

# Flying for Free

*Exploiting the weather with unpowered aircraft*

**Martin Ling**



# What this talk is about

- Hacking the atmosphere.
- Birds, glider pilots and now UAVs can all fly for free by exploiting moving air in the atmosphere (soaring).
- Flights to over 50,000ft and distances of over 3,000km have been achieved in recent years.
- Soaring is an information problem involving lots of data analysis, modelling, prediction and optimisation.
- Increasing amounts of electronics and software involved.
- It's also a lot of fun, and a very cheap way to fly.
  - Learn to fly at a fraction of the cost of powered aircraft.
  - Own your own aircraft for less than 1500€!

# Soaring aircraft



# Launching

## Aerotowing

- Behind a light aircraft, or a microlight for hang gliders.

## Winch launching

- Glider accelerated by a cable attached to a ground based winch.

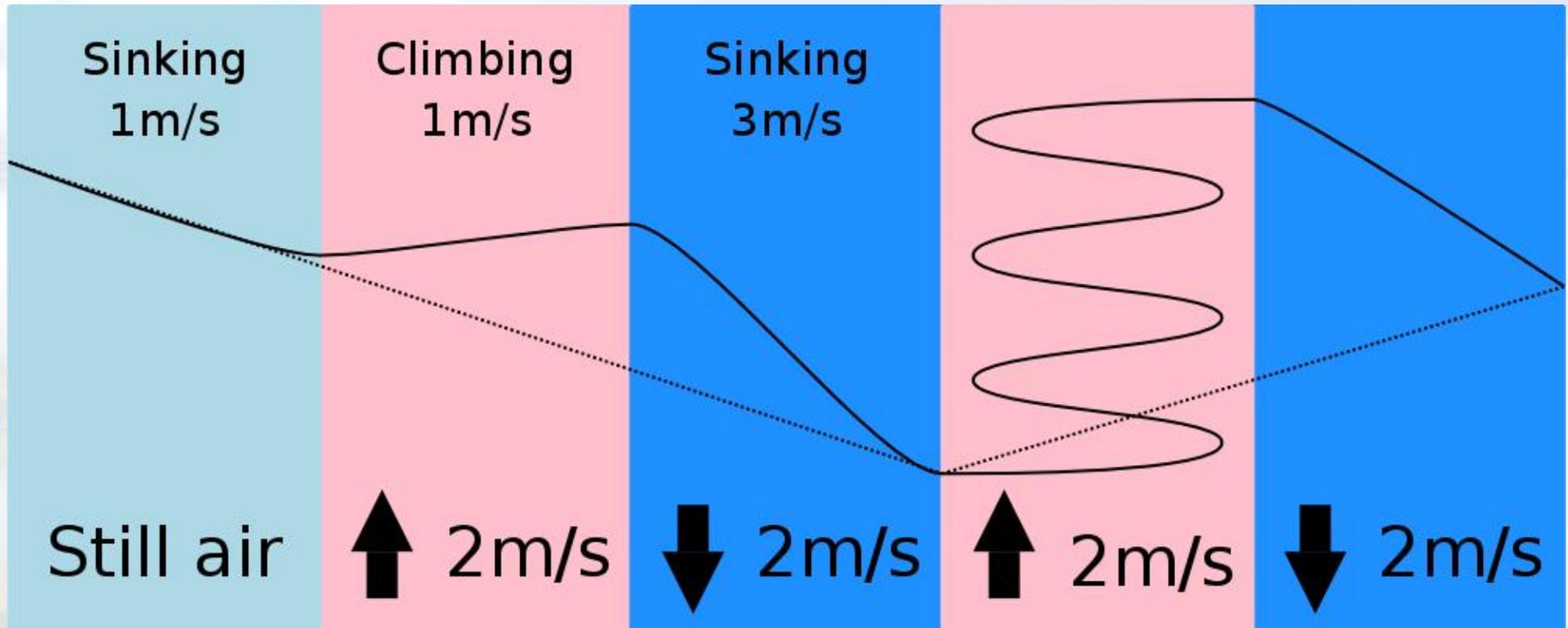
## Hilltop launching

- Foot launching for hang gliders and paragliders
- Bungee launching for gliders.



# Exploiting rising air

- Air that is rising faster than the aircraft descends can be used to climb. We call this lift.

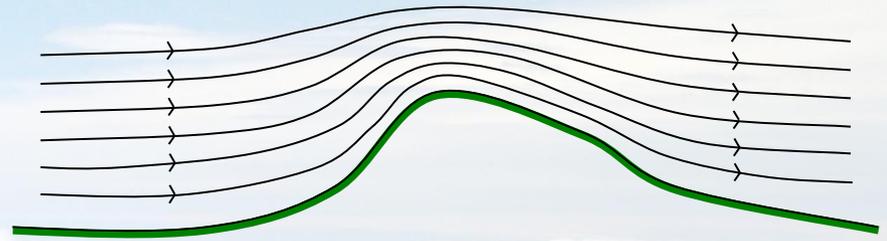


- All the vertical movement in the atmosphere averages to zero. To make an overall gain, we must fly to stay in lift.

# Sources of lift

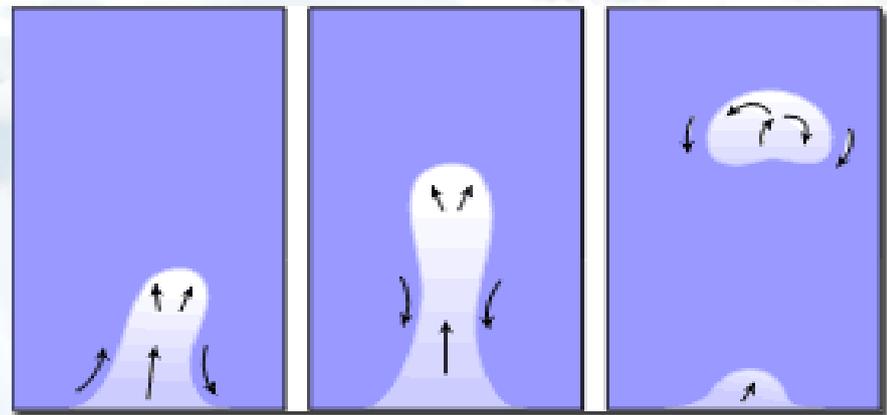
## Hill lift

- From wind blowing up slopes.



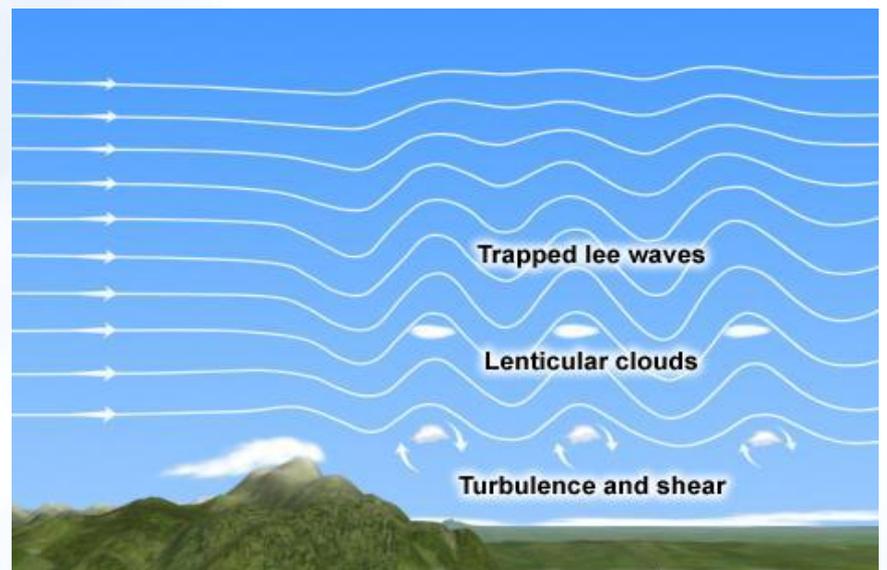
## Thermals

- Bubbles of heated air rising through the atmosphere.

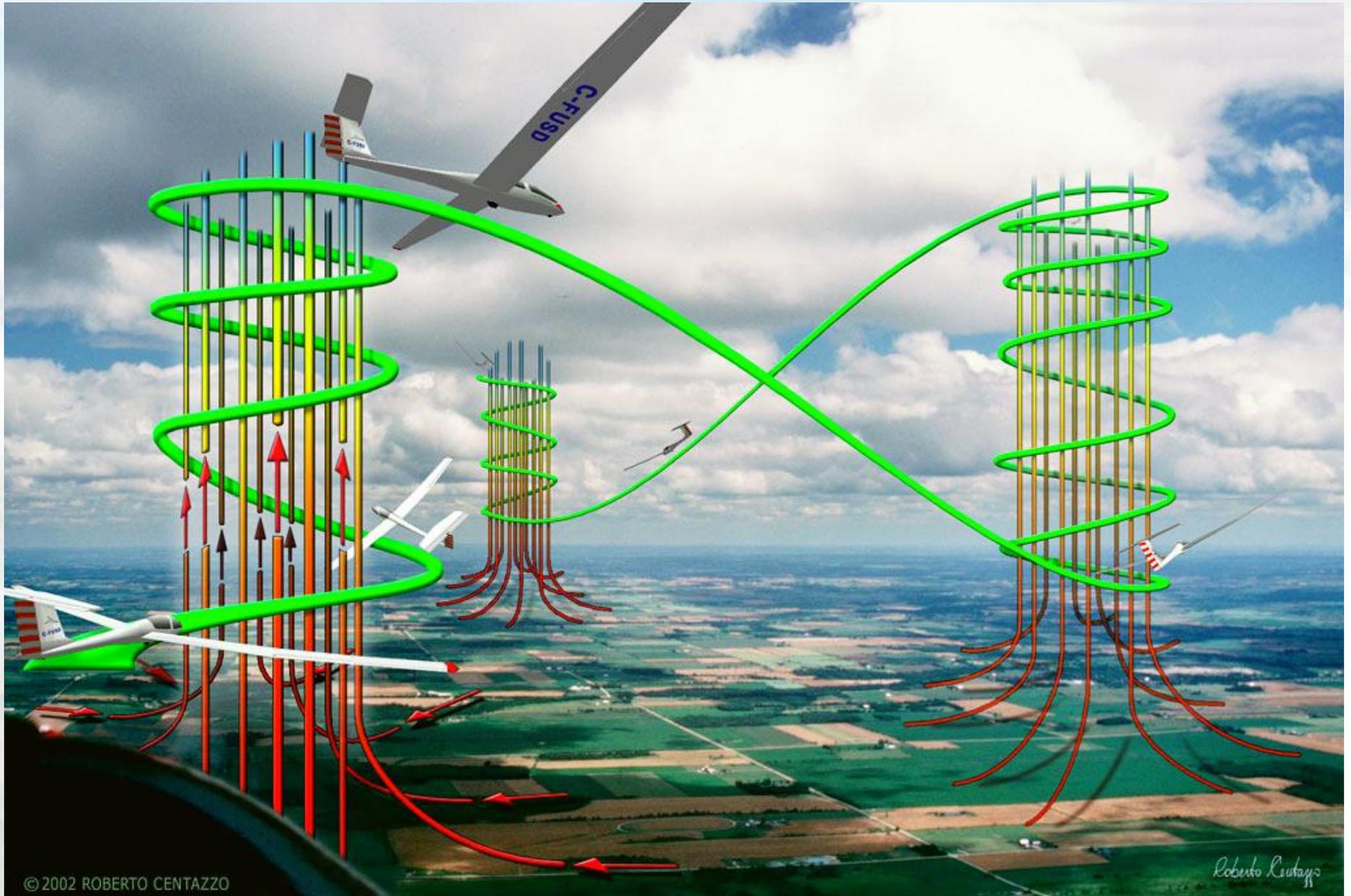


## Wave

- Standing waves downwind of hills and mountains.
- Can extend to over 50,000ft altitude, and hundreds of km away from the original hills.



# Cross-country flying

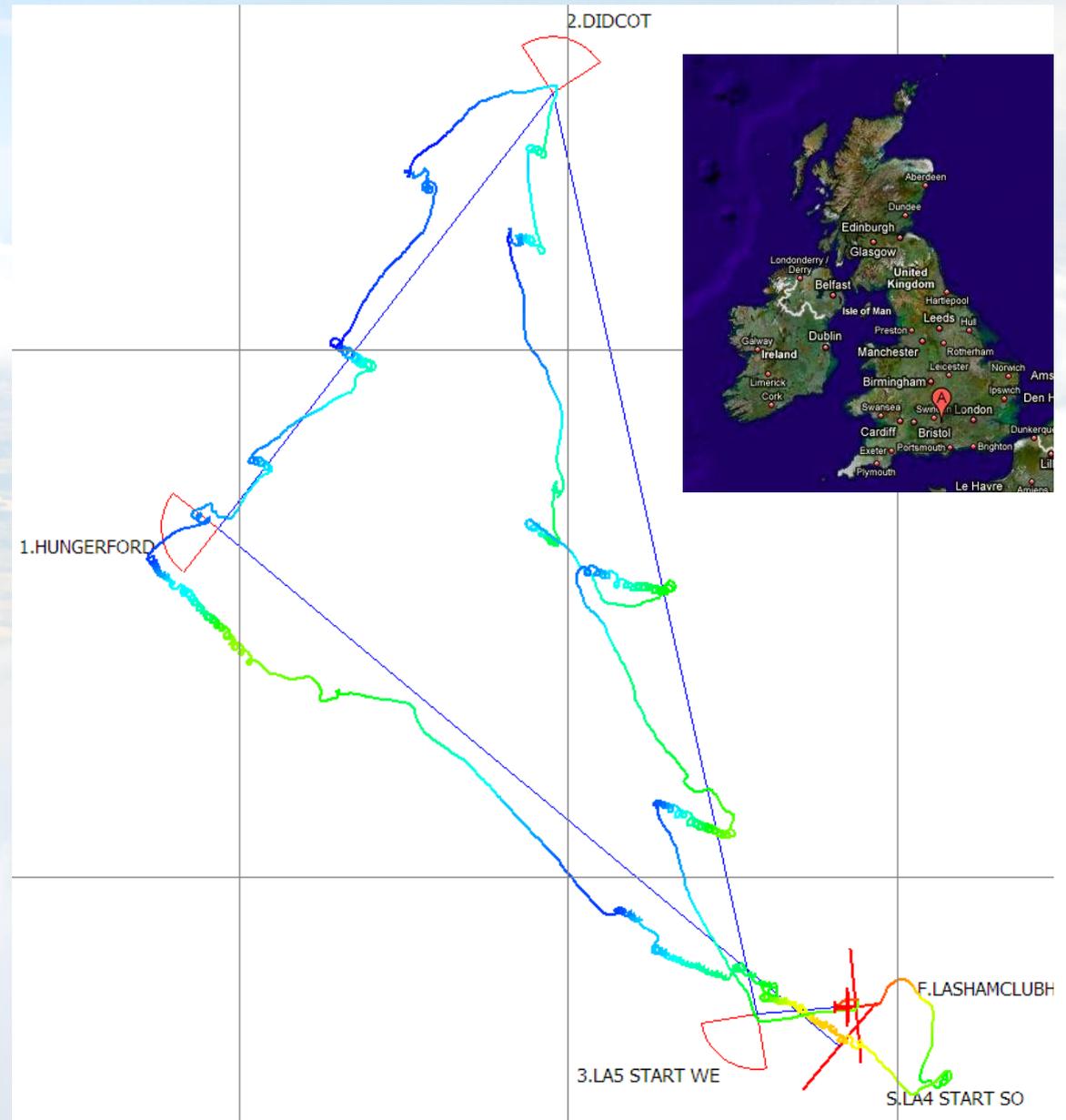


© 2002 ROBERTO CENTAZZO

Image: Roberto Centazzo, York Soaring, Canada

# Tasks

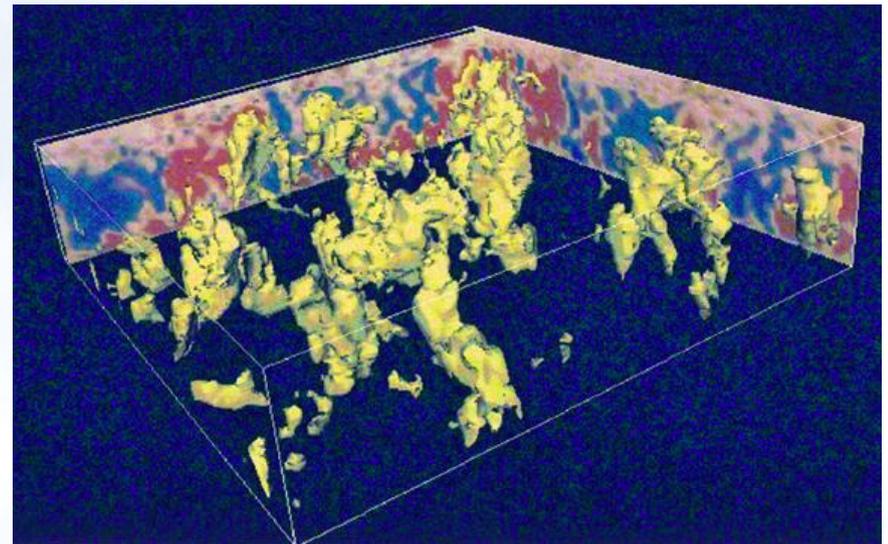
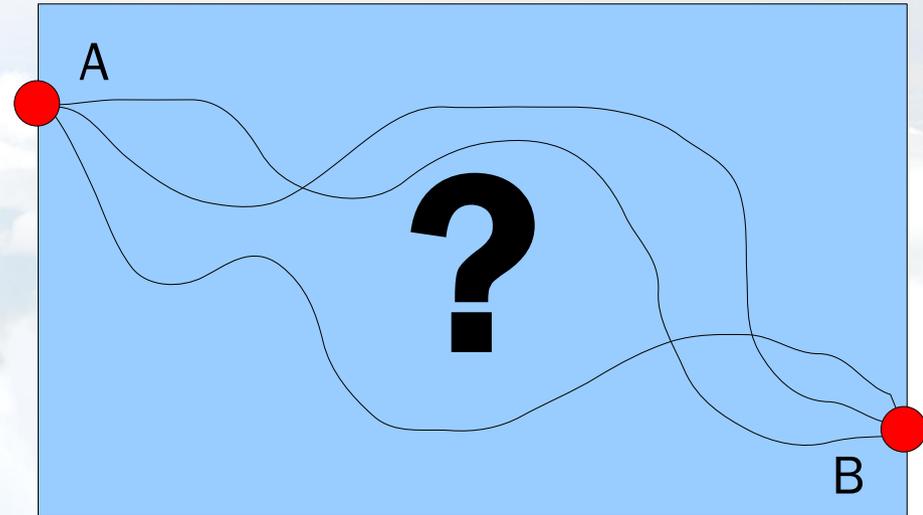
- Staying in the air is fairly easy.
- Going in a particular direction is harder.
- We set “tasks” (sequences of waypoints) as a challenge, and for competitions.
- The winner is the fastest pilot to complete the task.



127km task, Lasham-Hungerford-Didcot-Lasham.

# Optimisation problem

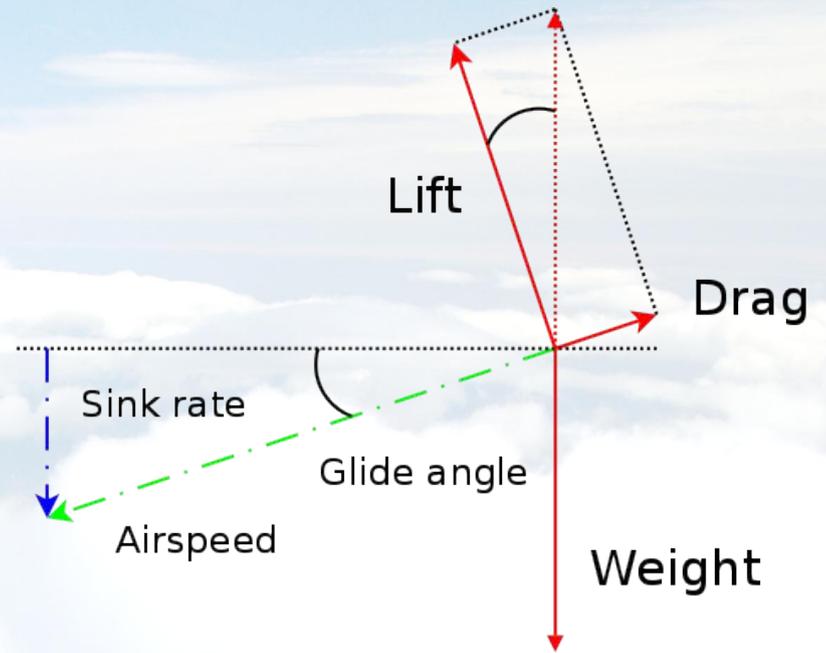
- How to get from A to B as fast as possible without touching the ground, through unknown air?
  - Time-varying 3D vector field.
  - We know the value at our current position, and recently behind us.
  - We can fit our measurements to expected patterns (e.g. thermals).
  - We can guess other values from visual information, e.g. clouds, ground features, birds, aircraft.
  - For this we must understand the weather that gives us lift.



**Video**



# Glider performance



- Glide angle determined by ratio of lift to drag ( $L/D$ ).
  - Determines glide range as a multiple of start height.
  - Sailplanes typically 30-50, but 72 has been achieved.
  - Hang gliders up to 20, paragliders up to 12.
- Other key factors are minimum sink rate, manouverability, and the relationship of  $L$  &  $D$  to speed.

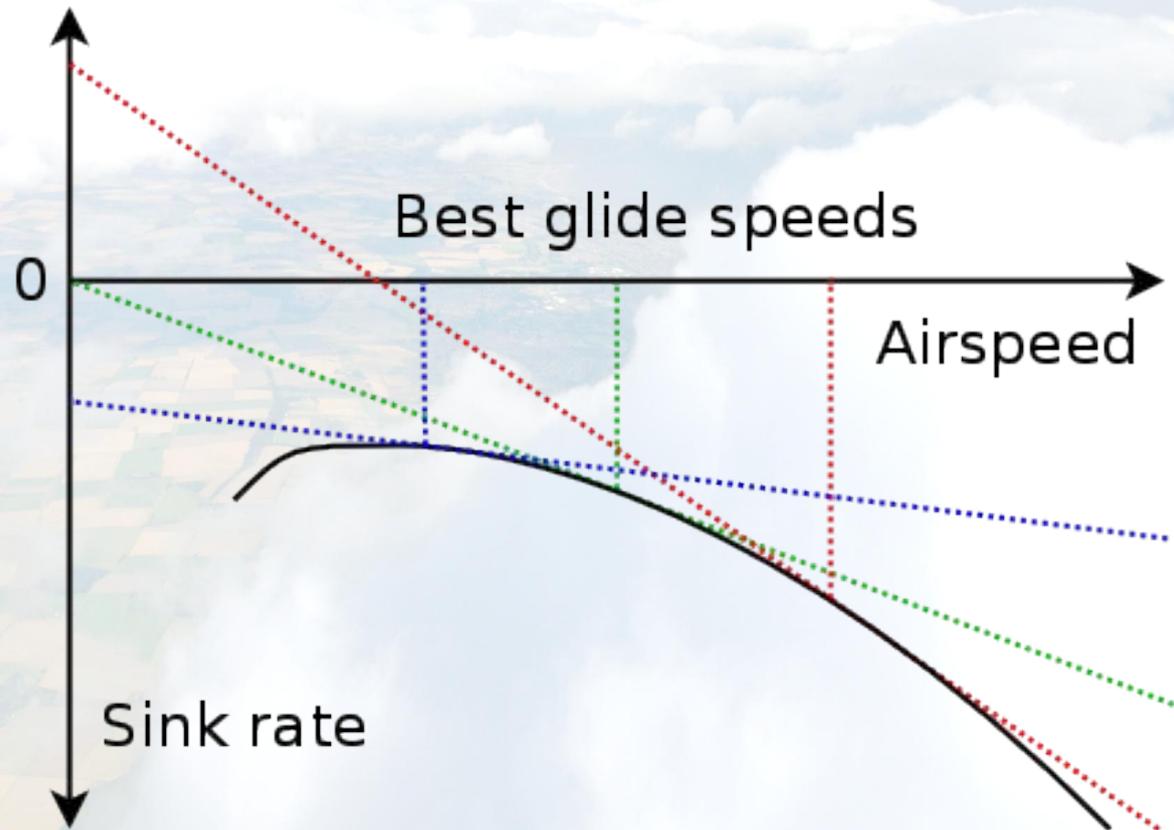
# Performance on a budget

- Gliders have lifetimes of decades, and older types can now be very cheap.
- E.g: our PZL SZD-30 Pirat
  - Designed 1966
  - Glide ratio: 33 at 82km/h
  - Minimum sink: 0.7m/s
  - Maximum speed: 250km/h
  - Value: around 2000 €
- Older types even go “free to a good home”, needing some maintenance work.



# More about performance

- **Polar curve:** relationship between airspeed and sink rate. Specific to a particular aircraft and configuration.



- Can be used to find optimal speed to fly, for a given combination of lift/sink and expected future lift/sink.

# Instruments & Equipment



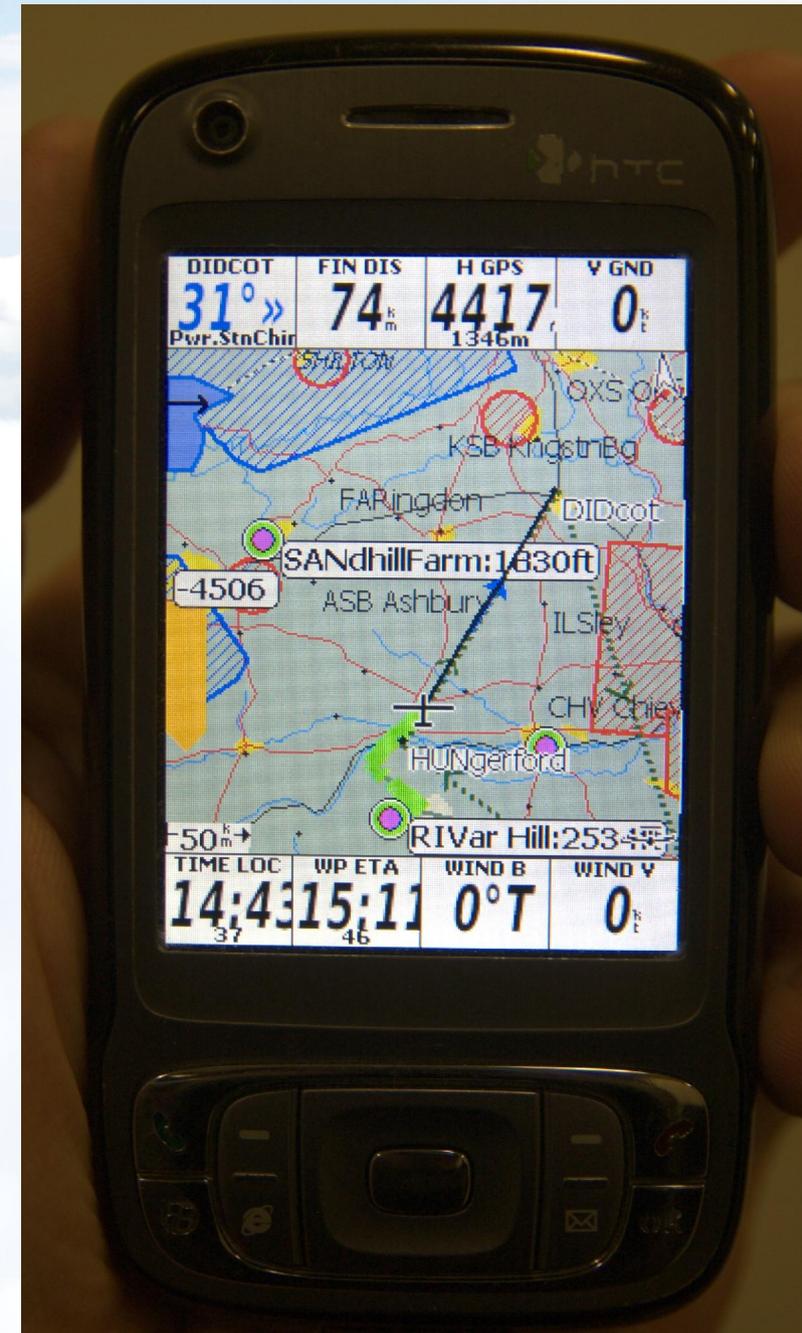
- Airspeed Indicator, Altimeter, Variometers, Artificial Horizon, Compass, Radio, Parachute, Oxygen, GPS, Flight logger, PDA.

# Flight logging



# PDA flight software

- Many pilots now fly with a PDA running specialised software for:
  - Navigation (moving map).
  - Airspace awareness.
  - Lift plotting and centering.
  - Final glide calculations.
- Several commercial products now being overtaken by an open source project, XCSoar.
  - <http://www.xcsoar.org/>
- Runs on WinCE devices.

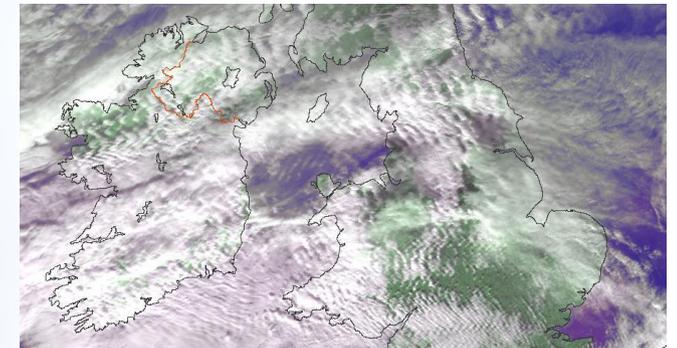
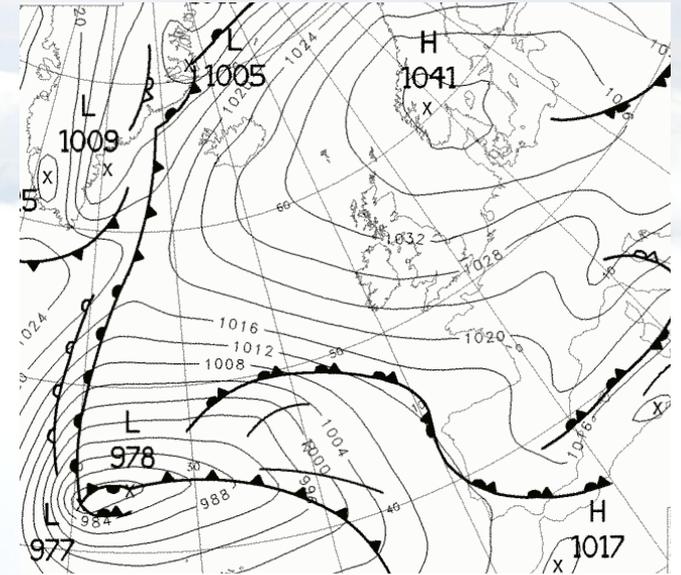
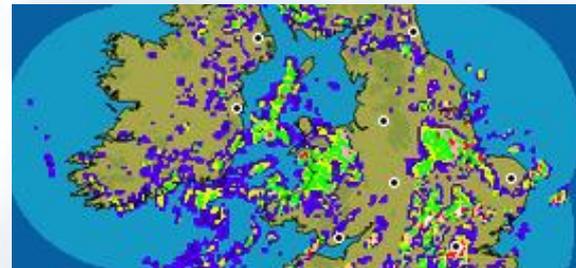
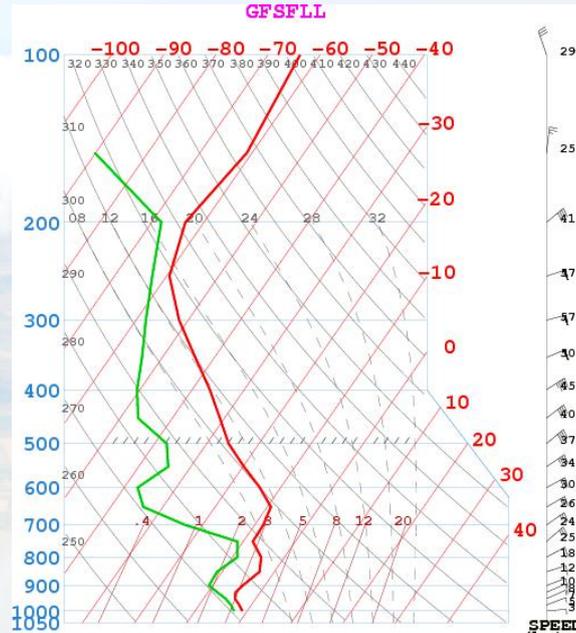


# Weather forecasting tools

- Predicting soaring conditions helps decide when to fly, where to go, and what to expect. Traditional resources:

- Synoptic charts
- Local forecasts
- Soundings
- Satellite images
- Rainfall radar

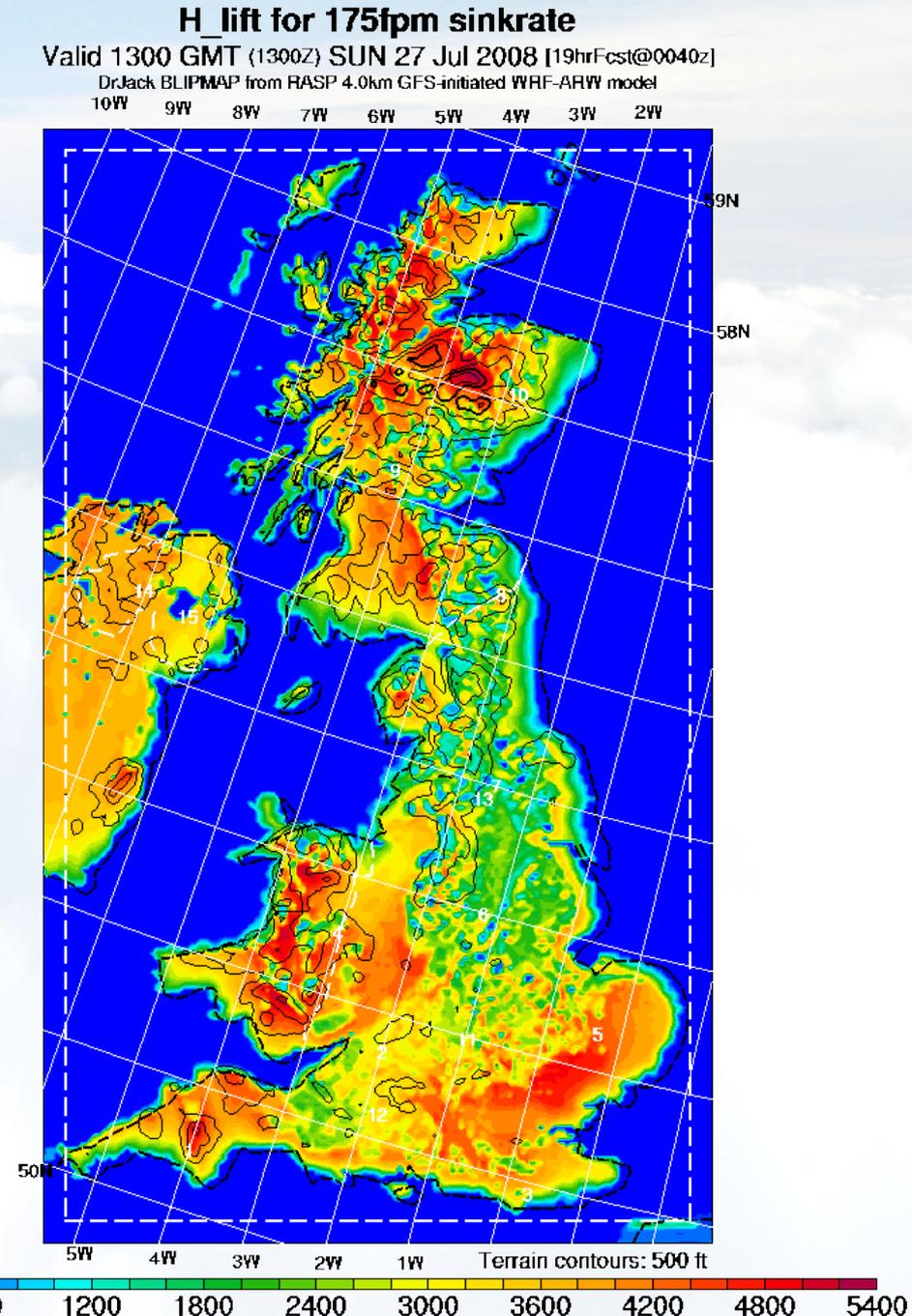
0300	☁	3°C	ESE	6 mph	Moderate
0600	☁	3°C	ESE	5 mph	Moderate
0900	☁☀	3°C	E	7 mph	Very Good
1200	☁	4°C	E	6 mph	Very Good
1500	☁	4°C	ENE	6 mph	Good
1800	☁	4°C	E	7 mph	Good
Night	☁	4°C	E	9 mph	Good



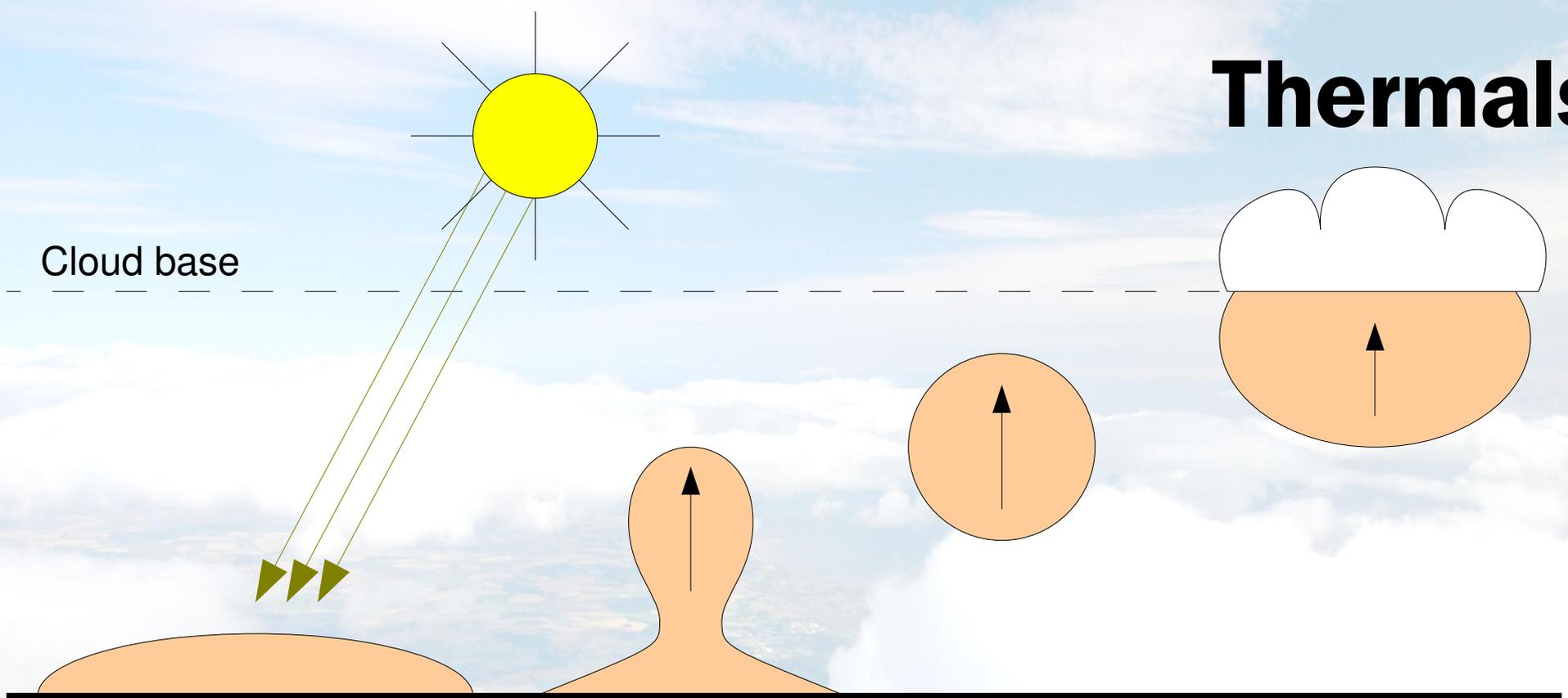
- It take skill and local experience to forecast soaring conditions accurately. Often there is insufficient detail.

# DIY high resolution forecasts: RASP

- High resolution (down to 1km) atmospheric models, seeded from sounding data and global forecast models.
- Run on Linux, 3-4 hours to execute on a good PC, results from regular runs for various areas are posted online.
- Perl script using WRF model, NCR plotting tools, and data available over the net.
- Full 3D atmospheric state available for plotting.
- <http://www.drjack.info/RASP/>



# Thermals



- The sun heats the ground, which in turn heats the air.
- A bubble of warm air builds up close to the ground.
- Various triggers can cause the bubble to begin to rise.
- With a suitable temperature profile in the atmosphere, the bubble will continue to rise upwards.
- Cumulus clouds form when the rising air cools enough.

# Thermals in action



Clip from "Sky and clouds" by Bitlas: <http://www.vimeo.com/1310438>



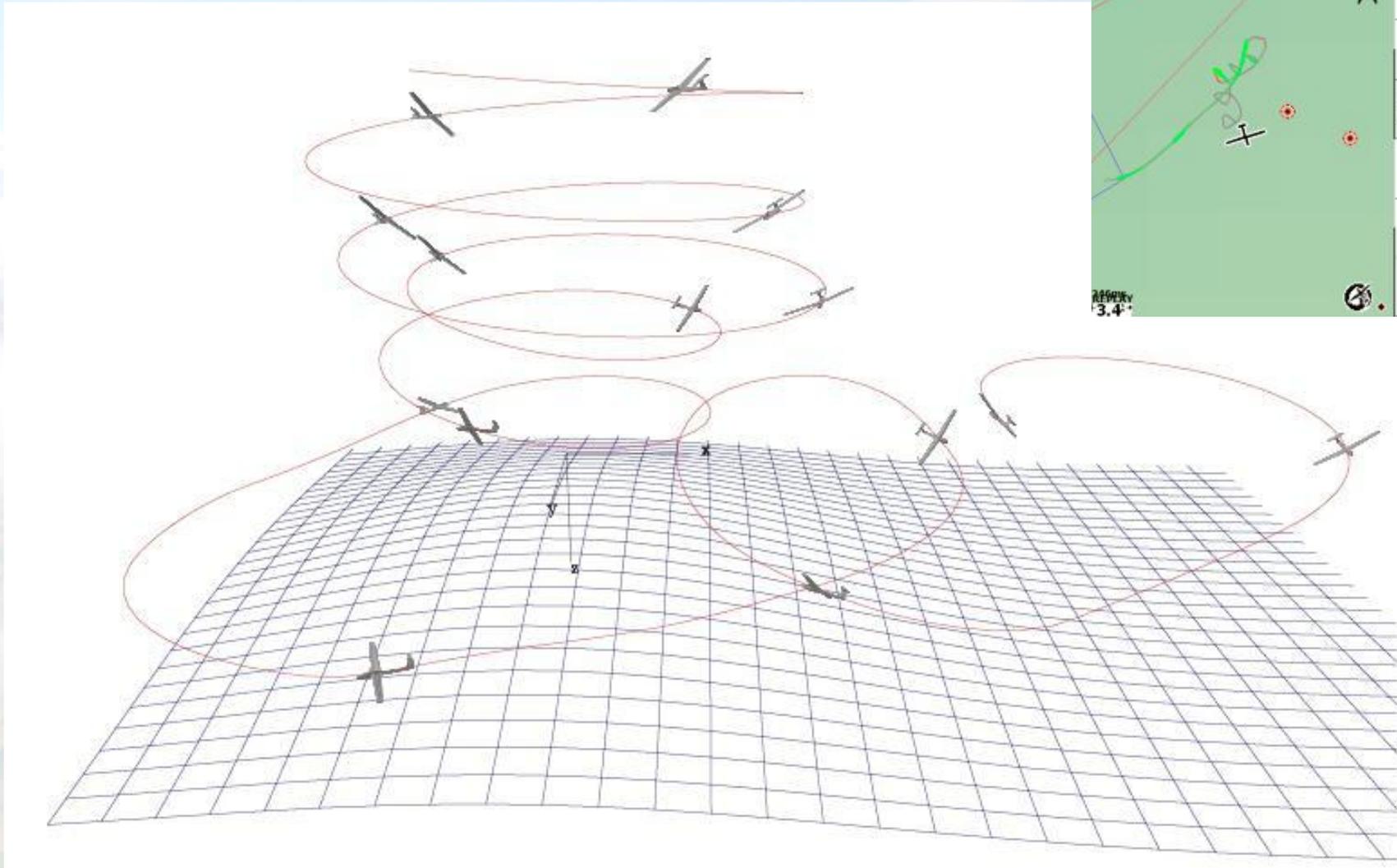
# Finding thermals

- Visual cues
  - Clouds
  - Terrain shape
  - Different surfaces
  - Other gliders
  - Birds
  - Sun on ground
- Blind search
  - Fly in a straight line or search pattern, wait for lift.





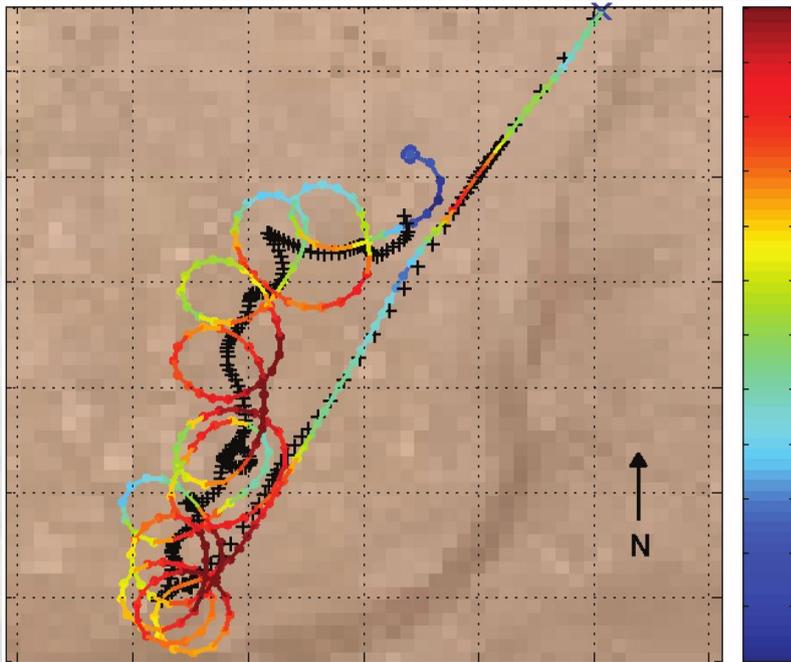
# Centering in a thermal



- This is a classic hill climbing problem!
  - Requires a good mental or software model of thermals.

# Autonomous thermal soaring

- NASA 2005 (M. Allen)
  - First working attempt.
- NCSU 2008 (D. Edwards)
  - 97km flight in October.



NASA paper:

<http://dtrs.dfrc.nasa.gov/archive/00001620/>

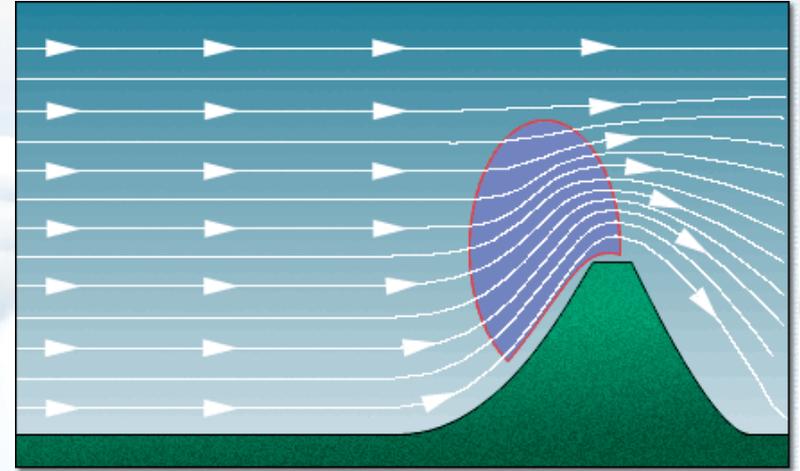
Dan Edwards' site:

<http://soaring.goosetechnologies.com/>

- Both fly until they encounter lift, then try to center in it.

# Hill lift

- Where wind meets a hill, the air is forced to rise.
- This has a knock-on effect to the air above. Lift often works to 500m above hilltop height.
- Very predictable: determined by wind speed and terrain.
- Smooth slopes are better than sharp cliffs (less turbulence).
- Prolonged cross-country flight between ridges is possible.

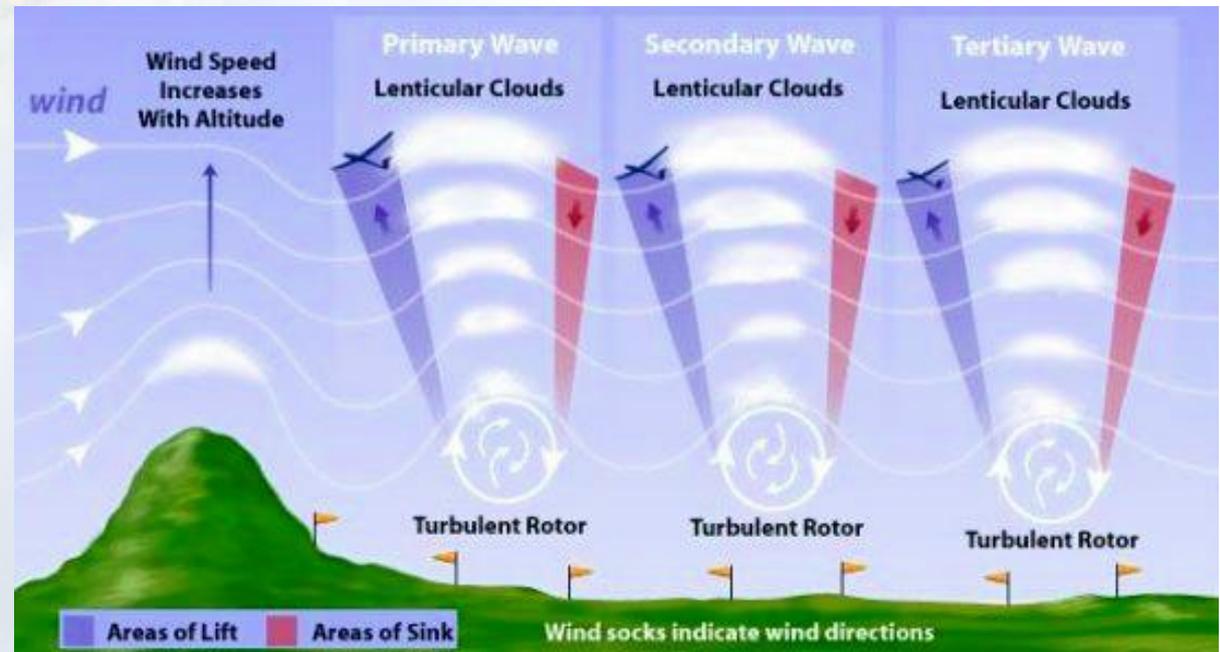
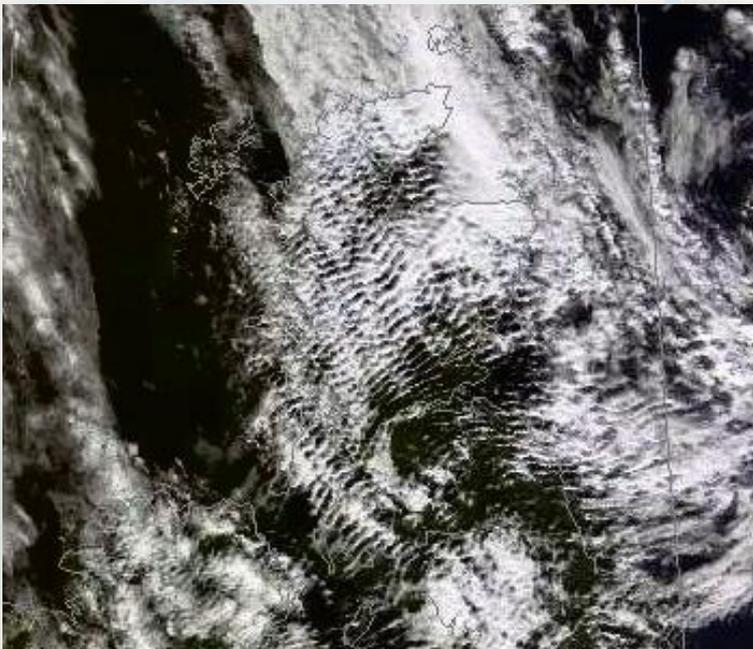


# Mountains not required



# Wave

- Standing waves downwind of hills.
- Extend to high altitude: 3-6km is common, 15km possible.
- Can extend hundreds of km downwind of the original hills.
- Marked by static bars of cloud.



# Wave bars









# Forecasting individual waves

## Sierra Wave – Vertical Velocity vs Obs.

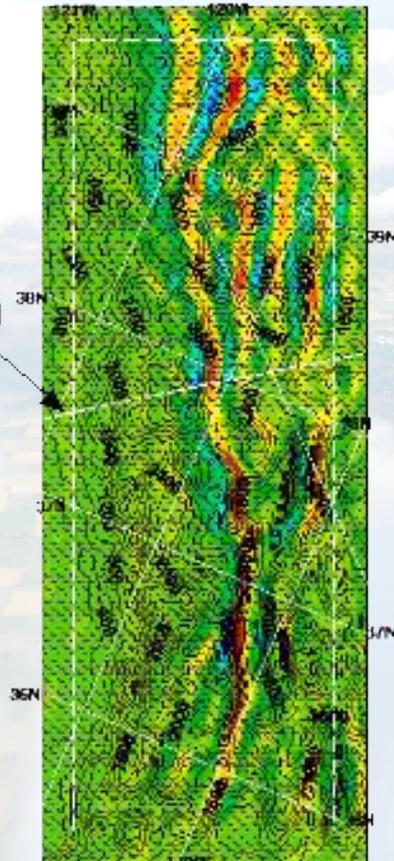
Vertical Velocity and Wind (kt) at 500mb

18 hrFcst - Valid 1600 PST WED 18 May 2005

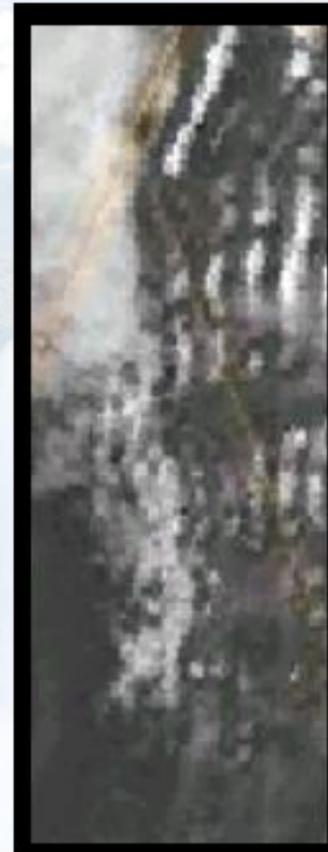
boxWmax=288@37.91, 119.10,3442m

4 km  
Resolution

Cross-  
section  
Slice



← 208 km →



Satellite photo  
corners points  
are my best  
approx. to the  
model corners  
but not exact



Image: Dr John Glendining (“DrJack”)

From <http://www.drjack.info/twiki/bin/view/BLIPinfo/MtWavePrediction>

# The future

- Soaring is an information sport, and greater achievements will come from better information.
  - More weather data from ubiquitous distributed sensing.
  - High resolution weather modelling in near real time.
  - Human and robot pilots will have a lot to learn from each other.
- Our biggest challenge is political: excessive regulation and the continued growth of restricted airspace.
- Try it while you still can.

# Getting involved

- Flying is usually done in clubs, most will offer training.
  - Look up your local clubs via your national organisations:
    - <http://start.fai.org/gliding-federations.asp>
    - <http://start.fai.org/hg-federations.asp>
- Basic training up to going solo.
  - On gliders – maybe £500-1000 cost to solo (40-50 flights). Easily done in a few months, if you fly regularly.
  - Plenty of opportunity for interesting flying in two-seaters before going solo. After the first few flights you'll be doing almost all the flying.
- Some further training needed for cross-country flying.
  - Mostly related to navigation, and field landings.

# It's an adventure!

- You never quite know where you'll end up...





An aerial photograph showing a vast landscape of agricultural fields in various shades of green and brown, separated by thin lines of roads or ditches. A large, bright white cloud dominates the right side of the frame, partially obscuring the fields. The sky above is a clear, pale blue with some wispy clouds near the horizon.

Extra slides beyond here

# Realtime tracking

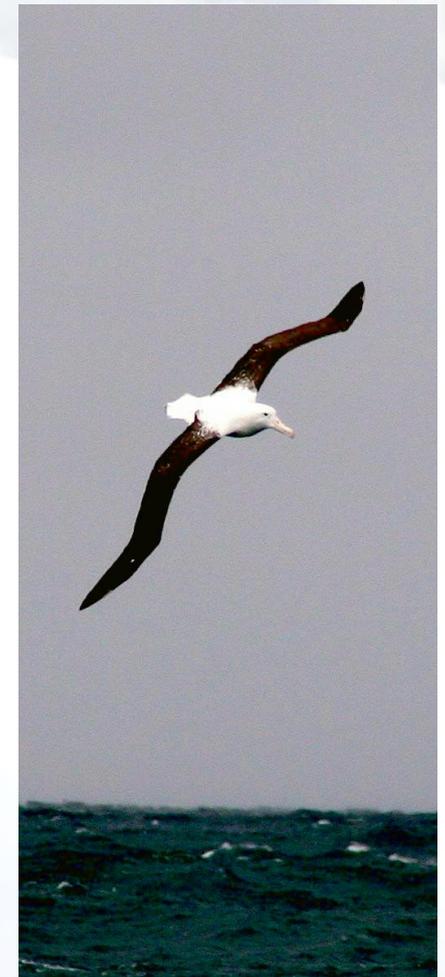
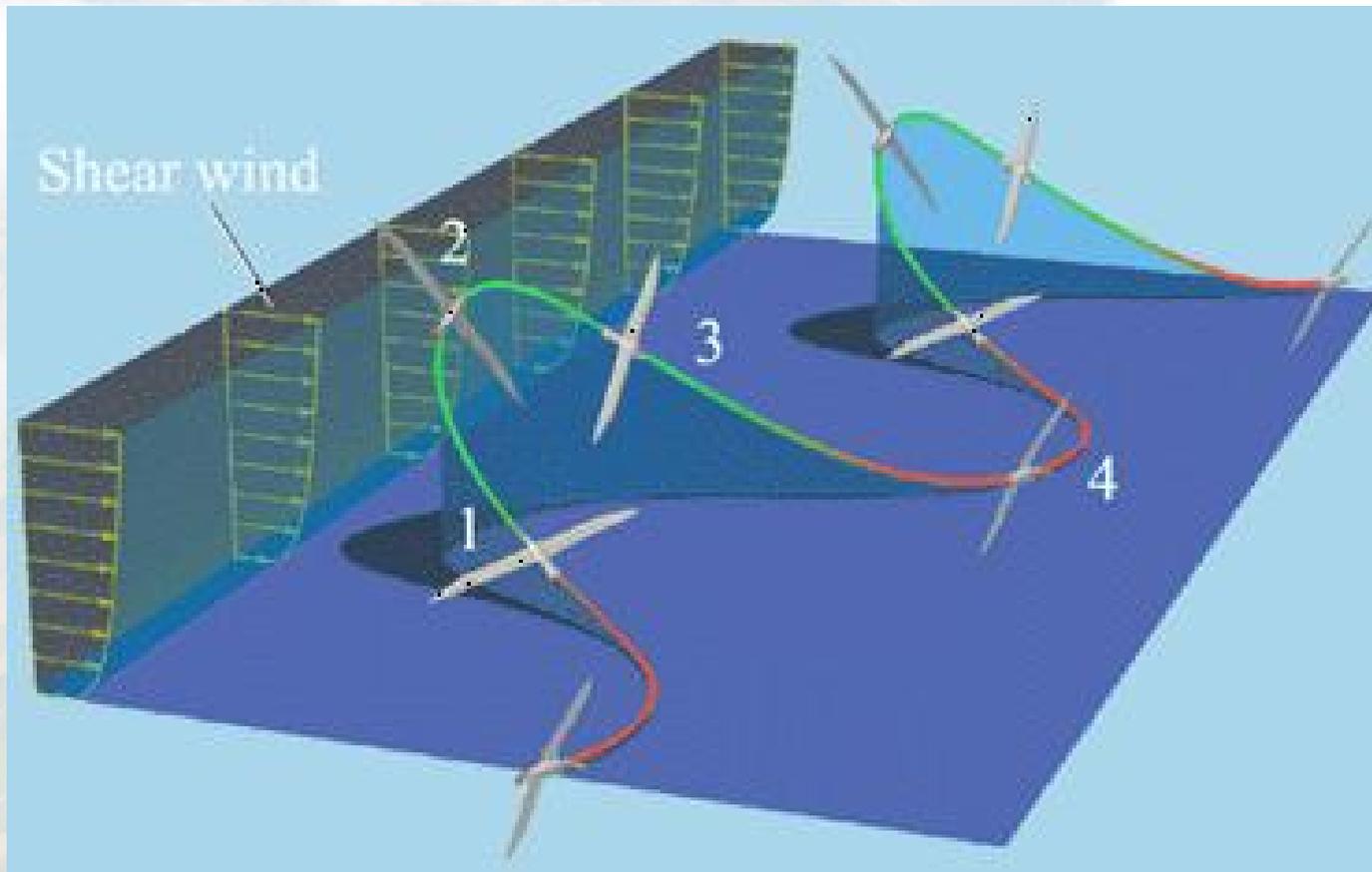


Telemetry, TV cameras, chase helicopter and long range microwave links.

Clip from "Gladiators of the Sky" DVD, showing 2006 Gliding Grand Prix, NZ

# Dynamic soaring

- A different way to soar, using differences in wind speed.
  - Gain airspeed by climbing through a wind gradient.
  - Dive back into slower air and repeat.



# Dynamic soaring with RC gliders

