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Obstacle Avoidance Framework Based on Reach Sets

Honeywell
THE POWER OF **CONNECTED**

Introduction

Problem statement: Given a UAV equipped with a LiDAR sensor, capable of following a low altitude sequence of waypoints over a previously mapped terrain derive a control strategy that will enable the UAV to follow the sequence of waypoints while avoiding obstacles not present in the given map

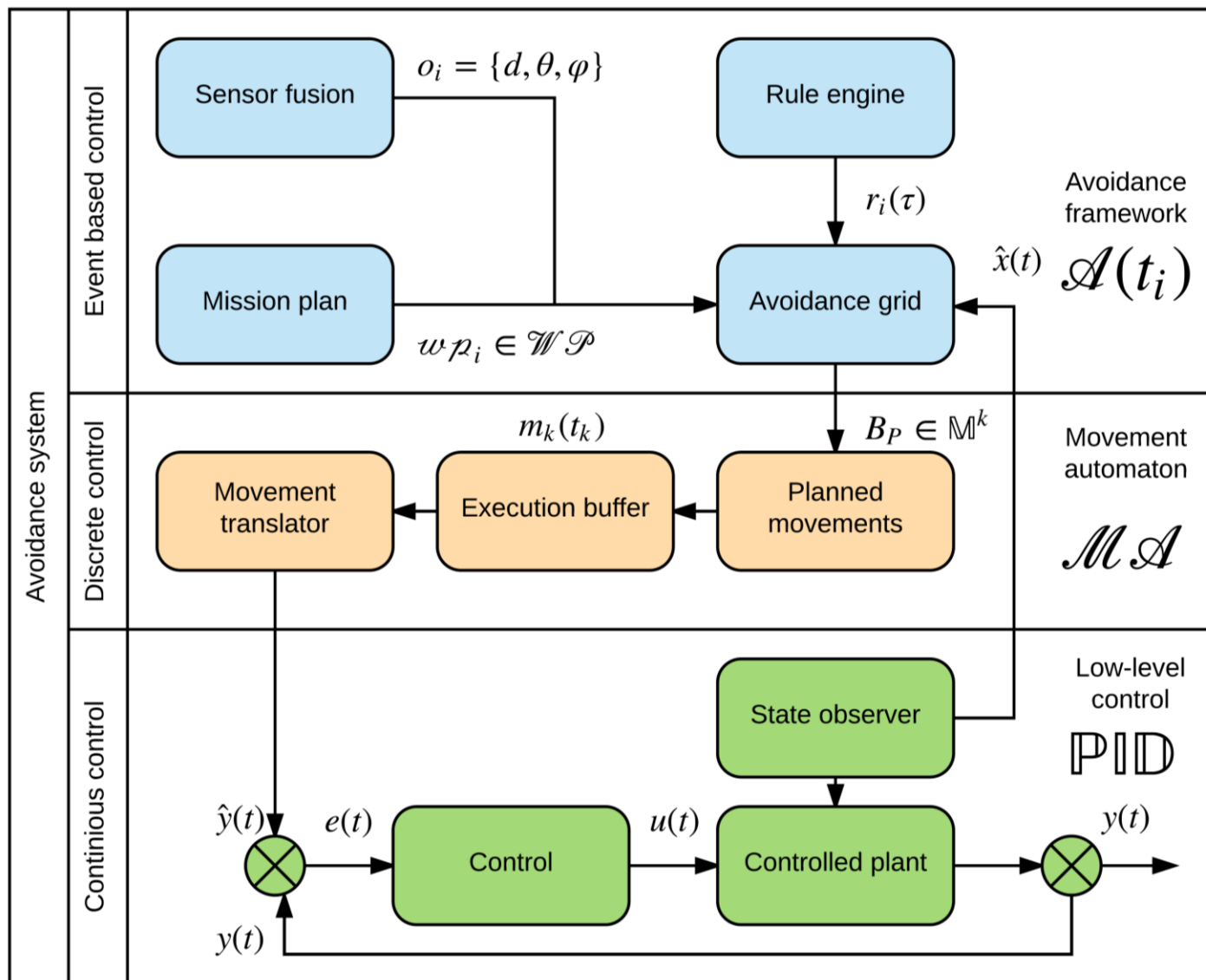
Challenges:

- How to design modules ?
- Any Control interface idea ?
- How to make decisions ?

Results:

- Simple scenario simulation

Avoidance Framework



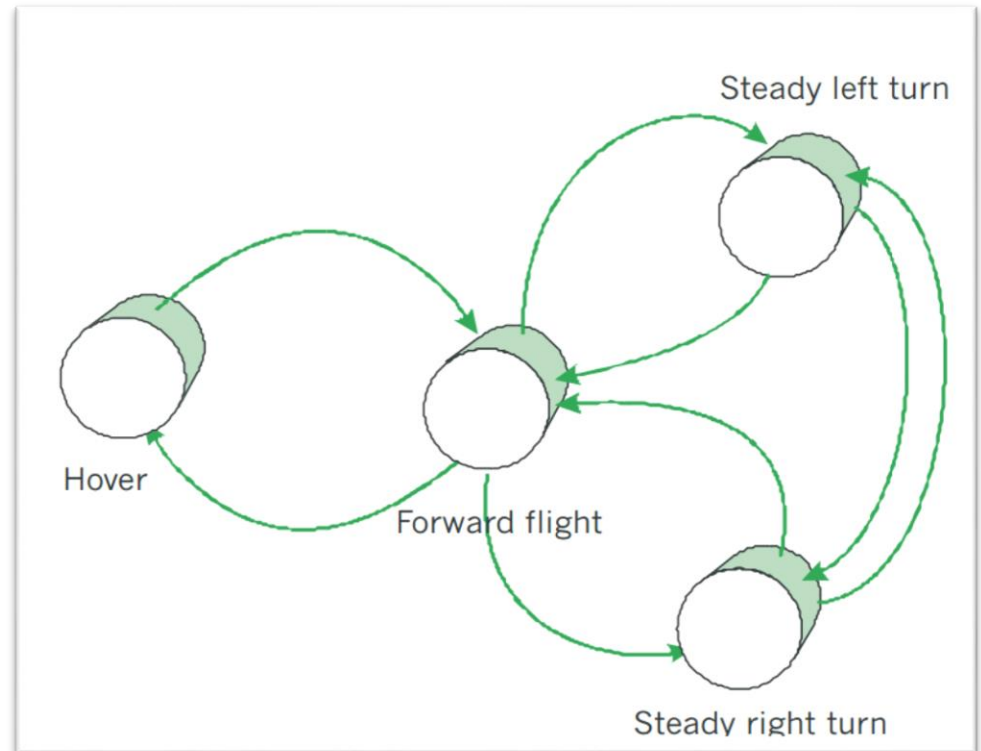
Movement Automaton - Control Interface

Decouple:

- Optimal control problem
- Navigation problem

Movement automaton:

- Open hybrid automaton
- Finite set of movements
- For Simulation/control

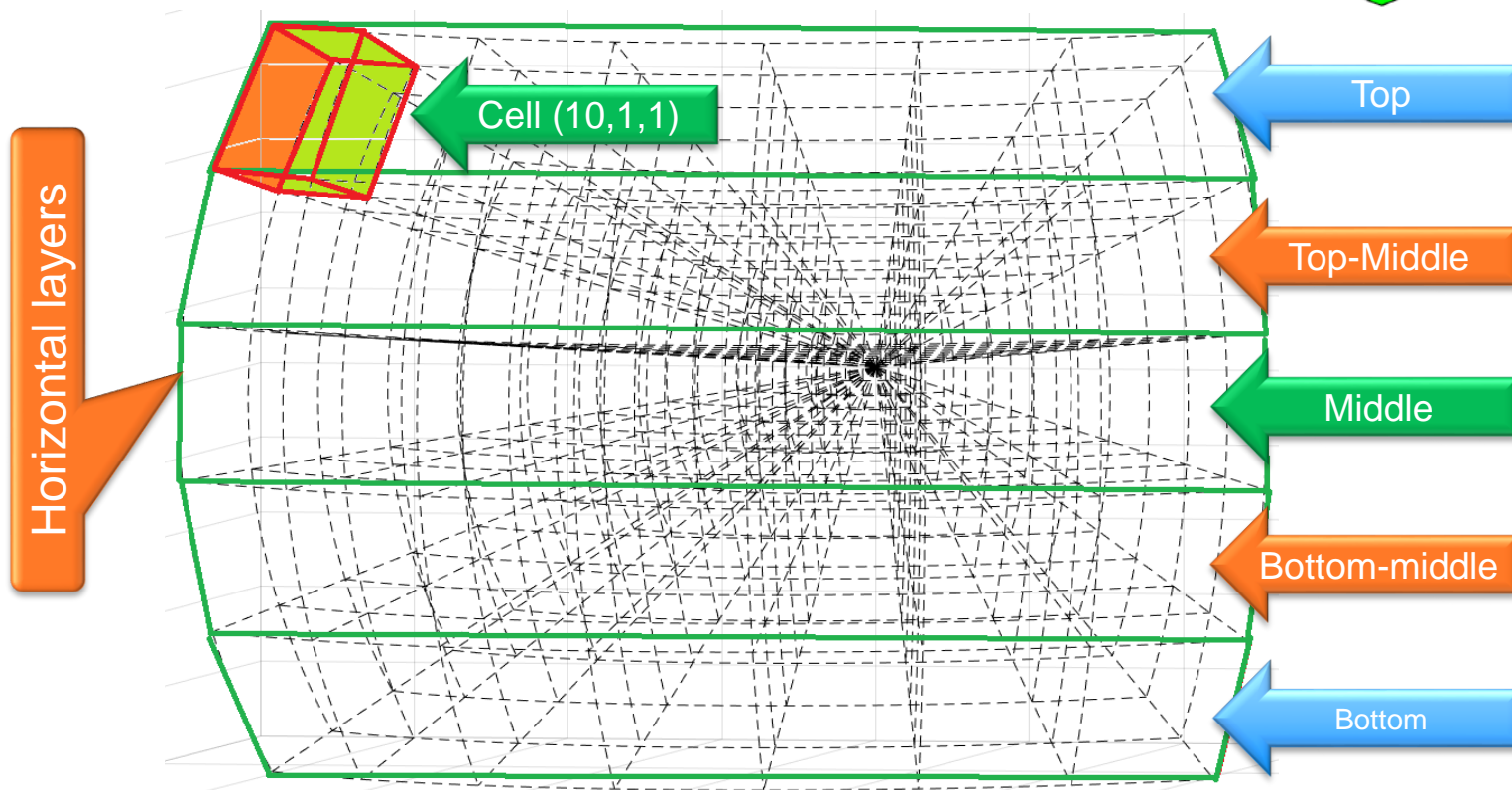
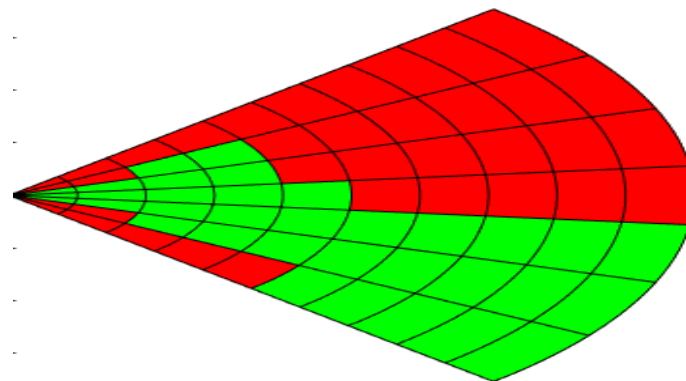


Discrete chain of commands: hover(20s), left(10s), fly(12s)

Avoidance Grid – Space Segmentation

Planar grid segmentation:

- Cone reflecting effective decision range
- Cell range defined by movement set
- Cells increasing size with distance



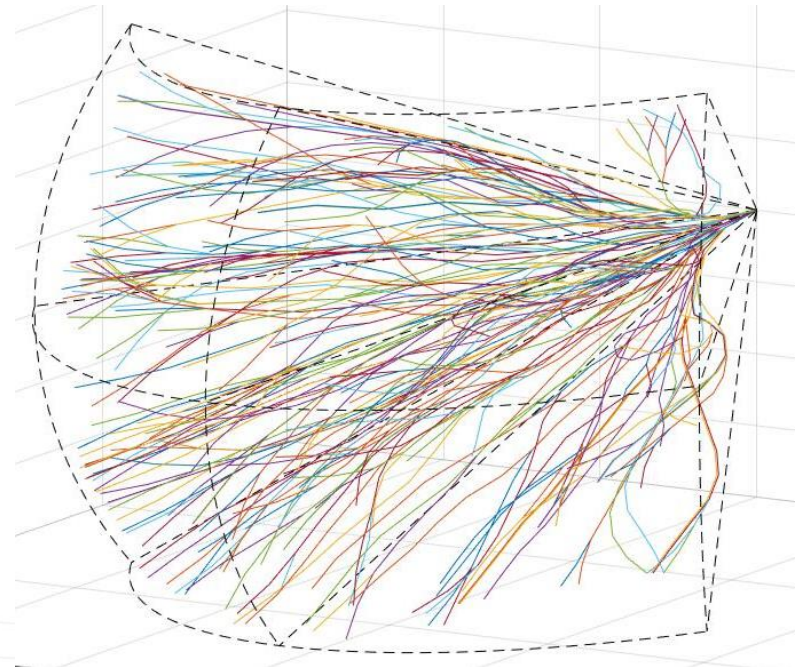
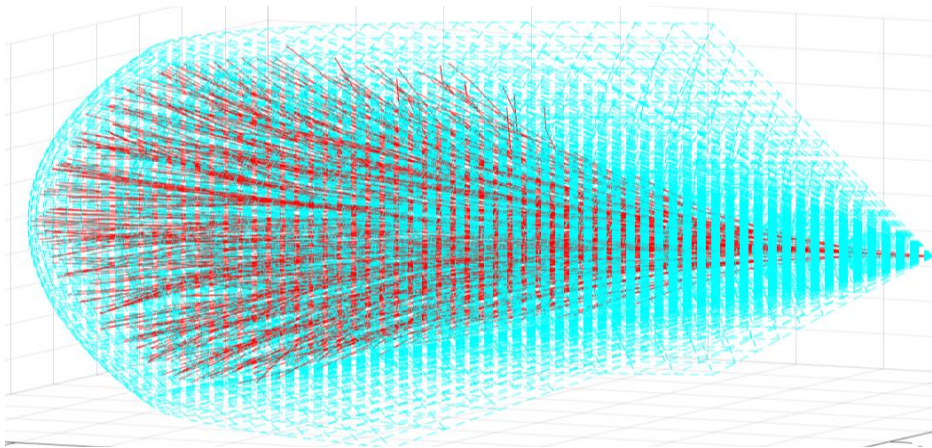
Reach Set Estimation

Representation:

- Tree of movement chains
- Bounded by FOV

Estimation process:

- Load full reach set by given state
- Prune Reach set according obstacle set



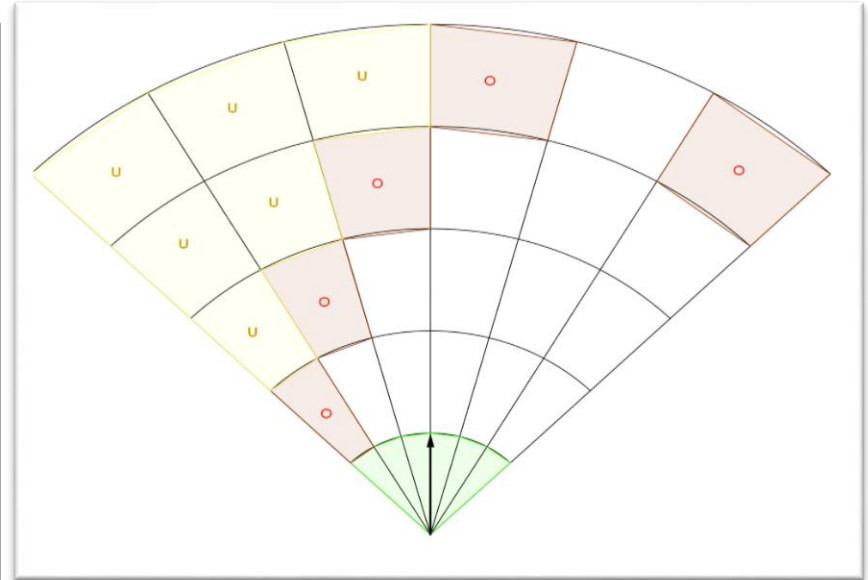
Issues:

- Global vs Local state disparity
 - Proportional state space distribution
 - Calculate many proto reach sets
- Approximation accuracy
 - Pick appropriate movement set

Space Assessment – Avoidance Grid

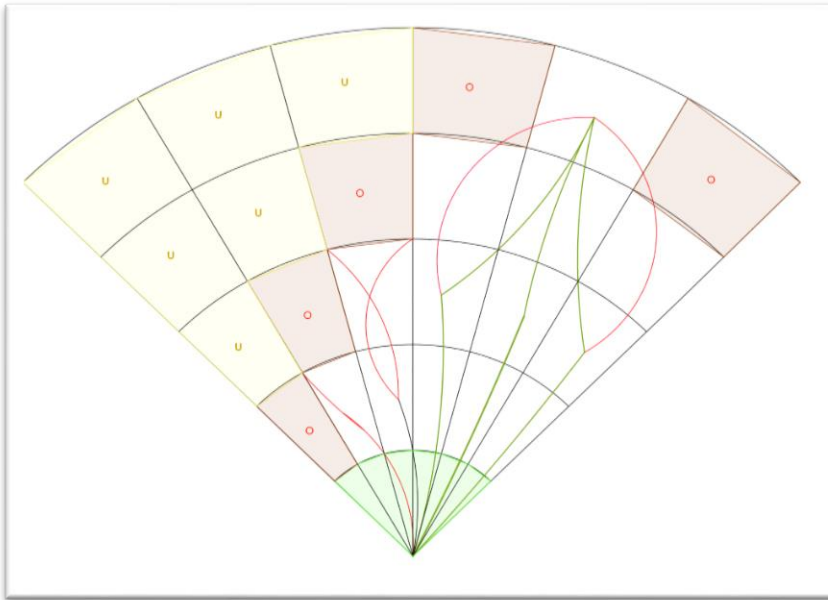
1. Space segmentation:

- Determine *Obstacle* cells
- Select *Uncertain* cells
- Load proto-reach set:
 - state of vehicle x
 - dynamic constraints



2. Reach set pruning:

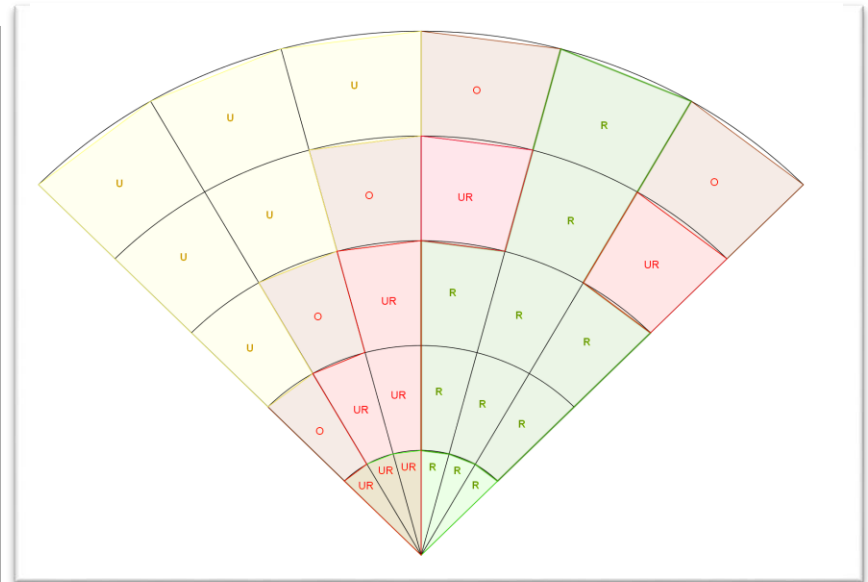
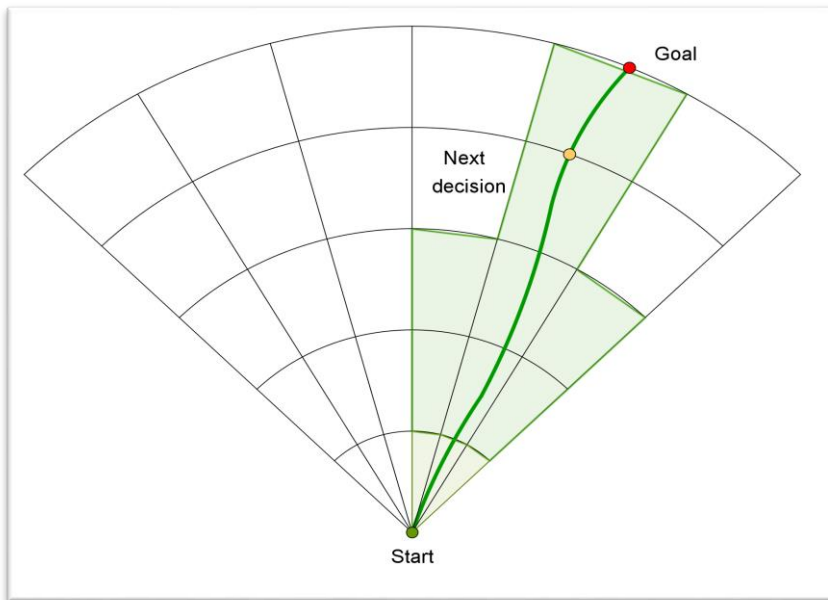
- Remove unfeasible trajectories from proto-reach set
 - Green – feasible
 - Red - unfeasible



Avoidance Phase – Avoidance Grid

3. Reachable Space assessment:

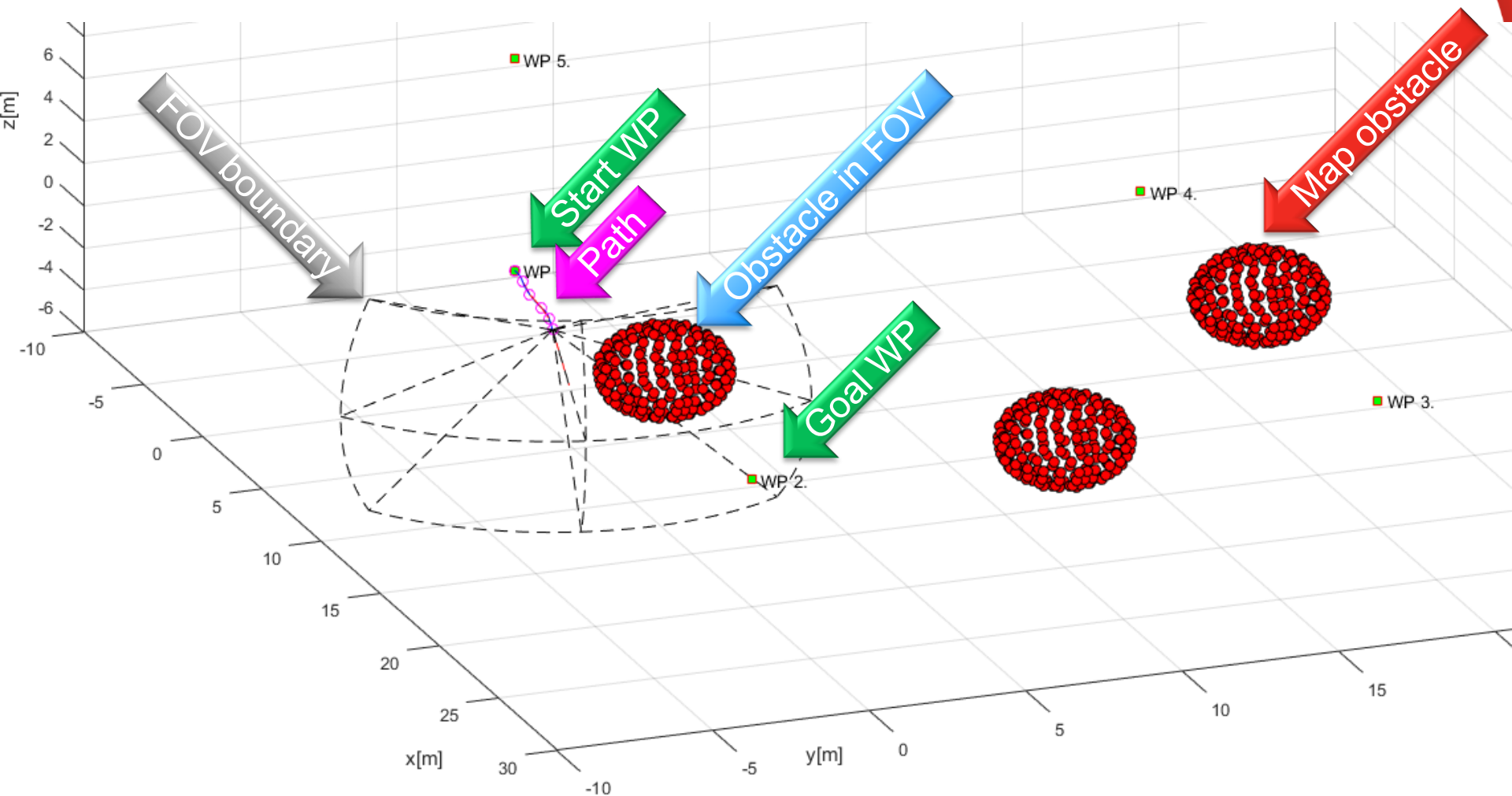
- For *free cells* assess:
- Reachable:
 - At least one passing trajectory exists
- Unreachable:
 - Otherwise



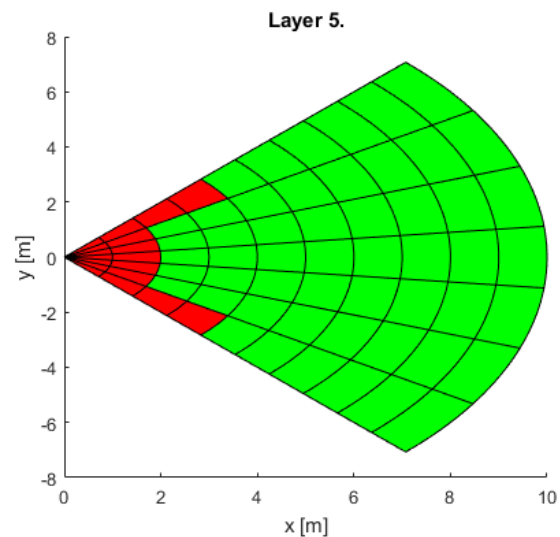
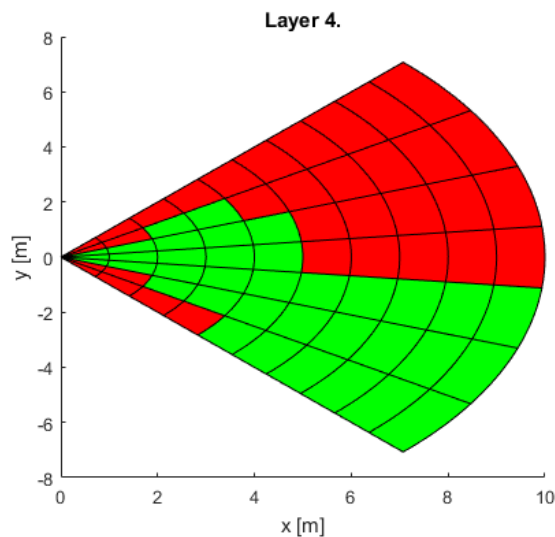
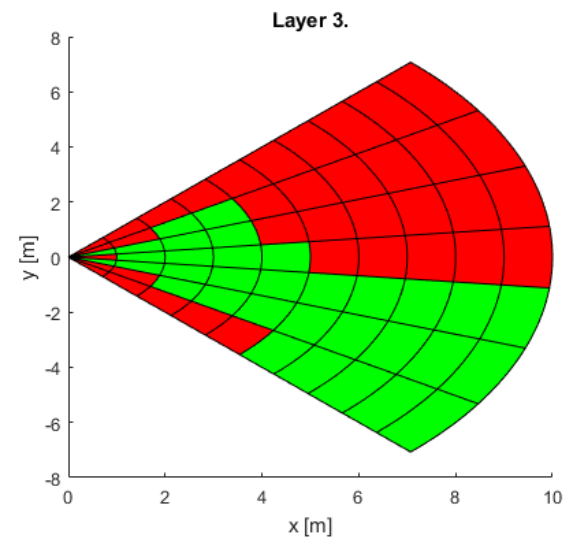
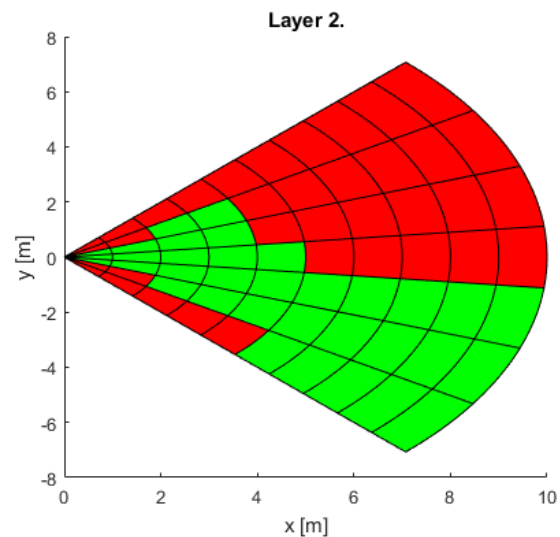
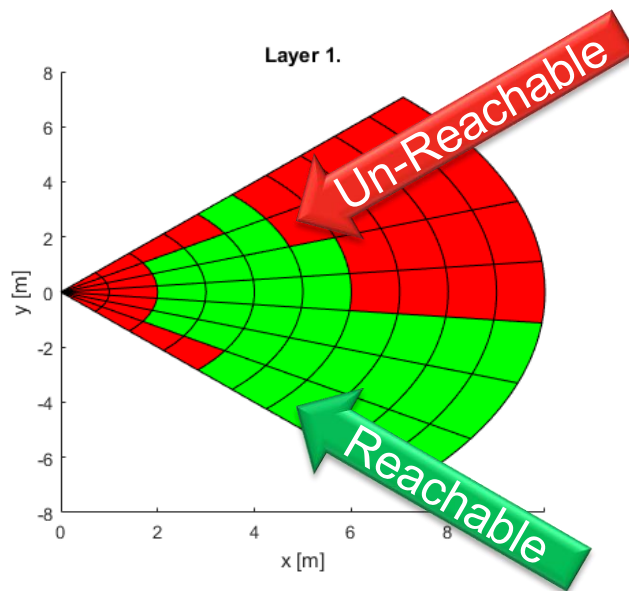
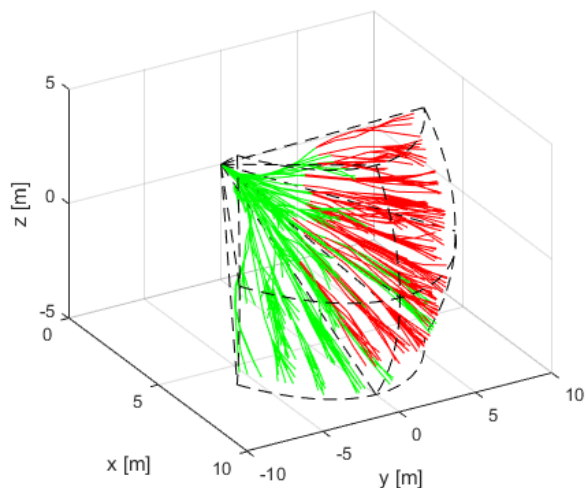
4. Trajectory selection

- Select trajectory based on distance to waypoint criterion
- Next decision point is planned

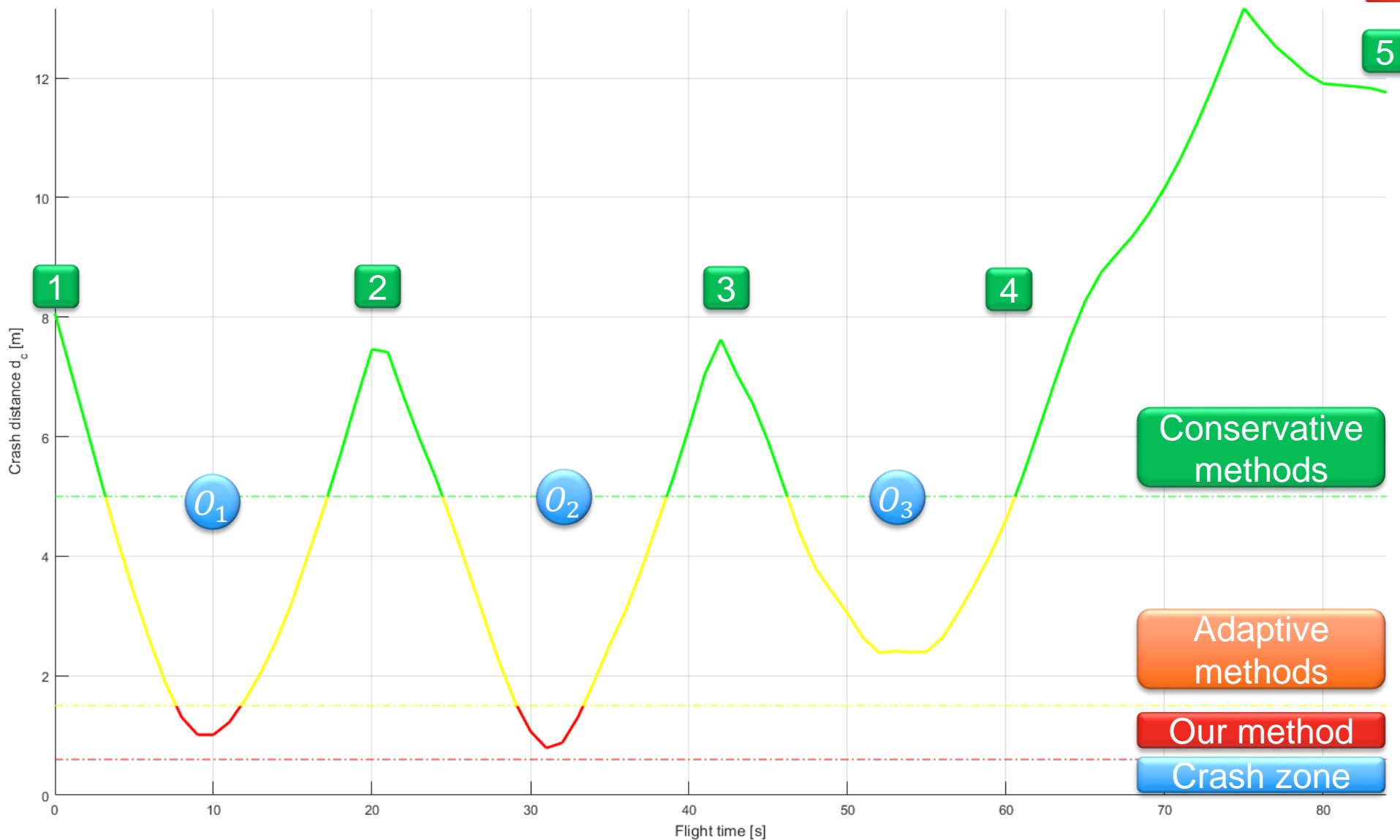
Simulation



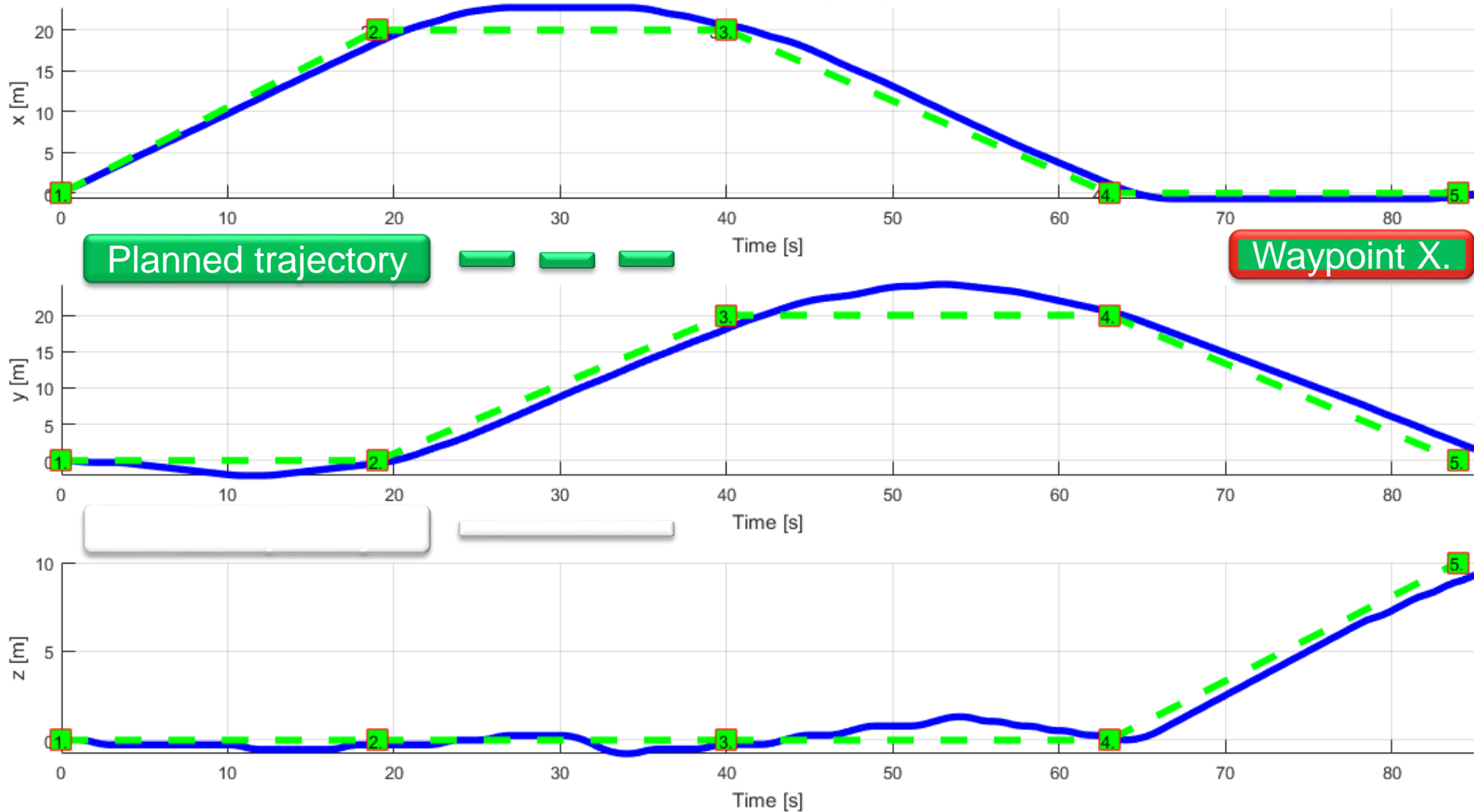
Avoidance Grid State



Static Obstacles – Crash Distance Performance



Static Obstacles – Trajectory Tracking Performance



Conclusion

What we have:

- *Framework concept* proven on open space environment
- *Movement automaton* acts as interface to Control
- *Reach set estimation* method with finite calculation time
- Navigation algorithm considering *static obstacles*

Future research heading:

- *Data fusion* considering multiple information sources
- *Map obstacles*, from multiple sources
- *Intruders*, from ADS-B sensor