



**aerodays2015**

Aviation in Europe – Innovating for Growth

The 7<sup>th</sup> European Aeronautics Days



# myCopter: Enabling Technologies for Personal Aerial Transportation Systems

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# The dream of Personal Aerial Vehicles

Technology exists to build aircraft for individual transport

- many concepts have already been developed

Drawbacks of current designs

- Need for of a pilot license
- Need for infrastructure (e.g., landing strip)
- Focus on vehicle design instead of transport system

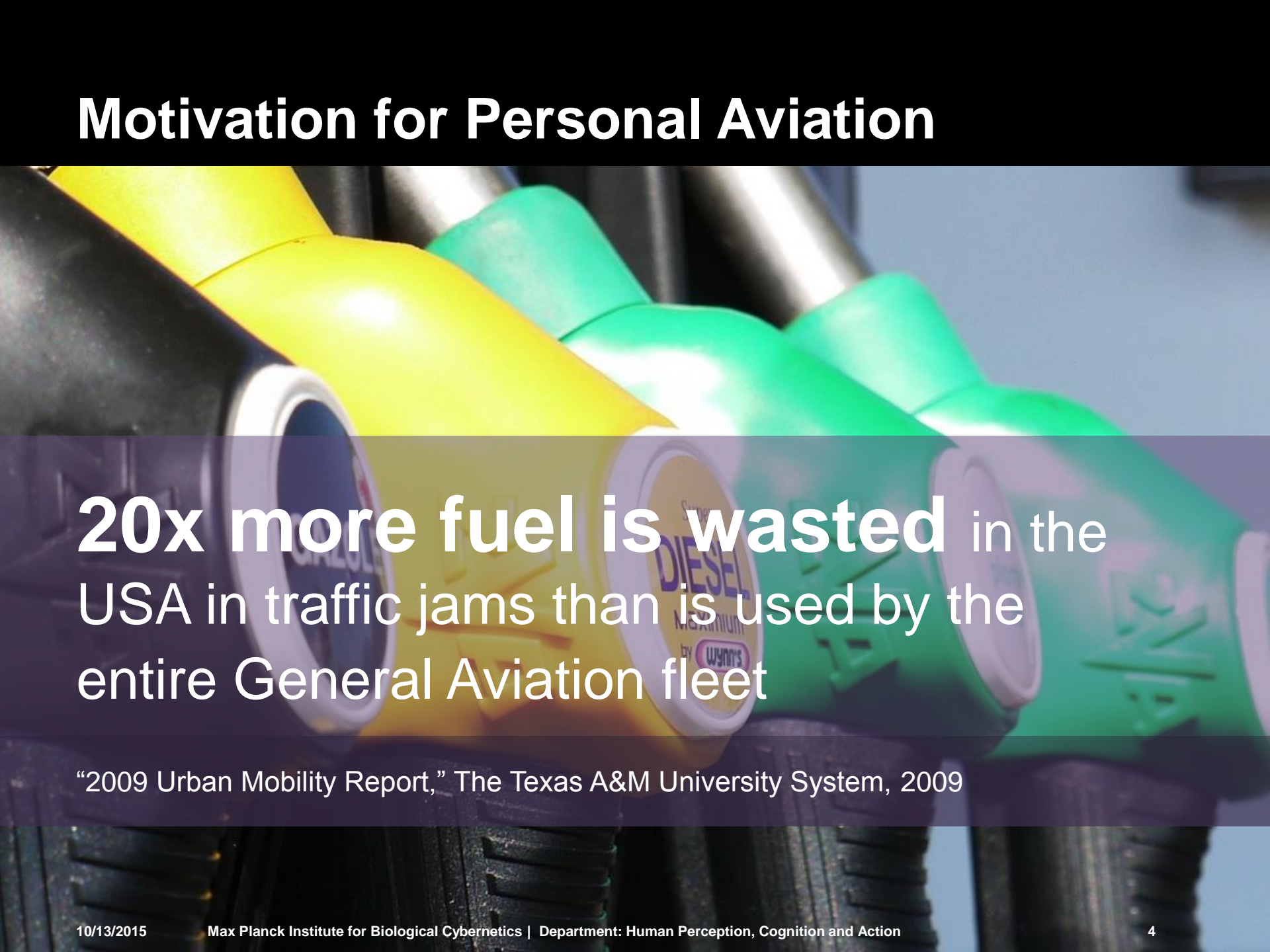


# Motivation for Personal Aviation

**100 Billion Euro** is lost yearly  
in the EU due to congestion

“Green Paper – Towards a new culture of urban mobility,” Sept. 2007,  
Commission of the European Countries, Brussels.

# Motivation for Personal Aviation



**20x more fuel is wasted** in the USA in traffic jams than is used by the entire General Aviation fleet

“2009 Urban Mobility Report,” The Texas A&M University System, 2009

# Motivation for Personal Aviation



In large European cities, car drivers spend **more than 50 hours per year** in traffic jams

“Roadmap to a Single European Transport Area,” 2011

# Challenges for Personal Aviation

**“Designing the air vehicle is only a relative small part of overcoming the challenges... The other challenges remain...” [EC, 2007]**

- How many?
- Who can fly?
- What about safety, noise, ... ?
- How are PAVs integrated into existing transport systems?

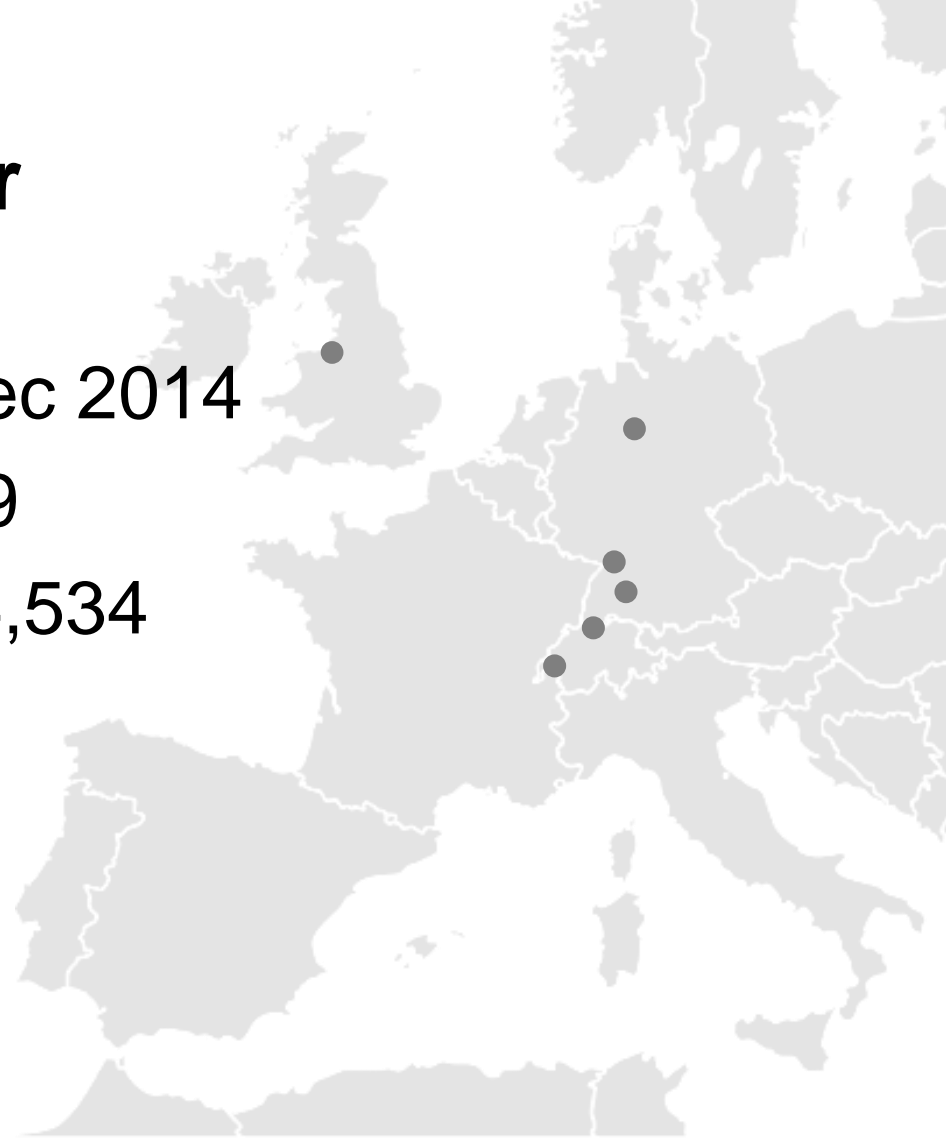


European Commission, Out of the box – Ideas about the future of air transport, 2007



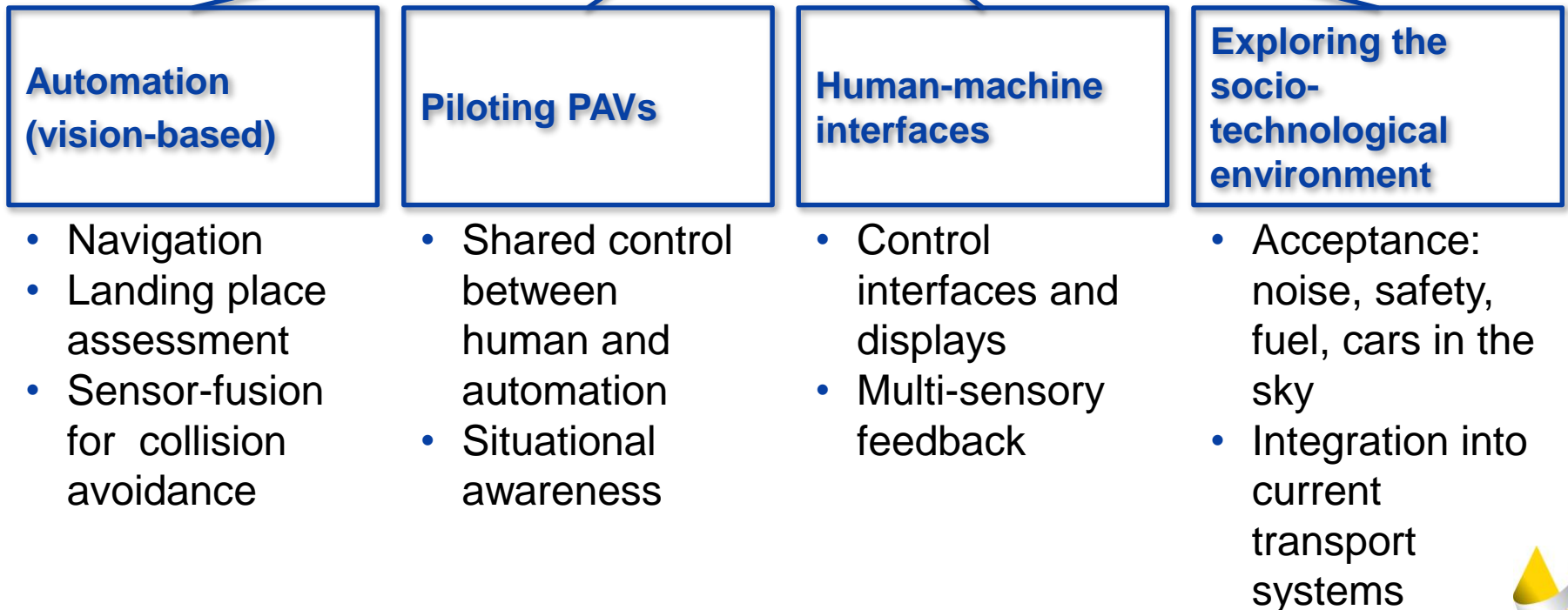
# EU-project: myCopter

- Duration: Jan 2011 – Dec 2014
- Project cost: €4,287,529
- Project funding: € 3,424,534



# Enabling Technologies for Personal Aviation

## mycOpter





# Novel Approaches to Automation

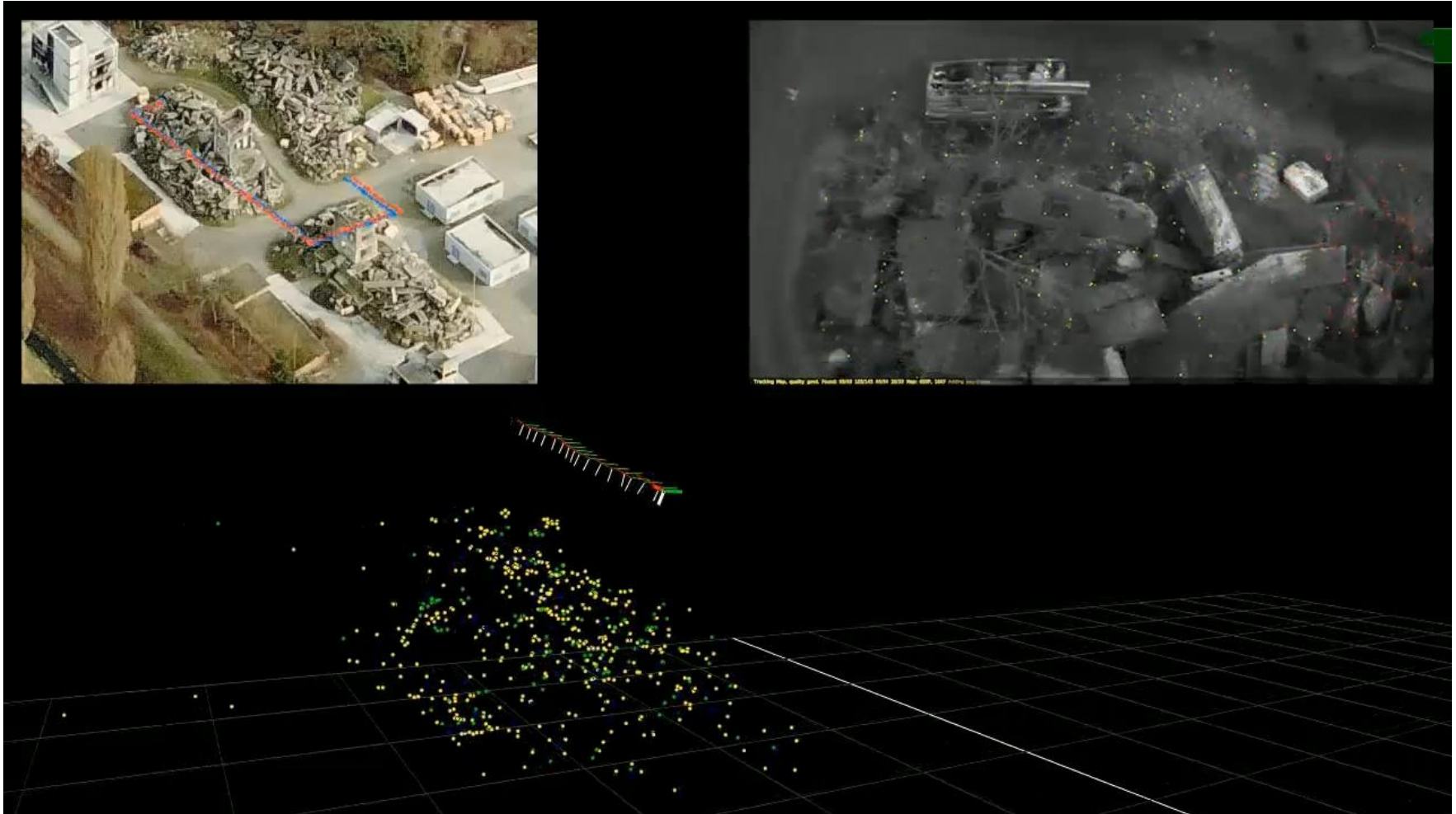
**Goal:** Develop robust novel algorithms  
for vision-based control and navigation

## Challenges

- Emulate VFR pilots
  - Recognize obstacles and other traffic
  - Recognize landing areas
  - In all season and in adverse weather conditions

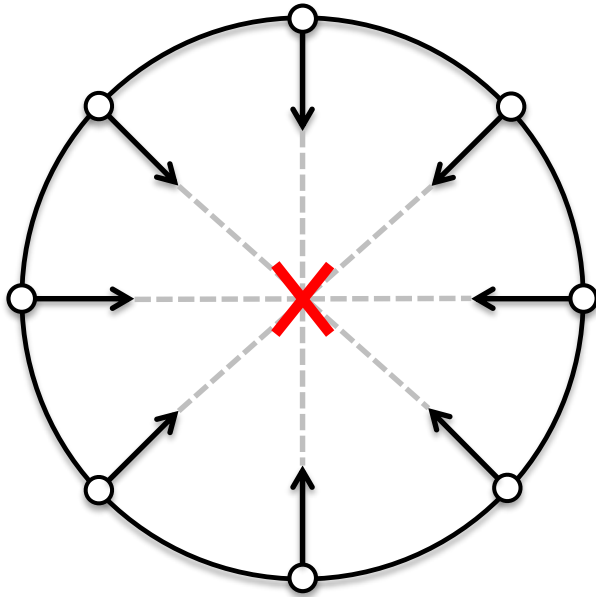


# Framework for Vision-Based Navigation



# Collision Avoidance Strategies

50 vehicles at the same altitude fly from a point on a circle to a point on the opposite side



# Demonstration of Swarm Technology



# Piloting PAVs

**Goal:** Develop augmentation for PAVs

## Challenges



- Flying a helicopter is difficult and requires lots of training
- It is not clear which skills prospective pilots should have



# Augmented PAV Dynamics

## Develop and assess new response types for VTOL vehicles

- Basic helicopter rate control with cyclic
- ⋮
- Attitude control (pitch and roll)
- ⋮
- Translation control (forward/lateral velocity)
- Turn coordination, heave augmentation
- ⋮
- Car-like steering



# Human-Machine Interfaces

**Goal:** Develop human-machine interfaces that make flying as easy as driving a car

## Challenges

- Current flight controls and displays are not intuitive
- Multisensory perception is not taken into account
- No reliable objective measurements of pilot workload



# Intuitive Displays and Controls

- Highway-in-the-Sky display
- Active sidestick to feel the highway

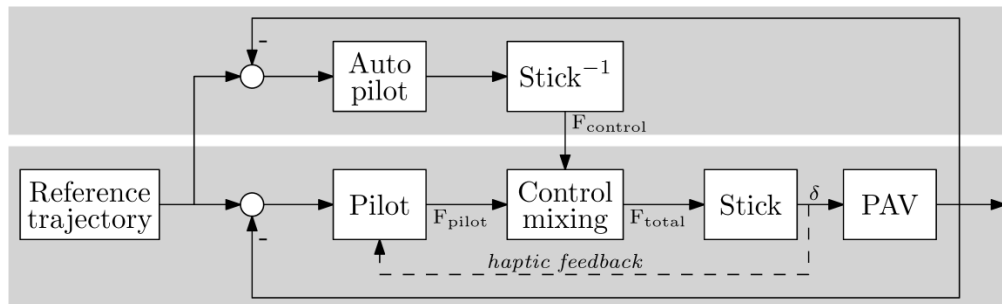




# Multi-sensory Human-Machine Interfaces

## Novel HMI: haptic shared control

- Combining the advantages of manual and automatic control
- The pilot remains in control and can overrule the automatic control system



# Objective Measures for Workload using EEG

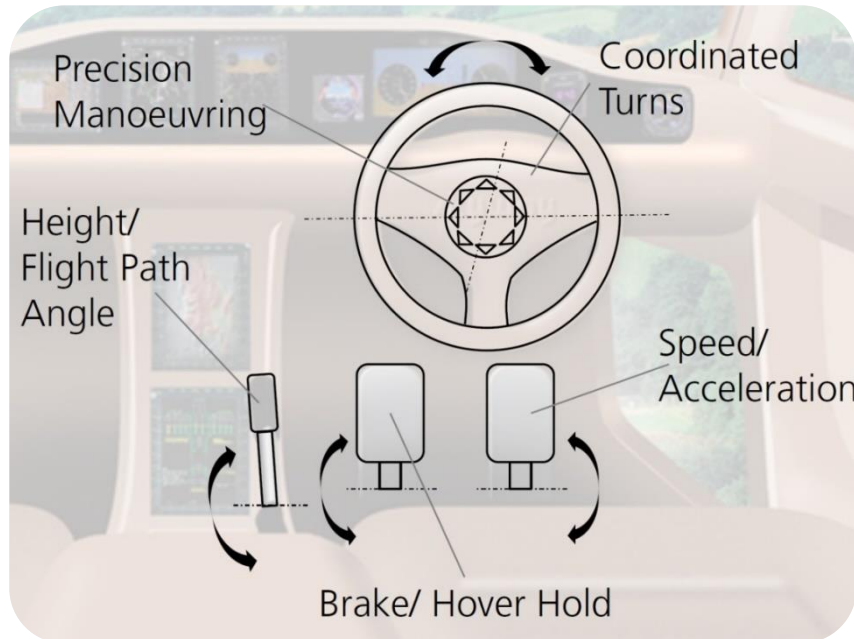
## Novel mental workload measures

- Traditionally with questionnaires, such as NASA-TLX
- Alternative: psychophysiological measures, EEG, heart-rate variability, skin conductance



# Human-Machine Interfaces

## Exchange helicopter flight controls with a steering wheel and pedals



# HMI Demonstration in DLR Simulator



# The Socio-Technological Environment

**Goal:** Generate knowledge on the demands and preferences of society towards PAVs

## Challenges

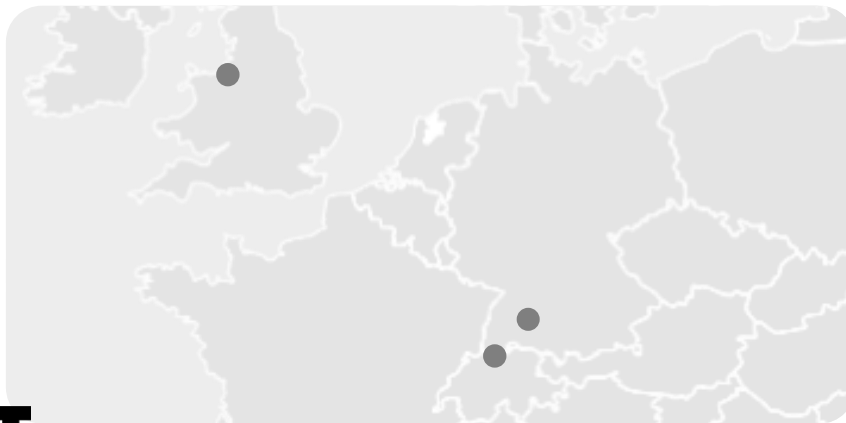
- Identifying hurdles for introducing PAVs
- User expectations and objections
- Investigating where PAVs could have an impact



# How do people see Personal Air Transport?

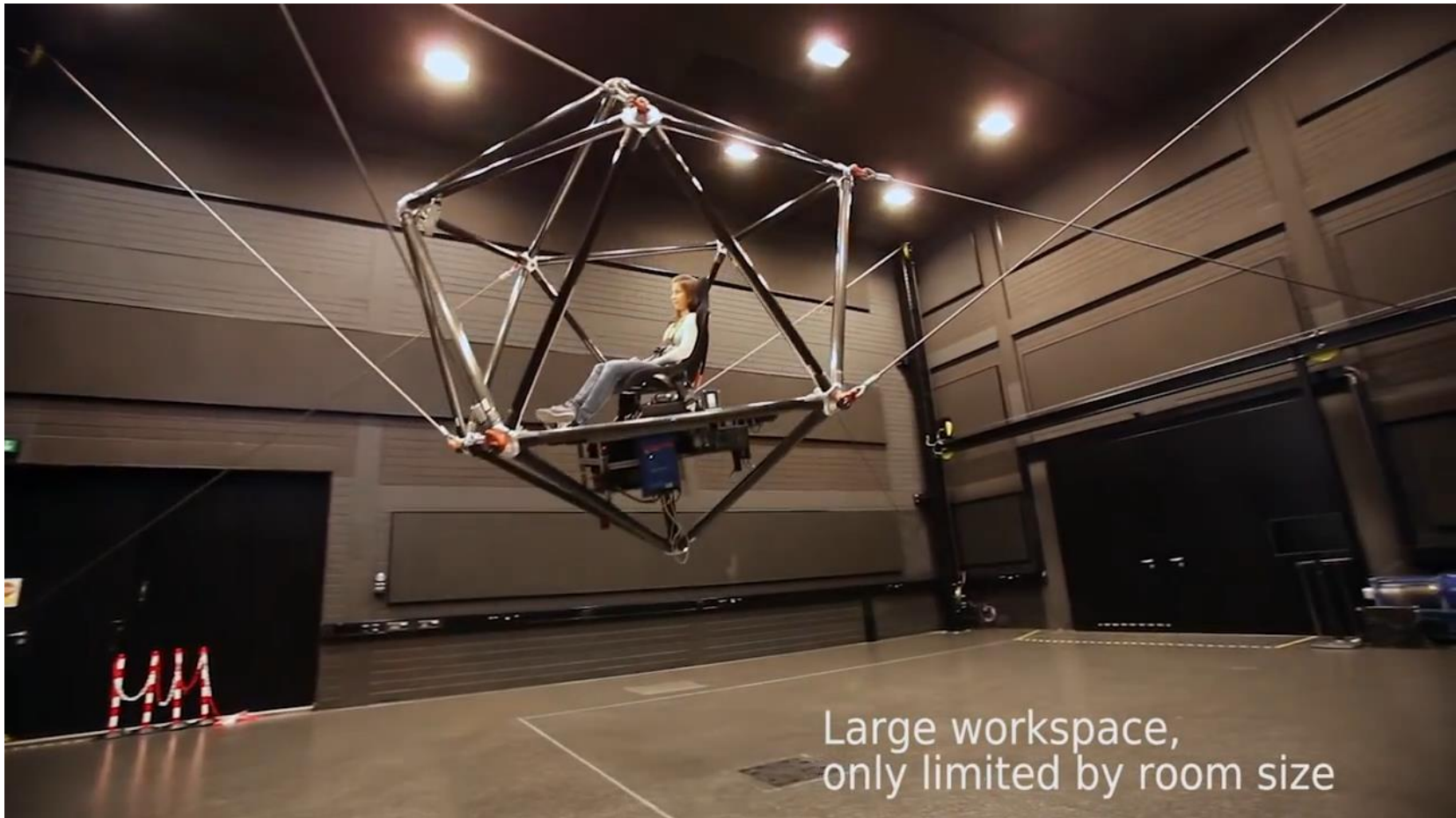
## Focus group interviews in 3 European countries to determine user perceptions and expectations

1. Discussion on mobility patterns and behaviour as well as perceived promises and actual expectations on PAV / PATS
2. Demonstration of a PAV ride in a simulator
3. Discussion on PAV-specific aspects such as design, operational environment, autonomy, usability, etc.



# Where do we go from here?

Developing PAV handling with MPI's high fidelity motion simulator



Large workspace,  
only limited by room size

CableRobot Simulator: <https://youtu.be/cJCsomGwdk0>





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