

Institute of

SIXTH FRAMEWORK PROGRAMME PRIORITY [Aero\_3.e]—ACTIVITY AERONAUTICS & SPACE SPECIFIC TARGETED RESEARCH INNOVATION PROJECT (STREP)

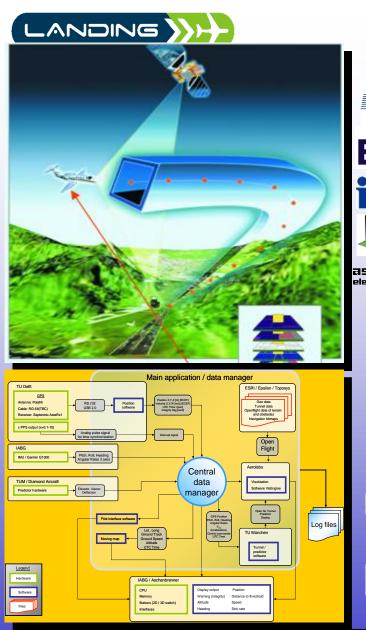


### Improvement for Landing on Small-Medium Airports Using Future, Aircraft-Autonomous Guidance Aids

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Institute of

Flight System



**Landing Partners** 

### **LANDING** Partners

- × <u>Partner—Development Phase</u>
- EPSILON GIS Technologies SA (GR)
- ESRI Geoinformatik GmbH (DE)
- IABG GmbH, Aeronautical Sevices(DE)
- Toposys GmbH LIDAR Technology(DE)
  - Aschenbrenner Elektronik GmbH
  - Aerolabs AG Software Systems
- Delft University of Technology (NL)
- TUM:Technical University of Munich (DE)
- < <u>User—Test- & Validation Phase</u>
- Diamond Aircraft Industries GmbH (AT)
- AeroServices SA (GR)
- Airport Authority Lugano (CH)
- Airport Authority Bolzano (IT)
- Airport Authority Skiathos (GR)





## Landing System Components <sub>3</sub> EGNOS Positioning



#### **Georeferencing Stations in Europe**







The European Geo-stationary **Navigation Overlay Service (EGNOS)** offers improved position accuracy and integrity, based on GPS and in future also Galileo. EGNOS provides positions in the ITRF2000 (its tracking stations, the **Ranging and Integrity Monitoring** Stations (RIMS) all across Europe, and the satellite position corrections pertain to ITRF2000). Hence, LANDING will use the WGS84/ITRF2000 as a reference frame to express three-dimensional receiver position coordinates (XYZ) on, or above the Earth.



Source:

-SD Institute of Flight System Dynamics

GNSS AntennaAste Rx1 ReceiverPolaNT High precisionGPS-Galileo

ESRI Geoinformatik GmbH



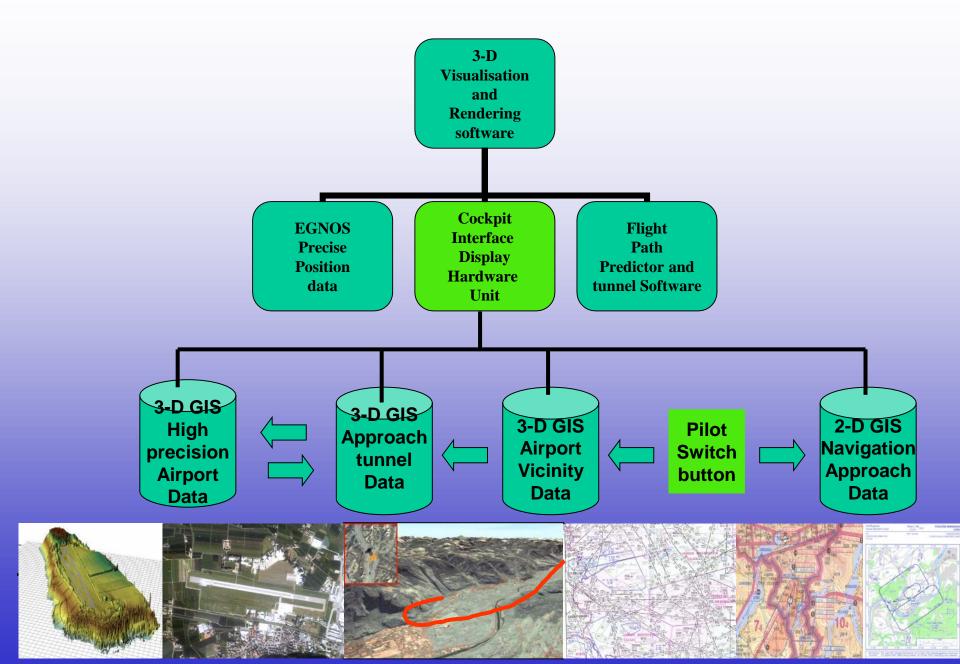
- Autonomous 3-D guiding system for smaller aircrafts and smaller airfields
- Additional navigational aid for situational awareness
- Vindependend from ground based systems
- Low cost hardware and software with COTS and ISO standards
- Easy to install and to maintain
- Providing low cost 2-D and 3-D GIS databases with high resolution and accuracy depending of the distance to the airfield
- > Developing a software for automatic tunnel creation
- Development of a predictor software
- Integration of existing 2-D moving map technology
- Creation and testing of a pre- industrial prototype
- Preparation of a certification procedure for a final product





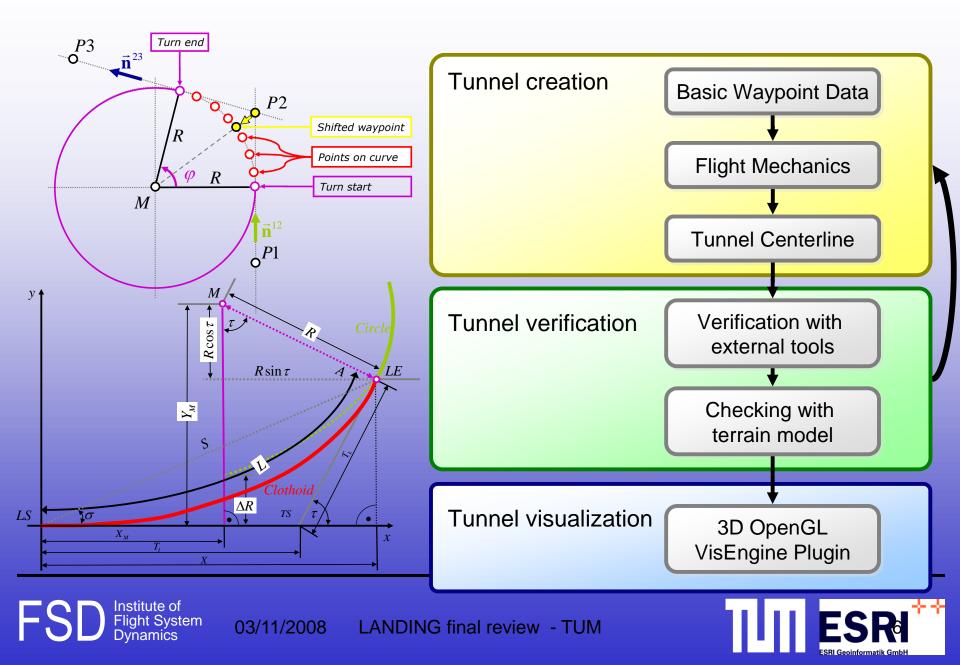


### Landing Data and Software Integration





#### Software -Tunnel approach





# LANDING Geodatabase

### **Key Points:**

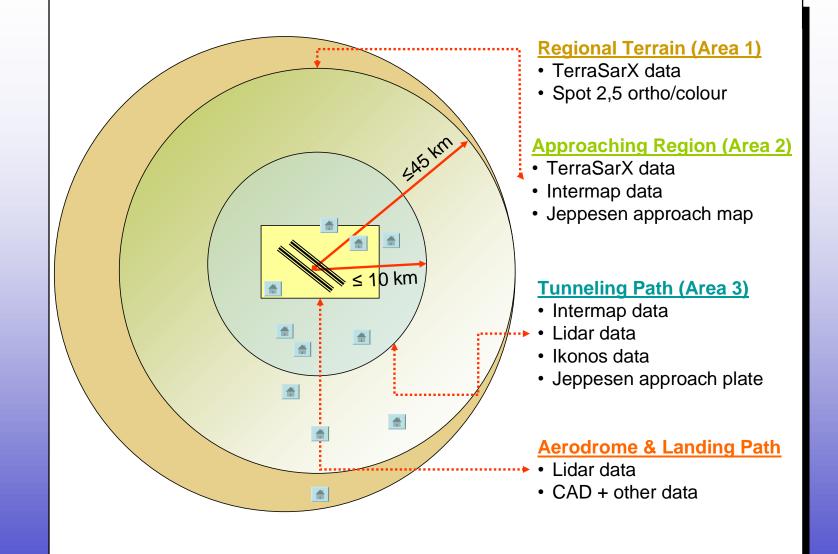
- All information for Visualisation is stored in the LANDING Geodatabase.
- The Geodatabase contains aeronautical topographical and DSM and technical features and according validation rules.
- The cockpit display software can access and display the data.
- Presentation rules set the appearance of the data display inflight







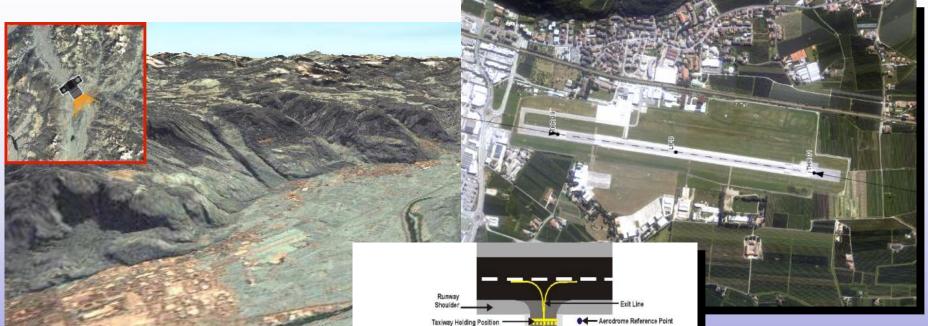
Institute of Flight System Dynamics



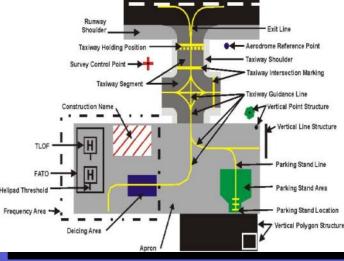
Areas with Different Distances to Airport and GIS Data Sources



# GIS Data Sources- and Model 10



Selection of remote sensing sensor
Image and CAD acquisition
Image digitizing
Orthorectifying, georeferencing
Vectorizing and adding of attributes
Data verification etc.



Sources: Toposys, Geosystems GmbH, ESRI GmbH Aleksandar Pavlovic, ICAO Steve Young, NASA Lima 2007

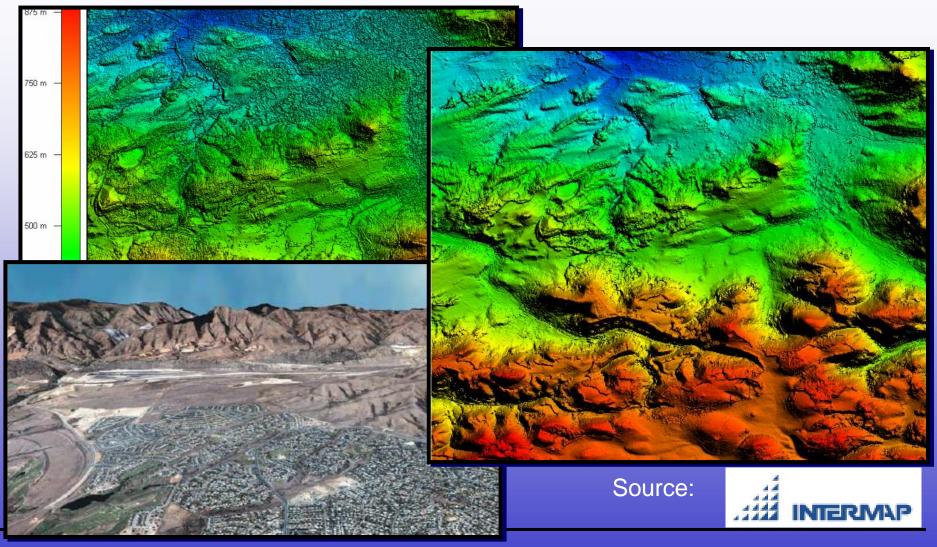




#### **3-d Visual GIS Datamodel**



**3-D Visualization Data sources airborne radar DSM and DTM** 





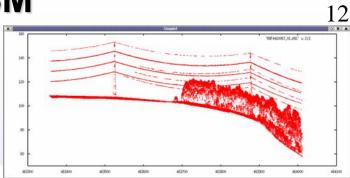
Landing Data Sources

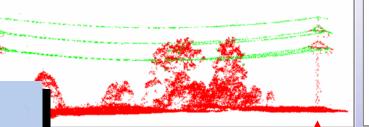


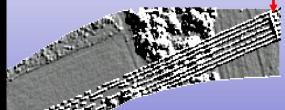


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### LIDAR DTM/DSM















#### **High Resolution Accuracy**





### **CAD and Image Sources**



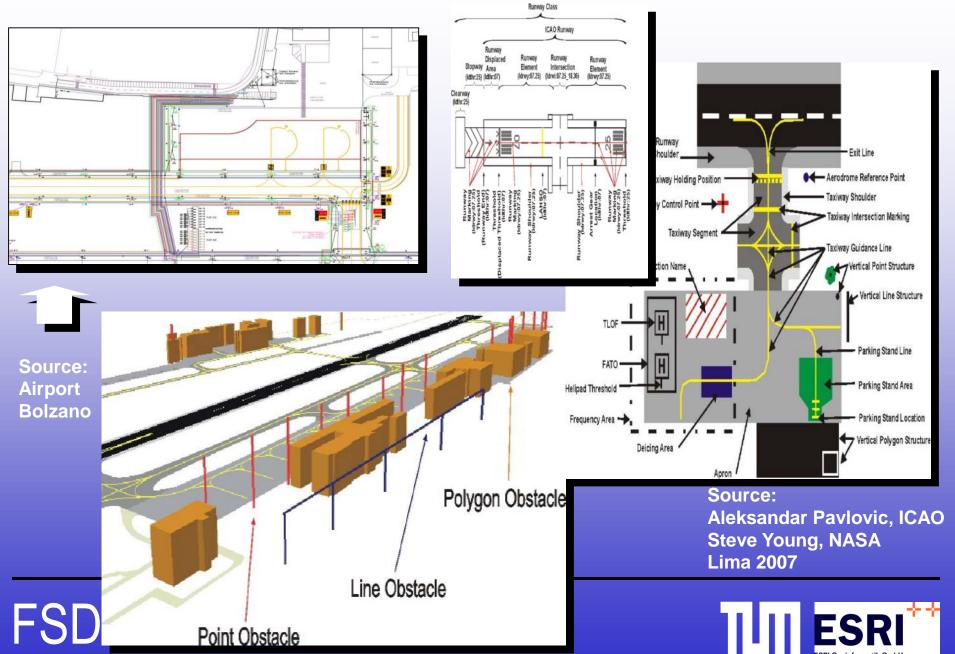


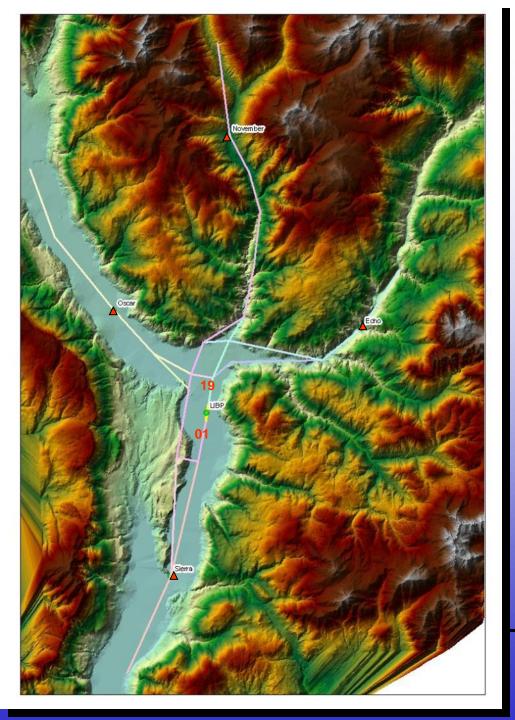
**3D Buildings, CAD Integration** 



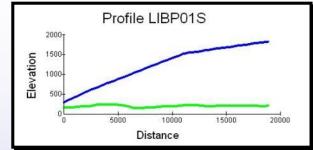


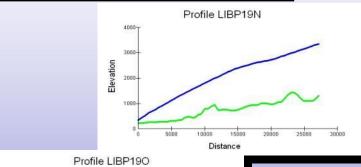
### **CAD** Data Integration

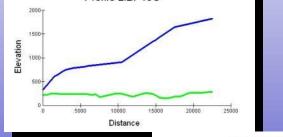


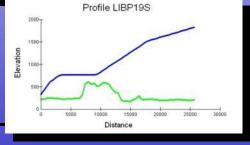


### **Tunnel Design LIBP**



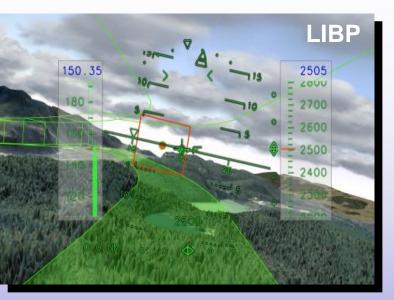






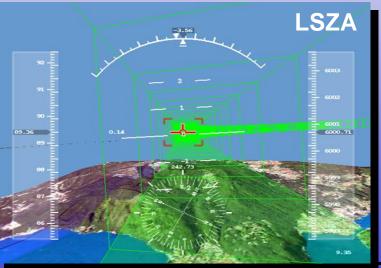


# **LANDING >>>>** 3-D Visualisation Software



# Real time rendering and visualization of the airport vicinity

The AeroLabs *VisEngine* image generator is a software package that can be used to interactively visualize 3D terrains and scenery In the TUM simulator and inflight



### Source: aerolabs

The ESRI *ArcGlobe* Software image renderer has also been successfully tested for the real time visualization of high resolution terrain and scenery data on COTS HW

Source: ESRI GmbH

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Landing System Components





#### Flight tests Bolzano – DA 40





### **Pilot Interface Hardware**



Buttons are placed on the display **Multiple assignments reduce** the number of buttons necessary. The following functions are provided: Mode Switch (2D, 3D Mode) Zoom In/Out Map Selection Next / Prev. **Track Overlay On/Off Brightness Control Tunnel Selection** 

A 6.5 "transreflective TFT" with a resolution of 1024 x 768 pixels is used. **Brightness control over a wide range** (night, sunlight) is possible.







#### Landing System Components





### 3-D Visualization Data sources Swiss Topo LIDAR DSM and RGB Orthofoto

# Orthophoto and LIDAR DSM Visualization

Source: Swisstopo the are

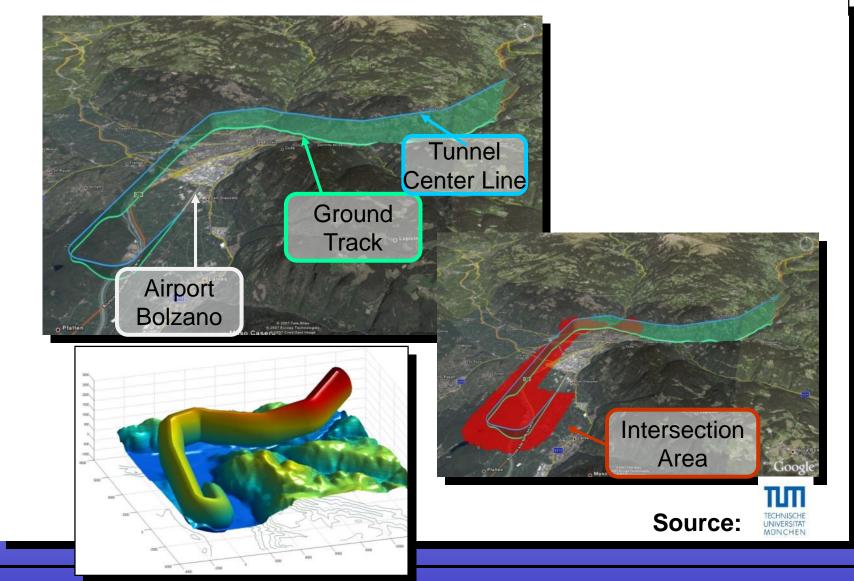
FSD Institute of Flight System Dynamics High Resolution and Display Accuracy



LIDAR DTI



FS



Institute of Flight System Dynamics Terrain in Final Part of Approach Trajectory





### **Moving Map Software:**

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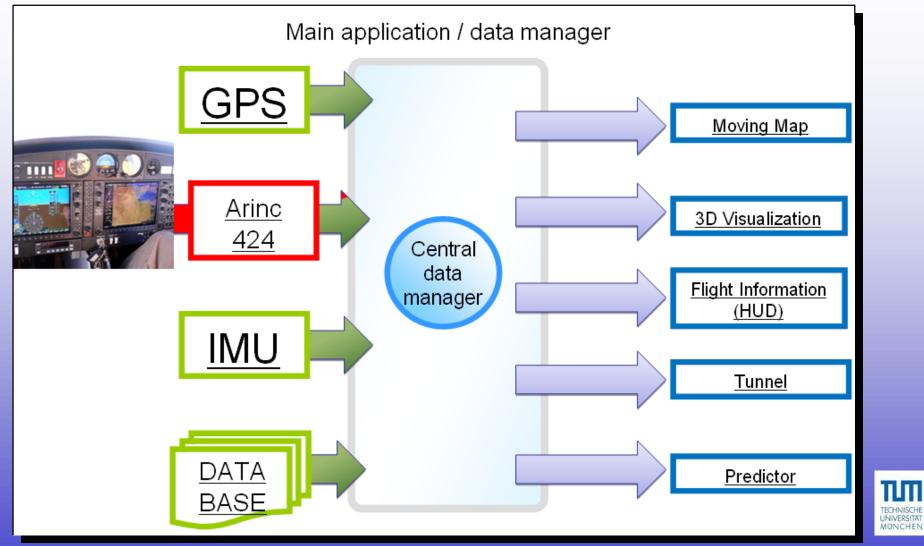
A moving map provides information on the position of the aircraft and can be shown together or seperately on the LANDING pilot's display in the cockpit The moving map software displays the georeferenced raster background map in the desired scale selected by pilots selection. On top of the raster map an aircraft symbol is displayed and moves real time along the used flight path. Beside this the software has the following functions:

Selection of map window Selection of map scale Variable map zoom in - zoom out Numeric display of navigation data (position, ground speed, time, distance and time to waypoint, altitude etc. Overlay display of airspace information (TRA's, Danger areas etc ...) Flight path vector incl. position prediction (time related) Map display mag. North up or heading

Landing System Components













### **The DA 42 Test Platform:**



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Landing System Components





# Landing Validation Airport LIBP Bolzano (Italy):

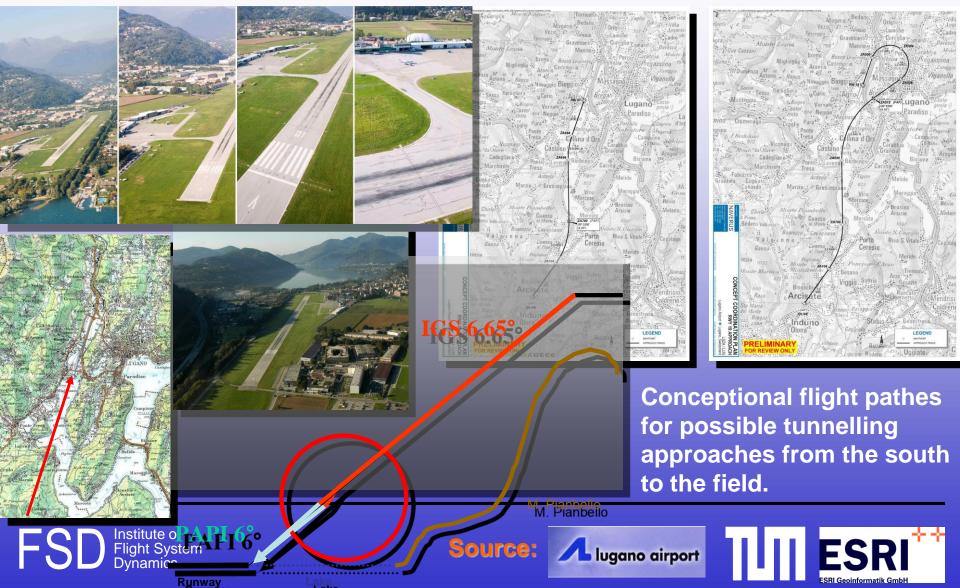
Source:

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Aeronautical features Airspace "G" Visual approach IFR procedure inbound RWY01 based on VOR/DME instruments IFR operations only for specifically authorized crews (special training) and types of A/C (steep aproach supplmt) IFR visibilty limitations

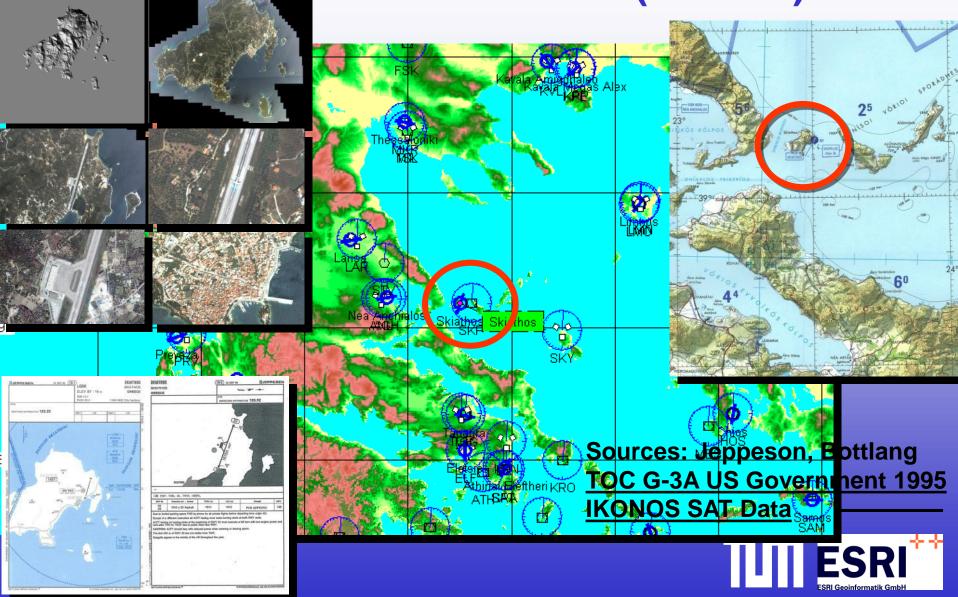


## Landing Validation Airport LSZA Lugano (Switzerland):





# Landing Validation Airport LGSK Skiathos (Greece):





#### Live Demo of Bolzano and Lugano Testflights











## Conclusions

#### On-Board Guidance Aid

- Predictor-tunnel display
- Integrated presentation of terrain image, resolution dependent on distance from airport

#### – Tunnel Generation

 Accounting for flight mechanics considerations (easy to fly command trajectory in difficult terrain environment), safety issues (safety corridor), etc.

#### System Testing

- Pilot-in-the-loop simulation
- Flight tests
- Development of an pre industrial prototype



#### Conclusions

