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## Rules of the Air within Reach Set SAA

Progress report on framework development

**Honeywell**  
THE POWER OF CONNECTED

# Presentation Summary



Just read the **Bold Text** ...

## **Rules of the Air Context**

- Framework Elements
- UAS Traffic Management
- Collision Case and Resolution
- Rules of The Air

## **Rule Engine**

- Rule Engine Concept
- Joint Point Definitions
- Test Rule Configurations
- Trajectory Disabling Rules
- Before Avoidance Rule
- After Avoidance Rule
- Collision Case Resolution Rule
- Maneuver Rules

## **ACAS-XU Reach Set Approximation**

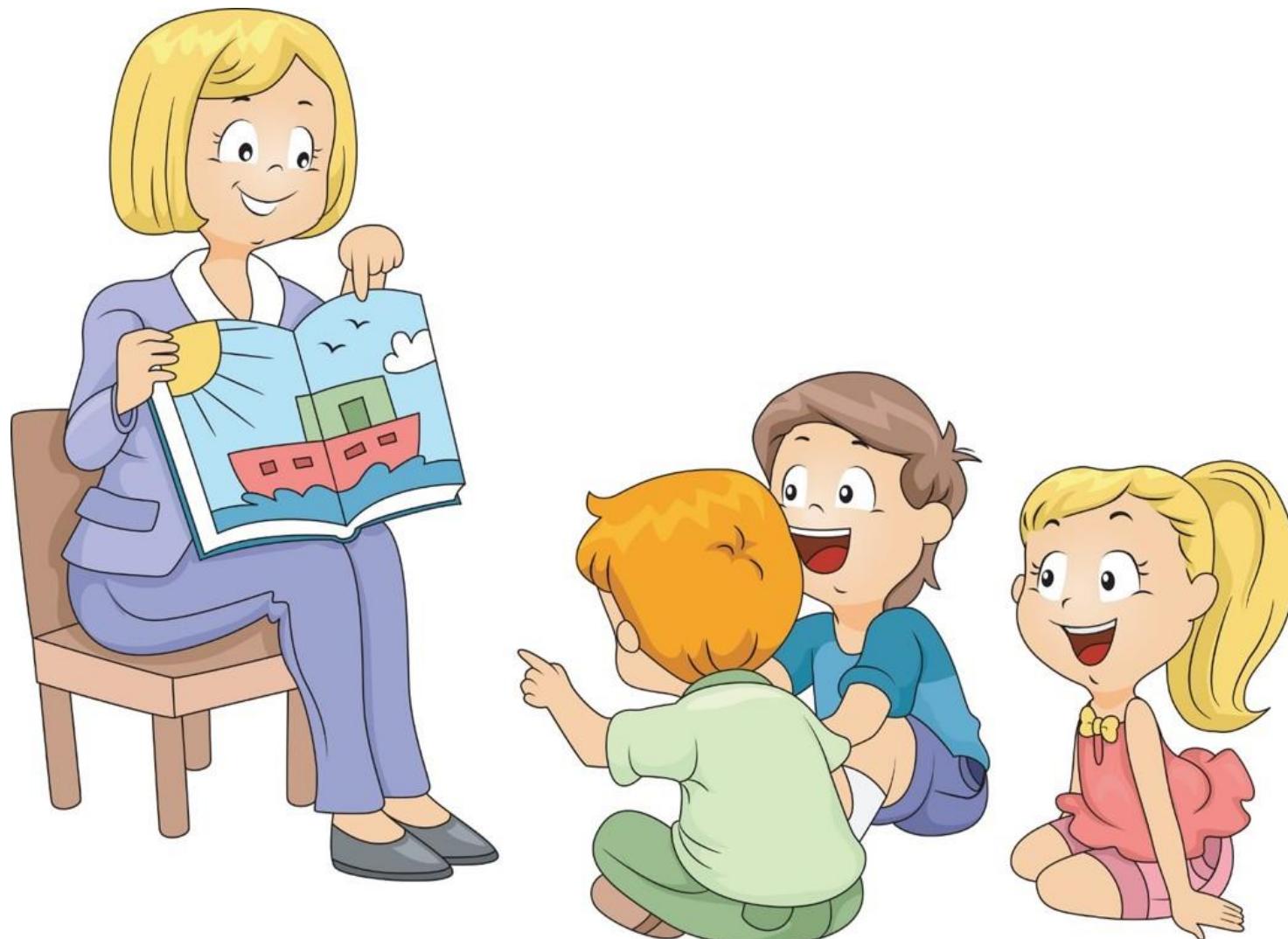
- ACAS-XU in context SAA for UAS
- DAA separations from ACAS-X
- DAA separations

## **Emergency and Planned Avoidance**

- Concept of Emergency Avoidance
- Concept of Planned Avoidance
- Standard Scenarios simulations:
  - Converging Maneuver
  - Head On Approach
  - Multiple Collisions
  - Overtake at different speeds

## **Summary and Future Research**

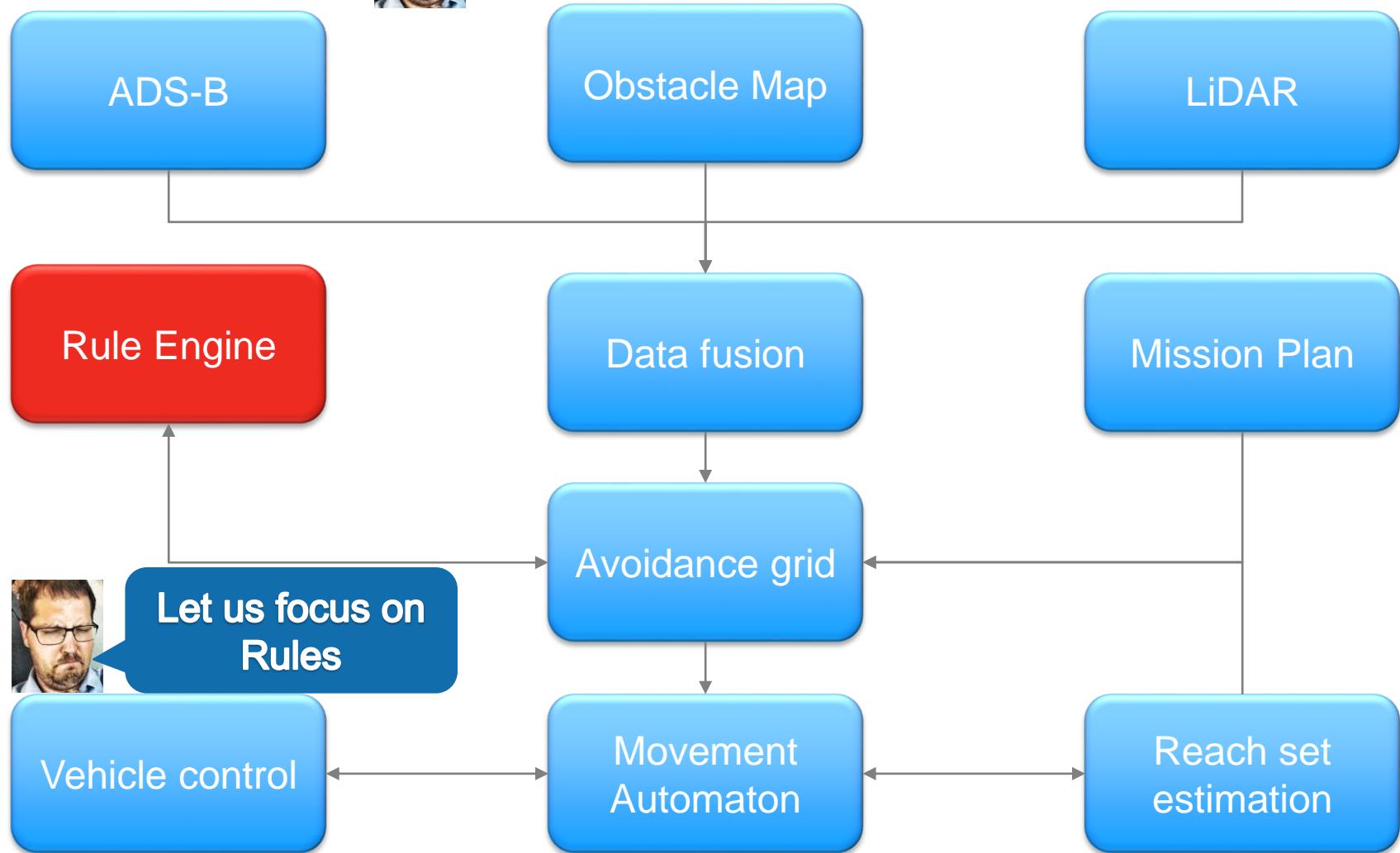
# Rules of the Air Context Introduction



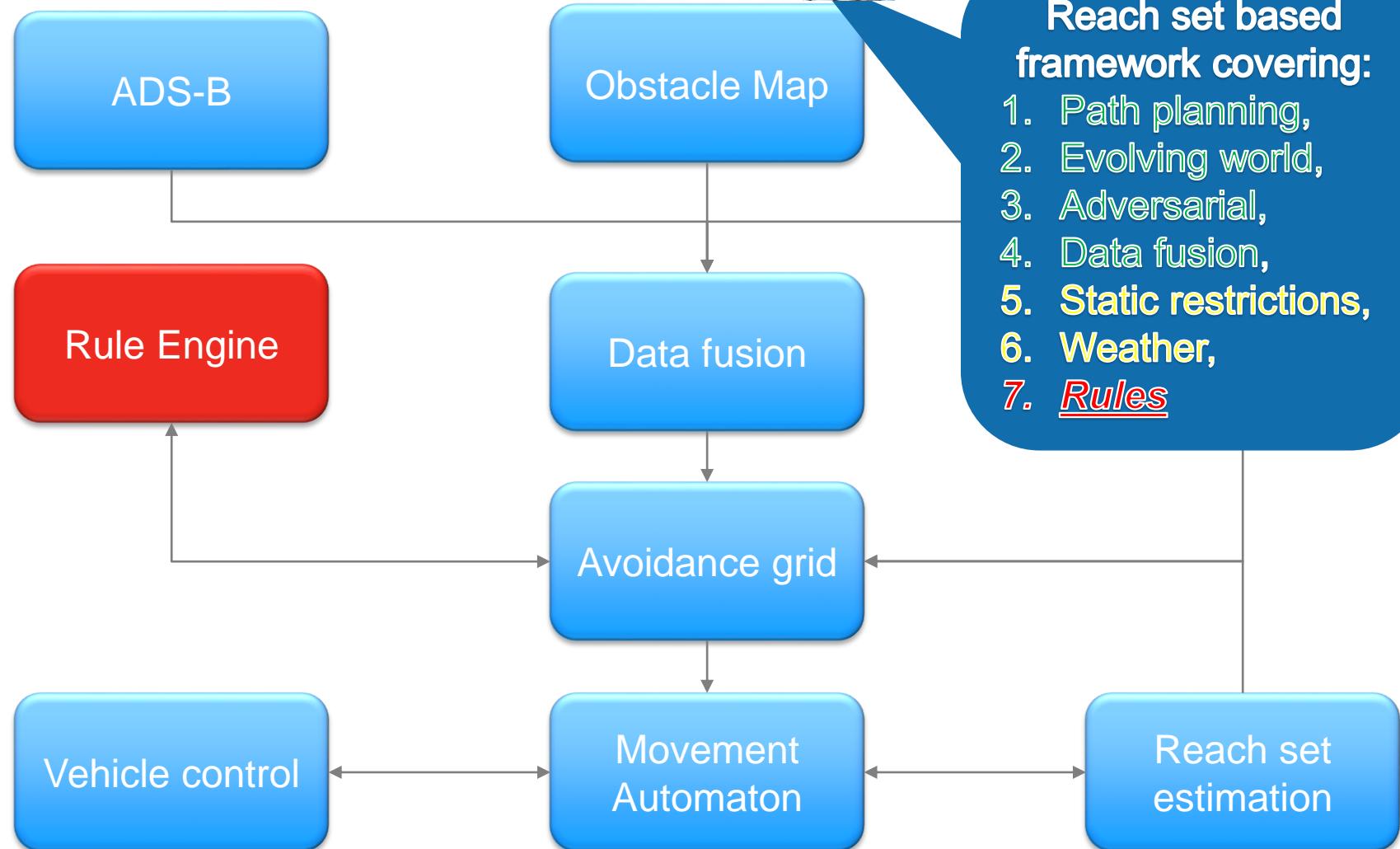
# Framework



We have this architecture:



# Covered Functionality



# Current Architecture in Nutshell



We have standard  
noncooperative  
framework  
based on Reach Sets

Mission Control responsible for:

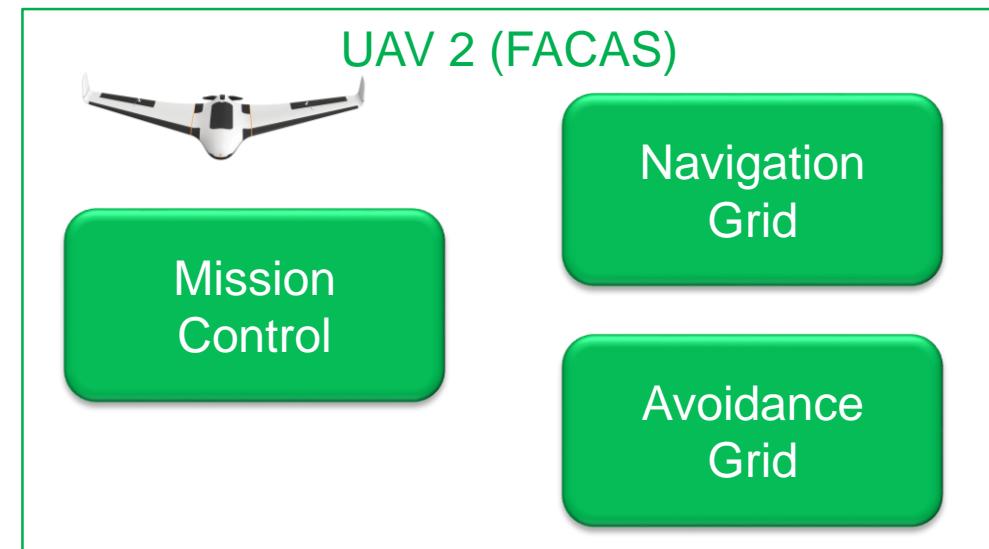
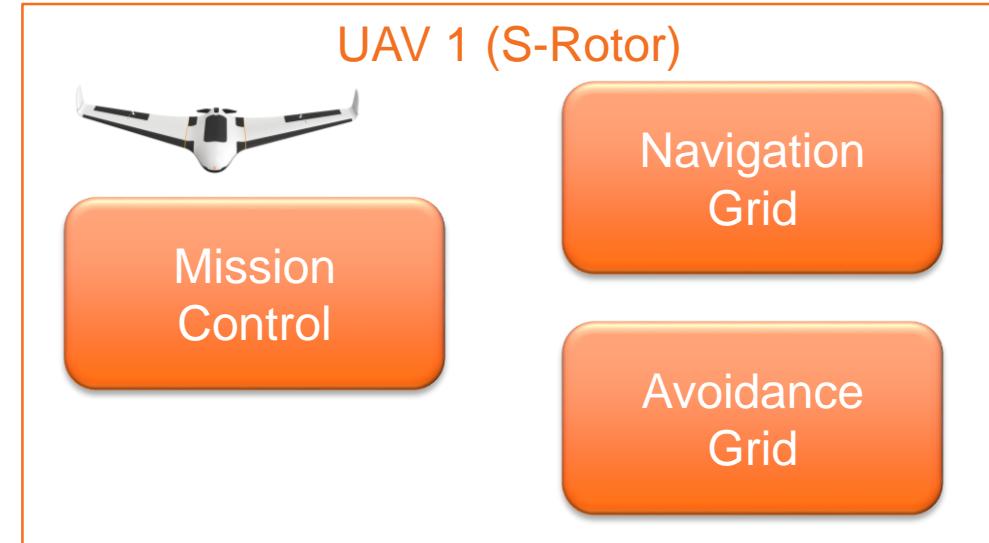
- Waypoint management,
- Priority checkup,
- Vehicle safety.

Navigation Grid responsible for:

- Navigation in open space.

Avoidance Grid responsible for:

- Intruder avoidance
- Obstacle avoidance



# Avoidance in the nutshell

What is a reason to have  
two separate grids ?

To separate:

- Event based avoidance

When sky is clear we can consider to apply man made rules.

- Situation based avoidance

When situation arises, we need to protect ourselves



UAV 1 (S-Rotor)

Mission Control

Navigation Grid

Avoidance Grid



## Preemptive based

- Well defined Waypoints
- Free Space guarantee
- Preflight preparation
- Legal compliance

## Event based

- Targets of avoidance:
- Cooperative intruders (Rules of the air)
  - Bad weather
  - Geofencing

## Situation based

- Targets of avoidance:
- Non-Cooperative intruders
  - Terrain
  - Other physical obstacles

# UTM Module Introduction

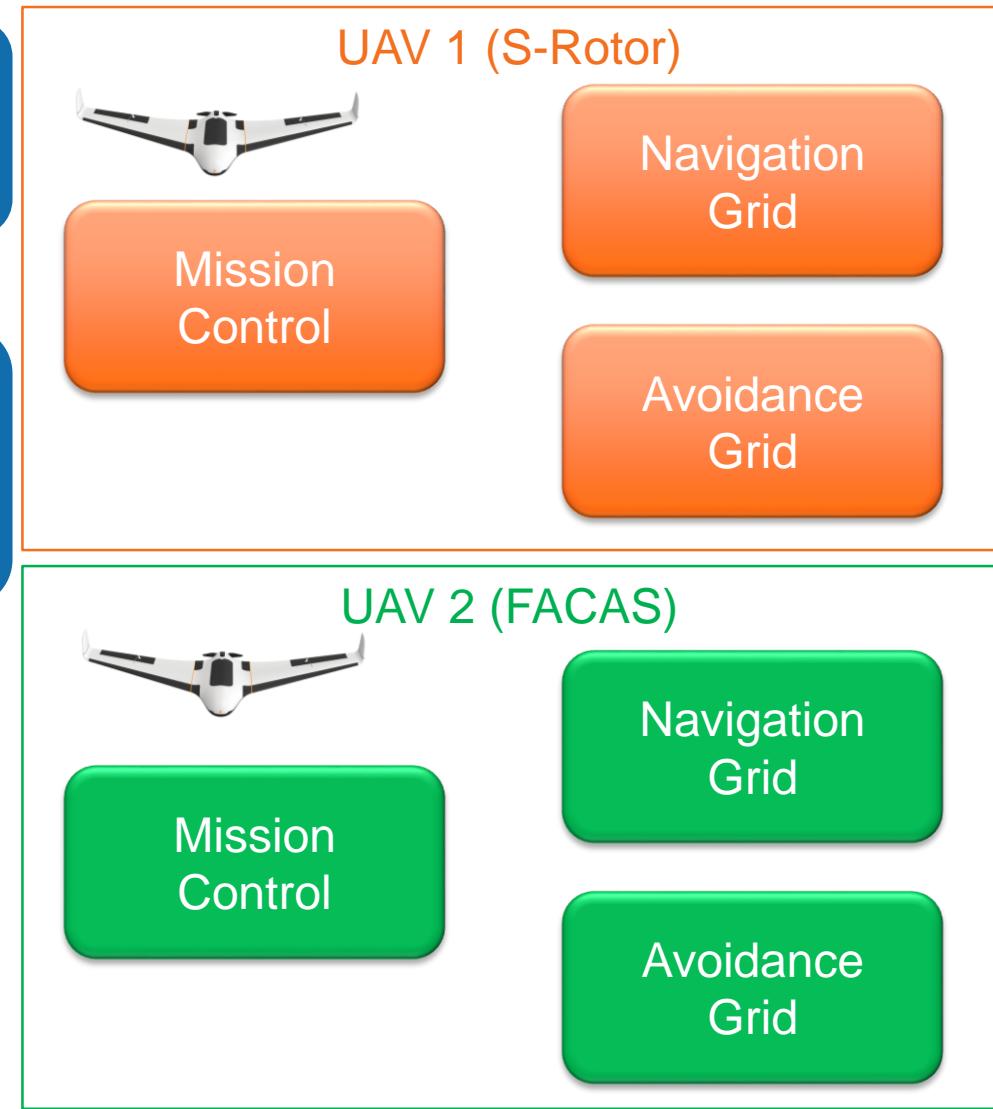
 We have standard  
noncooperative framework  
based on Reach Sets

 There is need for  
UAS Traffic Management (UTM)  

- provide C2 link and
- cooperative functionality

UAS Traffic  
Management

One module to rule them all  
(USpace EU, UTM US)



# Which Functionality is Provided by UTM

## **Traffic management responsibilities (selected):**

- Separation – keep all airspace users (manned/unmanned) Well Clear.
- Collision prevention – prevent collision and enforce rule compliance.
- Conflict resolution – the UTM decides request satisfaction based on rules.

## **Separation:**

- Controlled Airspace is segregated into Flight Levels by 1000 feet's of Barometric Altitude (ASL).
- Each Flight Level is considered as separated space with planar routing.
- UAS can induce climb/descent maneuvers in local level altitude 250-750 feet.
- UAS must ask for a permission to change flight levels and reserve multiple levels during take off and landing.
- UAS must stay “Well clear” from any other traffic considering protection tube with given own radius (intruder radius).
- ACAS-XU defines such separations.

# Collision Prevention

**Collision prevention** is based on **aircraft mode**:

1. Descending – aircraft is changing flight levels from higher to lower during landing maneuver or during required descent given by flight plan.
2. Climbing – aircraft is changing flight levels from lower to higher during take off maneuver or during required ascend given by geographical features.
3. Horizontal Flight – aircraft is moving in same flight level (We will focus on this part), aircraft is required to keep:
  1. Horizontal separation – avoid protection range of other aircrafts on same level
  2. Vertical separation – avoid entering to protected zones of flight level (0-250 feet, 750-1000 feet) of local altitude in flight level.

**Note:** EuroContol/EASA separates flight levels based on barometric pressure in controlled region, therefore aircraft needs to have barometric altitude measurement equipment to fly in Controlled Airspace.

# Conflict resolution

**Conflict resolution** is Event-based depending on proclaimed aircraft position, heading and velocity, and classification.

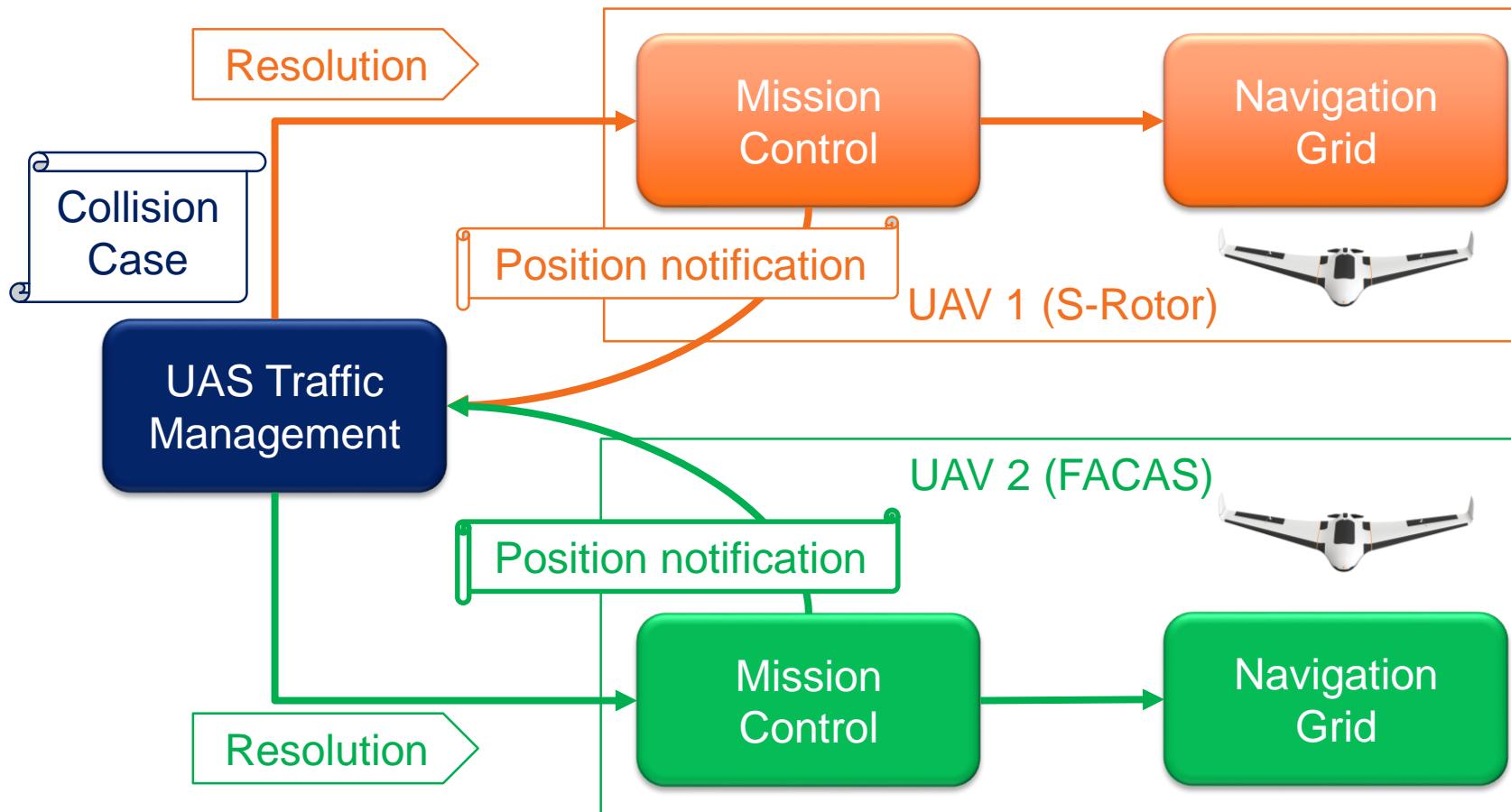
**Collision Case** is created for two conflict participants (for both):

- Position (Latitude, Longitude, Flight level).
- Velocity (Vectorizer, Planar),
- Vehicle Category (Size/Maneuverability)
- Trajectory Prediction (Planned/Predicted)
- Collision point (Based on possible trajectory intersection)
- Angle of Approach (to adversarial vehicle)
- Collision type (Based on Angle of approach)
- Avoidance role (Based on previous data and decision algorithm)

**Note:** This work is focused on resolution of Loitering incidents in same flight level. The UTM have final decision on Collision case opening/closing.

# How is Collision Case resolved by UTM

- Each vehicle is calculating Collision Cases to nearby vehicles,
- UTM is also calculating Collision Cases to nearby vehicles,
- UTM issues **Resolution advisories** or separation rules to prevent collision



# What is Considered in UTM Resolution

What is considered in ***UTM Resolution*** processing:

1. Vehicle category (higher category is always favored)
2. Vehicle maneuverability (higher maneuverability is forced to avoidance)
3. Collision Point surroundings (other collision points in proximity)
4. Other Collision Cases related to aircrafts in current *collision case* or *collision point*.

The expected behavior of UAV platform is given by following table:

Intruder	Our vehicle	Priority
Manned aircraft	Any UAV	Manned aircraft
VLOS piloted UAV	VLOS piloted UAV	Coordinated avoidance
VLOS piloted UAV	Autonomous UAV	Autonomous UAV
Autonomous UAV	Autonomous UAV	Coordinated avoidance

# Vehicle Category/Maneuverability

## **From highest to lowest:**

1. Manned aviation in distress,
2. Balloon (manned),
3. Glider (manned),
4. Aerial towing (manned)
5. Airship (manned)
6. Other manned aviation
7. UAS Autonomous
8. RPAS

**Note:** This categorization reflects only Pilot community statement, *the general priority rule is broken*, because maneuverability and vulnerability should be always considered as key decision factor.

## **From highest to lowest:**

1. Altitude control  
(Balloon, Hovering aircraft)
2. Full control – no propulsion  
(Gliders of any sort)
3. Full control – gliding  
(Any aircraft of plane type)
4. Full control – VTOL  
(Any aircraft with VTOL )

**Note:** This categorization with vehicle cruising/maximal velocity should be main decision matter.

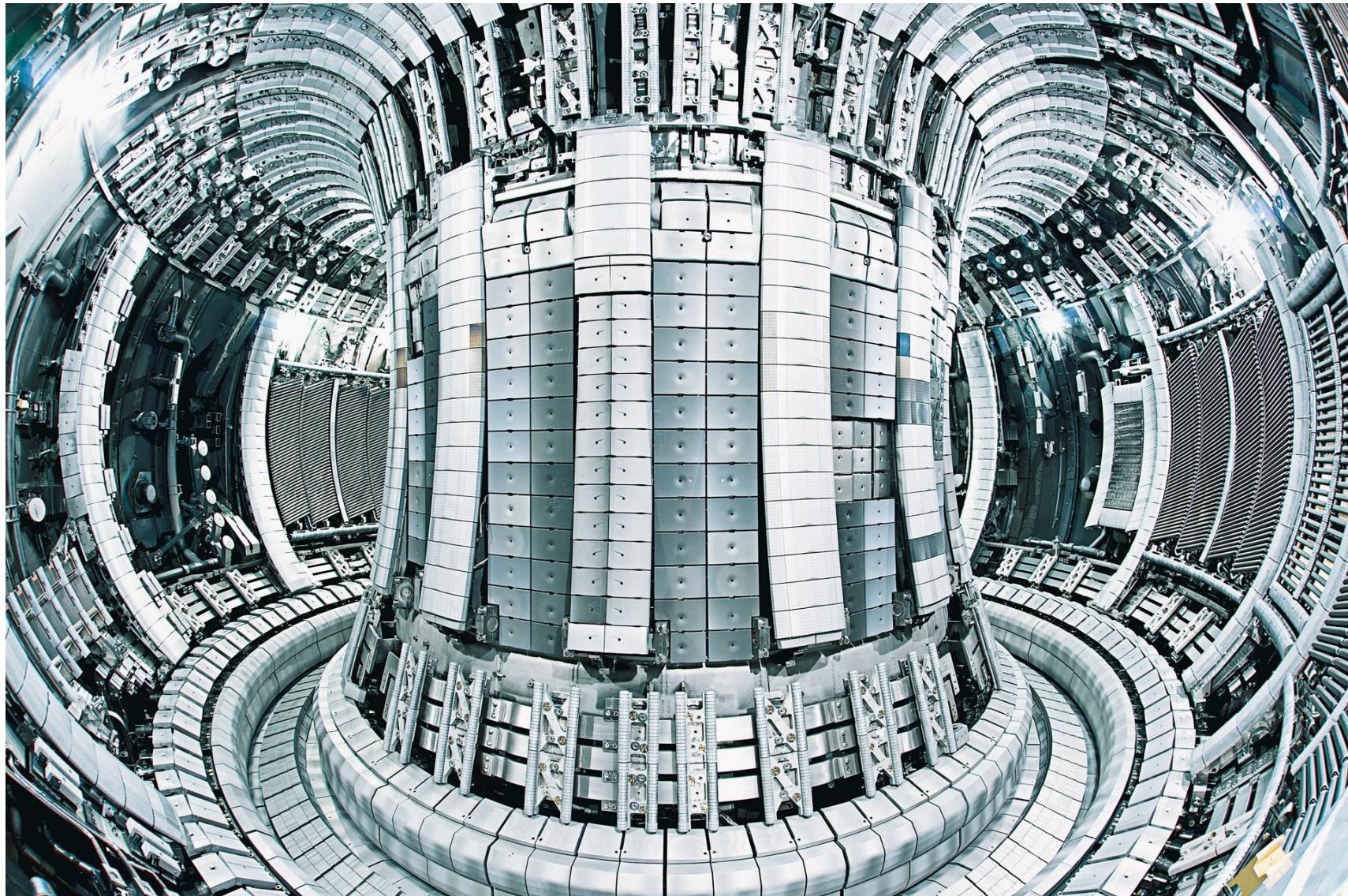
Original categorization is based on maneuverability (**extended not**)

# Right of the Way Rules

Right of the way rules aid pilots in avoiding each other visually

- The rules are found:
  - Part 91 Federal Aviation Regulation (USA)
  - ICAO Annex 2 -> Chapter 3 - General Rules -> 3.2 Avoidance of collisions -> 3.2.2 Right of way (International)
- When aircrafts are converging, the right of way is generally given to the least maneuverable aircraft (higher class).
- The aircraft now having the right of the way is to pass well clear of the aircraft not having the right of the way.
- Application for rules of the air in case of UAV seems to be reduced to immediate avoidance in case of manned aviation adversary
- The avoidance rules can be applied between the same class of UAV.

# Rule Engine



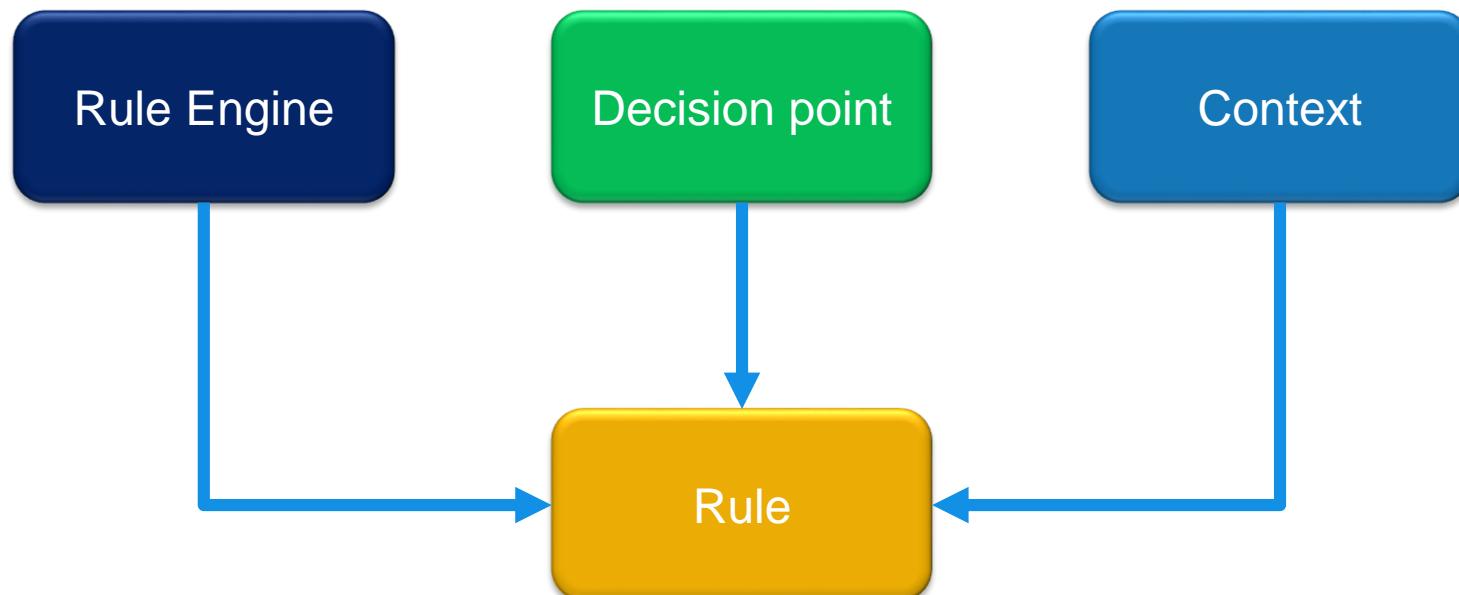
# Rule Engine Introduction

**Rule Engine** – configurable engine weaved into UTM, Mission Control, Avoidance Grid, Reach Set classes to enrich existing functionality.

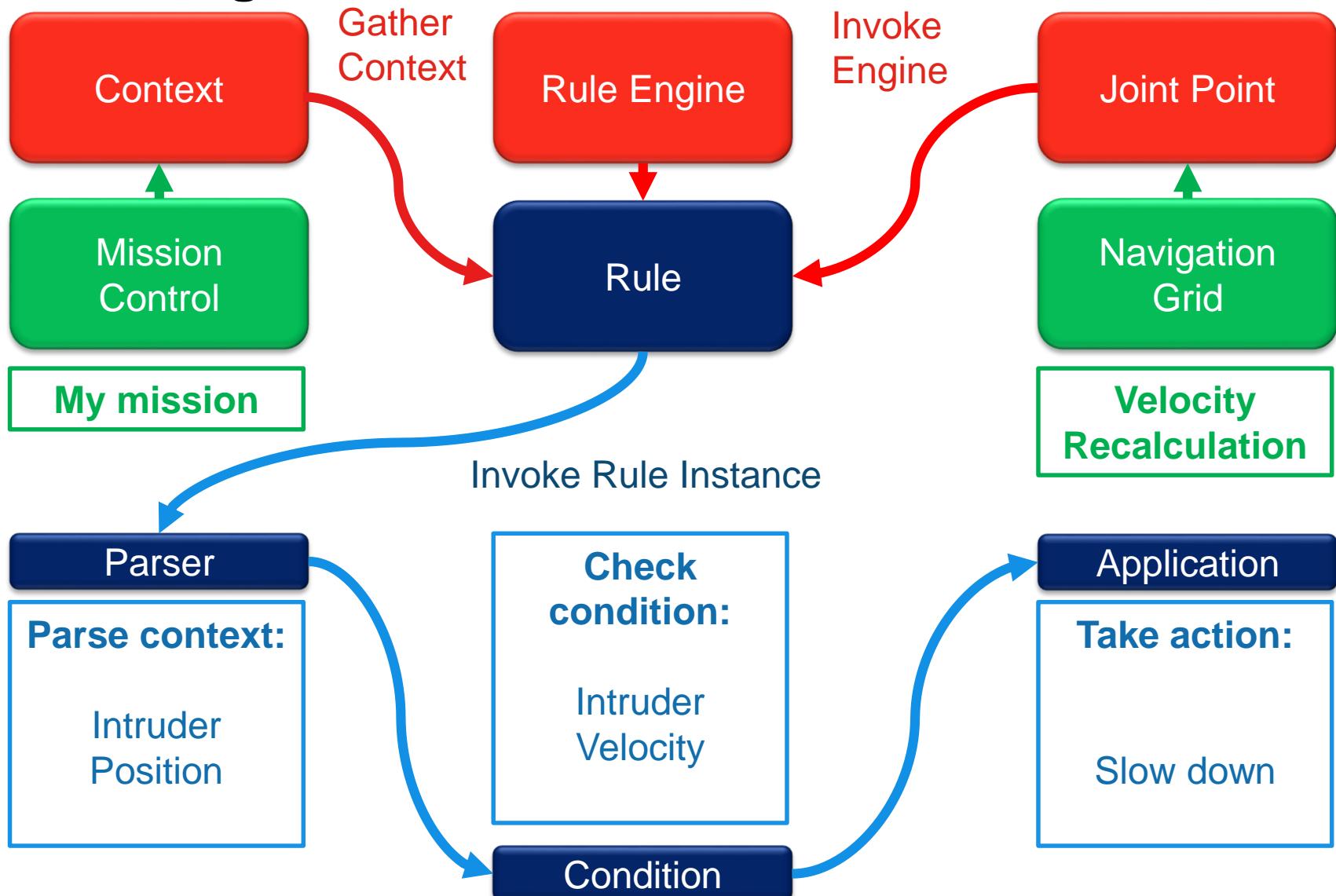
**Joint Point** – point in process where rule engine is invoked,

**Context** – context passed to rule body

**Rule** – small piece of functionality



# Rule Engine Architecture



# Rule Engine in Nutshell

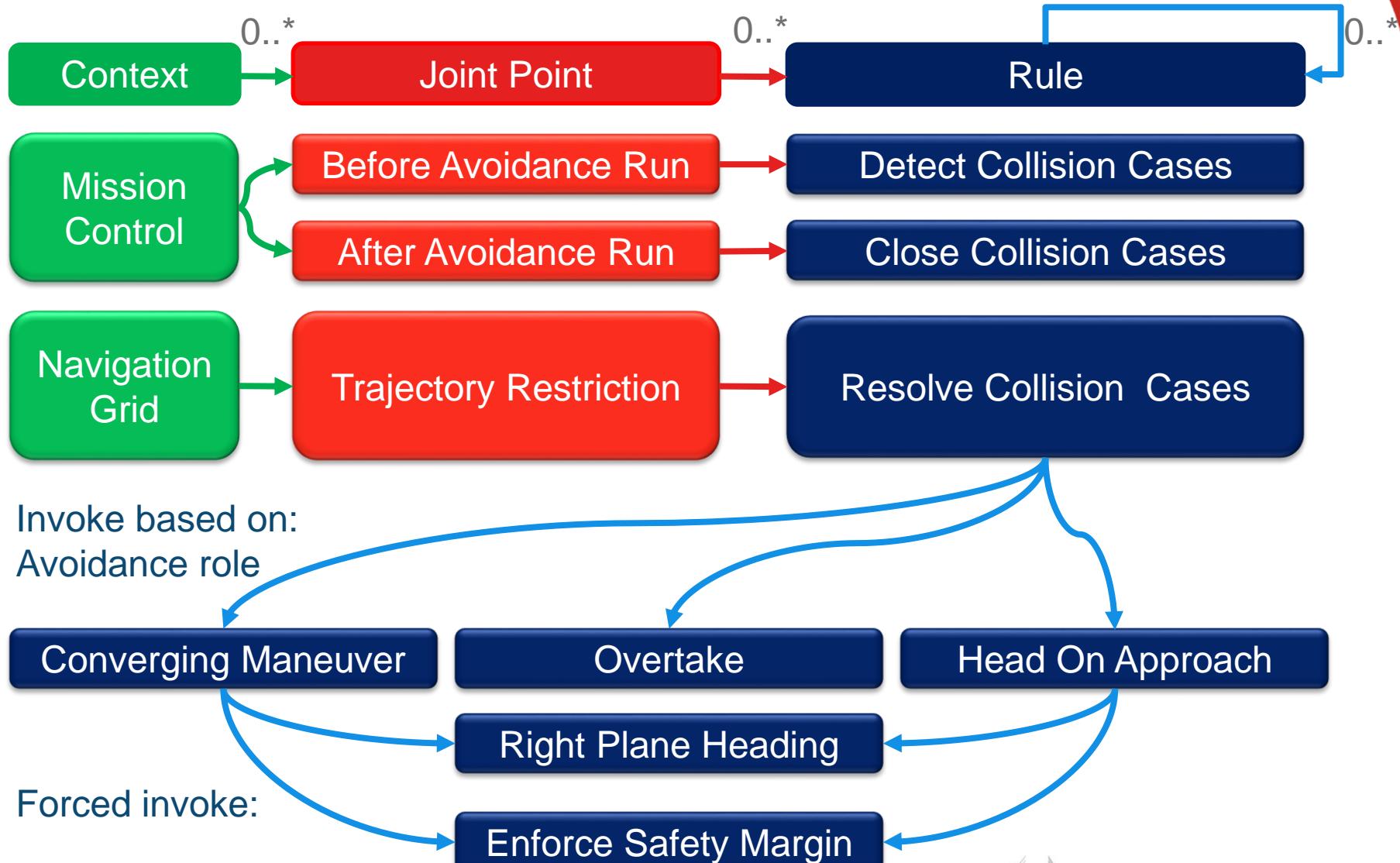
## Benefits:

- **Modularity** – keep rule specific code separated in one class with given condition and impact application, maintain separate functionality .
- **Scalability** – use piece wise code in navigation/avoidance/control frameworks, activate/deactivate aspects and specific behaviors.
- **Rule chaining** – rule can be invoked from Joint Point, or from other rule body, for example specific maneuver rule can be invoked from resolution rule, this becomes especially handy when aspects of logical programming are necessary.

## Shortcomings:

- **Border Case Testing** – needs to be implemented to verify rule functionality as intended, the test conditions are hard to assume.
- **Configurability Bias** – is induced at change of configuration.

# Rule Engine Setup



# Rule: Right Plane Heading

**Collision Zone:** For given vehicle position and collision point there exist a space division by plane defined between points parallel with Z axis. The separation divides operation space into:

- Collision zone – all points on left from vehicle viewpoint,
- Free zone – all points on the right form vehicle viewpoint.

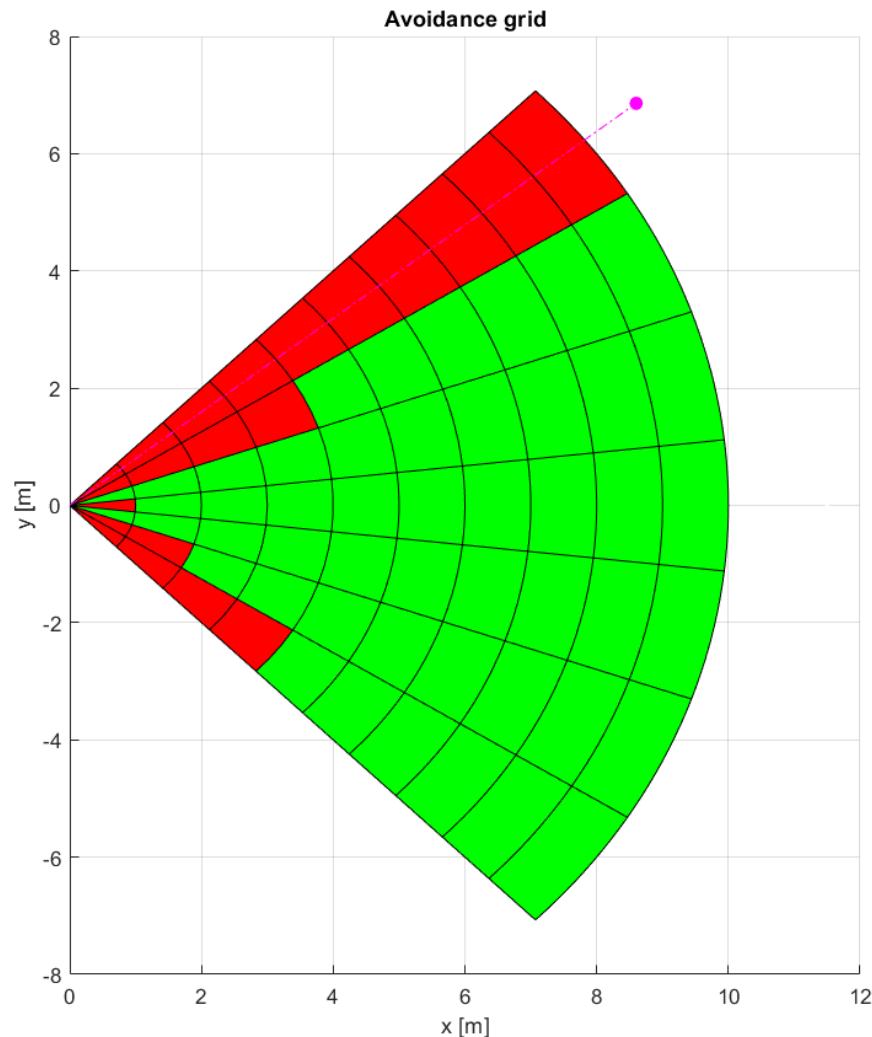
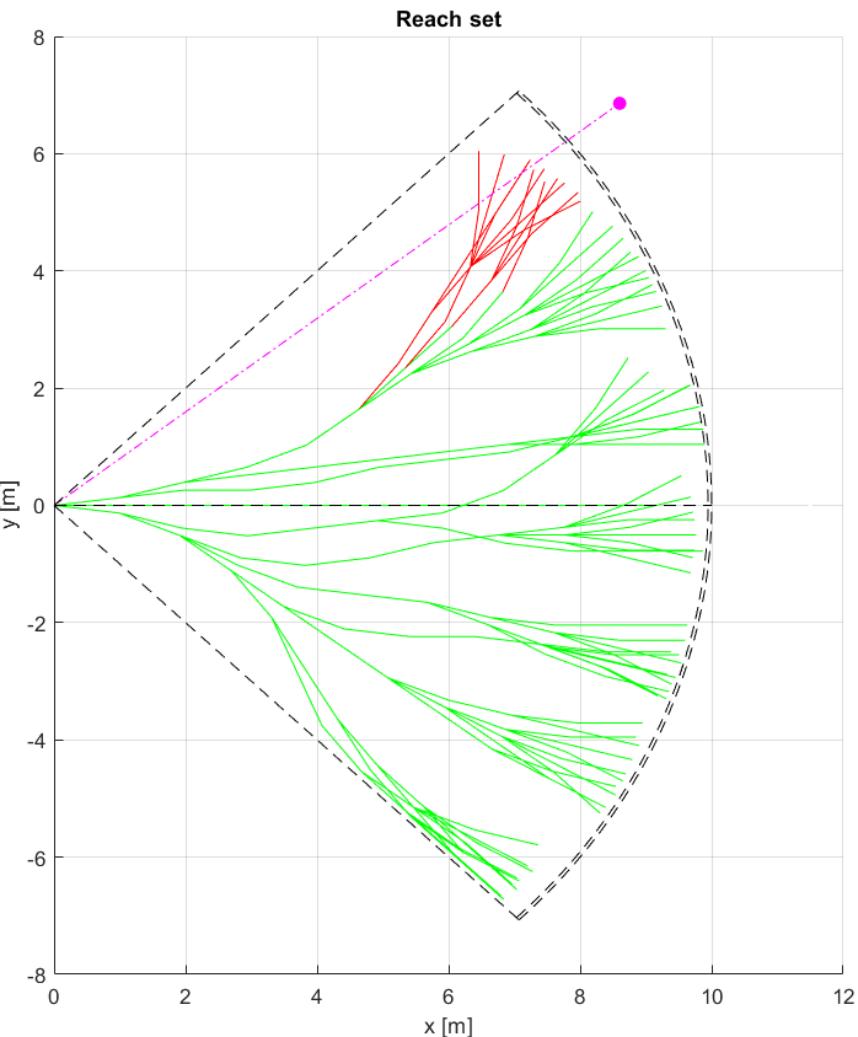
**Objective:** Disable trajectories which are:

1. Heading into Collision zone,
2. Leading into Collision zone.

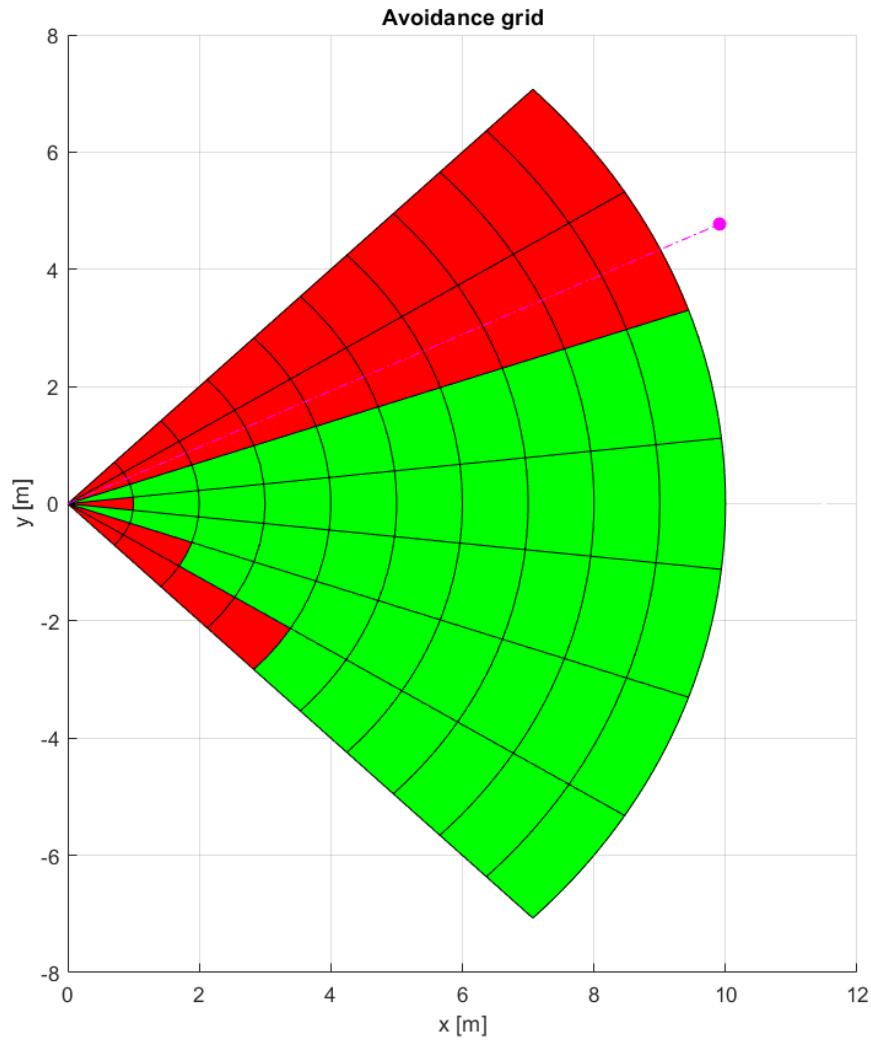
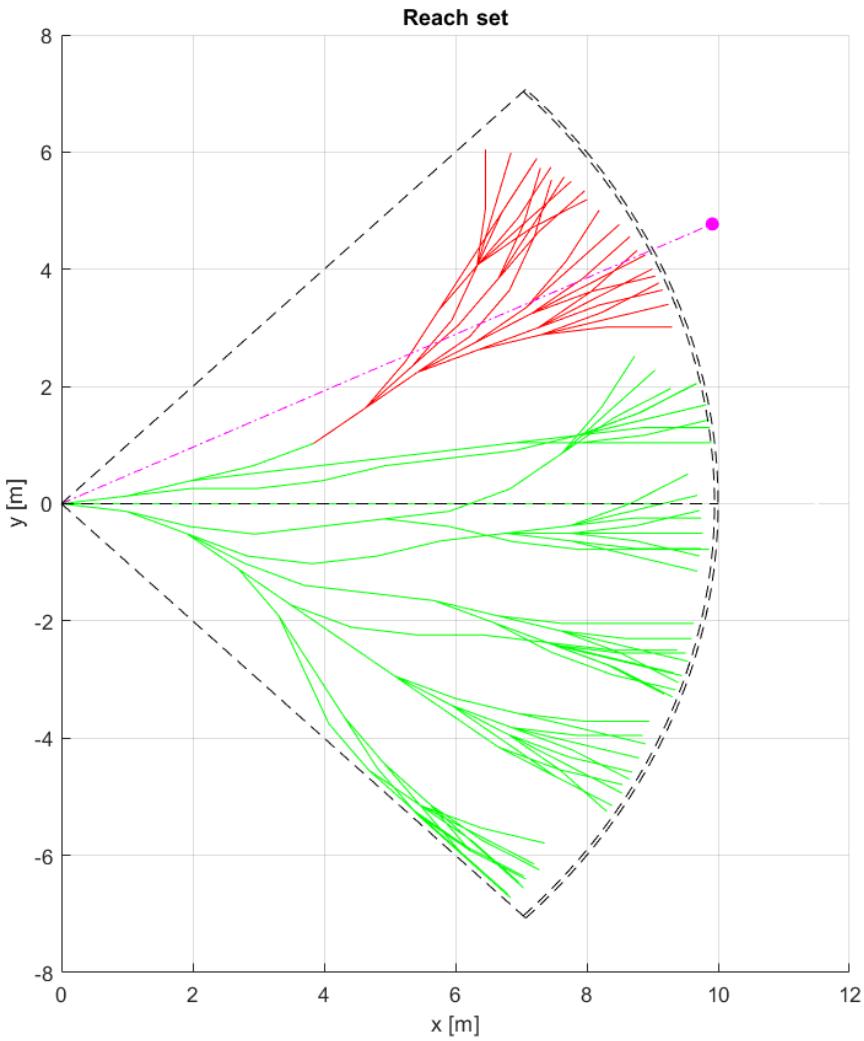
[o] Collision Point	[+] Enabled Trajectories	[+] Reachable cells
[-] Separation Line	[-] Disabled trajectories	[-] Unreachable cells

Context	Condition	Application
UAS Navigation Grid Collision Point (LOC)	There are feasible trajectories	Disable trajectories of Navigation grid

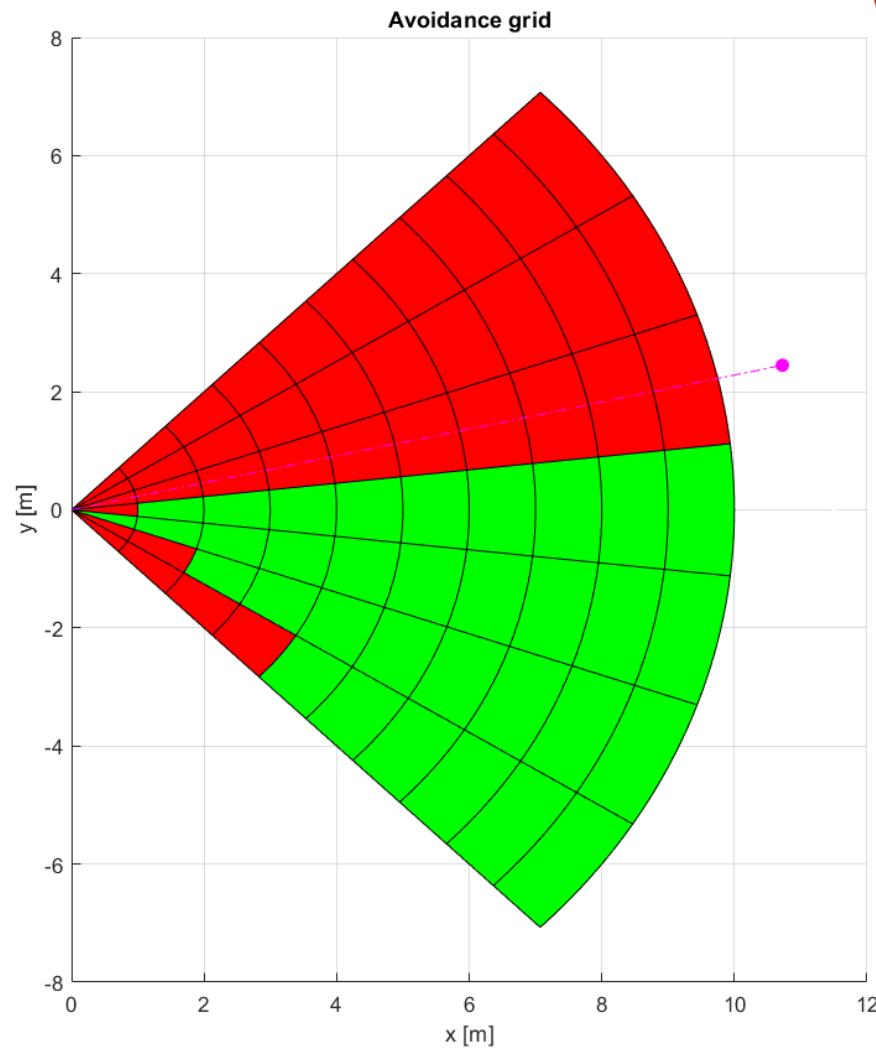
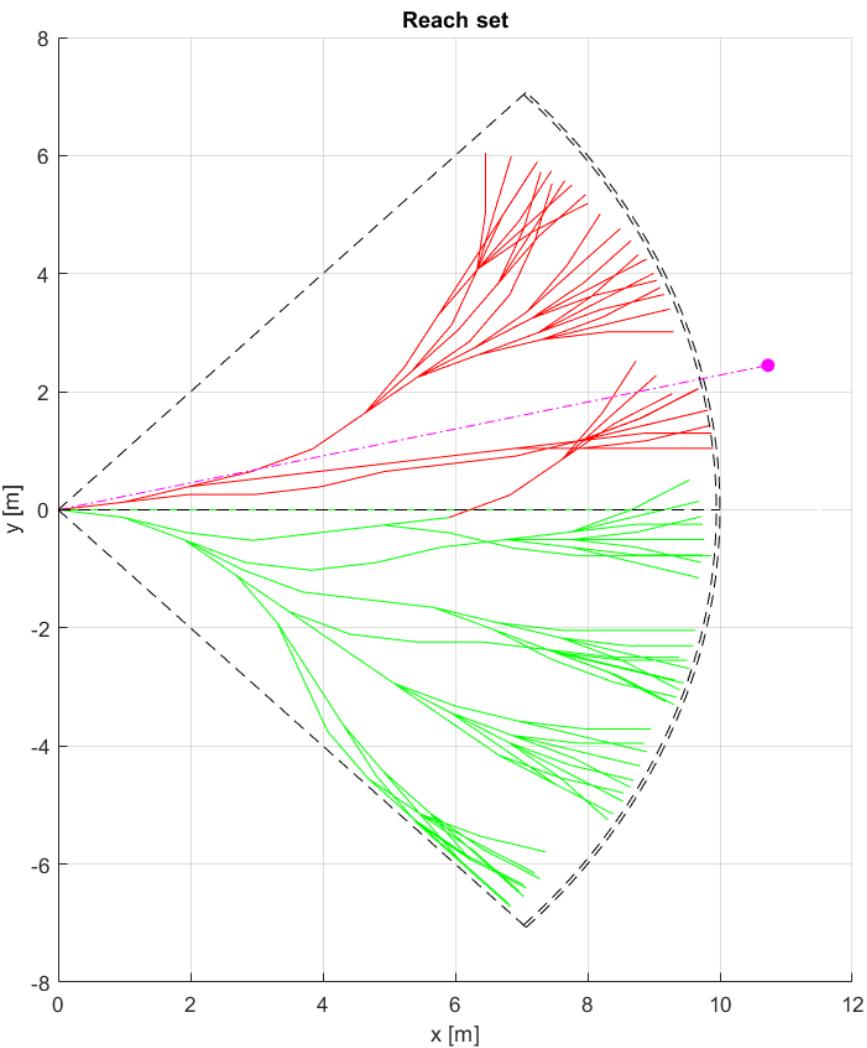
# Right Plane Heading (1)



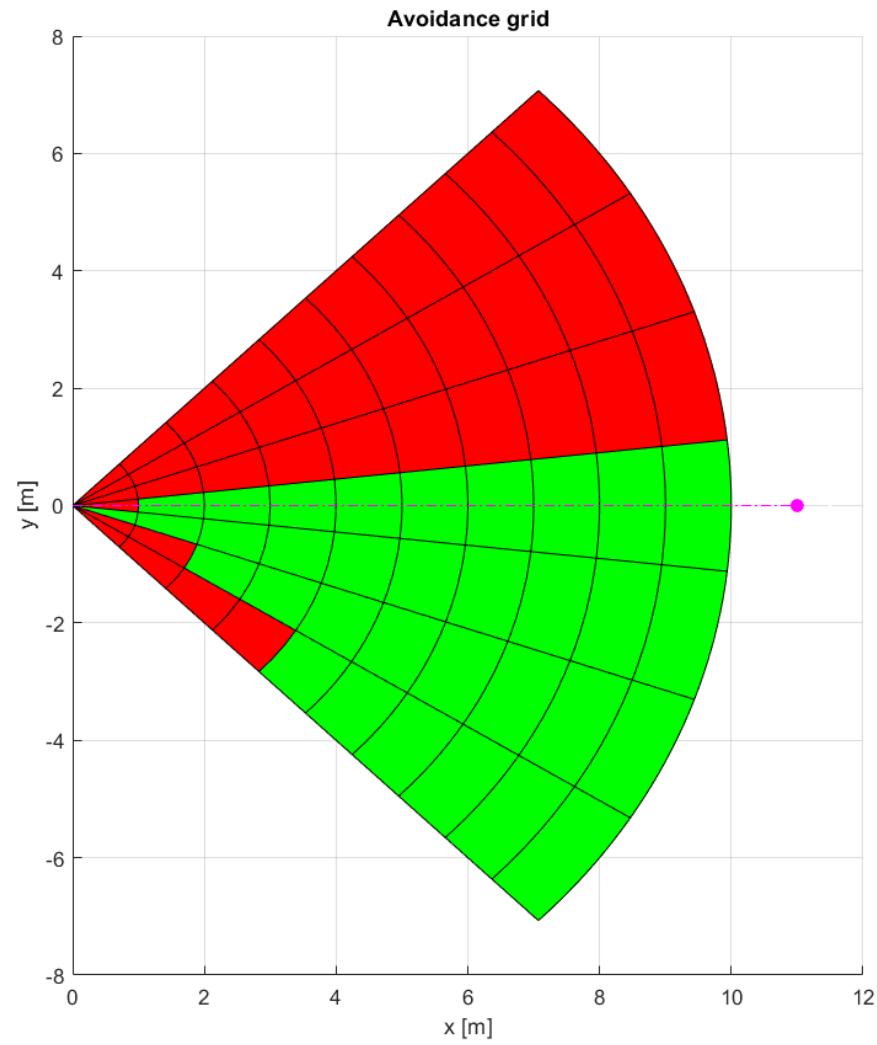
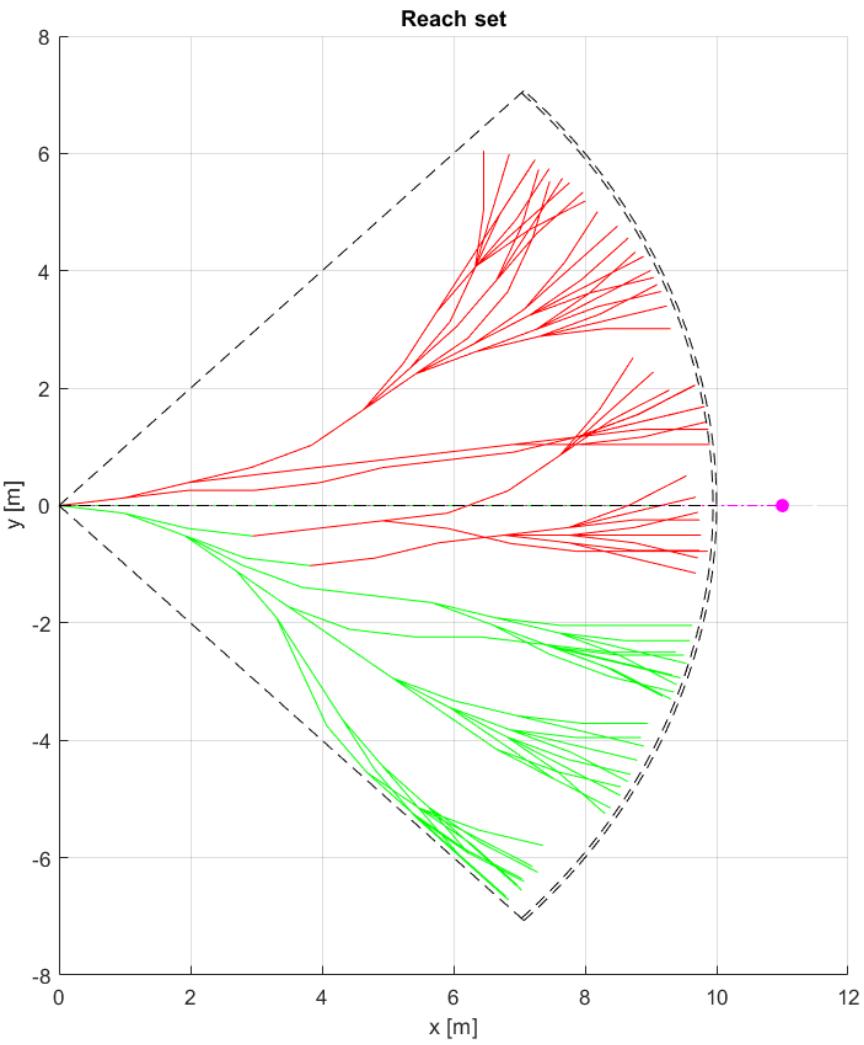
# Right Plane Heading (2)



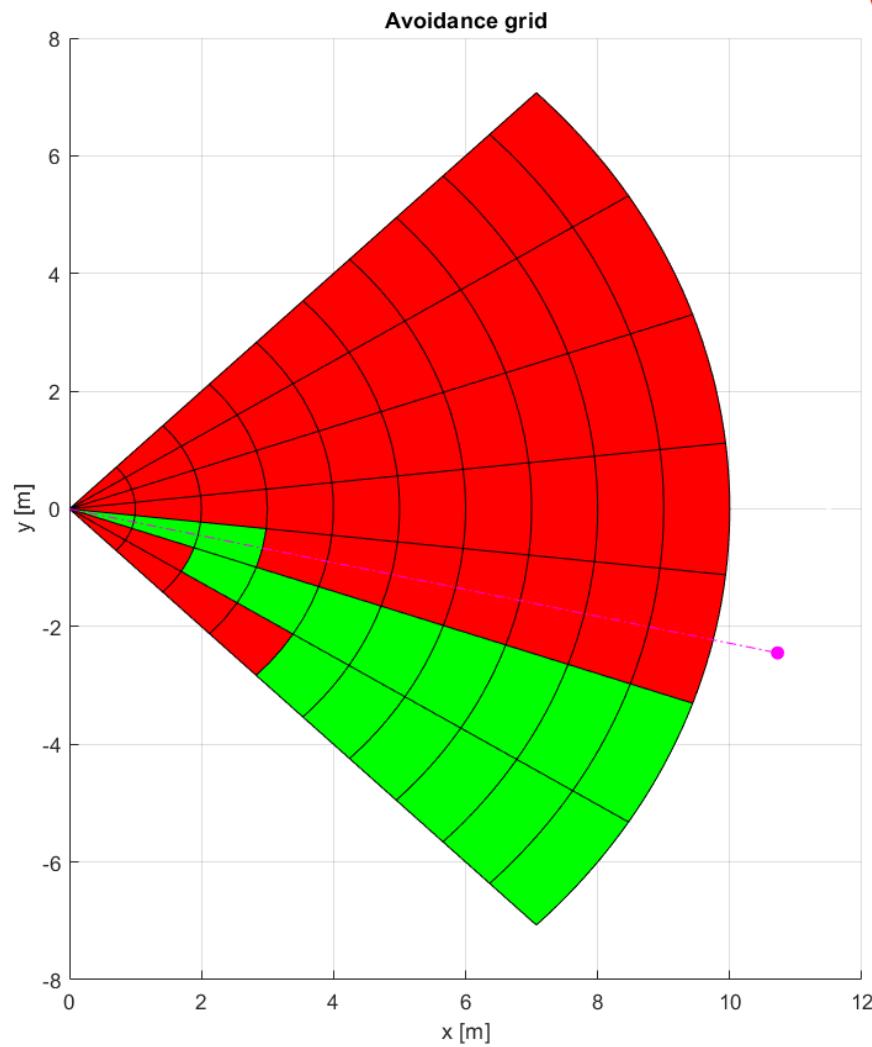
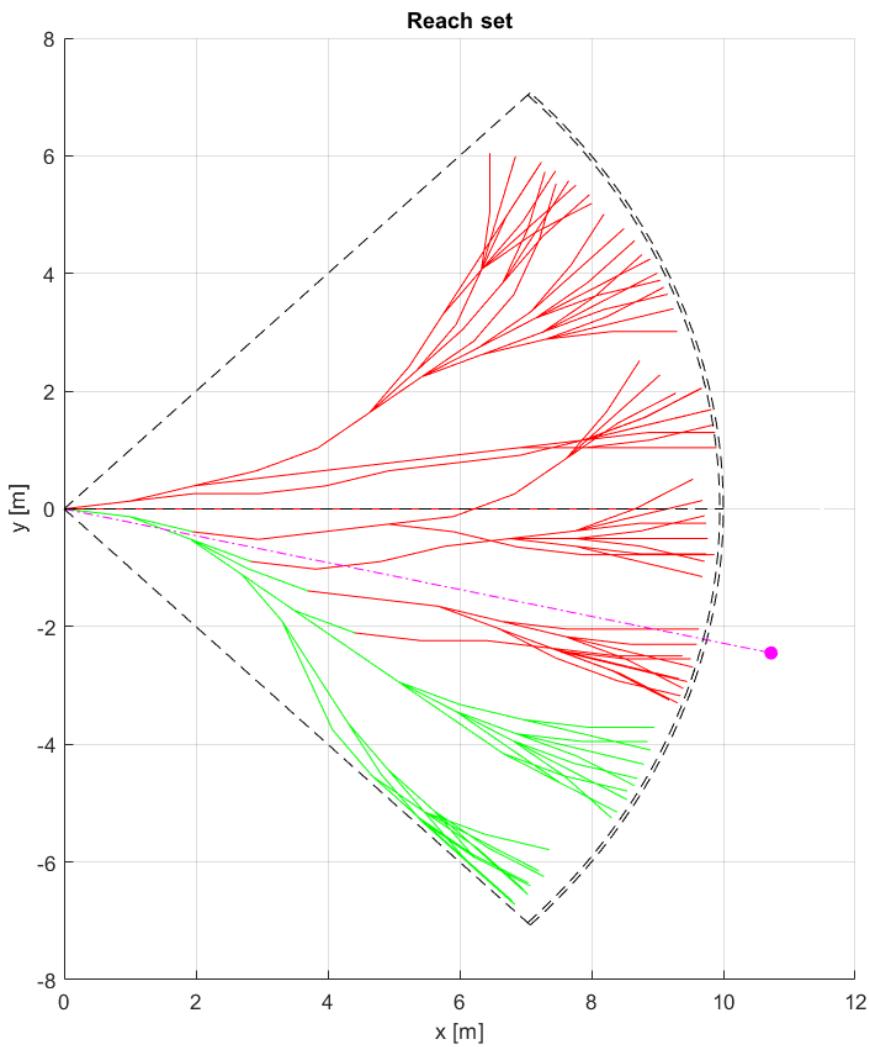
# Right Plane Heading (3)



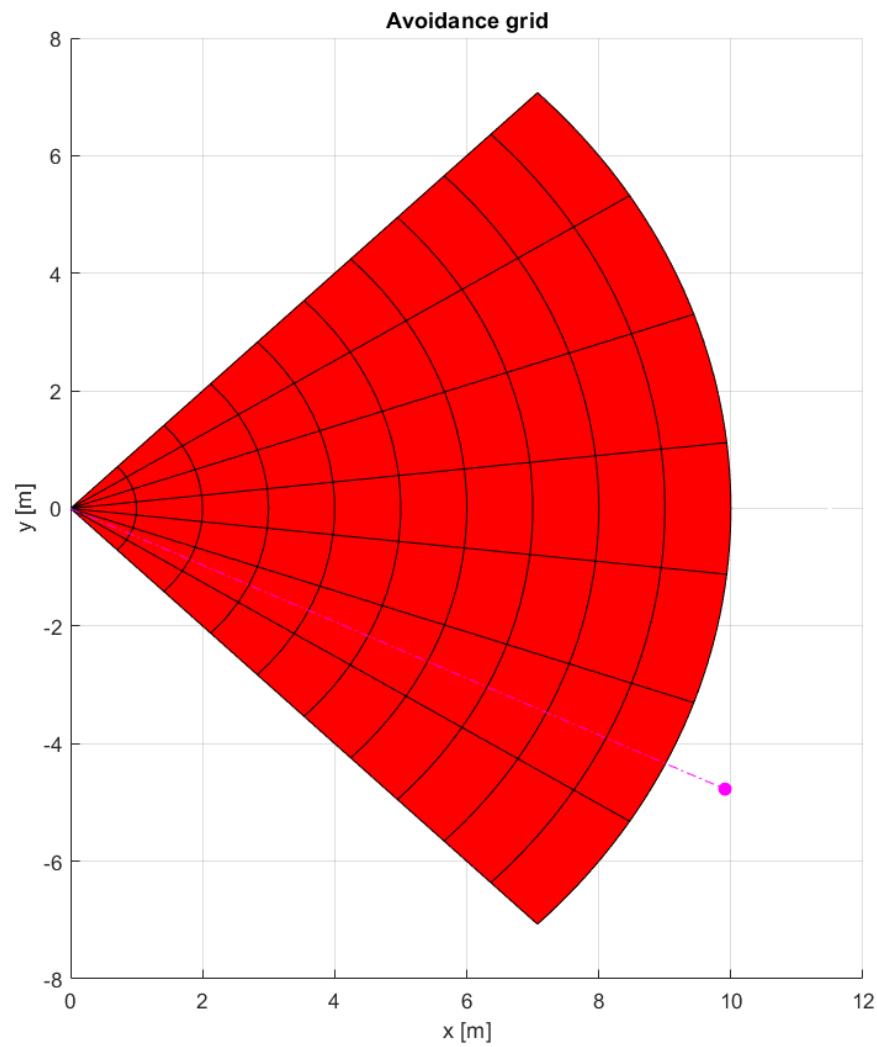
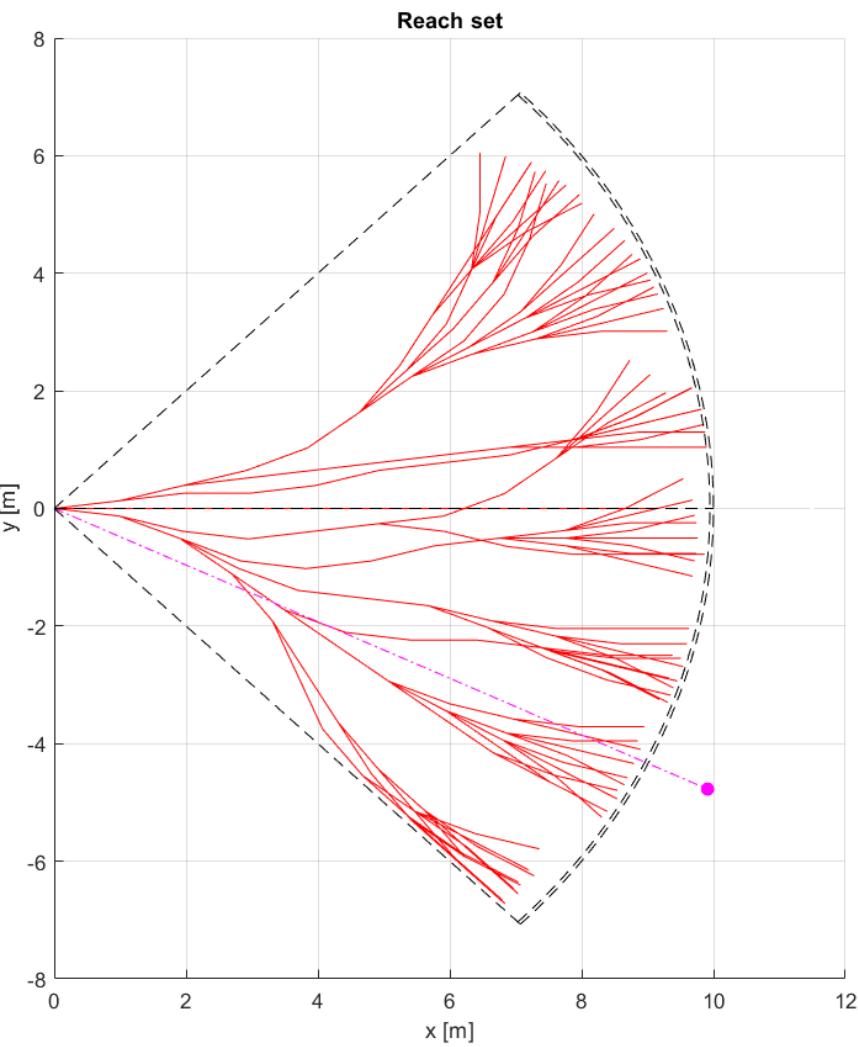
# Right Plane Heading (4)



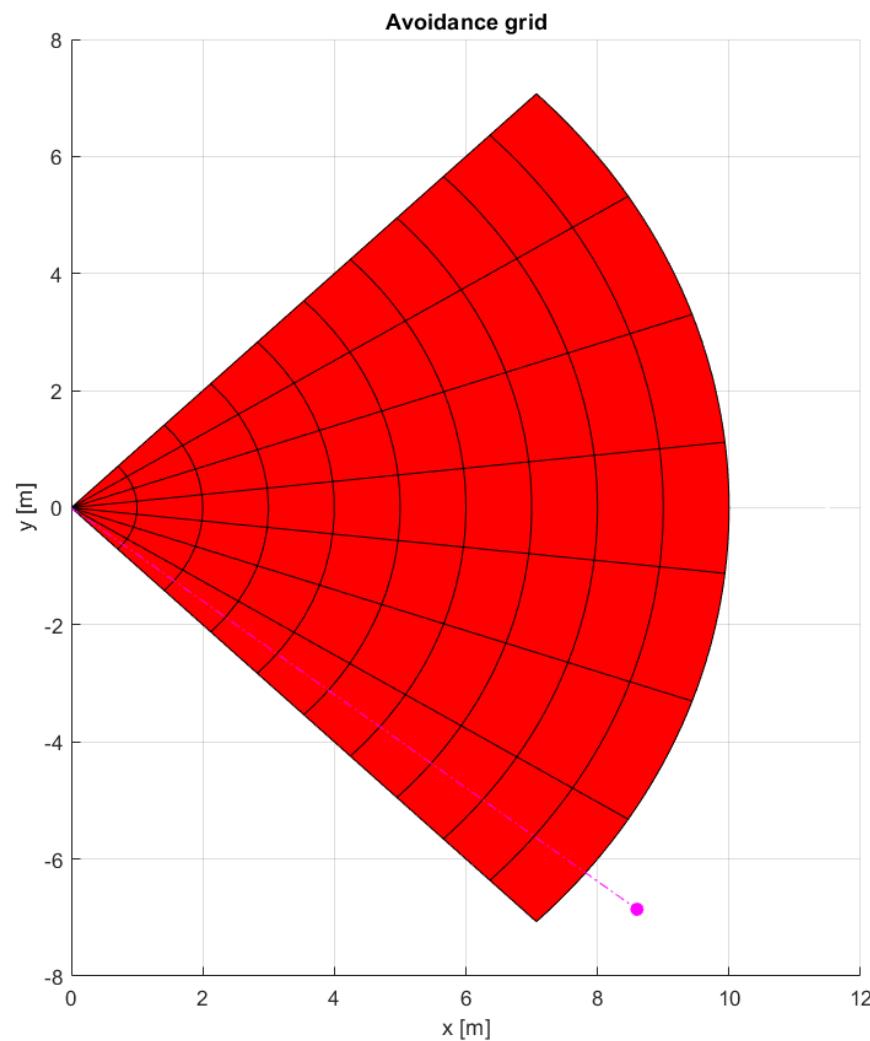
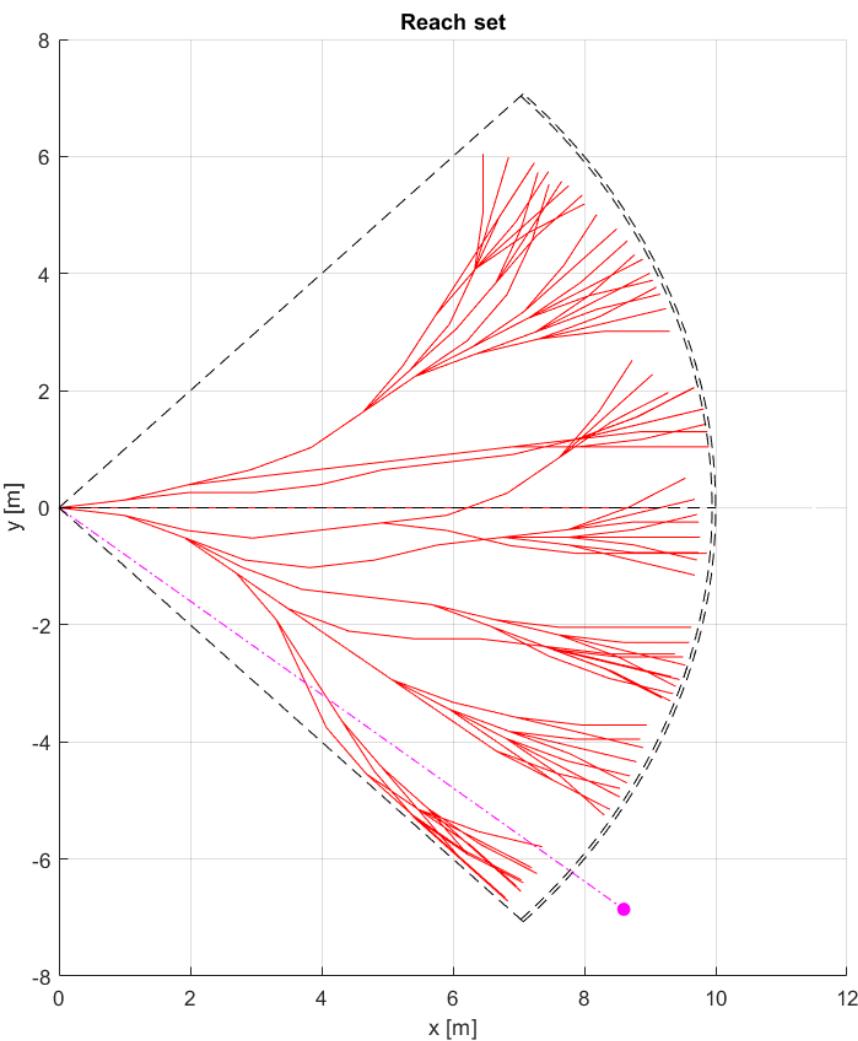
# Right Plane Heading (5)



# Right Plane Heading (6)



# Disable Left Plane Heading (7)



# Rule: Enforce Safety Margin

**Collision zone:** Well clear zone defined as:

$$XY\ distance(Collision\ point, Airspace\ point) \leq Safety\ margin$$

$$Flight\ Level\ Start \leq Z(Airspace\ point) \leq Flight\ Level\ End$$

**Note:** Collision zone Safety Margin is greater than Emergency Collision Safety Margin, Collision zone Safety Margin is enforced by Aviation Authority.

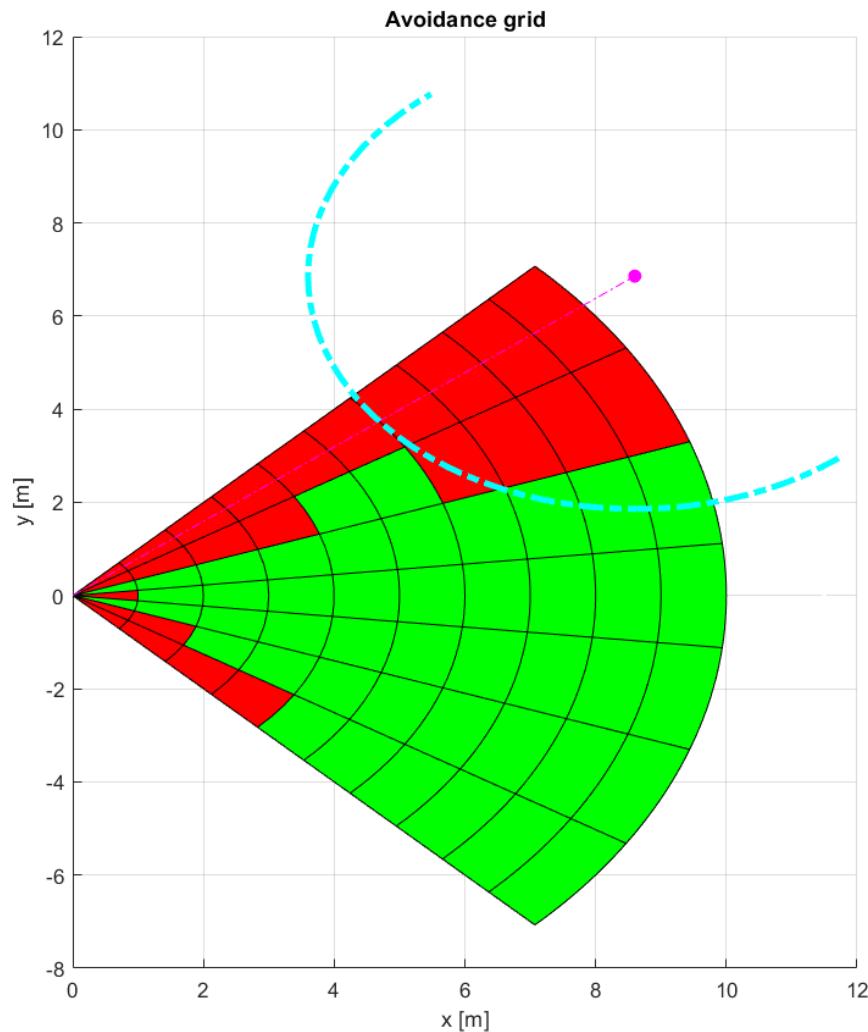
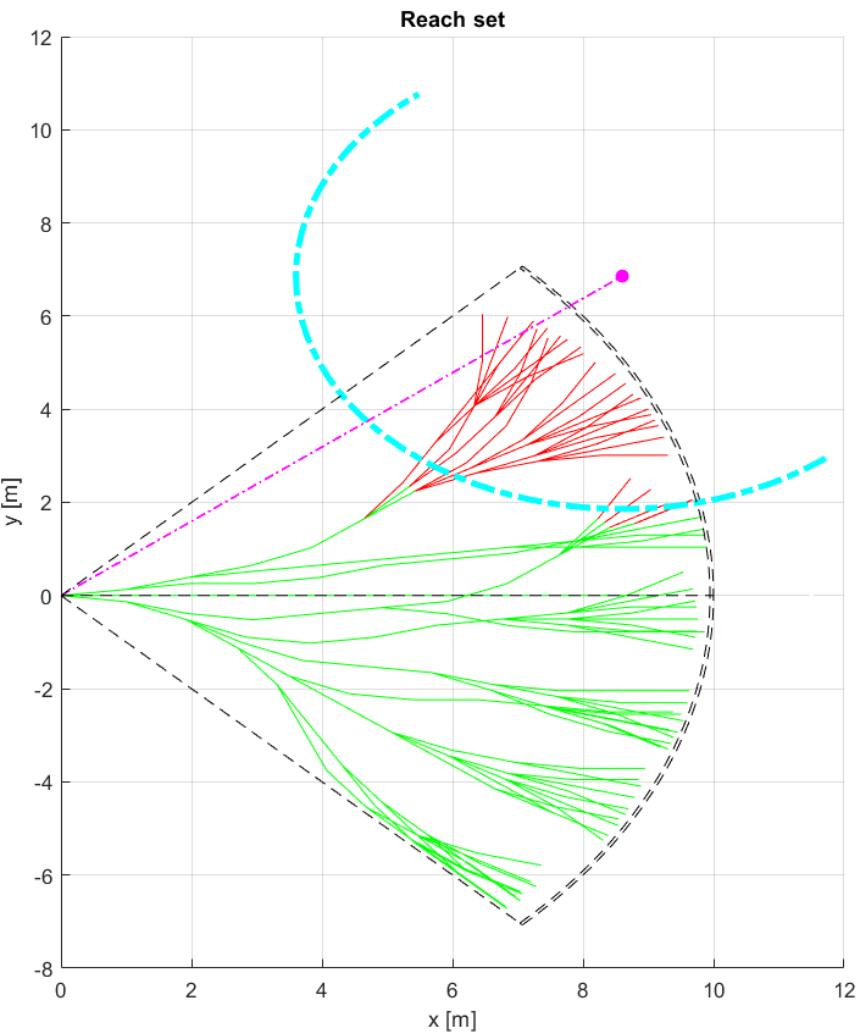
**Objective:** Disable trajectories which are:

1. Leading into Collision zone.
2. Heading is not considered, Collision point can change in timeframes.

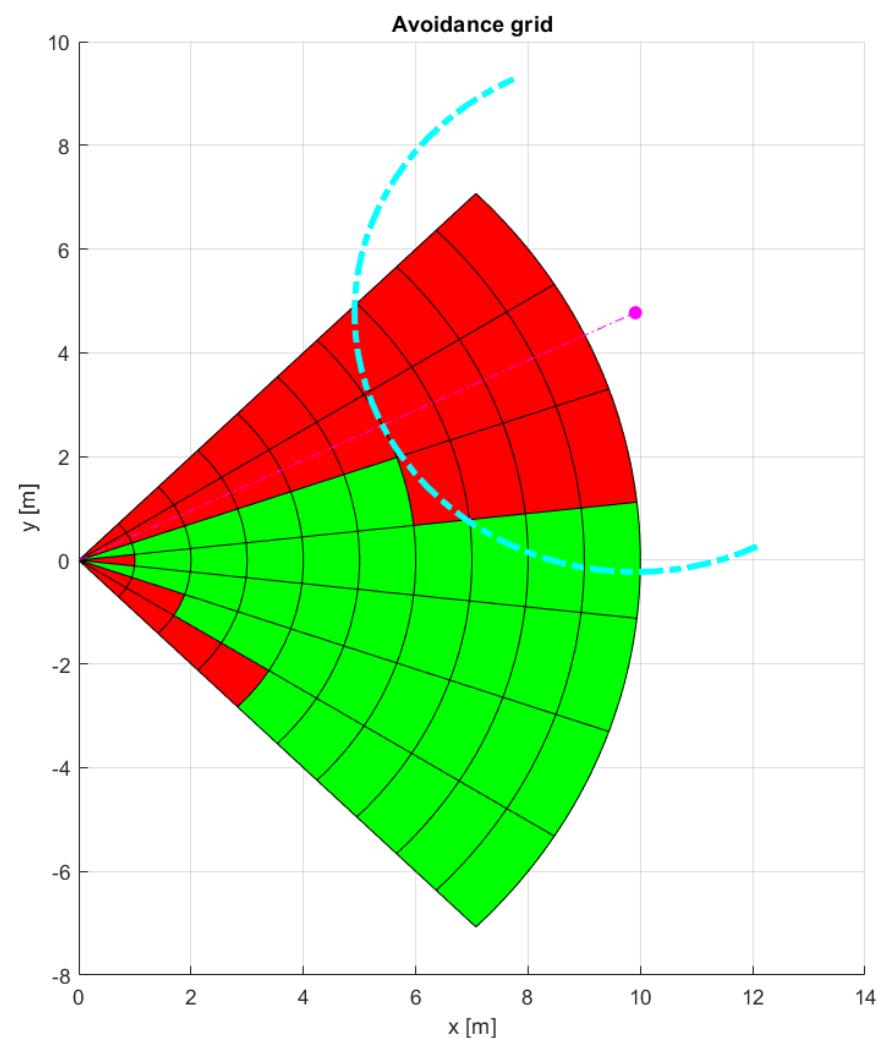
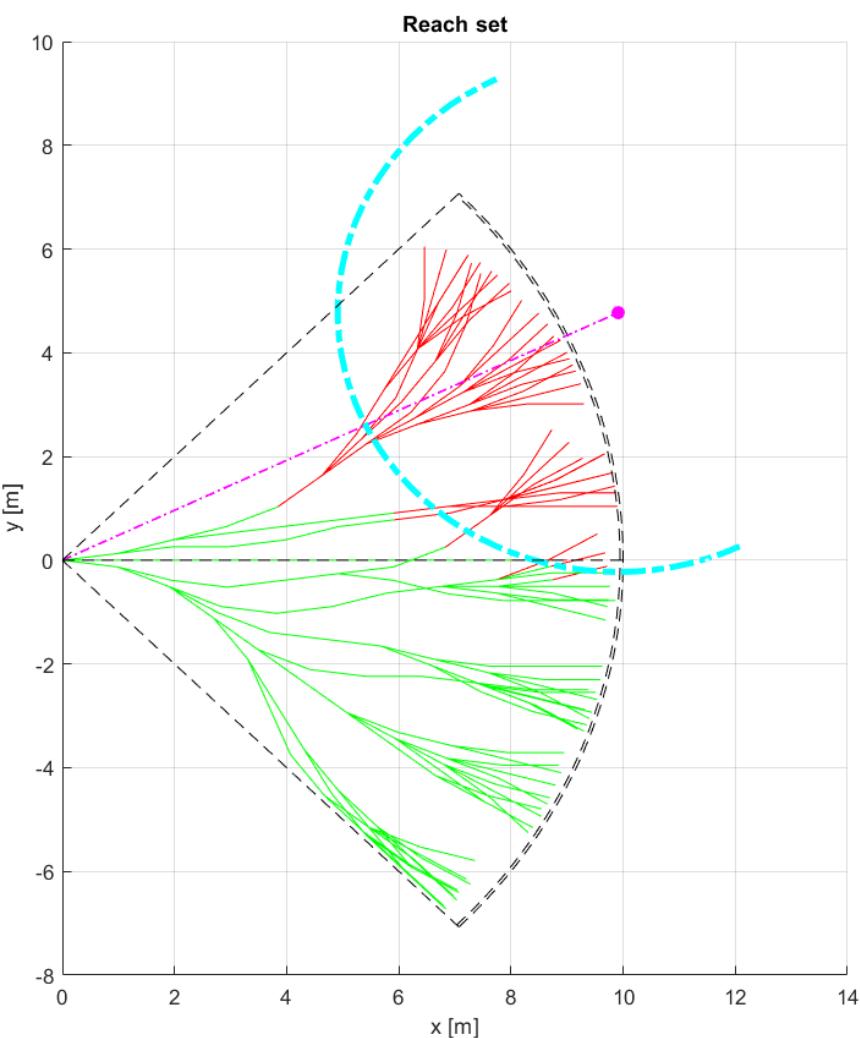
[o] Collision Point	[--] Enabled Trajectories	[green] Reachable cells
[--] Separation Line	[--] Disabled trajectories	[red] Unreachable cells
[.-] Safety Margin Boundary (Collision zone boundary)		

Context	Condition	Application
UAS Navigation Grid Collision Point (LOC)	There are feasible trajectories	Disable trajectories of Navigation grid

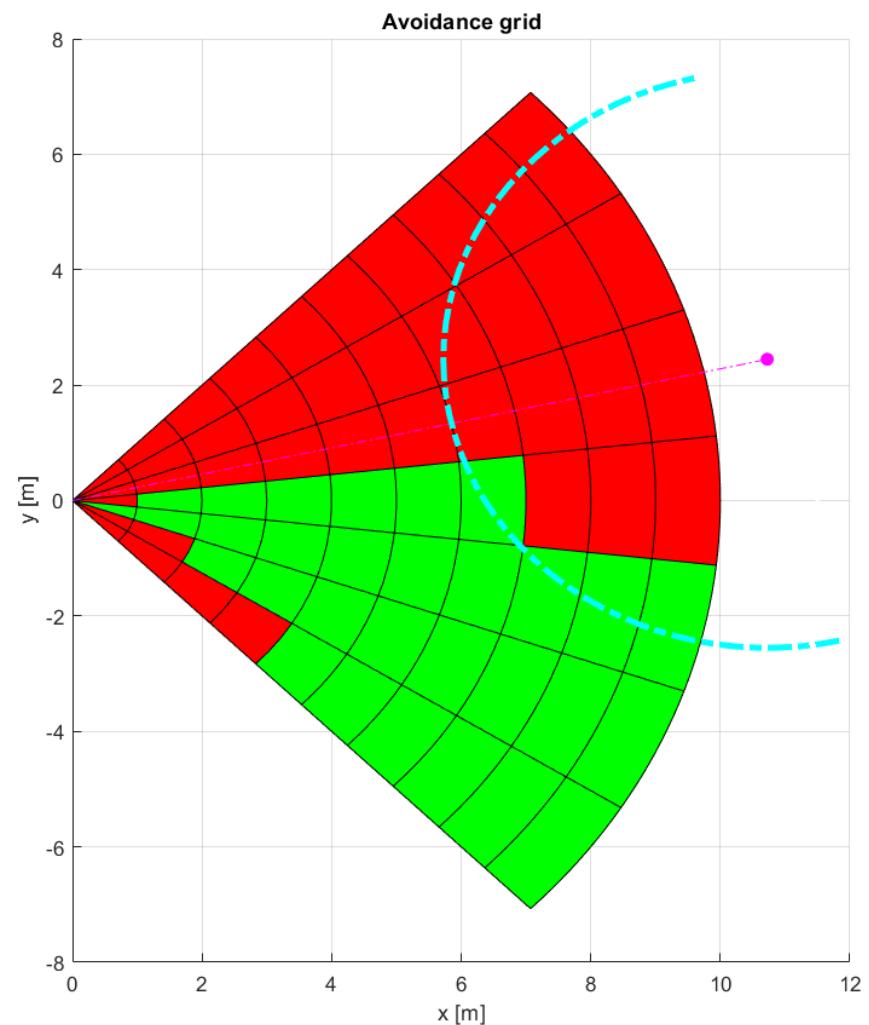
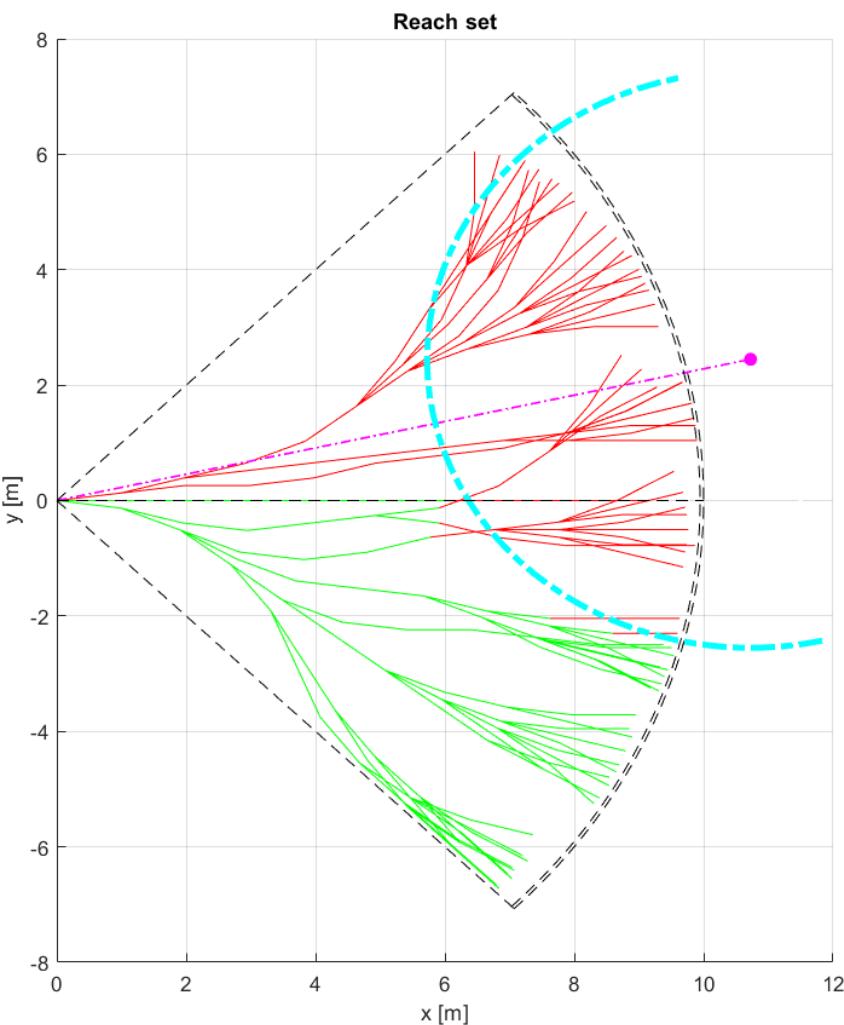
# Enforce Safety Margin (1)



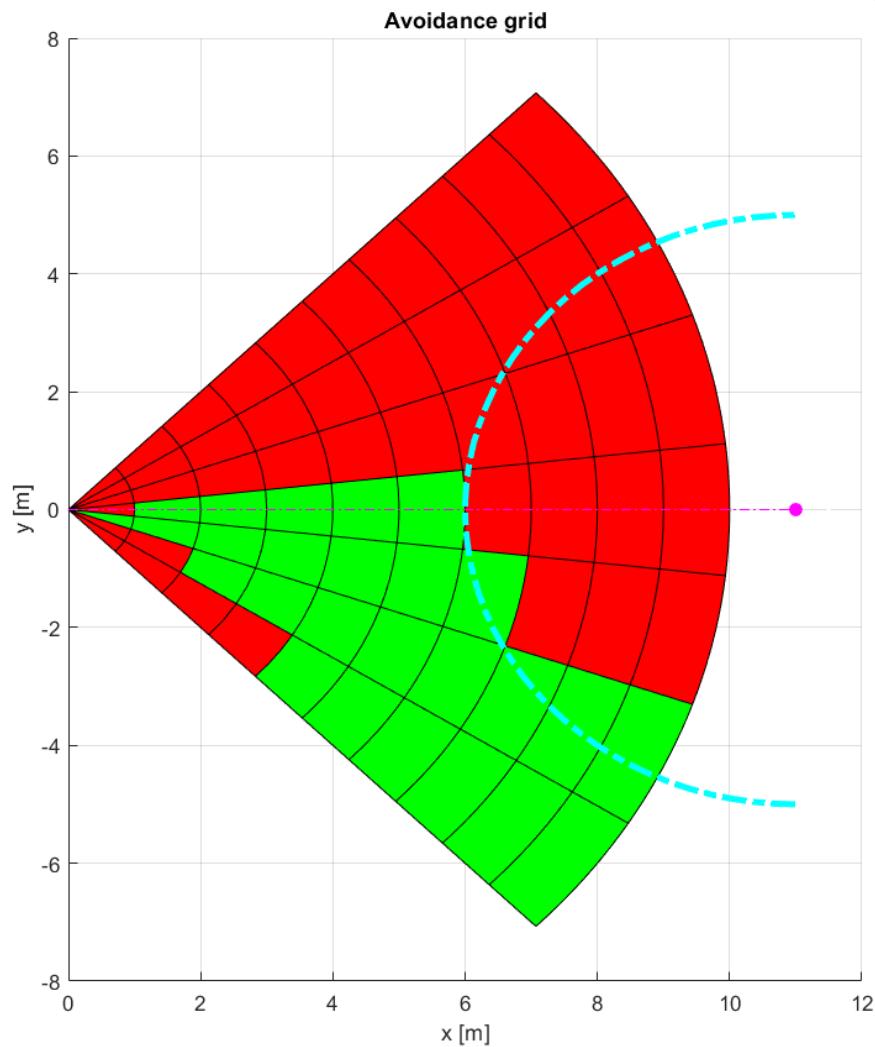
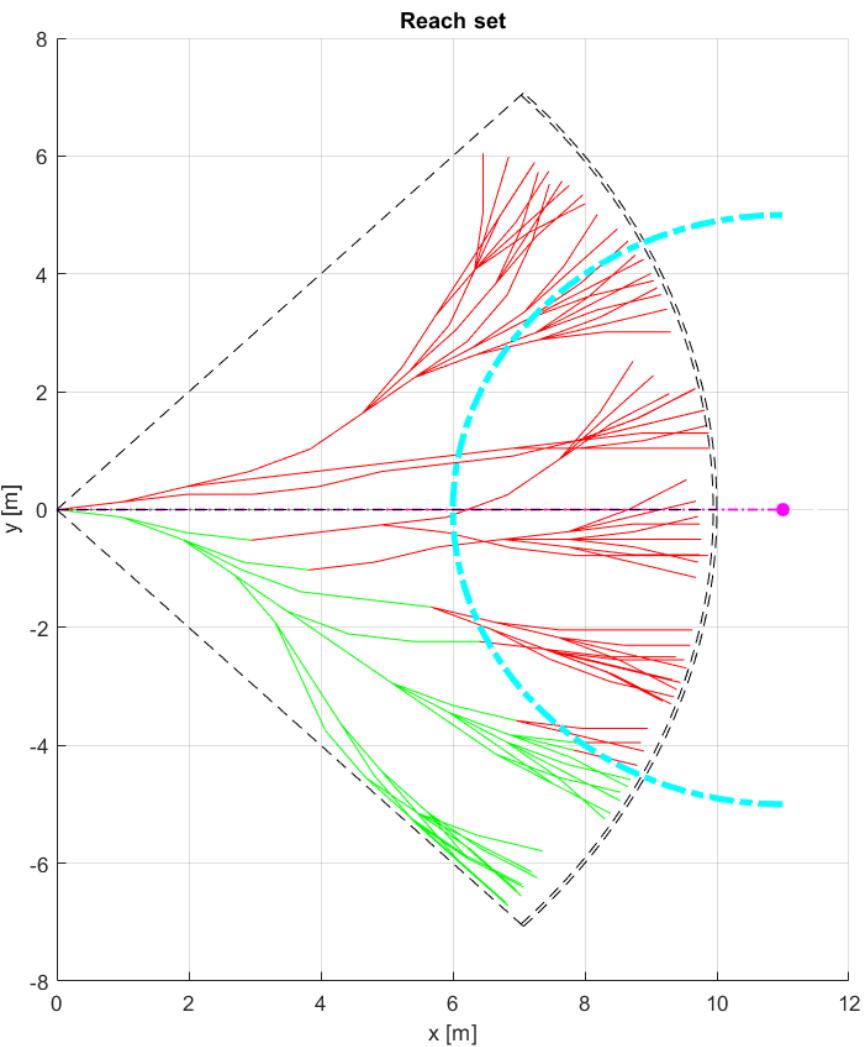
# Enforce Safety Margin (2)



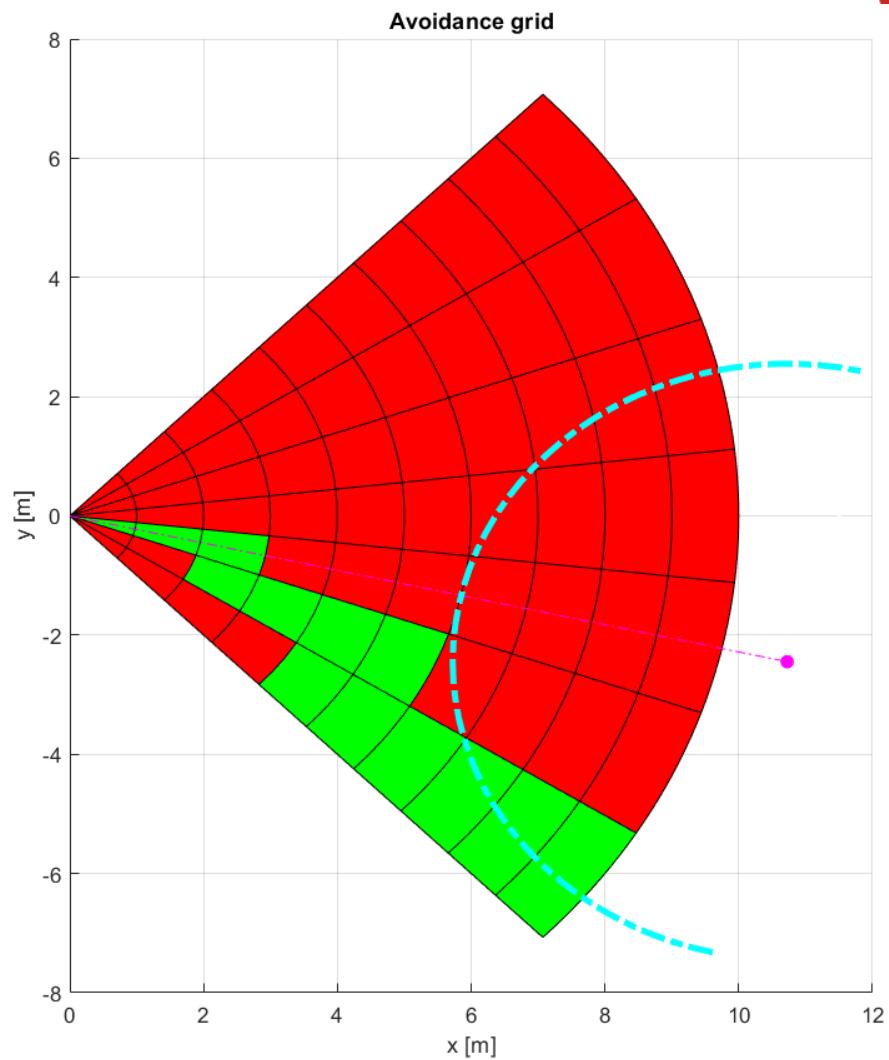
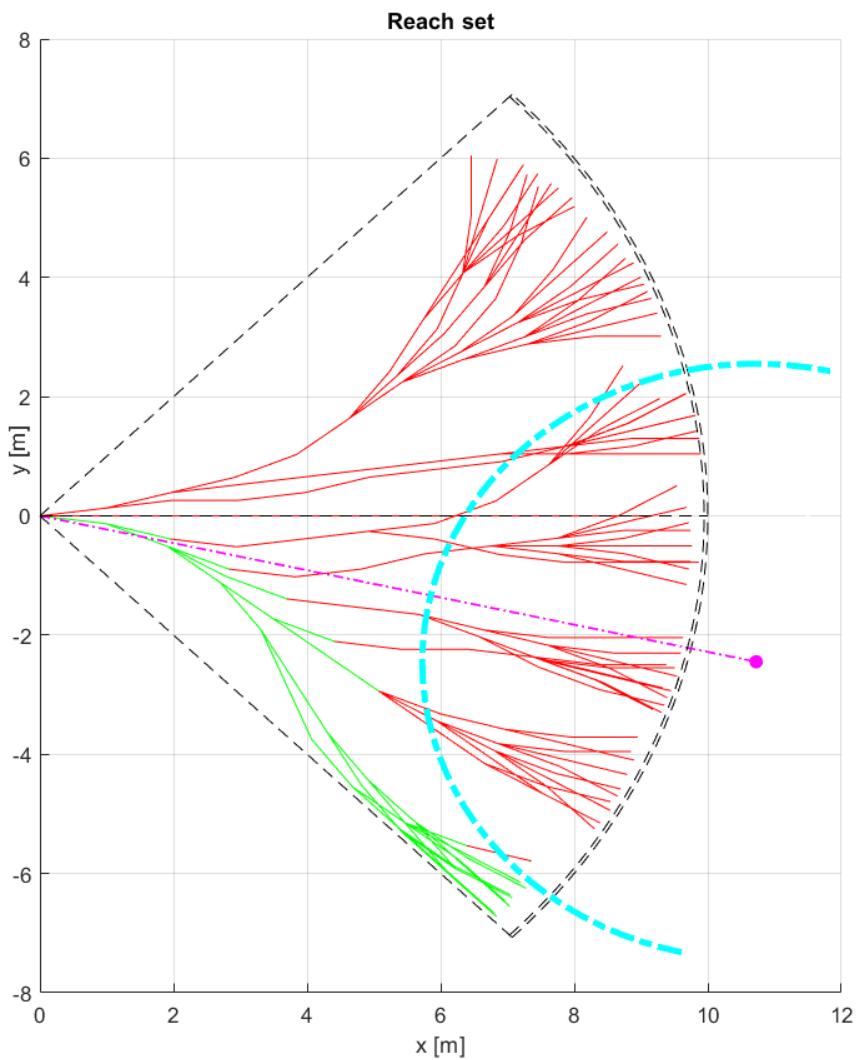
# Enforce Safety Margin (3)



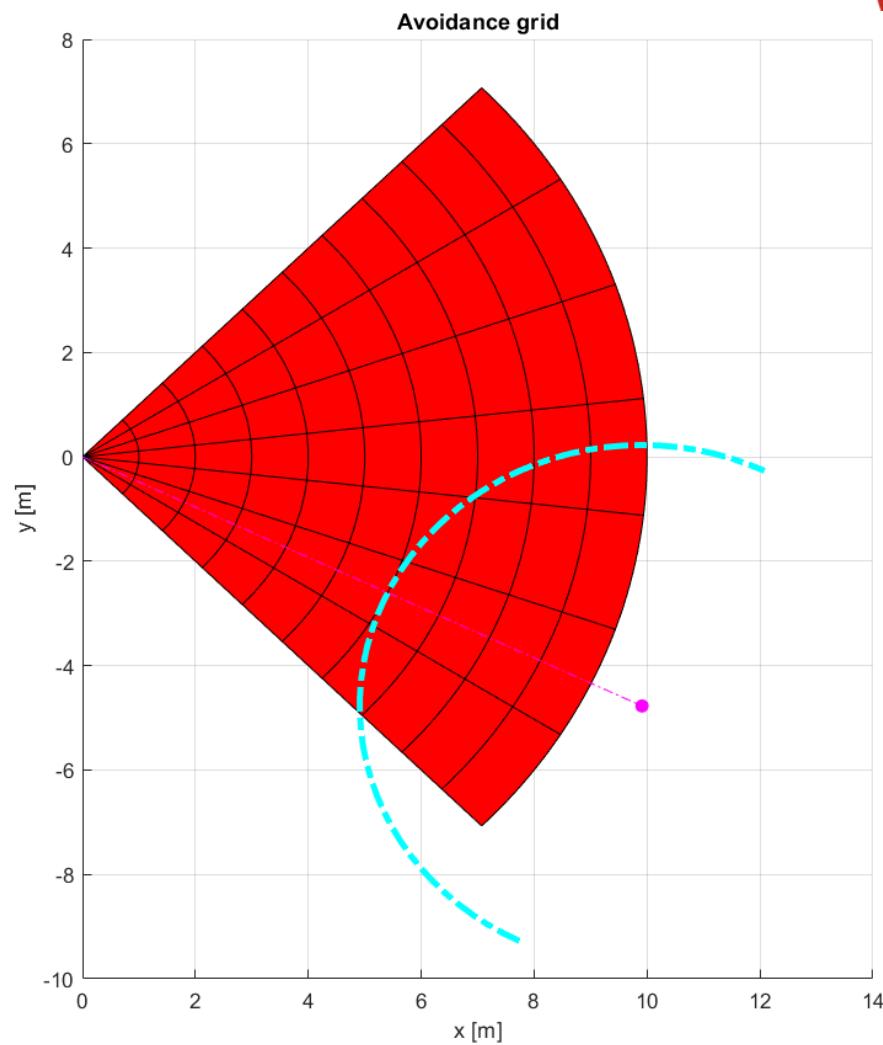
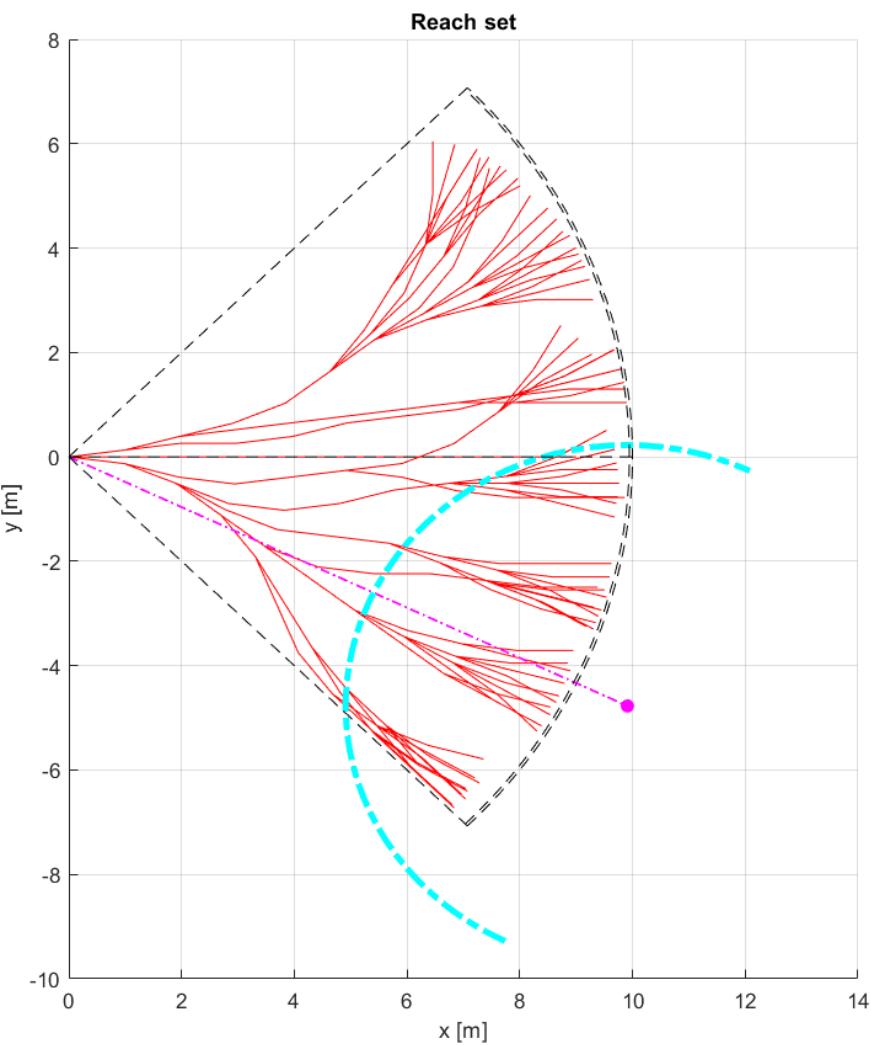
# Enforce Safety Margin (4)



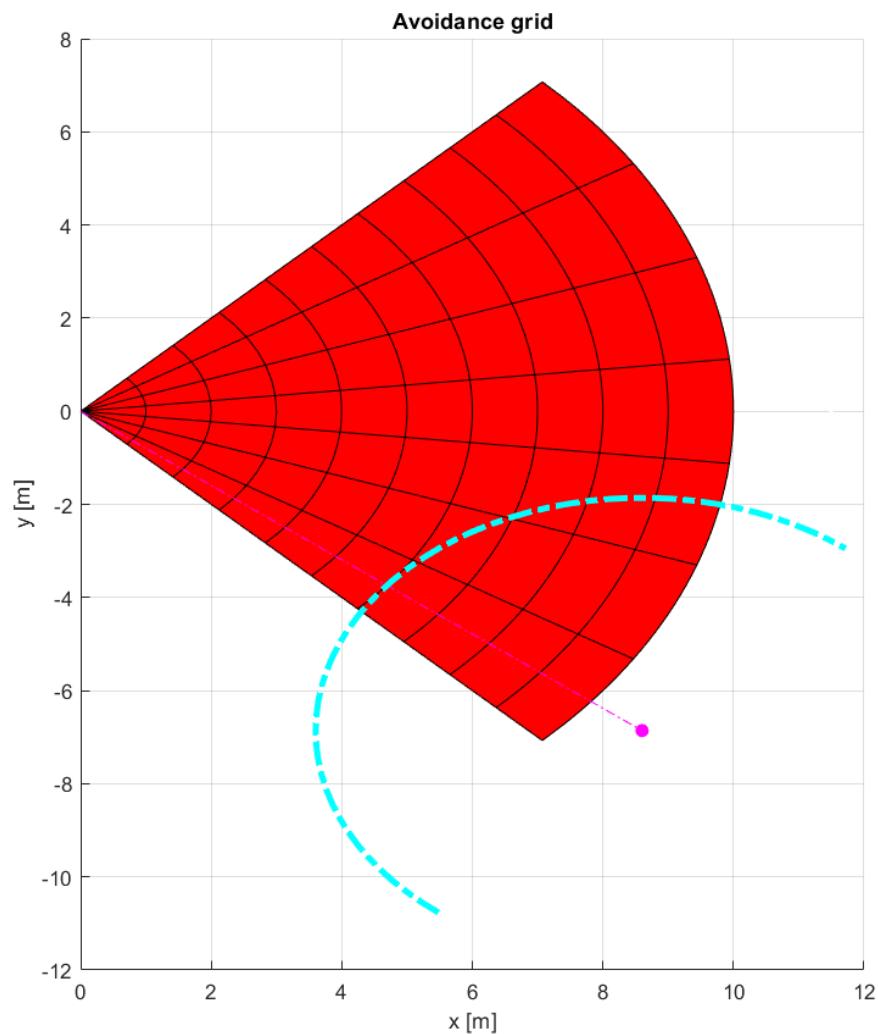
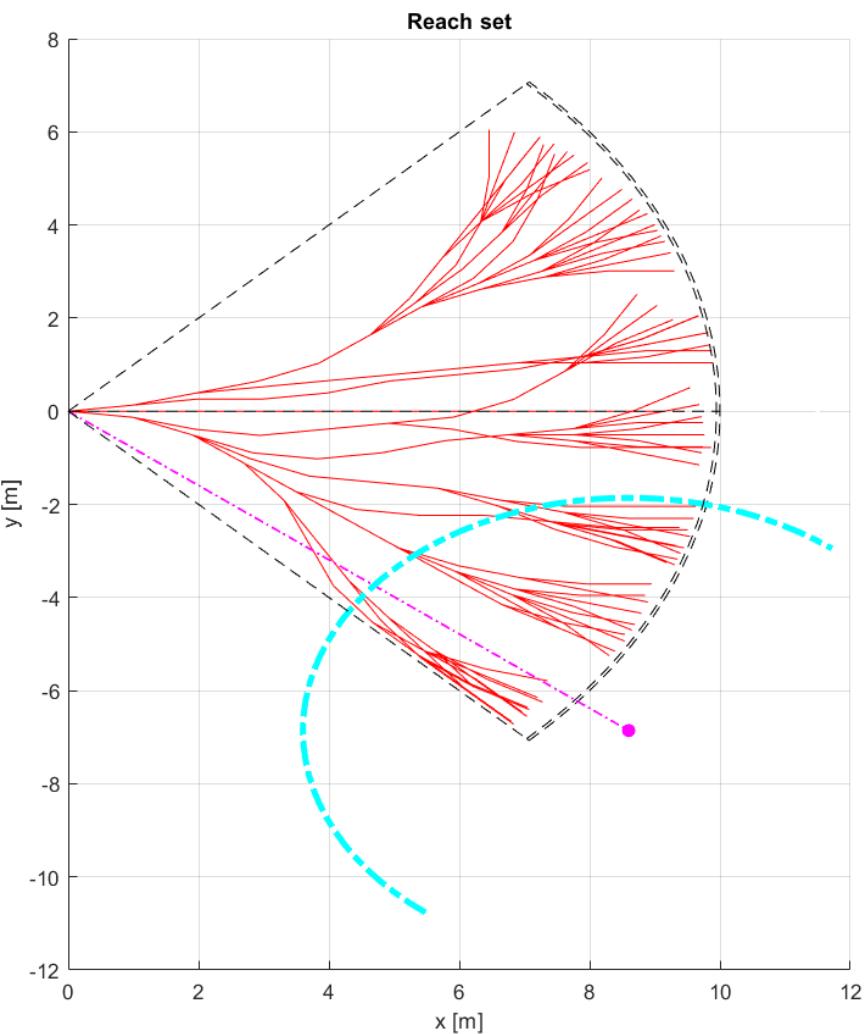
# Enforce Safety Margin (5)



# Enforce Safety Margin (6)



# Enforce Safety Margin (7)



# Rule: Detect Collision Cases

**Invocation:** Every Decision Point in UAS main navigation loop.

**Objective:** Prepare Collision Cases for evasive maneuvers application

1. Fetch UTM Collision Cases for given timeframe,
2. Create/Update own Collision Cases for given timeframe,
3. Merge Collision cases based on source priority order,
4. Select Active Collision Cases based on following conditions:
  1. Active participation in collision case => avoidanceRole ~= Right of the Way,
  2. Collision Point is in front of vehicle,
  3. Emergency mode of all Collision Case participants is **INACTIVE**,
5. Order Collision Cases based on **SEVERENITY** (descending),
6. If there is at least one active collision case enforce *inner Avoidance Run*.

Context	Condition	Application
UAS Mission Control Before Avoidance Run, UTM/UAS Col. Cases	Clean Avoidance Grid, No higher Avoidance priority,	Active Collision Cases selection, Prioritization

# Rule: Resolve Collision Case

**Invocation:** This rule is invoked only if there is any active Collision Case in given Navigation Grid timeframe, moreover Avoidance Grid should be empty.

**Objective:** Based on own calculated collision cases and UTM directives (has higher priority):

1. Fetch Active Collision Cases(Avoidance Role, Collision Point)
2. Enforce Rules based on Avoidance Role and Collision Point as:
  1. Converging Maneuver – invoke Rule: Converging Maneuver
  2. Head On approach – invoke Rule: Head On Approach
  3. Overtake – invoke Rule: Overtake
  4. Emergency Maneuver – register intruder object into UAS Mission Control

Context	Condition	Application
UAS Mission Control, Trajectory restriction, Collision Cases	Active UTM collision Case, Resolution mandate for UAV	Enforce Rules of Air OR Enforce Emergency

# Rule: Close Collision Case

**Invocation:** There exists at least one Active Collision Case.

**Objective:** Ensure that multiple Avoidance Rules application gives feasible Avoidance Strategy, otherwise enter **EMERGENCY MODE**,

1. Collect rules applied on Navigation Grid from Active Collision Cases,
2. Calculate possible routes for Avoidance (there may be none),
3. **If there is no Active Route:** For each Intruder:
  1. Issue warning message to containing expected Collision Point, and, Preferred Separation Type,
  2. Create Intruder objects for Avoidance Grid
  3. Calculate Evasive Maneuver based on Expected Separation.
4. Notify UTM about Collision Case Resolutions.
5. Notify UTM with Planned Trajectory and Avoidance Mode

Context	Condition	Application
UAS Mission Control, After Avoidance Run, Collision Resolutions	At least one route in Navigation Grid, Emergency check	Force Emergency Mode OR Close Collision Cases

# Rule: Converging Maneuver

**Invocation:** When role of UAS is Converging and Avoidance Grid is Empty

**Objective:** Ensure that UAS will not enter into Intruder “Well clear” barell.

1. Prevent Left-Side Maneuvers
2. Prevent Converging Safety Margin Breach
3. Return to original Path
4. Prevent Wake turbulence.

Context	Condition	Application
UAS Navigation Grid Collision Point, Avoidance Role	None	RunRules: <ul style="list-style-type: none"> <li>• Right Plane Heading</li> <li>• Enforce S. Margin</li> </ul>

# Rule: Head On Approach

**Invocation:** When role of UAS is Converging and Avoidance Grid is Empty

**Objective:** Ensure that UAS will not enter into Intruder “Well clear” barbell.

1. Prevent Left-Side Maneuvers,
2. Prevent Converging Safety Margin Breach,
3. Return to original Path,
4. Prevent Wake turbulence,
5. Enforce Round-about behavior,

Context	Condition	Application
UAS Navigation Grid Collision Point, Avoidance Role	None	Run rules: <ul style="list-style-type: none"> <li>• Right Plane Heading</li> <li>• Enforce S. Margin</li> </ul>

# Rule: Overtake

**Invocation:** Invoked by rule *Collision Case Resolution*.

**Divergence Waypoint:** waypoint to diverge from original UAS path to ensure Intruder safety, within unchanged intruder velocity and heading.

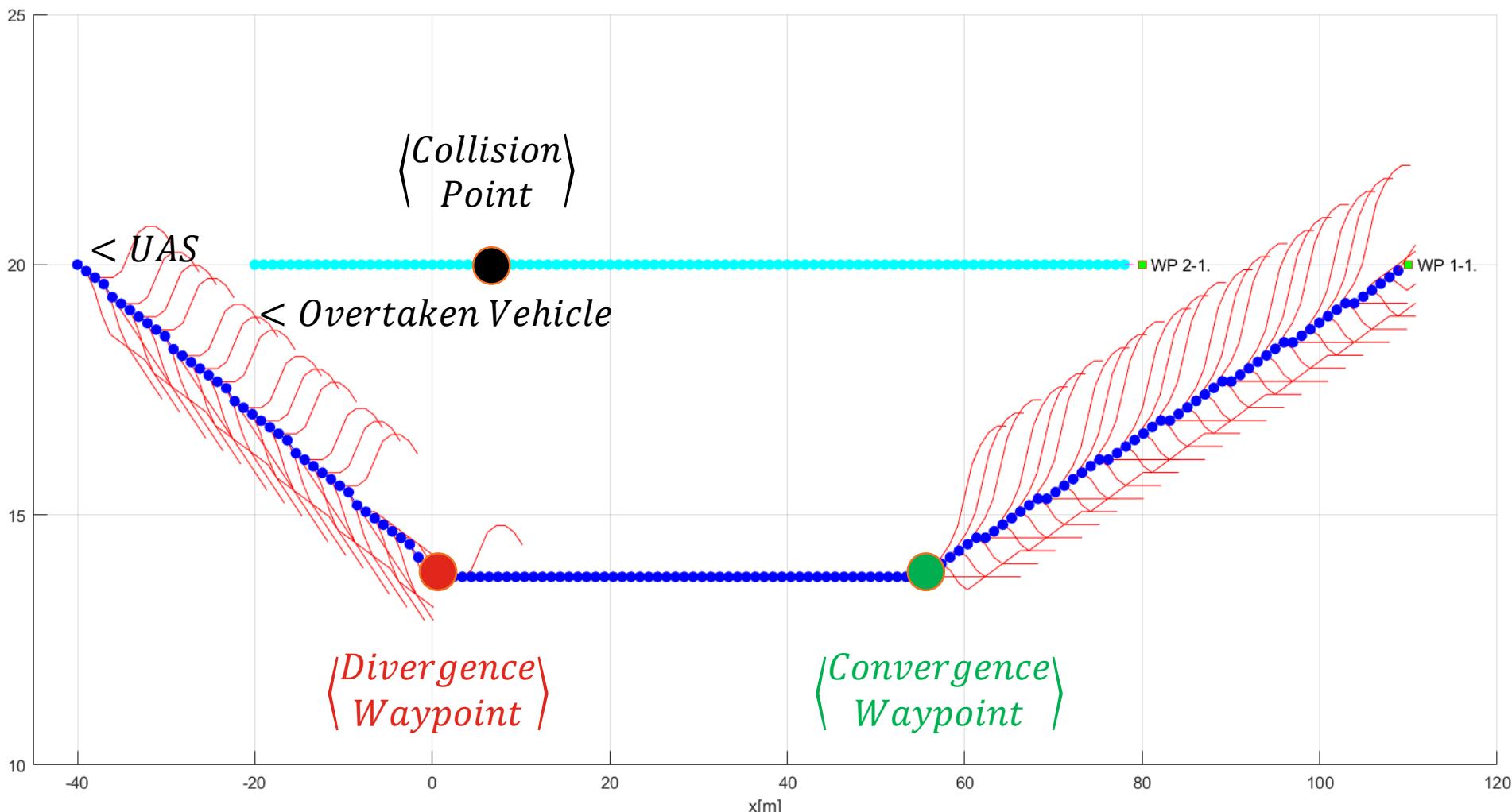
**Convergence Waypoint:** waypoint when convergence to original UAS path is enabled, within unchanged intruder velocity and heading.

## **Objective:**

1. Calculate Divergence Waypoint
2. Calculate Convergence Waypoint
3. Enforce Divergence/Convergence waypoint

Context	Condition	Application
UAS Navigation Grid Collision Point, Avoidance Role,	UAS Velocity >>> Intruder Velocity	Calculate: <ul style="list-style-type: none"> <li>• Divergence WP</li> <li>• Convergence WP</li> </ul>

# Divergence/Convergence Waypoint Example



# Divergence/Convergence Waypoint Calculation

Main idea is to calculate **Safe Offset for Overtake Maneuver**, we have:

$$\text{velocityDifference} = \text{uasVelocity} - \text{overtakenVelocity}, \left[ \frac{m}{s}, \frac{m}{s}, \frac{m}{s} \right]$$

**Decision distance** is distance until next framework decision is made:

$$\text{decisionDistance} = \text{velocityDifference} \times \text{uasDecision frame}, \left[ m, \frac{m}{s}, s \right]$$

**Overtake middle distance** is length of hypotenuse for triangle where positional difference and safety margin are cathetuses:

$$\text{overtakeMiddle} = \sqrt{\frac{\|\text{uasPosition} - \text{collisionPoint}\|_2^2 + \text{safetyMargin}^2}{\text{safetyMargin}^2}}, [m, m^3, m^3, m]$$

**Safe offset** is then considered as combination of:

$$\text{safeOffset} = \text{overtakeMiddle} + \\ + \text{decisionDistance} + \text{waypointReachMargin}, [m, m, m, m]$$

# Divergence/Convergence Waypoint Calculation

**Simplification:** UAS and Overtaken are in Local coordinate frame heading in X+ axis direction (X+ front of vehicles, X- back of vehicles, Y- right side, Y+ left side), Collision Point is considered as [0;0;0],

Divergence point in local coordinates is given as right offset of safety margin and decision distance:

$$\text{divergence} = \begin{bmatrix} 0 \\ -\text{decisionDistance} - \text{safetyMargin} \\ 0 \end{bmatrix}, [\text{m}^3, \text{m}, \text{m}]$$

Convergence point in local coordinates is given frontal safeOffset and right offset of safety margin and decision distance:

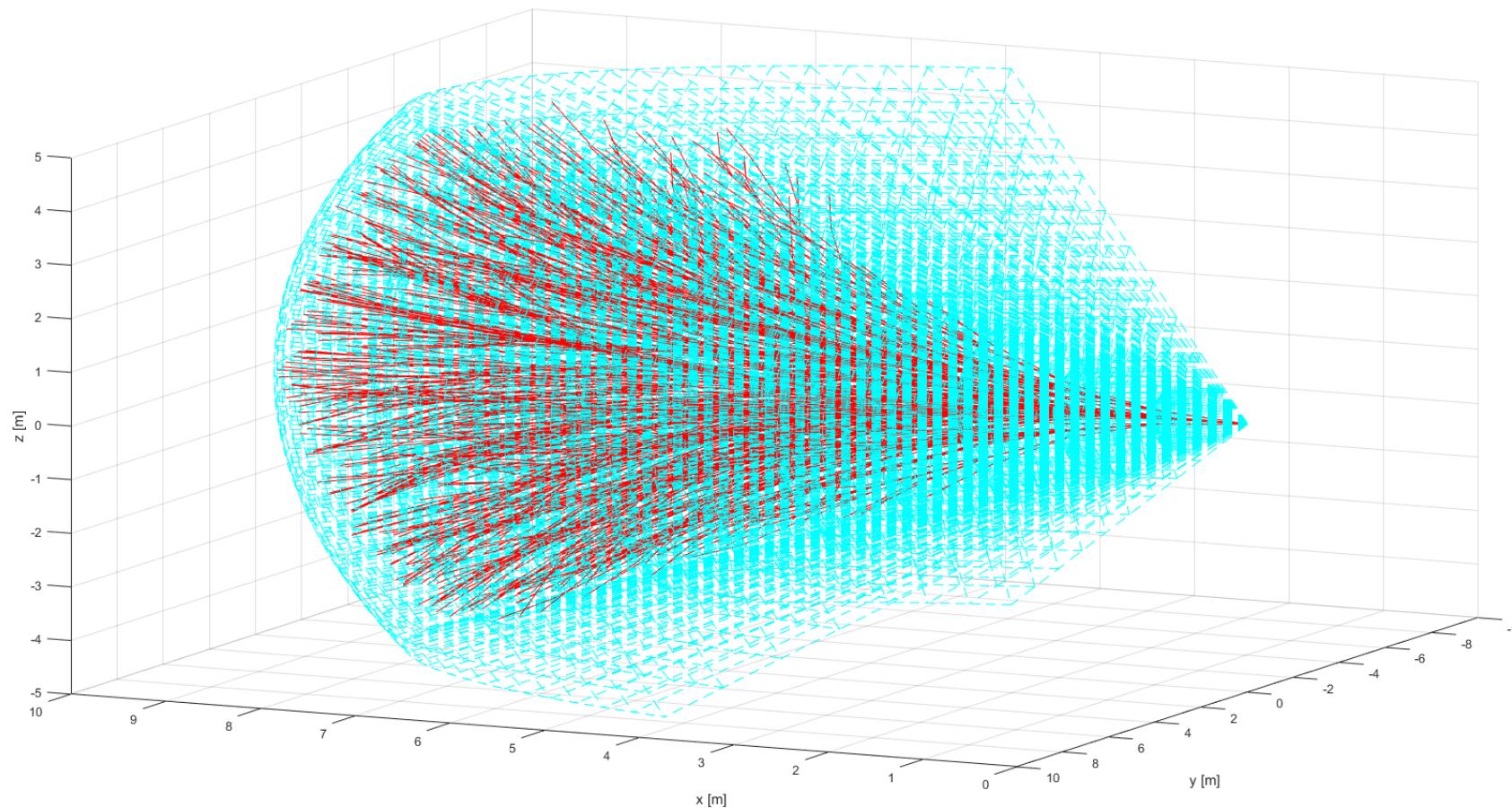
$$\text{convergence} = \begin{bmatrix} \text{safeOffset} \\ -\text{decisionDistance} - \text{safetyMargin} \\ 0 \end{bmatrix}, [\text{m}^3, \text{m}, \text{m}, \text{m}]$$

Convergence and Divergence waypoint in global coordinate frame:

$$\text{divergenceWaypoint} = \text{collisionPoint} + R_{XYZ}(\text{overtakenOrientation})x \dots \\ \dots x \text{ divergence}$$

$$\text{convergenceWaypoint} = \text{collisionPoint} + R_{XYZ}(\text{overtakenOrientation})x \dots \\ \dots x \text{ convergence}$$

# ACAS-XU Reach Set



# ACAS-XU functionality as Reach Set

**The Standard Controlled Airspace** provides horizontal and vertical separation functionality, the separation in manned aviation is secured by **TCAS I/II** systems which issues Traffic Alerts and recommends Directional Changes Advices.

Next generation separation system family ACAS-X (in development) can issue Traffic Commands, taking Unmanned Aviation into account, the special framework **ACAS-XU is dedicated for UAS systems** (autonomous drones).

**The ACAS-XU** provides following separations:

- Standard Separations – inherited from TCAS II and Other ACAS-X systems.
- Combined Separations – native for ACAS-XU systems.

**Restricted Reach Set** estimation method is presented for following reasons:

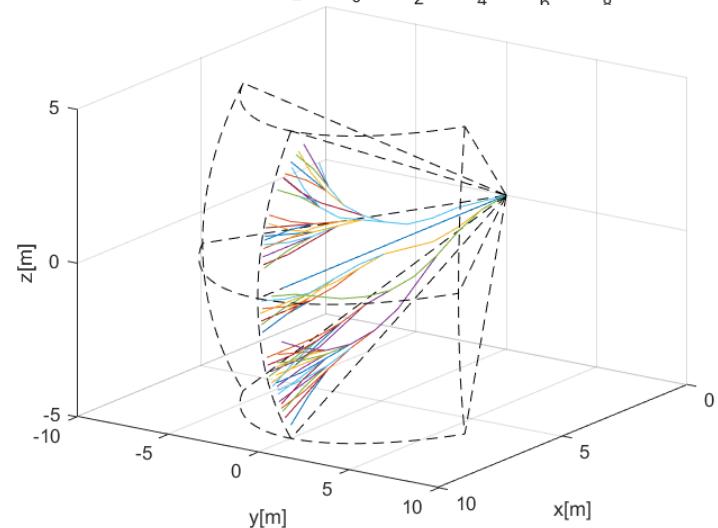
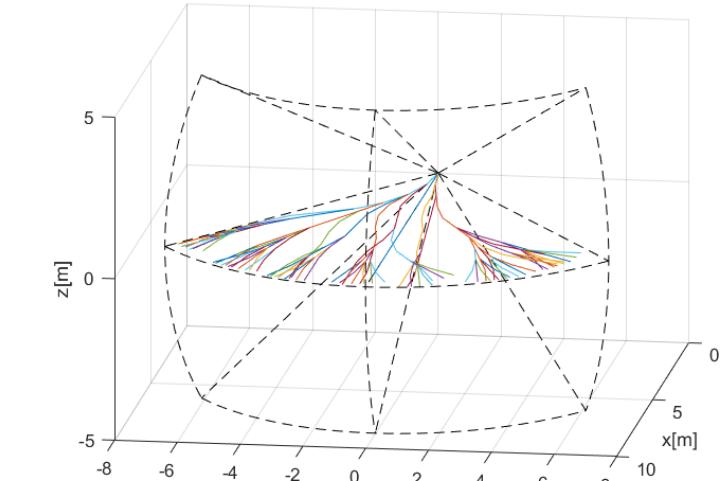
- Increase Framework variability and provide functionality for ACAS-XU
- Prove that framework is independent of the used Reach Set Estimation method

# Standard Separations

**Standard Separations** are supported in other ACAS-X implementations as maneuver look-up tables, the trajectories are slightly diverged right (horizontal) and down (vertical) for support of standard TCAS II behavior and Rules of the Air implementation.

**Horizontal Separation** – standard separation in Flight Level area regardless of the altitude, horizontal separation would not break flight level therefore is preferred for conflict resolution.

**Vertical separation** – separation for aircrafts with better horizontal maneuverability.

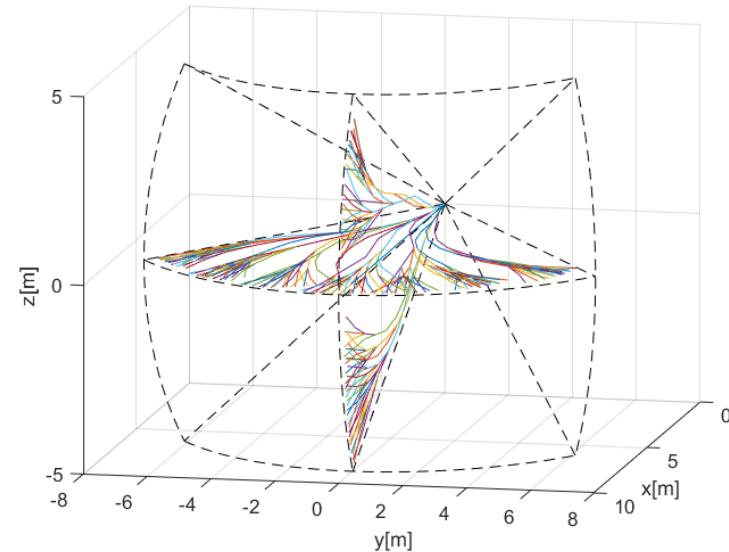
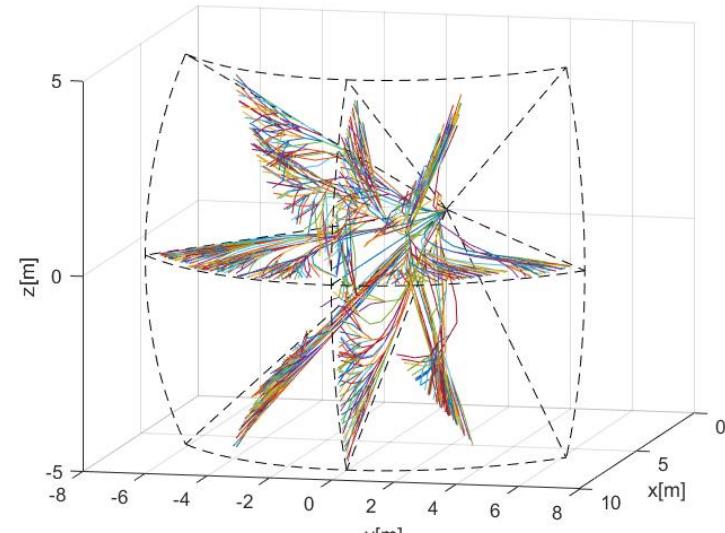
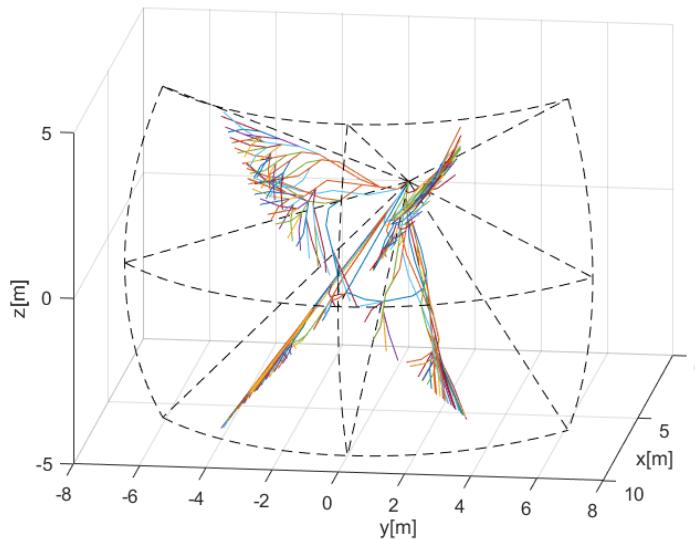


# Combined Separations

**Complete separations** – containing horizontal vertical and tilted separations, closest to original *Harmonic Reach set*.

**Horizontal/Vertical** – containing horizontal and vertical separations, close to original *TCAS II*.

**Tilted Left/Tilted Right** – ACAS-XU



# Emergency and Planned Avoidance



# What is Going to be Tested



Time to do some testing



We are going to test:

- Event Based Avoidance
  - Situation Based Avoidance
- On standard ACAS/ICAO scenarios:
- Converging Maneuver
  - Head On Approach
  - Multiple Collision Cases
  - Overtake (Multiple speeds)

Reminder on Collision Avoidance Types

Preemptive based	Event based	Situation based
<ul style="list-style-type: none"> <li>• Well defined Waypoints</li> <li>• Free Space guarantee</li> <li>• Preflight preparation</li> <li>• Legal compliance</li> </ul>	<p><i>Targets of avoidance:</i></p> <ul style="list-style-type: none"> <li>• Cooperative intruders (Rules of the air)</li> <li>• Bad weather</li> <li>• Geofencing</li> </ul>	<p><i>Targets of avoidance:</i></p> <ul style="list-style-type: none"> <li>• Non-Cooperative intruders</li> <li>• Terrain</li> <li>• Other physical obstacles</li> </ul>

# Standard Scenarios

## Converging Maneuver

- Event Based:
  - 2x UAS system
  - ADS-B I/O
- Situation Based:
  - 2x UAS system
  - ADS-B I/O
  - UTM Advisory

## Head-On Approach

- Event Based:
  - 2x UAS system
  - ADS-B I/O
- Situation Based:
  - 2x UAS system
  - ADS-B I/O
  - UTM Advisory

## Multiple Collision Cases

- Event Based:
  - 4x UAS system
  - ADS-B I/O
- Situation Based:
  - 4x UAS system
  - ADS-B I/O
  - UTM Advisory

## Overtake

- Situation Based
  - 2x UAS system
  - ADS-B I/O
  - UTM Advisory
  - 2x Overtaking/Overtaken velocity
  - 3x Overtaking/Overtaken velocity
  - 4x Overtaking/Overtaken velocity

# Converging Maneuver

## Situation:

- Two UAS systems equipped with ADS-B are approaching Collision Point
- Both systems are using ACAS-XU Horizontal Separation
- Angle of Approach is equal to 90 degrees

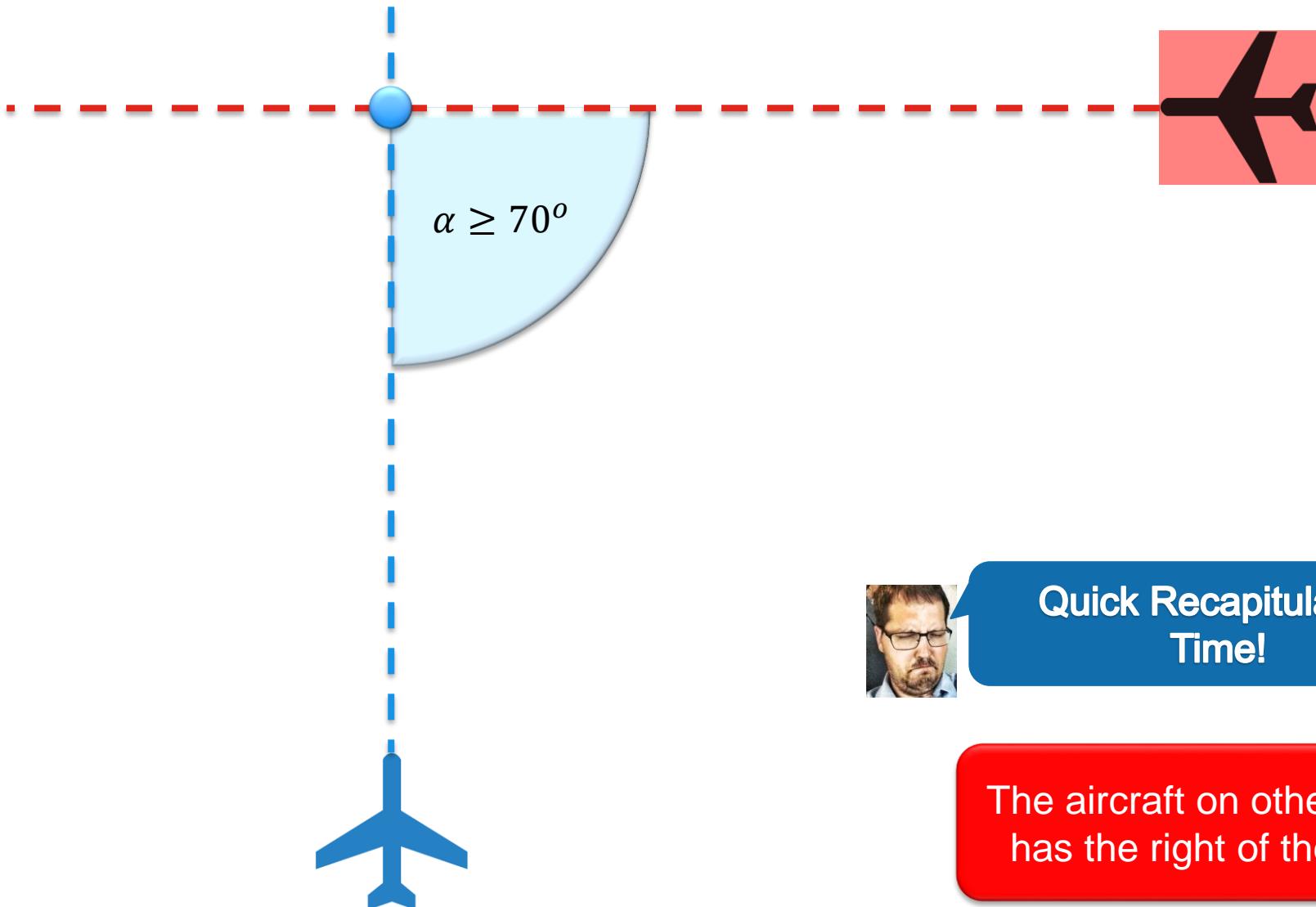
## Resolution (Emergency)

- Both UAS receive ADS-B message with intruder heading and position
- Safety margin: 1.2 m (30 cm body radius, 30 cm protection margin)
- Intruder model: Time-Based, Body mass intersection ( $r=60$  cm)

## Resolution (Rule Based)

- Both UAS broadcasts ADS-B message to UTM system
- UTM creates Collision Case and Mandates UAS with Avoidance Roles
- Safety margin: 8 m (Enforced in Navigation Grid)

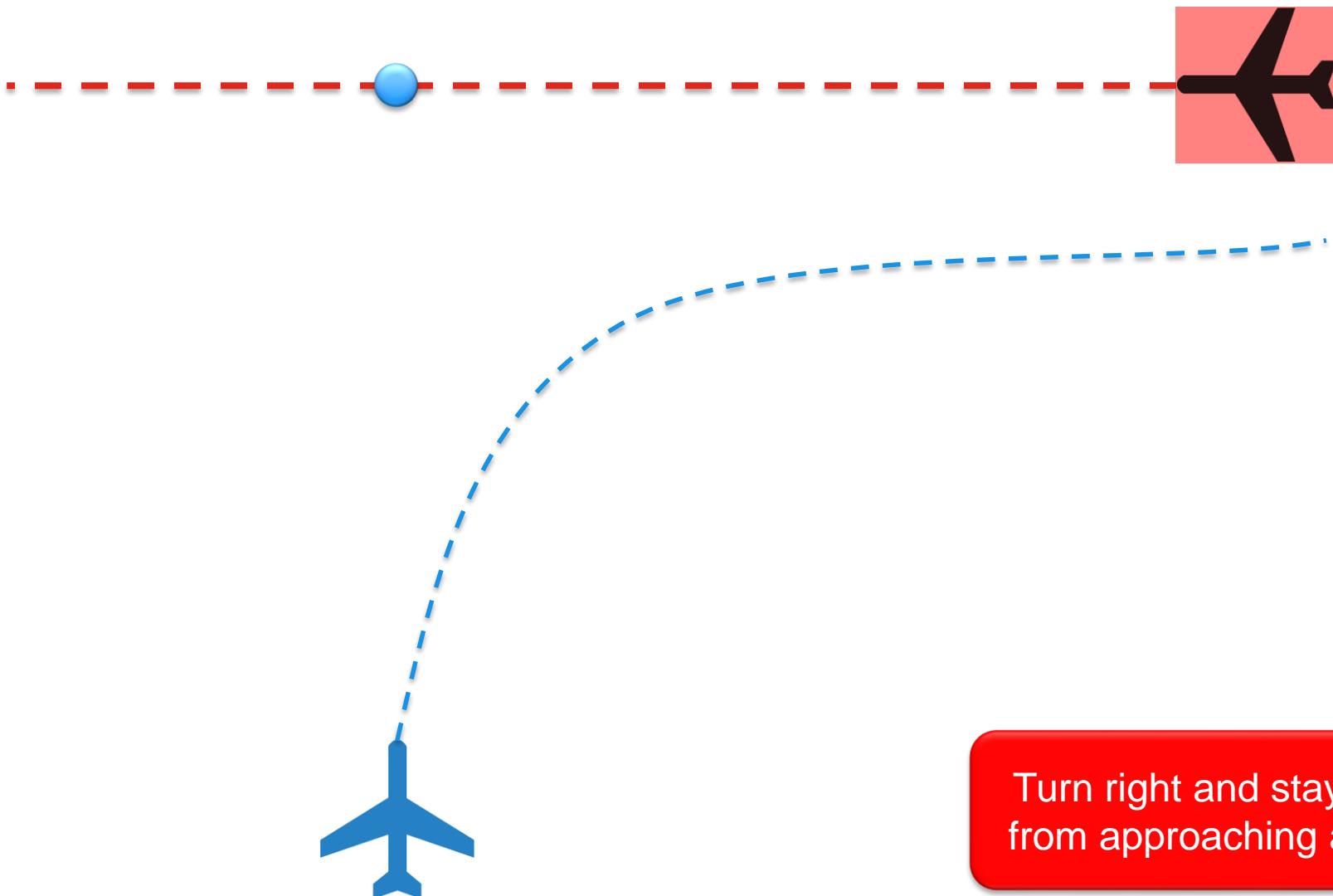
# Converging Maneuver - Trigger



Quick Recapitulation  
Time!

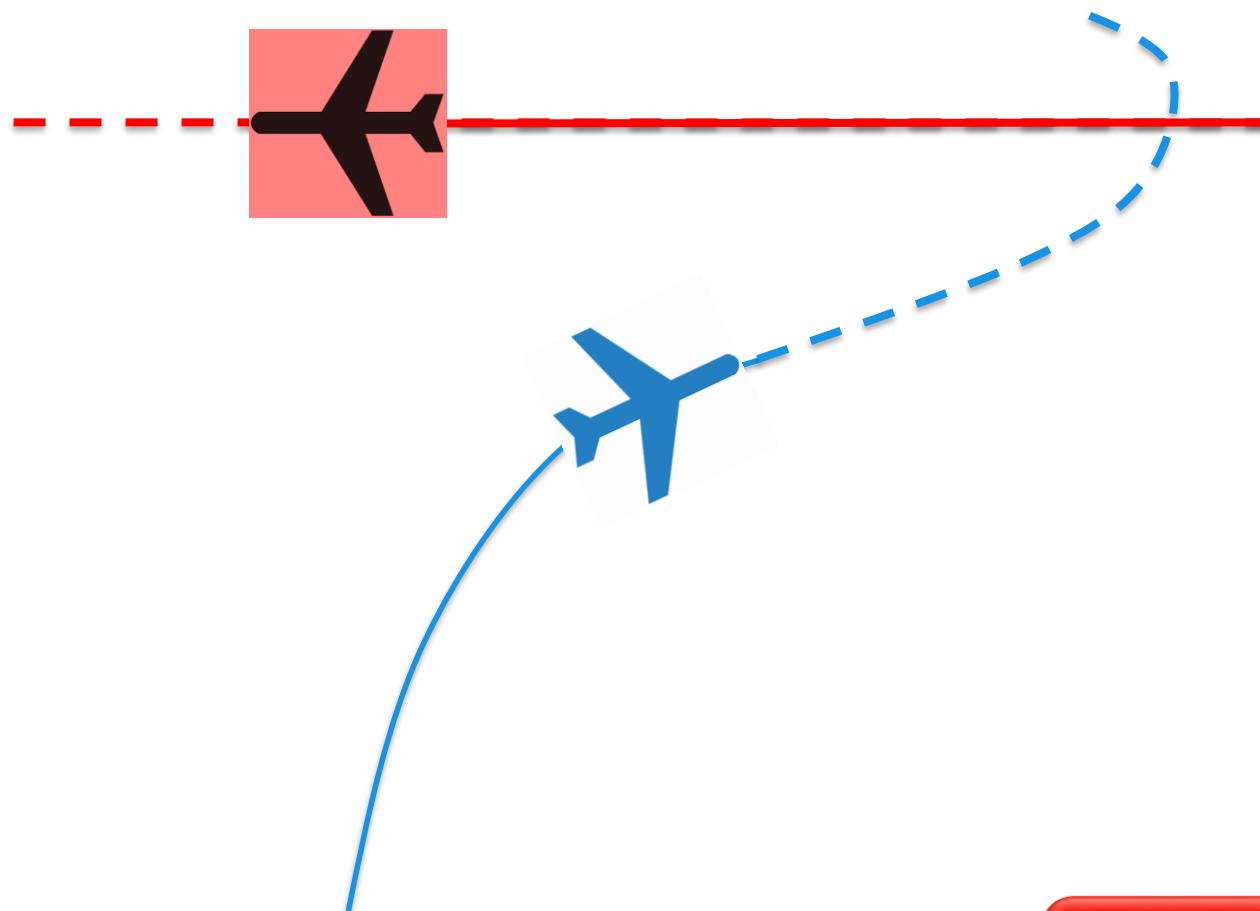
The aircraft on other right,  
has the right of the way

# Converging Maneuver - Resolution



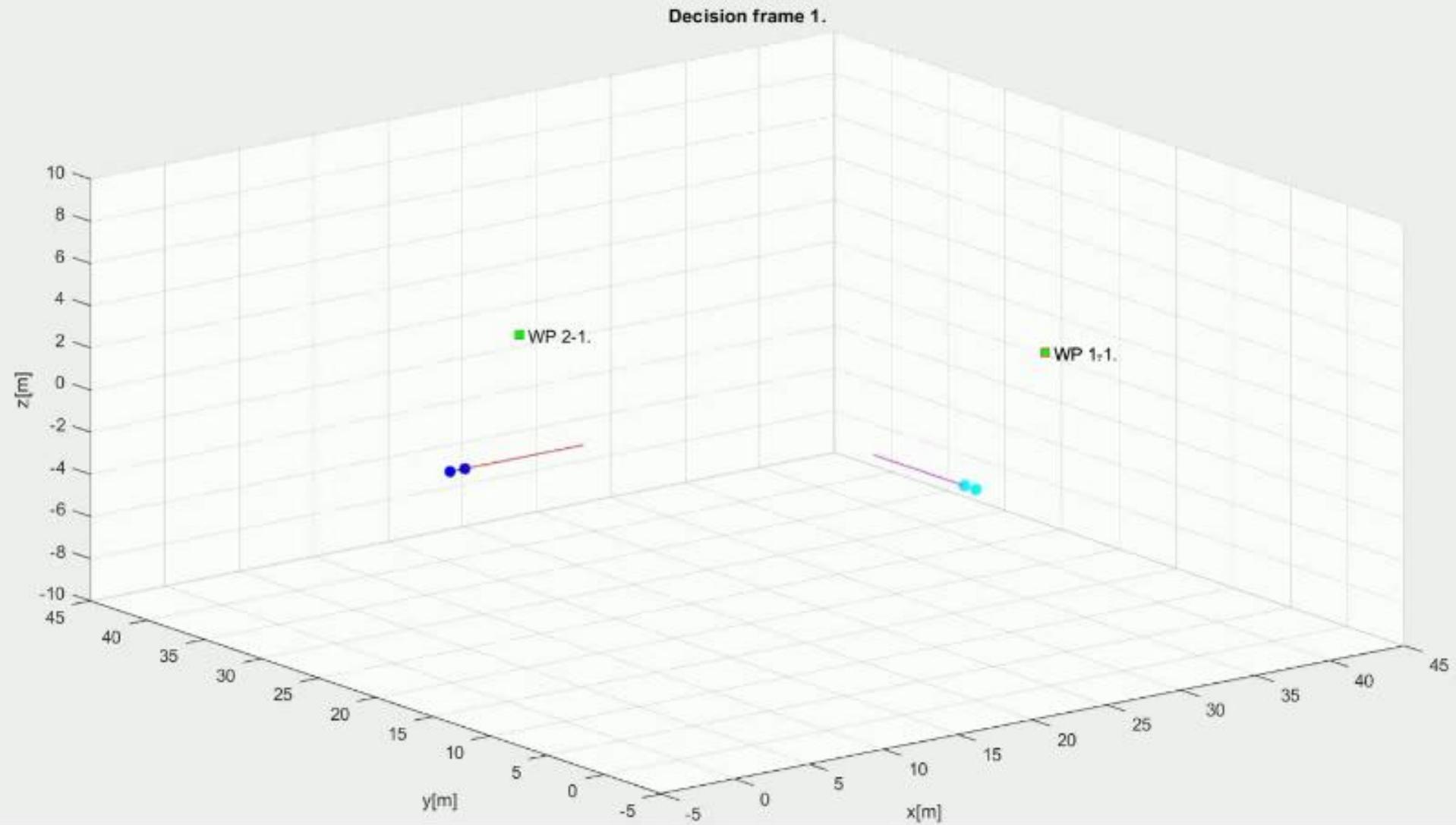
Turn right and stay away  
from approaching aircraft

# Converging Maneuver – Leave condition



Return to original path  
behind other aircraft

# Emergency: Converging Maneuver

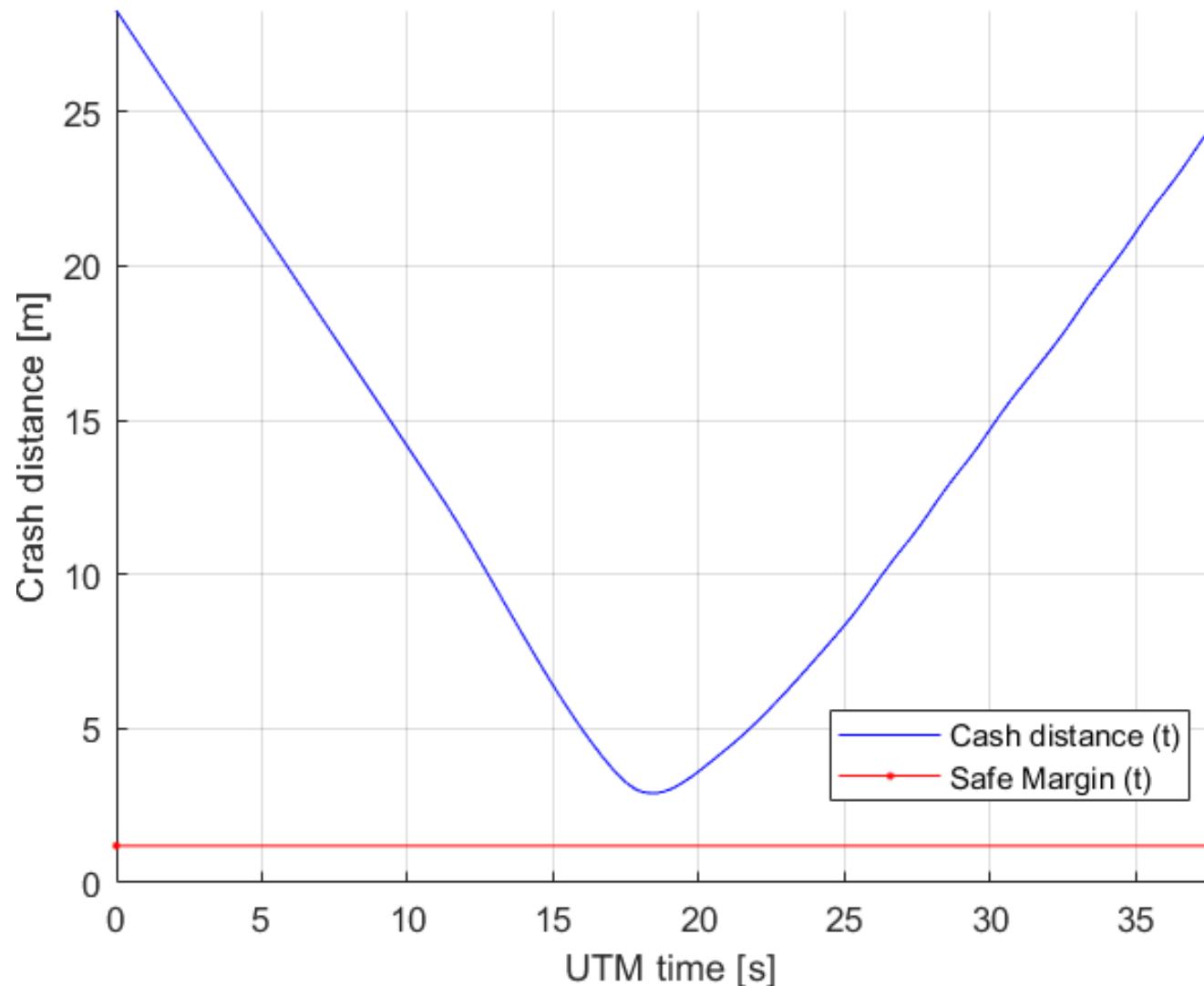




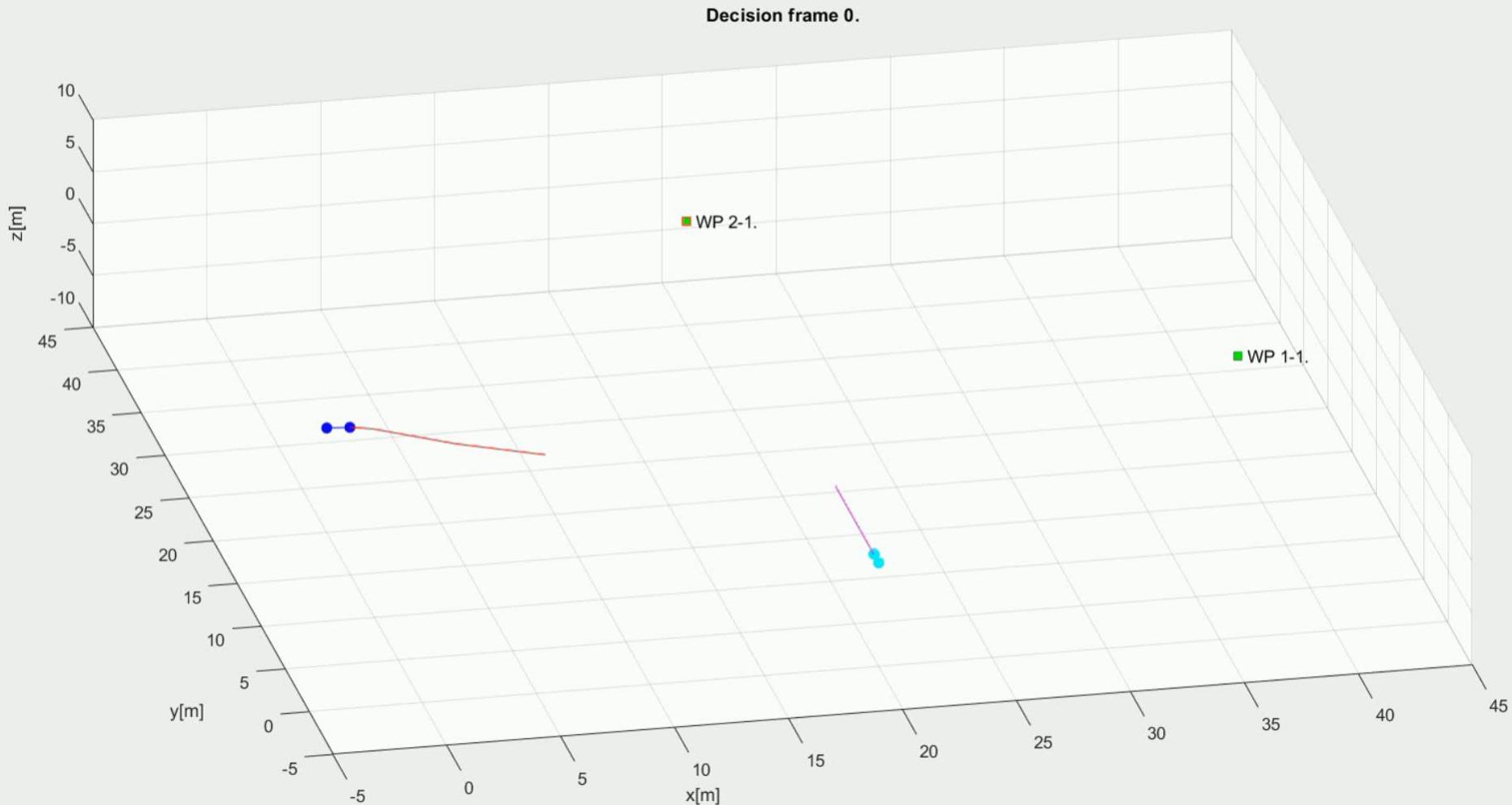
No Collision!

# Emergency: Converging Maneuver

UAV1 to UAV2 distance



# Rule-Based: Converging Maneuver

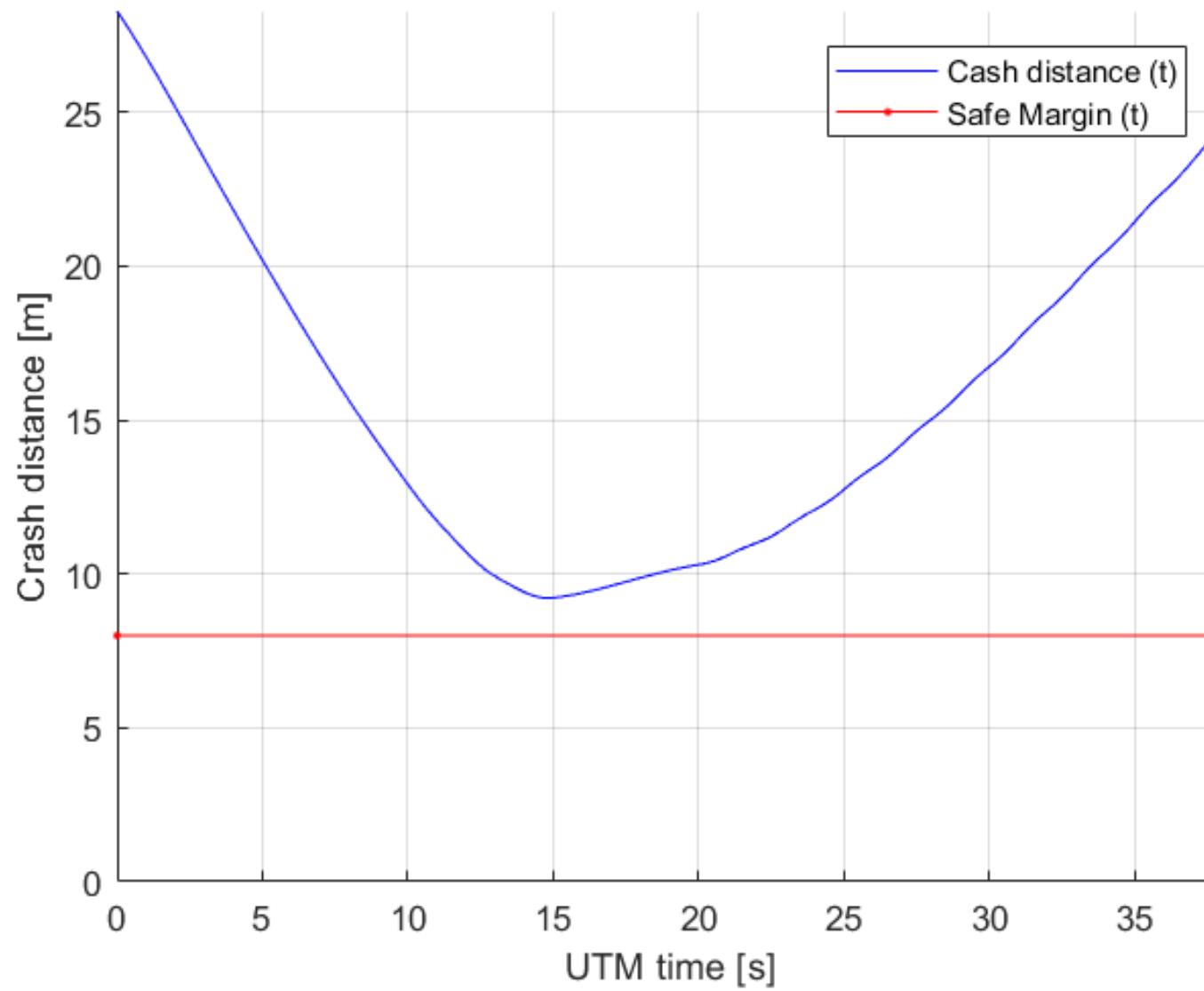




No Collision!

# Rule-Based: Converging Maneuver

UAV1 to UAV2 distance



# Head On Approach

## **Situation:**

- Two UAS systems equipped with ADS-B are approaching Collision Point
- Both systems are using ACAS-XU Horizontal Separation
- Angle of Approach is equal to 180 degrees

## **Resolution (Emergency)**

- Both UAS receive ADS-B message with intruder heading and position
- Safety margin: 1.2 m (30 cm body radius, 30 cm protection margin)
- Intruder model: Time-Based, Body mass intersection ( $r=60$  cm)

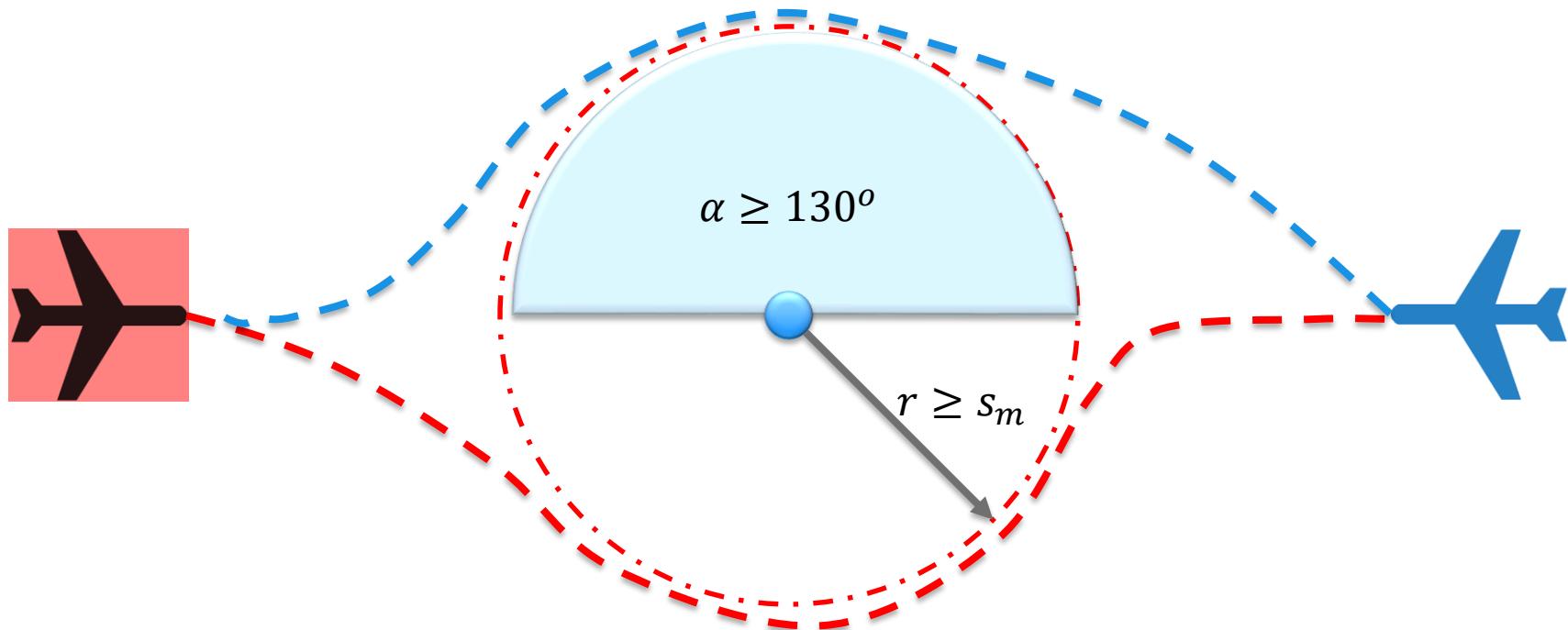
## **Resolution (Rule Based)**

- Both UAS broadcasts ADS-B message to UTM system
- UTM creates Collision Case and Mandates UAS with avoidance roles
- Safety margin: 15-20 m (Enforced in navigation grids)

# Head On Approach - Trigger

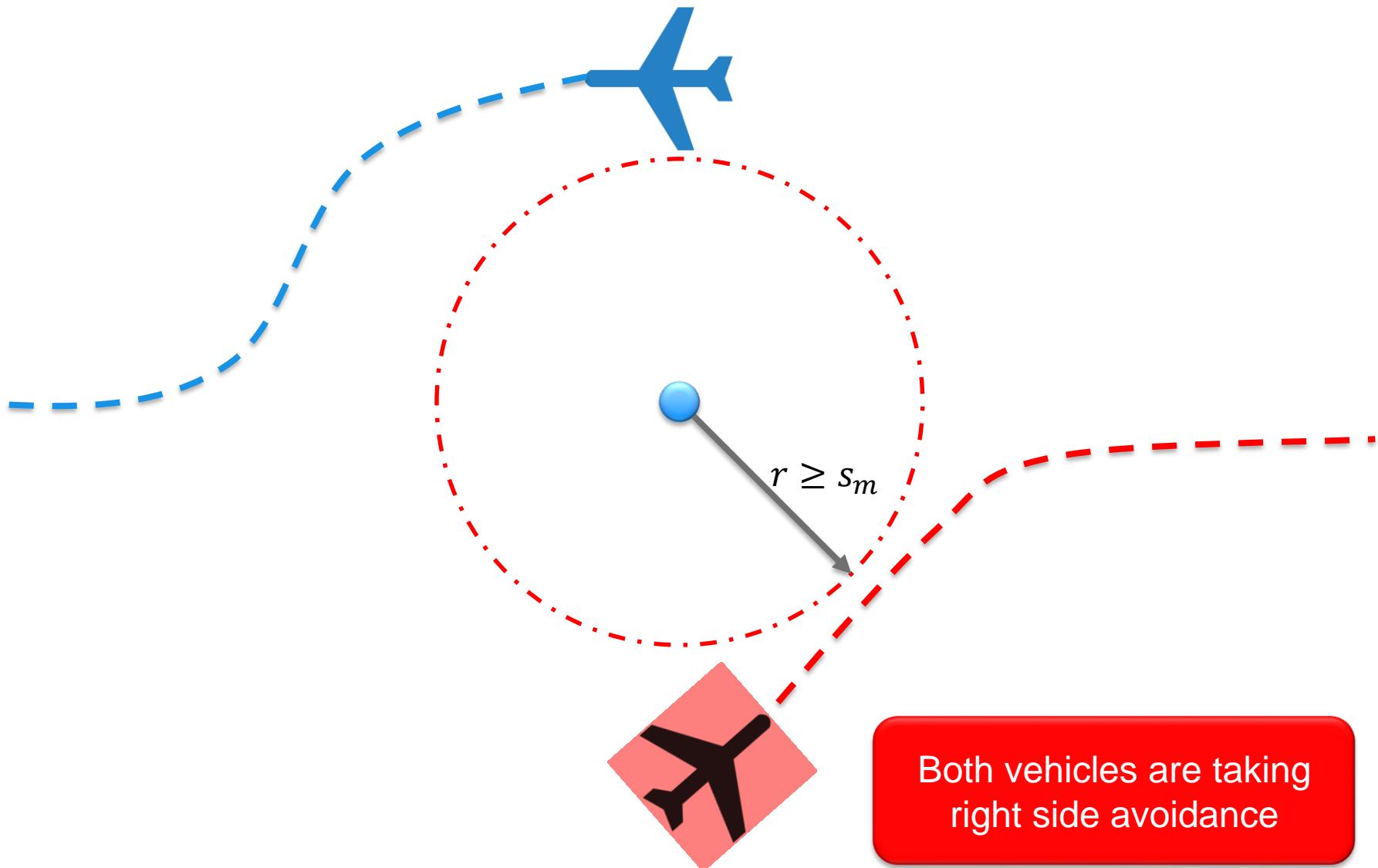


Quick Recapitulation  
Time!

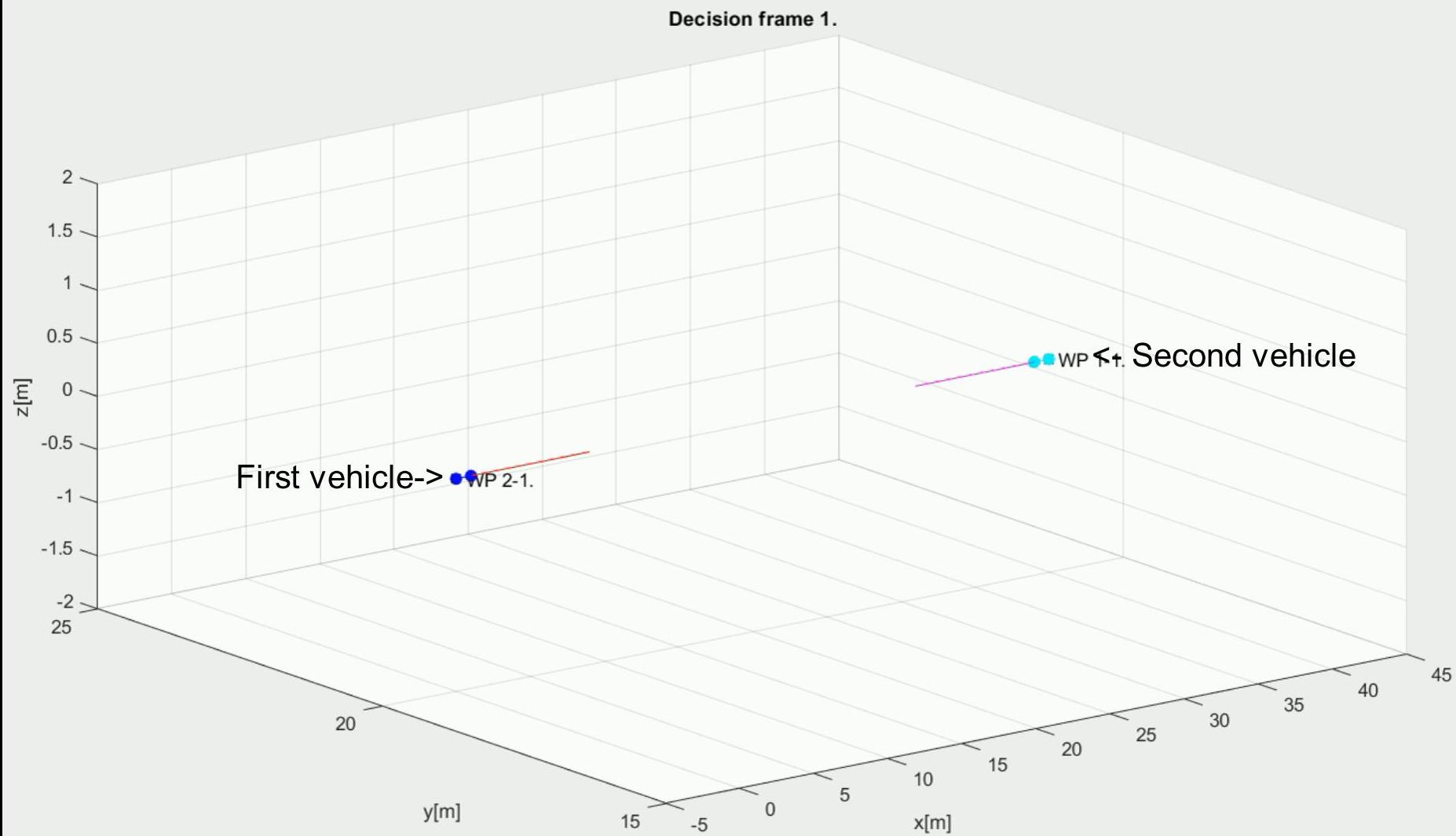


Applies when angle of approach  $\alpha \geq 130^\circ$ , Safety margin  $s_m$  must be defined

# Head On Approach - Resolution



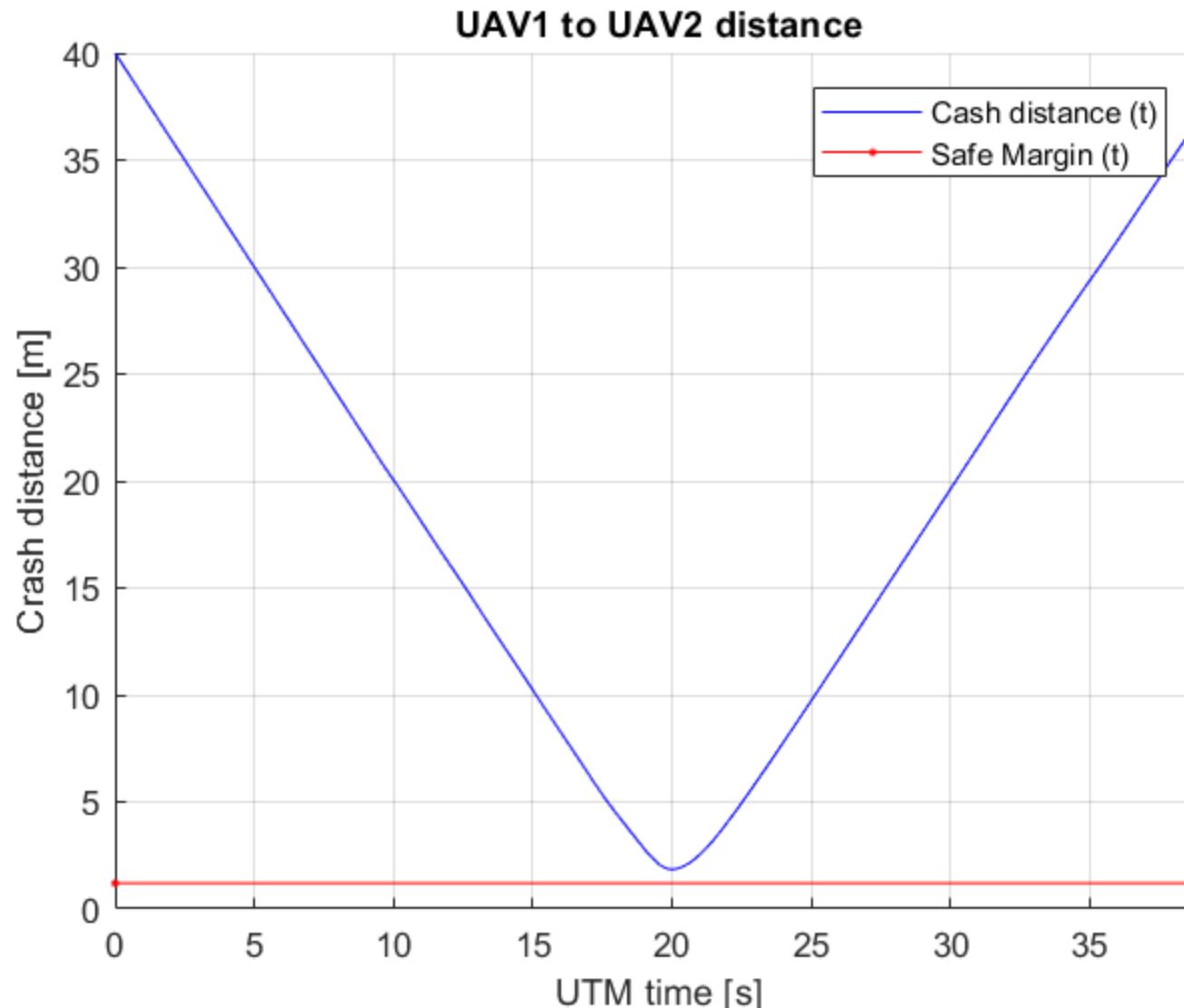
# Emergency: Head On Approach



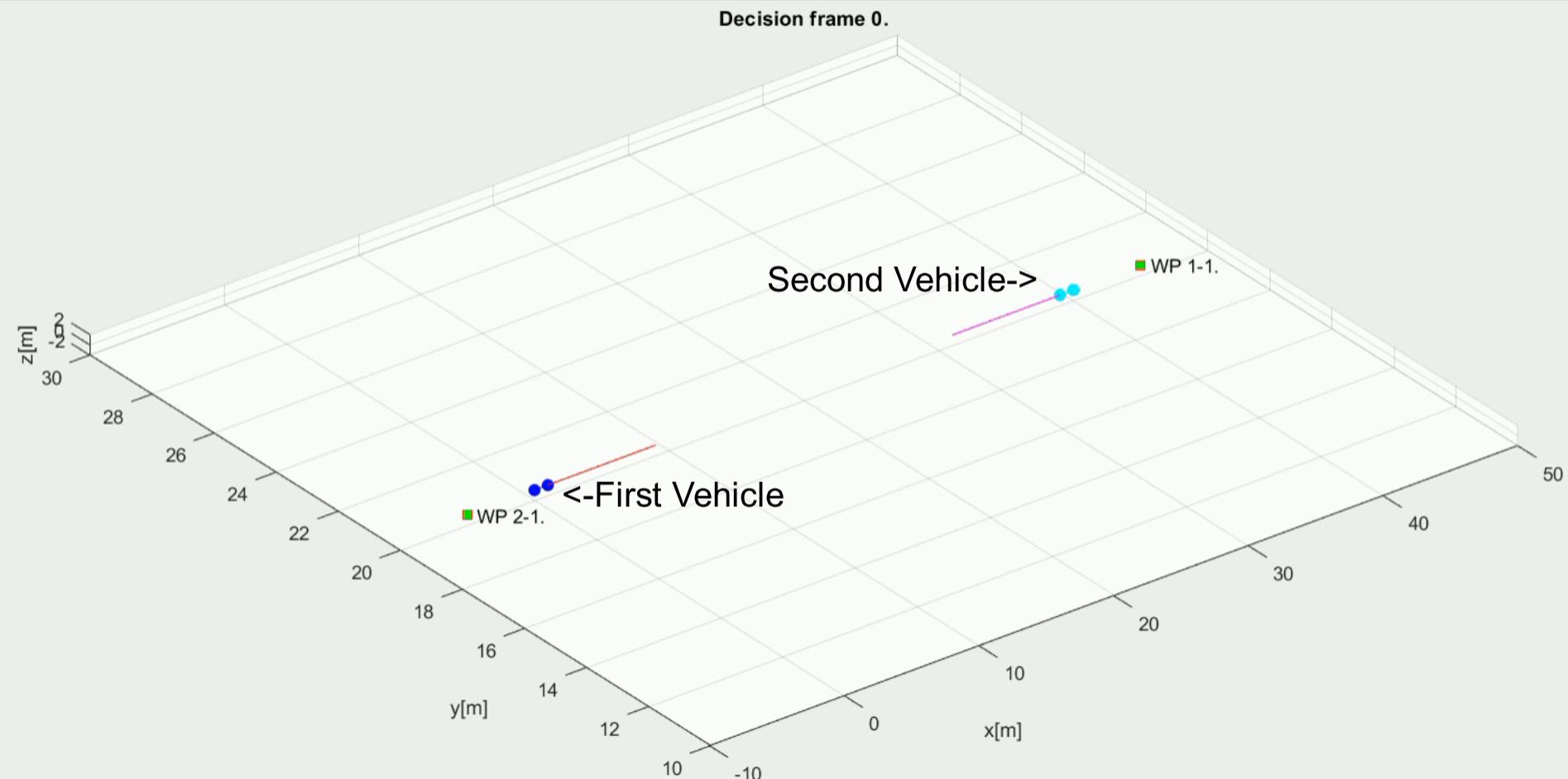


No Collision!

# Emergency: Head On Approach



# Rule-Based: Head On Approach

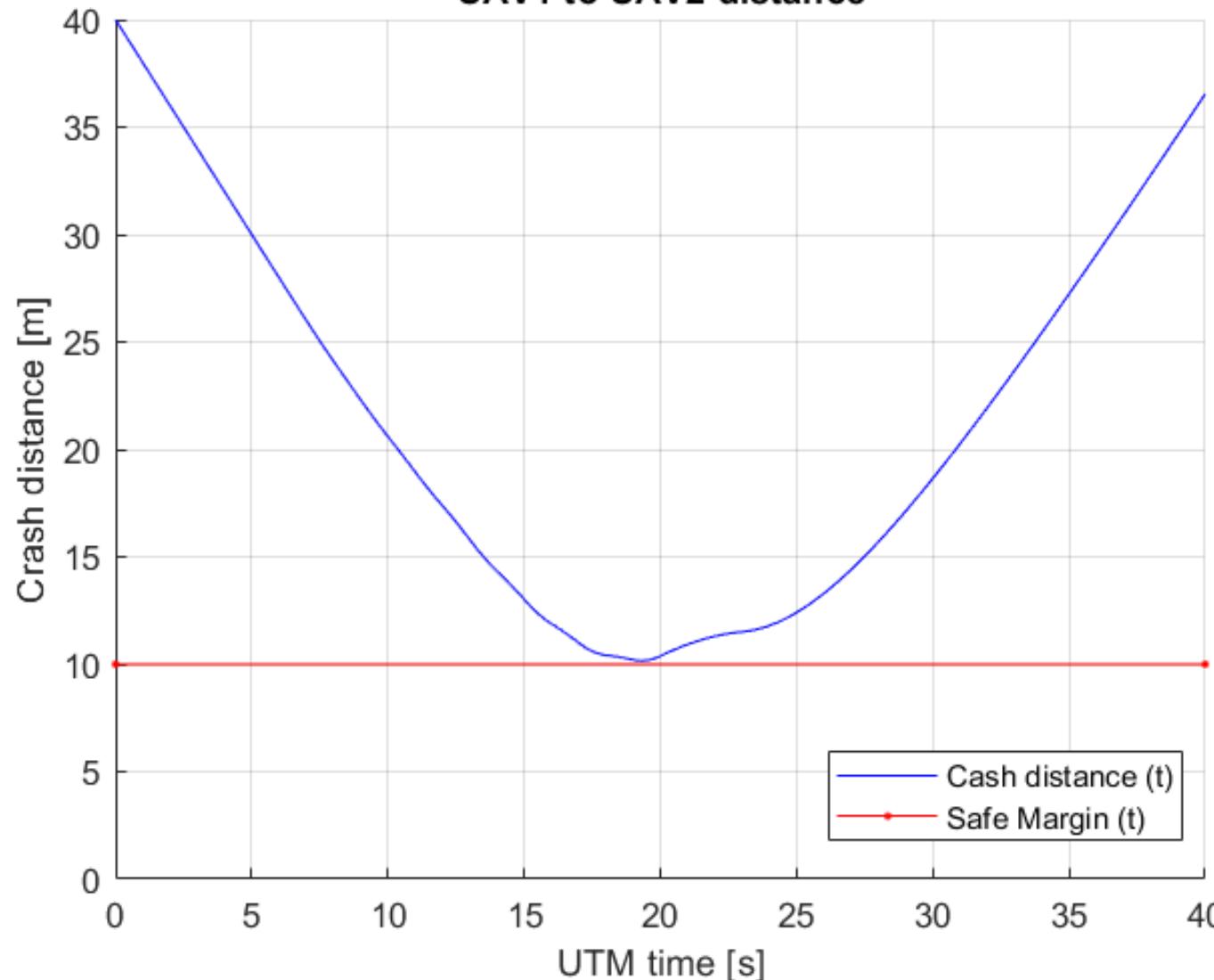




No Collision!

# Rule-Based: Head On Approach

UAV1 to UAV2 distance



# Multiple Collision Cases

## Situation:

- Four UAS systems equipped with ADS-B are approaching Collision Point
- Both systems are using ACAS-XU Horizontal Separation
- Angle of Approach is equal to 90-180 degrees (Multiple cases)

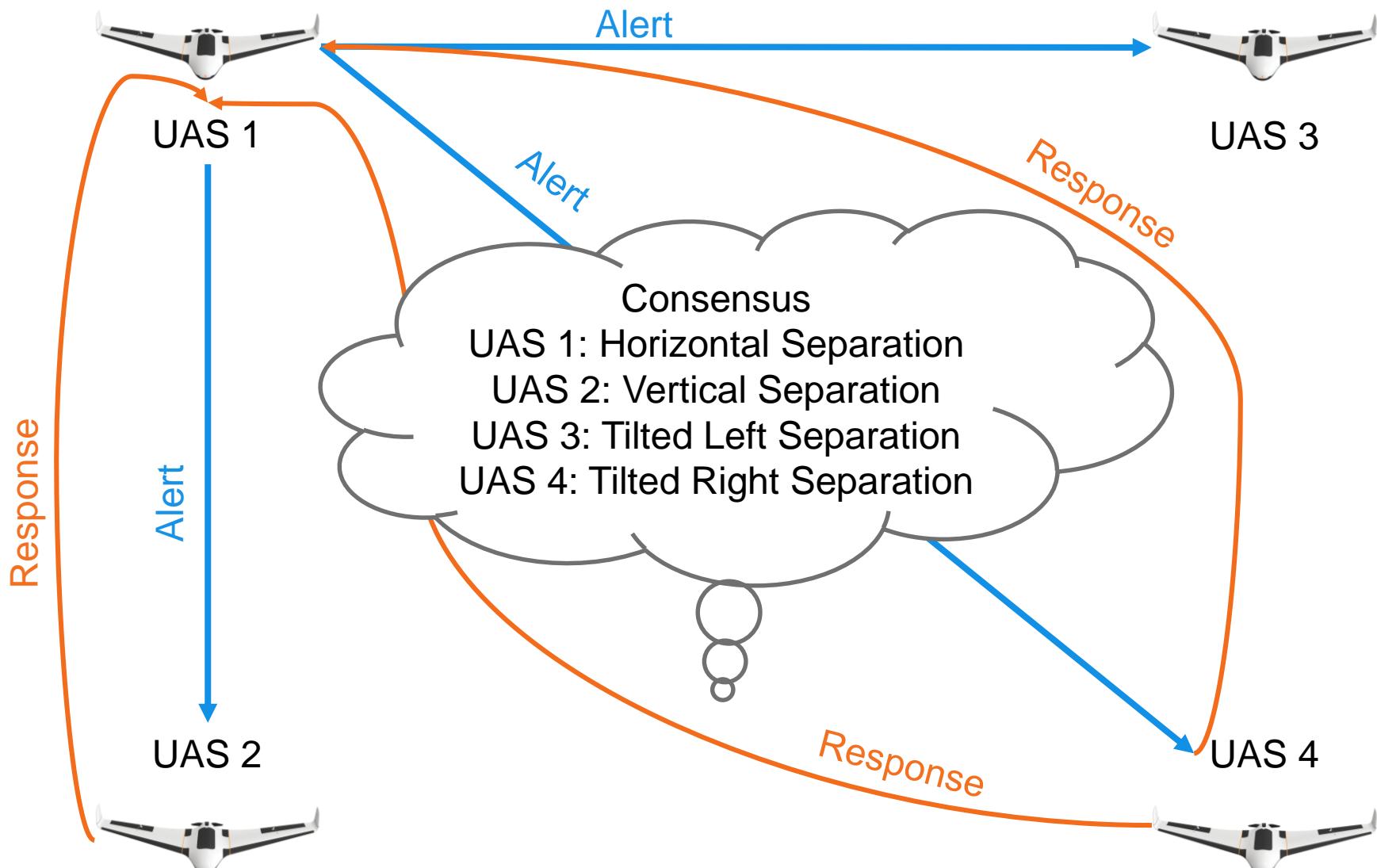
## Resolution (Emergency)

- All UAS receive ADS-B message with intruder heading and position
- Safety margin: 1.2 m (30 cm body radius, 30 cm protection margin)
- Intruder model: Time-Based, Body mass intersection ( $r=60$  cm)

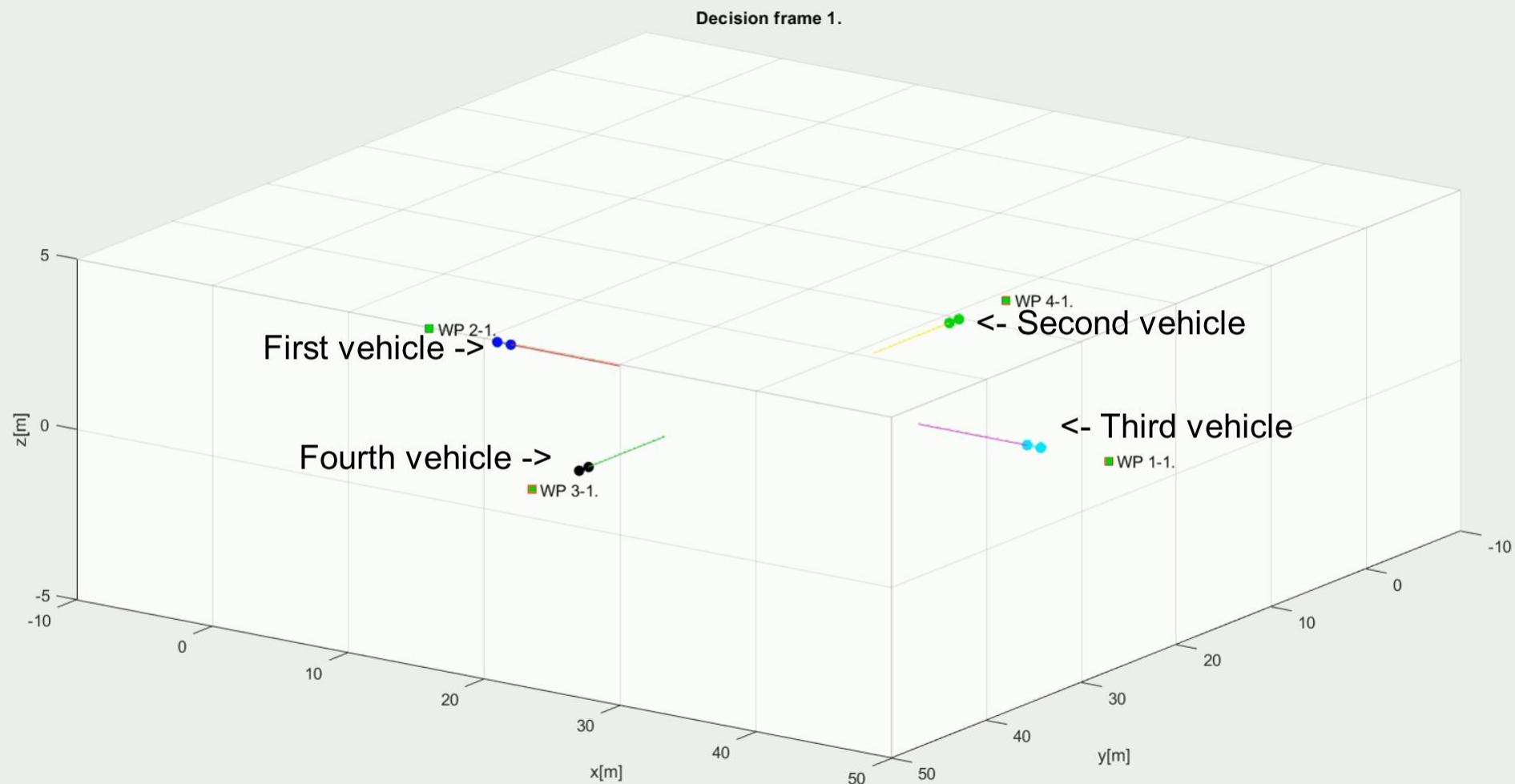
## Resolution (Rule Based)

- All UAS broadcasts ADS-B message to UTM system
- UTM creates Collision Case and Mandates UAS with Avoidance Roles
- Safety margin: 8 m (Enforced in Navigation Grid)

# ACAS-XU Separation (Emergency Based)



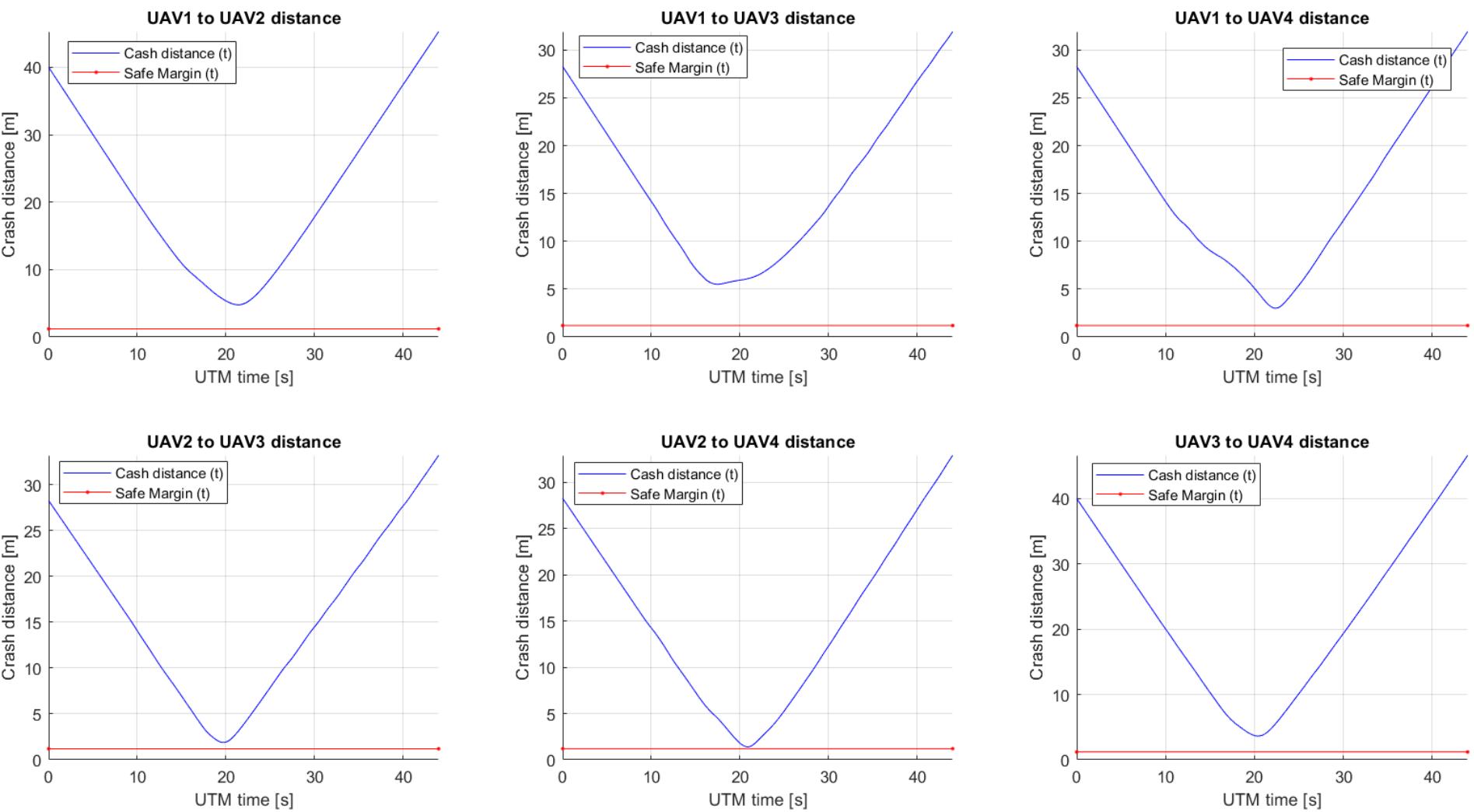
# Emergency: Multiple Collision Cases



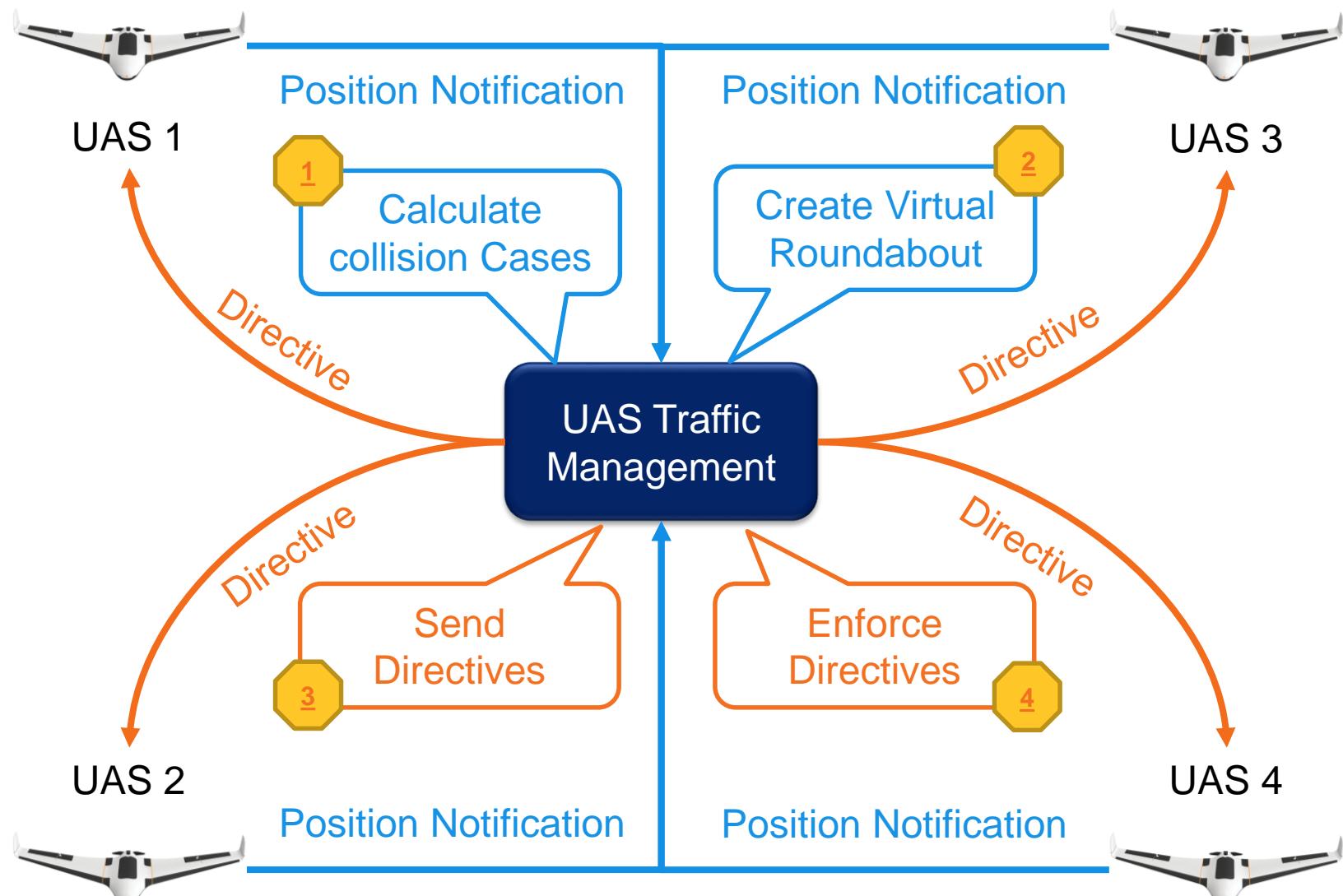
# Emergency: Multiple Collision Cases



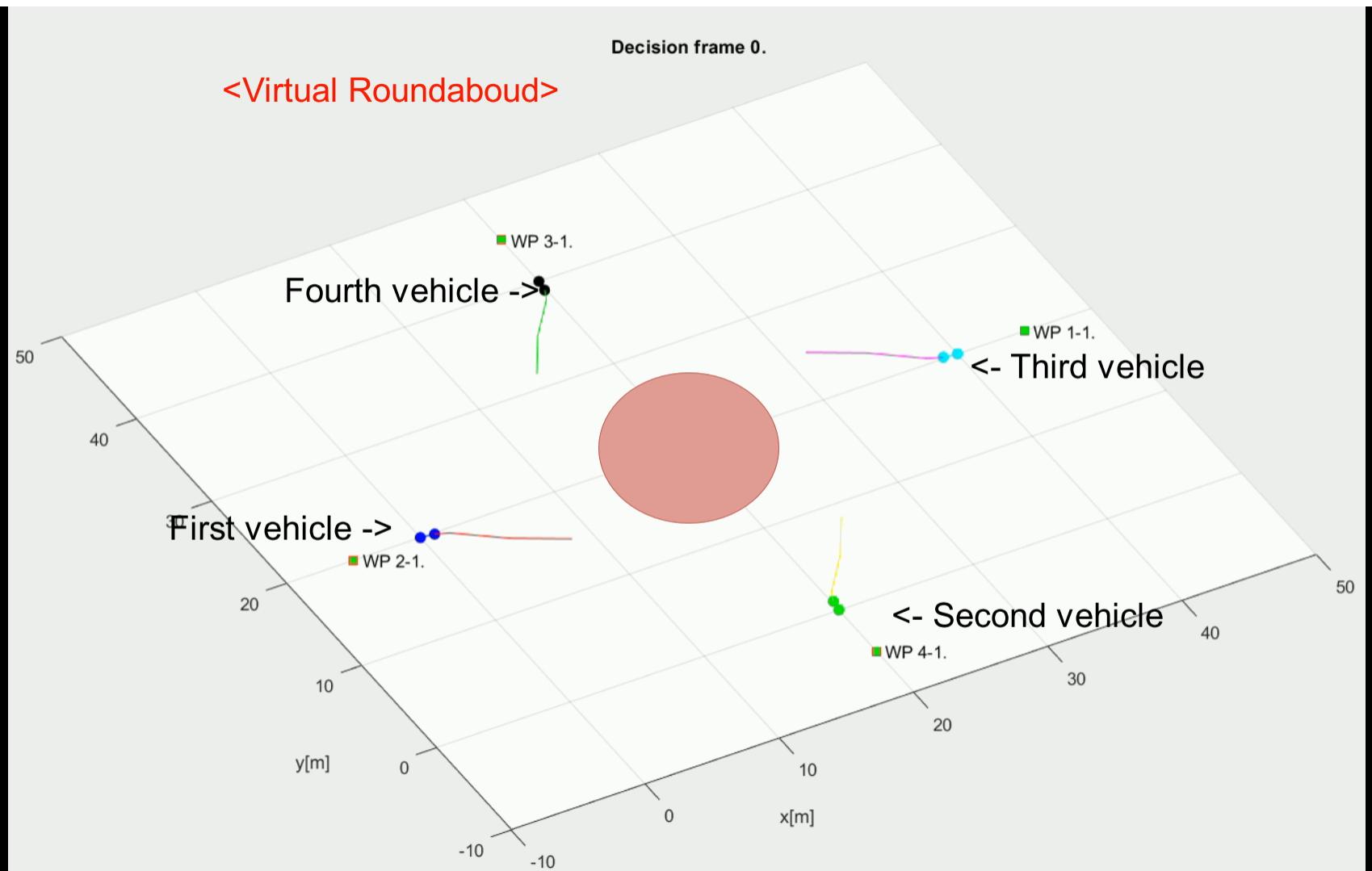
No Collision!



# Enforced Virtual Roundabout (Rule-Based)



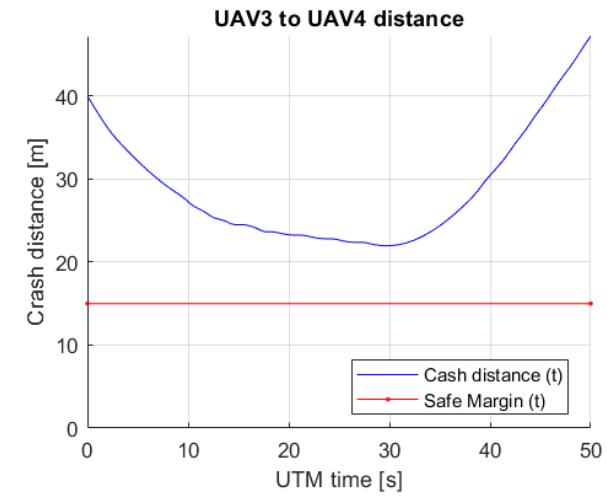
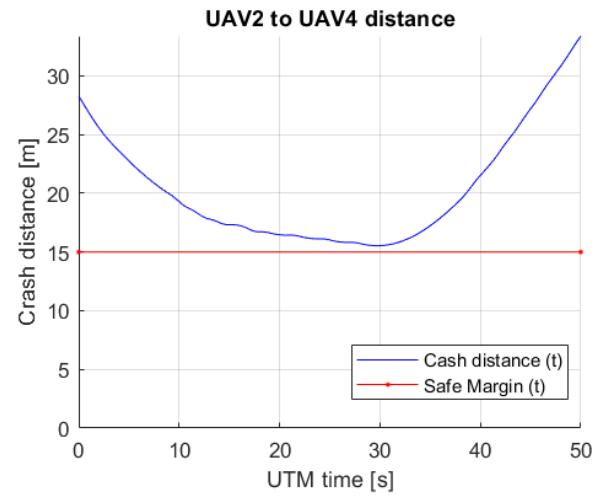
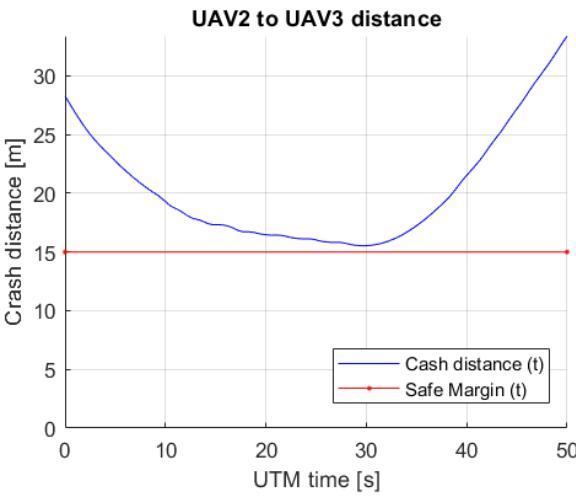
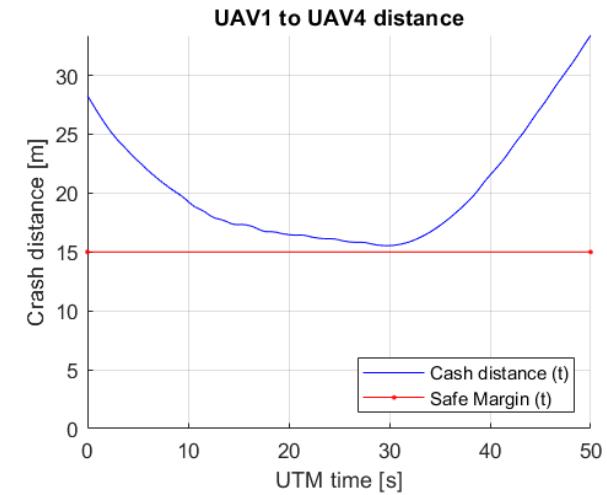
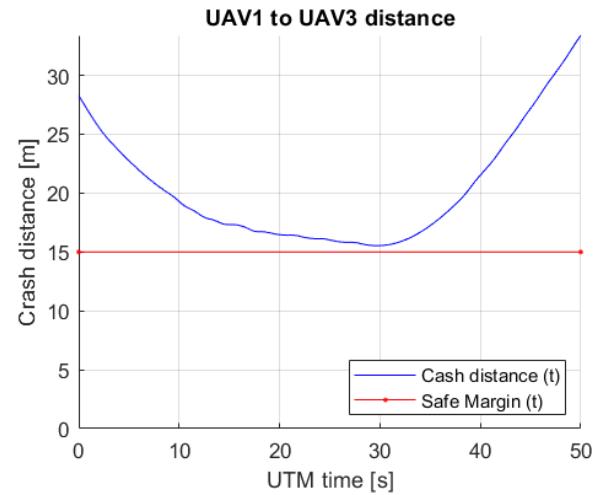
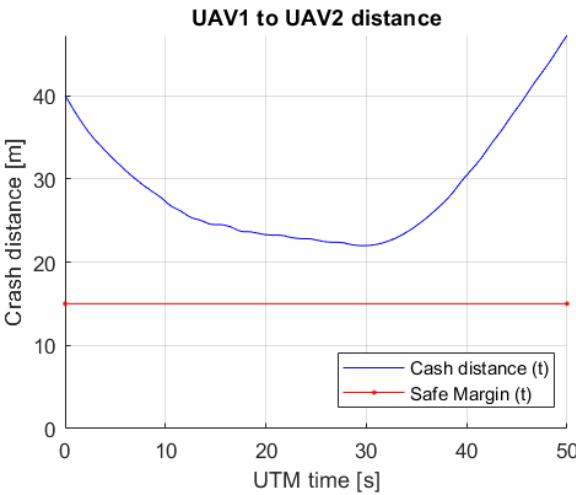
# Rule-Based: Multiple Collision Cases



# Rule-Based: Multiple Collision Cases



No Collision!



# Overtake Maneuver

## Situation:

- Two UAS systems equipped with ADS-B are flying in same direction
- Both systems are using ACAS-XU Horizontal Separation
- Angle of Approach is equal to 0 degrees
- Overtaken UAS is slower than Overtaking UAS

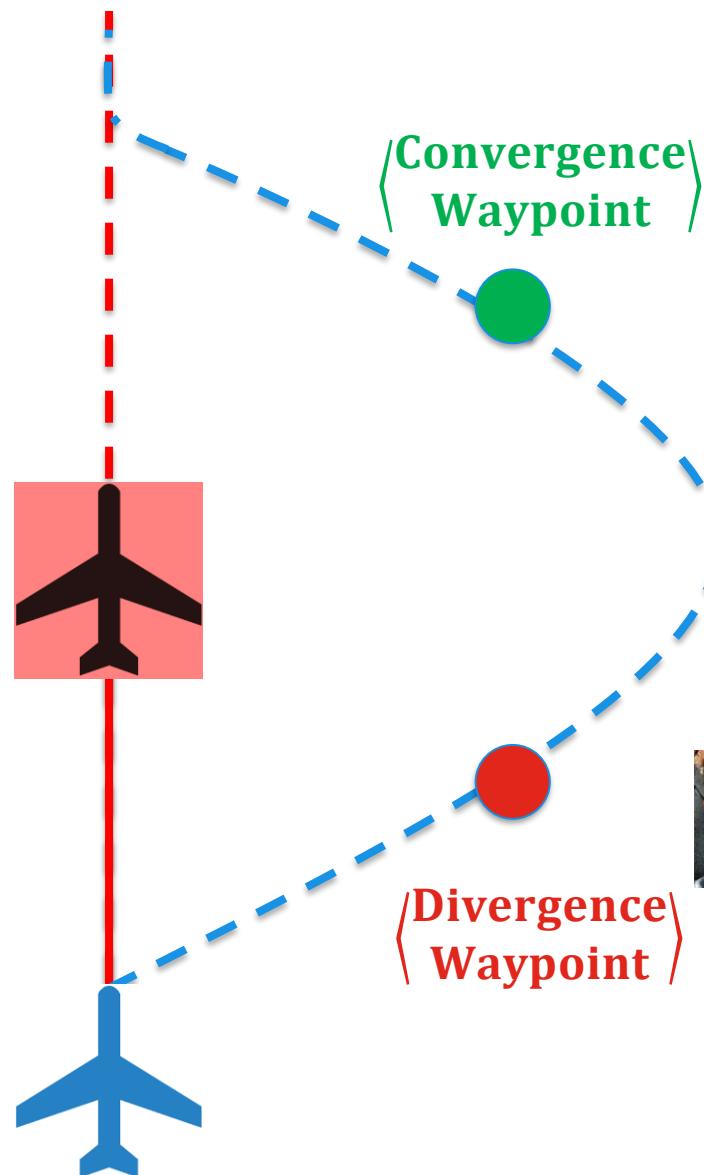
## Resolution (Rule Based)

- All UAS broadcasts ADS-B message to UTM system
- UTM creates Collision Case and Mandates UAS with Avoidance Roles
- Safety margin: 5 m (Enforced in Navigation Grid)

## Simulation Scenarios:

1. Speed of Overtaking UAS is 2x higher than speed of Overtaken UAS
2. Speed of Overtaking UAS is 3x higher than speed of Overtaken UAS
3. Speed of Overtaking UAS is 4x higher than speed of Overtaken UAS

# Overtake Maneuver - Trigger

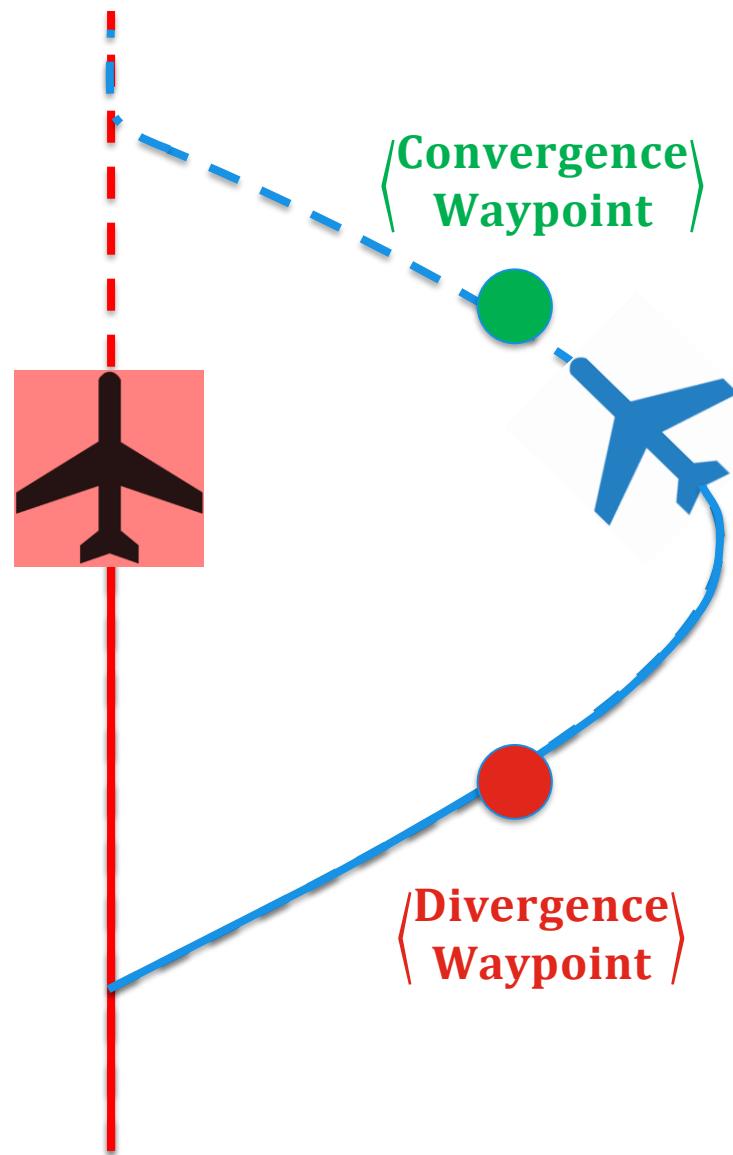


Quick Recapitulation  
Time!



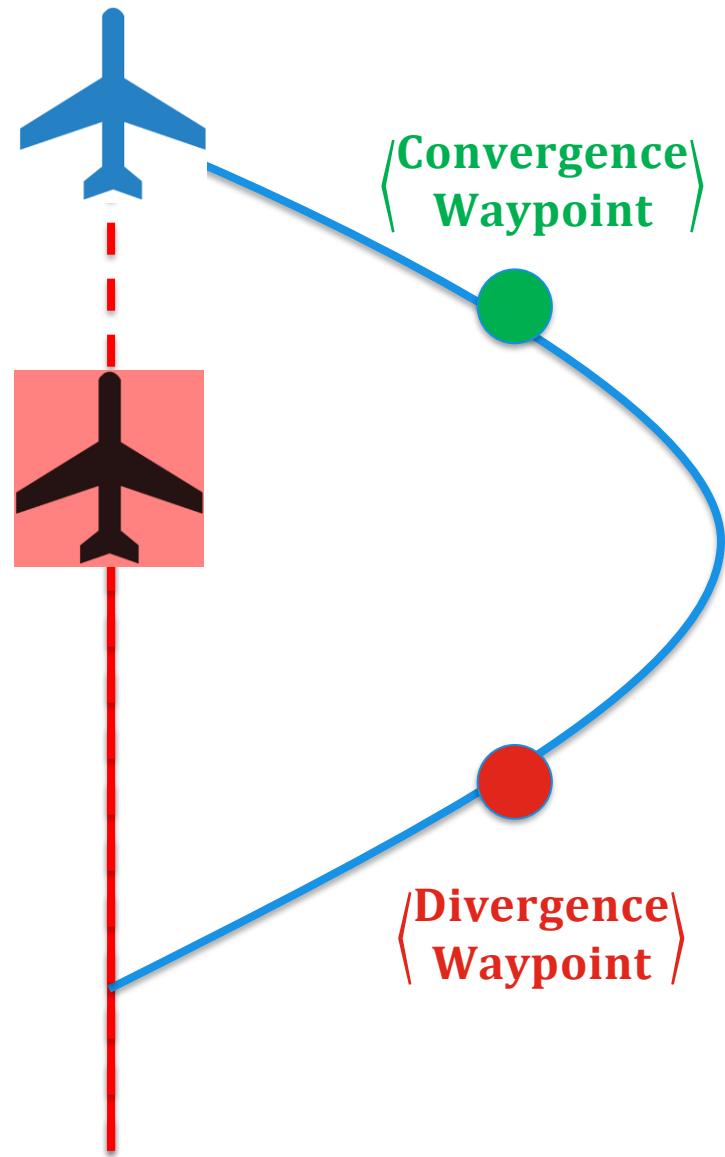
The aircraft being  
overtaken has the right of  
the way

# Overtake Maneuver - Resolution



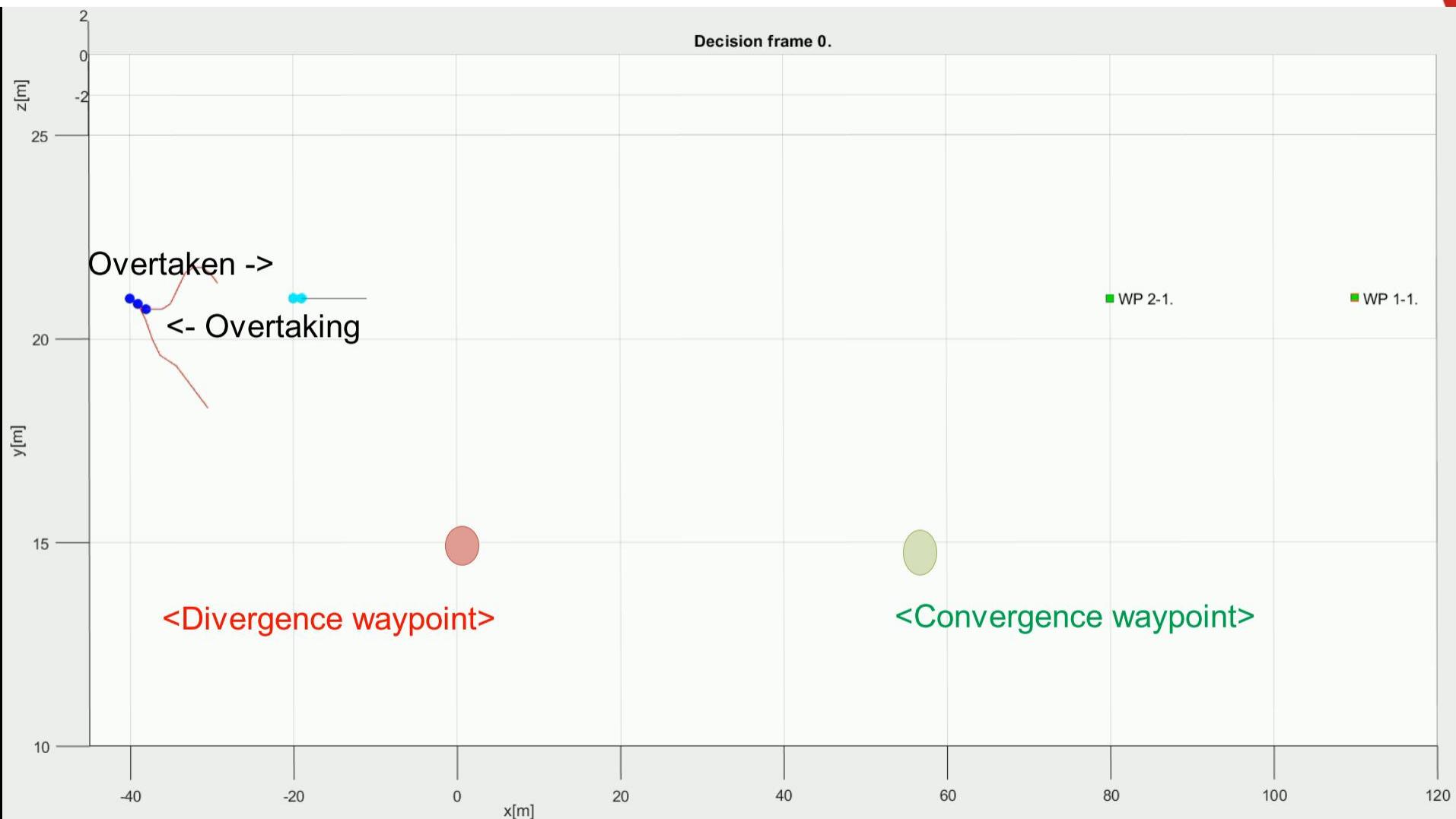
Overtake is executed from right

# Overtake Maneuver – Leave Condition

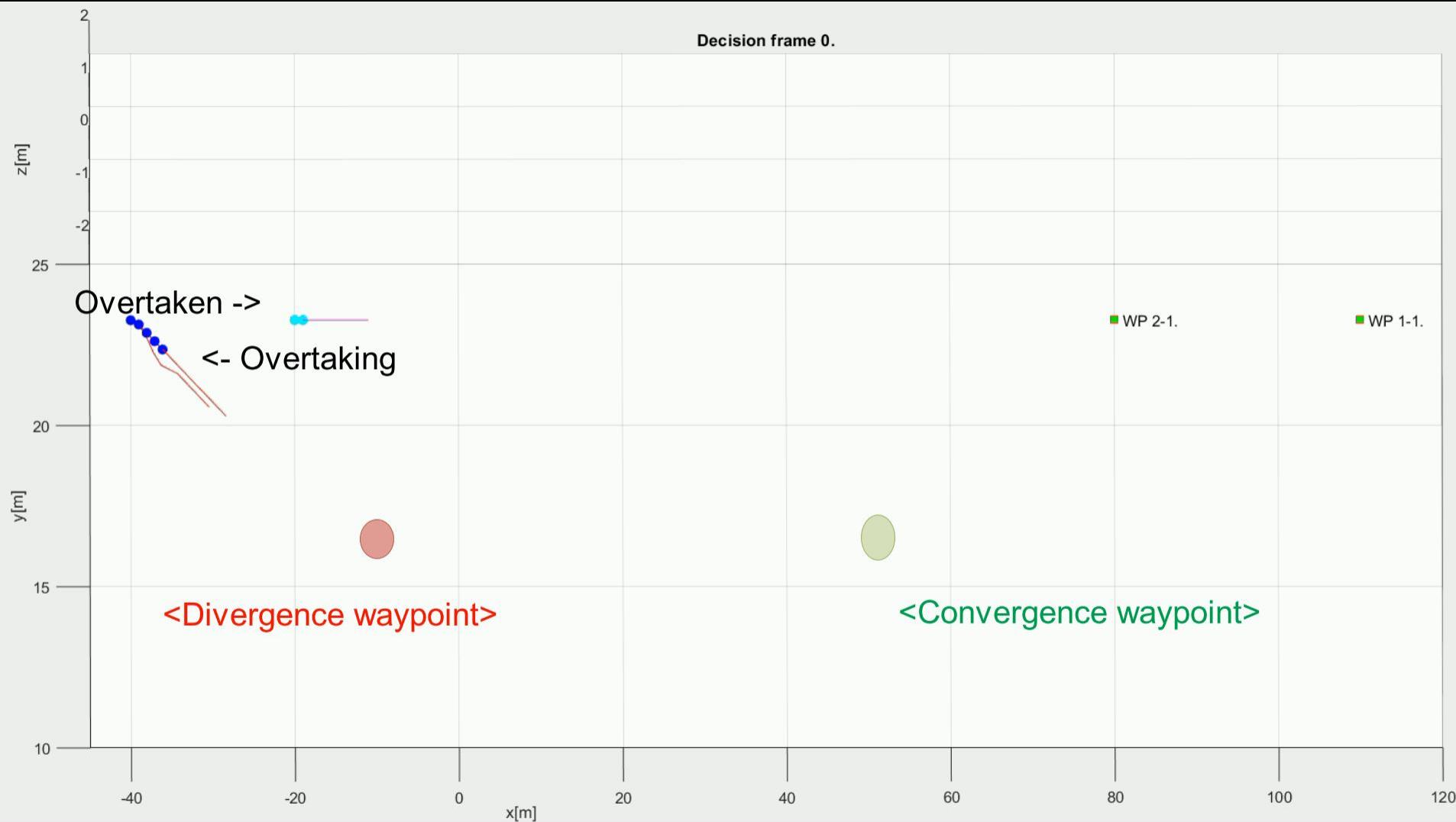


Overtake rule may apply  
only when well clear  
condition is guaranteed

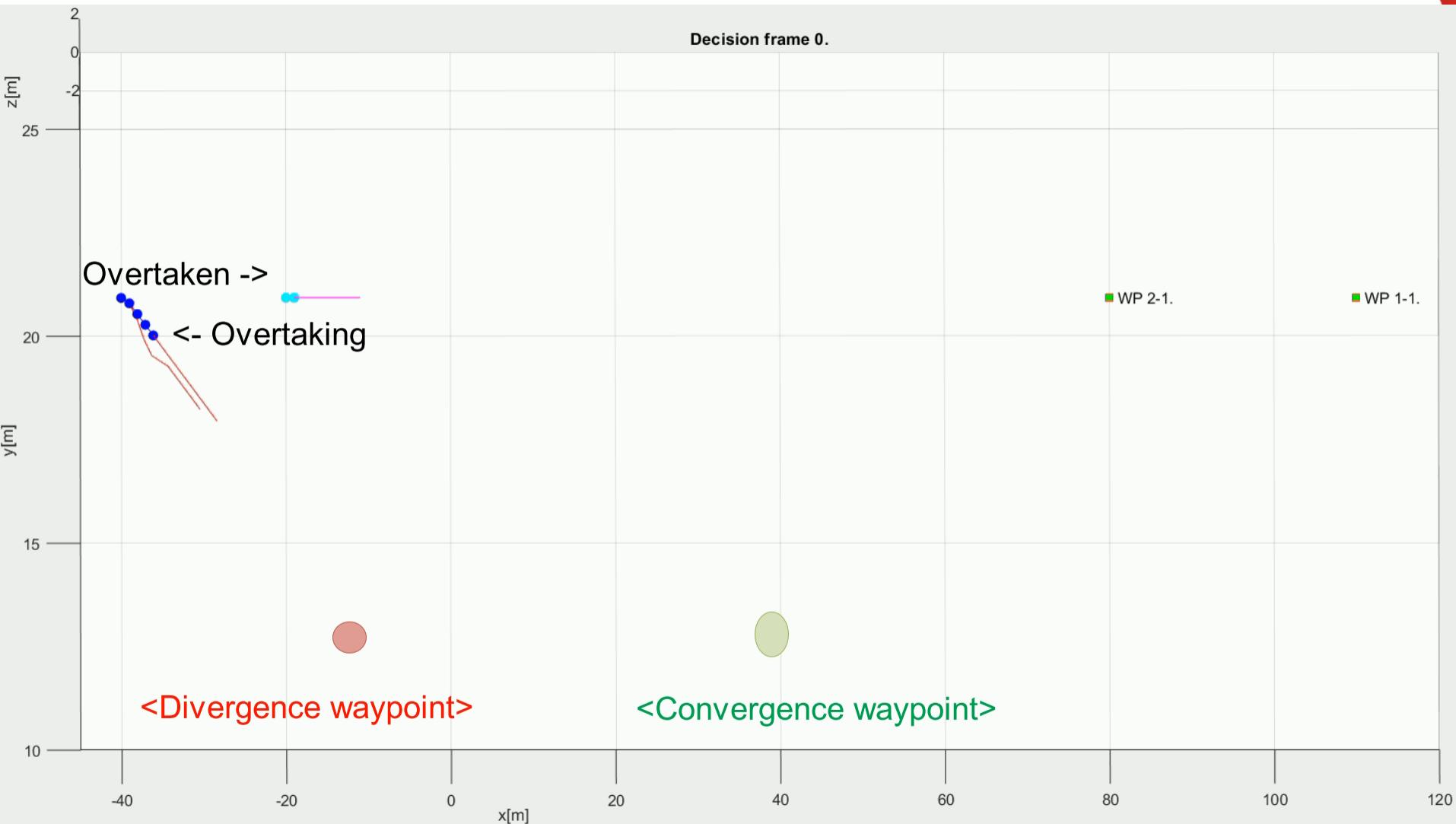
# Rule-Based: Overtake Maneuver (3x speed)



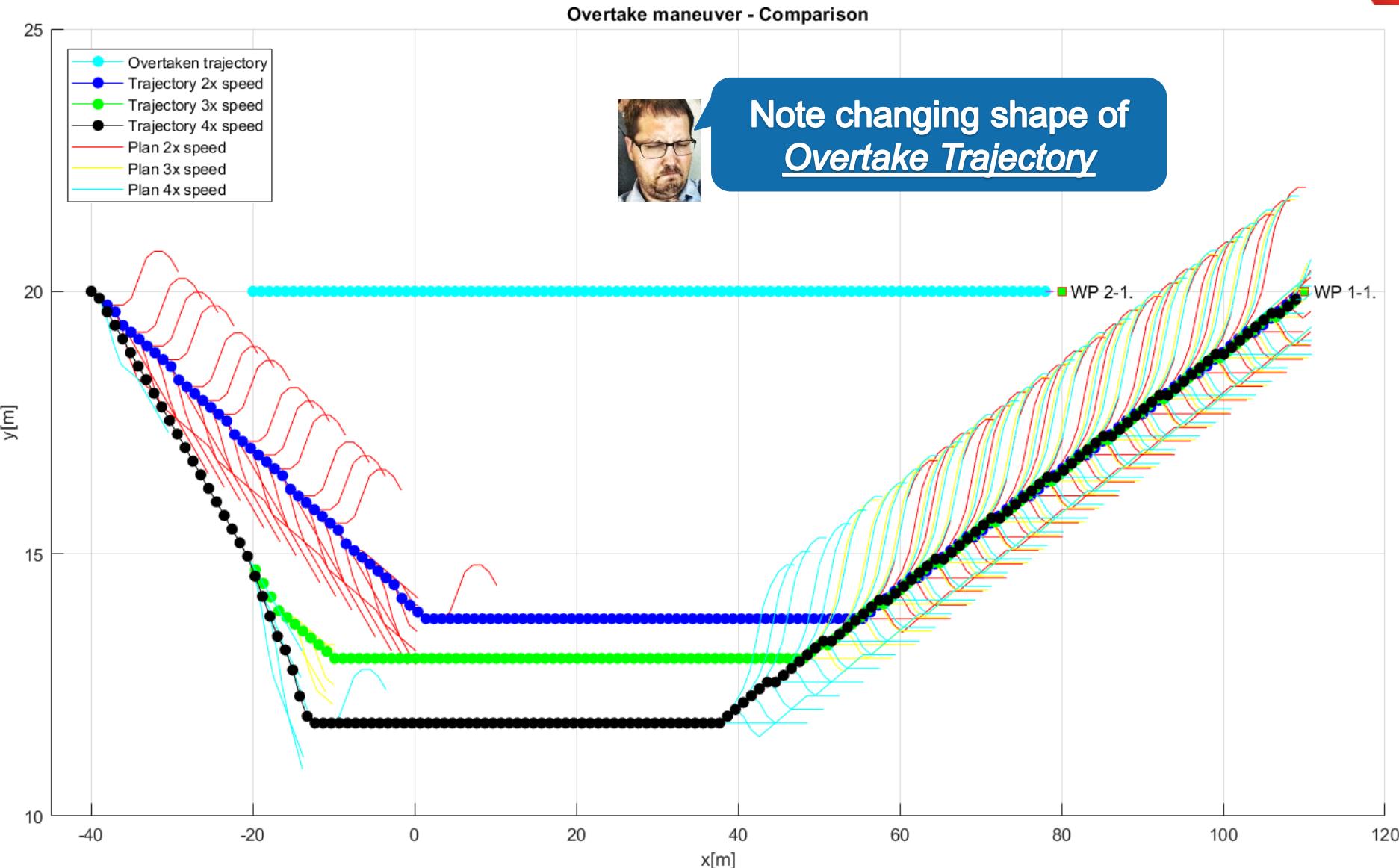
# Rule-Based: Overtake Maneuver (3x Speed)



# Rule-Based: Overtake Maneuver (4x Speed)



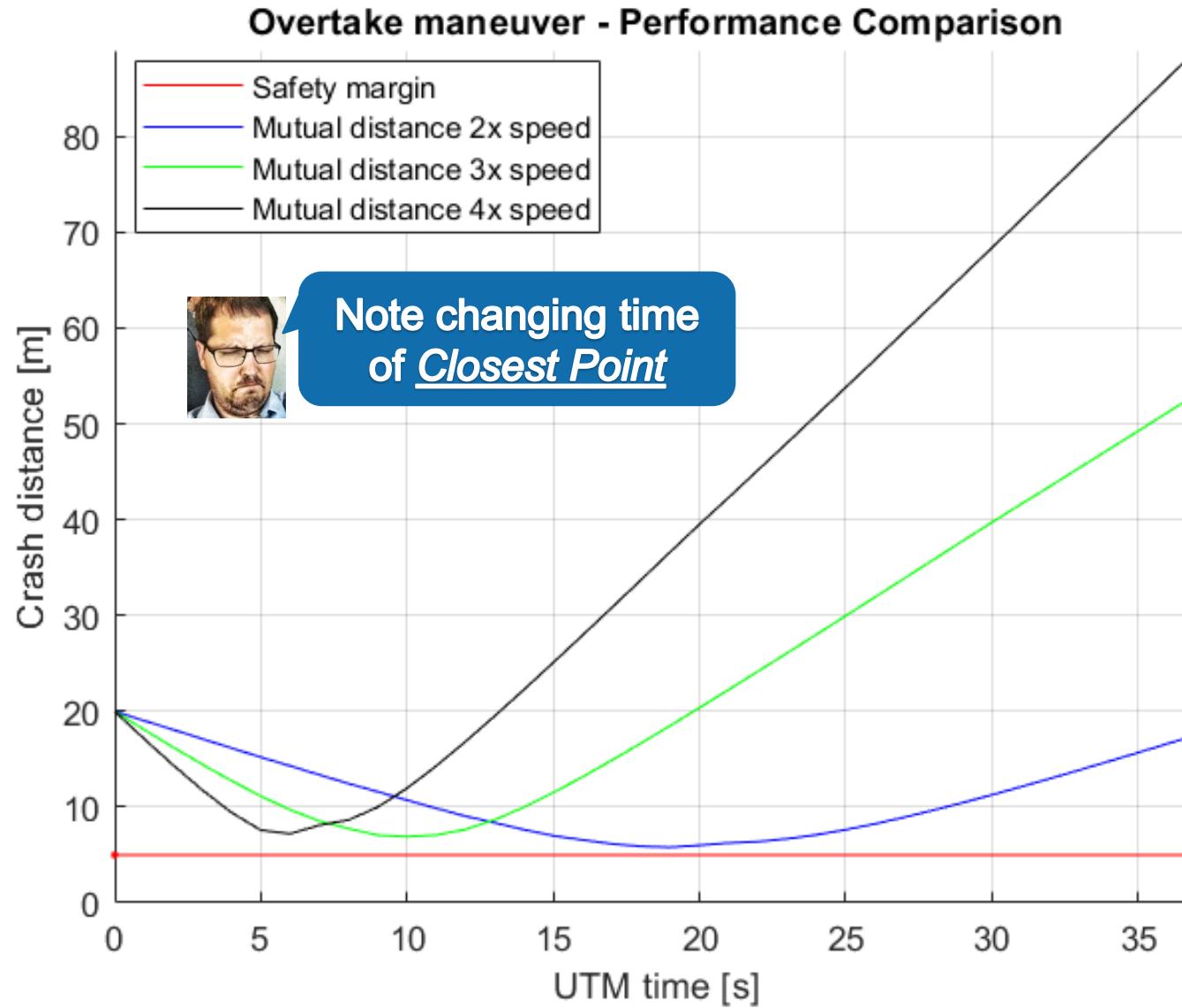
# Rule-Based: Overtake Maneuver (Comparison)





No Collision!

# Rule-Based: Overtake Maneuver (Margins)



# Conclusion and Future Work



# Conclusion and Future Work

**UAS Traffic Management Module** provides following functionality:

- Separation – keep Airspace traffic separated
- Collision Prevention – prevent two or more airspace attendants collision
- Conflict Resolution – give Directives when conflict arises.

**Rule Engine** is key enabler for:

- Rules of the Air implementation, change behavior during avoidance,
- Well Clear guarantee during Avoidance Maneuvers,
- Advanced Functionality and Code Enhancement,
- Mission plan enhancement by forcing Divergence/Convergence Waypoints

## **Future work:**

- Publish results with focus on current “Rules of Air shortcomings”
- Propose **Avoidance Priority** based on:
  - Vehicle Maneuverability Class
  - Velocity/Acceleration/Deceleration Capabilities

# Q&A Session

