

Real Time, Onboard-only Landing Site Evaluation for Autonomous Drones

PhD Thesis Proposal

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Presentation Structure

(1) Introduction

- Problem description and motivation
- State of the Art

(2) Completed/ongoing projects

- Initial proof of concept attempt
 - Continuation of master thesis (tested in simulation)
- Fiducial marker deep-dive and modifications
- Proof of concept

(3) Research Plan

- Methods
- Challenges and risk analysis



Introduction



Problem Description and Motivation

- Much of basic drone flight has been **automated**.
 - Takeoff
 - Waypoint-to-waypoint-flight
 - Miscellaneous tasks:
track/orbit an object,
take a picture, etc.
- Landing is still largely **manual**.
 - Problem in continuous, autonomous missions
 - Primitive, semi-autonomous methods are common
(still require human operator)
 - Hand-catching is common



“Human-assisted landing”



Research Questions

- How can a drone autonomously land?
- What data do autonomous drone landing methods need?
- How can those methods execute in real time onboard a drone?



State of the Art

- GPS-based landing: inaccurate (especially in Iceland, high GDOP).
- RTK GPS: sufficiently accurate
 - Requires extra equipment (powered base station)
 - Overhead initialization time at every new mission
 - Limited range (must be deployed at mission site)
- Fiducial landing:
 - Requires little overhead (only a marker printout and monocular camera)
 - Limited detection abilities (fixed, downward-facing camera)
- Unstructured Landing
 - PnP matching (land at takeoff site after GPS-based approach)
 - Terrain analysis via LIDAR point clouds, RGBD images, or optical flow
 - Typically slow (processing must be offloaded), or
 - Add behavioral constraints (optical flow needs motion)
- Other methods
 - IR beacons
 -



Completed and Ongoing Projects



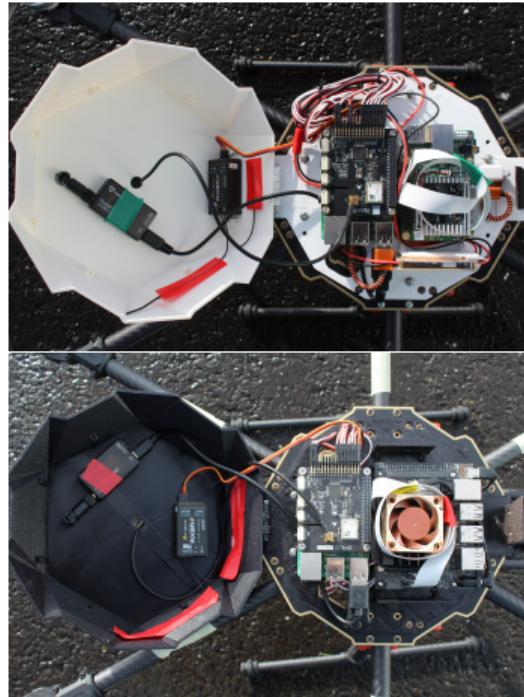
Test Hexacopters

- Two Tarot 680 hexacopters
- For real-world proof of concept of master thesis simulations.



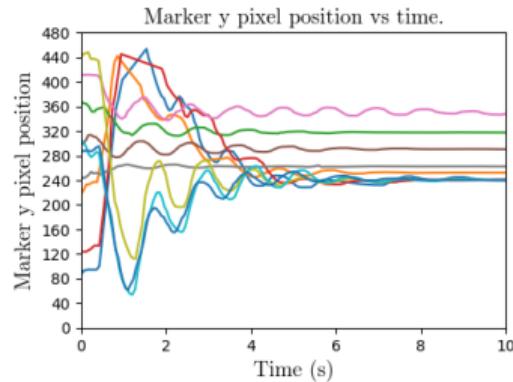
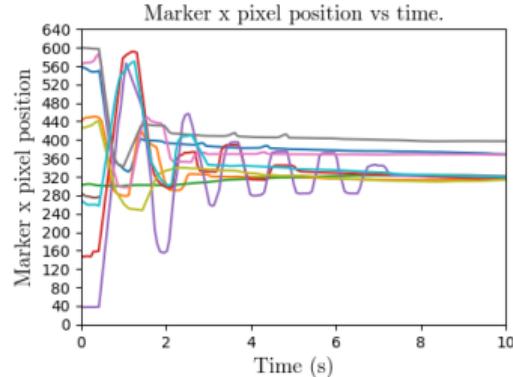
Test Hexacopters' Components

- Navio2 + RPi 3 autopilot combo
- Companion boards (for heavy onboard processing):
 - Google Coral (embedded TPU)
 - Jetson Nano (embedded GPU)
- Gimbaled camera modules
- 433 MHz telemetry
- 2.4 GHz R/C control
- Tested Autopilot Softwares
 - ArduPilot
 - PX4 (not technically supported)



Test Hexacopters' Performance

- Stable (manual) flight performance
- ~20 min flying time
- Successful marker tracking
- Errors during approach
 - Monocular pose estimation ambiguity
 - GPS inaccuracy
- No successful autonomous landing
(but almost)



Heavy Lift IR Drone

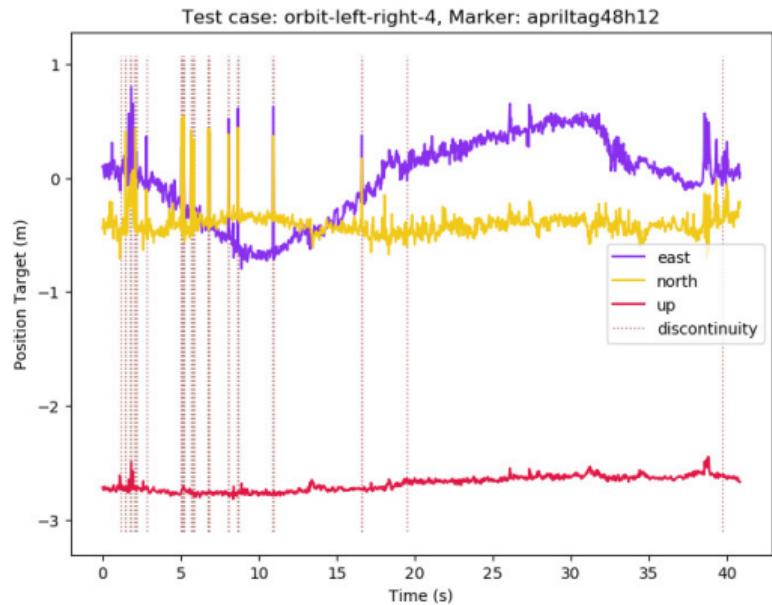
- Project with Christopher Hamilton (geologist, University of Arizona) and Baldur Björnsson
- 1.3 m span, 25 kg lift
- FLIR camera
- Surveyed lava field at Fagradalsfjall
- Featured on BBC Click



Fiducial System Modifications

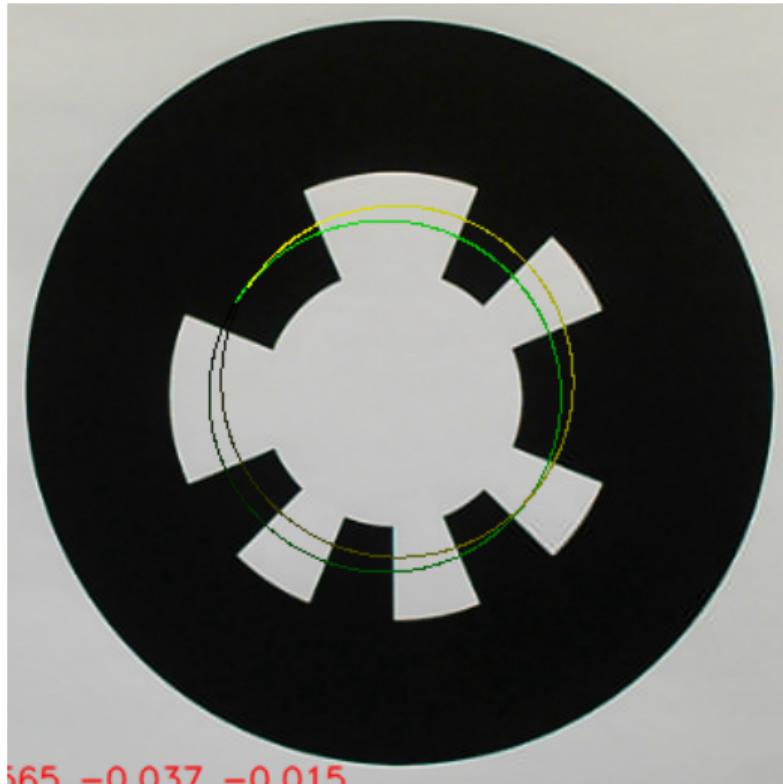
Necessary properties:

- Mitigate orientation ambiguity
- Maintain visibility of the marker at both long- and short- distances
- Be adequately computationally efficient to run on embedded hardware.



Orientation Ambiguity in WhyCode

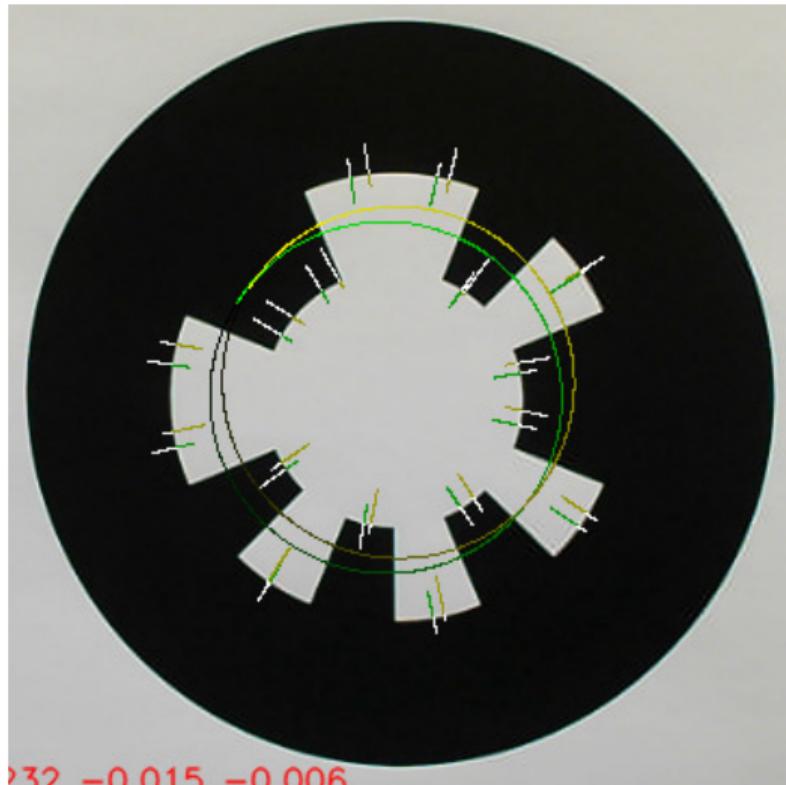
- 2 possible orientations
- Determined from semi-axes of outer black ellipse
- Choose the circle that is better centered on the marker
- Use arclength of intersections with ID “teeth”



Fiducial System Modifications: “WhyCode Ellipse”

Approach 1: Extra tooth sampling

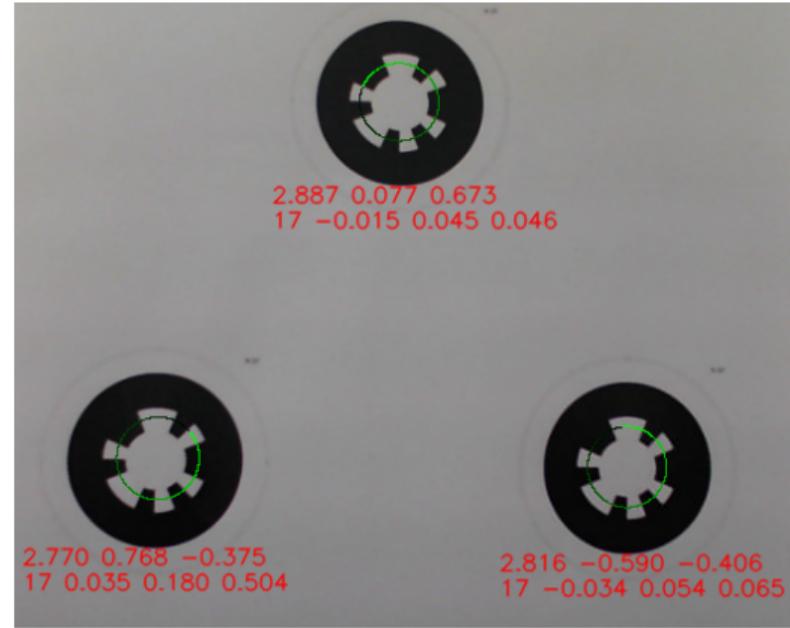
- Build on sampling of original method.
- Radial sampling through predicted tooth edges.
- Choose the solution that is centered better using predicted tooth edges.



Fiducial System Modifications: “WhyCode Multi”

Approach 2: Planar regression from at least 3 coplanar markers

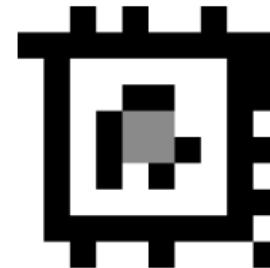
- Throw away individual marker orientations.
- Calculate normal vector to the plane connecting the markers.
- Extract pitch and roll from the normal vector.
- Extract yaw from the marker IDs.
- Takes advantage of WhyCode’s efficiency.



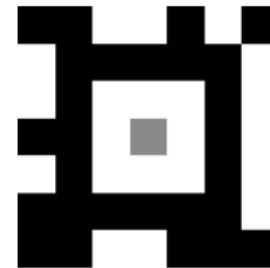
Fiducial System Modifications: April Tag

April Tag: less orientation ambiguity, but less computationally efficient.

April Tag 48h12: more sophisticated, “recursive.”

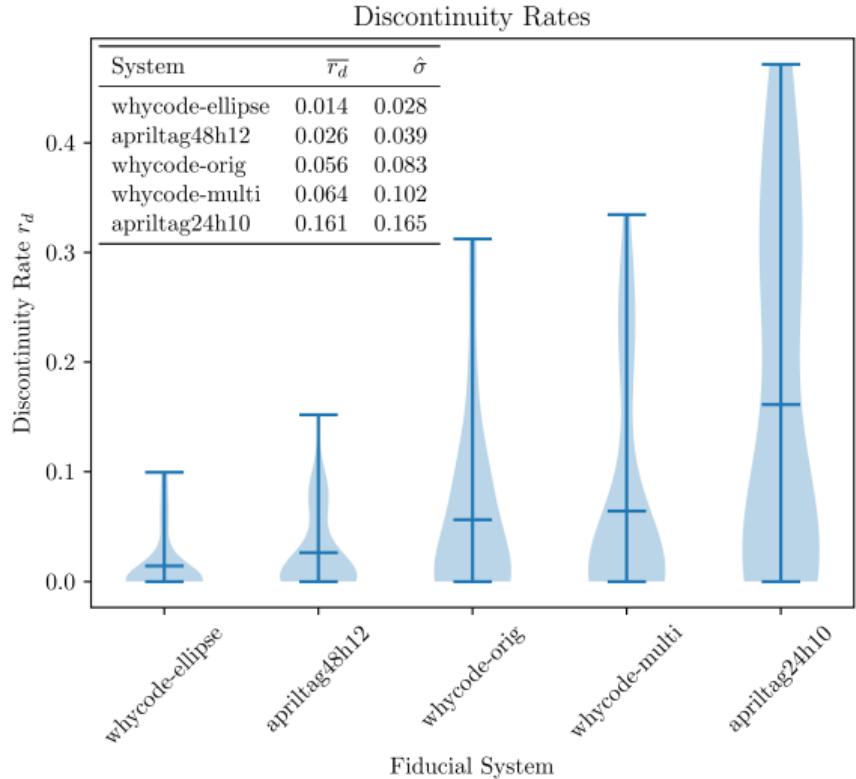


April Tag Custom 24h10: “recursive,” smaller definition



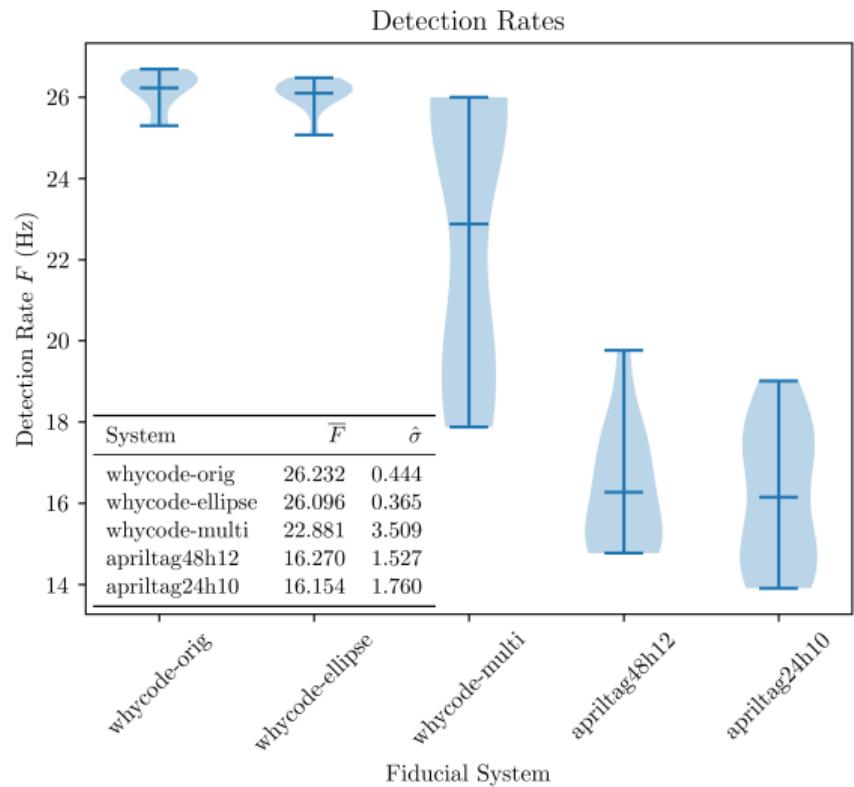
Performance Analysis: Discontinuity Rates

- Discontinuity rate \bar{r}_d is the number of discontinuities per detection.
- Lower is better.



Performance Analysis: Detection Rates

- Detection rate \bar{F} is the number of detections per second.
- Tested on Raspberry Pi 4.
- Higher is better.

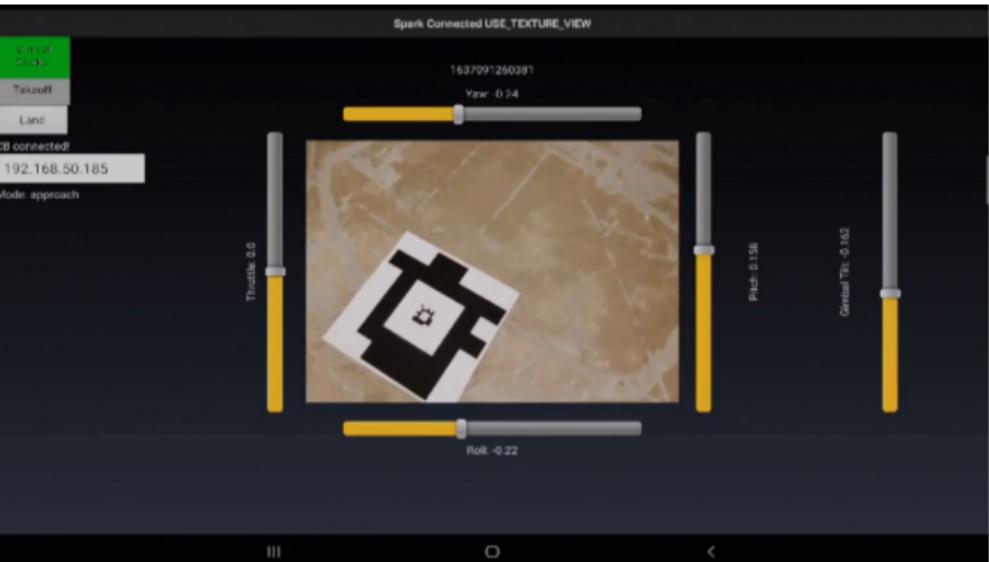
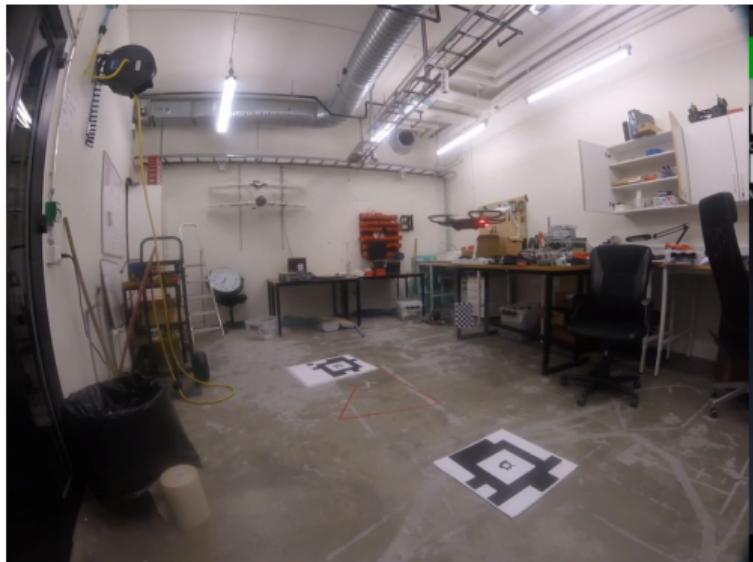


Autonomous Landing Proof of Concept (**FINALLY!**)

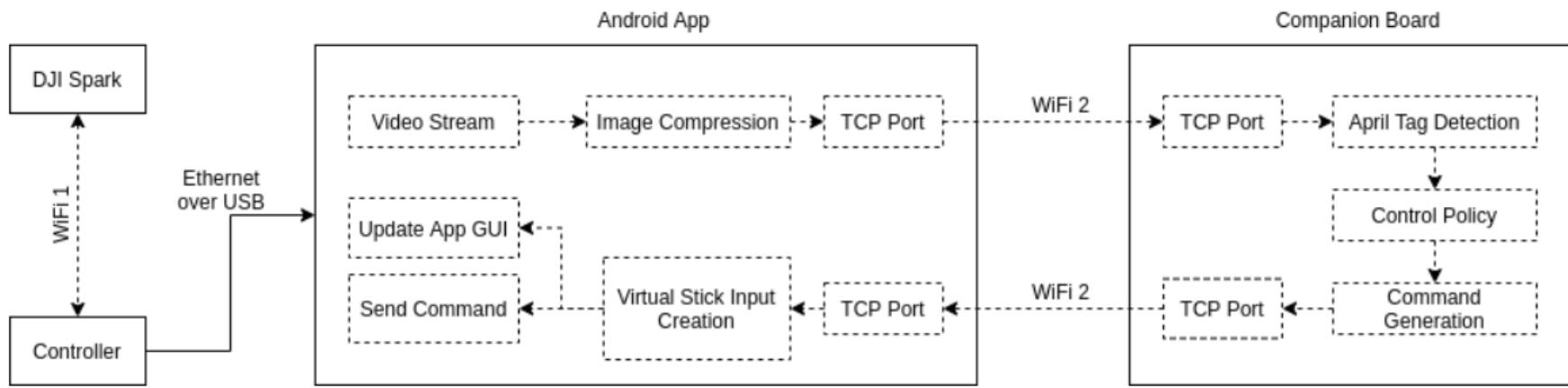
- Indoor experiments with DJI Spark
 - Reduces logistical considerations: transportation, weather
 - Stable out-of-the-box autonomous flight
 - Doesn't require GPS (uses other sensors)
- Requires DJI Mobile SDK, Custom Android App, and **lots** of workarounds.
- Video frames are offloaded (via WiFi) to Raspberry Pi 4 for processing
- Limiting factor: pre-transmission image compression on tablet (6-7 Hz)



Demo with worst-performing April Tag 24h10!



Autonomous Landing Proof of Concept: System Architecture



Publications

- Submitted: Evaluation of April Tag and WhyCode Fiducial Systems for Autonomous Precision Drone Landing with a Gimbal-Mounted Camera
- In Progress: Proof of Concept Results



Research Plan



Overview: Unstructured Autonomous Landing

- Focus on terrain analysis
 - Topological analysis: (smoothness, slant, flatness, size of flat regions)
 - Semantic segmentation: label terrain according to
 - the material it contains: (snow, ice, water, grass, rock, etc.)
 - how safe it appears for landing
- Focus on real time performance
 - Minimize computational requirements
 - Target specific hardware platforms
- Approach:
 - Input: sensor data (RGBD images, LIDAR/RADAR point clouds, etc.)
 - Base: CNN, U-net or Residual U-net for semantic segmentation
 - Potential pre-processing wrappers:
 - Rectification/calibration of images/point clouds
 - Downsampling of input resolution
 - Topological analysis
 - Potential post-processing wrappers
 - Safe landing site tracking
 - Translation to flight commands



Data Set Generation

AirSim: realistic simulator

- Scriptable, automatic generation of large, labeled, synthetic data sets
- Synthetic sensor data (LIDAR, RGBD cameras)
 - possible to imitate RADAR sensors with some tweaking of LIDAR sensor
- Specify realistic sensor parameters (distortion, range, update rate, etc.)
- Segmentation masks for high-level label generation
- Labeling method can be slow, hand-tuned

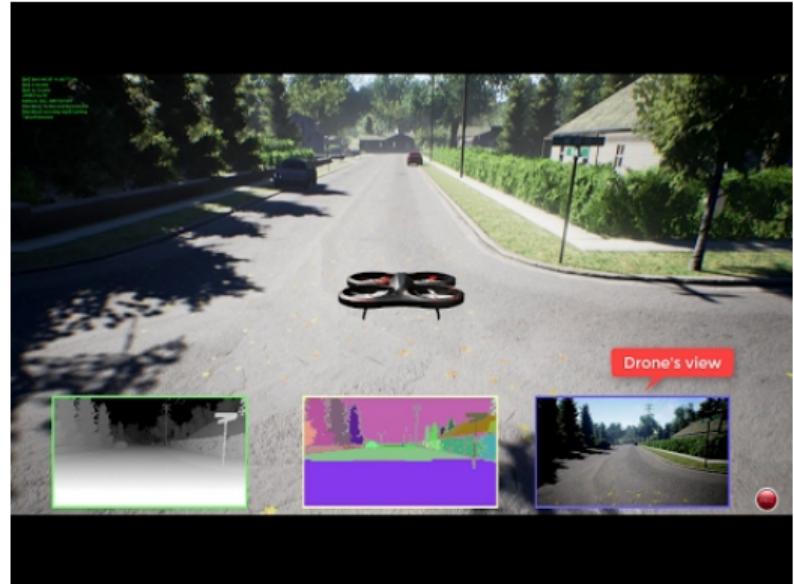
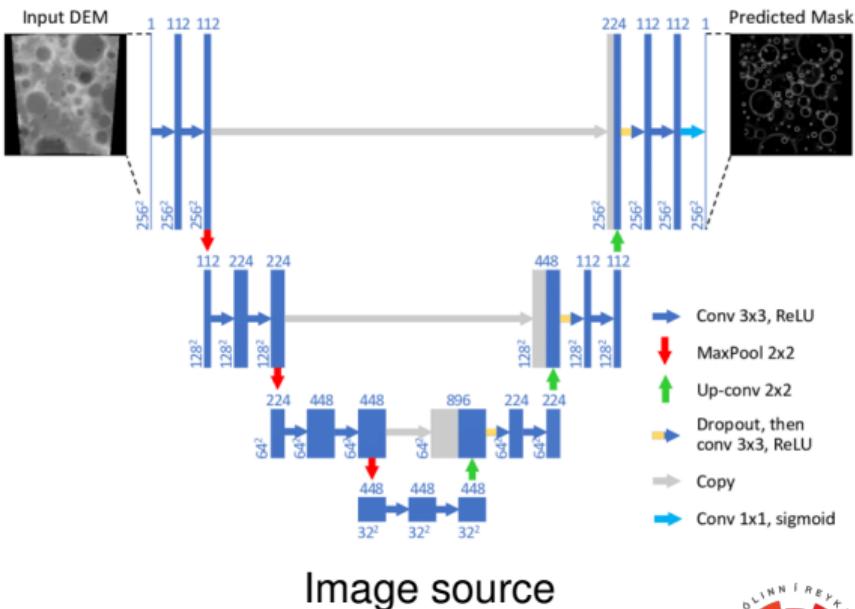


Image source



Offline Terrain Classifier Creation

- Performance comparison of several neural networks on the data set.
 - Ranking in terms of classification accuracy
 - emphasis on reducing false identification of safe areas



Testing in Simulation



Testing in the Real World



Drone Upgrades

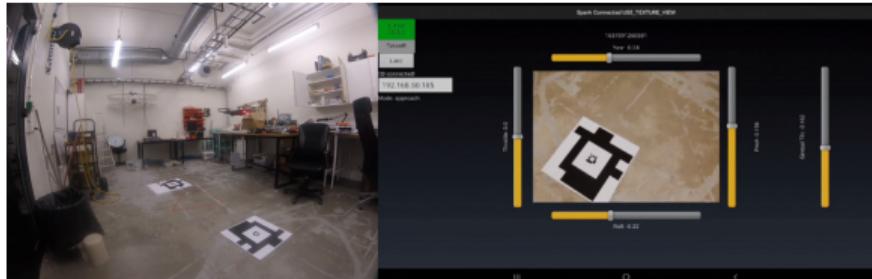


Risk Analysis

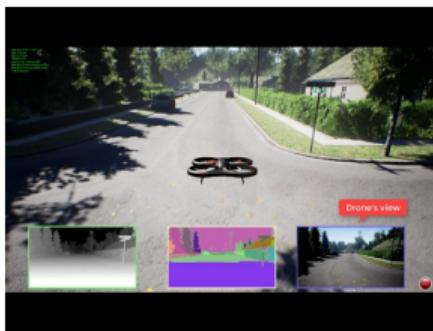


Summary

- Goal: autonomous drone landing
- Past work: landing via fiducial markers at *known* landing pads
- Research plan: unstructured landing (no known landing pad)
 - Sensors: RGBD, LIDAR/RADAR
 - Topological/semantic terrain analysis
 - Synthetic data
 - Testing in simulation
 - Real world tests: power/framerate
 - Real world tests: landing with a physical drone



[Click to watch on Vimeo](#)



References

