# Federated Meta Reinforcement Learning for UAV Navigation in Urban Airspace

## Lancaster University & Cranfield University

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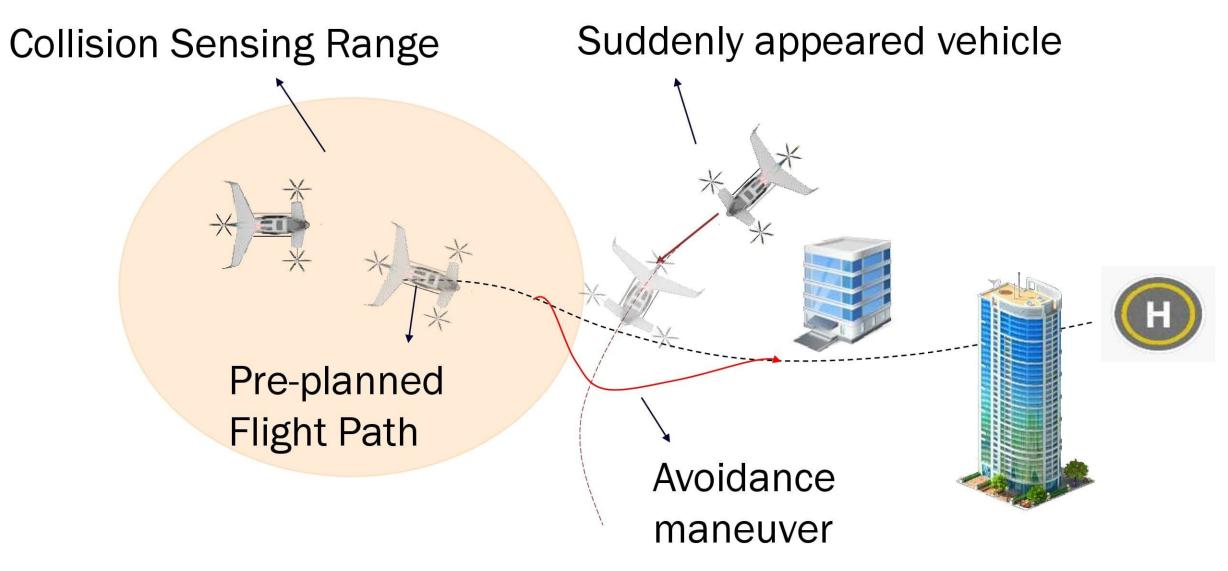
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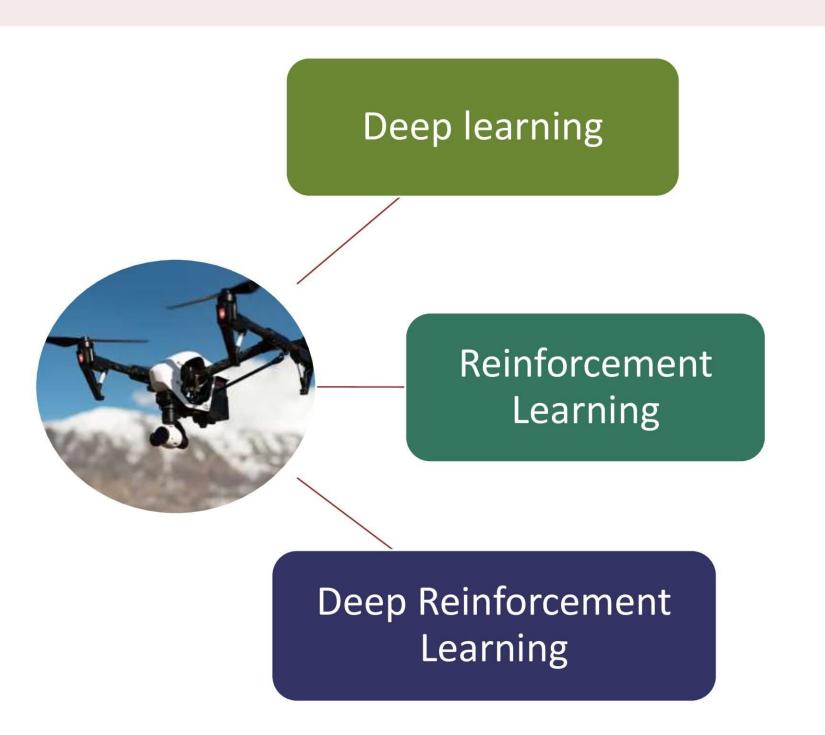
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### Background: Autonomous Navigation

**Autonomous navigation** is a fundamental problem of mobile robots, which aims to o identify an optimal or suboptimal path from a starting point to a target point in a Two-Dimensional (2D) or Three-Dimensional (3D) environment while avoiding obstacles.



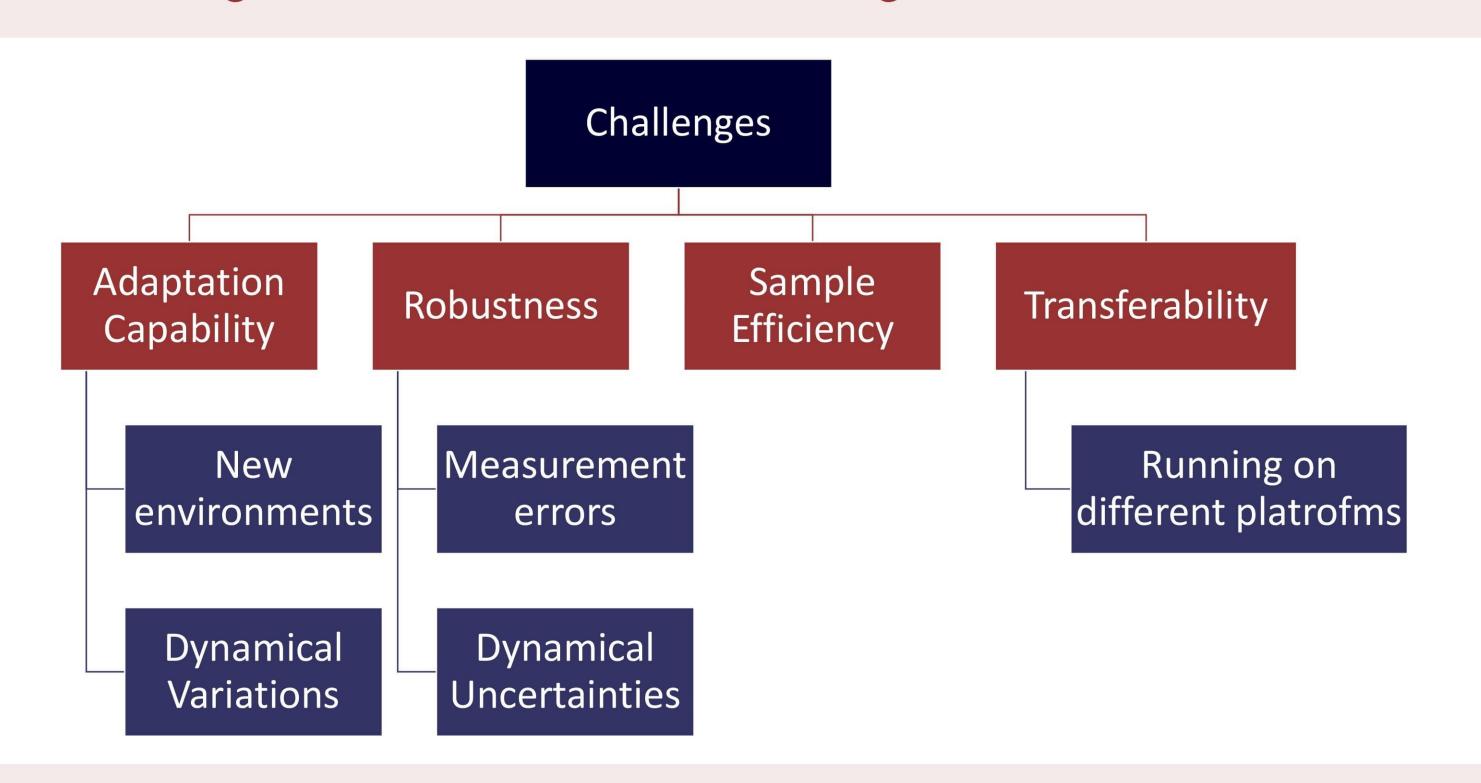
## Learning-Based Navigation Methods: State-of-the-art



#### Pros:

- They can provide scalable solutions for large operation environments.
- Require little manualengineering.
- Cons:
  - Weak adaptability to new environment
  - Low sample efficiency

#### Challenges in Al-Based UAV Navigation



## **Design Goals**

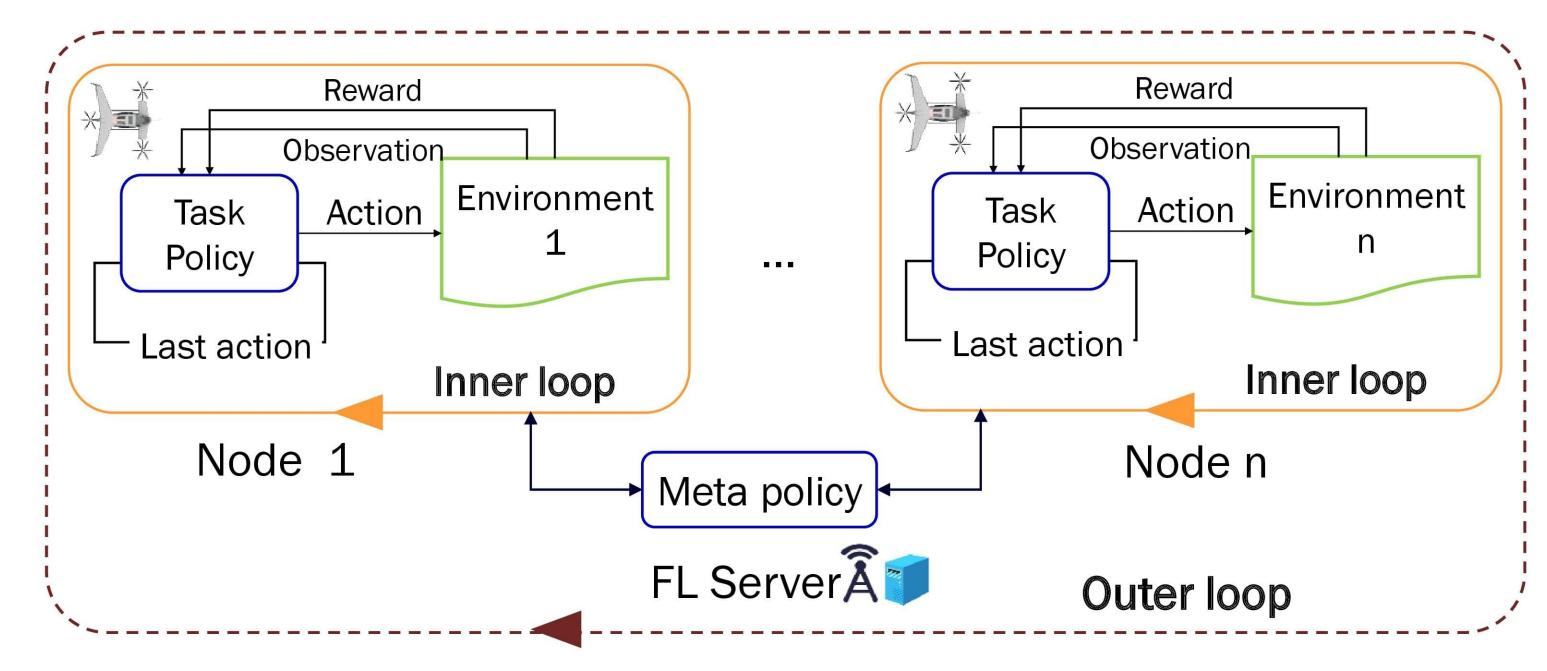
- Model generalizability across heterogeneous vehicles
- Fast adaptation to dynamic environments (Short training time for new environments)
- Lifelong learning ability
- Flight/operation safety during learning process







### Federated Meta Reinforcement Learning



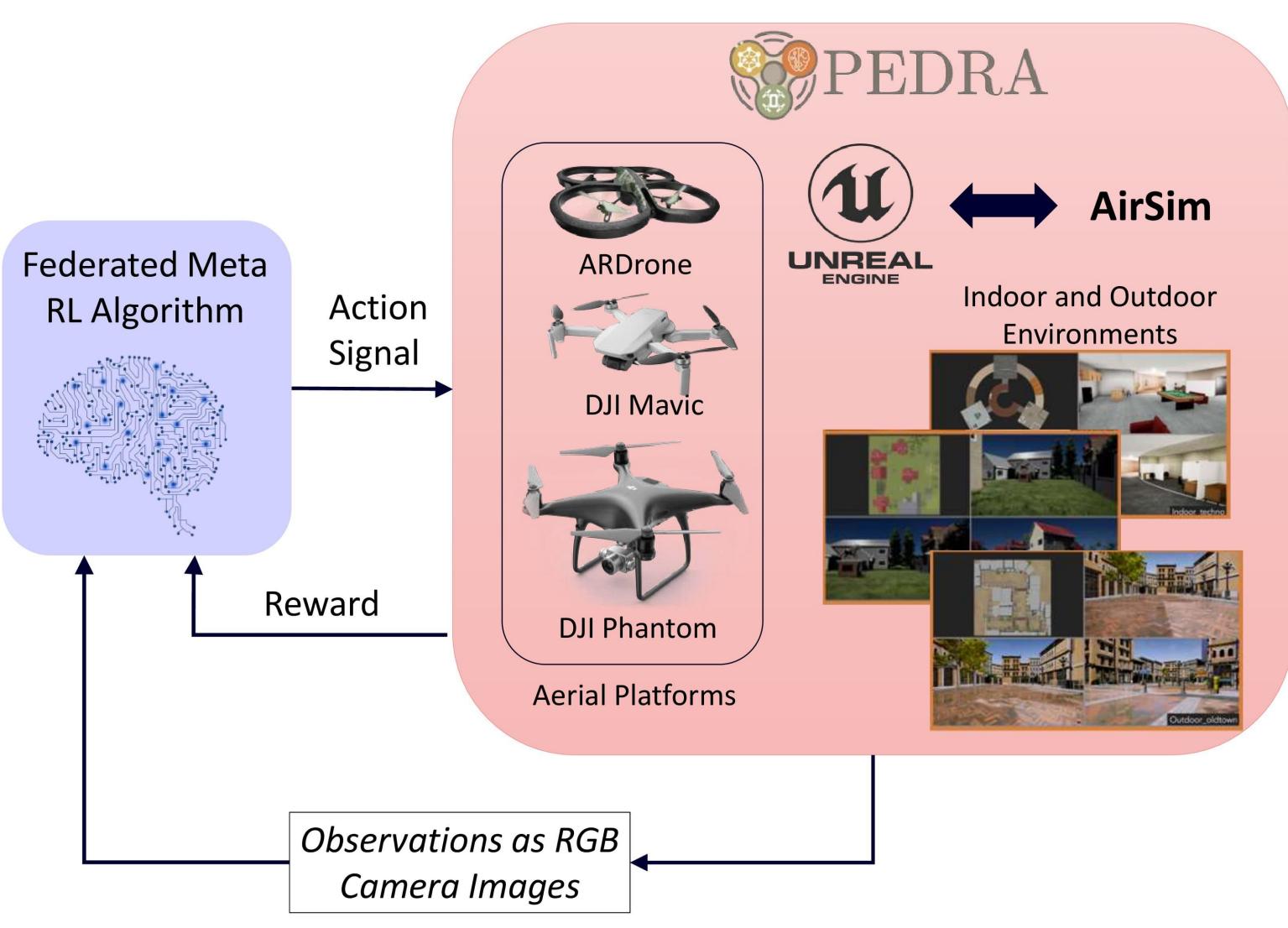
- Let the agent learn how to learn new tasks faster by reusing previous experience.
- Involve two learning loops of training:
  - o **Out loop** learns common knowledge (represented by a neural network  $\theta$ ) from many tasks.
  - o *Inner loop* learns policies based on the learned model  $\theta$ .

Main differences from reinforcement learning:

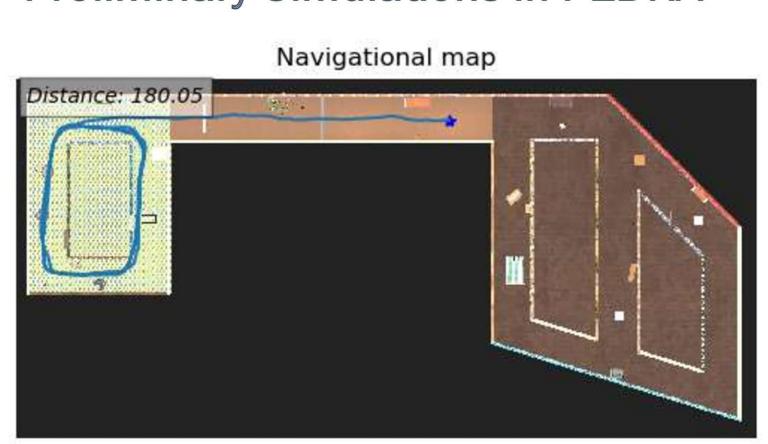
- In meta-RL, the current state  $s_t$ , last reward  $r_{t-1}$  and the last action  $a_{t-1}$  are all incorporated into the policy observation  $\rightarrow \pi_{\theta}(a_{t-1}, r_{t-1}, s_t)$ .
- In RL, only the current state  $s_t$  is considered  $\rightarrow \pi_{\theta}(s_t)$ .

## **Simulation Framework**

Programmable Engine for Drone Reinforcement Learning Applications (PEDRA) [1] is utilized as simulation environment.



#### **Preliminary Simulations in PEDRA**





[1] Anwar, A., & Raychowdhury, A. (2020). Autonomous navigation via deep reinforcement learning for resource constraint edge nodes using transfer learning. *IEEE Access*, 8, 26549-26560.

## **Ongoing and Future Works**

- Implementation of the proposed algorithm will be completed.
- Adaptability and transferability will be evaluated in indoor and outdoor maps.
- The proposed application will be extended for the urban airspace scenarios.





