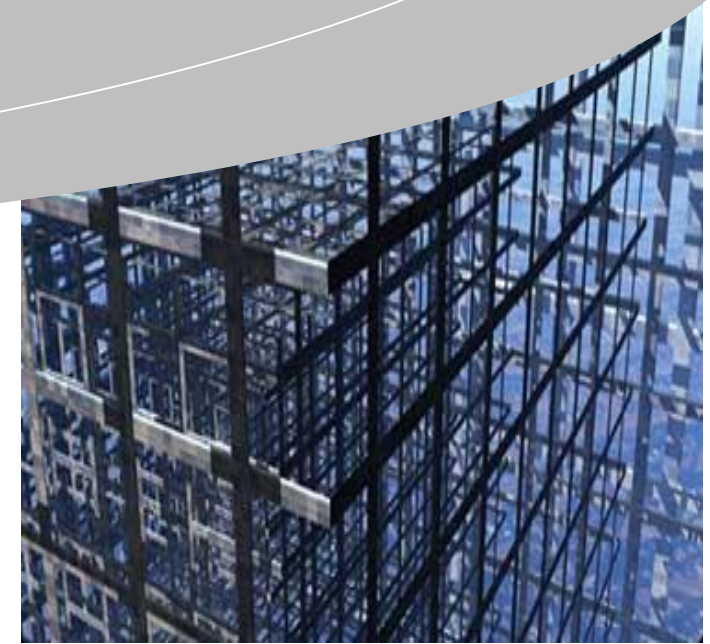


# Dynamically Routing UAVs in the Aftermath of a Severe Tornado

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Robert Pellerin  
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# Presentation Outline



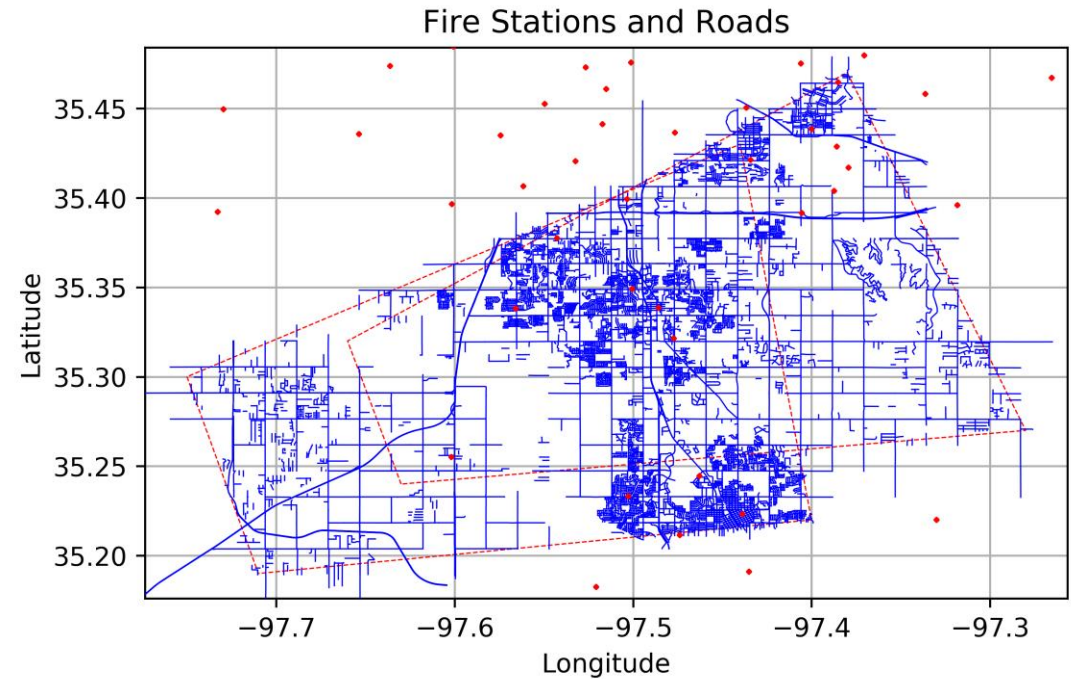
- Past work and limitations of past work
- Some relevant literature
- The new plan
- A naive policy
- Next steps





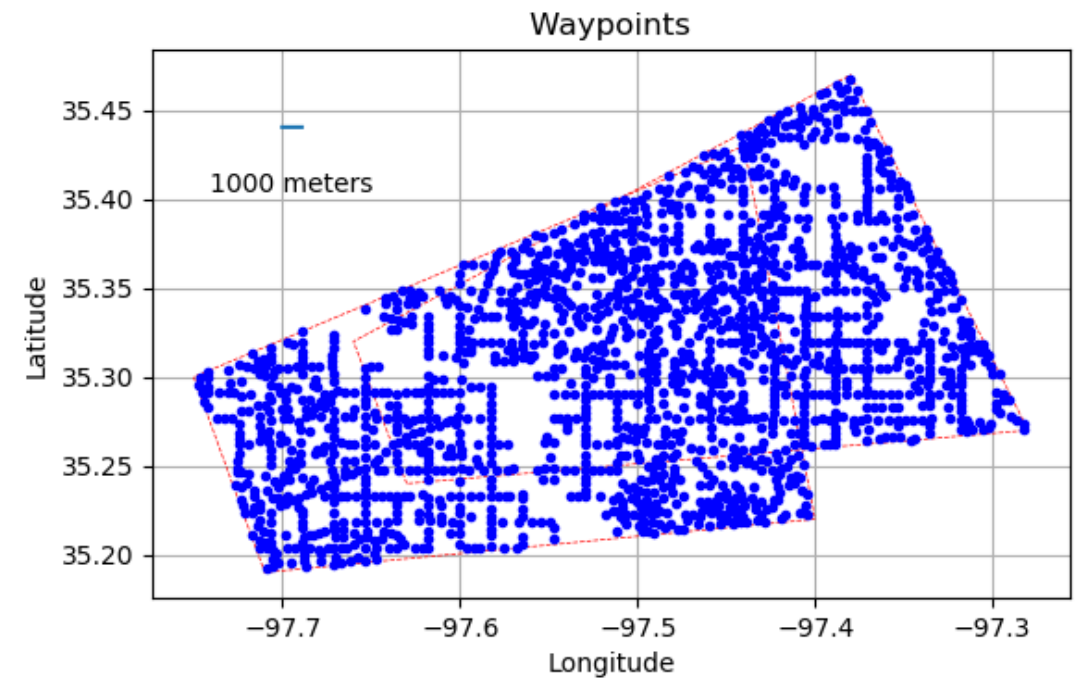
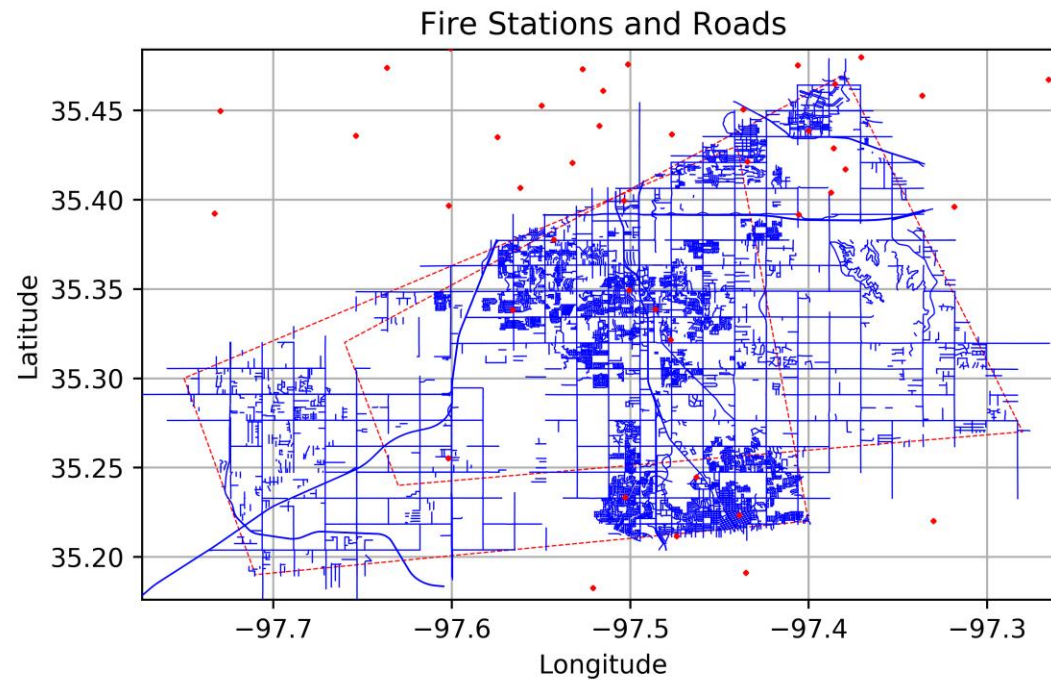
# Past Work and Context

- Allocates and routes semi-autonomous UAVs with weather data and geospatial indicators
  - Weather warnings
  - Severe weather sightings
  - Roads
- Uses a fixed wing, gas-powered UAV



# Past Work and Context : Data Generation

Fire Station	SBW	LSR
Where drones are launched and retrieved, aka 'depots'	The box indicating severe weather	A sighting of severe weather



# DCVRP: Problem Formulation and Constraints (1/2)

## Sets:

$i, j \in W$	Set of waypoints (customers)
$s \in S$	Set of stations (depots where drones depart)
$i \in V = W \cup S$	Set of hubs and customers

## Parameters:

$t_{ij}$	Time (cost) of going from $i$ to $j$
$E$	The upper limit of time a drone can fly (endurance)
$K$	The upper limit on the number of drones available
$M$	Big number, specifically $\max_j [t_{ij}]$

## Variables:

$x_{ijk} \in \{0,1\}$	Arc $i$ to $j$ is traveled by drone from depot $k$
$z_{ik} \in \mathbb{R}^+$	Load variables specifying the total load serviced by vehicle since its last visit to a depot by the time it reaches customer node $i$ .
$\bar{t} \in \mathbb{R}^+$	<b>Time it takes for the longest drone to complete it's tour</b>

# DCVRP: Past Problem Formulation and Constraints (2/2)

Objective Function:

$$\min \bar{t} \quad (1)$$

Maximum tour time:

$$\sum_{i \in V} \sum_{\substack{j \in W \\ j \neq i}} t_{ij} x_{ijs} \leq \bar{t} \quad \forall s \in S \quad (2)$$

Endurance limit:

$$\sum_{i \in V} \sum_{\substack{j \in V \\ j \neq i}} t_{ij} x_{ijs} \leq E \quad \forall s \in S \quad (3)$$

Drone used indicator:

$$\sum_{j \in W} x_{sjs} \leq K \quad s \in S \quad (4)$$

Flow constraints:

$$\sum_{\substack{j \in W \\ j \neq i}} \sum_{s \in S} x_{ijs} = 1 \quad i \in V \quad (5)$$

$$\sum_{\substack{i \in V \\ i \neq j}} x_{ijs} - \sum_{\substack{k \in V \\ j \neq k}} x_{jks} = 0 \quad \begin{matrix} s \in S \\ j \in V \end{matrix} \quad (6)$$

Load and subtour elimination constraints:

$$z_{ss} = 0 \quad s \in S \quad (7)$$

$$(z_{is} + t_{ij} - z_{js}) \leq M(1 - x_{ijs}) \quad \begin{matrix} i \in V \\ j \in W \\ s \in S \\ i \neq j \end{matrix} \quad (8)$$

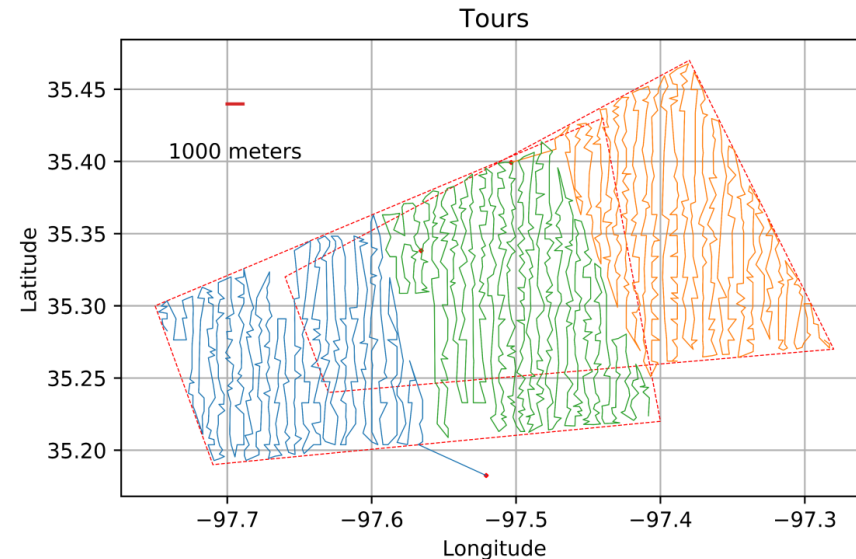
$$(z_{is} + t_{ij} - z_{js}) \geq -M(1 - x_{ijs}) \quad \begin{matrix} i \in V \\ j \in W \\ s \in S \\ i \neq j \end{matrix} \quad (9)$$

## What was done

- Demonstration of data available and its use to allocate and route UAVs
- Proposed a multi-depot VRP with an objective function that minimized the time it took to search the entire area

## What are the Limits

- Do not need entire area
- Identify where damage is quickly as possible



- Reviewing literature with the following attributes:
  - Wilderness or Urban SAR or Combat Environments
  - Autonomous or semi-autonomous flying vehicles, with preference to fixed wing aircraft
  - No preference to disaster type
- Common tools are decision policies (Combat/Military) and pre-planned routes (SAR)
- Most applicable article from the literature is using a fleet UAVs in a combat environment
  - Radio silence, uses a region sharing strategy, pre-planned route, and a decision policy to react to information



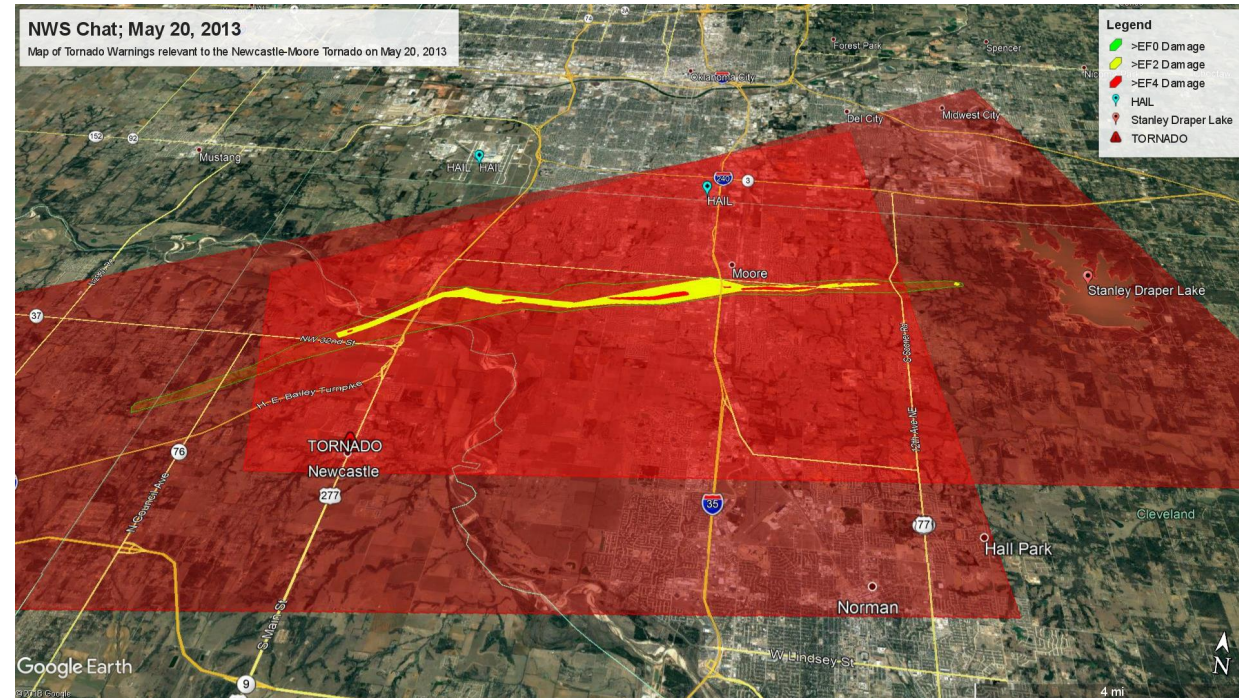
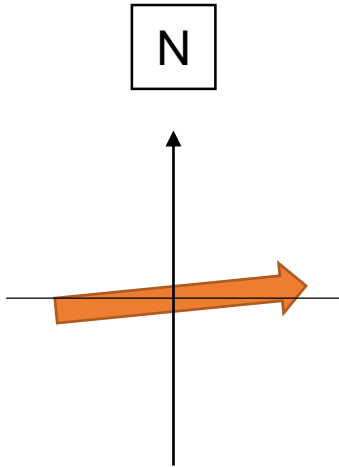
# The New Plan

- Create an initial route as before
- **Conjecture: The best indicator of damage is damage**
- As drones search the area, operators can begin to uncover and identify damage
- Rescuers can be dispatched when damage is identified
- If damage is identified in a given area, it increases the likelihood an adjacent area(s) will have damage.



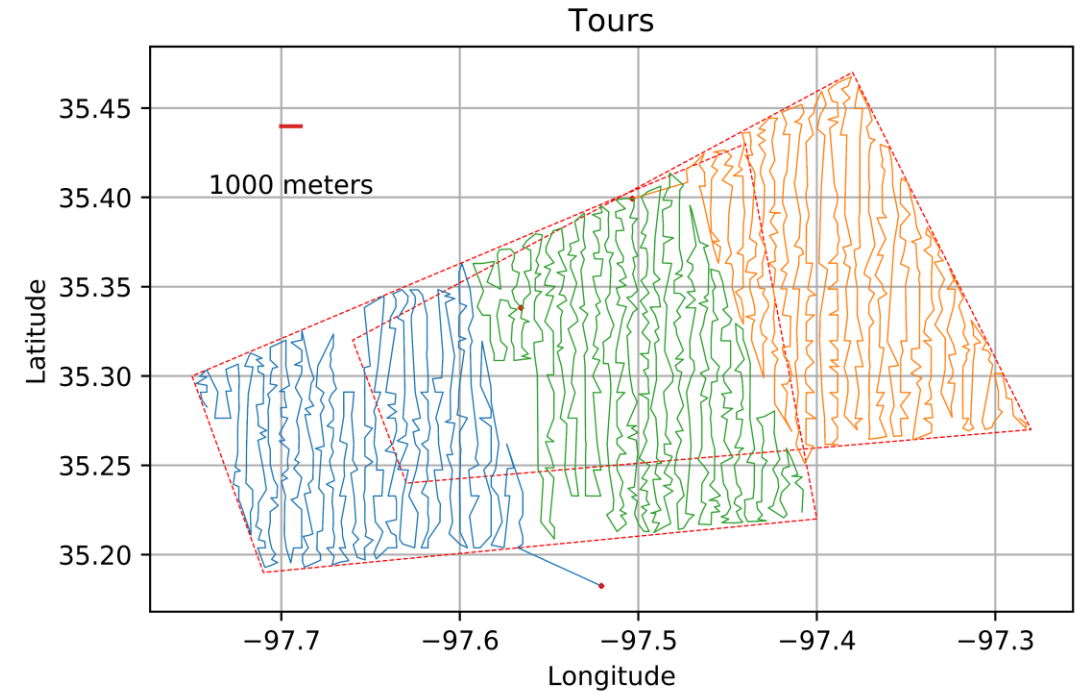
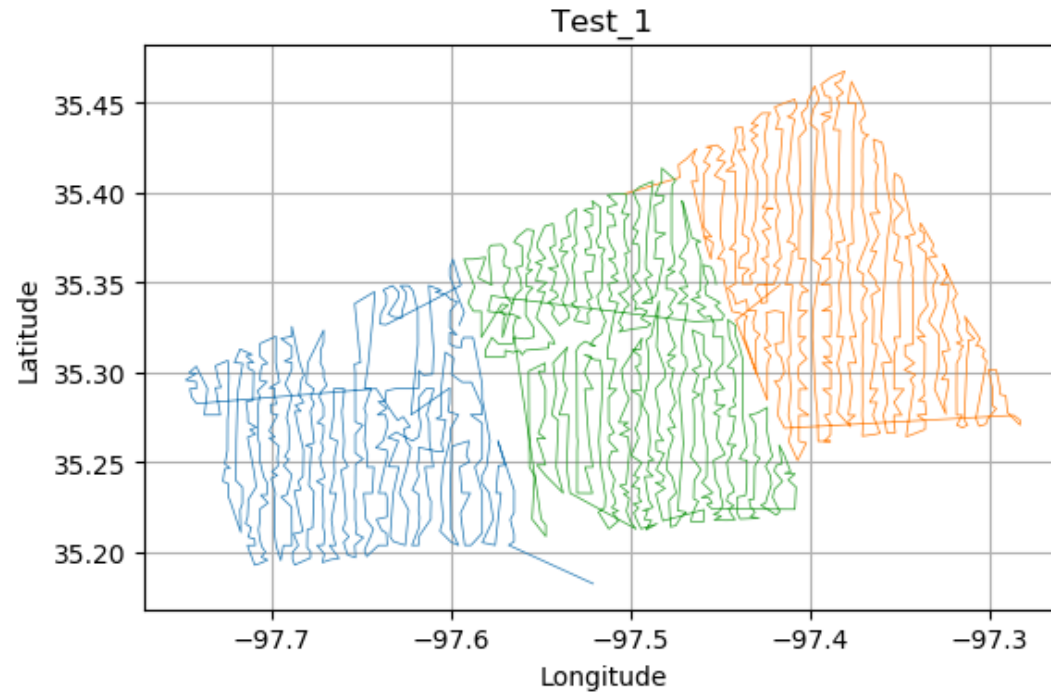
# A Naive Policy

- Consider most tornadoes in the continental United States move in a *west-to-east* or *southwest-to-northeast* direction
- A naïve policy would be to fly in a north-south pattern until damage is identified, then fly east-west to uncover the extent of the damage

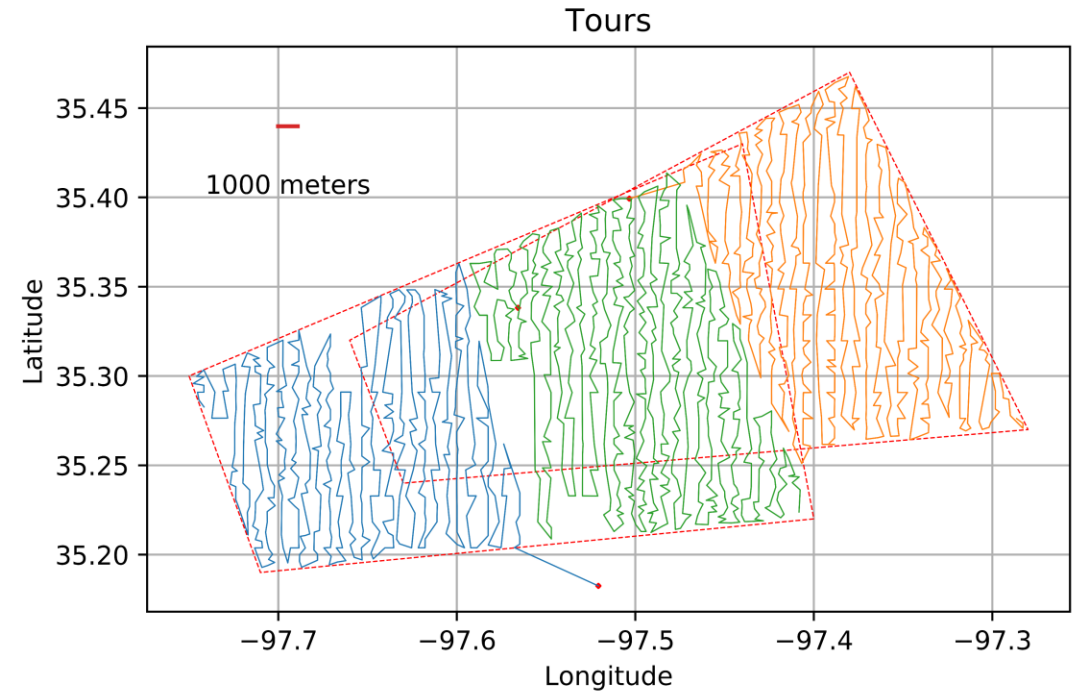
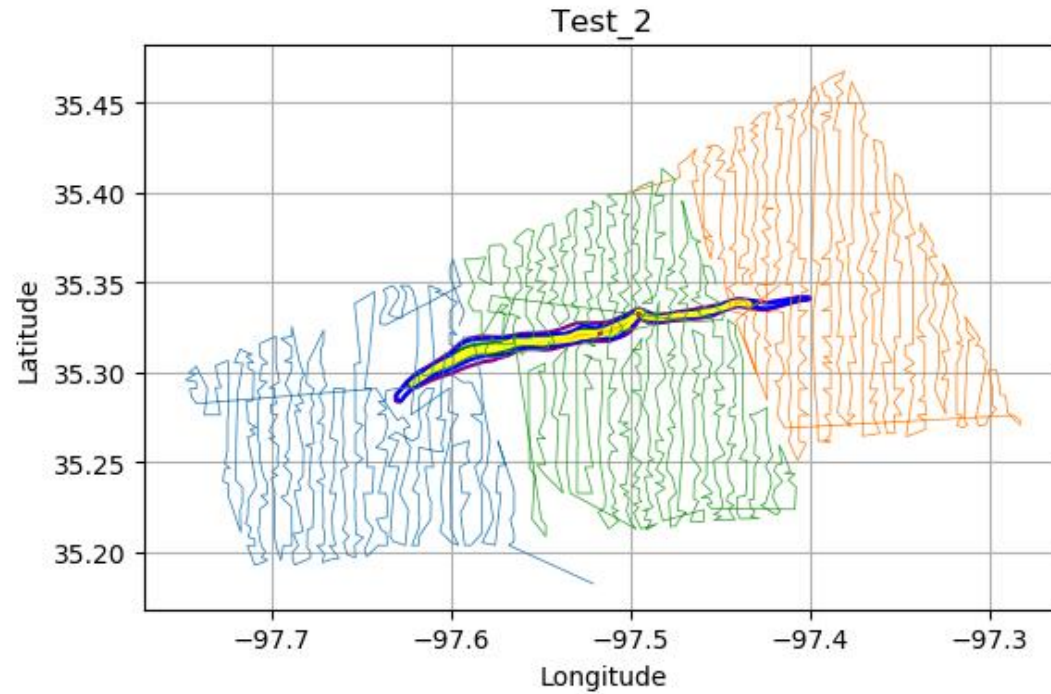




# Testing a Naive Policy



# Testing a Naive Policy





## Conclusion and Next Steps

- The naive policy reacts to 'seeing' damage

*Where Damage Occurred (on average)...*

- Regions with EF5 and EF4 damage could be dispatched up to 45 mins earlier.
- EF3 was 10 mins slower, Less damage up to 30 mins later.

But we can do better!

- Leverage the data and expertise of how Meteorologists draw storm warnings could mean we can better dynamically route the UAVs

# Thank You!

