A Multi-fidelity Framework for Evaluating SoS of UAVs

Athanasios Papageorgiou Aerospace Technology Congress 10-Oct-2019



Background

- Aerospace products are part of a network or a "System of Systems"
- SoS analyses have been used in the way customer acquire new assets
- Manufacturers should be able to perform similar analyses







Background

"A SoS can bring forward new capabilities that are beyond those of individual system"





Background

"A holistic engineering approach to aeronautical product development"









Implementation

Tools





SS Analysis

- EO/IR Sensor system
- LOS Communication system
- Miscellaneous systems
- Pathways and routing
- Propulsion system
- Electrical system



Sys













Definition of the CS



CS Analysis

- Exclusively implemented in PACE
 - Use of calculation cases for sizing (*Range-MTOW*, *SM-WingX*, *StabilizerS-VolumeCoef*)

Sys

- Use of ratios to decrease the geometry input parameters (*Wing Span, Fuselage Length*)
- Use of ratios to decrease the design mission parameters (*Speed, Altitude, Range*)
- Use of constraints to check feasibility and airworthiness (*Clearances, Stability, Performance*)









SoS Simulation

Agent-based simulations in NETLOGO ullet



- Agents ("systems")
- World ("scenario")
- Rules of engagement ("tactics")



SoS Simulation

- General behavioral rules
 - Approach/depart sideways
 - Move to closest/highest probability
 - Do not leave the area bounds
 - Abort mission if failure occurs
- In communication range
 - Never fly towards scanned points
 - Never fly towards same point
 - Never fly close to each other



SoS Simulation



| AircraftNum 3 StartPosition Edge File Brown: Refueling Black: Parked | | | | | | | | | |
|---|--------------|-----------|-------------|-------------|-----------|-----------|-----------|-----------|--|
| CruiseSpeed1 | LoiterSpeed1 | TurnRate1 | FuelConCru1 | FuelConLoi1 | FuelTank1 | Altitude1 | SenRange1 | SenField1 | |
| 300 | 300 | 1 | 300 | 300 | 1000 | 10 | 10.2 | 30 | |
| CruiseSpeed2 | LoiterSpeed2 | TurnRate2 | FuelConCru2 | FuelConLoi2 | FuelTank2 | Altitude2 | SenRange2 | SenField2 | |
| 300 | 300 | 1 | 300 | 300 | 1000 | 10 | 10.2 | 30 | |
| CruiseSpeed3 | LoiterSpeed3 | TurnRate3 | FuelConCru3 | FuelConLoi3 | FuelTank3 | Altitude3 | SenRange3 | SenField3 | |
| 300 | 300 | 1 | 300 | 300 | 1000 | 10 | 10.2 | 30 | |
| CruiseSpeed4 | LoiterSpeed4 | TurnRate4 | FuelConCru4 | FuelConLoi4 | FuelTank4 | Altitude4 | SenRange4 | SenField4 | |
| 270 | 270 | 3 | 300 | 300 | 1000 | 10 | 15 | 30 | |

| ReserveTime | RefuelRate | MinDetection | Waypoints | Drift | BaseDistance | RegenRate |
|-------------|------------|--------------|-----------|-------|--------------|-----------|
| 1 | 1000 | 0 | 25 | 0 | 10 | 10 |

Speed in (I:m/h) Turn rate in (deg/sec) Consumption in (I:g/h) Fuel tark: capacity in (I:g) Altitude in (I:m) Sensor range in (I:m) Sensor ridel in (deg) Reserve time in (h) Refuel rate in (I:g/h) Min detection in (-) Waypoints in (-) Drift in (I:m/h) Base distance in (I:m) Waypoint regeneration in (%)

Reserve time: The amount of time that each aircraft should have in fuel reserves RefuelRate: The rate that the base is able to to refuel the aircraft MinDetection: The minimum probability for skiping a waypoint Waypoints: The number of survivors floating in the sea (defines the probability distribution) Drift: The speed that the survivors are being carried away by currents BaseDistance: The distance of the hypothetical starting point from the (0,0) RegenRate: How many waypoints are regenerated if the objective probability is not reached

1 patch is 1 km 1 tick is 1 sec



Surrogate Models

- Validation
 - NRMSE
- SS level
 - <1%
- CS level
 - One surrogate @4000ULH -> 1.8%-19.8%
 - Multiple surrogates @500ULH -> 0.5%-10.6%
- SoS level
 - Multiple surrogates @500ULH -> 8.1%-11.9%



Case Study 1 (HF) 10 existing UAV designs (A-J) 3 ACs combinations





Case Study 2 (LF) Yet-to-de-designed UAVs Combinations of 2-3-4 ACs





Concluding Remarks



Summary

- Technical developments
 - A methodology for populating the design space
 - Model development at all three system levels
 - A multi-fidelity design exploration framework
 - Surrogate models as a low-fidelity alternative
- Case study results
 - MoE depend on the chosen SoS
 - SoS bring forward new capabilities
 - Strong effect of scenario, tactics, and fidelity



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