

## UAV & SAR 2017 DRONES IN RESCUE OPERATIONS



Rome, March 29th, 2017

# UAV-based photogrammetric

# **3D modelling and surveillance**



## of forest wildfires

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Project:	Advanced Forest Fire Fighting		
Abbreviation:	AF3		
Description:	AF3 project provides a significant improvement to the efficiency of current fire-fighting operations and to the protection of huma- lives, environment and property by developing innovative technologies and means to ensure a high level of integration between existing and new innovative systems.		
Period:	1 <sup>st</sup> May 2014 - 30 <sup>th</sup> April 2017 (extended to end of July 2017)		
Coordinator:	SELEX Galileo S. p. A.		
Funding scheme:	Collaborative Project (CP) Large scale integrating project (IP)		
WP topic:	Preparedness for & management of large scale forest fires		
Consortium:	19 partners from 10 countries		
Project funding:	€ 12.986.616		





## **AF3 Project: Generic Architecture**





## UAV surveillance & 3D modelling NIR Spectral-based fire sensing





## **Fire detection**



- IR detectors typically not as sensitive as visible light (silicon) devices and offer lower resolution
- IR detectors in general require cooling (bolometers as an exception)
- Small fires may lead to larger burns and can be used also as predictors of the fire spread.
- Classical approach to forest fire detection/monitoring is satellite and/or thermal imaging
- Small fires (sub-pixel events on satellite images) are indistinguishable from specular reflections.
- Detector measures the total power. For a particular pixel, the same power can be obtained from warm reflective surface over large area (false event) or a cold background with fire ('true" event).
- Distinguishing a fire requires a differential condition e.g. by comparing with adjacent pixels.
- A large, hot fire will saturate a detector designed to look at Earth-ambient temperatures (300K)
- Biomass fires are usually composed of only few components
  - Significant (by weight): C (45%), H (5.5%), O (41%) and N (3.5%)
  - Traces: K (up to 7%), Na (0.1%), P (up to 1%) and Ca (up to 5%)
- Alkali metals have special characteristics, making them suitable for narrow line detectors:
  - Alkalis have a filled shell core to electrostatically shield outer electron from positive nucleus
  - Alkalis are very reactive, forming strong ionic compounds and are the 'ion-pumps'
  - Alkalis are ubiquitous in living material
  - In fires alkalis excite and atoms ionise, recombine with other atoms producing emission line







### **Principle of operation:**

- detection of potassium & oxygen absorption peaks in NIR spectrum
- Ionized potassium created easily distinguishable peaks near 767.4nm and 770.7nm
- Oxygen absorption causes small drop in NIR spectrum near 761nm
- Potassium emission is specific to flaming combustion. When sensing together with blackbody emission, detecting warm or hot spots, there is the potential to separate smouldering from flaming vegetation.

Reference: A. Vodacek, R. Kremens, et al, "Spectral Features of Biomass Fires", Digital Imaging and Remote Sensing Laboratory (RIT)



ISA Workshop "UAV & SAR: using drones in rescue operations", CNVVF, Rome, 29th March 2017





- UOW's DJI Inspire 1 micro-UAV crashed during the trials in Athens. As such, it will be unavailable for tests in Israel. A backup DJI Mavic Pro will be used.
- NIR Spectrometer sensor for re-ignition detection will be presented in handheld version
- Furthermore, the thermal camera designed for Inspire 1 will NOT be presented in Israel
- Mavic Pro will be used in Israel to demonstrate:
  - Real-time surveillance of the incident area
  - Autonomous imaging over pre-defined mission area for 3D modelling
- Current work focuses on:
  - Simultaneous visual & thermal imaging for:
     \* improving situation awareness in incident management
     \* improving damage analysis using multispectral 3D area models
  - Simulation of autonomous (swarm) UAV control:
    - \* DJI Simulator is to be used to lower risks of accidental crashes
    - \* Uses a physical drone, but does NOT take it off
    - \* Swarm control capability is still TBC











- Embedded STS-NIR spectrometer from Ocean Optics used for the UAV-based fire sensing: https://oceanoptics.com/product/sts-nir-microspectrometer/
  - Spectral range: 650-1100 nm
  - Optical resolution: 1.5 nm FWHM (w/ 25 um slit)
  - Signal-to-noise ratio: >1500:1 (at maximum signal)
  - Dynamic range: 4600:1 single acquisition
  - *Connectivity*: USB and RS-232
  - Integration time: 10 μs 10 seconds with custom integration time
- RASPI v.3 (1<sup>st</sup> version) and RASPI-Zero v.1.3 (2<sup>nd</sup> version) used for on-board computer and WEB server
- Additional multi-constellation GNSS receiver precisely geolocates and timestamps the measurements
- **NEXT STEPS**: UAV power (DC-DC) will reduce need for own battery, soldered USB connection will reduce cables











- Embedded WEB server was written in PHP using templates provided in the SDK from Ocean Optics 0
- *Features*: capture, configuration and data transfer, accessible remotely via on-board WEB server
- Clients can make direct connection to the drone for accessing NIR sensor information 0
- **New features:** custom configurations, peak-based waveform analysis for determining existence of potassium 0 emission with oxygen absorption for creating fire alerts, geolocation of measurements via independent GNSS unit.

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	Date: 13/03/2017 2	3:53:44						
	Latitude: 37 93746	8333						
	2444444							
	Logitude: 23.76433	38333						
	Wavelength (nm)	Intensity	[%] w.r.t. Average	]				
	765.983	2323	18.34%					
	771.187	2406	22.57 %					
	List of other maxima (1% above an average of: 1963)							
	wavelength (nm)	Intensity	[%] w.r.t. Average					
	682.69	1983	1.02 %					
	684.563	1989	1.32 %					
	685.032	1984	1.07 %					
	685.5	1984	1.07 %					
	686.905	1988	1.27 %					
	687.374	1984	1.07 %					
	687.842	2000	1.88 %					
	688.311	1997	1.73 %					

**GNSS** satellites

Sensor configuration



Fire detector with list of all peaks detected



8

689.248

689.716

690.185

2008

2009

1999

2.29 %

2.34 %

1.83 %

🔍 95%





**Photogrammetry** is used to make measurements from photos for recovering exact positions of surface points.

### Images acquired from UAVs can be used to create 3D models of the area for:

- estimation of forestation and volume of biomass under tree canopies, i.e. potential flammable material
- identification of urban areas and damage analysis after the incidents (one of purposes in the AF3 project)
- Images should be taken autonomously using pre-defined fly paths, although free-flights might be useful too
- Commercial photogrammetric software: Pix4D tools, Autodesk ReMake, Agisoft Photoscan, Artec 3D Studio etc.
- The 3D modelling is a very computationally intensive process, hence cannot be practically done in real-time
- Processing time may be lowered using e.g. NVidia GeForce graphics cards (taking advantage of their CUDA cores)
- Time ranges from tens of minutes to hours, depending on images, target resolution and available computer type
- Best used for advance surveillance of forest areas and assessment of damages
- During firefighting accuracy may lower due to smoke, dust and air turbulences
- Model scans be also built from thermal images (trials in Leon)



## 1<sup>st</sup> trials in Athens (May 2016)



First real-life trials in Scaramanga Naval Base near Athens (Greece) in May 2016

DJI Inspire 1 with X3 camera (HD resolution) form altitude of 30 meters over regular corridors Images:

Processing: (1<sup>st</sup>): 8 core 2.6HGz Intel i7 32GB, (2<sup>nd</sup>): 8-core 2.8GHz Intel i7 32GB + dual NVidia GeForce GTX 1080 (CUDA)

C4I (Naval base) - 300 x 100 meters





<b>NESUILS</b>	
Flight time:	15 min
Image no.:	212 / 120
Resolution:	2cm
Volume error:	~7%
Process time:	~16 hrs ~4hrs

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Aerial pellet drop targets – 100 x 30 meters







## 2<sup>nd</sup> trials in Leon, Spain (November 2016)



Second (2<sup>nd</sup>) real-life trials in Leon (Spain) in November 2016

Images: DJI Matrix 600 with X3 camera (HD) from altitude of 30 meters over irregular corridors

Processing: 8-core 2.8GHz Intel i7 32GB + dual NVidia GeForce GTX 1080 (2 x 2560 CUDA cores)

### **Results:**

Image number:	18
Geocoding:	GPS (2 m)
Resolution:	single cm
Processing time:	~4hrs

## Drawbacks:

- 2-path flight does not give enough image overlap, hence low accuracy
- Visual fire identification difficult for fire front and target assessment

Acknowledgment: Images captured by TRAGSA with DJI Matrix 600







## 2<sup>nd</sup> trials in Leon, Spain (November 2016)

Second (2<sup>nd</sup>) real-life trials in Leon (Spain) in November 2016

Images: DJI Matrix 600 with FLIR 640 (640 x 512 pixels) from altitude of 30 meters in free flight

Processing: 8-core 2.8GHz Intel i7 32GB + dual NVidia GeForce GTX 1080 (2 x 2560 CUDA cores)

# Results: Image number: 2692 (high overlap) Geocoding: GPS (2 m) Resolution: single cm Processing time: \*16-20 hrs • Clearly visible fire front and fire targets

6 m<sup>3</sup> (30% error

#### Drawbacks:

- Many low-resolution images, hence low model and volume resolution
- Images taken in flight (nose down) causing false ground curvature in a model

Acknowledgment: Images captured by TRAGSA with DJI Matrix 600







#### <u>Real-time video streaming from pilot console to private/public channels:</u>

- Applications: Built into flight control applications e.g. DGI Go
- *Supports*: YouTube, Facebook Live, custom RTMP (e.g. WOWZA server)
- *Drawbacks*: Slows down flight control application, long delays and service breaks

#### Remote desktop connection from C4I to the pilot controls:

- Applications: Team Host (pilot) and Team Viewer (C4I)
- Features: Screen sharing & flight control gives full access to Android device
- Drawbacks: Not possible to restrict remote access to video only

#### Remote desktop connection to local PC, video capture from HDMI and transfer to C4I:

- *Applications*: HTTP Screen (Android-PC) & custom RTSP/RTMP encoder on local PC
- *Features*: Streaming live the screen of the flight console in secure way
- Advantages: Fast connection to local PC via Wi-Fi, private link to C4I (e.g. satcom) No losses of speed in the flight control application Safety against remote interference with flight controls Can be deployed over private network connections (no 3<sup>rd</sup> party services)



YouTube streaming



Facebook Live streaming



Team Host for Android







- Autonomous UAS systems protecting against rogue drones violating restricted incident air spaces
- Early detection of intended intrusion, tracking and localisation of the drone operator
- Effective against common commercial civilian micro drones
- Implements both passive and active countermeasures



#### **Passive Countermeasures**

- Detection of remote control signals and/or visual recognition (autonomous UAVs)
- Short-range and/or directional jamming of the communication link to the operator
- Short-range and/or directional jamming and substituting synthetic GNSS signals



#### **Active Countermeasures**

- Seizing control of the rogue drone by hacking into control system
- Physical interception / taking down

## **Ongoing developments**

- Coordinated operation of swarm of interception UAVs (remote and autonomous)
- Autonomous mission execution to counter jamming





## Conclusions



## Use of micro-UAVs has been proven to be a useful tool for wild forest firefighting:

- It can reach areas that are not accessible or risky for firefighters and/or first responders
- They can carry cameras (visual, thermal etc.) and embedded sensors (NIR spectrometer, CO/CO2/smoke sensors etc.)
- Detection of both live fires under tree canopies and re-ignitions after extinguishing fires can be detected/verified
- Drone control can be given over network to remote C4I for both real-life video surveillance and remote flight control
- Streaming video and remote flight controls are feasible:
  - \* YouTube and Facebook live exhibit very low framerates (<4 fps) and frequent service interruptions
  - \* Custom streaming engines e.g. WOWZA with good frame rates, have significant delays (even exceeding 30 seconds) \* Best performance achieved with Team Host for Android: > 15 fps with 3.4Mbps (average) - 13Mbps (peak) rates
- Images/videos (both free flight and regular grid) can be used to produce very accurate 3D models of incident areas
- 3D models may be precise sufficiently to offer precise understanding of (potentially) burning biomass, even < 5%
- Autonomous surveillance missions may be performed (predefined paths or autonomous using custom applications)
- Two real firefighting trials in AF3 project have confirmed above conclusions (final test planned in Israel, April 2017)

