

# **Mobility Models for UAV Group Reconnaissance Applications**

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# Problematic

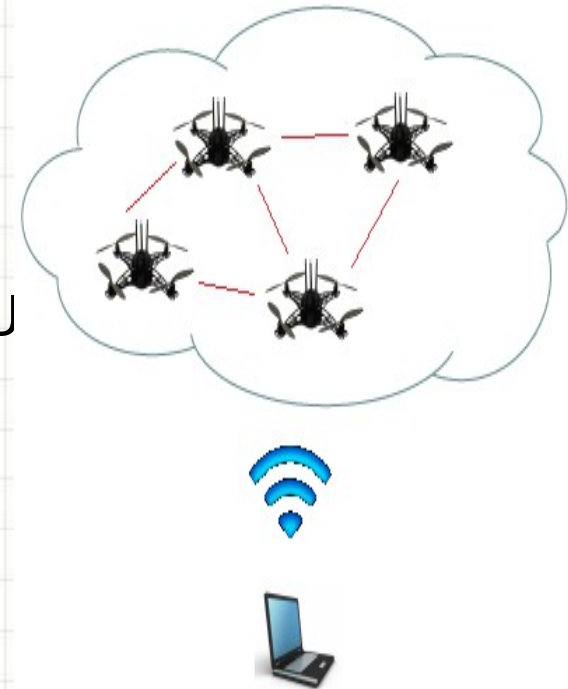


Use mobility model that most closely matches the results of real-world scenario.



# Introduction

- MANET
  - Mobile Ad Hoc Network
  - Networks of mobile entities
  - Collect, process and transmit data
- UAV
  - Application of mobility models with U
- 2 different mobility models
  - Random Waypoint
  - Distributed Pheromone Repel



# Scenarios

- Objectives
  - Scan area in a limited time
  - Scan the entire area regularly, but at least once every hour
- Characteristics
  - Square with a side length of 30 Km
  - 10 UAVs per run
  - Fixed wing aircraft
  - UAVs start at the middle of south edge





# Scenarios

- Requirements
  - UAVs are autonomous
  - Regularly scans
  - Randomness element in mobility models
  - Data must be returned to the C&C
  - Lost or unaivalable UAVs is not important
  - Communication bandwidth is limited

# Models

- Properties
  - Min an Max air speed and can't changed direction in an instant
  - No collisions thanks to altitude adjustments
  - Flight altitude: 3500 meters (11 000 feet)
  - Flight speed: 150 km/h (41.7 m/s, 81.0 knots)
  - Turn radius: 500 meters
  - Infinite bandwidth between 2 UAV's within 8000m
  - Scan zone 2000x1000 m

# Models

- Random Mobility Model

**Table 1. UAV random action table.**

<b>Last action</b>	<b>Probability of action</b>		
	<b>Turn left</b>	<b>Straight ahead</b>	<b>Turn right</b>
<b>Straight ahead</b>	10%	80%	10%
<b>Turn left</b>	70%	30%	0%
<b>Turn right</b>	0%	30%	70%



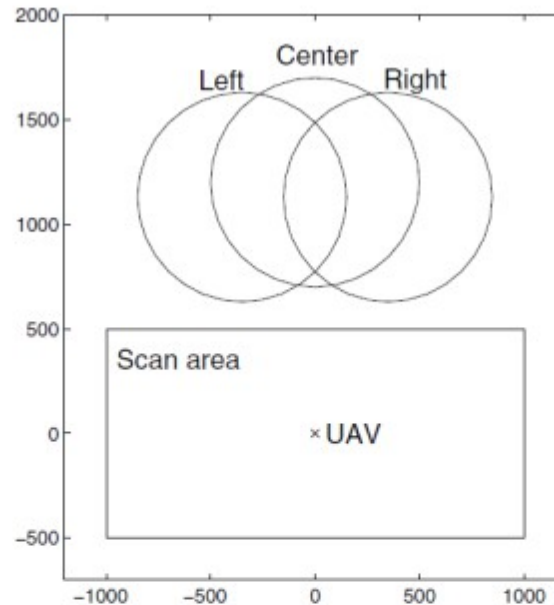
# Models

- Pheromone models
  - One pheromone map per UAV
  - Marks the areas when they have been scanned
  - Broadcast regularly a local area pheromone map



# Models

- Pheromone models



**Figure 2. Pheromone search pattern**

**Table 2. UAV pheromone action table.**

Probability of action		
Turn left	Straight ahead	Turn right
$\frac{(\text{Total} - \text{Left})}{(2 * \text{Total})}$	$\frac{(\text{Total} - \text{Center})}{(2 * \text{Total})}$	$\frac{(\text{Total} - \text{Right})}{(2 * \text{Total})}$

# Evaluations

- Scan coverage
- Scan characteristic
- Communication



# Evaluations

## Scan Coverage

- Theory :  $900\text{km}^2$  in 18 min
- Prevision : 40 min because of several turnings
- Rapidity of scanning :  $0,083 \text{ km}^2/\text{s}$  per UAV

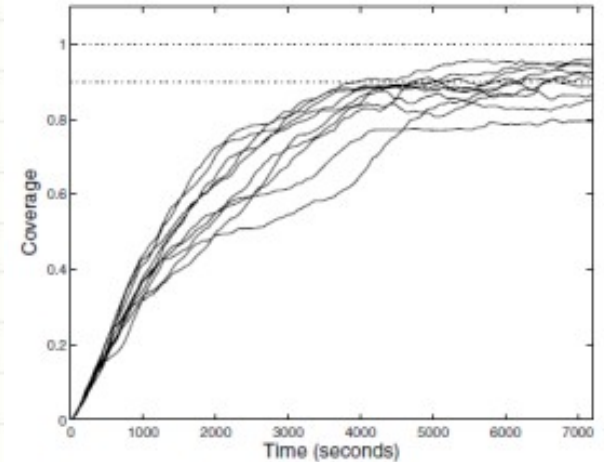


Figure 3. Random mobility coverage

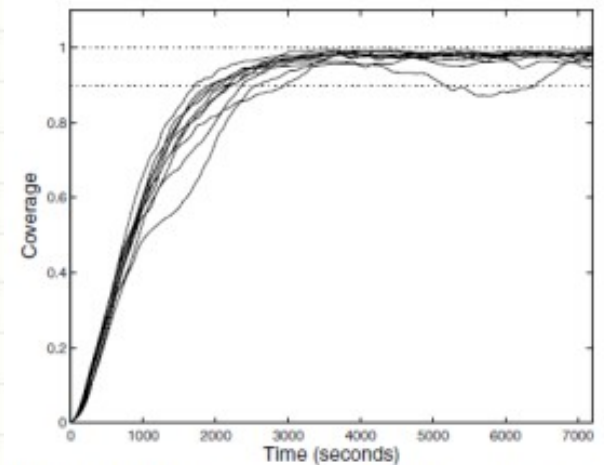


Figure 4. Pheromone mobility coverage.

# Evaluations

## Scan characteristic

Both models manage quite well to avoid rescanning a recently scanned area

Table 3. Never scanned area

	Max	Median	Min
Random	16.2%	3.2%	0.5%
Pheromone	0.21%	0.03%	0.01%

Pheromone >  
Random

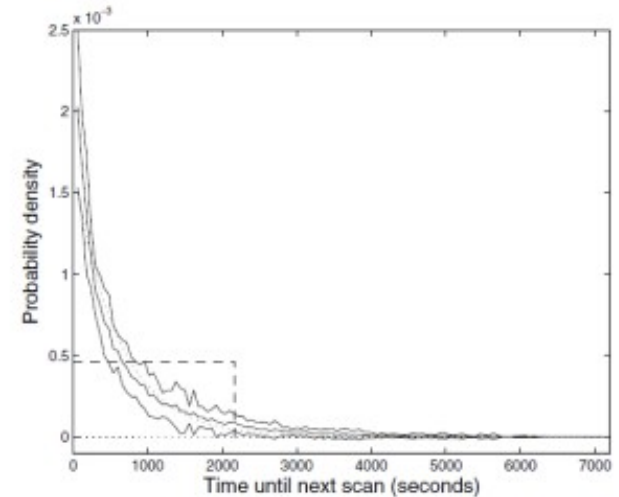


Figure 5. Random mobility

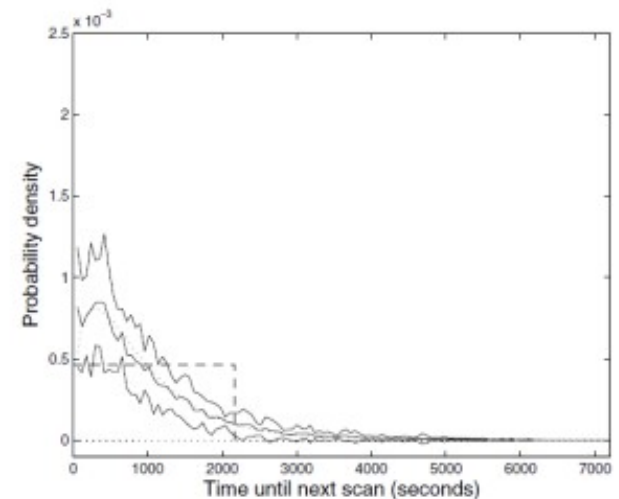


Figure 6. Pheromone mobility



# Evaluations

## Communication

- Low constant connectivity
  - More UAVs for a fully network connected

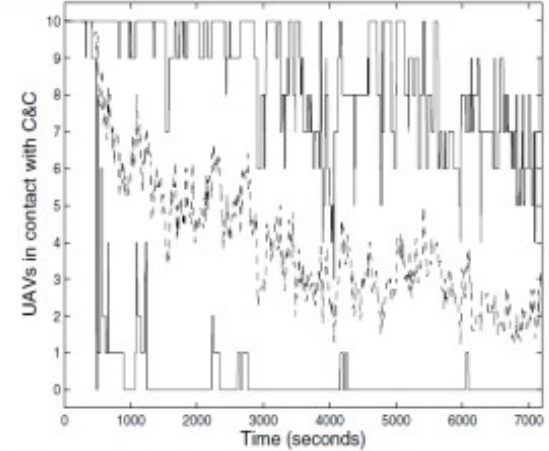


Figure 7. Random. Number of UAVs in contact with C&C (max, average, min).

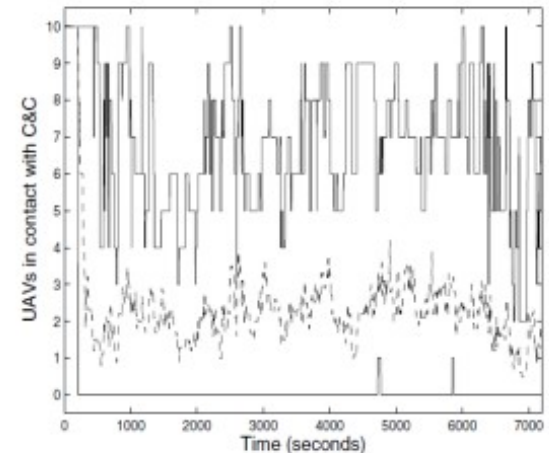
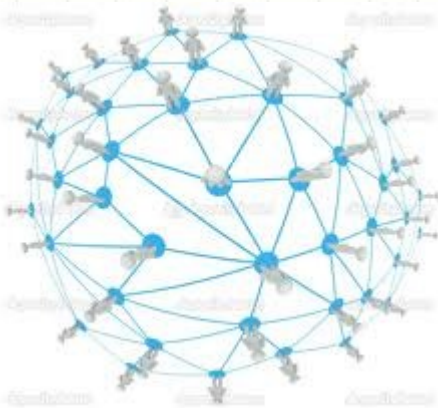


Figure 8. Pheromone. Number of UAVs in contact with C&C (max, average, min).

# Conclusion



- Good model for scan coverage and reconnaissance scenario ...
- ... But coverage and connectivity of communications are two conflicting objectives.
- Possibility amelioration is to temporary storage data and relax the limited bandwidth.





**Do you have  
any questions ?**









# Nouveau travail



# Ressources

- <Texte du site intranet ici>  
[<lien hypertexte ici>](#)
- <Texte de support de lecture supplémentaire ici>  
[<lien hypertexte ici>](#)
- Cet ensemble de diapositives et ressources connexes :  
[<lien hypertexte ici>](#)



# Annexe