

# Team Inspiration

**Marine Technology Society**  
22 April 2021

## Our RoboSub Journey

Ashiria Goel, Colin Szeto, Mabel Szeto,  
Rishi Veerepalli and Eesh Vij

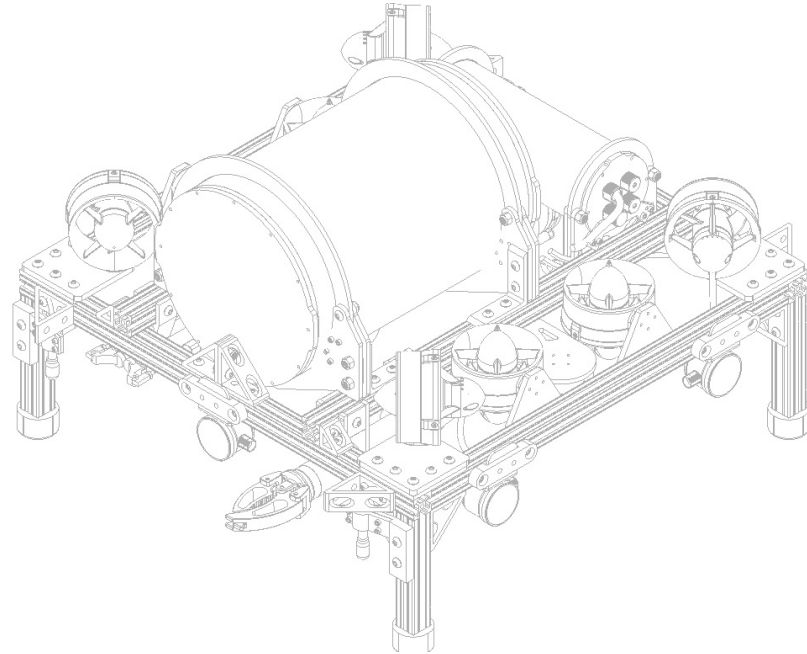


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Opportunity runs deep™

# Agenda

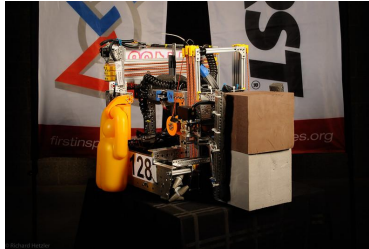
- About Team Inspiration
  - Team History
- About RoboSub
  - Virtual Competition
  - Competition Results
  - Our Robot
  - Systems engineering
- Details of our system
  - 3D Models
  - PCB
  - Navigation
  - Testing and simulation
- Acknowledgements and Keynotes
- Questions



# Team Inspiration History



2011 - FIRST Lego League (FLL)



2020 - RoboSub Champion  
12 middle/high schoolers

Systems engineering is the basis of our robotics journey



# RoboSub Info and Venue

“RoboSub is an international student competition. Student teams from around the world design and build robotic submarines, otherwise known as Autonomous Underwater Vehicles (AUV). The behaviors demonstrated by these experimental AUVs mimics those of real-world systems, currently deployed around the world for underwater exploration, seafloor mapping, and sonar localization, amongst many others.”

- RoboSub official website



2019  
images



2021 is the 24th annual RoboSub competition





# 2020 Virtual Competition Criteria

## Technical Paper

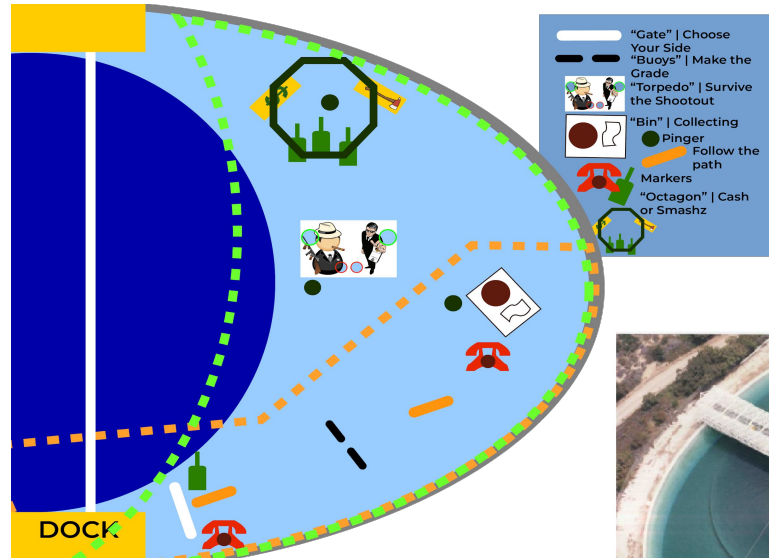
- Under 5 pages
- Should showcase the maturity of the system and team

## Team Video

- Under 15 min
- Replacement for the onsite judging presentation

## Team Website

- Should supplement the video and technical paper



Criteria drive our team objectives



# Competition Results

## Overall Standings

- 1st Place: [Team Inspiration](#)  
2nd Place: [Si Se Puede Foundation & Arizona State University](#)  
3rd Place: [Tecnológico de Monterrey](#)  
4th Place: [San Diego State University](#)  
5th Place: [Carnegie Mellon University](#)

## Video Standings

- 1st Place: [Tecnológico de Monterrey](#)  
2nd Place: [Team Inspiration](#)  
3rd Place: [Indian Institute of Technology Bombay](#)  
4th Place: [Si Se Puede Foundation & Arizona State University](#)

## Technical Design Report Standings

- 1st Place: [Team Inspiration](#)  
2nd Place: [California Institute of Technology](#)  
3rd Place: [Si Se Puede Foundation & Arizona State University](#)  
4th Place: [Duke University](#)

## Website Standings

- 1st Place: [Team Inspiration](#)  
2nd Place: [Si Se Puede Foundation & Arizona State University](#)  
3rd Place: [Amador Valley High School](#)  
4th Place: [Tecnológico de Monterrey](#)

## 33 TEAMS


- Ain Shams University
- Amador Valley High School
- Arizona State University
- Beaver Country Day School
- California Institute of Technology
- California State University, Los Angeles
- Carnegie Mellon University
- Duke University
- École de Technologie Supérieure
- Federal University of Rio de Janeiro
- Georgia Institute of Technology
- Gonzaga University
- Indian Institute of Technology Bombay
- Ksetsart University
- Kennesaw State University
- National University of Singapore
- North Carolina State University
- Oregon Institute of Technology
- Robotics Association at Embry-Riddle
- San Diego City College
- San Diego State University
- Si Se Puede Foundation & Arizona State University
- Team Inspiration
- Tecnológico de Monterrey
- Texas A&M University
- The Ohio State University
- University of Alberta
- University of California at Riverside
- University of California, San Diego
- University of Colorado at Boulder
- University of Colorado at Boulder
- Vortex NTNU
- Wrocław University of Science and Technology

Being requirement-driven enabled us to win



# What Made Our Team Excel

- Focus on the competition guidelines
- Competitor analysis and research
- Hard work and dedication
- Communication
- Iteration and parallel prototyping
- Trade studies
- Attention to detail
- Rigor in documentation
- Utilizing mentors and vendors
- Team work
- Availability
- Solution oriented



Attributes	Weight	Dual Enclosure		Single Long Hull (Bin)		Box Enclosure		Current Configuration (Short Bin)		Dual Hull Connected	
		Rank 1-5	weighted	Rank 1-5	weighted	Rank 1-5	weighted	Rank 1-5	weighted	Rank 1-5	weighted
Capacity	4	4	16	4	16	4	16	2	8	5	20
Water displacement(size)	0	2	0	2	0	3	0	4	0	4	0
Min Ports?	10	1	10	1	10	1	10	0	0	1	10
Ports	3	5	15	2	6	3	9	1	3	4	12
Cost	3	3	9	4	12	1	3	5	15	1	3
Ease of Maintenance(ease to open up and debug sensors etc)	4	3	12	2	8	5	20	3	12	5	20
Ease of Fabrication (if we can make it in the garage with the tools we have)	5	4	20	4	20	1	5	5	25	1	5
Convenience (what we can do now)	3	2	6	4	12	5	15	5	15	3	9
Room for expansion	4	4	16	3	12	3	12	1	4	3	12
Total Points		28	104	26	96	26	90	26	82	27	91

More points = Better

Team Inspiration

## The Design of Team Inspiration's 2020 AUVs

Colin Soto (team lead), Ashwin Goel (captain), Adhika Palscharla, Aditya Marudankar, Shrut Nankar, Rana Shapur, Pahl Srivastava, Mabel Soto, Noah Tang, Rishi Venkatesh, and Eesh Viji

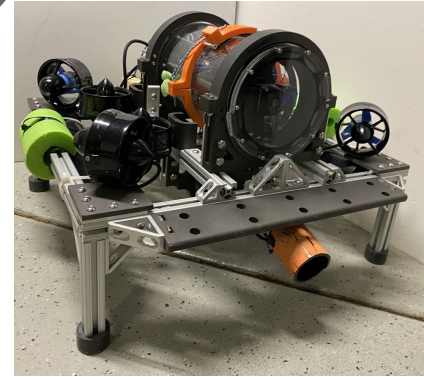
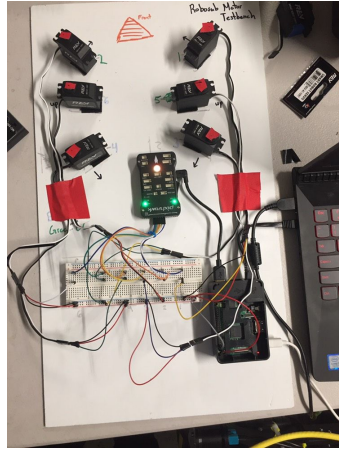
*Abstract—Team Inspiration focuses on perpetually learning and improving, and we set out to improve our sub's navigation and expand our mission capabilities. Our second year team of 12 middle and high schoolers designed our 2 AUVs for the 2020 RoboSub competition, Gray and Orange (our AUV from last year modified to fit this year's challenge). Through designing Gray, we learned how to use Robot Operating System—design—power—circuit—boards, hydrophones—simulation, and machine learning—hydrophones, and SolidWorks, and design Printed Circuit Boards. After the onset of the global pandemic, our team learned effective virtual collaboration and remote*

We enhanced our image recognition by specifically working on determining the position of the image in relation to the AUV; and image identification/recognition. CV is used to identify the buoy; and differentiate whether the tasks correspond to the G-man or Bootlegger. Hydrophones are used to locate the pinger that mark the torpedoes and surfacing tanks. A DYL is used to navigate to each task. This way Gray can get close enough to the tanks so the shorter red sensors like the sonar and CV can take to assist Gray with accomplishing the tasks. We implemented fail-safes into the team for redundancy. We used 3D-printed Orange's simple and modular construction to when redesigning it. The design allows easy expansion by simply increasing the cylinder length and



Because we are solution oriented COVID is not a blocker

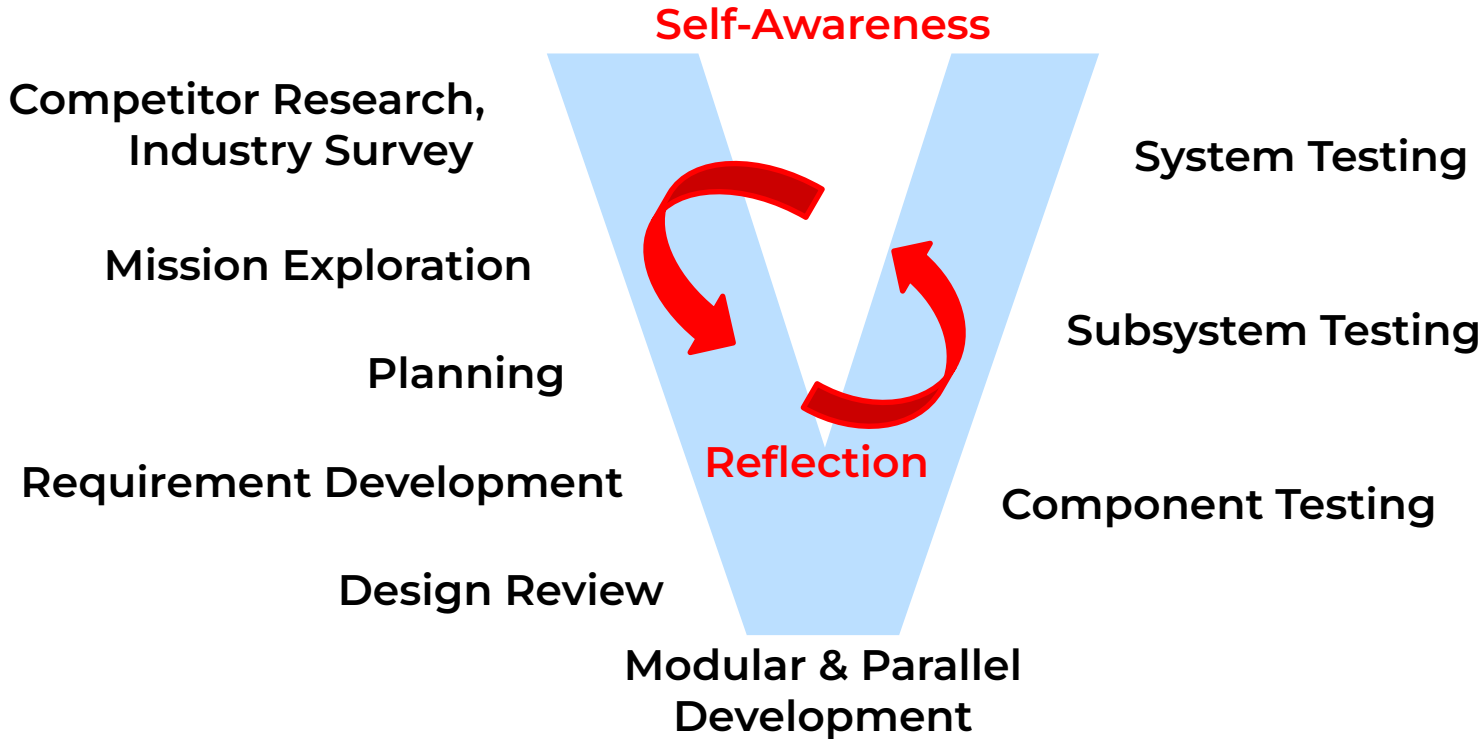
# RoboSub Progression



From sea perch to blue rov to orange



# Systems Engineering “V” is an Enabler



Best practice with focus on reflection and self-awareness





# Competitors Research & Industry Survey

- Learn from competitors
  - Survey RoboSub teams from last five years
  - Identify equipment usage
  - Identify lessons learned
  - Ask for advice
  - Study their subs
  - Learn from industry professionals
  - Systems engineering process proven at TRW, NASA JPL, Northrop Grumman
  - Marine industry products
  - Interview professional from Scripps Institute of Oceanography



Learn from the experts





# Planning

- Draft schedule at Kick-Off – schedule focus
- Develop schedule backward from goal with contingency
- Long lead material procurement – RoboSub components
- Rapid prototype – weekly increments
- Parallel and modular development
- Early testing – start from the beginning
- Multiple decision milestones

Week	Agenda
16-Mar	Kick off – RoboSub team research
23-Mar	RoboSub team research – refine requirements – assign role
30-Mar	Identify/procure long lead items – Select computer – prioritize requirements
6-Apr	Connect benchtop vehicle – test component
13-Apr	Identify all equipment
20-Apr	program remote control
27-Apr	put together simple underwater vehicle – first prototype
4-May	Experiment first prototype in water
11-May	Program autonomous
18-May	Experiment with IMU and depth sensor
25-May	Experiment with computer vision
1-Jun	Draft technical paper
8-Jun	Review draft – Experiment with second prototype
15-Jun	Final technical paper
22-Jun	Submit technical paper
29-Jun	Experiment sonar
6-Jul	Experiment with final vehicle
13-Jul	Data correlation with vision input
20-Jul	Pre-qualification
27-Jul	Refine autonomous programming
27-Jul	Pack robot for competition
Jul 29 - Aug 4	Competition at NIWC PAC TRANSDEC

Plan with flexibility and contingency



# Requirement Development

- Understand systems requirements
  - Flow down to mechanical, software, test, operation
- Understand interface
  - HW-HW, SW-SW, HW-SW, user
- Prioritize requirements

30%	Team capability
25%	Schedule
20%	Cost
10%	Risk
15%	Performance
<b>100% Weighted</b>	<b>Criteria</b>



Understand team capability is a major risk mitigation



# Self-Awareness (2019)

- Team members capabilities and resource
  - ~~Printed circuit card development (knowledge, resource & schedule)~~
  - ~~FPGA (knowledge, resource & schedule)~~
  - ~~Artificial Intelligent (knowledge & schedule)~~
  - ~~Neural network (knowledge & schedule)~~
  - ~~Machine milling part (cost)~~
  - ~~Complex sensors (cost & complexity)~~
  - General robotics knowledge
  - Integration
  - Programming
  - Garage lab and pool
  - Systems engineering
  - Teamwork
  - Dedication
  - Passion and drive
  - Mentors



Aware of limitation – prioritize and seek help



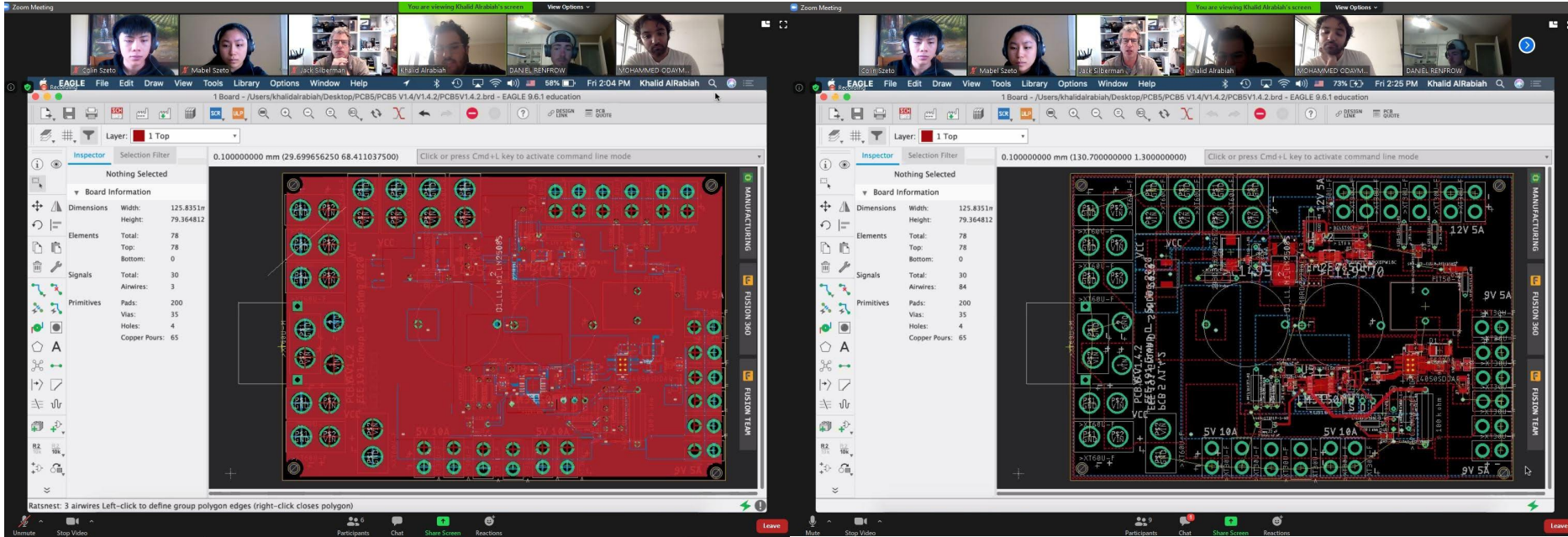
# RoboSub Motion Conceptualization



Visualizing the movement and communication to others



# External Collaboration



Digital development enabled us to collaborate remotely. Surprisingly, we had more collaboration with professionals due to COVID-19.



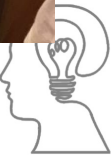


# Design Review

- Design review is critical to align the team direction and awareness
- Trade study allows better decision making
- Rapid prototyping allows concept validation
- Weekly status review provides valuable feedback



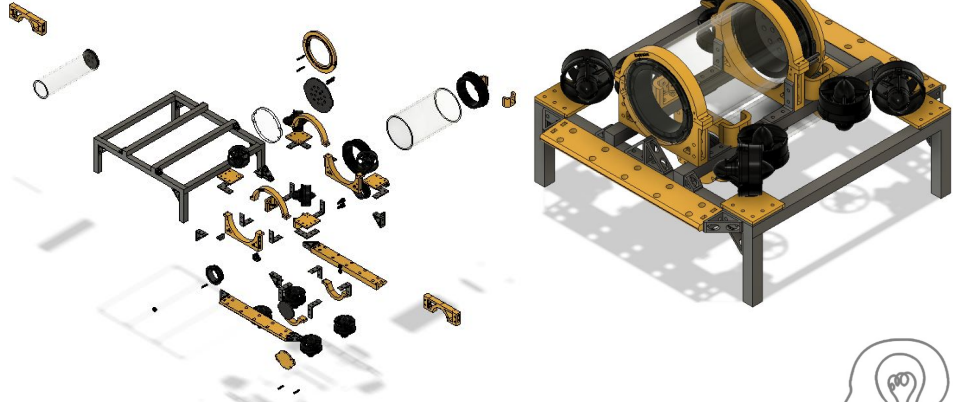
Review to solicit input and cross train





# Parallel Prototyping

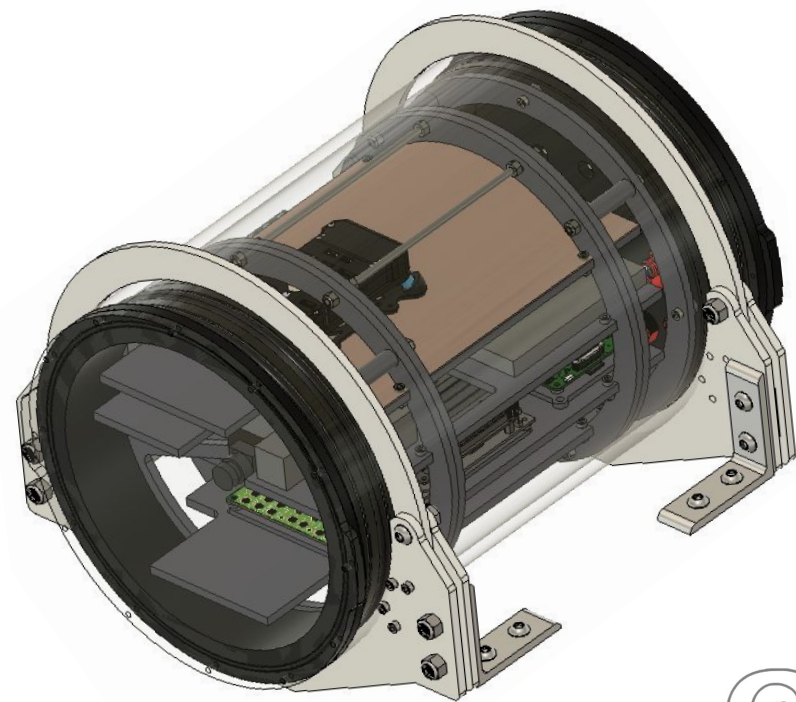
- Modular development allows team members to tackle multiple payload investigation simultaneously
- Parallel breadboard, simple vehicle, remote control vehicle testing allow timely design concept verification to identify development shortfall
  - Lessons learned are incorporated into the final vehicle development
- CAD and 3D printing allow quick modeling and testing of the design



Modular and parallel development – amazing time multiplier



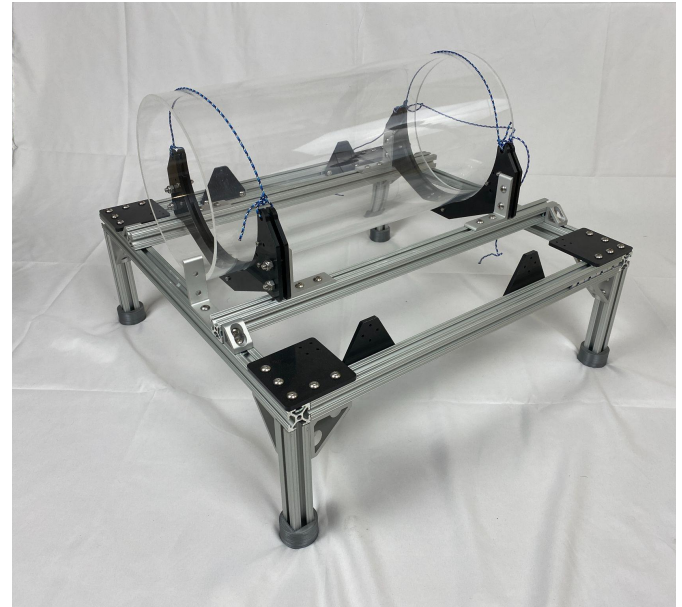
# Parallel Prototyping



Independent team members' concepts



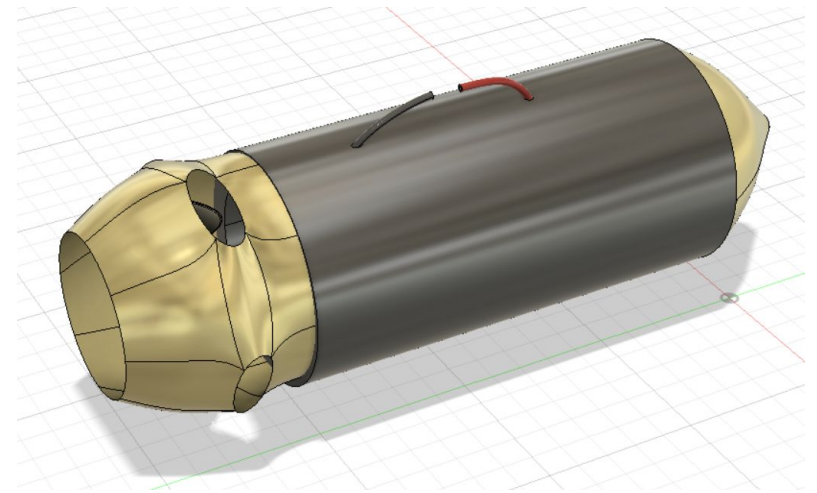
# Electronics Enclosure



Planning for larger enclosure



# Torpedos

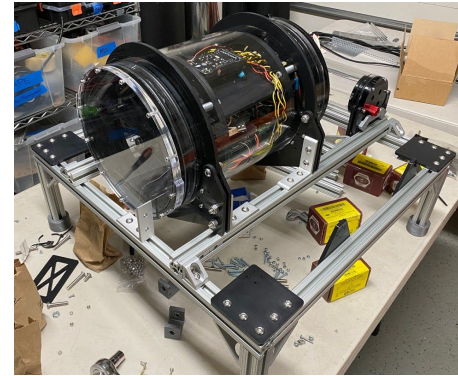
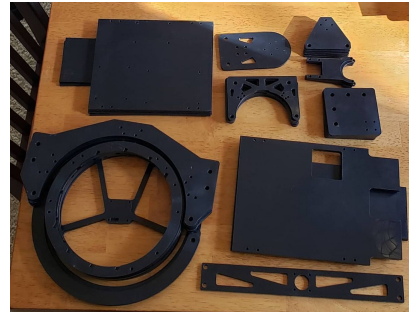
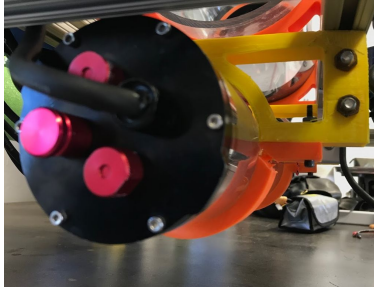


Independent team members' concepts





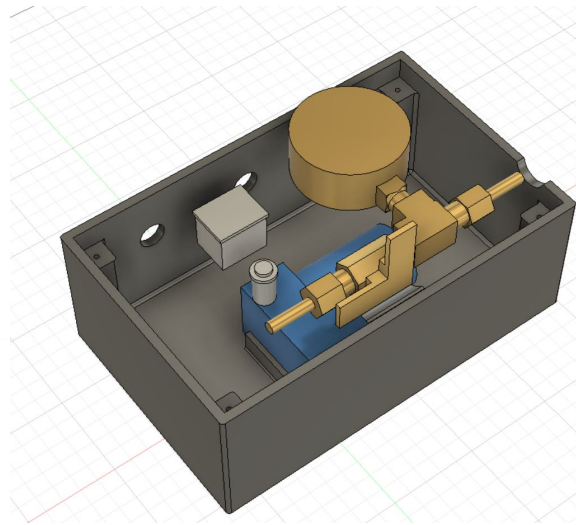
# Material Evolution



From simple to advanced materials



# Vacuum Pump



Currently no good solution to determine if watertight





# Using Wet Connectors



How would you suggest to integrate?

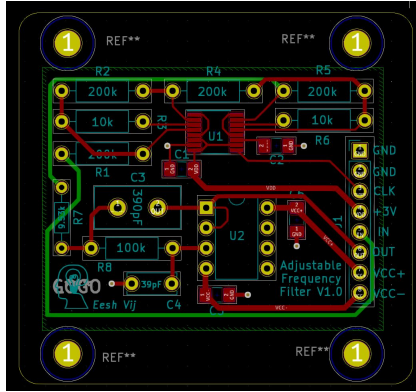


# Hydrophones

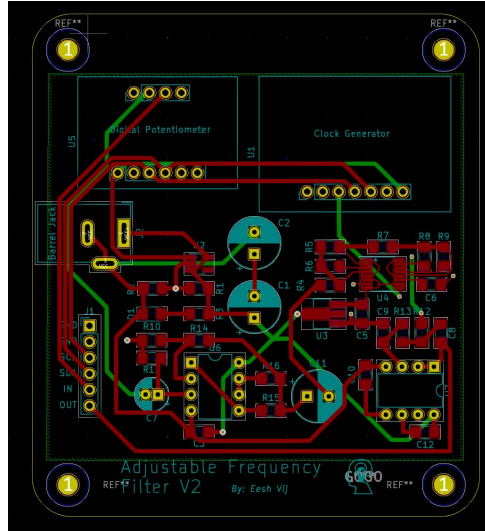
- Three hydrophones used around Græy in the vertices of the largest possible equilateral triangle that fit in our design
- Sampling at 200 kHz at a 12-bit resolution allowing for precise signal processing
- The signal processing takes place on single custom designed PCB which offloads the amplification, noise isolation, and frequency selection to a hardware based solution, freeing resources on the processor.
- The algorithm takes into account the Differences in the Time of Arrivals (DTOA) of each signal to calculate the approximate heading of the pinger.



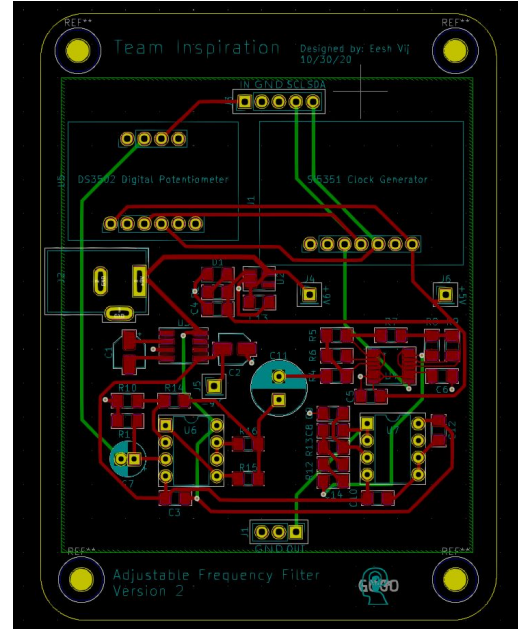
# PCB Designs for Hydrophones



V1



V2



V2.1

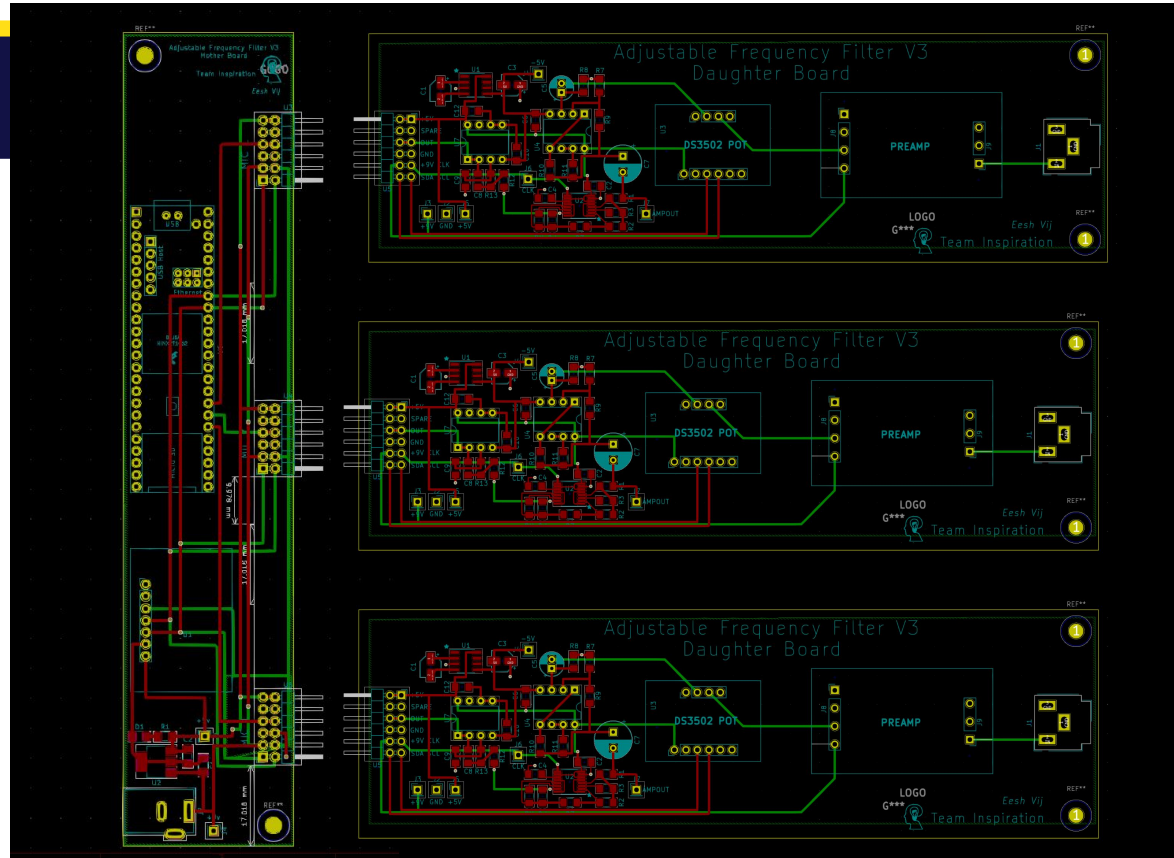
Everything is developed in iterations



# PCB Designs

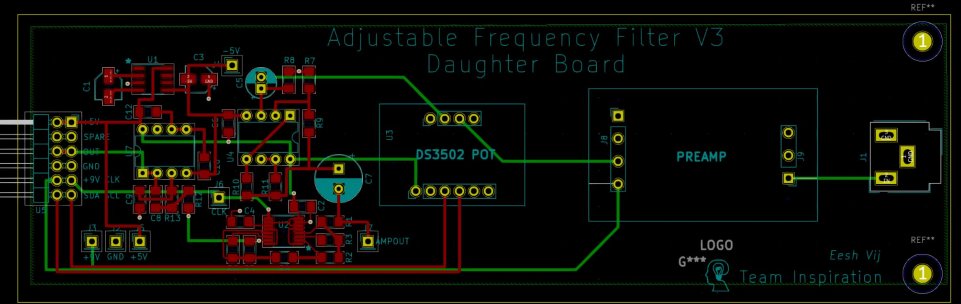
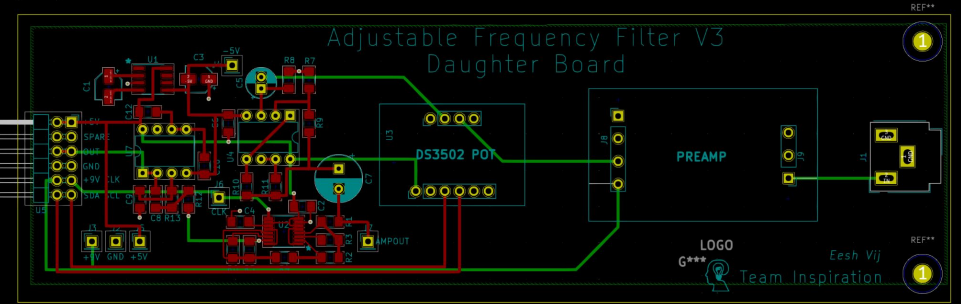
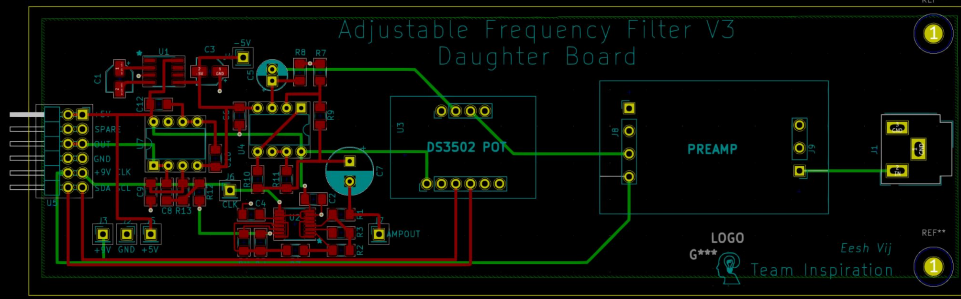
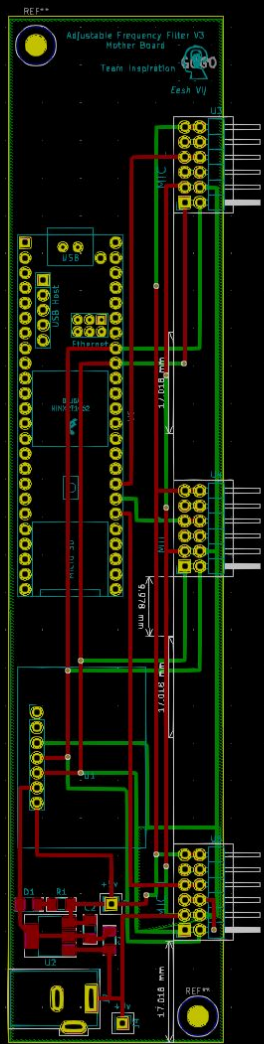
## V3

- Low-Cost
- Maintainable
- Ease of use
- Future Expandability



Everything is developed in iterations

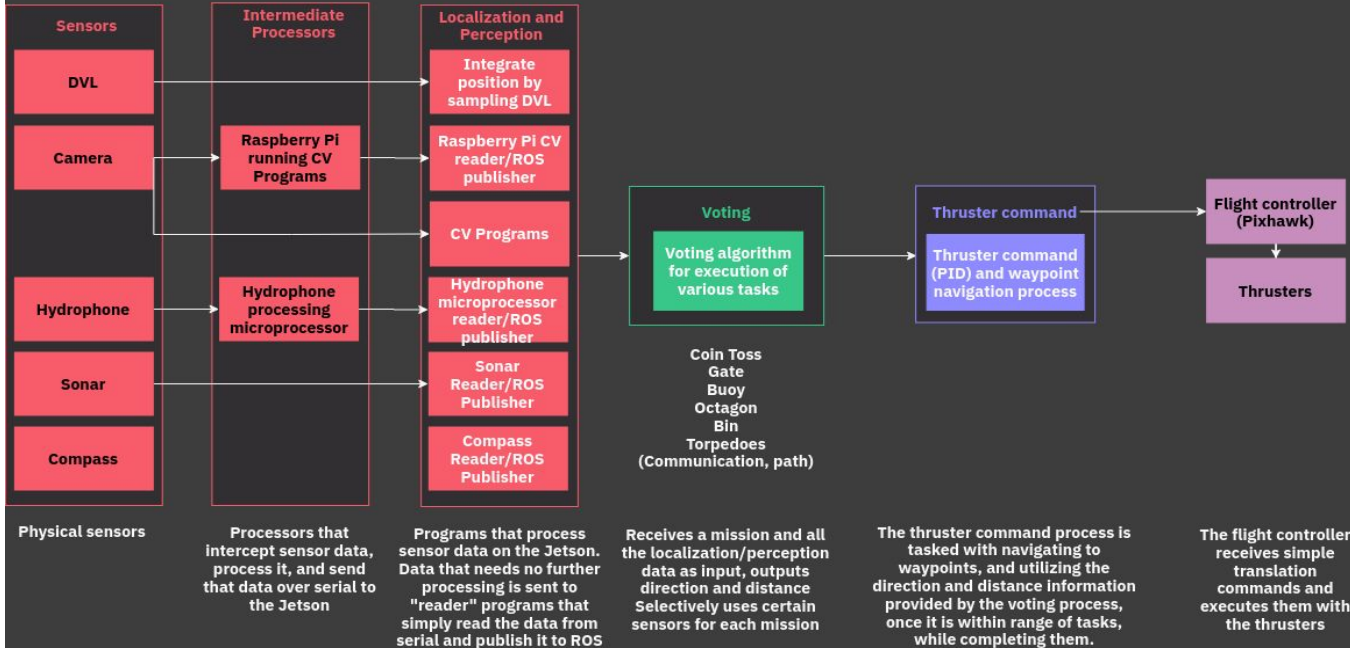






# Navigation Software Architecture

## Navigation Processes



Localization/perception programs interpret data from hardware, and produce information about env. or location

Sensor fusion program combines localization programs' data to produce estimate of location and env.

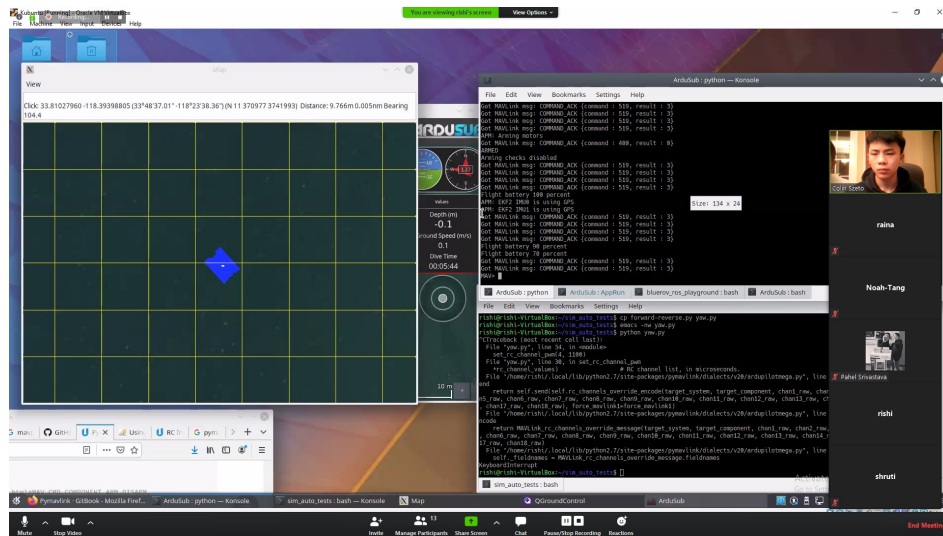
Sent to thruster cmd process which controls motors based on information provided by the sensor fusion program

Clear Architecture and Flow Diagrams

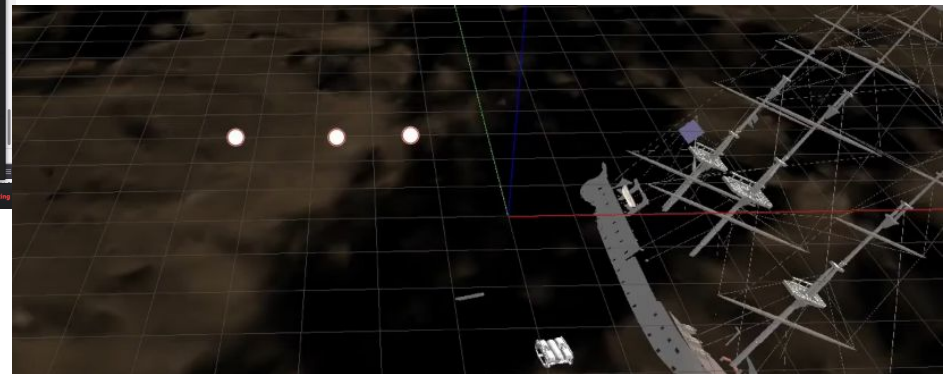




# Virtual Simulation



A software in the loop (SITL) 6DoF simulation that simulates our flight controller runs in an Ubuntu virtual machine. SITL is linked with Gazebo to provide a 3D model/visualization. Gazebo also provides information like coordinates/heading which we can use to verify simulation results. We model sensor inputs using the position and velocity information Gazebo gives us.



Utilizing Gazebo and ArduSub software-in-the-loop simulation in place of in-water testing



# Testing, Testing, and More Testing

**Breadboard testing** starts in the second week is key to shorten the development life cycle

**Remote-control vehicle testing** allows observation to incorporate features into the final design

**Incremental testing** allows rapid lessons learned

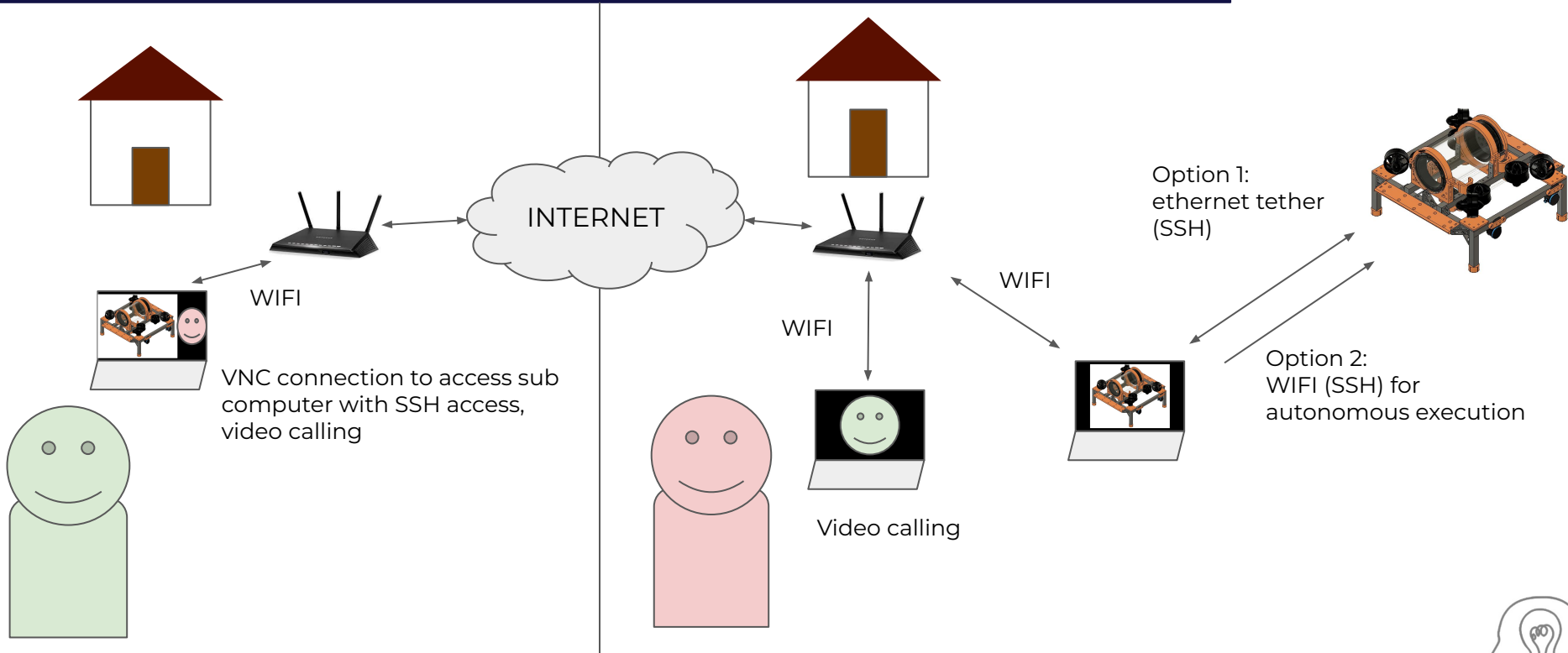
**Early subsystem and system level testing** allows us to improve the design and development weekly similar to the agile process



Test to understand and discover the limitation



# Network of Online Testing



Remote configuration, control & operation



# In-pool Testing



Remote testing with in-pool support



# Keynotes

Know the mission – understand the problem to solve

Keep It Simple Silly

Passion

Reliability

Teach

Fail quickly

Teamwork

Begin with the  
end in mind



Systems thinking is applicable to any project and any level





# Acknowledgement

- Team Inspiration Members

- Ashiria Goel (Team Captain), Eesh Vij (Deputy Captain), Rishi Veerepalli (Deputy Captain), Aditya Mavalankar, Ashika Palacharla, Claire Zhao, Colin Szeto, Eric Silberman, Isabelle Gunawan, Mabel Szeto, Noah Tang, Pahel Srivastava, Raina Shapur, Shreyas Rangan, and Shruti Natalia

- Lead coaches

- Alex Szeto, Jack Silberman

- Mentors

- Amit Goel, Brian Liu, Dave Warner, Eric Lo, Eugene Kim, Kenzo Tomitaka, Kris Chopper, Kunal Srivastava, Pamela Cosman, Pat McLaughlin, Phil Yao, Michael Arnstein, Valibabu Saladi, and Venkat Rangan

- Sponsors/supporters



# Supports

Mentors

Sensors - beacon, FOG, hydrophone

Tooling - CNC, laser cutter, ...

Software - simulator, ...

Test equipment -

Funding - Travel




# Questions?



Website: <https://team11128.wixsite.com/main>

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 ftc11128inspiration

 teaminspiration11128

 Inspiration Robotics 11128



# Græy

## Computer Vision

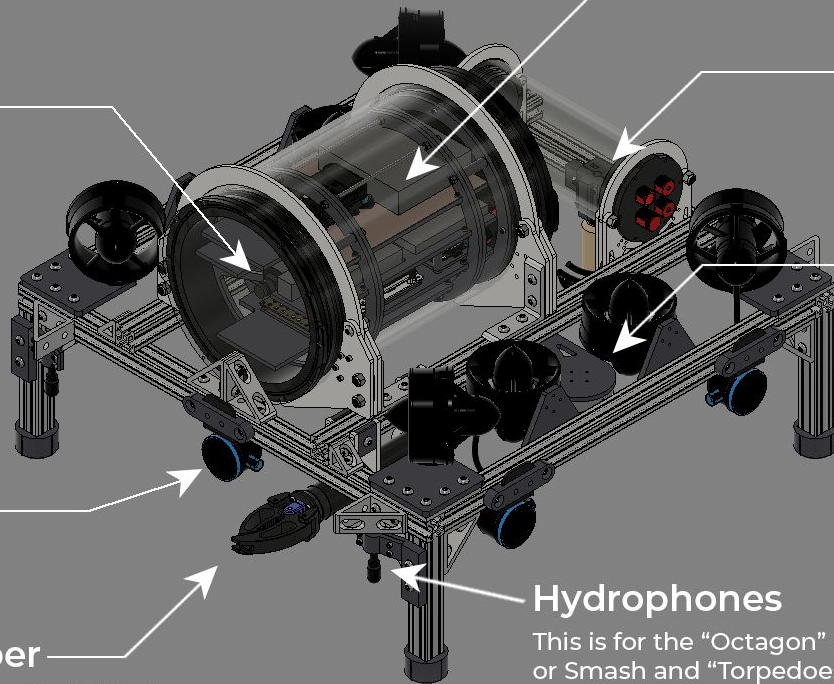
This is for the "Gate" aka Choose Your Side, "Buoys" aka Make the Grade, "Bin" aka Collecting, "Torpedoes" aka Survive the Shootout, and "Octagon" aka Cash or Smash missions.

## Sonar

This is for the "Buoys" aka Make the Grade and "Torpedoes" aka Survive the Shootout missions.

## Gripper

This is for the "Bin" aka Collecting and "Octagon" aka Cash or Smash missions.



## Navigation

We used several sensor inputs and used ROS as our interprocess communication software to integrate the programs.

## Modem

This is for the intersub communication mission.

## DVL

This is for navigating to every mission.

## Hydrophones

This is for the "Octagon" aka Cash or Smash and "Torpedoes" aka Survive the Shootout missions.