

Trajectory Planning for Mission Survivability of Autonomous Vehicles in Moderately to Extremely Uncertain Environments

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ULI Mini- Symposium
October 4, 2021



Outline

1 Motivation

2 Methodology

- Metric I
- Metric II
- Trajectory Planning Framework

3 Experiment Setup

4 Results and Discussion

5 Conclusion

Autonomous Vehicle

A vehicle that is capable of **sensing its environment** and moving **safely** with little or no human input.



The Range of Uncertainty

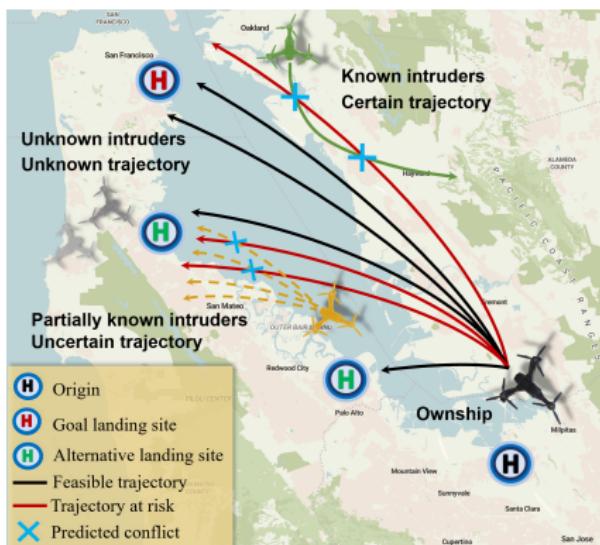


Figure 1: Illustration of the three types of intruders present in the operating environment.

- Known
- Partially known
- Unknown

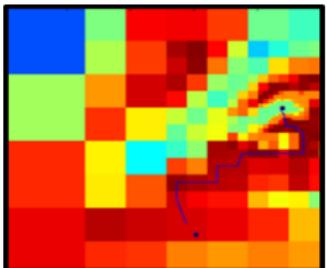
Traditional Trajectory Planning Algorithms - Principles

To plan a safe trajectory for autonomous vehicle in dynamic and uncertain environment...

- ① Predict and estimate the impacts of the uncertainty on the feasibility of a trajectory
- ② Determine the trajectory that minimizes the predicted risk or maximize the chance to survive



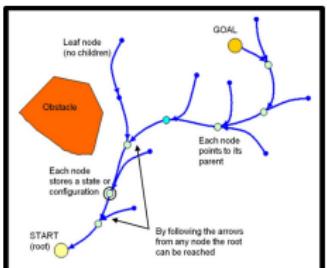
Traditional Trajectory Planning Algorithms - Examples



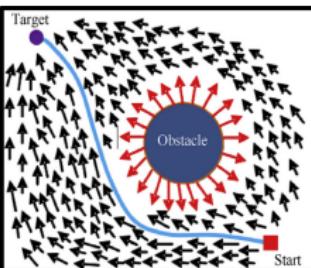
Cell Decomposition [1]



Probabilities Roadmap [2]

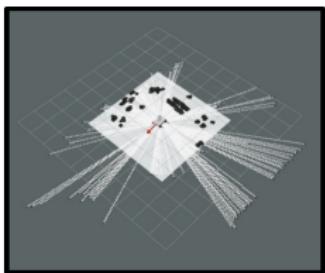


Rapidly-exploring random tree [3]

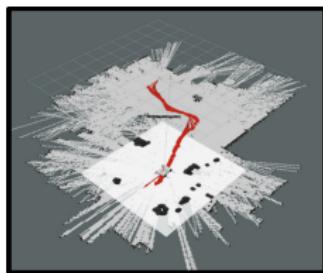


Artificial Potential Field [4]

Noval Trajectory Planning Algorithms - Examples



(a)



(b)

Deep Reinforcement Learning [5]

Challenge Due to the Unknown/Unmodeled Risks

It's difficult to **characterize** or **bound** the behavior of highly unpredictable events, or model unobserved and complex dynamics.

Ex: non-cooperative intruder traffic, a flock of birds crossing the path of a vehicle



Research Question

How to plan a safe trajectory for an autonomous vehicle when there are **external uncertainties**, i.e., when the locations and future trajectories of weather systems and other vehicles are **partially to completely unknown**?

To answer the question...

- **Two** fundamental metrics
- **Four** trajectory planning policies
- **Thirty-six** different traffic scenarios that simulate operating environments with varying degrees of uncertainty ranging from moderate to extreme.



Metric I - Trajectory Flexibility

Flexibility [6]

Flexibility is determined by the amount and kind of change that can be made to the system in response to new knowledge.

Trajectory Flexibility Metric [7], [8], [9]

Let \mathcal{L} be a set of independent, feasible trajectories that are available to the vehicle for accomplishing the flight mission.

$$N_f = |\mathcal{L}|$$

Metric II - The Quality of a Trajectory

Definition 1 (Robustness of a trajectory plan)

The robustness of a trajectory \mathcal{P}_I is defined as the likelihood that the trajectory I will remain feasible in the presence of disturbances. The robustness of a trajectory is expressed as:

$$\mathcal{P}_I = \left(\prod_{i=0}^{T-1} p_i \right) \alpha_T,$$

where p_i is the probability that the trajectory segment I_i remains feasible, and α_T is the probability that the corresponding landing site is available at time T .

Trajectory Planning Framework

Mission Performance

Definition 2 (Robustness of a mission)

Consider the set of trajectories $\mathcal{L}_g = \{l_1, l_2, \dots, l_n\}$ that terminate at the **goal landing site**. With a slight abuse of notation, we denote the robustness of a trajectory l_i as $\mathcal{P}_{l_i} \in [0, 1]$, and the probability that the mission is successful as:

$$\mathcal{P}^{\text{succeed}}(\mathcal{L}) = 1 - \prod_{i=1, l_i \in \mathcal{L}_g}^n \left(1 - \mathcal{P}_{l_i}\right)$$

Mission Performance Cond't

Definition 3 (Survivability of a mission)

Given the set of feasible trajectories $\mathcal{L} = \{l_1, \dots, l_m\}$ that terminate at a **valid landing site** (i.e., at either the goal landing site or an alternative landing site), we denote the robustness of an individual trajectory l_i as $\mathcal{P}_{l_i} \in [0, 1]$, and the probability that the mission is survivable as:

$$\mathcal{P}^{\text{survive}}(\mathcal{L}) = 1 - \prod_{i=1, l_i \in \mathcal{L}}^m \left(1 - \mathcal{P}_{l_i}\right)$$

Trajectory Planning Framework

Mission Performance Cond't

Remark: The robustness and survivability of a mission from a given point in space and time are dependent on two trajectory metrics:

- Metric I: The number of feasible trajectories available at that point
 - ▶ Estimate using Backtracking Algorithm
- Metric II: The robustness of each of the trajectories
 - ▶ Estimate using Monte-Carlo simulation



Trajectory Planning Framework

Receding Horizon Planning

The autonomous vehicle generates the optimal control inputs over M time steps and executes the first control action. At the next time step, a new control problem with the most recent environmental information will be solved for the remaining $M-1$ time steps [10].

Trajectory Planning Framework

Formulation

We optimize over control commands $z = \{a_t, \dots, a_{t+T-1}\}$ for the remainder of the mission given the current knowledge of the environment stored in $\mathcal{B}(t)$ and terminal states in $\Omega(t)$ at time t .

$$\max_z \quad F(s_t, a_t) + \beta \sum_{k=0}^T V(c_{t+k})$$

s.t. $s_{t+k+1} = f(s_{t+k}, a_{t+k})$ (Vehicle dynamics)

$$s_{t_0} = (x_{t_0}, y_{t_0}, h_{t_0}, v_{t_0}, t_0)$$
 (Initial state)

$$c_{t+k} = c(x_{t+k}, y_{t+k}, t+k)$$
 (Maps states to cells)

$$c_{t+k} \notin \mathcal{B}(t)$$
 (Avoid blocked cells)

$$s_{t+T} \in \Omega(t)$$
 (Valid end states)

$$a_{t+k} = (dh_{t+k}, dv_{t+k}) \in \mathcal{A}$$
 (Motion primitives)

$$s_{t+k} \in \mathcal{R}^3 \times [v_l, v_u] \times [t, t_{f_u}]$$
 (State space)



Trajectory Planning Framework

Four Trajectory Planning Policies

$$F(\cdot) + \beta V(\cdot)$$

$$\pi_R \quad p_{c_t c_{t+1}} + \beta \sum_{k=1}^T \mathcal{P}^{succeed}(c_{t+k} \cdot \mathcal{L}) \quad \text{Mission robustness g.}$$

$$\pi_S \quad p_{c_t c_{t+1}} + \beta \sum_{k=1}^T \mathcal{P}^{survive}(c_{t+k} \cdot \mathcal{L}) \quad \text{Mission survivability g.&a.}$$

$$\pi_{N_f} \quad c_{t+1} \cdot N_f + \beta \sum_{k=2}^T c_{t+k} \cdot N_f \quad \text{Trajectory flexibility g.&a.}$$

$$\pi_{Avg(R)} \quad p_{c_t c_{t+1}} + \beta \sum_{k=1}^T \left(\frac{1}{c_{t+k} \cdot N_f} \sum_{l_i \in c_{t+k} \cdot \mathcal{L}} \mathcal{P}_{l_i} \right) \quad \text{Baseline g.&a.}$$



Mission and Flight Performance

Parameters	
Take-off	Santa Clara Towers
Goal landing site	UCSF Helipad
Alternative landing site	San Francisco International Airport
	Stanford Hospital Helipad
Required Time of Arrival	[00:40, 00:55] minutes
Start time t_0	00:00 minutes
Vertical take-off and climbing	5 minutes duration
Vertical descent and landing	5 minutes duration
Maximum flight endurance	60 minutes
Decision-making window	Every 5 minutes

Mission and Flight Performance

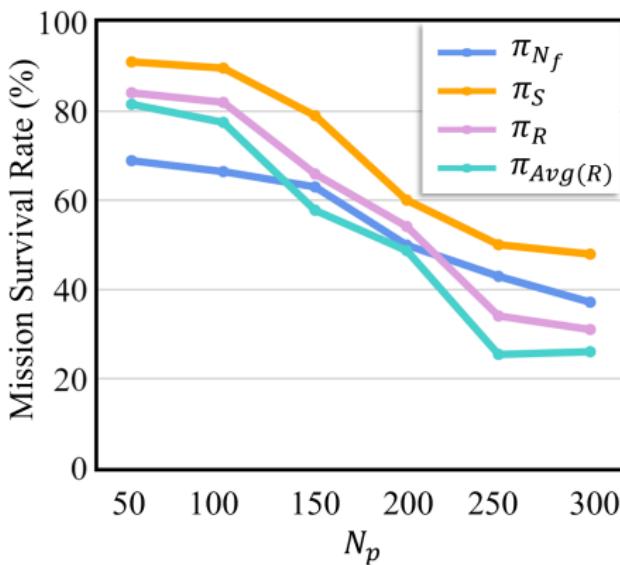
Parameters	
Cell size	[1km, 1km, 1minute]
h_f^G, h_f^A	{90°, 135°, 180°}, {90°, 180°, 270°}
d_h	[-30°, 30°] in 5 equally spaced discrete increments
v_0, v_{t_f}	0 m/s
$v_t, t \in (0, t_{t_f})$	[0, 40] m/s
d_v	[-10, 10] m/s in 5 equally spaced discrete increments

Traffic Scenarios

- Type of intruders
 - **Partially known intruders** whose trajectories associate with an uncertainty radius $r = 5 \text{ km}$. They are known to the ownship at the start of the flight mission.
 - **Unknown intruders**. They are unknown to the ownship until they appear in the environment based on a stochastic process. After that, they become completely known.
- Number of intruders
 - Our experiment assesses 36 different traffic scenarios. Each scenario is characterized by the total number of partially known intruders $N_p \in \{50, 100, 150, 200, 250, 300\}$, and the total number of unknown intruders $N_u \in \{50, 100, 150, 200, 250, 300\}$



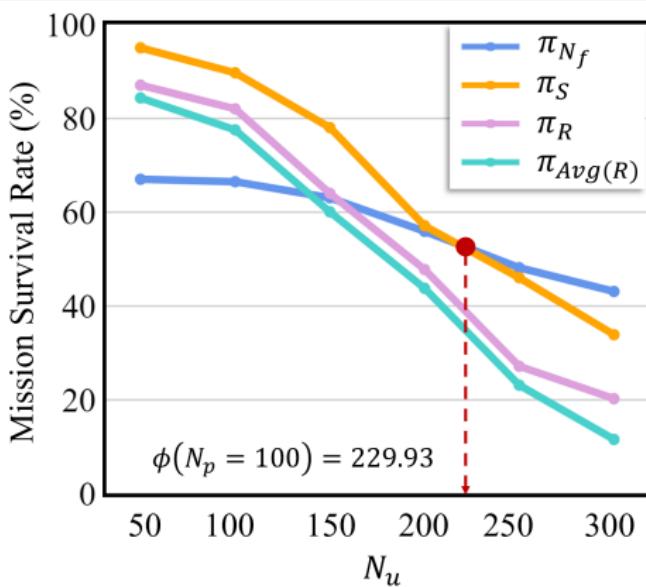
Mitigating the Partially Unknowns



- Employing policy π_S results in the highest mission survival rate across all 5 traffic scenarios

Figure 2: Performance of four trajectory planning policies as a function of the number of partially known intruders. ($N_u = 100$)

Mitigating the Unknown Unknowns



- Policy π_{N_f} outperforms all other policies when the number of unknown intruders exceeds the threshold value $\phi(N_p)$

Figure 3: Performance of proposed trajectory planning policies as a function of the number of unknown intruders.
 $(N_p = 100)$

Increase the Ratio of Unknown Intruders in the Environment

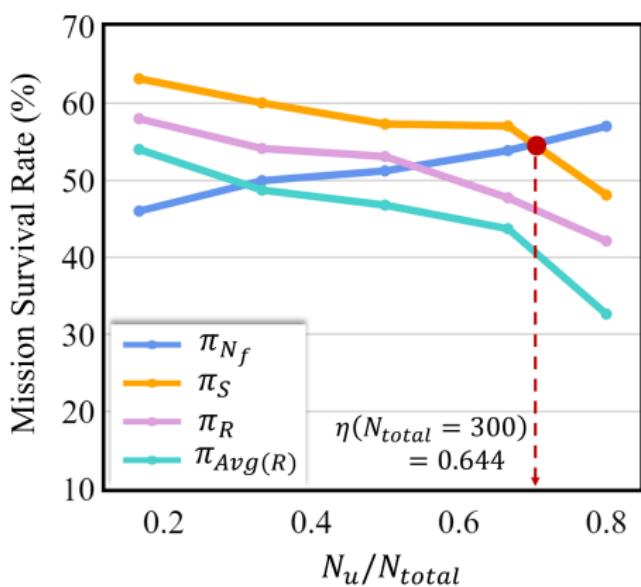


Figure 4: Performance of proposed trajectory planning policies as a function of the ratio of unknown intruders in the environment. ($N_{total} = 300$)

- As the ownership's environment becomes more uncertain, policies π_S , π_R , $\pi_{Avg(R)}$ become less effective
- The policy π_{N_f} performs better than the policy π_S when more than 64.4% intruders in the environment are unknown

Conclusion

Policy π_S outperforms all other policies when the vehicle is exposed to **partially known uncertainty** and **moderate levels of unknown uncertainty**

- Maximize the probability of having at least one trajectory to any of the valid landing sites
 - ▶ A combination of number of feasible trajectories and robustness of feasible trajectories

Policy π_{N_f} yields the highest survival rates when the operating environment is dominated by **completely unknown** events

- Maximize the total number of feasible trajectories
 - ▶ Total number of feasible trajectories



Future Work

- Incorporate the proposed trajectory planning policies to NASA research in support of increasingly autonomous airspace operations
- Examine the impact of the proposed metrics on collective autonomous behaviors among multiple agents
- Investigate the computational efficiency of the proposed methodology for practical applications
- Explore the impact of spatial and temporal quantization on metrics estimation



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Questions

Thank you!

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