

## 7.2 Testing Configuration

All *simulations* are run with the configuration described in this *section*. The UAS used for the purposes is given by *model and control* (sec. ??).

**UAS parameters:** An *UAS system* (tab. ??) is modeled after small scale toy model with maximal body radius 30 *cm*, maximal speed 4  $m.s^{-1}$ , weight 450 *g.*, maximal flight duration 20 *min*, maximal turning rate 15  $deg.s^{-1}$ . The *body margin* is set to 0.3*m*; the *near-miss radius* is double of *body margin*; thus 0.6 *m*, the *well clear radius* is set to 5 *m*. Margins can be set to any value if they are complaint with condition (??).

$$0 < bodyMargin \leq nearMissRadius \leq wellClearRadius \leq gridDistance \quad (7.1)$$

*Note.* The *safety margin* is broad term used to describe the *minimal distance* between UAS and *adversarial object*. The *Safety margin* is:

1. *Near miss radius* in case of *non-controlled airspace* or *emergency avoidance mode*.
2. *Well clear radius* in case of *controlled airspace* and *navigation mode*.

**Decision time:** Decision time can be set by the user to any positive non-zero value (??). The *Decision time* is equal 1 *s*, and *Decision frames* are synchronized.

$$maxAlgorithmCalculationTime \leq decisionTome \leq \infty \quad (7.2)$$

**Speed:** For *all movements* constant speed 1  $m.s^{-1}$  is used. Speed can be changed to any value in the given boundary (??).

$$0 \leq speed \leq \min \left( \begin{array}{l} 0.5 \times (navigationGrid.distance/decisionFrame) \\ 0.5 \times (avoidanceGrid.distance/decisionFrame) \end{array} \right) \quad (7.3)$$

**Movement automaton:** The *movement set* is given in (tab. ??). The *movement* set contains horizontal, vertical, and, combined movements.

**Grids:** Used *Navigation grid parameters* are given in (tab. ??). Selected *Navigation Reach set* is *ACAS-like* with enabled horizontal/vertical separation. Used *Avoidance grid parameters* are given in (tab. ??). Selected *Avoidance Reach set* is *combined* because of high *coverage ratio*.

The user can define own grid parameters according to the *space discretization rules* (sec. ??) and chose own *reach set type* according to preference (sec. ??).

| Movement  | Roll | Pitch | Yaw  |
|-----------|------|-------|------|
| Straight  | 0°   | 0°    | 0°   |
| Left      | 0°   | 15°   | 0°   |
| Right     | 0°   | -15°  | 0°   |
| Up        | 0°   | 0°    | -15° |
| Down      | 0°   | 0°    | 15°  |
| UpLeft    | 0°   | 15°   | -15° |
| UpRight   | 0°   | -15°  | -15° |
| DownLeft  | 0°   | 15°   | 15°  |
| DownRight | 0°   | -15°  | 15°  |

Table 7.1: Movement orientations.

| Navigation Grid  |                 |
|------------------|-----------------|
| RSA type         | ACAS-like       |
| distance range   | 0 – 10 <i>m</i> |
| layer step       | 1 <i>m</i>      |
| horizontal range | ±45°            |
| horizontal cells | 7               |
| vertical range   | ±30°            |
| vertical cells   | 5               |

Table 7.3: *Navigation Space* parameters.

| UAS parameters        |                           |
|-----------------------|---------------------------|
| speed                 | 1 <i>ms</i> <sup>-1</sup> |
| horizontal turning r. | 3.82 <i>m</i>             |
| vertical turning r.   | 3.82 <i>m</i>             |
| body radius           | 0.3 <i>m</i>              |
| near miss r.          | 0.6 <i>m</i>              |
| well clear r.         | 5 <i>m</i>                |

Table 7.2: *UAS* parameters.

| Avoidance Grid   |                 |
|------------------|-----------------|
| RSA type         | combined        |
| distance range   | 0 – 10 <i>m</i> |
| layer step       | 1 <i>m</i>      |
| horizontal range | ±45°            |
| horizontal cells | 7               |
| vertical range   | ±30°            |
| vertical cells   | 5               |

Table 7.4: *Avoidance Space* parameters.

| Coloring |          |         |
|----------|----------|---------|
| Airc.    | Executed | Planned |
| UAS 1    | blue     | red     |
| UAS 2    | cyan     | magenta |
| UAS 3    | green    | yellow  |
| UAS 4    | black    | green   |

Table 7.5: *UAS* coloring.