# Design and Development of an Autonomous Underwater Vehicle

SPONSOR - DR. SHIH, NEEC

ADVISORS - DR. CLARK

**INSTRUCTORS** - DR. GUPTA, DR. SHIH

TEAM 23 - MAX AUSTIN, COREY CAVALLI, ERIK OLSON, JORDAN CLEIN, ROSS RICHARDSON, JOHN NICHOLSON PRESENTERS - MAX AUSTIN, ERIK OLSON, ROSS RICHARDSON

# Background

### The 19th Annual International Robosub Competition

- Advance development of AUV's
- Perform realistic missions
- Saltwater environment

### **Competition Challenges**

- Interact with color buoys
- Pass over an obstacle
- Drop markers
- Fire torpedoes through target
- Grab and move an object
- Travel toward pinger



Figure 1: Schematic of competition pool's obstacles in San Diego, California

**Arduinos and Zotac** 

## Background

### The Current AUV

- Designed and Built in 2013
- Weighs about 120 lbf (apparently)
  - Information given from 2015 senior design team
  - Contains 22.5 lbf in weights within the hull
- Components
  - 6 Seabotics thrusters
  - Zotac
  - Arduino Mega and Uno
  - 3 Motor Controllers
  - an IMU
  - A Breadboard
  - Weights
  - 2 Cameras



#### SPEAKER: ROSS RICHARDSON

#### Figure 2: 2015 Robosub 3

## **Current Team Organization**



#### Figure 3: Team Management

# House of Quality

				Engineering Characteristics													
Units			lbf	lbf	N/A	lbf	N/A	N/A	N/A	N/A	N/A						
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Customer Requirements	e We	s							Ноц	obr	scha						
	rtance r	nsion	ancy	ţ	rial	it	8 U	a	onics	edo Pr m	er me						
	Impo Facto	Dime	Buoya	Weig	Mate	Thrus	Sensi	Fram	Electr	Torpe syste	Gripp						
Cost - \$2000 budget	5	1			1	1	9		3		1						
Accessablity - easy to access components	4	3		3				3	9								
dimensions do not exceed 6x3x3 feet	3	9	9	9				3	3		3						
Durability	4				9			3	3	1	1						
Shoot a target with torpedoes	4						3	3		9							
Place markers in bins	4						3				9						
Waterproof	5				3			1	9								
Detect frequencies between 20-45kHz	5						9										
Navigation through obstacles	5	3	3	1		9	9	1	1								
Do not harm testers	5			3	1	1	1	1	3	3	3						
Raw Score Relative Weight %			42	59	61	55	164	60	137	55	69						
			6%	8%	8%	7%	22%	8%	18%	7%	9%						
Rank Order							1		2		3						
	Units Customer Requirements Cost - \$2000 budget Accessablity - easy to access components dimensions do not exceed 6x3x3 feet Durability Shoot a target with torpedoes Place markers in bins Place markers in bins Waterproof Detect frequencies between 20-45kHz Navigation through obstacles Do not harm testers	Units   Customer Requirements Image: State of the state o	Unitsft^3Unitsft/3Customer Requirementsft/30NoteNoteSeeStationSee1Accessablity - easy to access components43dimensions do not exceed 6x3x3 feet39Durability43Generation43Ourability43Place markers in bins44Navigation through obstacles53Do not harm testers53Do not harm testers53Raw Score598%Rank Order59	Unitsft^3IbfCustomer Requirementstigs y ourpet odurgetsecond 	Initsft^3lbflbfCustomer Requirementstip boog out out 	UnitsEnginUnitsft^3lbflbfN/ACustomer Requirementstip your of the setset your of the setset your of the setset 	UnitsEngineerieUnitsftr3lbflbfN/AlbfCustomer Requirementstime big big bigsee big big bigsee big big bigsee big bigsee big bigsee big bigsee big bigsee big bigsee bigs	UnitsEngiverius ChaUnitsft^3lbflbfN/AlbfN/ACustomer Requirementstime bo out undtime bo out undtime bo out undtime bo out undtime bo out undtime bo bo out undtime bo bo out undtime bo bo out shoot a target with torpedoesft1lbfN/AN/AAccessability - easy to access components dimensions do not exceed 6x3x3 feet Durability3119119Accessability - easy to access components dimensions do not exceed 6x3x3 feet Durability410113111 <td>UnitsEngi-everity Ch-varceUnitsft^3lbflbfN/AN/AN/ALabel Cost-spaceMain and the spaceMain and the spaceCustomer RequirementsMain and the spaceMain and the spaceCustomer RequirementsMain and the spaceMain and the spaceCustomer Reputer spaceMain and the spaceMain</td> <td>UnitsFrom UnitsIft^3Customer Requirementsif is is a set in the probability is an end of the probability is an end of the probability is an end of the probabilityCost - \$2000 budget5Accessability - easy to access componentsAccessability - easy to access componentsAccessability - easy to access componentsAccessability - easy to access compone</td> <td>UnitsFtr3IbfN/A<th <="" colspan="6" td=""></th></td>	UnitsEngi-everity Ch-varceUnitsft^3lbflbfN/AN/AN/ALabel Cost-spaceMain and the spaceMain and the spaceCustomer RequirementsMain and the spaceMain and the spaceCustomer RequirementsMain and the spaceMain and the spaceCustomer Reputer spaceMain and the spaceMain	UnitsFrom UnitsIft^3Customer Requirementsif is is a set in the probability is an end of the probability is an end of the probability is an end of the probabilityCost - \$2000 budget5Accessability - easy to access componentsAccessability - easy to access componentsAccessability - easy to access componentsAccessability - easy to access compone	UnitsFtr3IbfN/A <th <="" colspan="6" td=""></th>						

#### Table 1: House of Quality Matrix

# Project Objectives

### **ME** Lead Objectives

• Hull

- weight, volume, heat dissipation, alternate designs
- Torpedoes
  - design torpedoes, firing mechanism
- Gripper
  - design claw, attachment

### **ECE** Lead Objectives

- Navigation
  - thruster, depth control
- Image Processing
  - orientation, identification

### **Tests in Action**

- Buoyancy and Leak Testing at Morcom Aquatics Center 10/16/15
- Determined
  - Weight = 83.5 lbf
  - Volume = 1.563 ft^3
- Buoyancy Force
  - Calculated: 100 lbf
  - Actual: (98-101.5) lbf
- Leaks
  - Dry own to 13' 2"
- Conclusion of Tests
  - Cut Volume
  - Reduce weight



Figure 4: Testing of Hull for Buoyancy/Weight calculations and Leakage

## **Course of Action**



## Potential Hull Changes #1



### Features

- Heat transfer fins following fluid flow
- Ballast tank for buoyancy control
- Clear rounded lid

• Volume: 0.6 ft<sup>3</sup>

## Potential Hull Changes #2



### Features

- Easy access sliding mechanism for sub internals
- Smaller waterproofing sealing area
- Fewer screws for faster electronics access

### Specs

• Volume: 0.57 ft<sup>3</sup>

#### Figure 6: Hull Concept Design 2

## Torpedoes

- Previous year's 3D printed design
- Built of ABS plastic, internal metal rod, and embedded magnet

- Recreated previously designed Torpedo in CAD
- Performing Calculations and experimentation to determine if redesign is necessary



#### Figure 7: Previously Designed Torpedo

#### SPEAKER: MAX AUSTIN

#### Figure 8: CAD Designed Torpedo 11

## Gripper

- Interfaces with lower camera
- Runs off of compressed air (force holds object in claw)
- Adjustable heads
  - Head pinches object (shown at the right)
- Protruding 17 inches below the hull due to lower camera placement



## Electronics

### Zotac

- Main CPU
- Processes images from camera
- Interfaces with Arduino UNO and Arduino MEGA
- Interfacing with additional microcontroller

### Arduino MEGA

- Microprocessor that controls all 6 thrusters
- Primary controller
- IMU

### Addition of another microcontroller if necessary

- Control gripper and torpedoes
- servo controlled valves or pre packaged control valve
- Potentially replace unrefined breadboard



#### Figure 10: Schematic of electronics

### Gantt Chart for Fall 2015

						November					December			
	Task Name 👻	Duration $\bullet$	Start 👻	Finish	10/11	10/18	10/25	11/1	11/8	11/15	11/22	11/29	12/6	1
1	Troubleshoot Subsystems	26 days	Mon 10/12/15	Fri 11/13/15										
2	Image processing	5.2 wks	Mon 10/12/15	Fri 11/13/15										
3	IP (color ID)	1 wk	Mon 10/12/15	Fri 10/16/15										
	IP (shape ID)	2 wks	Mon 10/19/15	Thu 10/29/15		i i								
	IP (Orientation ID)	1 wk	Fri 10/30/15	Thu 11/5/15			i ii							-
6	IP (Debugging)	1 wk	Fri 11/6/15	Thu 11/12/15				Ľ.						
7	⊿ Hull	5.2 wks	Mon 10/12/15	Fri 11/13/15										
8	Hull - CAD current sub	3 days	Mon 10/12/15	Wed 10/14/15										
9	Hull - Math/Testing	1 wk	Thu 10/15/15	Wed 10/21/15	i i i i i i i i i i i i i i i i i i i									
10	Hull - initial designs	8 days	Mon 10/12/15	Wed 10/21/15										
11	Hull - CAD design choice	1 wk	Thu 10/22/15	Tue 10/27/15		l 🎽								
12	Hull - materials/order parts	3 days	Wed 10/28/15	Fri 10/30/15			, in the second se	Ъ						
13	Hull - procurement	1 wk	Mon 11/2/15	Fri 11/6/15				Ť	n I					
14	Hull - assembly	5 days	Mon 11/9/15	Fri 11/13/15					Ť I					
15	Navigation	3.2 wks	Mon 10/12/15	Fri 10/30/15					—h					
16	Navigation - debug thrusters	1 wk	Mon 10/12/15	Fri 10/16/15										
17	Navigation - IMU control	1 wk	Mon 10/12/15	Fri 10/16/15										
18	Navigation - depth sensor	1 wk	Mon 10/19/15	Fri 10/23/15		i de la companya de								
19	Navigation - Debug	1 wk	Sat 10/24/15	Thu 10/29/15		i								
20	Submerge the AUV	2 days	Fri 10/30/15	Sun 11/1/15			, i							
21	Components	14 days	Fri 11/13/15	Mon 11/30/15					_ ¥_					
22	Claw	14 days	Fri 11/13/15	Mon 11/30/15								<b>-</b> 1		
23	Torpedoes	14 days	Fri 11/13/15	Mon 11/30/15										
24	Re-Submerge	3 days	Tue 12/1/15	Thu 12/3/15								i i i i i i i i i i i i i i i i i i i		
25	Debug Errors	5 days	Fri 12/4/15	Wed 12/9/15								L L	<b>Lead</b>	
26	Final Submersion	3 days	Thu 12/10/15	Mon 12/14/15									Ľ.	

#### Figure 11: Gantt Chart for Fall Semester

# Challenges and Risks

### RISKS

- The biggest risk is water damage to the electronics
- Electronics overheating
- Safety (electricity, weight)

### CHALLENGES

- Time
- Automation of the sub
- Integration of the subsystems
- Organization and efficiency of a 10 member team

## Conclusion

Last year's design has been analyzed and the hull was tested

- No leaks, buoyancy to weight needs optimization
- Current hull will be used for subsystem testing

Development of sub-system designed to complete competition tasks

Integration of ME and ECE tasks

• Transition from mechanical design to autonomous movement

## References

- 1. "The Competition of Competition Rules." The New Systems Competition (2003): 178-206. Robosub.org. TRANSDEC Facility. Web.
- 2. "Appendix A: MemWorX User Manual." Peters/Membrane Process Design Membrane Process Design Using Residue Curve Maps (2011): 183-99. Web.