



INSTITUTO UNIVERSITARIO
SIANI
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An Optimization-Based Path Planner for Underwater Gliders

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Glider Path Planning
Problem definition
Non-comprehensive list of Navigation Problems

Introduction



Glider Path Planning

- Find advantageous routes to reach a waypoint
 - Time
 - Energy → Autonomy
- Ocean Currents
 - Strong ($>0.5\text{m/s}$)
 - Eddies
 - Temporal variability
 - ROM: ESEOO Project
 - $1/20^\circ$
 - 2D+1h or 3D+day mean

Puertos del Estado



Problem definition

- Path planning with temporal horizon
 - Minimize the remaining distance to the target
 - Use of ROM's maps with forecast ocean currents
 - Time-varying scenario
 - Computational cost limitations to surface period of glider
- Path planning to reach a waypoint
 - Try to minimize the time to reach the target
 - If long trajectories → Historic ocean currents maps
 - Quasi-stationary scenario

Non-comprehensive List of Navigation Problems

- Optimal Departure-time
 - Deployment
- Track Evolving features
 - HABs
- Multiple Vehicle Coordination
 - Formation
 - Navigation w/ constraints
- Hold Track
 - Data assimilation
 - Follow line or curve trajectory
- Gathering
 - Recovery

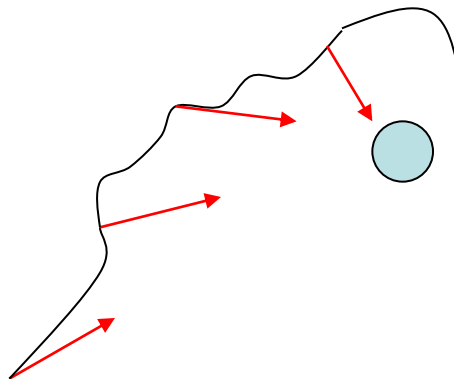
Introduction
Direct to goal
RRT
A*

Constant-Time Surfacing A*

OTHER PATH PLANNING ALGORITHMS

Direct to goal

- Trivial solution
- At each surfacing the next bearing is computed as the direction of the goal point.
- Limitations:
 - Drift significantly in presence of strong currents



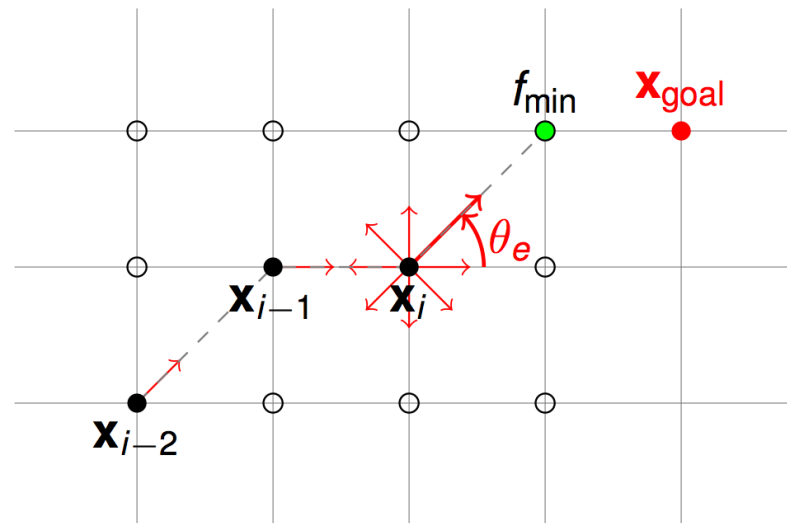
EGO 2011

RRT (Rapidly-exploring Random Tree)

- Random generation of test cases.
- Build up an exploring tree with nodes that tend to cover the search space
- Tree is generated both from start and from end point
- Limitations:
 - No applicable in time-varying scenario.
 - No guarantee of finding a route and less an optimal trajectory.

A^*

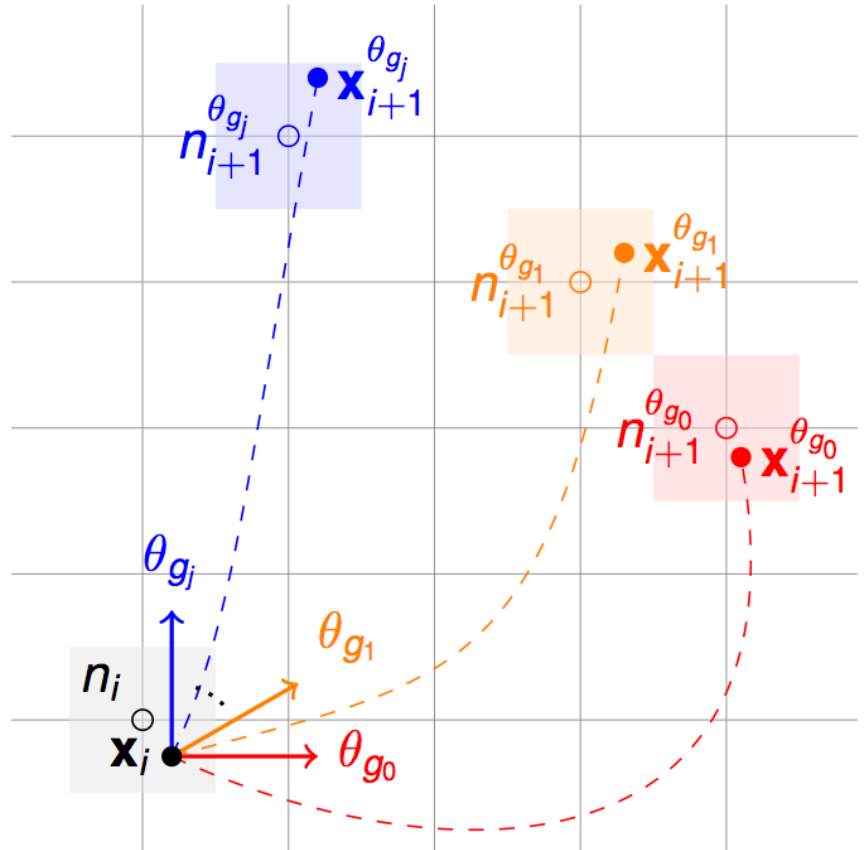
- Adaptation to the glider problem
 - Constrained motion model
- Limitations
 - Uniform grid discretization of the search space
 - Non-constant time stints



EGO 2011

Constant-Time Surfacing A* (CTS-A*)

- Features:
 - Constant-Time Surfacing
 - Bearing set
 - Trajectory integration
 - Continuous locations
- Limitations
 - Bearing discretization
 - High computational cost



- Path planning with temporal horizon
- Path planning to reach a waypoint

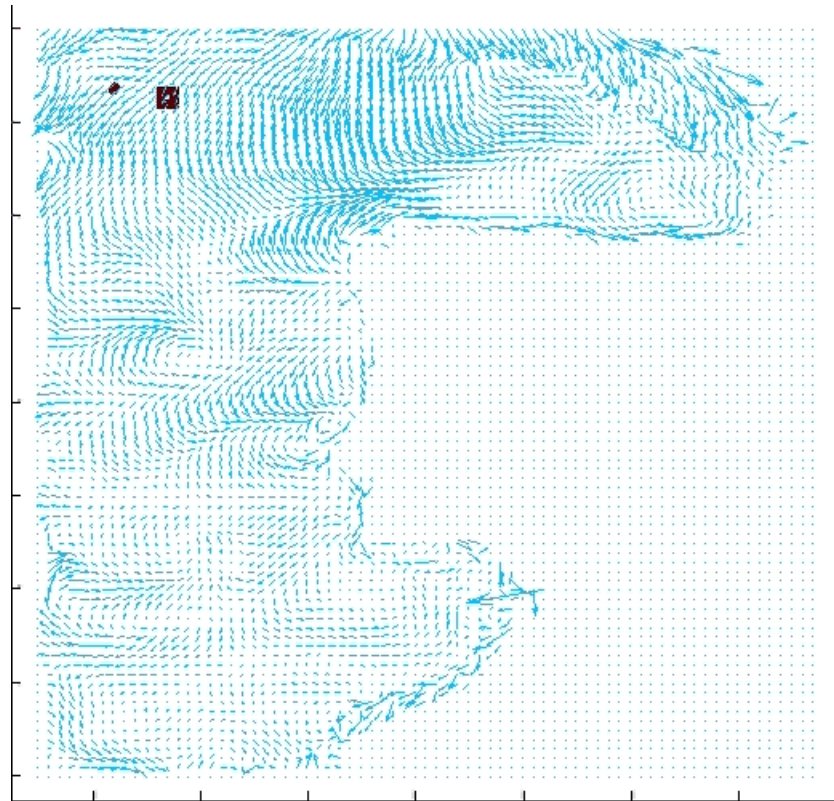
Path planner based on optimization



Temporal horizon

- Use of optimization functions
 - Levenberg-Marquardt, SQP, Quasi-Newton ...
- Parameters are the bearings of each surfacing
 - The number of parameters is known
- Try to minimize the distance to the goal point
- Initial guess:
 - Start to goal angle
 - Direct to goal results

Optimal trajectory simulation for a 3-days with time-varying currents.



- Glider trajectory
- Start point
- Goal point
- Bearings estimated in each surfacing
- Ocean currents
- Ocean currents that exceed glider velocity

- Path planning with temporal horizon
- Path planning to reach a waypoint
- Navigation problems

Experimental results

Temporal horizon

Experiment conditions

- Simulations using Matlab®
- Ocean current maps from the ESEOO model
 - gives outputs for each hour structured in four 24h sets from now-cast to D+3 predictions
- Stint duration: 8 hours
- 25 cases analyzed

Temporal horizon

Comparative tests

- **Measures:**
 - **Path quality:** remaining distance from the last surfacing to the goal point
 - **Computational cost:** Using Intel® Core™ 2 Quad processor running at 2.5 Ghz.
- **Simulation of glider behavior**
 - Combining the commanded bearing with the current model data and the nominal glider velocity
- **Methods setup**
 - A* and CTS-A* grid size $\rightarrow 1/20^\circ$
 - CTS-A* \rightarrow divisions of 20° in the bearings rose

Temporal horizon

Mean of remaining distance to reach the target

| Method | Distance (kms.) |
|----------------|-----------------|
| Optim | 50.6 |
| CTS-A* | 55.8 |
| A* | 62.7 |
| Direct to goal | 65.4 |

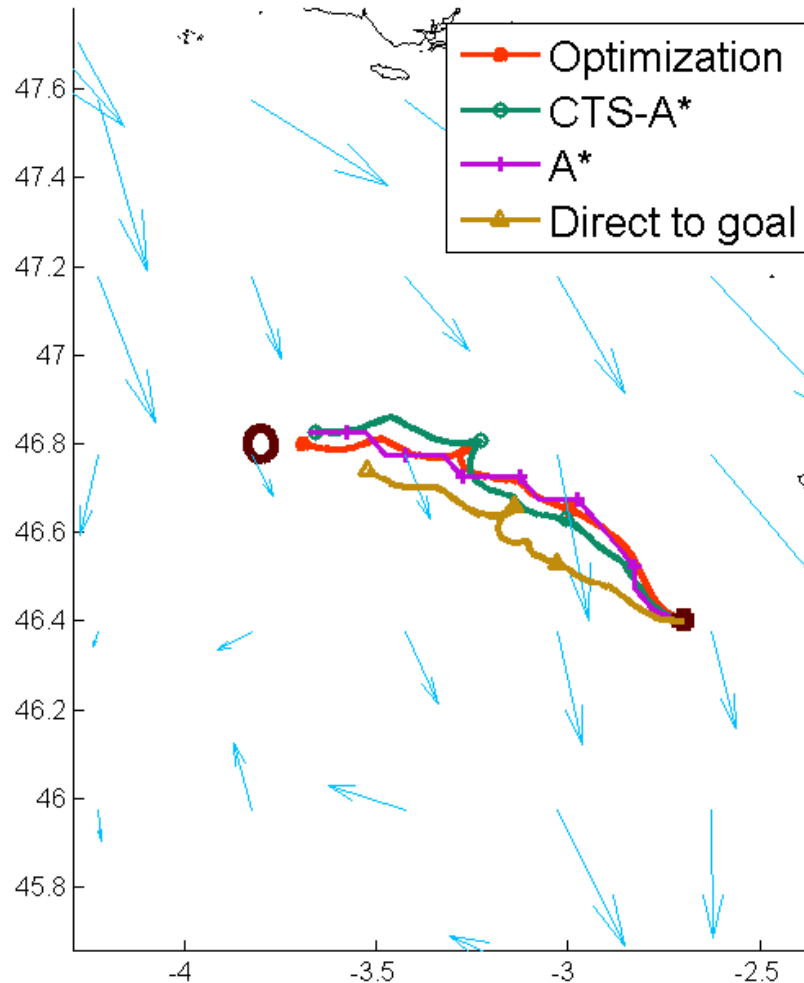
Temporal horizon



Mean of computational time

| Method | Time (seconds) |
|----------------|----------------|
| Optim | 8.1 |
| CTS-A* | 38.4 |
| A* | 342.4 |
| Direct to goal | <0.1 |

Temporal horizon

Comparative of trajectories



-  Ocean currents
-  Ocean currents that exceed glider velocity

Glider speed = 0.4 m/s
Distance = 95.3 km.

Km. remaining to reach the target:

Optimization: 8.4

CTS-A*: 11.2

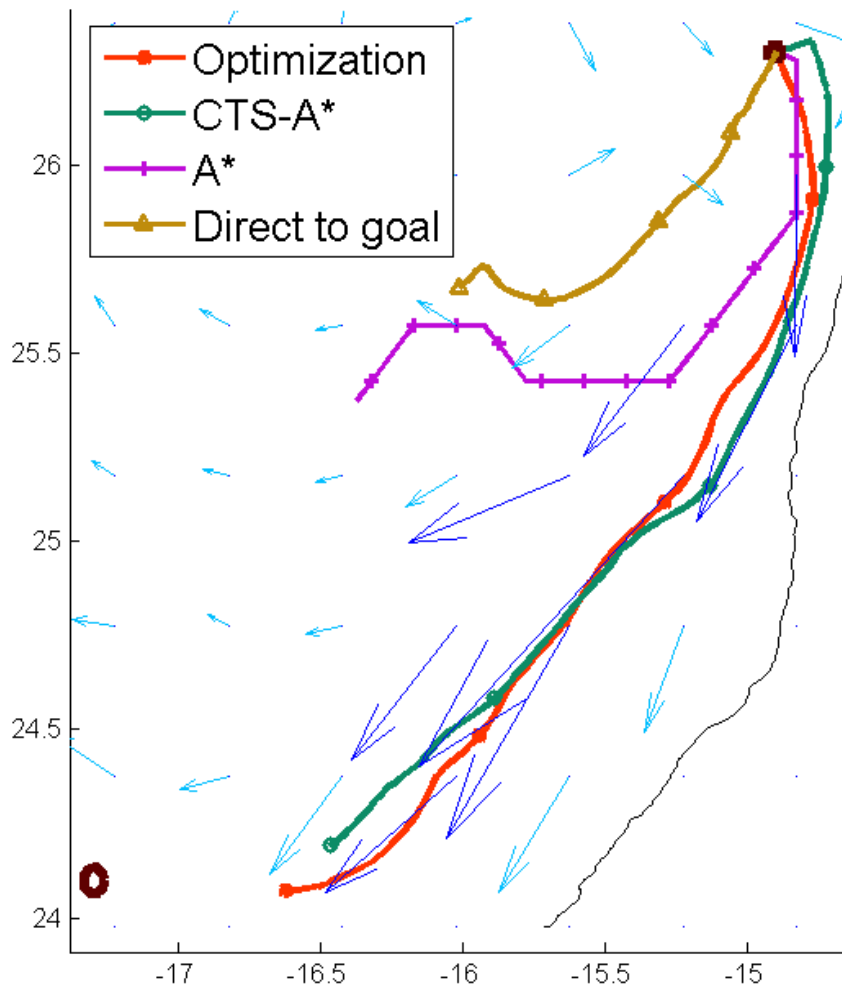
A*: 9.9

Direct to goal: 22.5

EGO 2011

Temporal horizon

Comparative of trajectories



→ Ocean currents
→ Ocean currents that exceed glider velocity

Glider speed = 0.4 m/s
Distance = 344.6 km.
Simulation: 4 days

Km. remaining to reach the target:

Optimization: 68.9

CTS-A*: 85.1

A*: 169.4

Direct to goal: 217.6

To reach the waypoint

Experiment conditions

- Simulations using Matlab®
- Ocean current maps from the ESEOO model
 - static map
- Stint duration: 8 hours
- 20 cases analyzed

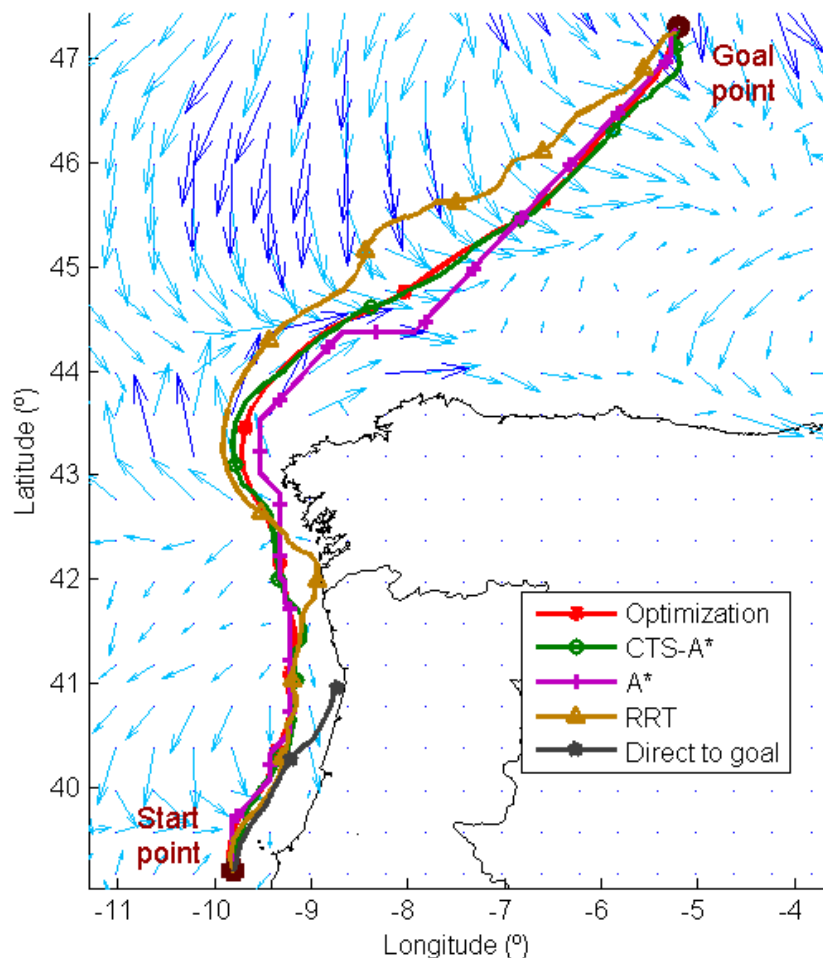
To reach the waypoint

Mean of number of days to reach the goal

| Methods | Mean of all cases | Mean of selected cases |
|-----------------------|--------------------------------|------------------------|
| Direct to goal | No arrival in the 35% of cases | 18.0 |
| RRT | No arrival in the 5% of cases | 17.7 |
| A* | 18.9 | 17.1 |
| CTS-A* | 18.7 | 16.9 |
| Optimization | 18.4 | 16.7 |

To reach the waypoint

Comparative of trajectories



→ Ocean currents

→ Ocean currents that exceed glider velocity

Glider speed = 0.4 m/s.
Distance = 974 km.

Num. days of paths:

Optimization: 26.3

CTS-A*: 27.2

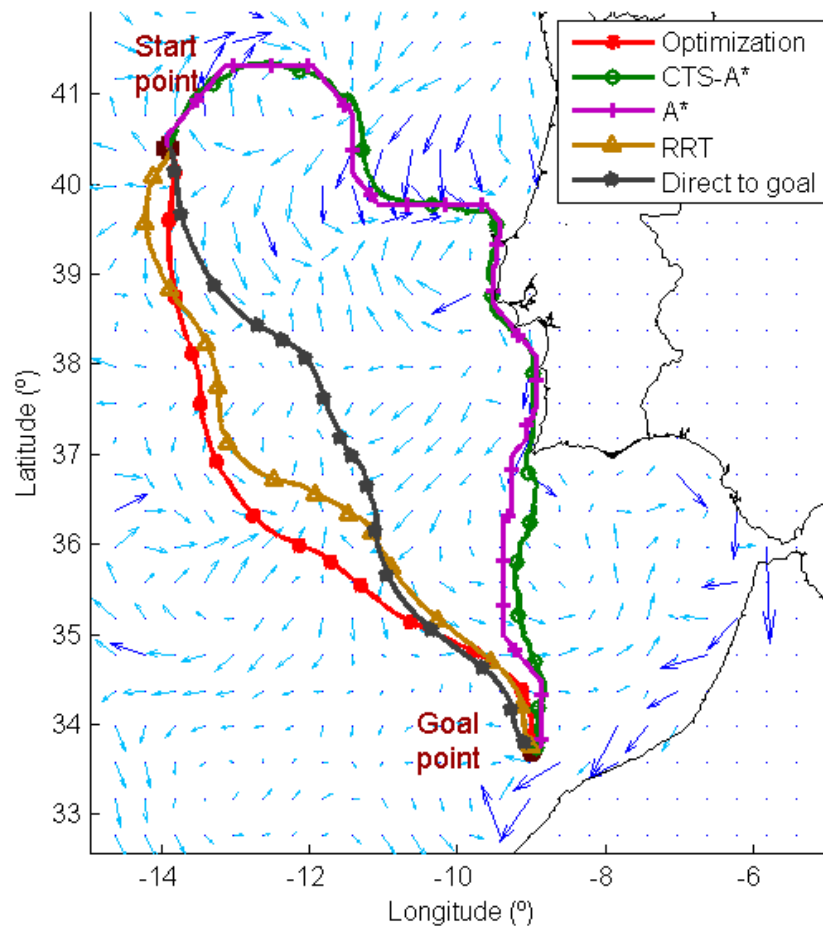
A*: 27.3

RRT: 31.3

Direct to goal: No arrival

To reach the waypoint

Comparative of trajectories



→ Ocean currents

→ Ocean currents
that exceed
glider velocity

Glider speed = 0.2 m/s.
Distance = 861.9 km.

Num. days of paths:

Optimization: 47.4

CTS-A*: 50.0

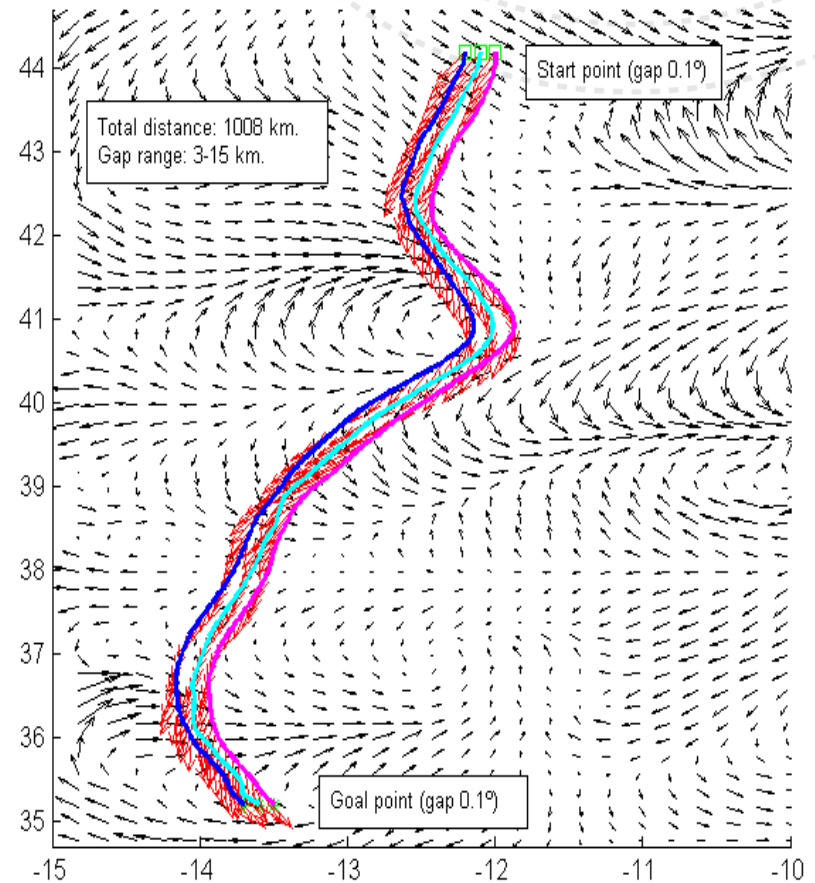
A*: 49.6

RRT: 49.7

Direct to goal: 53.8

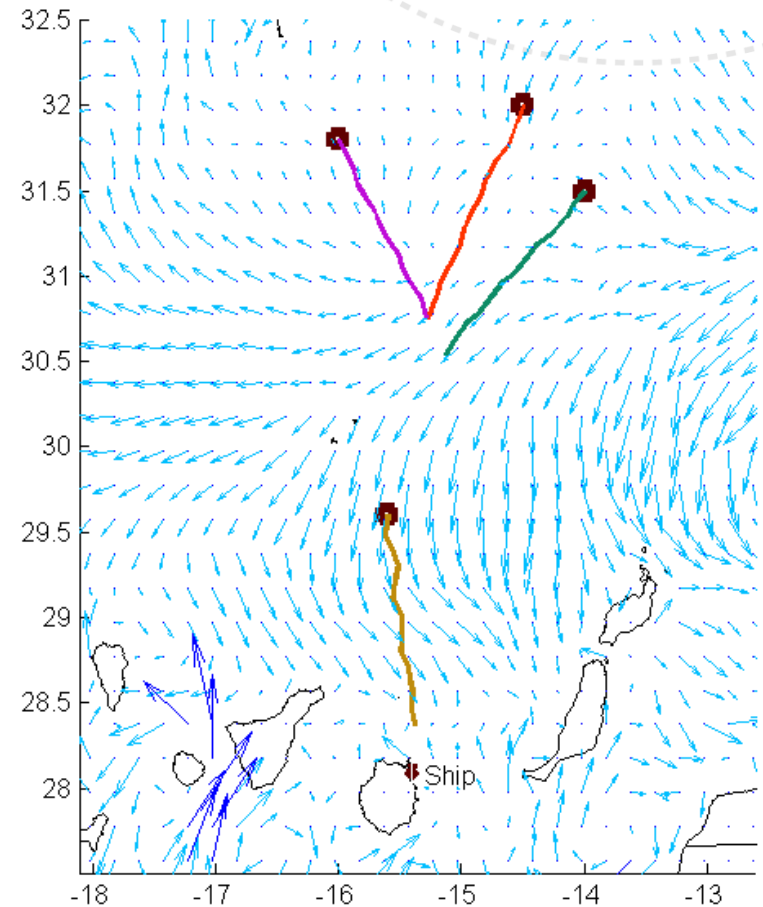
Navigation Problems

- Optimal Departure-time
- Track Evolving features
- Multiple Vehicle Coordination
- Hold Track
- Gathering



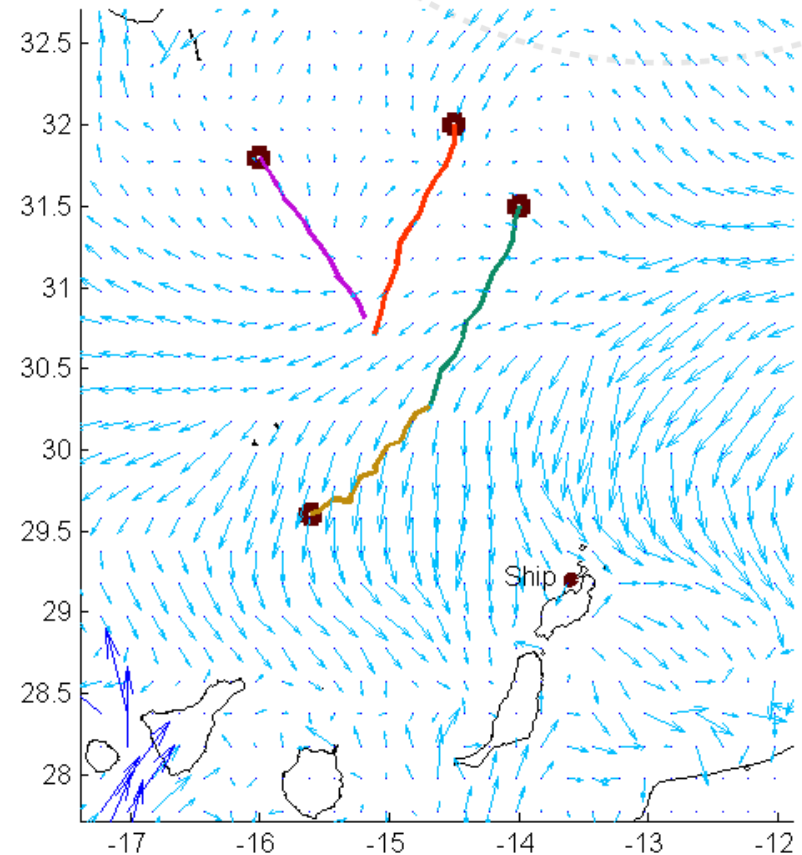
Navigation Problems

- Optimal Departure-time
- Track Evolving features
- Multiple Vehicle Coordination
- Hold Track
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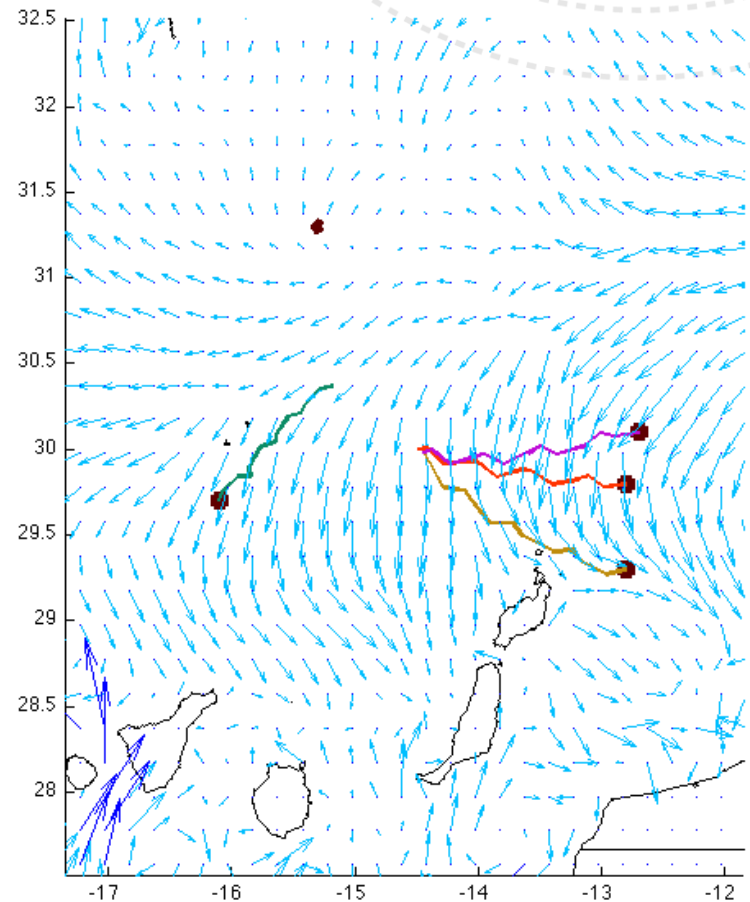
Navigation Problems

- Optimal Departure-time
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- Hold Track
- Gathering



Navigation Problems

- Optimal Departure-time
- Track Evolving features
- Multiple Vehicle Coordination
- Hold Track
- Gathering



Conclusions



Conclusions

- Novel path planning algorithm for gliders based on optimization
 - Reflects accurately the vehicle operation pattern
 - Offers promising results on realistic simulations
 - Allows re-planning in real conditions
 - Adaptable to plan in different practical situations:
 - Cover a set of waypoints (predefined trajectory)
 - Chase mobile objects
 - Coordinate movements of a fleet
- Comparison with other methods
 - Gives better performance (quality path and computational cost) than other approaches

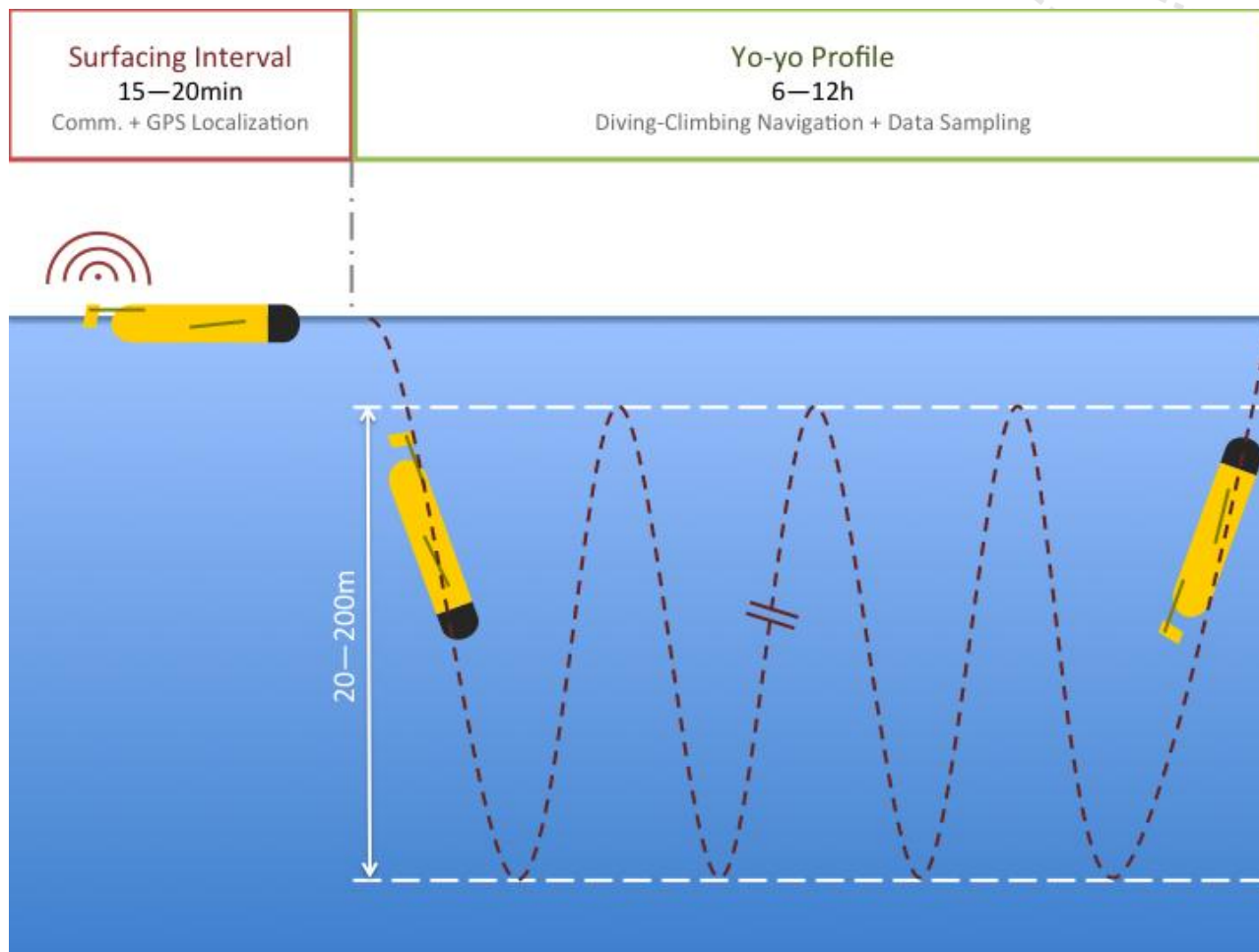
Future works

- Incorporate 3D current data
 - 3D Glider motion model
- Adaptation of this method to coastal scenarios where obstacles are found.
- Validate the robustness of the method
 - Glider missions

Thank you for your attention!

Questions, please?

Underwater gliders



To reach the waypoint

- Problem: The number of stints is unknown
- Algorithm: $\text{pathplanner}(p_{\text{ini}}, p_{\text{end}}, M, G, d_{\text{th}})$
 1. $p = p_{\text{ini}} \rightarrow$ Initialized to start point
 2. $B = 0$
 3. $d = \text{distance}(p; p_{\text{end}}) \rightarrow$ Distance remaining to target
 4. while $d > d_{\text{th}}$ do
 5. $n = \text{numbearings}(p; p_{\text{end}}; M; G) \rightarrow$ Bearings to goal
 6. $B_n = \text{inibearings}(p; p_{\text{end}}; n) \rightarrow$ Init. of new bearings
 7. $B_0 = [B; B_n] \rightarrow$ combine bearings
 8. $[B; p] = \text{optimize}(B_0; p_{\text{ini}}; p_{\text{end}}; M; G)$
 9. $d = \text{distance}(p; p_{\text{end}})$
 10. end while
 11. return B

Gliders path planning

Glider: Low surge speed (~ 0.4 m/s)



High influence of ocean currents



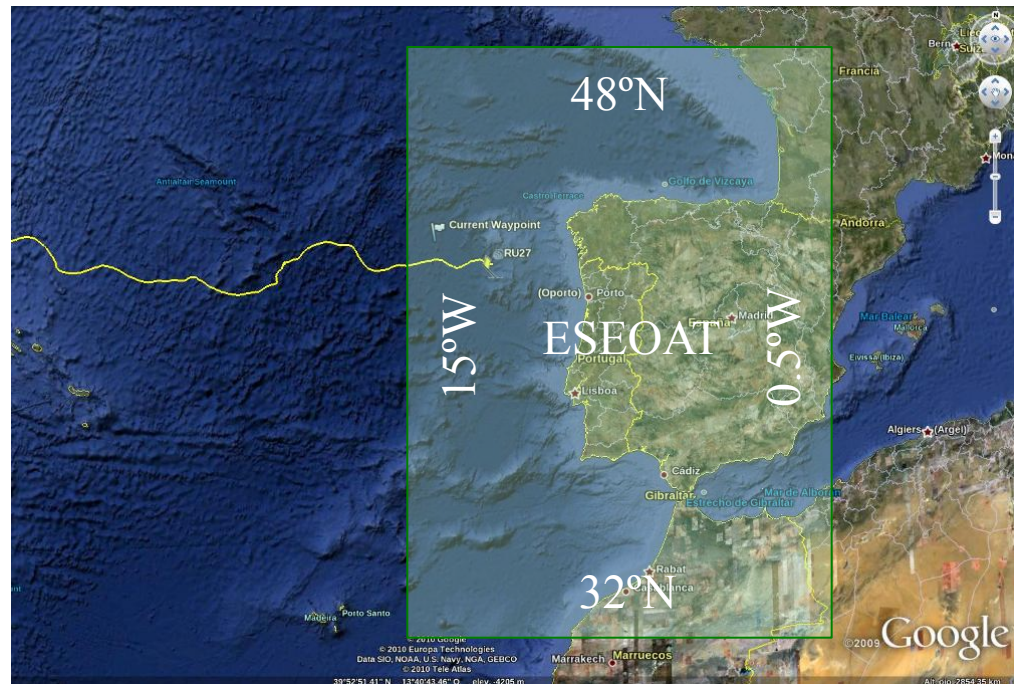
Path planning is necessary



Use of Regional Oceanic Models (ROM's)

Ocean Currents

- ESEOO [Sotillo, 2007]: POLCOMS model
- Buoys network, fresh water (river) discharges, ...
- Output
 - 2D + 1hour or 3D + day means



Gliders

- Autonomous Underwater Vehicle (AUV)
- Large Autonomy
 - Saw tooth pattern (dive, climb)
 - Surfacing
 - Communicate data
 - Receive bearing (next waypoint)
 - Low speed

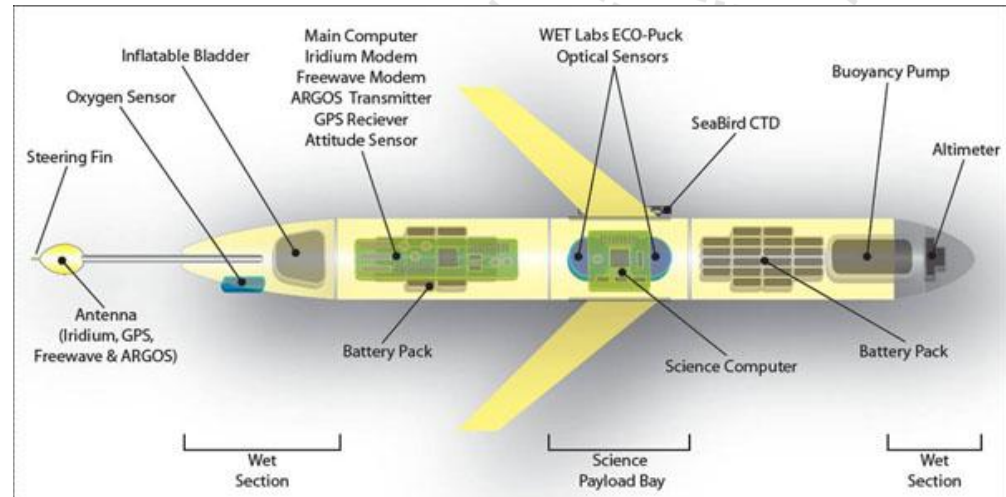


Figure courtesy of Integrated Marine Observing System (IMOS)

RU27 trans-Atlantic mission



Kinematic Motion Models

- Vector composition + Trajectory integration
- Constrained motion model (feasible headings)
- Force balance (3D bouyancy model)

