

Team Name: sdmay21-033

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Report Period: Sept 28-Oct 11

Summary of Progress in this Period

Our advisor got a dedicated server for us to use for running the environment and training this past week, so we mainly focused on setting that device up. The AirSim, UnrealEngine, and repository are now fully set up with the correct packages and everything required to run. The depth camera also improved significantly with a rework of the code that was reshaping the image incorrectly and causing the virtual drone to crash.

Pending Issues

None

Plans for Upcoming Reporting Period

We are now ready to work on creating a new environment with a garden in the simulation for a realistic comparison to where we plan to run the real drone in the future after the simulation training has stabilized. The RL team can also work on the new reward function that has a large penalty for crashes to force the drone to learn better.
