Multi-Target Tracking Using a Swarm of UAVs by Q-learning Algorithm

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Abstract

We proposed an algorithm for controlling multiple Unmanned Aerial Vehicles (UAVs) to track multiple targets in challenging 3-D environments in the presence of obstacles and occlusions.

A Q-Learning (QL) algorithm is used to improve the intelligence of UAVs on how to navigate autonomously and avoid obstacle collisions. The proposed QL-based controller selects the optimal joint control actions to achieve high tracking performance and obstacle avoidance.

The proposed method:

- 1. maximizes a novel reward efficiency function with joint consideration for computation time and energy consumption and obstacle avoidance.
- 2. learns the environment and its dynamics.

Our simulation results show that the proposed QLbased UAV controller provides a highly accurate target-tracking solution with low energy and delay costs.

Network Model



Figure 1. Network model.

Methods

We considered a swarm of UAVs. Once the position of the detected target is estimated, the Edge Node (EN) selects a swarm of nearby UAVs for tracking the target.

These UAVs make a cluster that consists of a Cluster Head (CH) and other UAVs that directly and wirelessly are connected to CH.

Results

We evaluated our algorithm in terms of the task failure rate and searching time. The objective of numerical analysis is to investigate whether the proposed algorithm results in less task failure rate and less searching time compared to other state-of-the-art solutions.

We used MATLAB as the simulation platform for our algorithm evaluation. We created an environment with obstacles by creating a matrix that represents the environment and some cylinders and cones to represent the obstacles. In this environment, there are 2 targets and 5 UAVs for tracking targets.

We defined three scenarios to evaluate and analyze our model:

- 1. Scenario 1: Grouping three UAVs into a cluster and electing a UAV as a cluster head (CH)
- 2. Scenario 2: Grouping two UAVs into a cluster and electing a UAV as a cluster

Results Cont.



Figure 8. Comparison 3 scenarios in terms of total energy consumed by UAVs during the target tracking

Conclusion and Future Directions

• In this study, a Q-learning algorithm has been developed to track the target. The

Introduction

UAVs have become a promising technological platform offering high mobility, flexible deployment, and low cost [1]. UAVs have a higher chance of Line-of-Sight (LoS) links to ground users, compared to ground Base Stations (BSs). UAVs are able to provide fast, reliable, and cost-effective network access to regions poorly covered by terrestrial networks [2].

The Edge Computing (EC) technique can emerge as a promising solution to address the challenges imposed on UAVs [3]. The UAVenabled EC is envisioned and developed as a viable option to improve the target tracking process.

We presented a new approach to RSSI-based multi-target tracking. We focused on a tracking environment where sensor nodes and UAVs are equipped with mobile RSSI sensors. We used RSSI because it has low cost, lower power consumption, intrinsic simplicity in hardware, and simpler receivers; furthermore, there is no need to have highly calibrated timing and synchronization between nodes.

We developed an algorithm based on Q-Learning (QL) to decide the control actions of UAVs in order to achieve accurate target tracking.

Key Contributions

 We propose a QL-based algorithm to control multiple UAVs in such a way that multiple targets are being optimally tracked in Since each UAV is limited by its battery capacity, EN selects a UAV with the highest battery as CH.

Since the Q-learning algorithm utilized in UAVs is a state-action algorithm, we considered some allowable control actions for UAVs that can be taken by them at each state. In this work, the number of actions is equal to 8.

Each UAV by performing the Q-learning algorithm and reward function included in the algorithm selects the best state among the 8 existing states and flies toward this state.



Figure 2. Process of our algorithm and data communication between UAVs and their cluster head.



Figure 4. Target tracking based on clustering strategy.



Figure 5. Target tracking based on the nonclustered strategy.



Figure 6. Tracking 2 targets by multi-UAVs (3 UAVs for target #1 and 2 UAVs for target #2).

reward function developed in this algorithm is based on accuracy, energy consumption, and delay.

- The power of the received signals from the target has been used as input for the multilateration algorithm for estimating the position of the target.
- Our simulation results indicated that our algorithm for tracking multi-targets is effective and accurate.
- In the future, we will focus on the multiagent Q-learning algorithm. We also intend to employ ToA and AoA instead of RSSI and compare these techniques in different environments and conditions.

References

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Contacts











