## **Recognising situations in a flight simulator environment**

#### GAME-ON 2002 Conference Patrick Ehlert, Quint Mouthaan and Leon Rothkrantz November 30, 2002

**TU Delft** Delft University of Technology

The ICE project

# **Overview of presentation**

#### The ICE project

- FlightGear simulator
- Explorative data analysis
- Knowledge based approach
- Conclusions and results
- Future work





# The ICE project

#### Intelligent Cockpit Environment (ICE)

#### Problem:

Increased automation can result in reduced pilot situation awareness and information overload

#### Solution:

Pilot's assistant, intelligent interface





# The ICE project

#### Ultimate goal:

Create system to experiment with intelligent pilot-vehicle interface

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#### Subgoals:

- Situation recogniser (SR)
- Pilot workload assessor
- Interface decision-maker



# The ICE project

#### Purpose of SR:

determine current situation using sensor data from:

- **aircraft** (altitude, height, airspeed etc.)
- **pilot** (moving stick, throttle etc.)
- flight plan (expected situations and actions)

SR can be used as first step to A.I. pilot bot

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## **FlightGear simulator**

#### Reasons for using FlightGear

- Open source
- Multi-platform
- Extendable
- Realistic (in most situations)
- Multiple planes and flight dynamics models

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- XML parameter files
- User friendly (mailing-list support)



### **FlightGear simulator**



# **Explorative data analysis**

#### PCA analysis

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Clustering of data into states

#### Elman neural network

Automatically recognise states

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Predict future states

### **Experiment data**



### **PCA clustering**



### **PCA path tracking**



## **Future state prediction**



### **Elman neural network**



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### **Elman neural network**



## **Knowledge based SR**

#### Real-time, on-line interpretation

Uses state-transitions and production rules

- Easy to adjust
- Interpretation is transparent
- More detailed situation recognition
- Multiple types of airplanes (XML files)



## **Knowledge based SR**

#### Recogniser output:

- High-level situation(s)
- Expected actions
- Recognised actions

(start, landing, etc.)

(push throttle, set radar,etc.)

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### **High-level situation: example STD**



### **Expected actions: example rule**

#### Situation: Dogfight

-> Set master arm Check HUD Call on radio Set IFF off





## **Results and conclusions**

Airplane sensor data can be clustered with PCA

Prediction of simple future states with Elman neural network possible

Rule-based system gives excellent and flexible high-level situation recognition





**Future work** 

Add pilot actions recognition

Comparison with flight plan

Add probability values for reasoning about concurrent situations/actions



