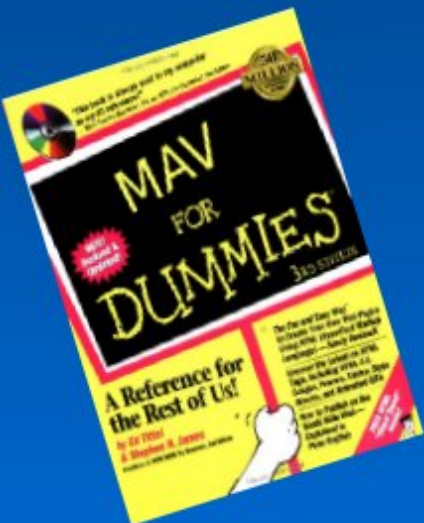


# PaparaDzIY

Pascal Brisset and Antoine Drouin

ENAC-CENA  
Toulouse, France

September 15, 2004



# Project Paparazzi



## Quick and Dirty UAV

- Hobby
- Low budget
- Two persons
- Two years
- JMD'03, EMAV'04 flight competitions

Learned lessons ?

Do It Yourself: Guidelines and tools for amateurs.



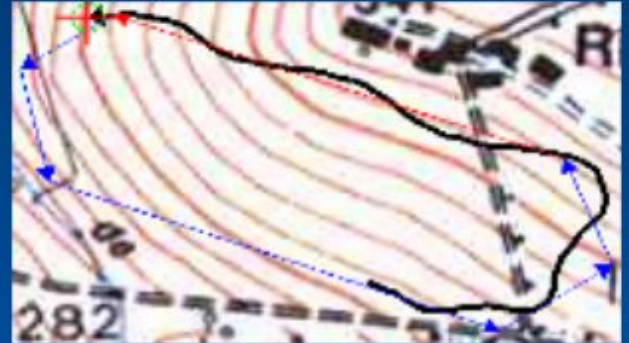
# Outline

- Objectives and Motivations
- Components
  - Aircraft Model
  - Autonomous Flight
  - Simulation and Flight Tests
- Methodology
  - Safety
  - COTS
- Conclusion



# Goals

- Autonomous flight
- Safety
- Low cost
- Low weight
- Open project



[www.nongnu.org/paparazzi](http://www.nongnu.org/paparazzi)

# Motivations

- To understand and learn
  - Electronics (sensors, EMI, RF,...)
  - Automatics (data fusion, control loops)
  - Software (airborne systems, datalink, HMI,...)
  - Flight mechanics and aerodynamics
- To have fun
- To take part in flight competitions



# Outline

- Objectives and Motivations
- **Components**
  - Aircraft Model
  - Autonomous Flight
  - Simulation and Flight Tests
- Methodology
  - Safety
  - COTS
- Conclusion



# Model Aeronautics



Not well described in books. Based on experience

- Assembly : nothing to reinvent - capitalize on model aircraft experience.
- Pilot : good skills for tricky situations.



# Airframe



First goal: To fly

Ex: Twinstar Multiplex

- “Ready to fly”
- Easy to operate
  - Electric
  - Hand launch
  - Heavy duty



Fly well, fly often





# Safe Manual Control

- PPM/PCM decoding
- Actuators command
- No radio-command programming
- Robust minimal code

Paparazzi solution:

- Automatic code generation
- 4ko



# Downlink

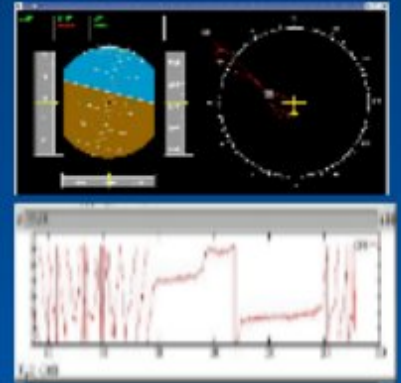


Monitoring of the flight parameters is required:

- Real time
- Post flight analysis

Paparazzi solution:

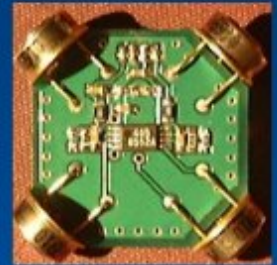
- Modems and audio channel of video camera transmitter
- Generic protocol



# Sensors



- Attitude : differential infrared thermometer
  - absolute data
  - no drift - computationally light
- GPS
  - Position
  - Course
  - Altitude
  - Speed



# 1st step : Automatic Flight

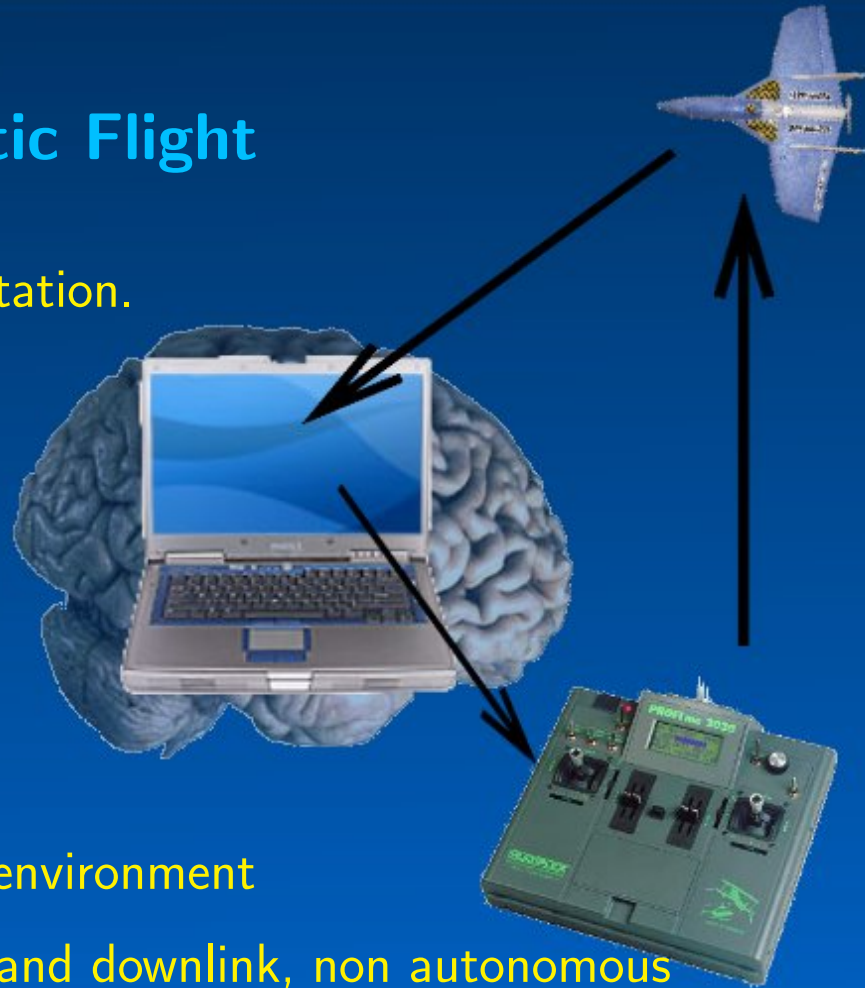
Control from the ground station.

Requires only:

- Stabilizer
- GPS receiver
- Computer-RC link

Pros: Simplicity, software environment

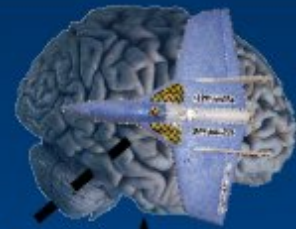
Cons: Latency, critical up and downlink, non autonomous



## 2nd step : Autonomous Flight

Airborne controllers: stabilization and navigation

- Attitude
- Heading
- Waypoint
- Track
- Mission



# Simulation



## Basic flight model

- Debug and non-regression test
- Help to adjust navigation algorithms
- Difficult to be realistic for low level controllers tuning

Paparazzi solution: “Hardware in the loop” simulator



# Flight Tests

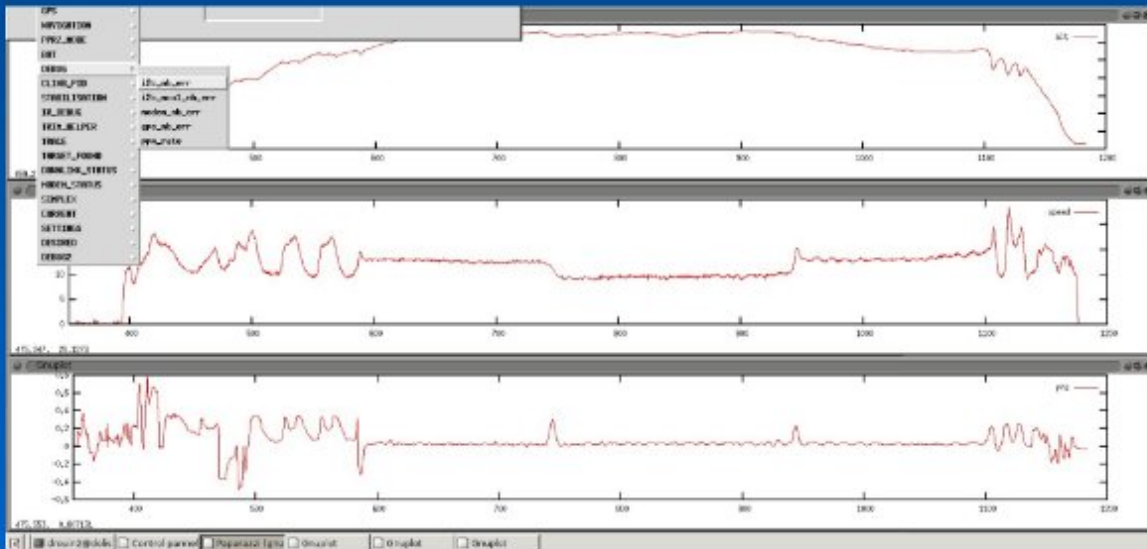
- Prepare a program
- Follow the program as much as possible
- Monitor the flight
- Analyze recorded data
- Archive them





# Post flight data analysis

- Replay
- Detect hidden failures
- Help future simulation





# Outline

- Objectives and Motivations
- Components
  - Aircraft Model
  - Autonomous Flight
  - Simulation and Flight Tests
- **Methodology**
  - Safety
  - COTS
- Conclusion



# Safety



- Design
  - Segregate critical code
  - Implement fail safe modes
    - \* Automatic motor cut upon ground proximity
    - \* Basic “back home” navigation mode
- Operation
  - Be paranoid (if it may fail, it will fail)
  - Use check lists
  - Respect model aircraft rules



# Extreme Programming



[www.extremeprogramming.org](http://www.extremeprogramming.org) : a software methodology for “risky projects with dynamic requirements”

Some rules:

- Refactor whenever and wherever possible
- Unit tests
- Integrate often
- Make frequent small releases
- All production code is pair programmed



# Use “open” COTS



Need for a full control of the components.

- RC receiver:
  - Difficult to tune and build (HF part)
  - Piggy-backed a commercial unit
- FMA stabilizer:
  - Keep the infrared sensor
  - Dump the controller



# Open Software



Natural answer: the Free Software solution (FSF, GNU)

- Understanding and fixing
- Active support
- Expanding, adapting

Examples : Linux, Gcc, Autopilot, Rtty, FlightGear, Ivy, Zinc,...





[www.openatc.org](http://www.openatc.org)

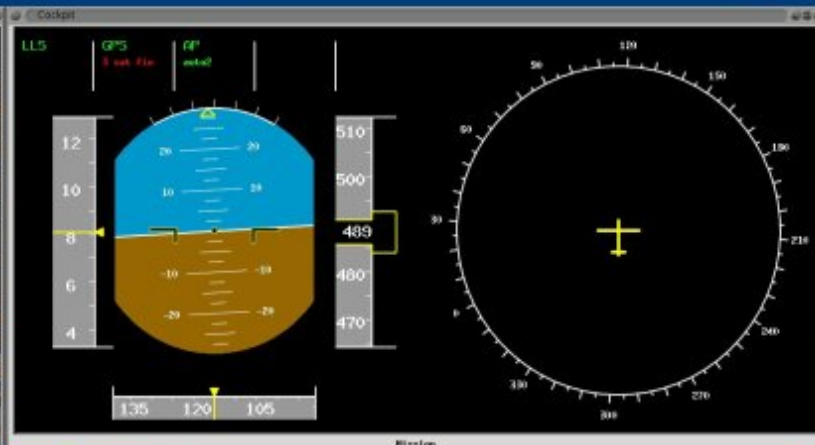
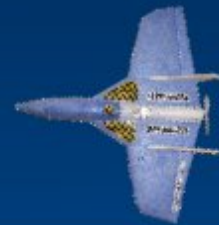


[www.flightgear.org](http://www.flightgear.org)



UAV control station

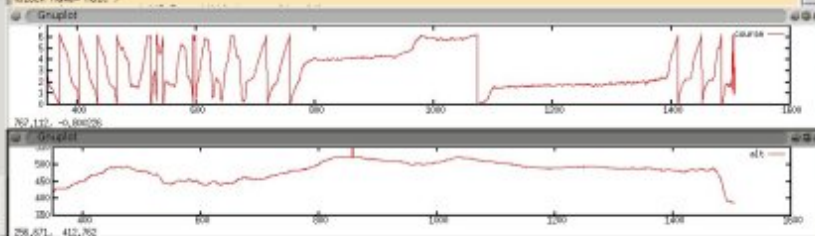
# Paparazzi Control Station



File Edit View Help  
[Icons]



```
block name="pitch"
{
  heading course="GPS" mode="yaw" yaw="0.0" roll="0.0" pitch="0.0" yaw_rate="0.0" pitch_rate="0.0"
  heading course="GPS" pitch="0.1" mode="roll" roll="0.0" roll_rate="0.0" yaw_rate="0.0" pitch_rate="0.0"
}
block name="yaw"
{
  destination cond="!RollVer1()" deroute="land"
  Roll()
  (go spin"1" pitch"rc_pitch"/>)
  (go spin"2" pitch"rc_pitch"/>)
  (go spin"4" pitch"rc_pitch"/>)
  (go spin"4" pitch"rc_pitch"/>)
}
block name="land"
{
  destination cond="!RollVer1()" deroute="init"
  (go spin"1" /)
  (go spin"2" /)
  (go spin"THS" heading"route" pitch"0,1" mode"glide"/>)
  (go spin"WB" /)
  (go spin"4" /)
  (deroute block"land"/>)
}
block name="thrust"
{
  Thrust()
}
```



Move Forward  
Time: 12841 Duration: 1885 Properties

# Real UAV is too expensive to play!



Do it yourself with Paparazzi

- Request for support, documentation, features
- Find bugs!

First users

- Fondtech: Minimal cost landmine survey
- Adelaide University: Computer vision
- ENAC: Teaching







<http://www.nongnu.org/paparazzi>



# By the way : nothing new for terrorists



Recurrent question on open project UAV forums

- Commercially available elsewhere
- Not a turnkey system
- High complexity, low payload, small range

Why would they bother building their own?

