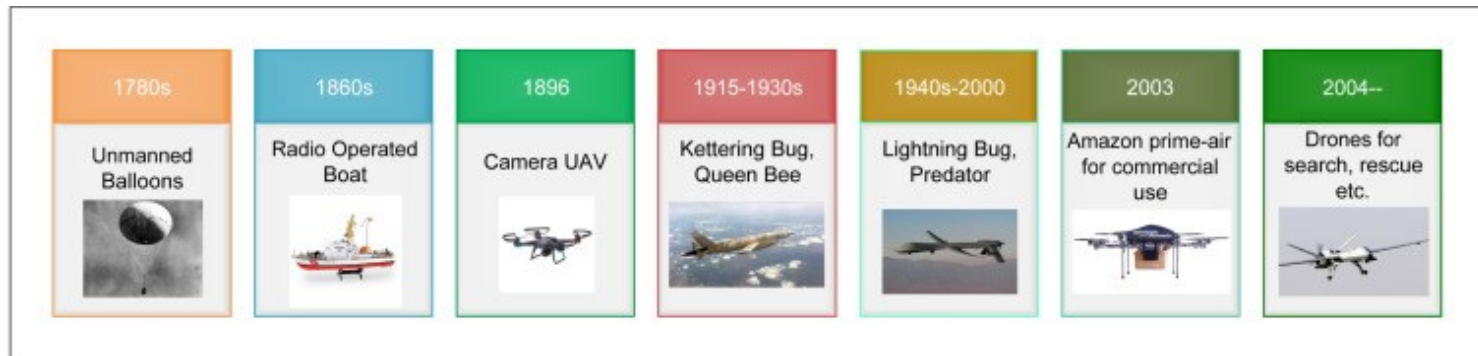
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UAV Route Planning



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Reference: <https://www.sciencedirect.com/science/article/pii/S0140366419308539>



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Overview of approaches



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- Classical algorithms
- Probabilistic methods
- Nature-inspired algorithms
- Multi-UAV coordination
- Environment-specific approaches
- Military applications

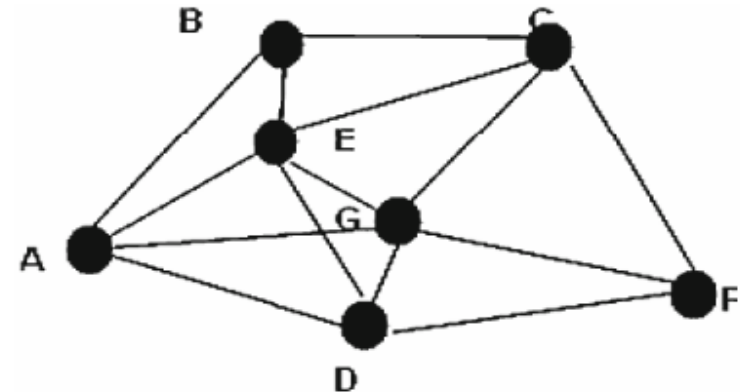


Classical approaches



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- Dijkstra's Algorithm
- A* Algorithm
- Bellman-Ford Algorithm
- Floyd-Warshall Algorithm



$$A[i][j] = \begin{pmatrix} 0 & 1 & 0 & 1 & 1 & 0 & 0 \\ 1 & 0 & 1 & 0 & 1 & 0 & 1 \\ 0 & 1 & 0 & 0 & 0 & 1 & 1 \\ 1 & 0 & 0 & 0 & 1 & 1 & 1 \\ 1 & 1 & 0 & 1 & 0 & 0 & 1 \\ 0 & 0 & 1 & 1 & 0 & 0 & 1 \\ 0 & 1 & 1 & 1 & 1 & 1 & 0 \end{pmatrix}$$

Reference: [Multiple UAVs path planning algorithms: a comparative study](#) (Paper 1)



Classical approaches

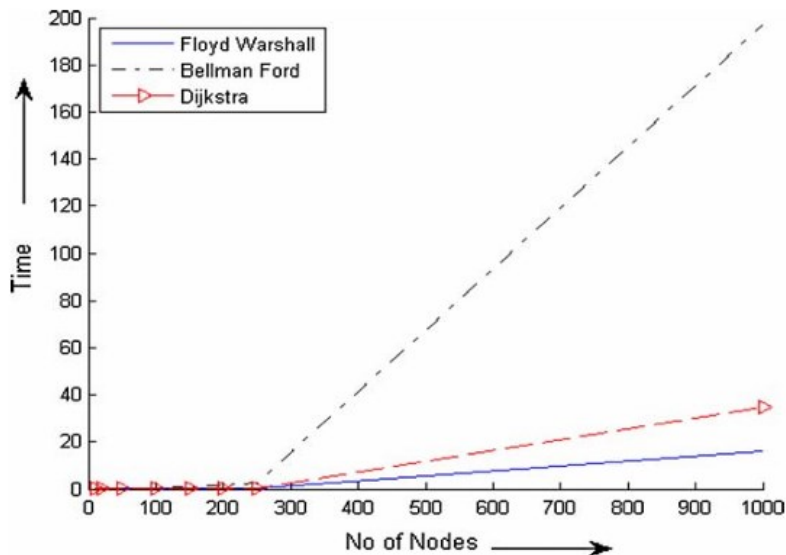


Fig. 5 Computation efficiency of search algorithms

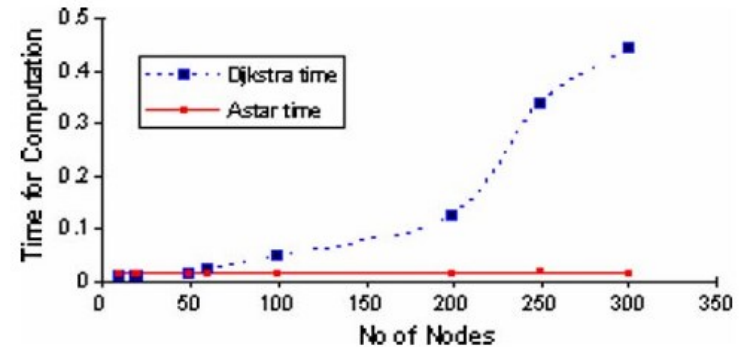
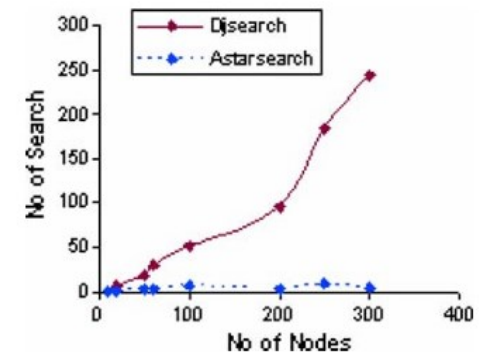


Fig. 6 Astar versus Dijkstra search

Fig. 7 Dijkstra versus astar



Reference: [Multiple UAVs path planning algorithms: a comparative study](#) (Paper 1)

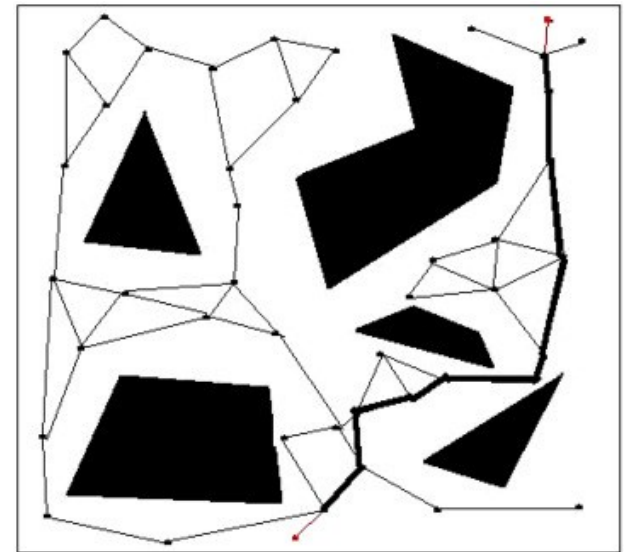


Probabilistic methods



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- Probabilistic Roadmap Method (PRM)
 - Efficient for high-dimensional configuration spaces
 - Two phases: learning phase and query phase
 - Handles complex 3D environments effectively
- Key features
 - Random sampling of configuration space
 - Creation of roadmap for path planning
 - Efficient for large/complex environments



Reference:

<https://www.sciencedirect.com/science/article/pii/S0140366419308539>



Probabilistic methods

- Enhancements for UAV Applications
 - Octree-based environment representation
 - Safety-aware sampling
 - Bounding box array for focused sampling
 - Connectivity evaluation for feasible paths
- Advantages
 - Handles obstacle avoidance well
 - Computationally efficient for large environments
 - Adaptable to different types of environments

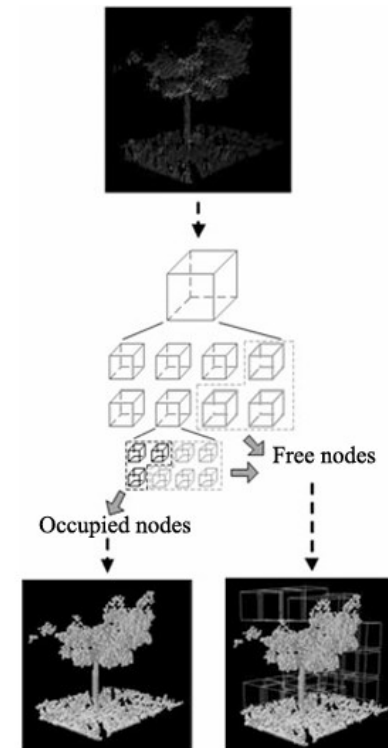


Fig. 1 The occupied voxels and free voxels are extracted from 3D data during octree building

Reference: [Path Planning in Complex 3D Environments Using a Probabilistic Roadmap Method](#) – (Paper 2)

Nature-inspired algorithms



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Multi-UAV coordination



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Environment-specific approaches



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Military applications



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Comparison of approaches



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Future challenges and research directions



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Conclusions



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