## ONERA

## ProCoSA : a software package

## for autonomous system supervision

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## Outline

[1] Autonomy
[2] ProCoSA software package
[3] AUV application
[4] UAV application
[5] UGVs application

Conclusions and future work

## Autonomy levels



## Decisional autonomy

- Partially known, uncertain, dangerous, dynamic environments
- Asynchronous disruptive events, punctual communication failures
- Mission to achieve
$\rightarrow$ embedded architecture to online supervise the execution of the mission, adapt mission objectives and initial planning
- Main decisional software program: planning function
- No full autonomy $\rightarrow$ some tasks and decisions to operators


## Embedded decisional software architecture

- Close the loop \{perception, situation assessment, decision, and action\}
- Supervision function
- nominal execution (monitoring of vehicle behaviour)
- reaction to disruptive events
- run decisional tasks
- communication with ground station and other vehicles



## ProCoSA software package

- "Programmation et Contrôle de Systèmes à forte $\underline{\text { Autonomie" }{ }^{\circledR} 1999}$
- Integrated package
- puts together and synchronises functions achieving system autonomy
- aims at developing an embedded decisional software architecture
- Offline development stages
- nominal and non-nominal procedures writing: Petri nets model vehicle behaviours
- software programming
- co-operation coding between procedures and software programs
- Online execution
- mission supervision by a Petri net player


## Petri net formalism

- Discrete event modelling
- Graph with $\{$ places $=$ state $\}$ and $\{$ transitions $=$ state modification $\}$
- Marking of Petri nets $\rightarrow$ state of the system (tokens in places)

- Sequencing, parallelism and synchronisation representation
- Analysis techniques


## Petri nets in ProCoSA

action(s) $\left\{\begin{array}{l}\text { run a net } \\ \text { emit an event } \\ \text { run a software function } \\ \ldots\end{array}+\right.$ data flow

- Firing rules: enabled transition is fired iff one event occurs
- Timers to limit duration of actions
- Hierarchical modelling
$\rightarrow$ several levels of detail



## The Petri net player

- Tiny language
- Lisp interpreter for distributed embedded applications (ONERA)
- Library implementing socket TCP/IP protocol
- Direct interpretation of Petri nets (no code translation)
- Supervision
- procedure execution
- fires validated transition given the occurrence of events
- runs actions, e.g. calls the run of a software function
- dialog synchronisation with software programs
- communication with external systems (operators, other vehicles)


## EdiPet graphical user interface

- Project $=$ Petri nets + software function names + relationship
- Offline
- graphical creation of Petri nets
- connections inside the project
- generation of interfaces $\rightarrow$ skeleton of software programs
- Online
- display of net states during execution



## Example of project

- Simple mission for an UAV = join a sequence of waypoints
- A waypoint <=> a payload
- Two Petri nets
- MISSION models nominal phases: roll, takeoff, climb, transits to each waypoint, approach and landing
- EVENTS models non-nominal reactions to failures
- Two software programs
- GUI simulates vehicle guidance and payload control
- DEC
- next waypoint
- new list in case of payload failure
- nearest emergency site in case of engine failure




## Verification process

- Available in EdiPet
- Automatic generation of the reachability tree (reachable markings)
- place safety
- detection of dead markings
- detection of cyclic firing sequences
- $\rightarrow$ Model robustness


## AUV application

- \{ ONERA + PROLEXIA \} for DGA/GESMA
- Demonstration of autonomous missions by AUVs for areas survey
- Redermor AUV, + frontal and side scan sonar
- ONERA: embedded decisional software architecture + planning software program

NIVAS
Protexia

- PROLEXIA: man machine interface for mission preparation and supervision
- Several autonomy levels


- Autonomy level 3 (trajectory and itinerary planning)
obstacles
- Planning algorithm
- visibility graph based algorithm:
- Little's algorithm $\rightarrow$ optimised itinerary

mission graph waypoint


## Embedded architecture




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## Petri nets for nominal and non-nominal scenarios



## Bench test

windowsNT: operator


## Results



## UAV application

- $\{$ EADS + ONERA \} project for French Defence Ministry DGA
- Demonstration of an architecture designed for mission supervision
- Generic architecture / \{ UAV, mission, environment \}
- Disruptive internal and external events: failures, weather situation, interfering aircraft, threats... $\rightarrow$ on-board monitoring and replanning
- Mission: join an operation area defined by transit legs and $\{$ payload legs $=$ objectives $\}$
- Experiments: MCR-4S light aeroplane (DynAero)



## Embedded architecture


decision computer


## Nominal scenario



## Non-nominal scenarios

## Catastrophic_Events



- Study of disruptive events $\rightarrow$ classification:
- catastrophic $\rightarrow$ mission abortion
- flight-related $\rightarrow$ new flight profile
- mission-related $\rightarrow$ replanning
- communication-related $\rightarrow$ autonomy
- Non-nominal scenarios:
- list of ordered decisions according to event type and ongoing phase


## Results

- Formal tests
- Petri net analysis
- Lab tests
- simulation tool allows to validate frame transmission in both directions
- Ground and flight tests
- ongoing: March and May 2006
- nominal and ten non-nominal scenarios
- checking of flight data transmission (telemetry, control and operator frames) and Petri nets supervision onboard and on the ground


## UGVs application

- SUPAERO students
- Several autonomous robots
- Experiments: Pekee robots
- Mission: known environment, virtual load and unload of rings in a specific order



## Architecture



- Centralised architecture
- Sensor data: IR and camera
- Elementary orders to move in labyrinth: go forward, go backward, turn right, turn left, follow right wall, follow left wall, enter bottleneck, exit bottleneck


## A robot behaviour

- Petri net <=> track
- dedicated area
- bottleneck area and load area
- left
- right
- load area and bottleneck area
- left
- right
- One Petri net for alternate unloads

[5] UGVs


## Mission execution



## Future experiments : team operation

- Search and Rescue mission
- Partially known urban environment
- Obstacles
- 4 Pekee robots:
- 2 UGVs
- 2 "UAVs" (on plexiglas pane) to detect ground obstacles
- A supervisor Petri net



## Conclusions

- ProCoSA software package for decisional autonomy
- supervises mission execution
- deals with environmental uncertainties
- mission data and deliberative tasks independent $\rightarrow$ modularity, genericity
- hierarchical modelling of system behaviour
- Implementation in different autonomous vehicles
- AUV $\rightarrow$ sea experiments
- autonomous UAV $\rightarrow$ near future flight tests
- autonomous UGVs $\rightarrow$ two-robot mission


## Future work

- Classification of events and associated reactions, multiple event processing
- Improvement of embedded functions / real time constraints: perception, situation assessment, planning (e.g. objective planning), guidance
- Parallel research: vehicle, sensors, payload, pilot function and links with embedded functions (e.g. planning according to data quality)
- Simulation tools
- Decision Support Systems to help the operator
- Adaptive autonomy, shared control research
- Insertion of autonomous vehicles in future operational theatres
- Military and civil applications

