



# Human and Automation Integration Considerations for UAV Systems

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# Possible Commercial UAV Applications - Motivation

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- **Remote Sensing**
    - Meteorology
    - Scientific Research
    - Aerial Photography/ Mapping
    - Pipeline Spotting
    - Disaster Monitoring
    - Agriculture
  - **Surveillance**
    - Border Patrol
    - Homeland Security/ Law Enforcement
    - Traffic Monitoring
    - Search and Rescue
  - **Data Delivery**
    - Communications Relay
    - Multimedia Broadcast
  - **Cargo Transport**
-



# Possible Military UAV Missions - Motivation

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- **Intelligence**

- Reconnaissance
- Target Monitoring
- Forward Air Control
- Electronic Warfare
- Search and Rescue
- Battle Damage Assessment (BDA)

- **Offensive Operation**

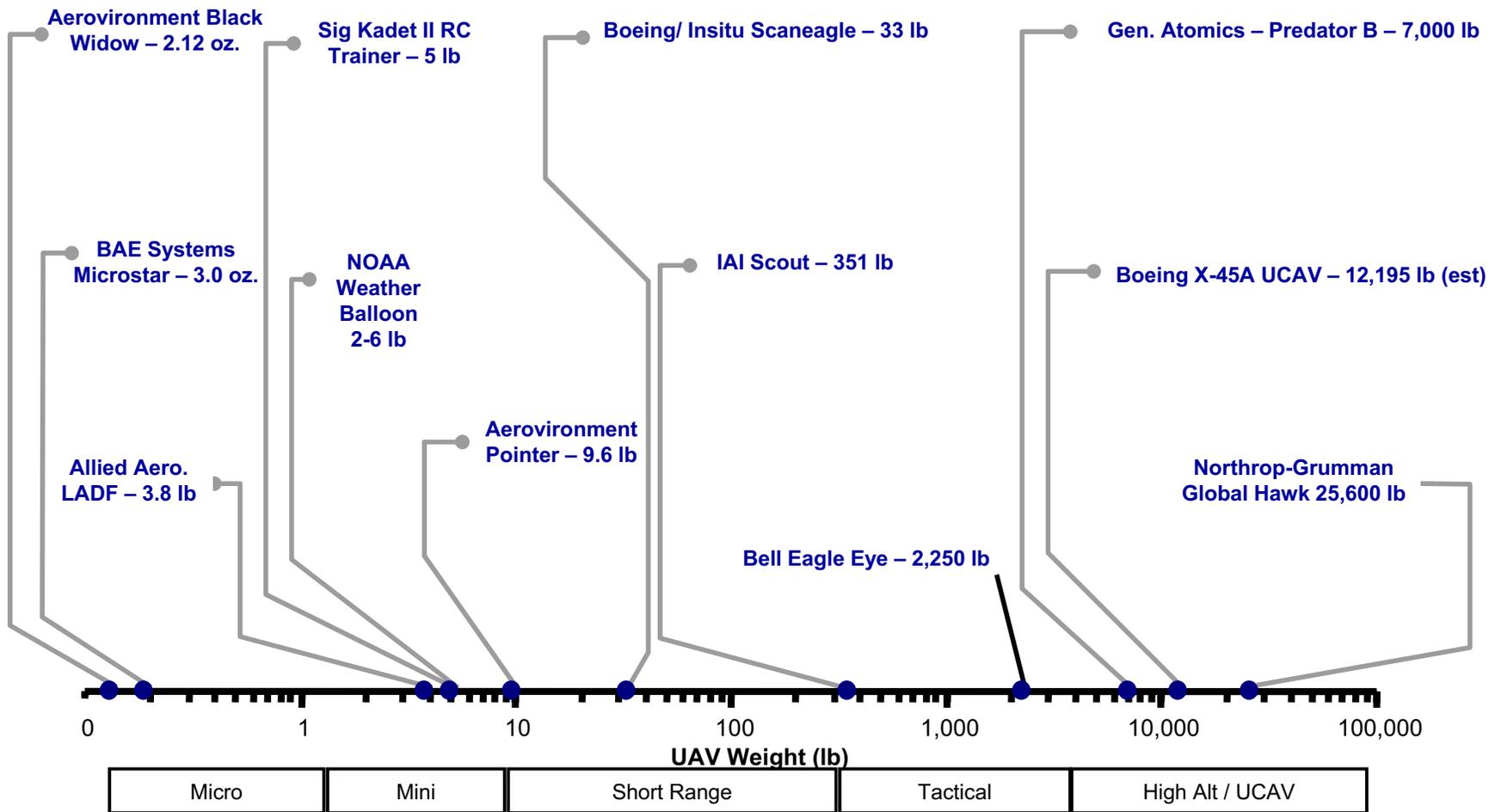
- Suppression of Enemy Air Defenses (SEAD)
- Close Air Support
- Deep Strike

- **Cargo Transport**

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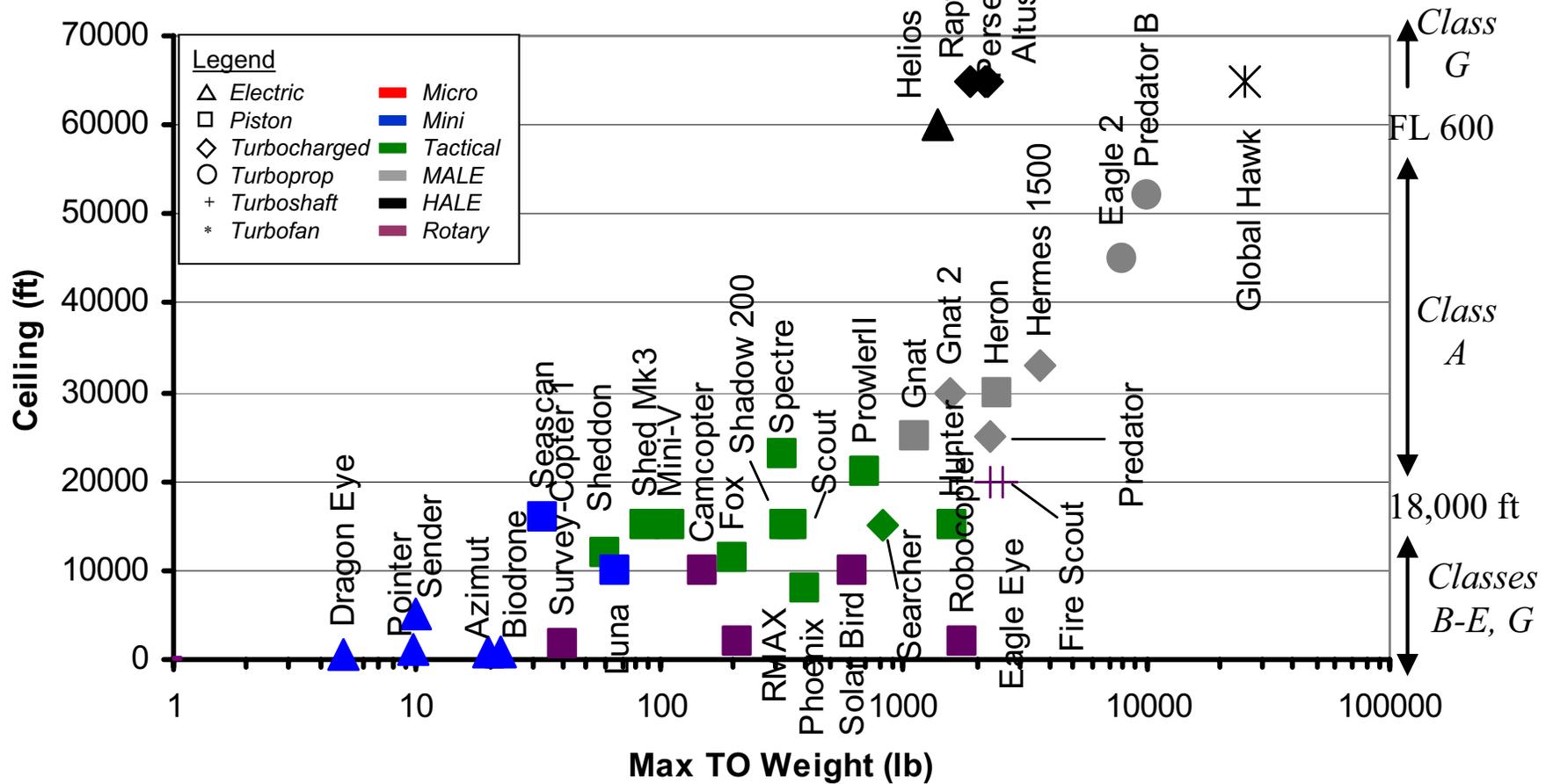
# Current Unmanned Aerial Vehicles



**\*\*Mass Range\*\***  
 Large range of UAV types as users of NAS  
 -propulsion, configuration, capabilities, etc



# Ceiling





## Takeoff Method

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Hand-launched: Aerovironment Pointer

Rocket-Assisted: Hunter UAV

Rail-Launched: Sperwar

Tilt-Rotor: Eagle Eye

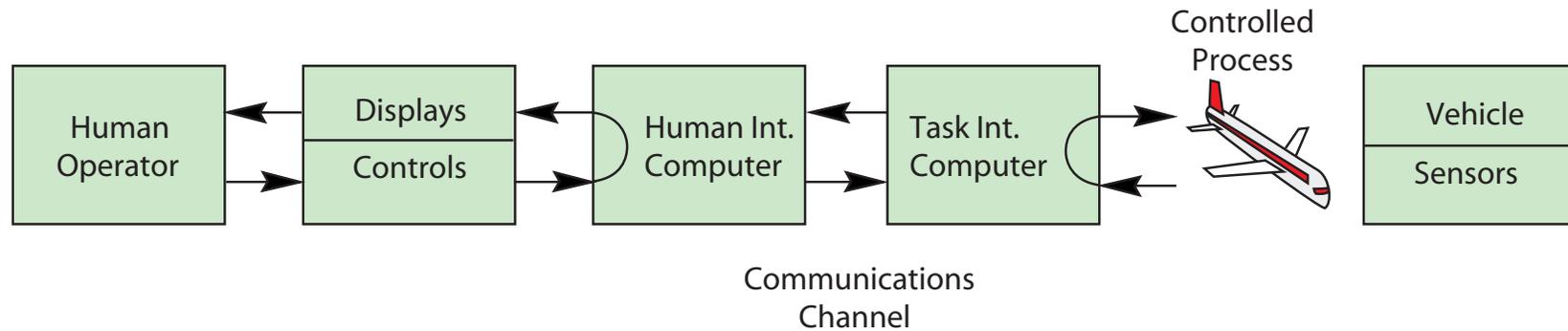
Runway Takeoff: X-45 UCAV

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# Basic Supervisory Control Architecture

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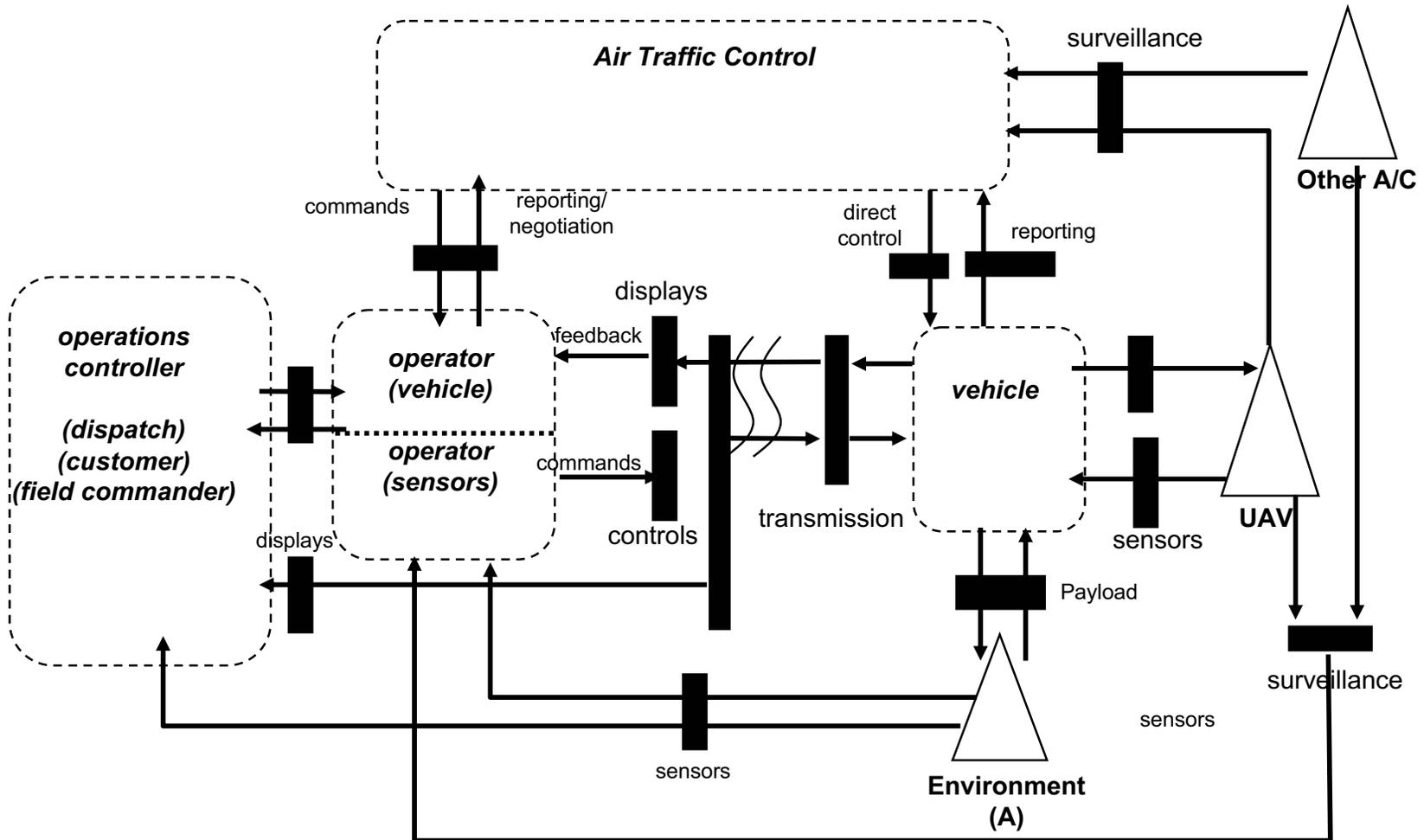


Adapted from Sheridan, Humans and Automation

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# UAV Operation Basic Functional Architecture





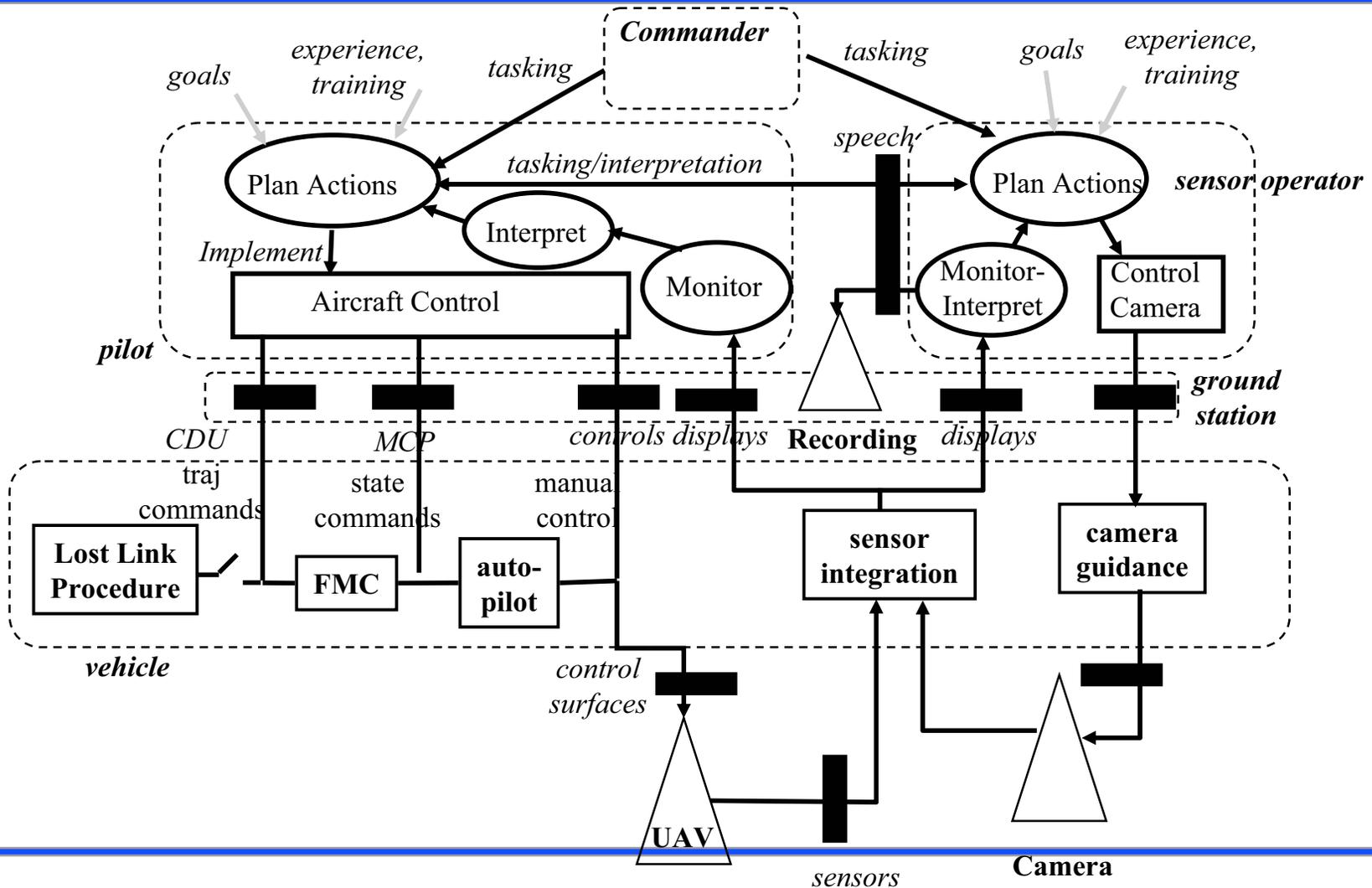
# Pointer UAV

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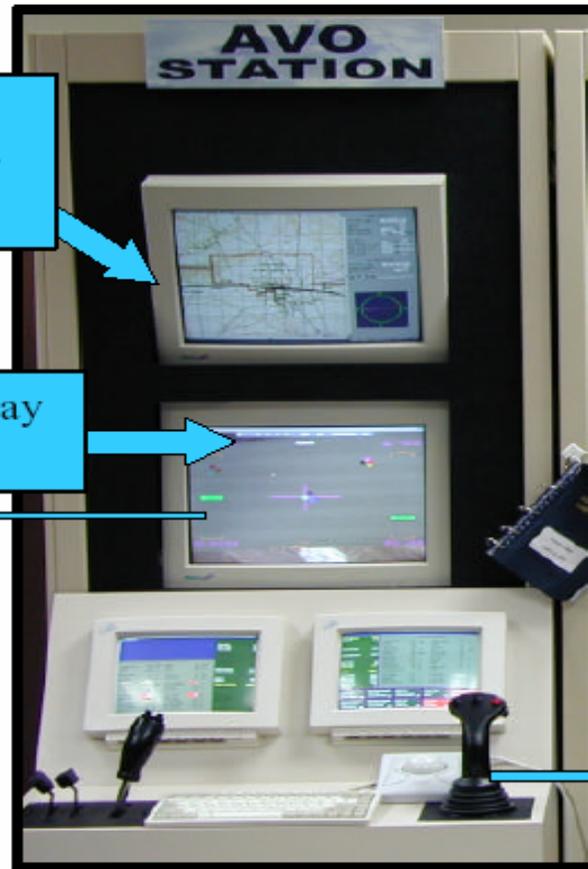
- **Used for Short-Range Surveillance**
    - Battlefield commanders
    - Law Enforcement
  - **Vehicle Capabilities**
    - Manual Control
    - Autopilot
    - Sensor Integration and Display
    - Loss of Link Return to Base
  - **Bandwidth Requirements**
    - Transmission of Vehicle Commands
    - Receipt of Sensor Intelligence, Vehicle State
-



# Pointer UAV Tasking & Control

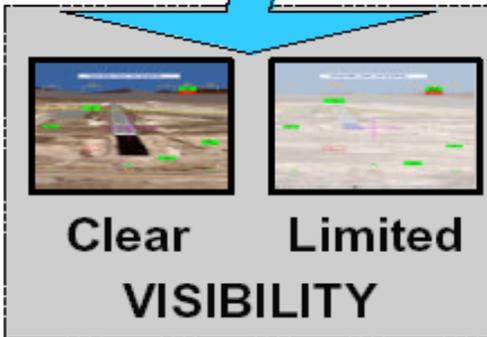


*General Atomics Predator*  
*Medium Altitude, Endurance*



  
Computer speaker  
• *Auditory alert*

Nose-camera display  
• *Visual alert*



**Haptic Stick Results:**

- *Improved landing accuracy*
- *Increased SA*
- *Decreased workload*



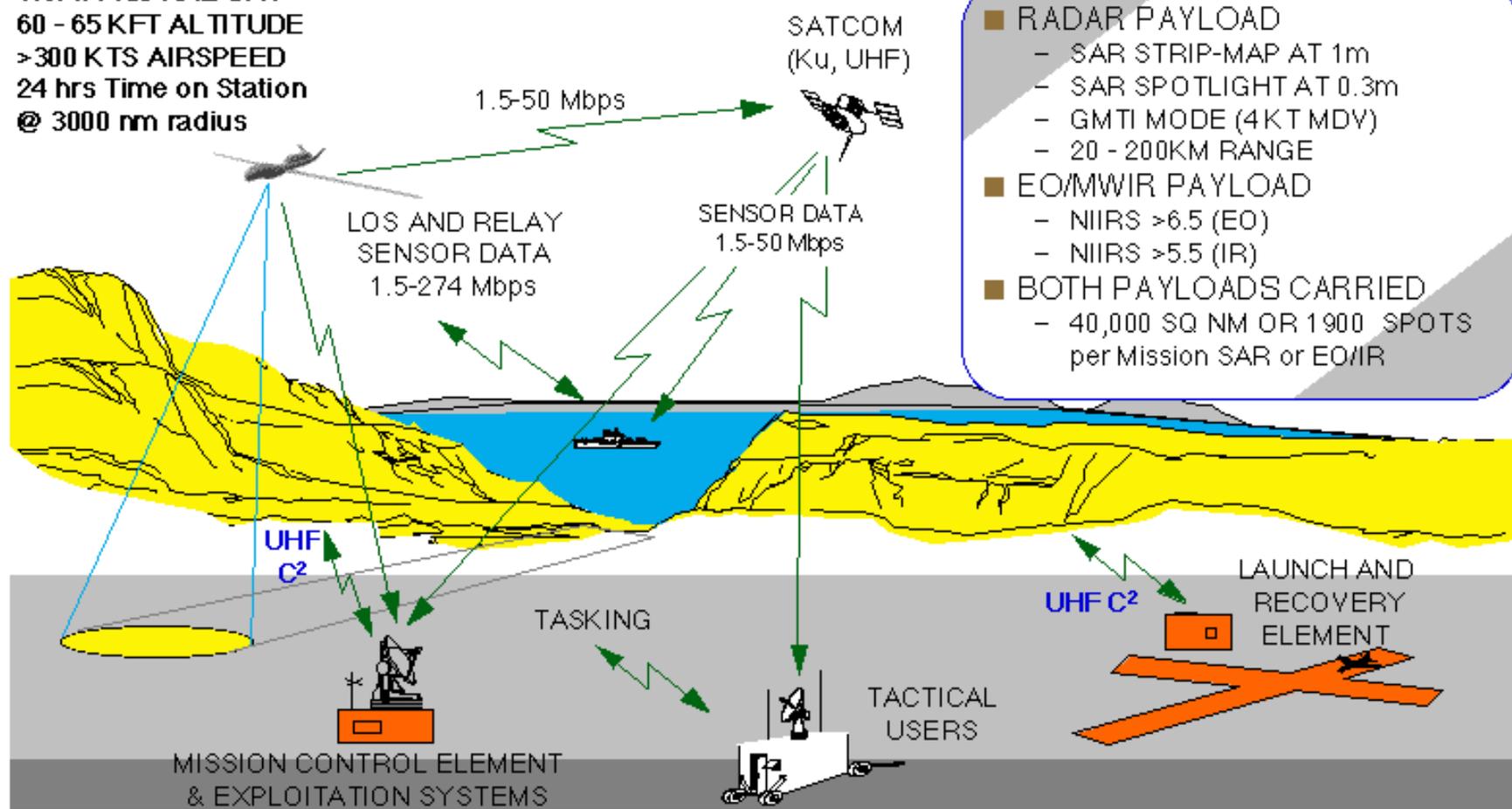
Force-feedback stick  
• *Haptic alert*

*Northrop-Grumman Global Hawk*  
*HALE UAV*

# Conventional HAE UAV (Tier II Plus) Concept



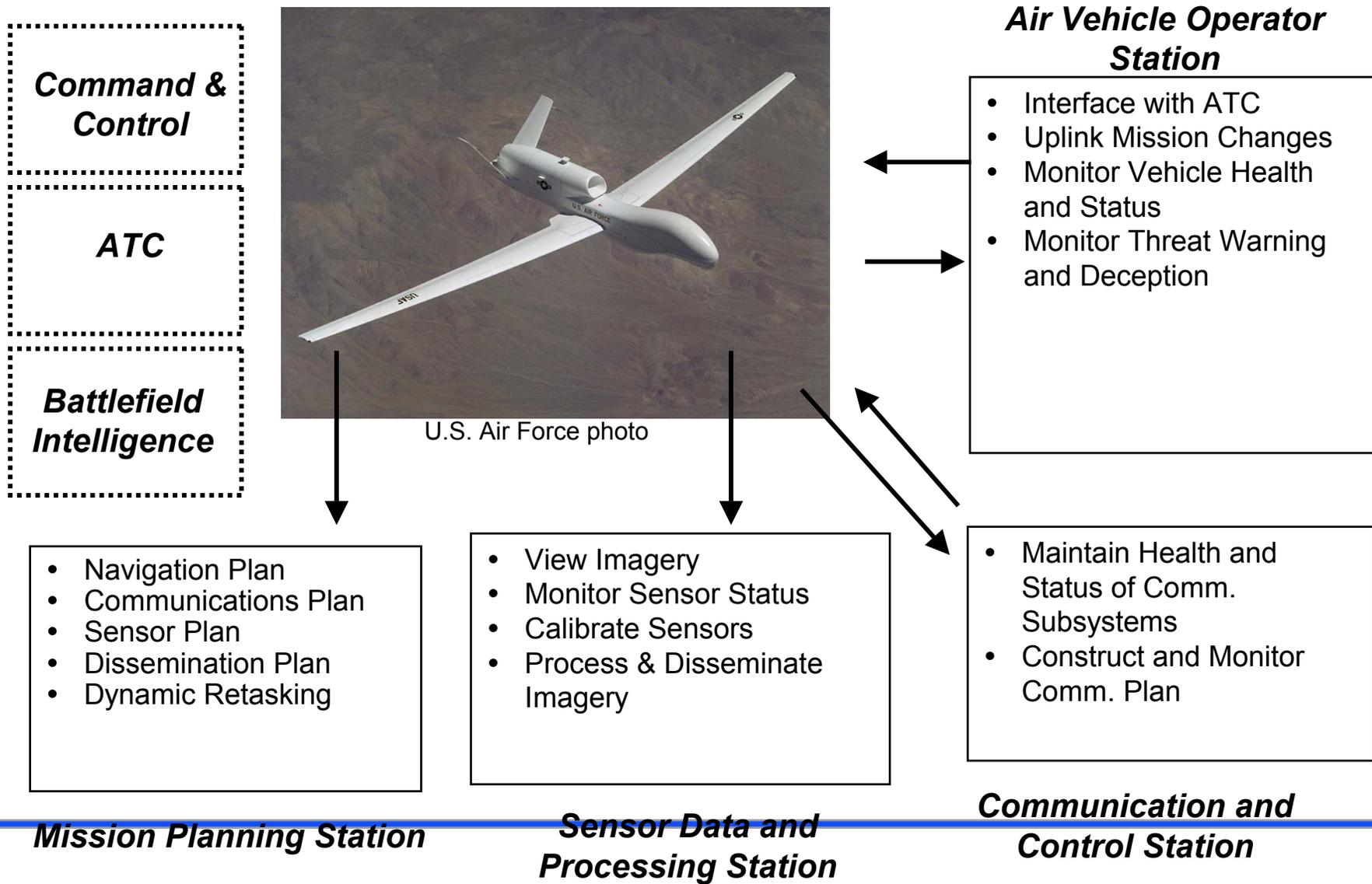
Tier II Plus HAE UAV  
60 - 65 KFT ALTITUDE  
>300 KTS AIRSPEED  
24 hrs Time on Station  
@ 3000 nm radius



- **RADAR PAYLOAD**
  - SAR STRIP-MAP AT 1m
  - SAR SPOTLIGHT AT 0.3m
  - GMTI MODE (4KT MDV)
  - 20 - 200KM RANGE
- **EO/MWIR PAYLOAD**
  - NIIRS >6.5 (EO)
  - NIIRS >5.5 (IR)
- **BOTH PAYLOADS CARRIED**
  - 40,000 SQ NM OR 1900 SPOTS per Mission SAR or EO/IR



# Global Hawk Mission Control Elements







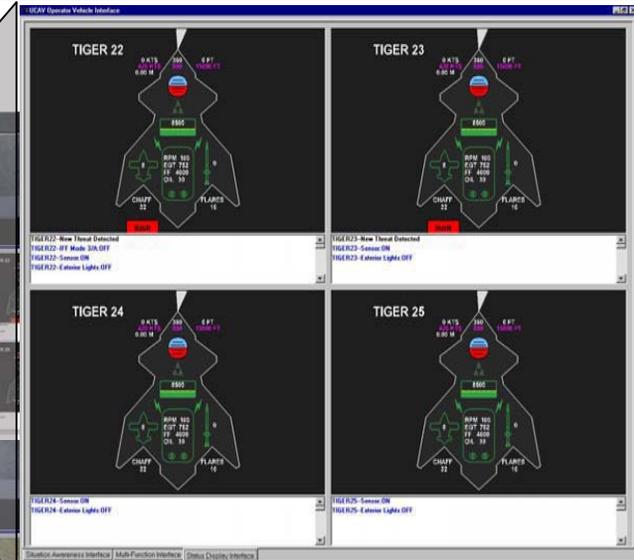
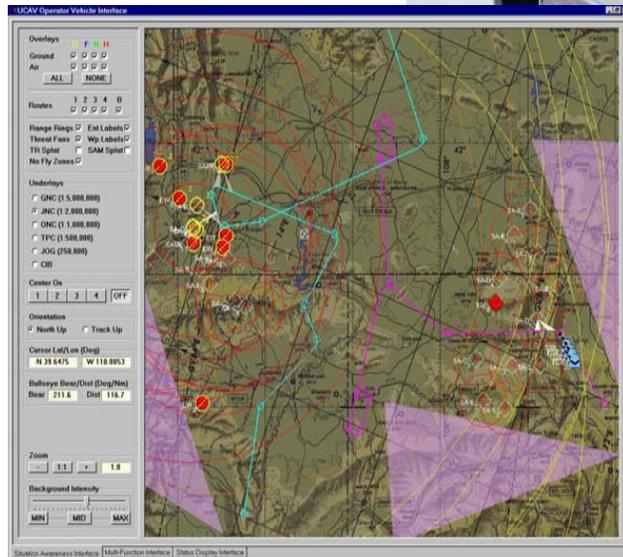
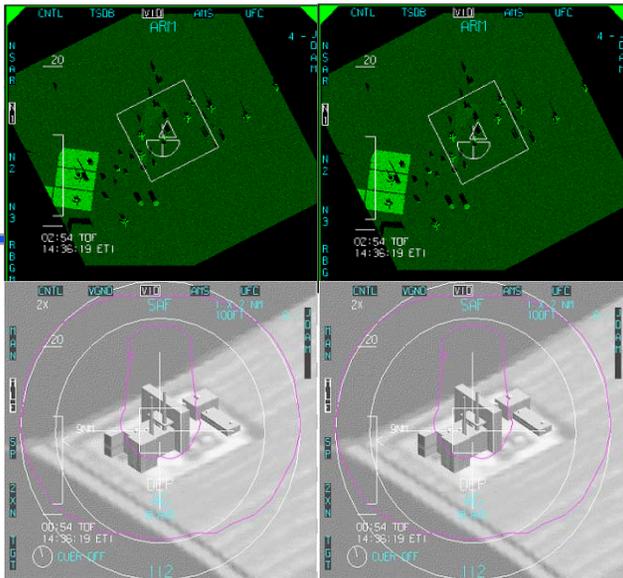
# Boeing X-45 UCAV

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*Boeing X-45A Control Station  
from – DARPA Website (2003)*



*Multiple UAV Control Station for Simulated Scenario  
from – J. Nalepka, Air Force Research Lab (2003)*



# **X-45A Block 1 Flight Demo Summary**

**Completed 28 Feb 03**



- **Air Vehicle 1**

- Total number of flights: 14
- Total Flight Time: 11.6 hours
- Envelope expansion, 4D Nav, loss-of-comm and C2 demos

- **Air Vehicle 2**

- Total number of flights: 2
- Total AV2 Flight Time: 1.2 hours



- **48 of 48 ground and flight demonstrations complete**
- **Currently conducting check-out flights/ground tests for Block 2 demonstrations**

**Flight demonstrations successful  
Validating technical feasibility of J-UCAS concept**

**PUBLIC RELEASE**

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# **X-47 Pegasus Flight Summary**

## **Conducted 23 Feb 03**



- **X-47 First Flight**

- **Flight Time: 12 minutes**
- **Simulated a tailhook arrestment point on a carrier flight deck by landing near a predesignated touchdown point**
- **Utilized shipboard-relative global positioning satellite (SRGPS) system as the primary navigation source for increased landing precision**



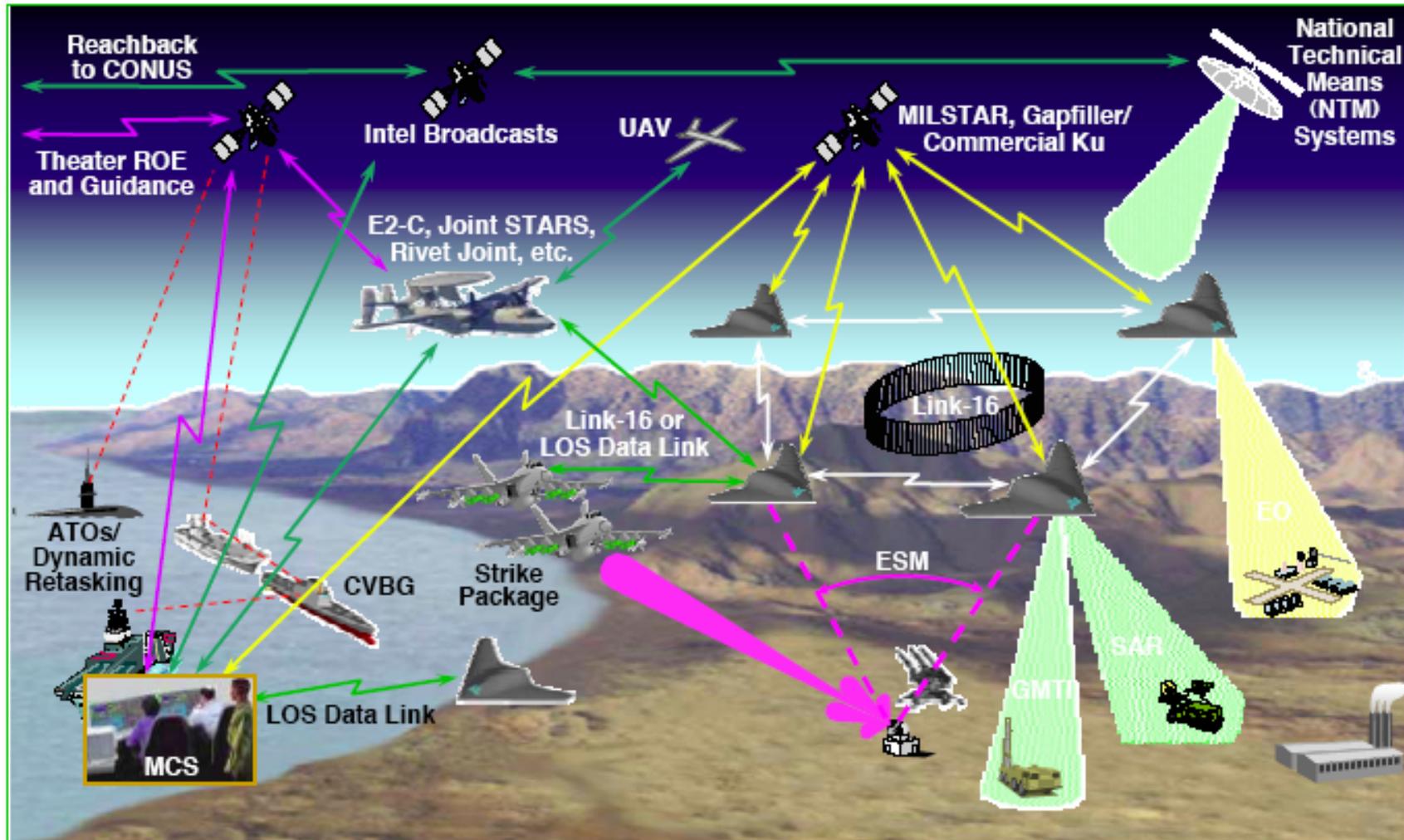
**Flight demonstration successful**

**PUBLIC RELEASE**

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# Surveillance Operational System



PUBLIC RELEASE

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## UAV-Related Human Factors Issues - (Partial List)

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- **Allocation/ Level of Autonomy**
  - **Bandwidth/ Latency**
  - **Situation Awareness**
  - **Cognitive Complexity Limitations**
    - Single & Multiple UAVs
  - **Information Saturation/ Boredom**
  - **Simulator Sickness**
  - **Operator Orientation Confusion**
  - **Culture Resistance**
  - **Judgment**
    - Acceptable Risk
    - Weapons Release Authorization
-



# UAV Task Analysis

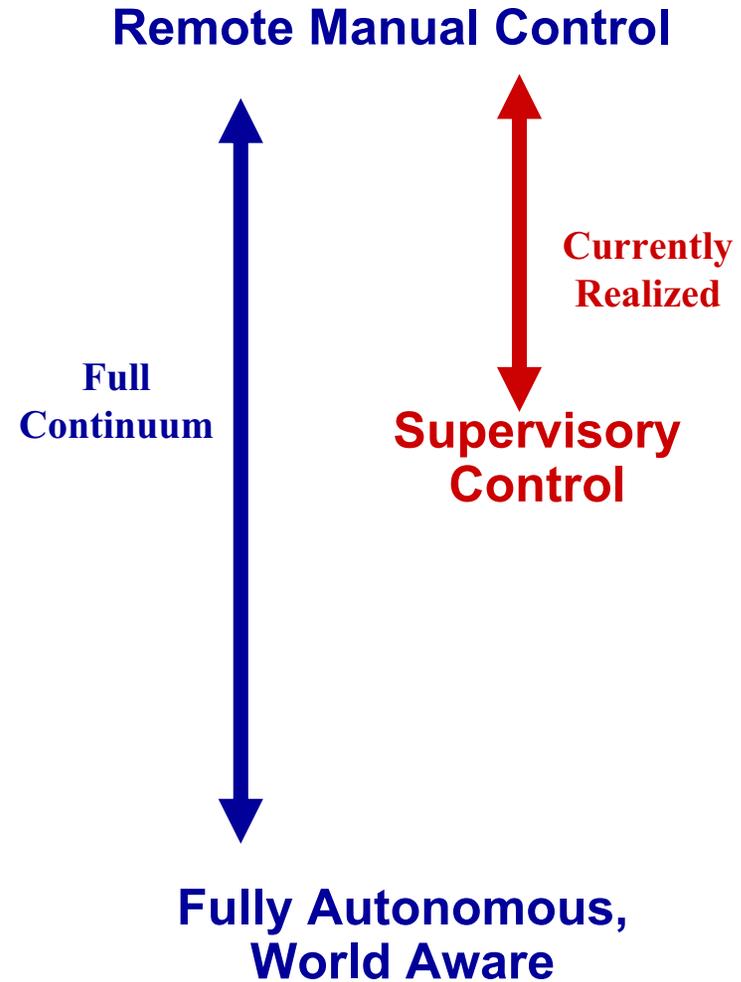
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- **Situation (Battlespace) Awareness**
    - Perception
    - Comprehension
    - Projection
  - **Diagnosis**
    - Environment
    - Threat
    - Targets
  - **Strategic Planning/ Re-planning**
    - Goal Management
    - Route planning
  - **Tactical Decisions**
    - Weapons Authorization
    - Avoidance of Hazards
    - Systems Management
  - **Control**
    - Navigation
    - Aircraft Configuration
    - Sensor Operation
  - **Monitoring**
    - Vehicle Health
    - External Environment
      - ◆ Threats, Targets, Traffic
    - Risk Assessment
    - Communications Link
    - Sensor Data
  - **Communication**
    - Current State
    - Intent
    - Intelligence
    - Tasking
-



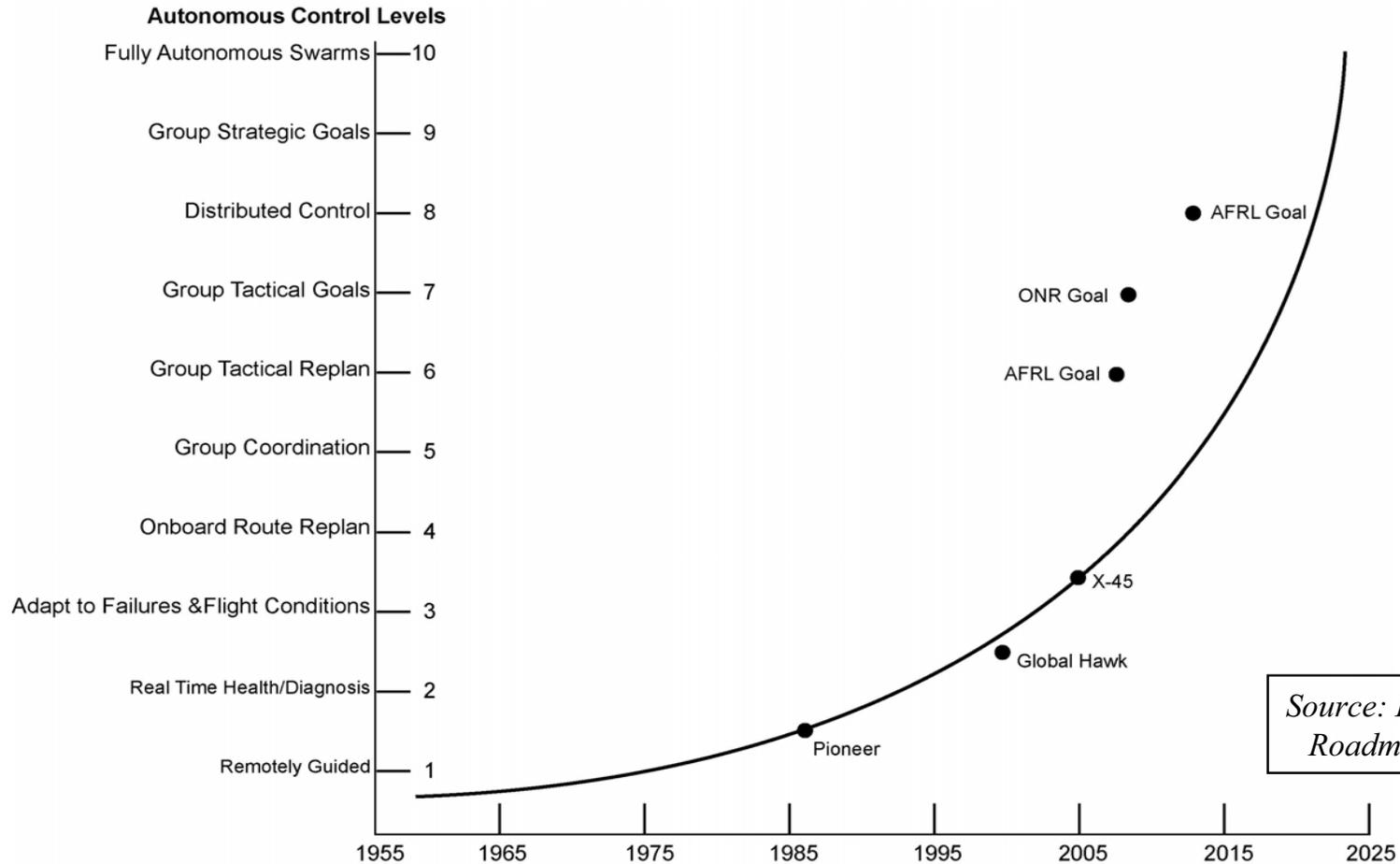
# AFRL Levels of Autonomy

1. Remotely Guided
2. Real Time Health Diagnosis
3. Adapt to Failures & Flight Conditions
4. Onboard Route Replan
5. Group Coordination
6. Group Tactical Replan
7. Group Tactical Goals
8. Distributed Control
9. Group Strategic Goals
10. Fully Autonomous Swarms





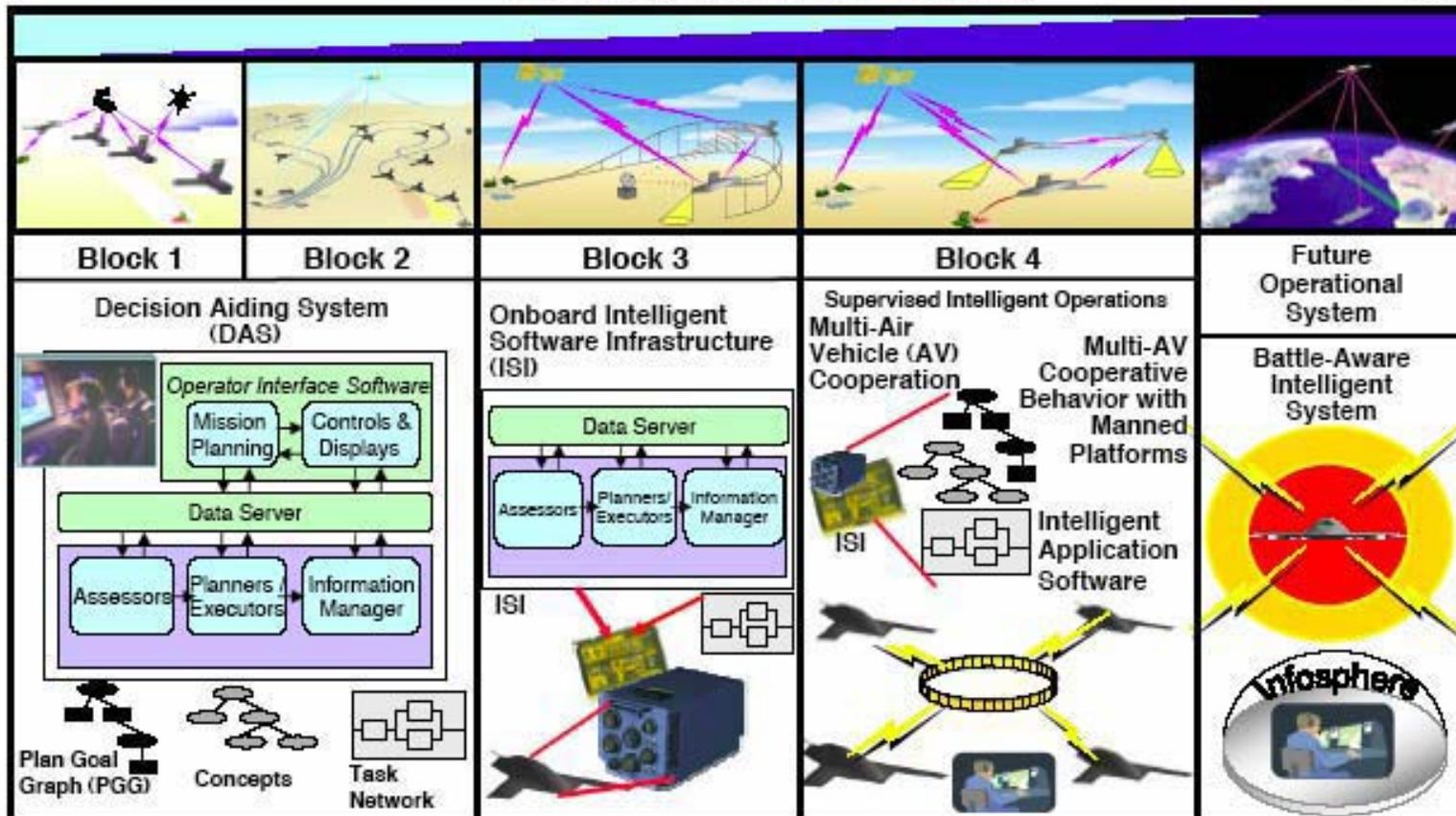
# Level of Autonomy Trend



# Intelligent System Capability Development



0 ————— Incremental Build-Up of Functionality —————> 100 %





# UAV Design Space - Military

*@add pictures@*

Group  
Coord

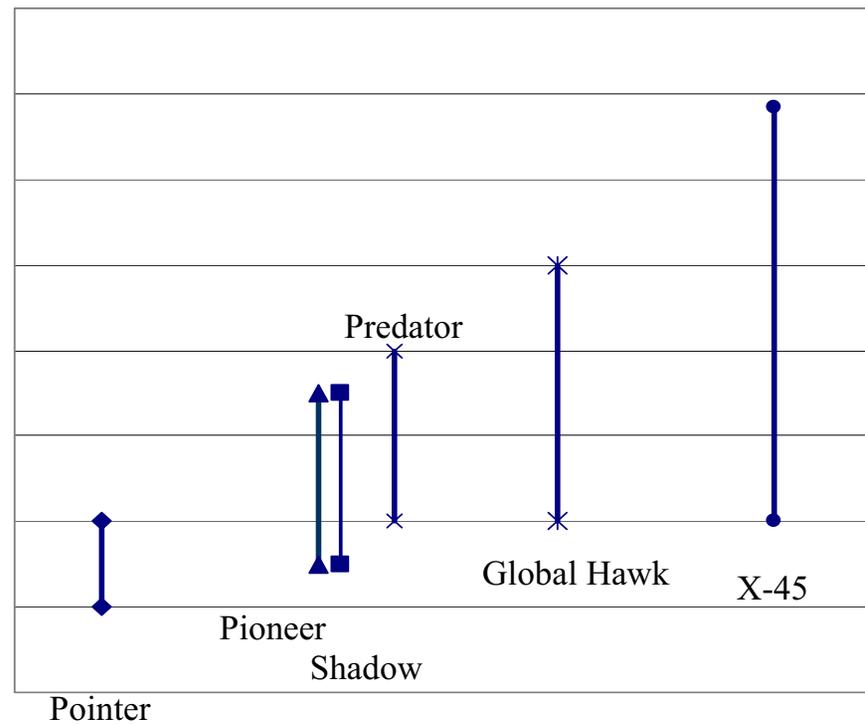
Tactical  
Replan

Health  
Monitoring

Waypoint  
Designation

Manual  
Pilotage

*Level of Autonomy/  
System Complexity*

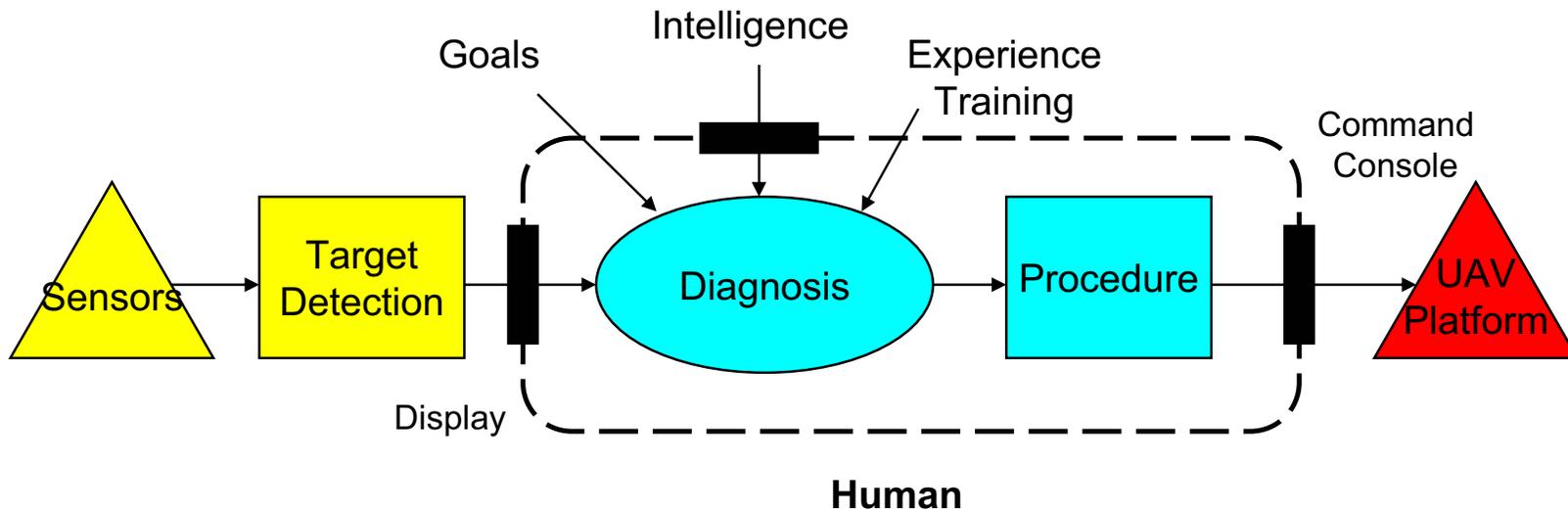


Tactical Scout      Battlefield Monitoring      Multiship Coord

*Mission Complexity*



# Diagnosis Procedure Role

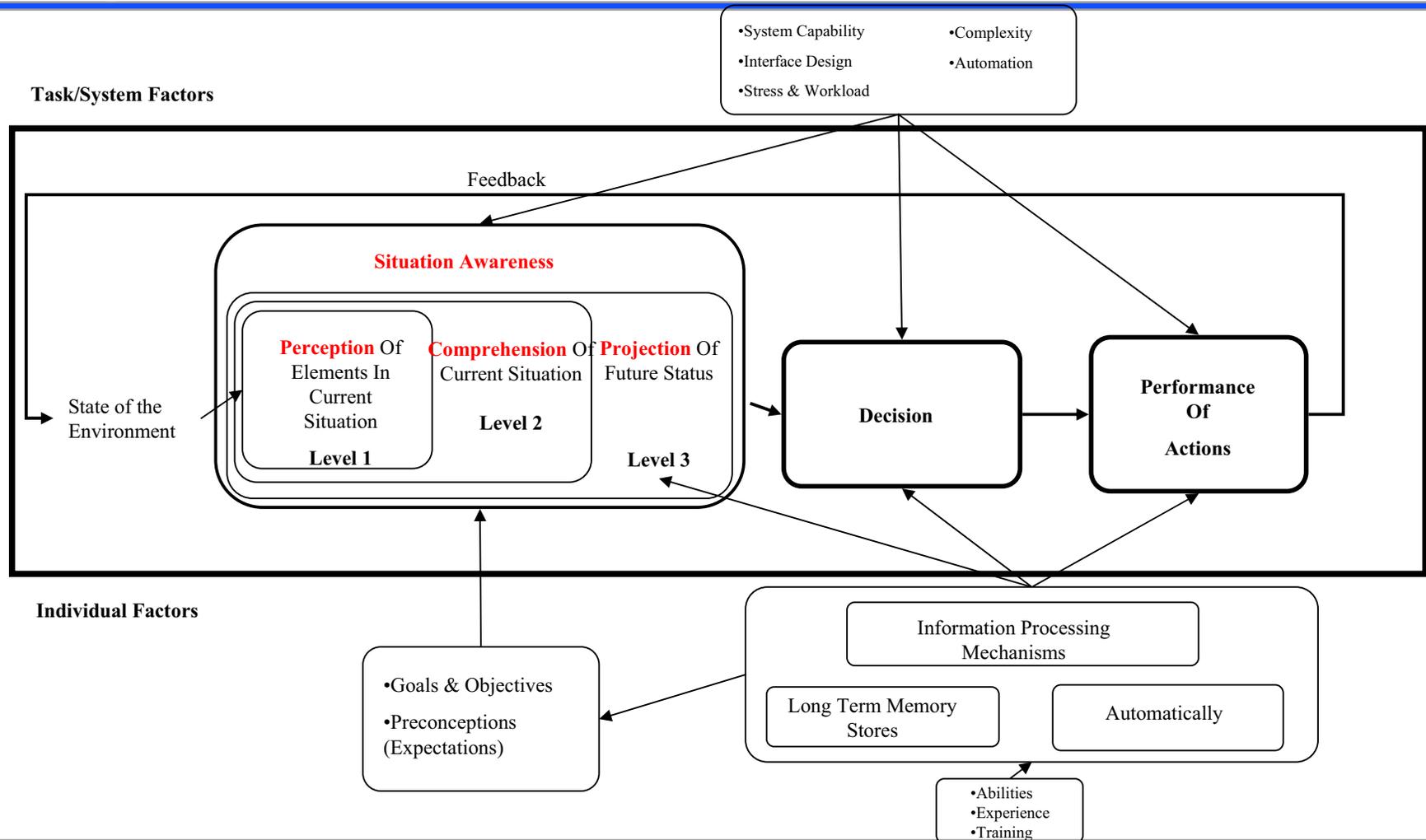


Lethal Force Authorization

Importance of Situation Awareness



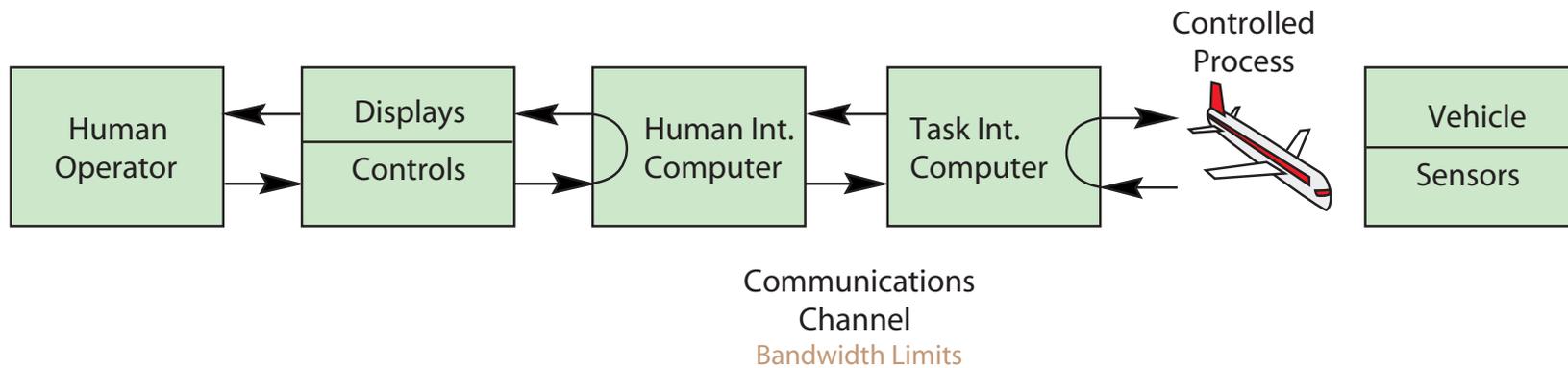
# Endsley Situation Awareness Model





# Bandwidth Limits

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Adapted from Sheridan, Humans and Automation

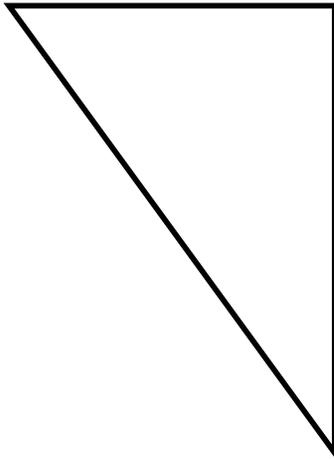
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# Bandwidth Limit

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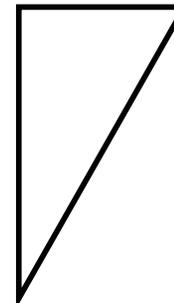
## Downlink



- **Video**
  - Forward View, Surveillance
- **Imagery**
  - Reconnaissance, Target Selection
- **Voice**
  - ATC Comm, Intelligence
- **Schematic Data**
  - System Health, Location

- **Voice**
  - ATC Comm, Comm to Ground
- **Manual Control**
- **Commands**
  - Waypoint/ Tasking Commands

## Uplink





# Task Performance & Bandwidth

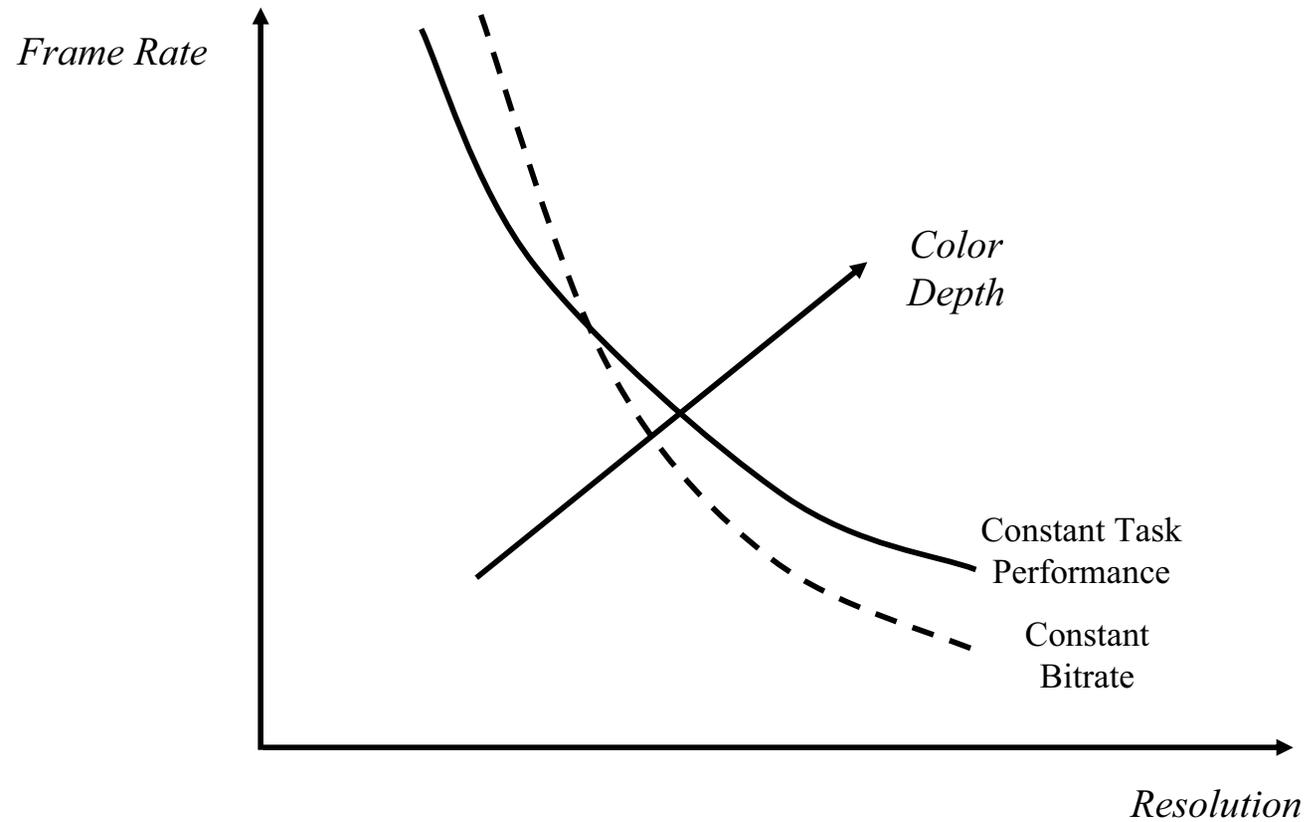
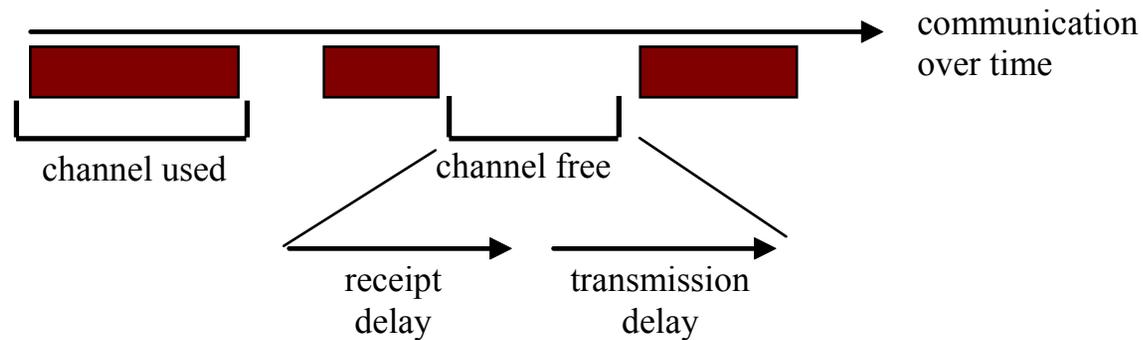
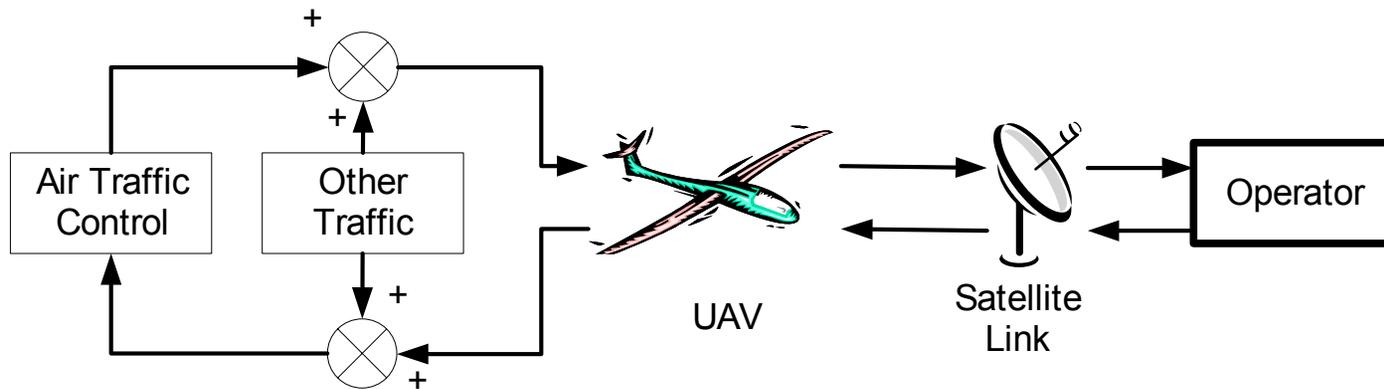


Diagram from Sheridan, *Teleoperation*



# Communications Latency Problems



**Satellite Latency Cycle Times : 2-5 sec**  
**PIO Issues due to lags.**



# Multiple Vehicle Control

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- **Situation Awareness**

- “Big Picture” Overview of Battlefield
- Orientation Confusion Multiple Reference Frames
- N Vehicle states
- N Vehicle status
- Kindergarten Model

- **Human/ Machine Allocation**

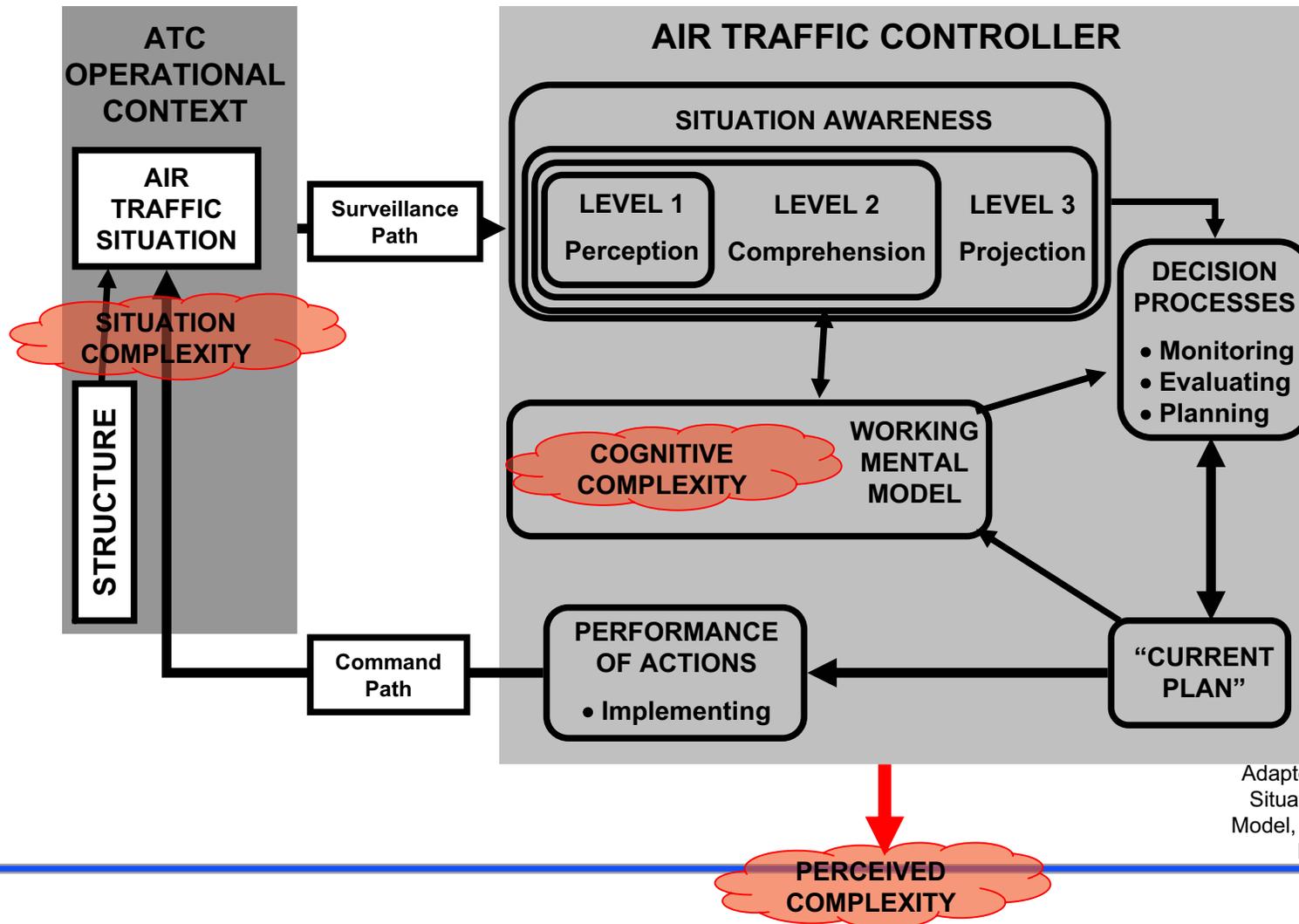
- Level of Vehicle Autonomy
- Need for Higher Level of Abstraction (Macro vs Micro Management)
- Organizational vs Operator Model
- Directed vs Behavioral Automation
- Dynamic re-allocation

- **Cognitive Workload - Taskload**

- How many vehicles can be reliably managed
  - Cognitive Complexity Limitations
  - ATC Analogy (Acceptable Level of Traffic)
-



# Complexity Concepts & Controller Process Model



Adapted from Endsley Situation Awareness Model, Pawlak Key ATC Processes



# Human-System Interface Issues

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- **Interface Comparison - UAV vs Commercial**
    - DARPA USAF Boeing X-45 Example
    - Boeing B-777
  - **Source: Build 2 Operational Simulation Overview Briefing**
    - Caveats:
      - ◆ Prototype not operational system
      - ◆ Briefing may not reflect actual system
      - ◆ PC based interface
-

Take off sequence initiated

## Interface Design Comparison PC vs Commercial Avionics Conventions

The image displays a flight simulator interface with a map on the left and two instrument panels on the right. The map shows a flight path starting from a taxiway and heading towards a runway. A cyan box highlights the text "Take off sequence initiated". A menu is open over the map, showing options like "Views", "Maps", "Tactical", "Hand Off", "Contingency", "Comm", "Nav", "Ground Ops", "Flight Ops", and "Formation". The instrument panels show various flight parameters such as altitude, airspeed, and engine status. The top of the interface has a menu bar with options like "BRDR", "MODE", "SYS", "PFD", "TSD", "SAR", "MCA", "COMM", "NCS", "FT". The bottom of the interface has a status bar with "PUBLIC RELEASE" and "UDAS: Done processing shootlist".

NAV Message Num: 6

AV01

Control HDG T Phase CM

MCCP 058 GroundTaxi O

ALT 2289

GS 5 AOA -1.9 AGL 4

ENGINE NL Fuel Qty 32 2546

AV01

Control HDG T Phase CM

MCCP 144 GroundTaxi O

ALT 2289

GS 13 AOA -1.9 AGL 4

ENGINE NL Fuel Qty 20 2549

Stop Emergency Stop/Abort Engine Shutdown Vehicle Shutdown Emergency Engine Shutdown Emergency Vehicle Shutdown

PUBLIC RELEASE

UDAS: Done processing shootlist

Approved for Public Release, Case # 2010-01, Classification Unchanged



# X-45 Primary Flight Display (PFD)



Analogue vs Digital Indications  
Color Conventions

Readability  
Hidden Info





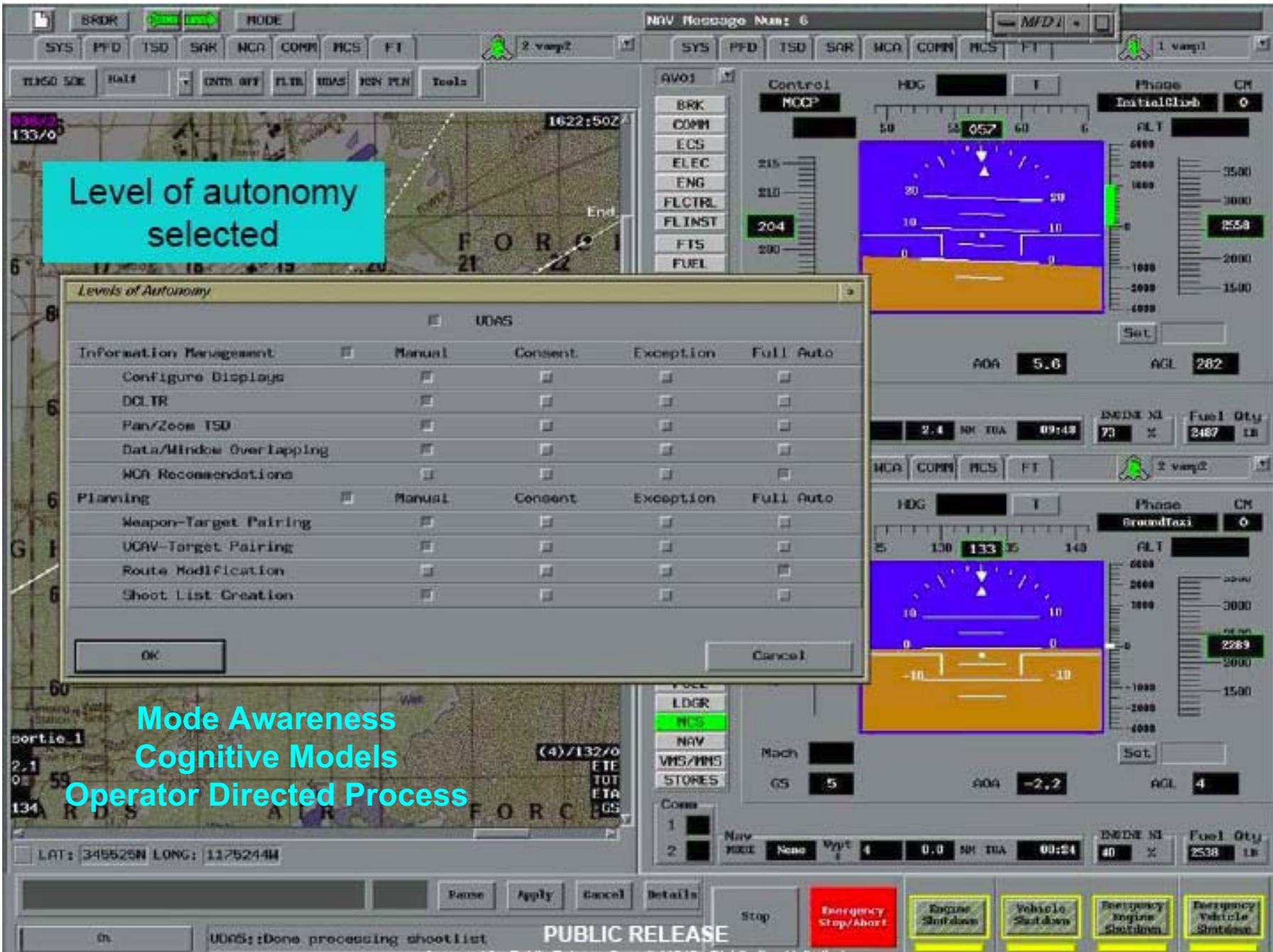
# Quiet Dark Philosophy

- Reduction of Clutter
- No indications for “normal”
- No “ON” indicators
- No indications for “do nothing”
- Indicate limits, not normal range



Elements of quiet dark ...  
So once the procedure for this failure is taken care of ....  
When the gear is safely up and locked ...

When the flaps are up ...  
Only the engine indications remain. Maybe in the future we can eliminate most of them as well.





# Example: Flight Automation

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- **Mode Awareness is becoming a serious issues in Complex Automation Systems**
  - automation executes an unexpected action (commission), or fails to execute an action (omission) that is anticipated or expected by one or more of the pilots
- **Multiple accidents and incidents**
  - Strasbourg A320 crash: incorrect vertical mode selection
  - Orly A310 violent pitchup: flap overspeed
  - B757 speed violations: early leveloff conditions
- **Pilot needs to**
  - Identify current state of automation
  - Understand implications of current state
  - Predict future states of automation

Reference: *Aviation Week & Space Technology*. McGraw-Hill, January 30, 1995.

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# DARPA-USAF-USN Joint Unmanned Combat Air Systems



## Intelligent System Capabilities and Operator Decision Aides (Combat UAV 2004 Presentation)



**Mr. Marc Pitarys**  
**Deputy Director (CST)**  
**March 30, 2004**

# Types of Intelligent Systems

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Coaches try to make you better at what you do



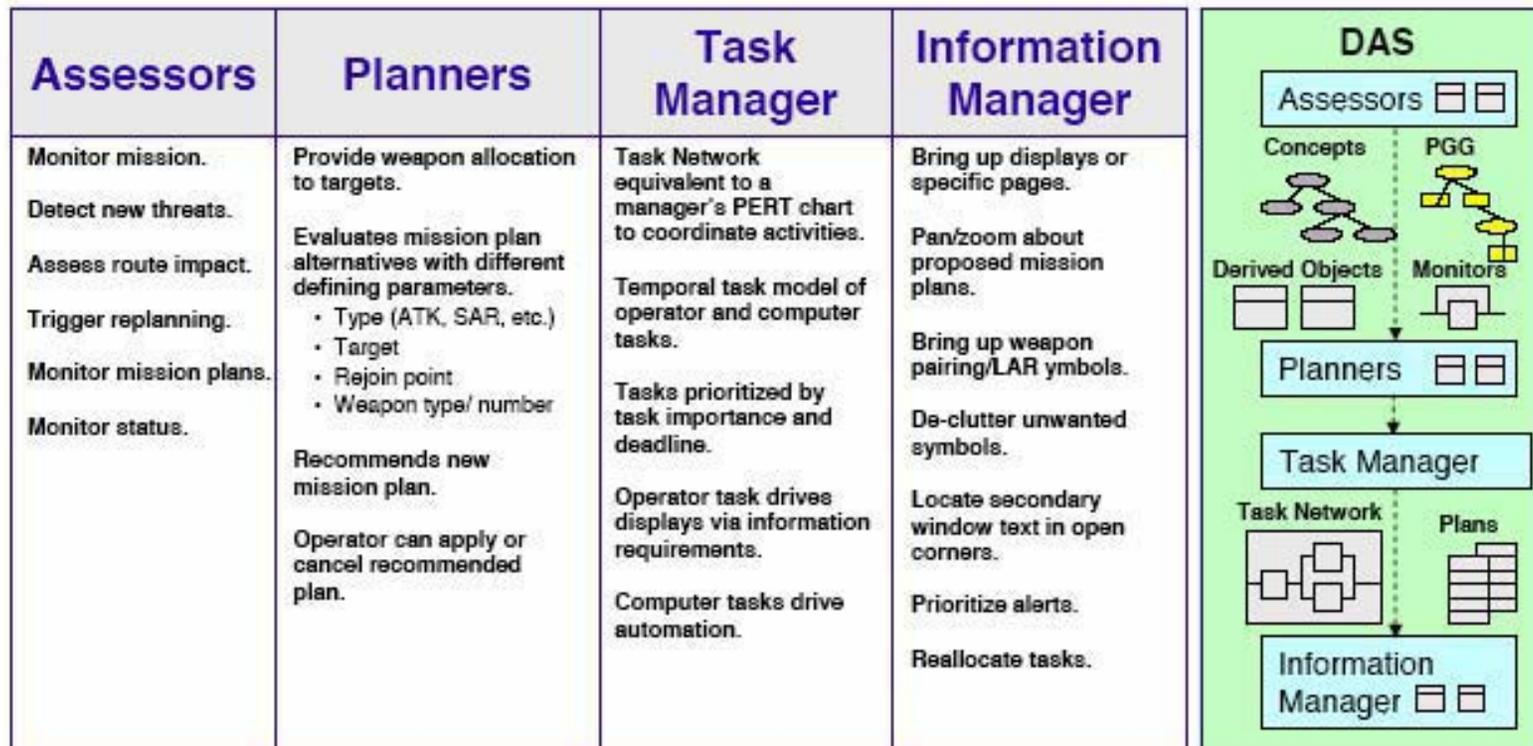
Associates automatically help with tasks

Assistants do what you ask them to do

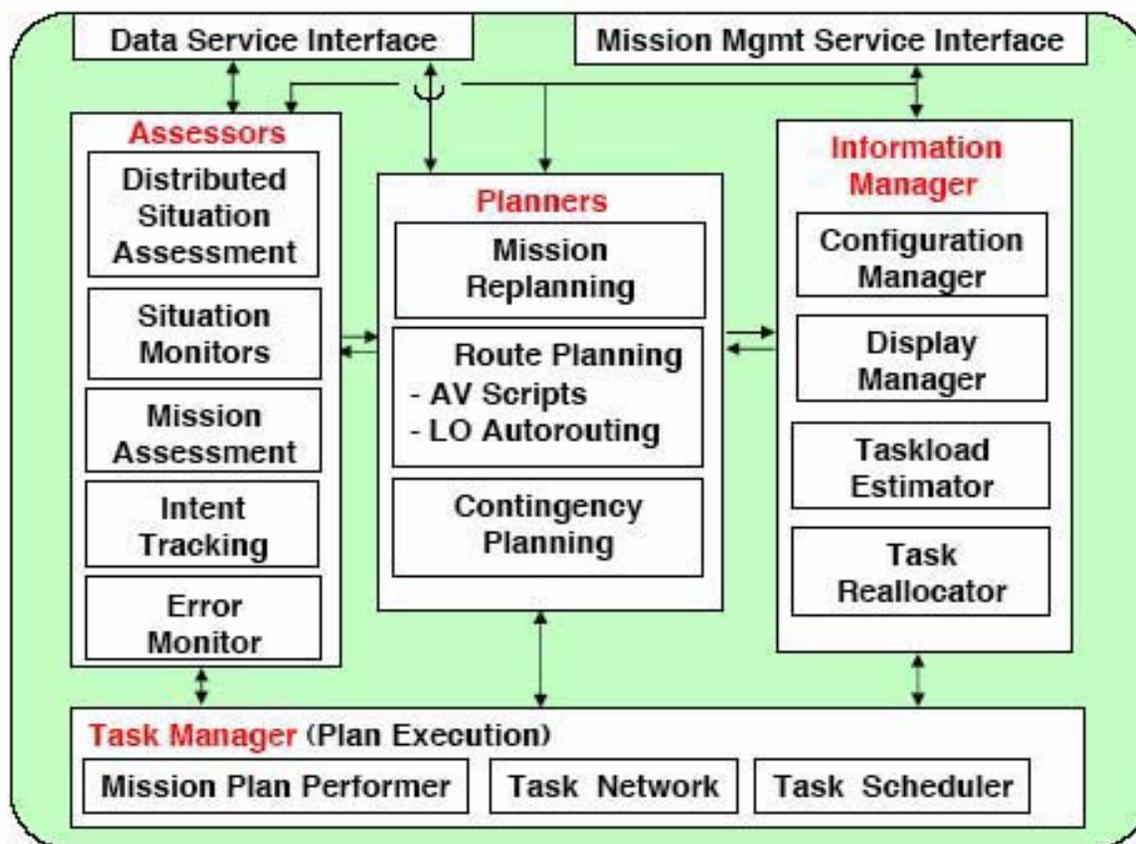
Experts do what they know how to do



# Decision Aiding System (DAS) Functionality Overview



# Decision Aiding Notional Software Architecture



# Knowledge Engineering Process



Step	Product	Tool
Identification of knowledge requirements	Requirements Document, Knowledge Engineering Plan	Requirements Engineering tool such as DOORS
Production of the domain ontology for the domain of interest	Domain Ontology	Relational Database
Production of system knowledge at an intermediate level of representation	Intermediate Representation Forms- Contains activities such as Plans, Goals, Graphs, and Tasks	Integrated Knowledge Environment (IKE)
Conversion of this intermediate level representation to operational knowledge	Knowledge Base File containing the Operational Knowledge Representation	IKE
Testing of this knowledge to validate it	Validated Knowledge	Test Plans, Models, and Simulations

## Domain Ontology (Knowledge Categories)



Air Vehicle	<i>Physical Description</i>
Airspace	<i>Zones and Areas</i>
Aviation	<i>Aircraft Operations and Performance</i>
Communications	<i>Radios and IFF</i>
Formulary	<i>Mathematical Formulas</i>
Mapping, Charting, Geodesy and Imagery	<i>Navigation</i>
Mission Planning	<i>Flight Planning plus Target Engagement</i>
Radar	<i>ESM and SAR</i>
Roles and Missions	<i>Aircraft Roles and Combat Missions</i>
Weapons	<i>Air-to-Surface and Surface-to-Air</i>

# Relational Database Organizes Domain Ontology



## Knowledge Fact

## Topic

Air Vehicle

ID	24
Topic	Chaff
Knowledge Fact	Thin, narrow metallic reflectors of various lengths and frequency responses, used to reflect radar energy. These reflectors when dropped from aircraft and allowed to drift downward result in large targets on the radar display.
Source of Knowledge	

Records: 14

ID	24
Topic	Search Radar
Knowledge Fact	A radar whose prime function is to scan (search) a specified volume of space and indicate the presence of any targets, to provide coordinates of the targets to a fire control system to assist in target acquisition and tracking.
Source of Knowledge	EW and Radar Handbook

36 of 30

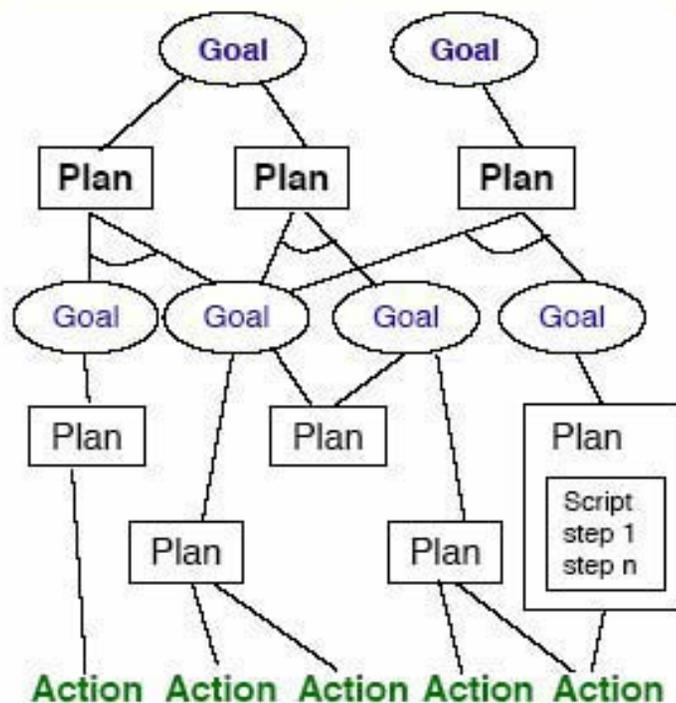
ID	38
Topic	Mil-Std 1553 Data Bus
Knowledge Fact	Serial digital multiplex data bus, provides integrated, centralized system control and a standard interface for all equipment connected to the bus. twisted, shielded pair of wires. The system implements a command-response
Source of Knowledge	EW and Radar Handbook

Records: 31 of 46

## Source of Knowledge



## Plan-Goal Graphs Describe System Purposes

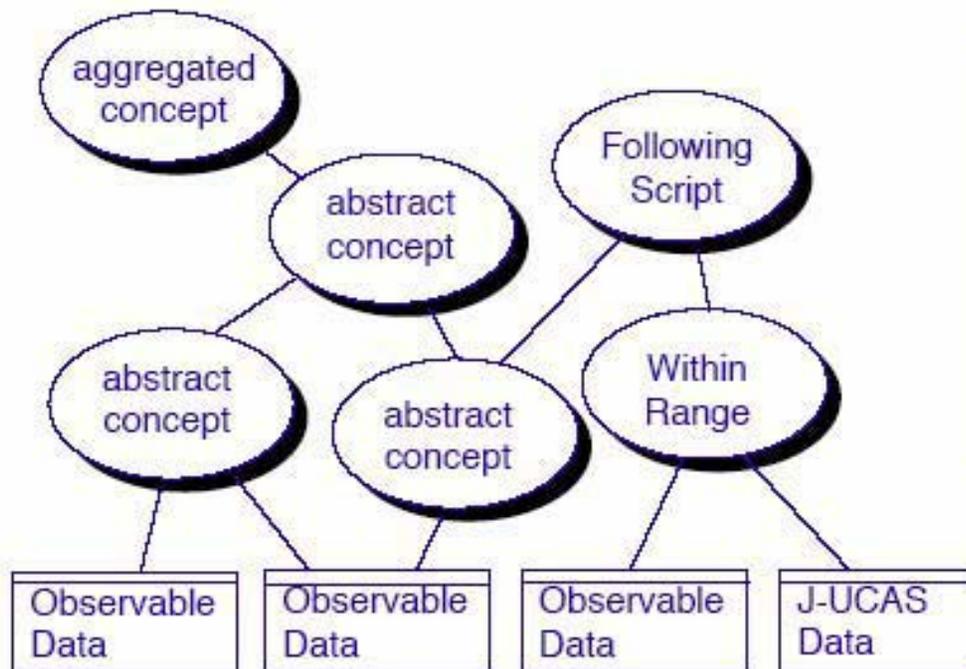


### INTENT

- **The Plan Goal Graph**  
- Models operator intent

- Plan-Goal Graph (PGG) - a hierarchical decomposition of the mission.
- Rectangles represent plans which indicate “what” the operator is doing.
- Ellipses represent goals or “why” the operator is executing each plan.
- Plan requires all goals to be satisfied (an “and” node); goal requires only one plan to be successful (an “or” node).
- Plan may contain a script: a sequence of simple steps.
- Lowest level of decomposition (actions) represent primitive manipulations.
- Links contain knowledge in the form of constraints (e.g. within weapons range).

## Concept Graphs Describe the Situation

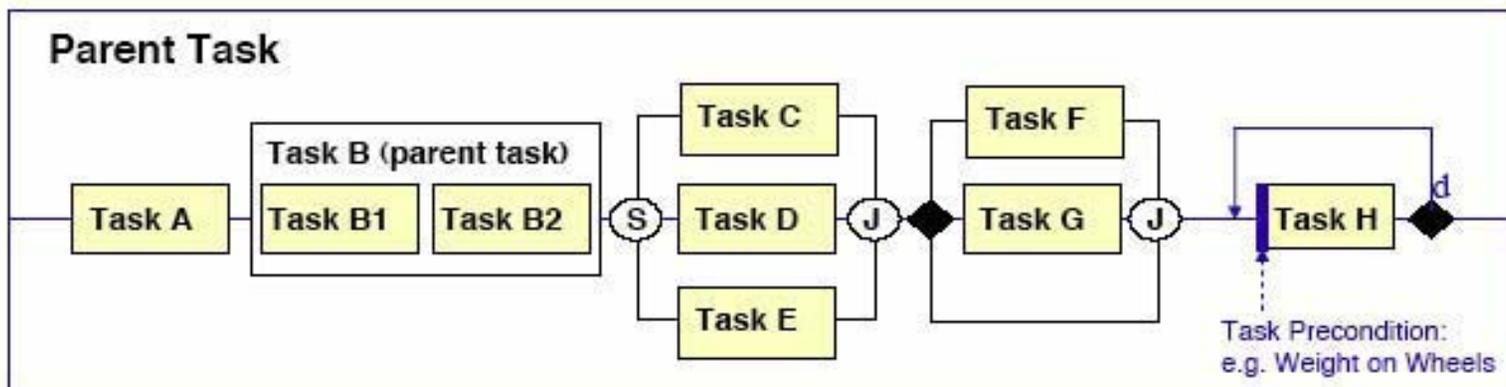


- Directed acyclic graph
- Increasing in abstraction and aggregation
- Links indicate dependencies
- Value propagation is dependency-directed

### FACT

- **The Concept Graph**  
- Represents real world state

## Task Network Node Types



### Task Network Similar to Management PERT Chart

- Represents computer tasks (1 - 100 mseconds)
- Represents operator tasks (1- 60 seconds)
- Network Topology represent task dependencies
- Task parameters include task importance and deadline

# Monitors Link the Concept Graph and PGG

