

PATH PLANNING FOR FLYING DRONES

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Outline

- Path Planning at SINTEF
- System Overview
- Localization Where am I?
- Path Planning How to get from A to B?
- Computing Calculating the Path
- Challenges





System Overview



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Localization – Where am I?

- Basis for all applications
- RTK GNSS
 - Centimetre accuracy
- Dual antennas
 - Good heading measurement
 - No compass needed
- Sensor fusion
 - Kalman filter
 - Inertial measurement unit (IMU)
 - Pose and position estimation





Path Planning – How to get from A to B?



Collision Free Path – Environment Mapping

- Sensing of the environment
 - Onboard vision sensors
 - 3D data
- Representation of the environment
 - Discretization of data
 - 3D voxels
- Octomap for storing representation
 - Open-source library
 - Memory efficient tree structure
 - Occupied/Open/Unknown



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Collision Free Path – Collision checking

- Simplified drone model
 - Symmetric
 - Collision points
- Collision checking
 - Swept volume ray tracing
 - Check against environment representation
 - Offline/online calculations



Shortest Path – Graph Search

- Graph discretizing the movement space
 - Nodes correspond to waypoints in space
 - Edges corresponds to paths between waypoints
- Invalidating/validating occupied nodes and edges
 - Collision checking
- Shortest path through graph
 - A* search algorithm
 - Globally optimal
- Local avoidance
 - Stuck in local minima





Computing – Calculating the Path

- Sensing, mapping, collision checking and graph search are computational demanding
- Onboard/offboard
 - Weight
 - Power consumption
 - Computation power
 - Communication
- CPU/GPU computing
 - Parallel processing
 - Udoo X86
 - NVIDIA Jetson TX2





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Challenges

- Limited computation power
- Drones are flying
 - Drift and inaccurate movement
 - High response demands
 - No emergency stop
- High voltages
 - High risk
 - Possible interference







Technology for a better society