

Team 502: Boeing Underwater Glider

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Jake Burns, Tristan Hardy, Nicolas Lorin Justin Sepulveda, Martin White



Team Introductions

Jake Burns Simulations Engineer

Tristan Hardy Modeling Engineer

Nicolas Lorin Controls Engineer Justin Sepulveda Systems Engineer

Martin White Materials Engineer











Sponsor and Advisor



Project Sponsor Shawn Butler



Project Sponsor JaQuan Young



Academic Advisor Shayne McConomy



<u>Faculty Advisor</u> Kourosh Shoele



Objective

The objective of this project is to simulate and construct an underwater glider.



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What is an underwater glider?

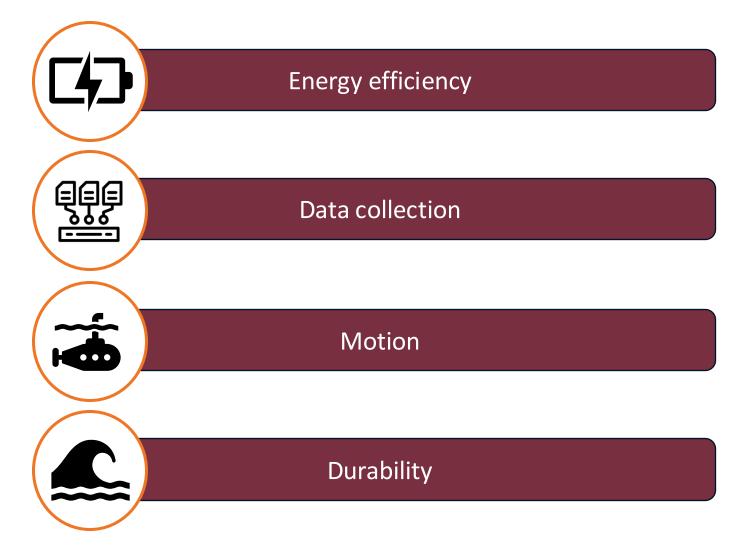
Autonomous underwater vehicle

Often buoyancy driven

Upgraded mission duration and energy efficiency



Key Goals



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Customer Needs



Motion

 Operates at depths up to <u>10 feet.</u>



Sensing Capabilities

- Collects data about
 environment
- Processes data to adjust



Simulation

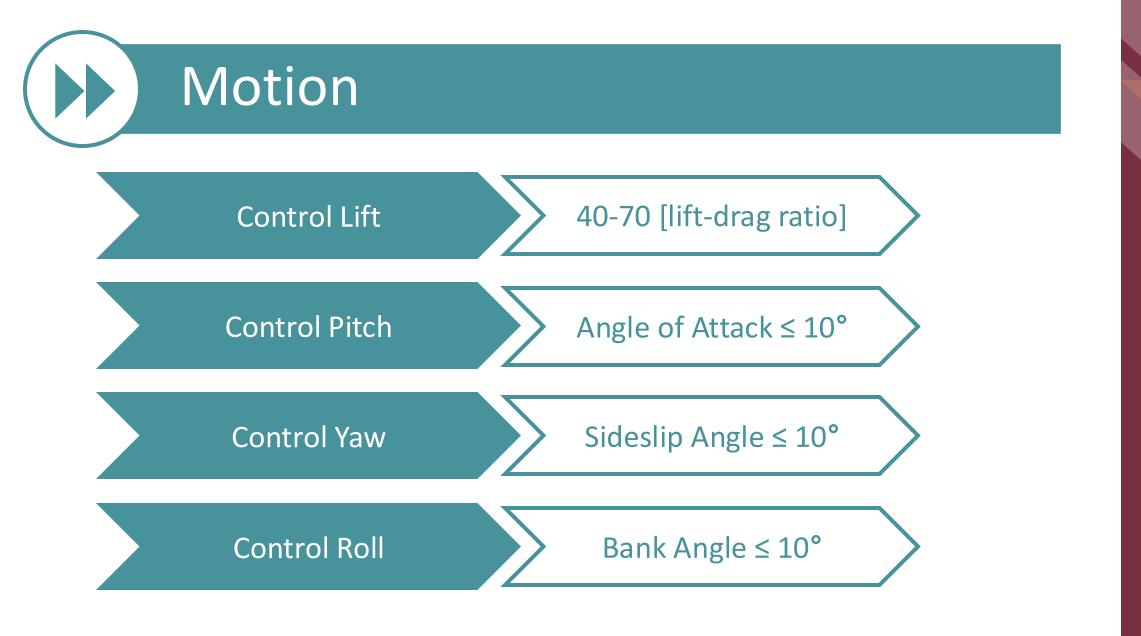
- Optimal path simulations
- Performance while operating



Functional Decomposition

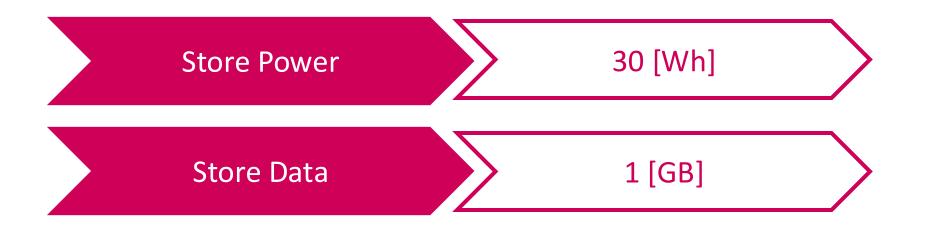














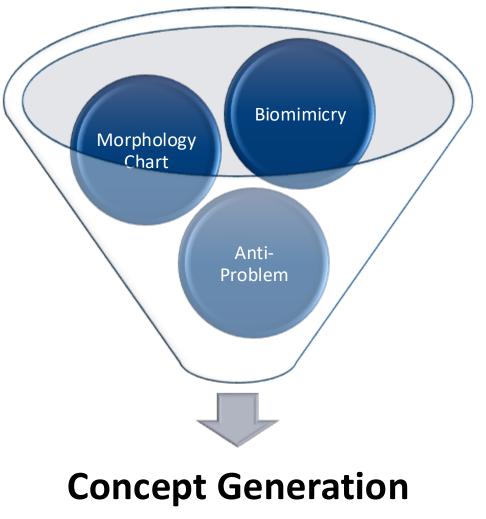








Ideation Methodology

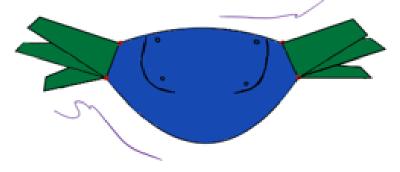




High Fidelity Concepts

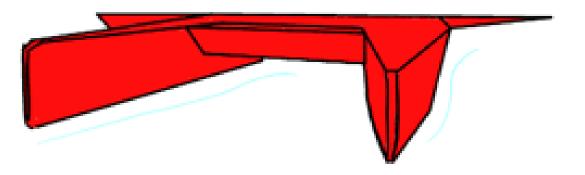


Piston Excavated Buoyancy



Adjustable Wing Glider

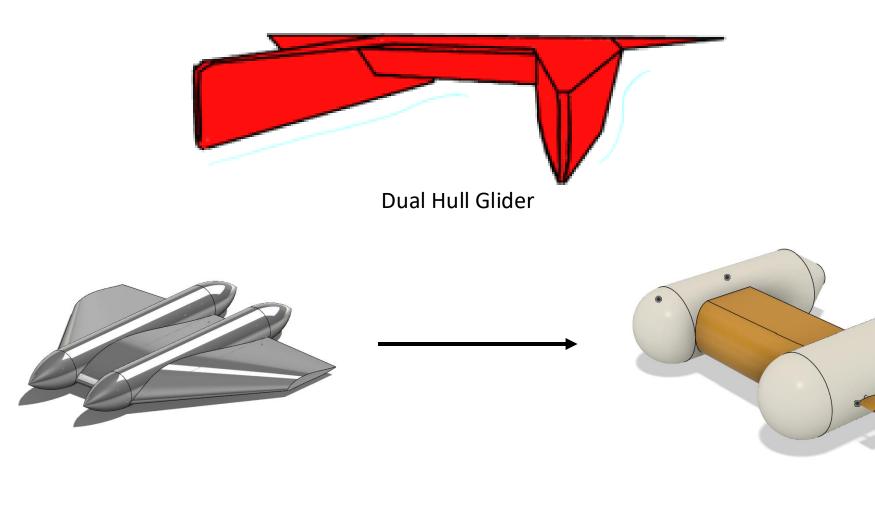
Dual Hull Glider





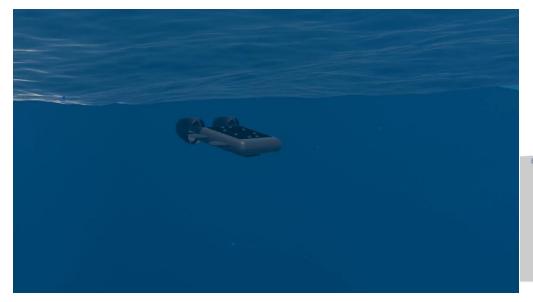
Tristan Hardy

Selected Concept and Iterations





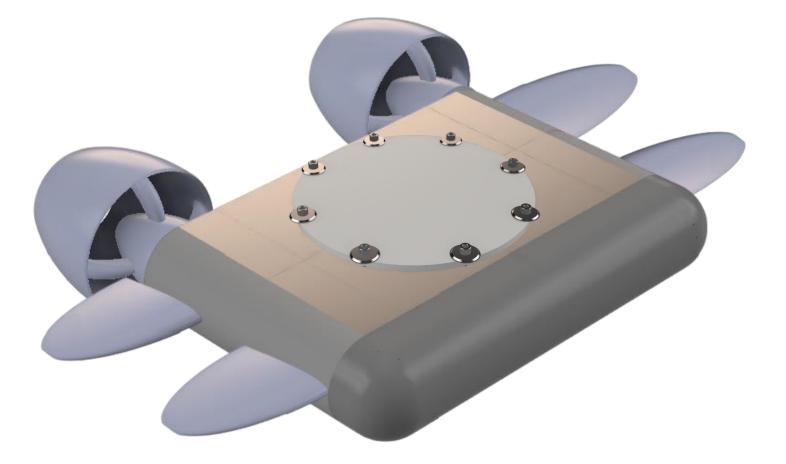
Final Concept Selection



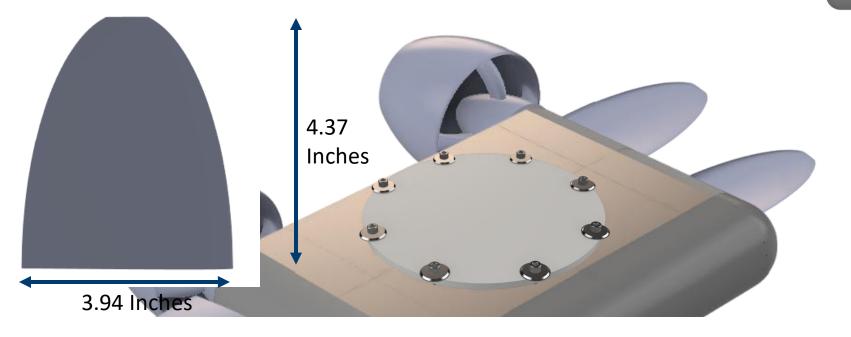


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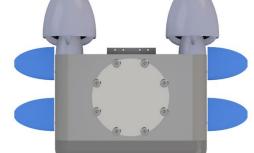




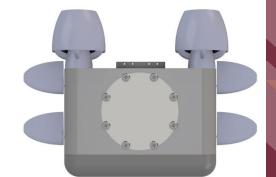


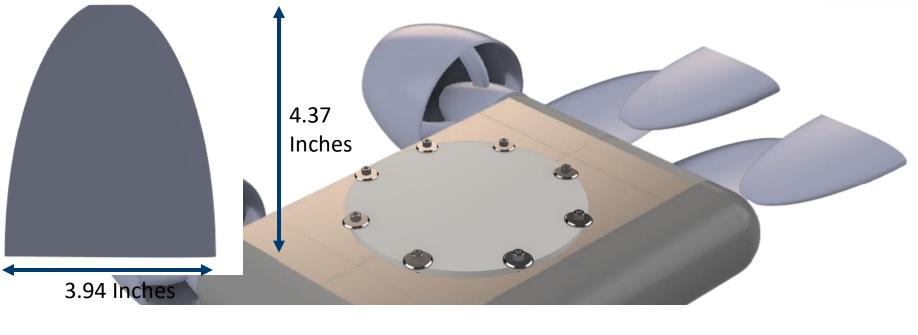








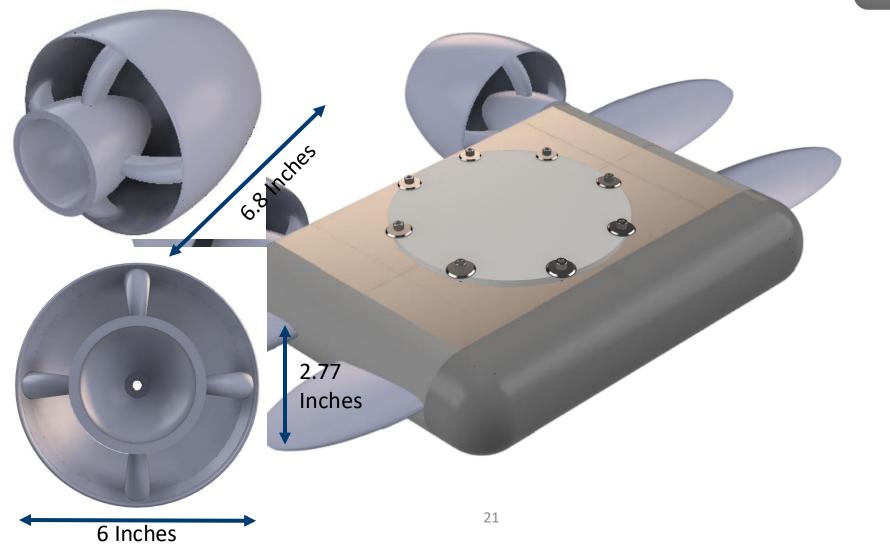




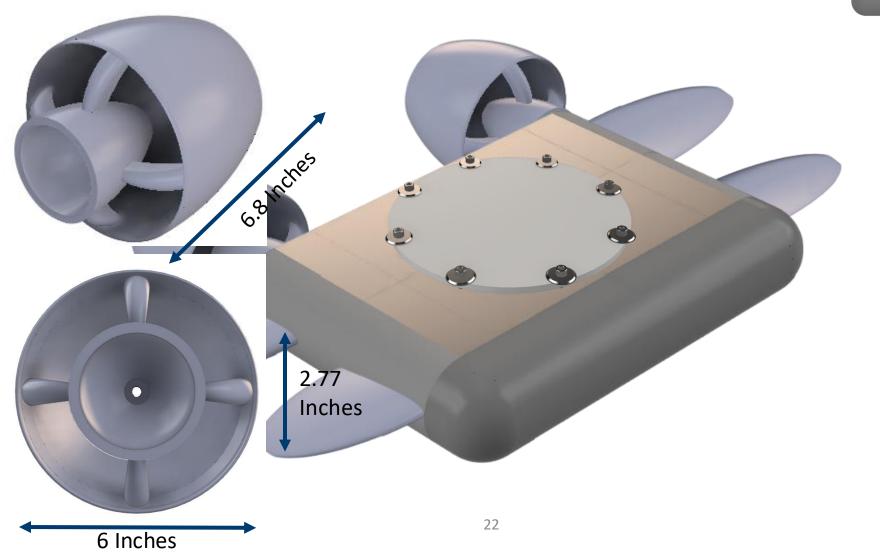


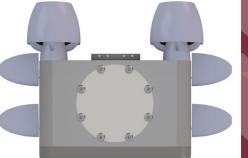




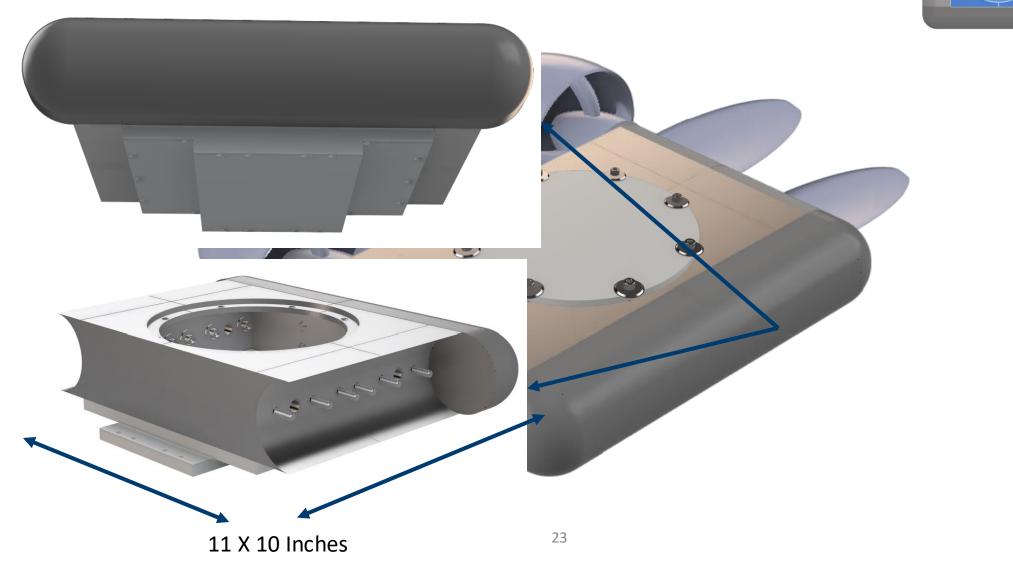




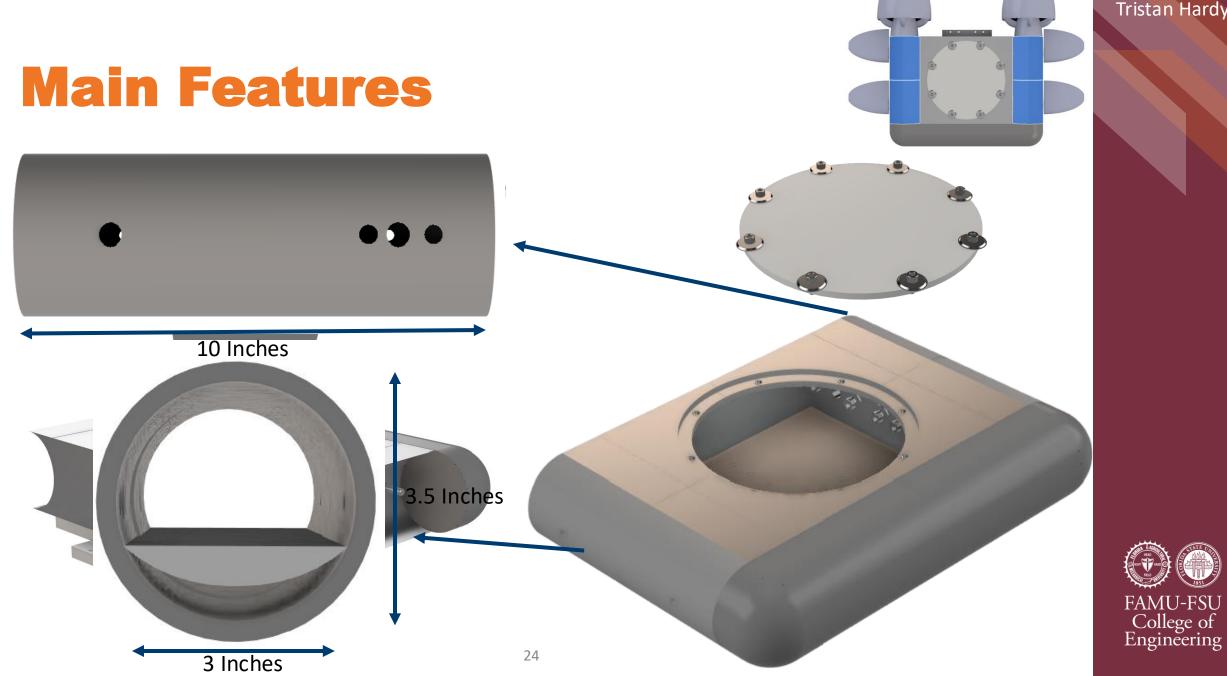




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Why CFD?

Surface Pressure

- Identify high drag regions
- High drag corresponds to low efficiency

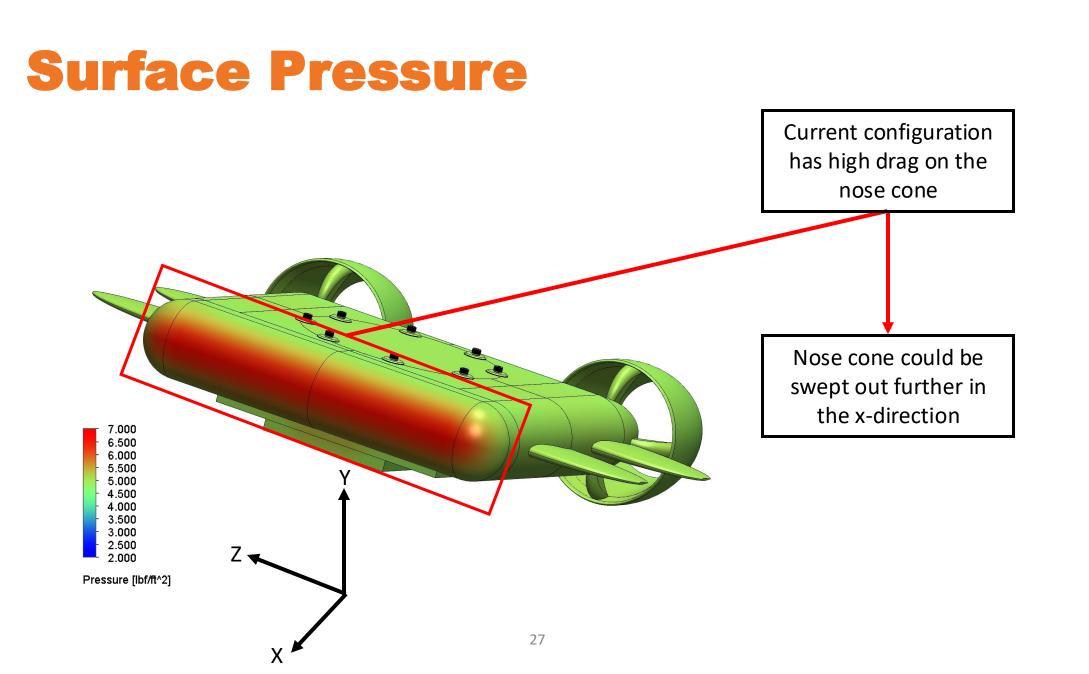
Velocity Visuals

- Streamlines can show flow direction
- Further inform regions of high/low drag

Design Decisions

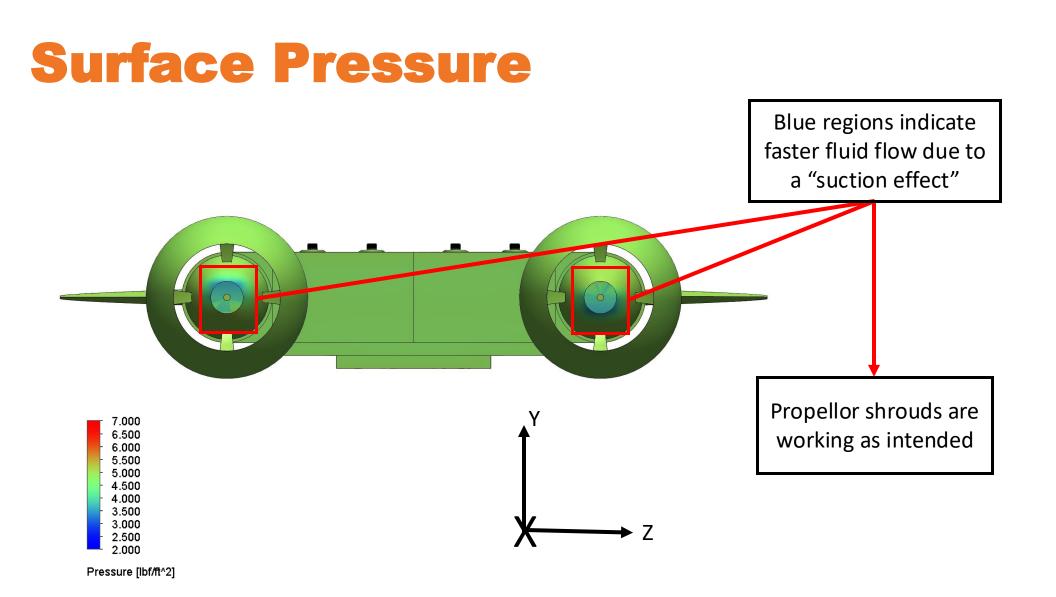
- Insight into fluid motion over glider
- Tune controller values
- Verify sensor readings





Jake Burns







Jake Burns



Jake Burns

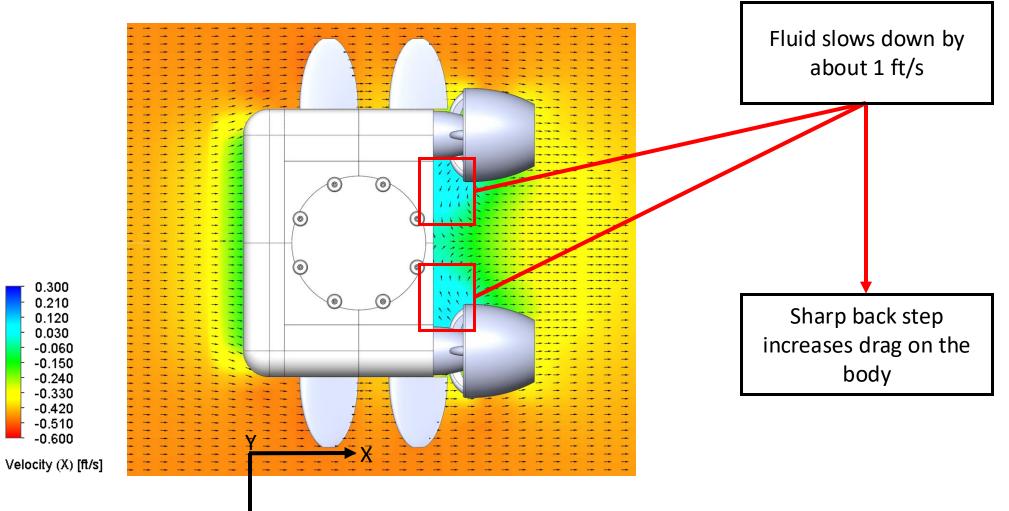
Velocity Contour

0.300 0.210

0.120 0.030

-0.060 -0.150

-0.240 -0.330 -0.420 -0.510 -0.600





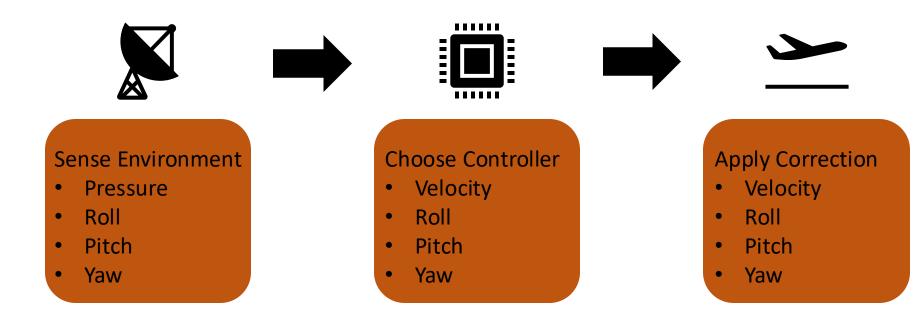
Vorticity Contour Large recirculation regions 00000000 8.00 7.20 6.40 Support the backward 5.60 step's influence on high 4.80 4.00 drag \ominus \ominus \ominus \ominus \bigcirc \ominus \ominus 3.20 2.40 1.60 0.80 Ω Vorticity [1/s] X< 30

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Jake Burns

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Control Protocol





Nicolas Lorin

Ideal Simulation

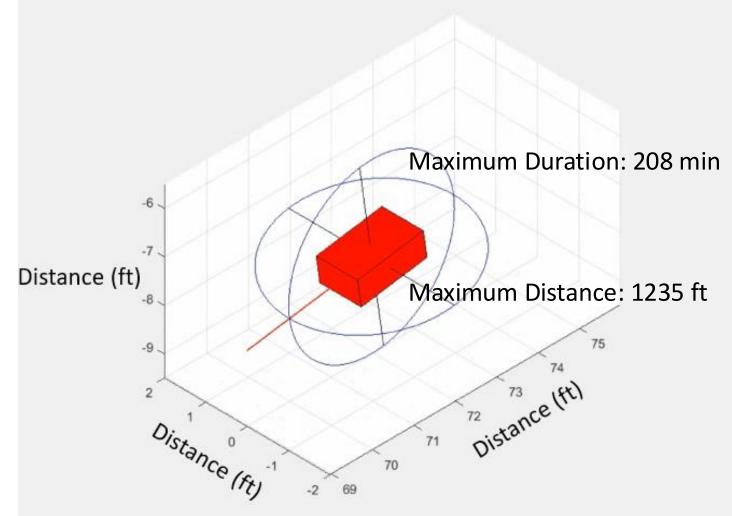
1 Distance (ft)⁰ -1 3 Distance (ft) -2 🔍 2 Distance (ft) -1 -2 -2

Nicolas Lorin

Video Speed: 6x



Ideal Simulation



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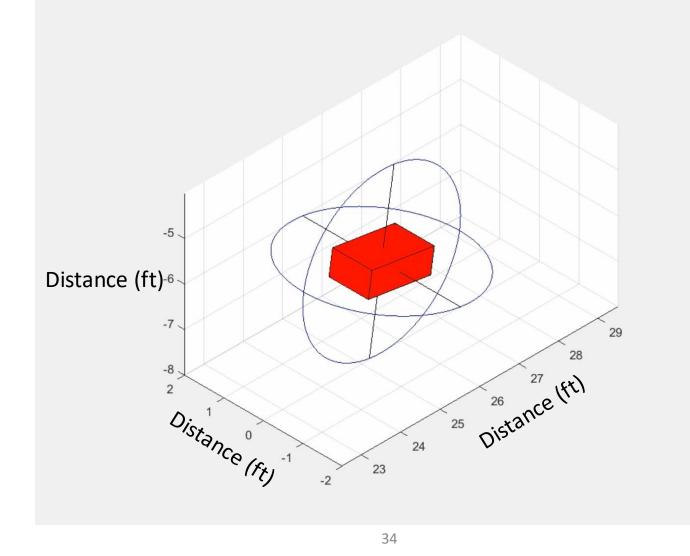
Video Speed: 6x



Nicolas Lorin

Disturbance Simulation

Video Speed: 2.6x



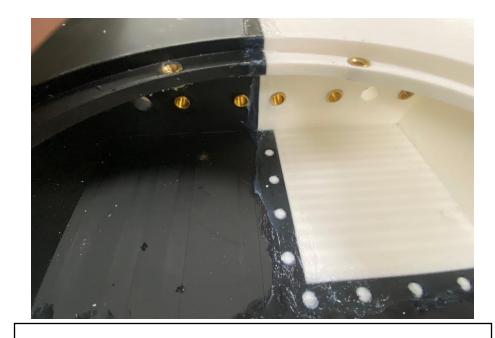


Nicolas Lorin

Manufacturing - Inserts



5/16 in. heat inserts used to connect the hulls to the center box



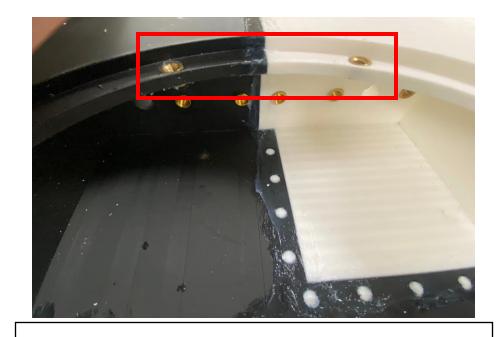
1/4 in. heat inserts used to connect the lid to the center box



Manufacturing - Inserts



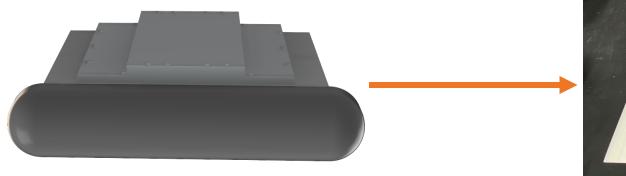
5/16 in. heat inserts used to connect the hulls to the center box



1/4 in. heat inserts used to connect the lid to the center box



Manufacturing – Metal Plates





Metal plates installed on underside increase weight of glider by 9 lbs



Manufacturing – SLA Printed Parts

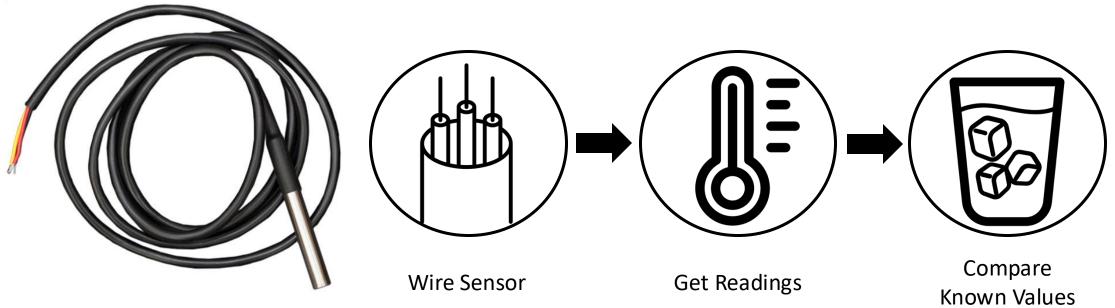




New resin printed parts have very smooth surfaces and improved sturdiness

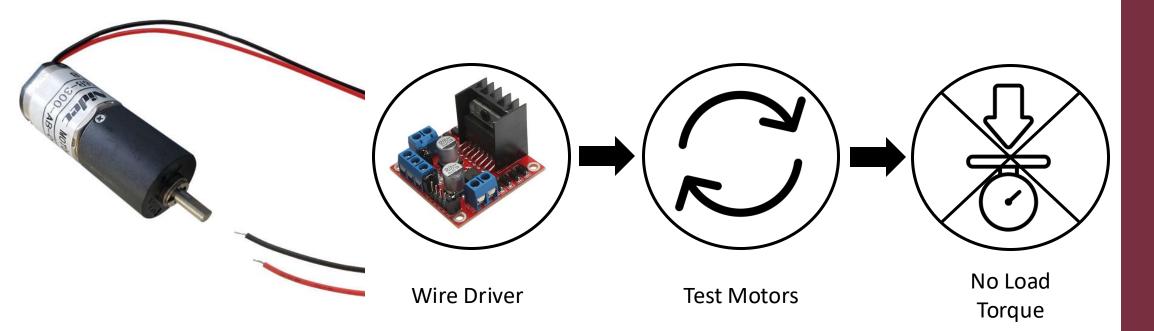


Temperature Sensor



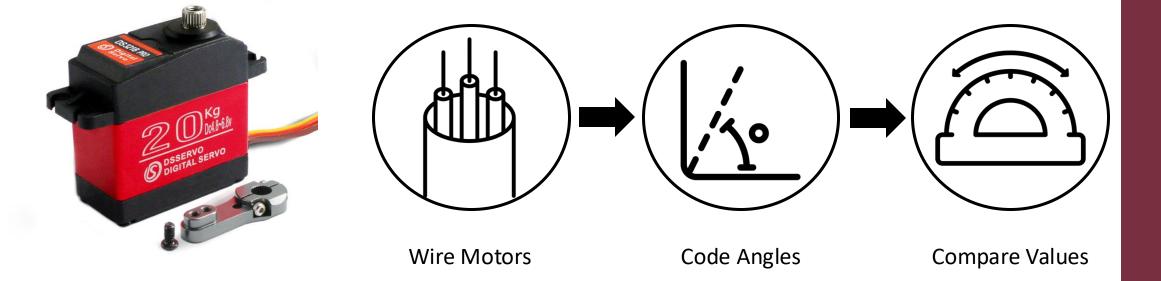


DC Motors



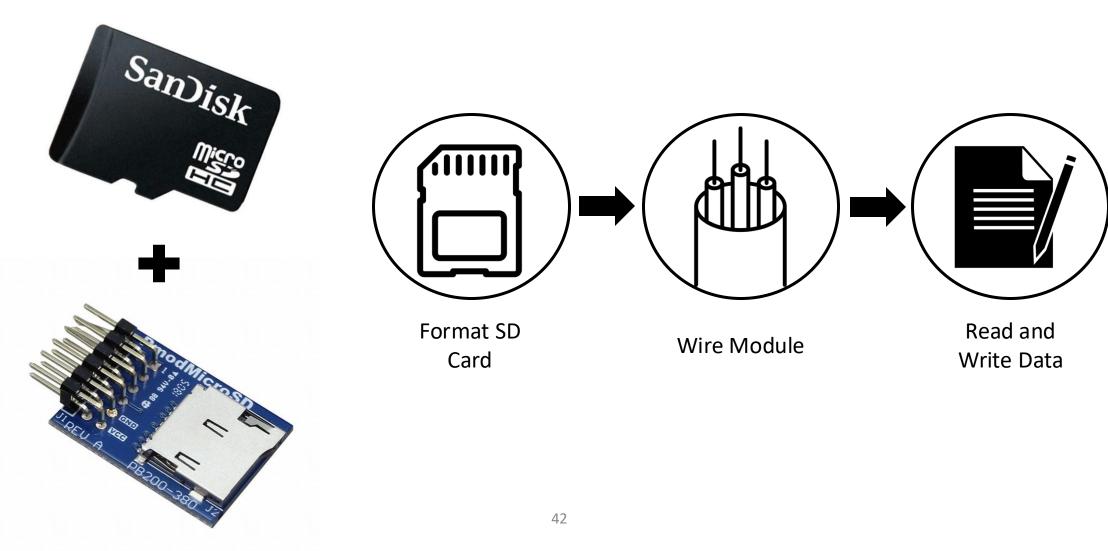


Servo Motor





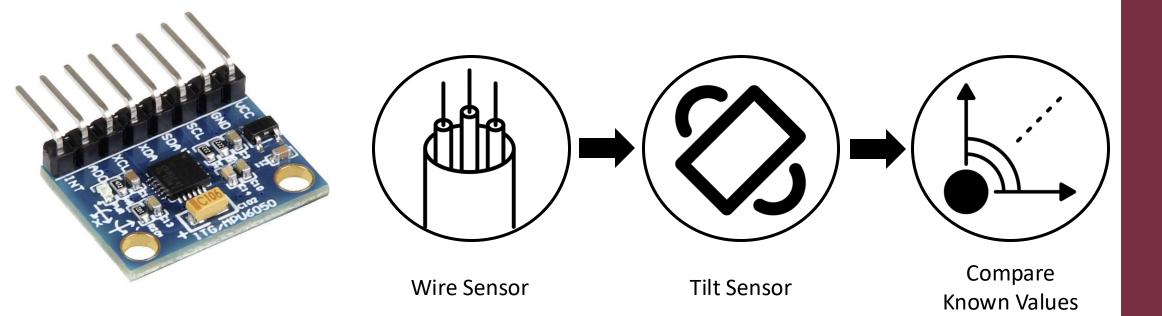




Martin White

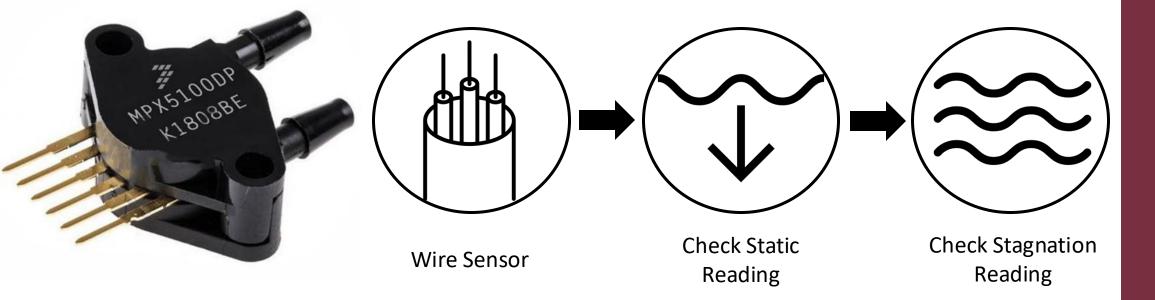
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Accelerometer





Pressure Transducer

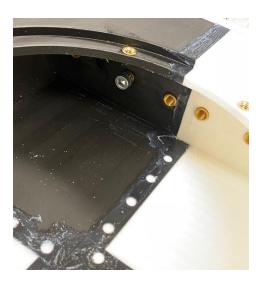




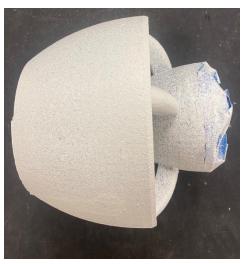
Sealing

- Caulk and sealing coat combination
- Additional coats to be placed over final assembly



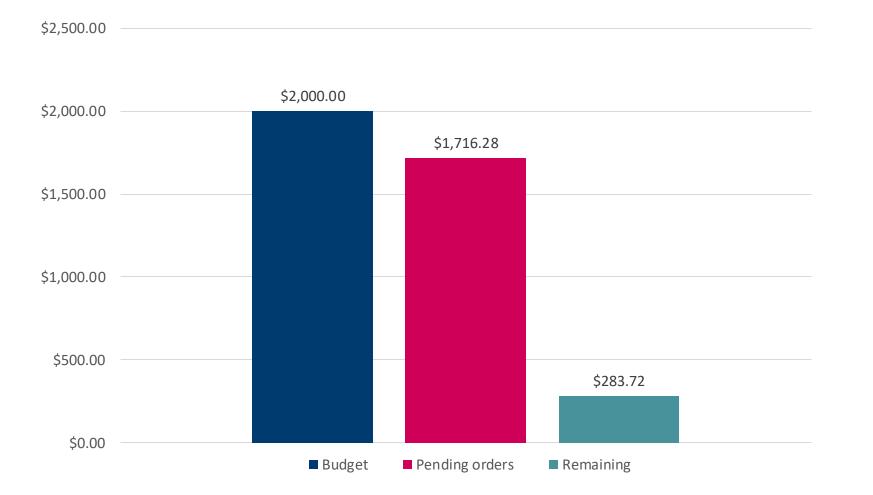






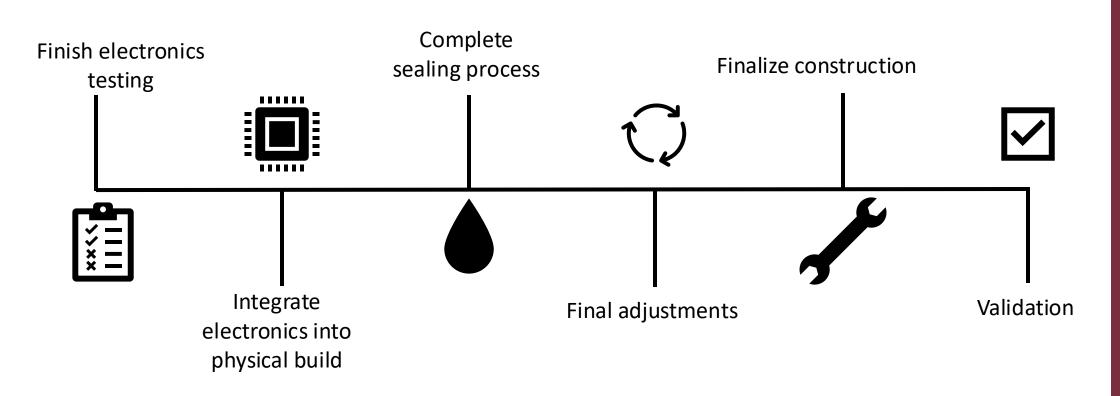






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Future Work



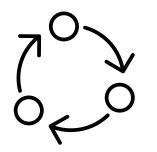
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Lessons Learned



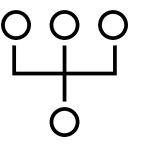
Time management



More iterations



Identifying priorities early



Overall integration



Connect on LinkedIn





Martin White