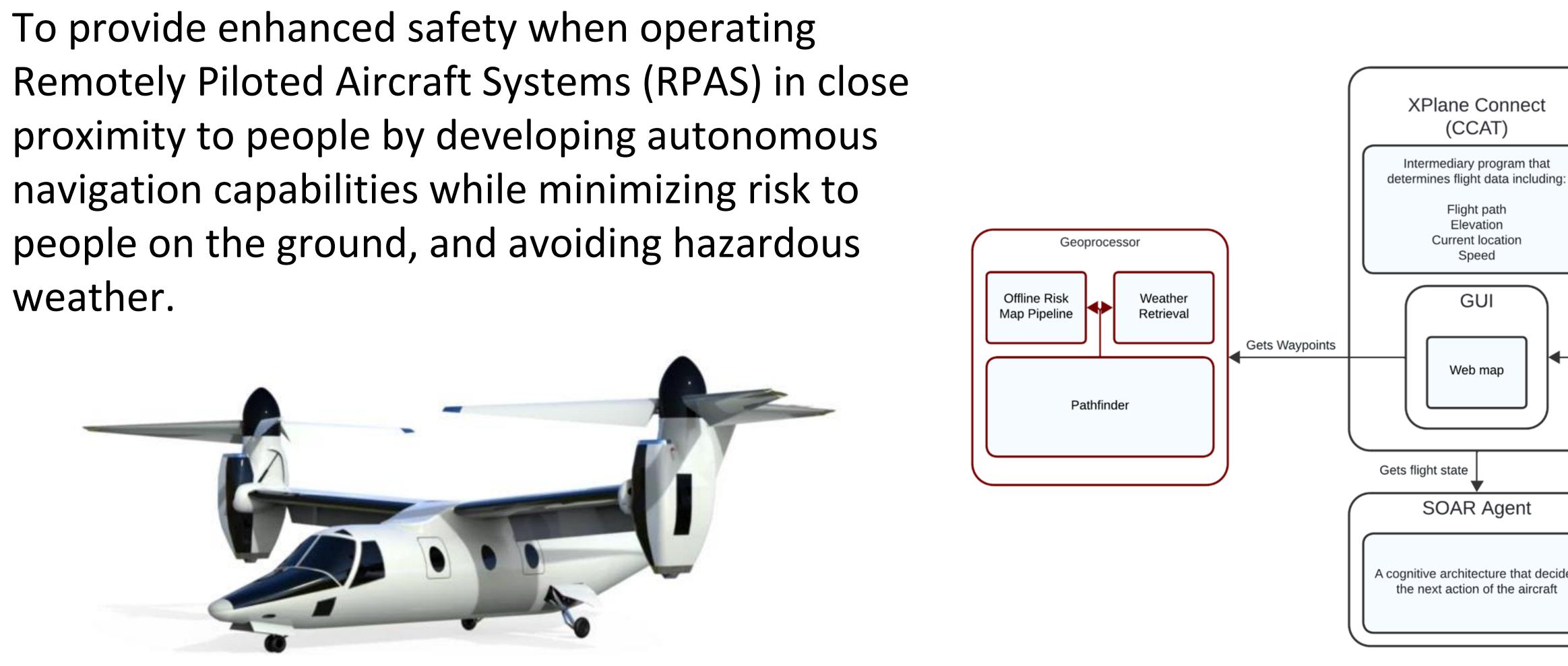


## Goal

weather.



# **Previous Approaches**

- Check and repair navigation, to avoid densely populated areas described as highly populated areas in flight maps.
- Augment check and repair, to include polygons representing weather formations. Weather data retrieved from weather API, and convex hull implemented to build polygons from data.

## **Our Approach**

Previous approach relied heavily on manual data construction, as populated areas were manually described by enclosing polygons.

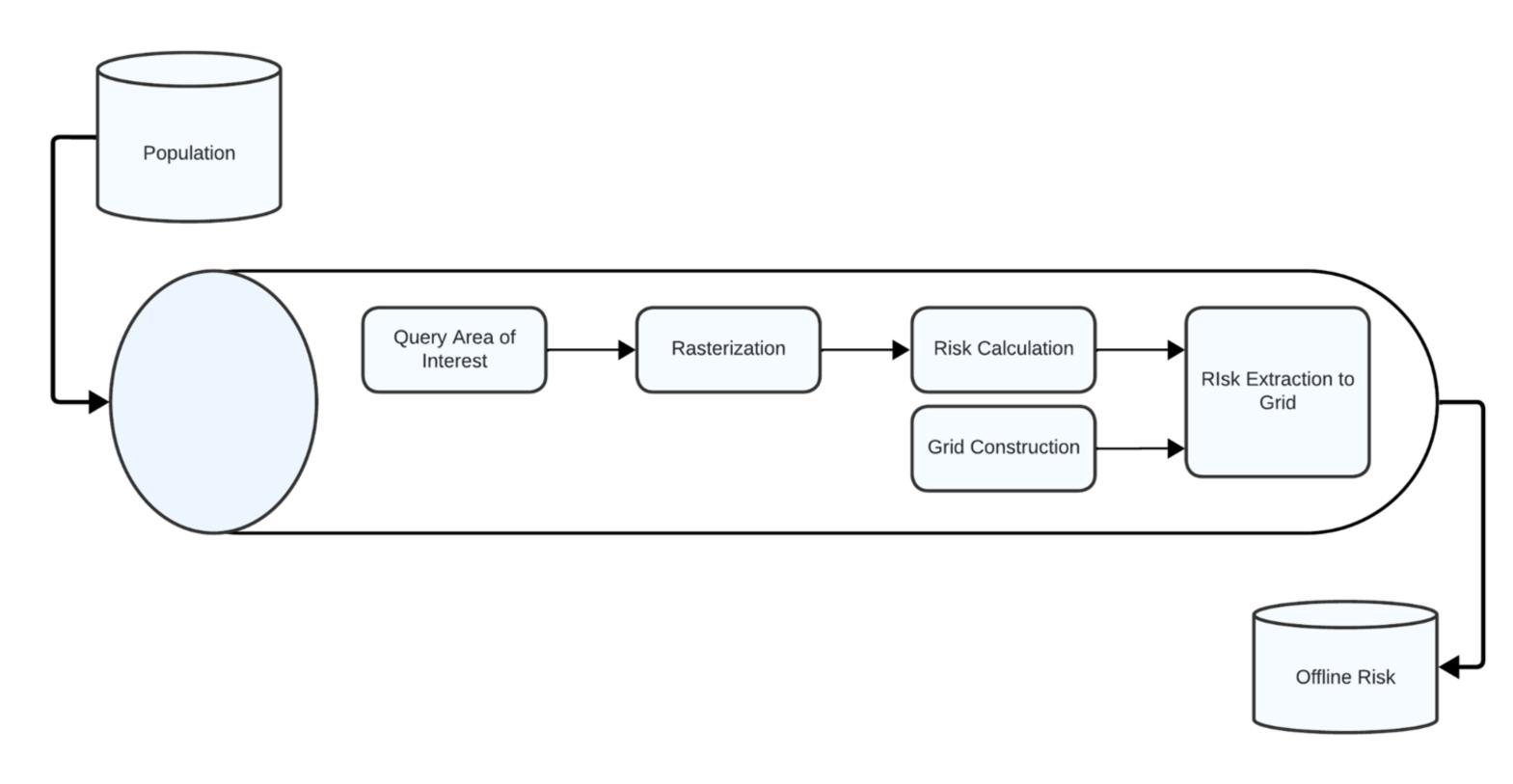
Transform project to use population database, and retrieve weather data from data providers.

Allows for quantification of risk, which is the first step to making context-dependent tradeoffs.

# **Cognitive-Driven UAS** Justin Swanson, Christopher Norton Faculty Advisor(s): Siddhartha Bhattacharyya, Dept. of EECS, Florida Institute of Technology Graduate Student Advisor(s): Parth Ganeriwala, Dept. of EECS, Florida Institute of Technology



# **Data Processing Pipelines**



# Challenges

- Domain knowledge: We had to spend time researching geospatial terminology and methods.
- Data processing: Traditional geospatial methods proved too slow for our needs, so we worked to heavily optimize our code.
- Weather acquisition: Acquiring weather data quickly becomes difficult because of API ratelimiting and cost.

Flight contro

Gets Flight Data

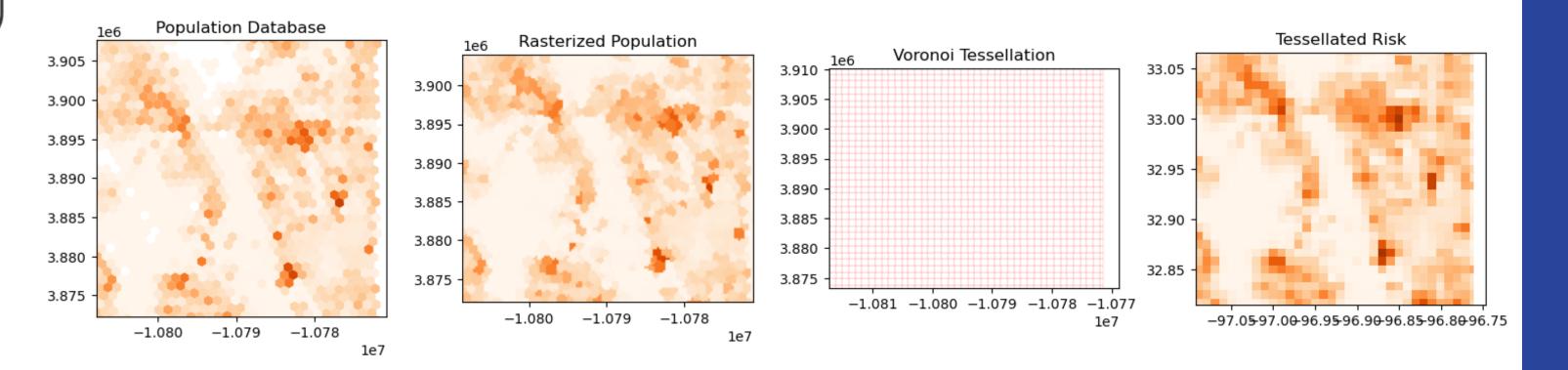
XPlane Flight Simulator

Virtual enviroment that runs a flight simulation of AW609

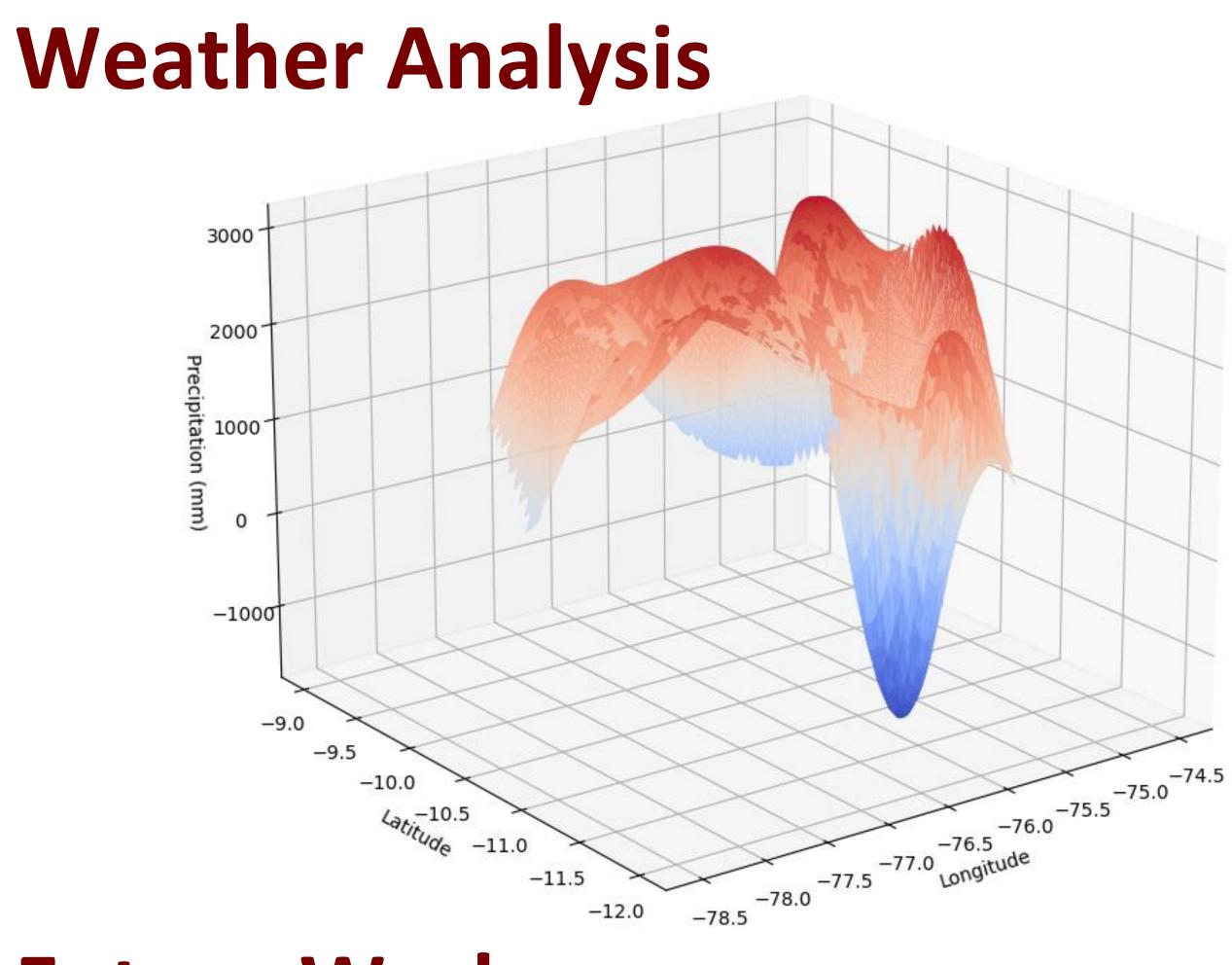
# **Spatial Analysis**

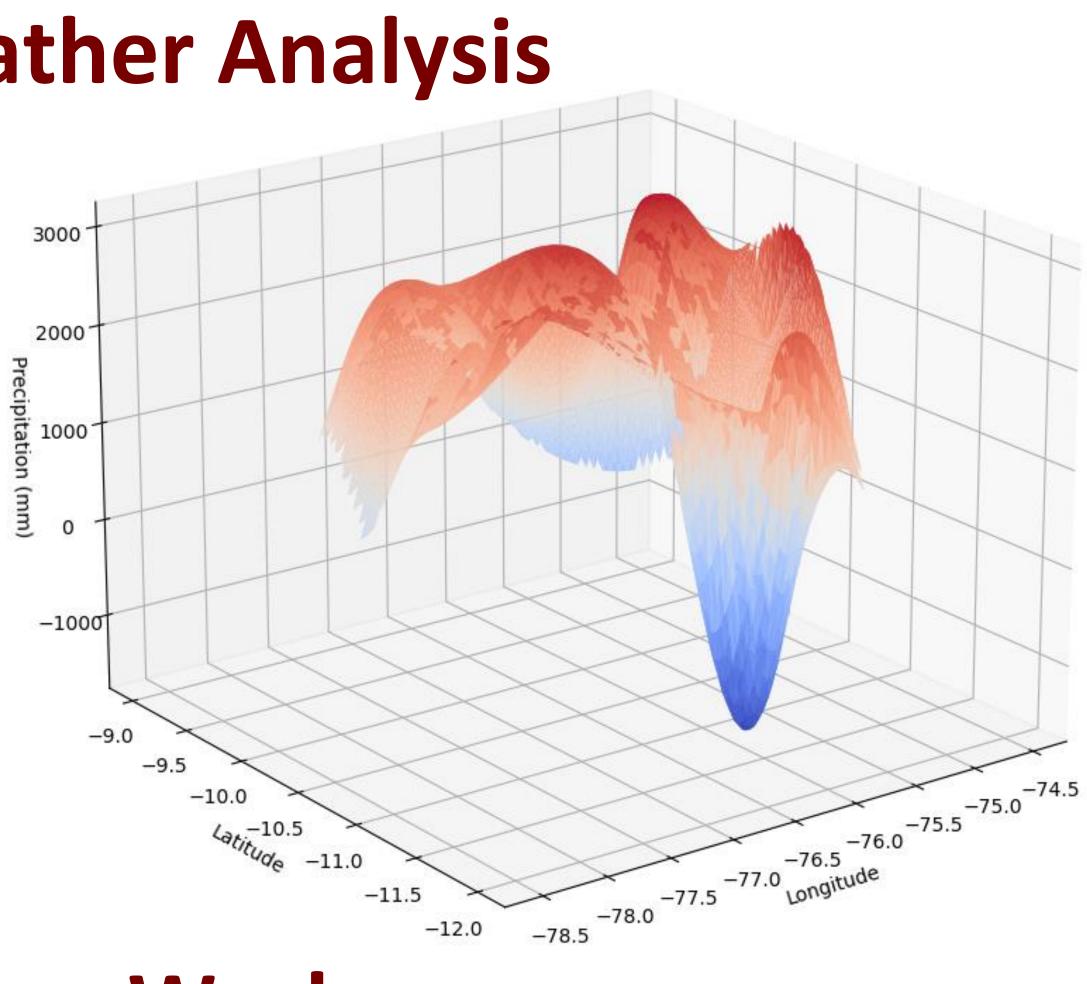
zipping together.











**Future Work** 

- strategies
- safe flights.

# Acknowledgements

- Kontur for the population data
- Previous Team

### Extraction was done by converting population and tessellation to arrays, then grouping, sorting, and

### **Risk Mapping Pipeline**

## - Implementation of various pathfinding

- Reinforcement learning with the SOAR agent to discover which factors are most important in

