



UNIVERSITY OF LISBON
INTERDISCIPLINARY STUDIES
ON SUSTAINABLE ENVIRONMENT AND SEAS



Ocean Exploration using Marine Robotics Systems: Science and Technology Part I

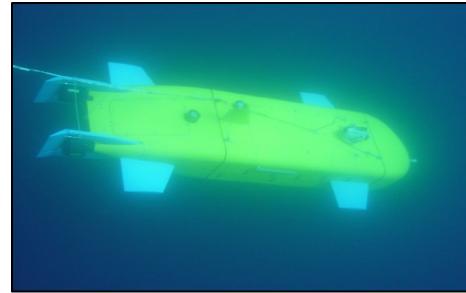
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University Network for Innovation,
Technology and Engineering



Co-funded by the
Erasmus+ Programme
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Ocean Exploration using Marine Robotic Systems: Science and Technology

Part I

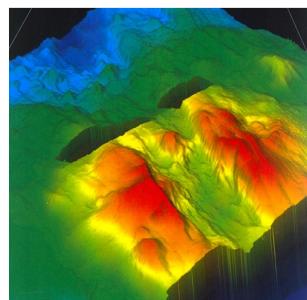
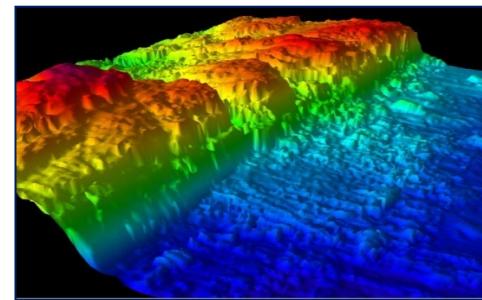
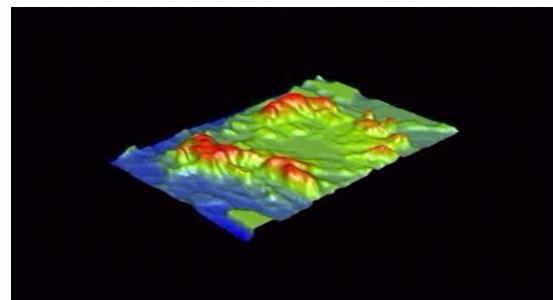
António Pascoal

Ulisses

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TÉCNICO
LISBOA



ULISSES – Univ. Lisbon, PT 2021



The School of Engineering of the Univ. Lisbon, Portugal



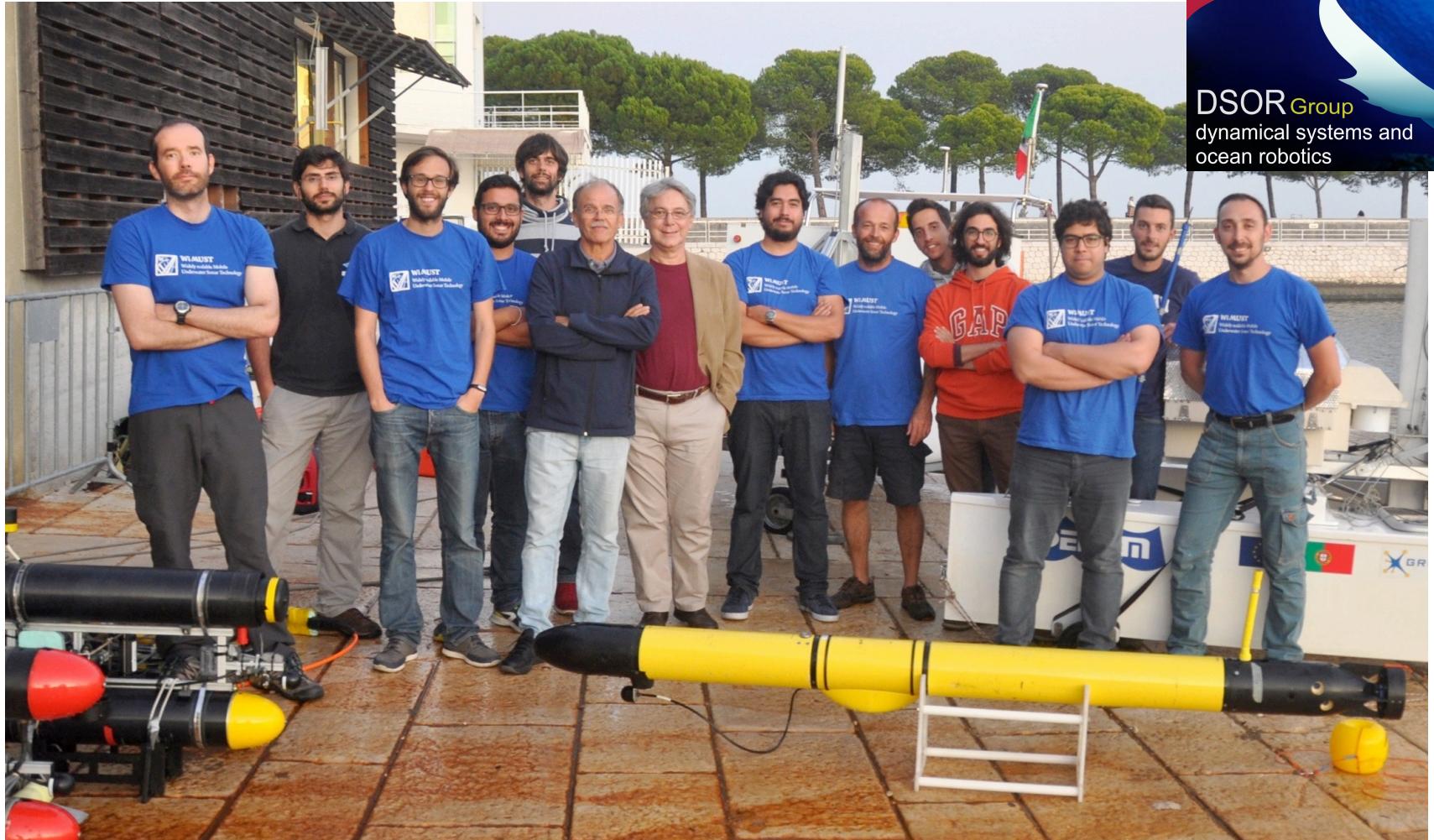
Teaching and Research

54 BSc / MSc programs – 9500 students
22 PhD programs – 600 students
937 Faculty members

Dual doctoral
programs
with the
MIT, CMU, EPFL

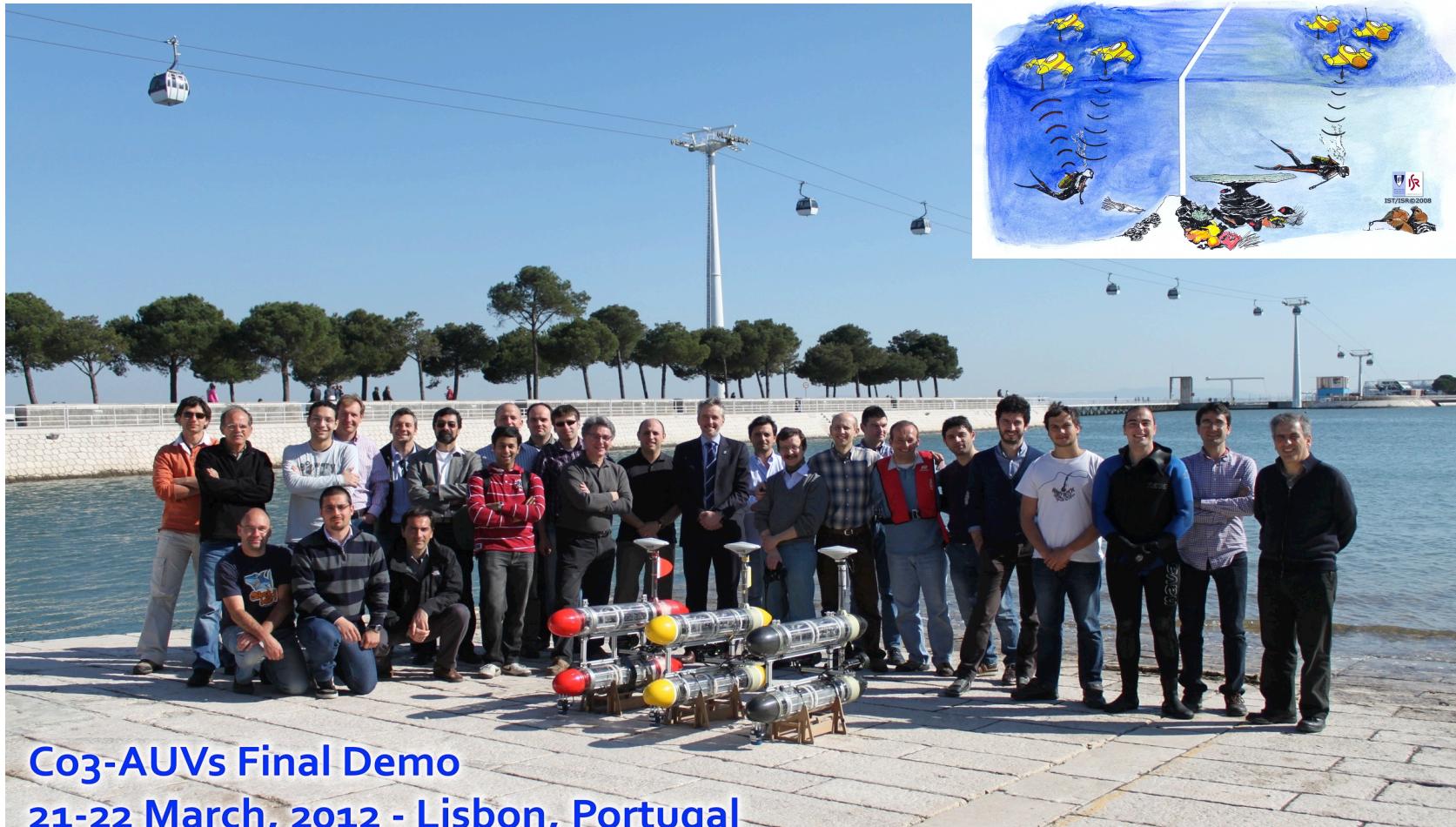


The work of many



EC-CO₃AUVs

2009-2012



Co3-AUVs Final Demo
21-22 March, 2012 - Lisbon, Portugal



FP7-ICT-2007-3 GA 231378 **CO3-AUVs**: Cooperative Cognitive Control for Autonomous Underwater Vehicles, 2009-2012

EC-MORPH

2012-2016

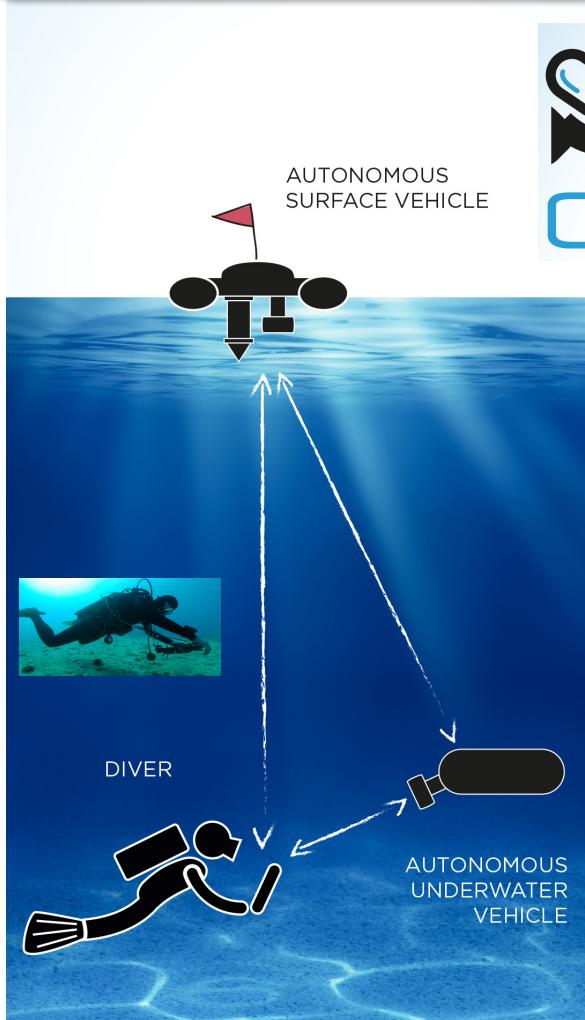


FP7-ICT-2011-7 GA 288704 **MORPH**: Marine Robotic System of Self-Organizing, Logically Linked Physical Nodes, 2012-2016

EC-CADDY

2014-2016

10



FP7-ICT-2013-2 GA 611373 **CADDY**: Cognitive Autonomous Diving Buddy,
2014-2016

EC-WiMUST

2015-2018

11



H2020-ICT-2014-1/ GA 645141 **WIMUST**: Widely Scalable Mobile Underwater Sonar Technology, 2015-2018

Marine Science, Technology, and Society - why the effort?

Ocean Exploration and Exploitation (OEE)

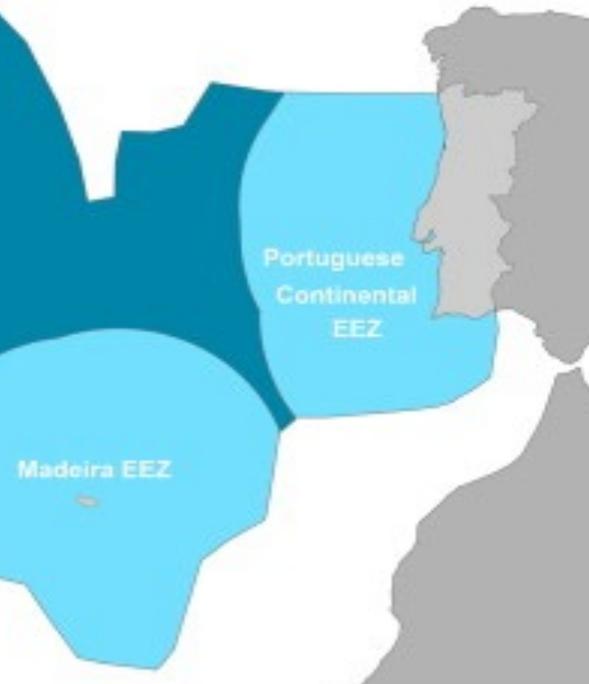
- Fisheries and Aquaculture
- Genetic and Living Resources
- Mineral / Hydrocarbon / Oil & Gas Exploitation
- Offshore and Wave Energy Harvesting
- Environmental Monitoring
- Critical Infrastructures Inspection
- Maritime Logistics



Portugal (an example)

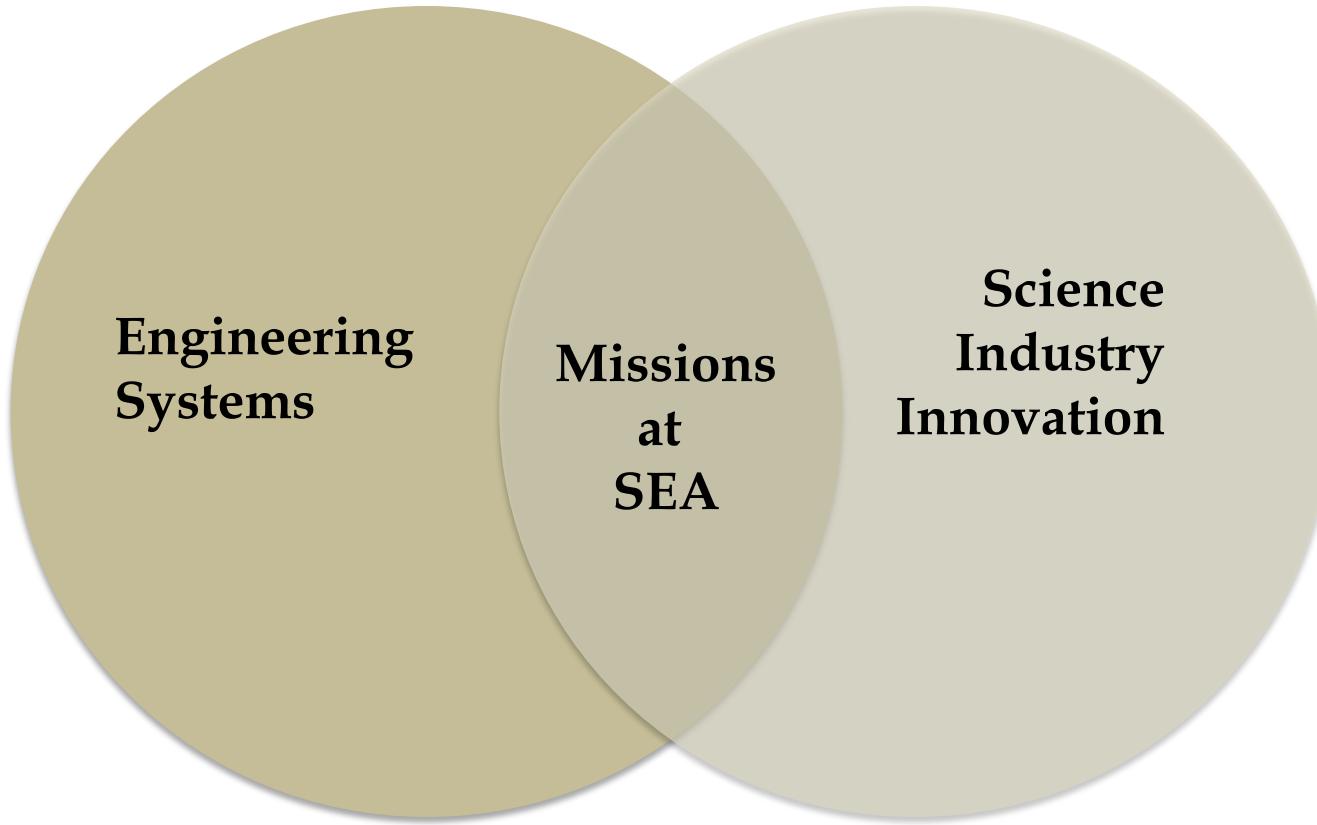
- Exclusive Economic Zone
- Extended Continental Shelf

4 million km²
91 % of EU territory (land)



Madeira EEZ

The Pillars of Ocean Exploration and Exploitation

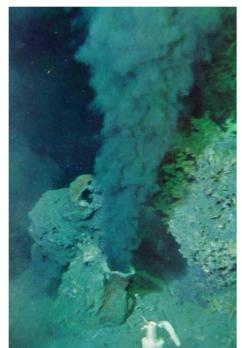
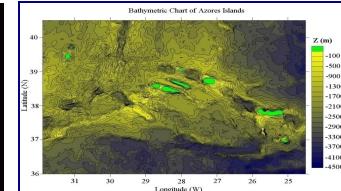
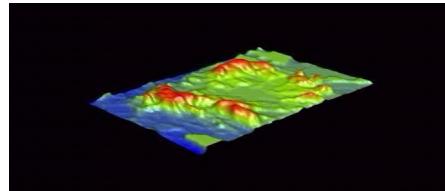
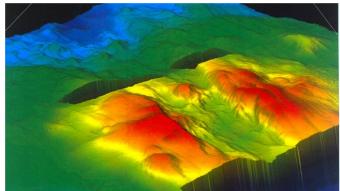
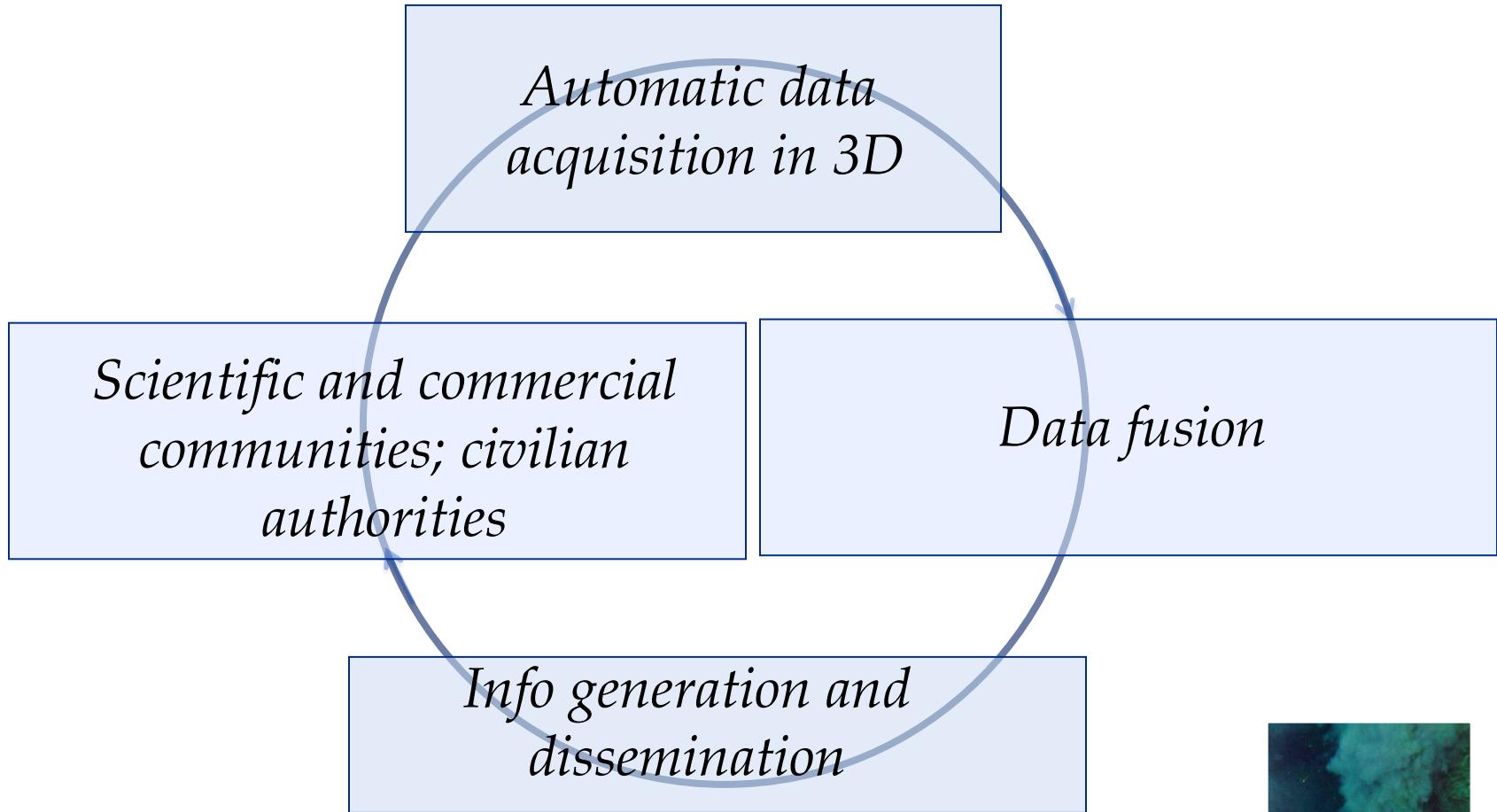


*I - Engineering Systems - Technology
II - Science, Industry, Innovation*

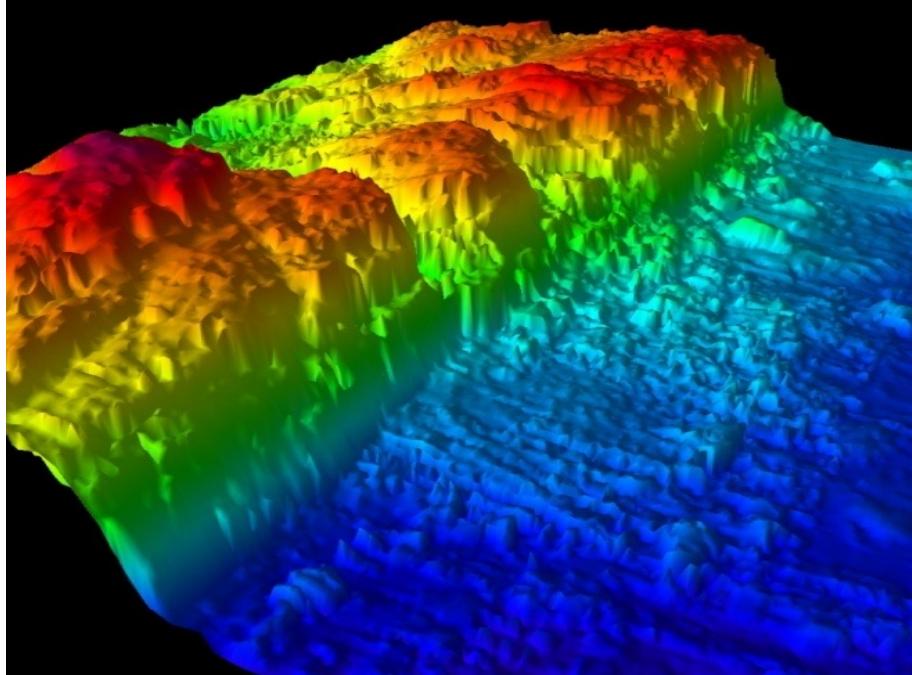
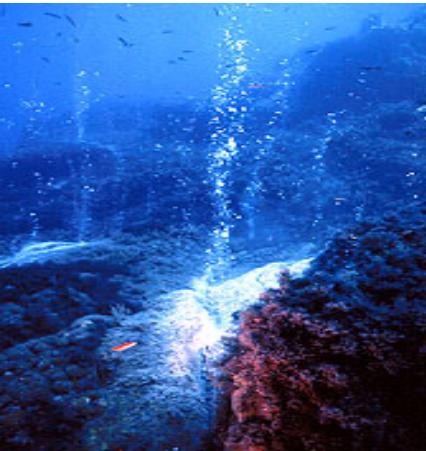
Knowledge Transfer, Outreach Activities



Technology for Science, Industry, and Management



Scientific Challenges



To study the
Physical,
Chemical,
Biologic,
and Geologic

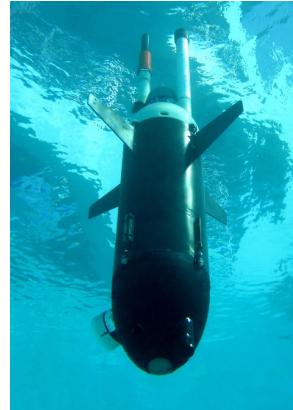
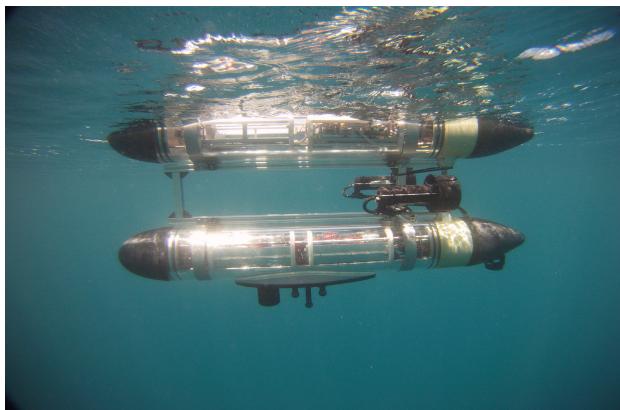
phenomena
that occur in the ocean
and its interfaces
(with the atmosphere
and the Earth's
interior)

Observe, Monitor, and Map

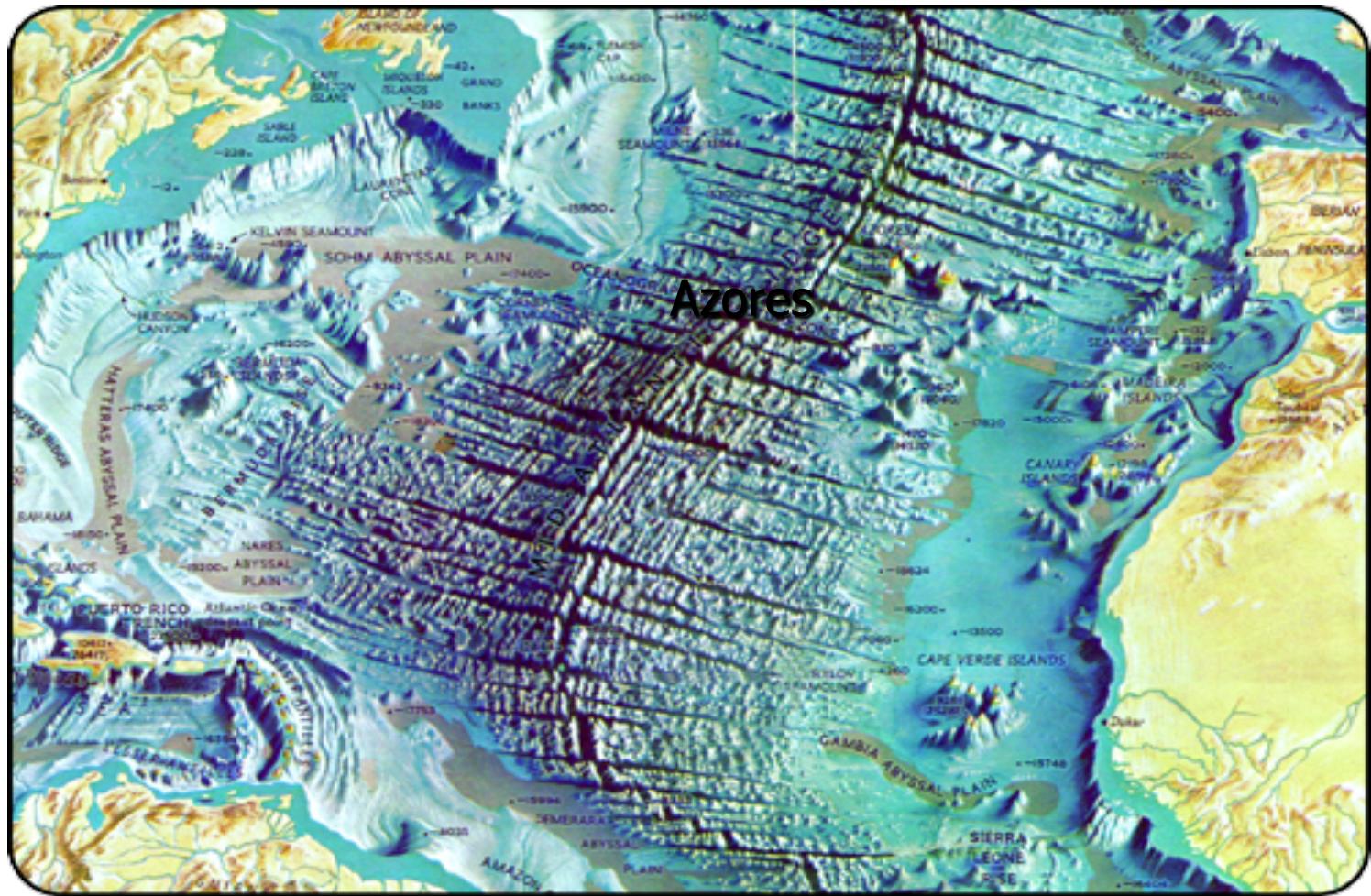


The tools of the trade

- Technologies for ocean exploration including networked air and marine robots
- Robotic systems for the inspection of critical marine infrastructures and seabed/subbottom mapping



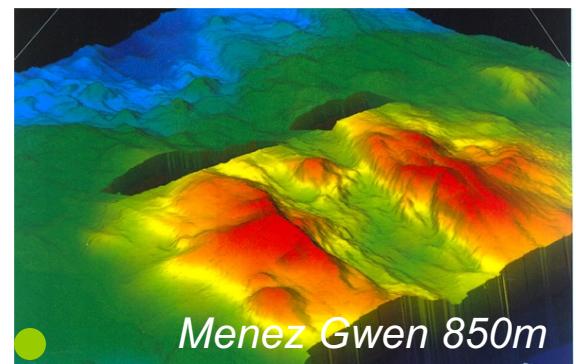
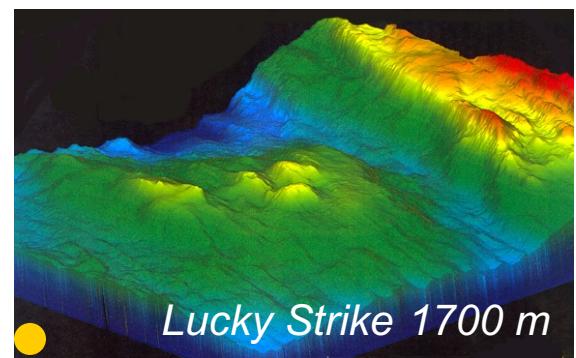
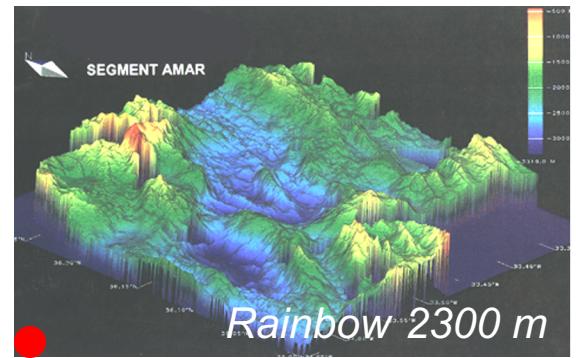
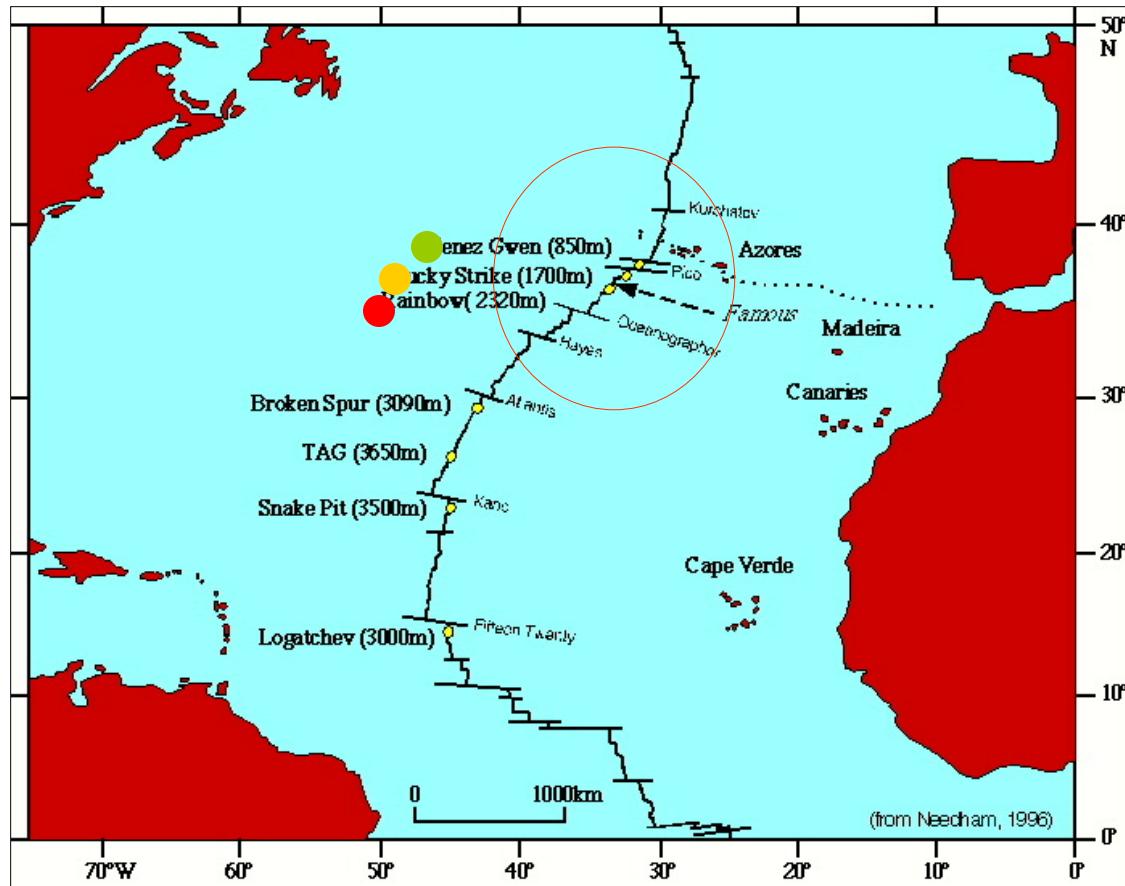
The Middle Atlantic Ridge and the Azores



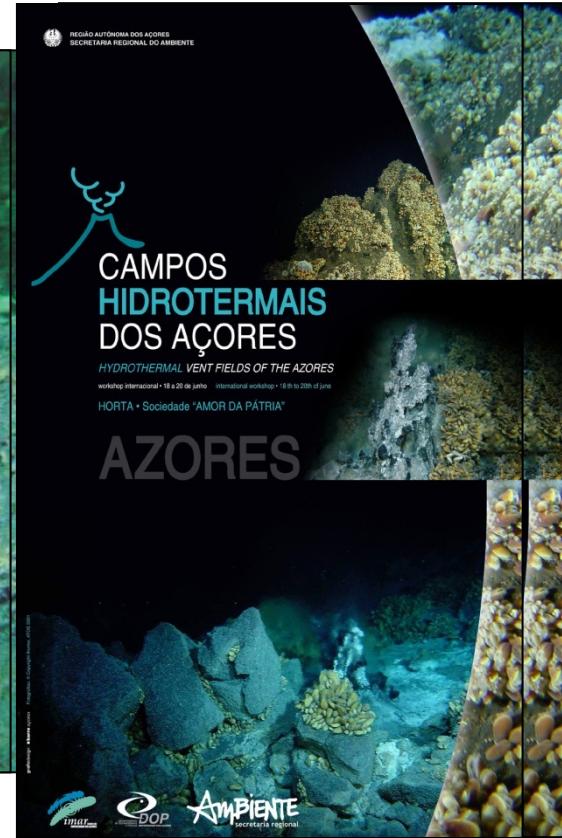
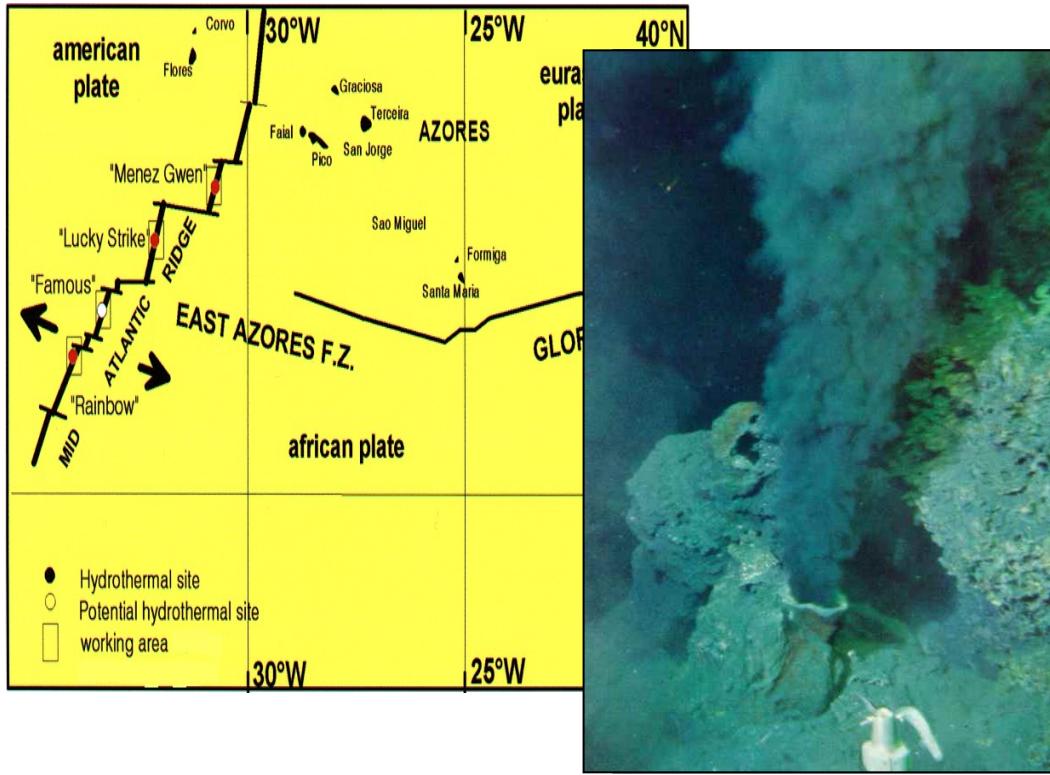
A chain of mountains at the bottom of the Atlantic ocean

Mission Scenario

Underwater Hydrothermal Vents (Azores, Portugal)



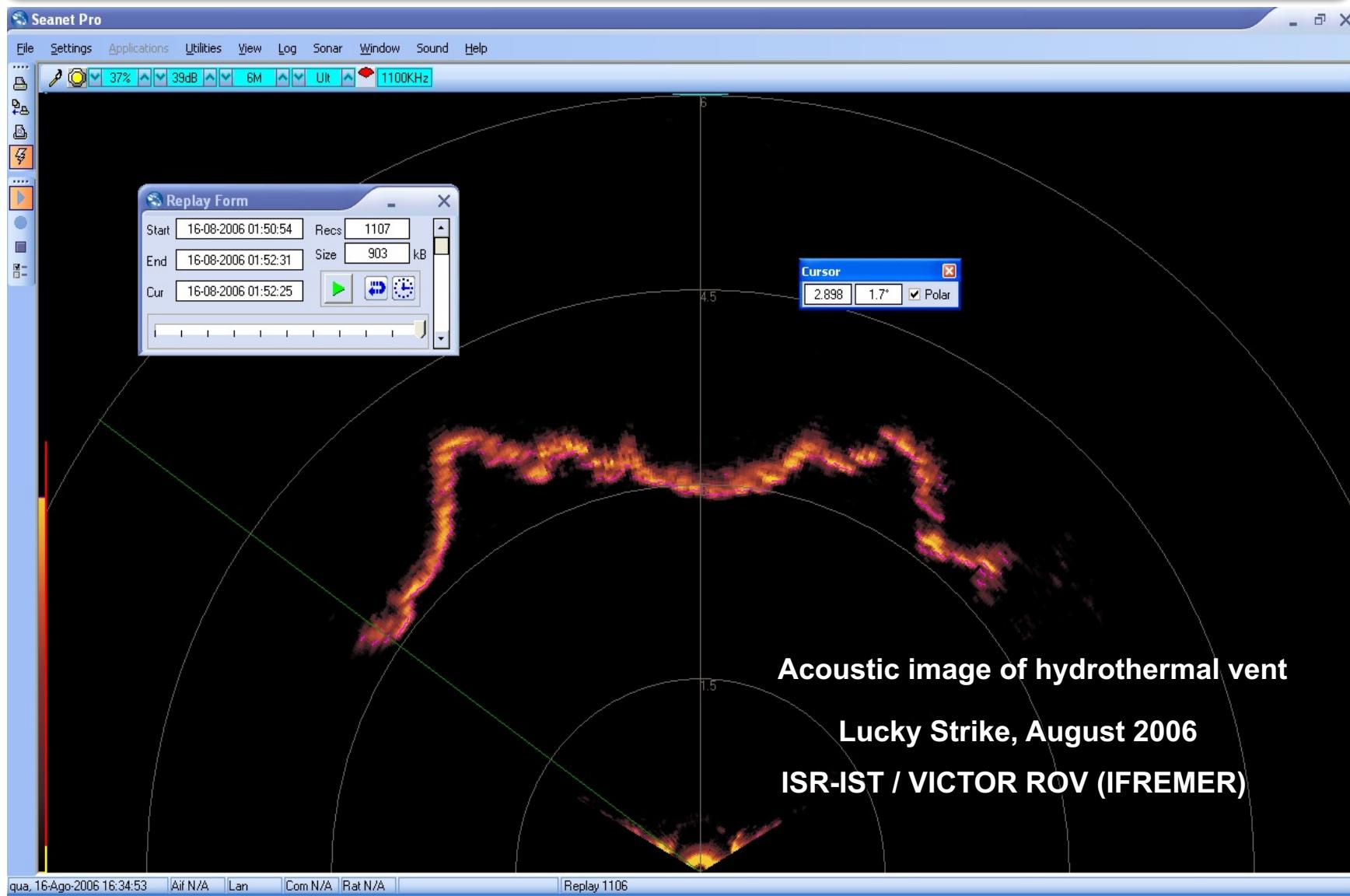
The Azores Triple Junction (ATP)



The region harbours a great variety of seamounts, active underwater volcanoes, chemosynthetic ecosystems, and "extreme" life forms (extremophiles)

Underwater Hydrothermal Vents

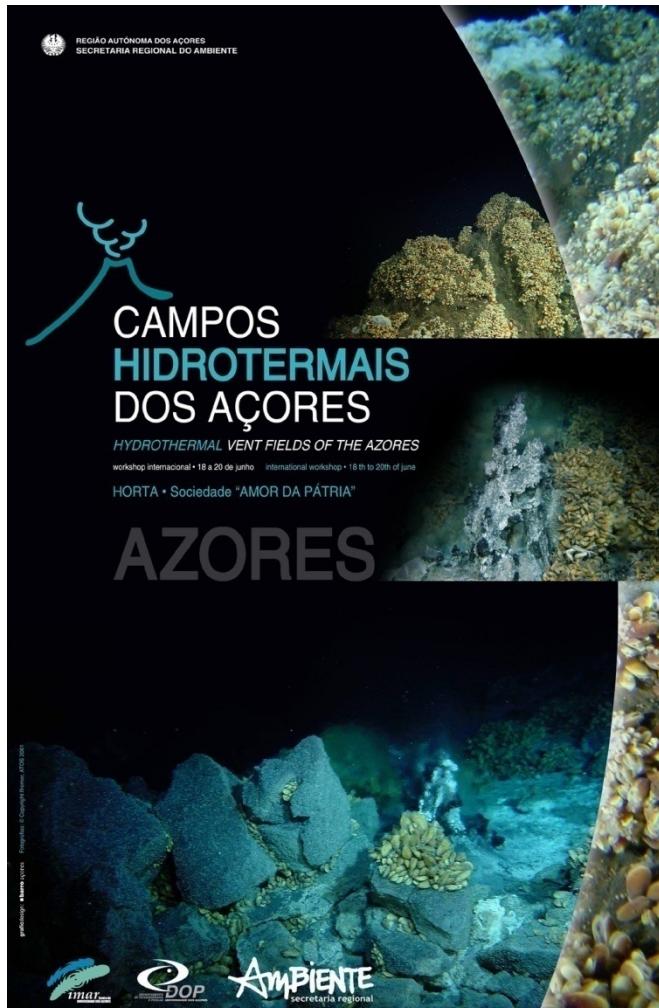
Deep Water Hydrothermal Vents



Underwater Hydrothermal Vents



The Need for Technology



Vents are very hard to study:

Large depth (pressure is high)

Highly corrosive environment

Lack of optical visibility

Navigation is a challenge (lack of a GPS-like system)

Submersibles: place human lives at risk

Shallow Water Hydrothermal Vents



Hydrothermal activity at
the D. João de Castro
seamount
Azores, PT

Single Agent Operations: shallow water



No humans on board, please



Use an Autonomous Surface Vehicle to MAP the seafloor



Mapping the seabed with an ASV

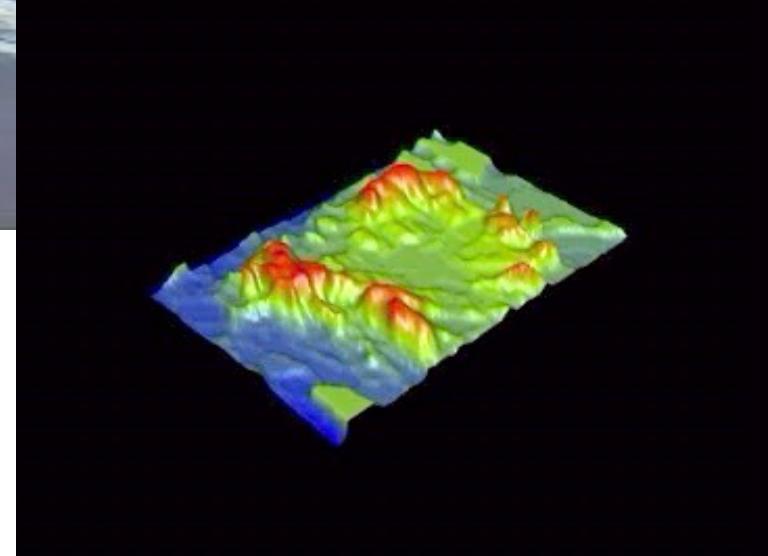


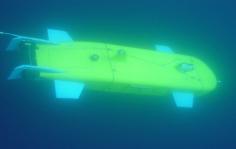
Systems in place:
Navigation, Guidance and Control for Path Following

Navigation: GPS

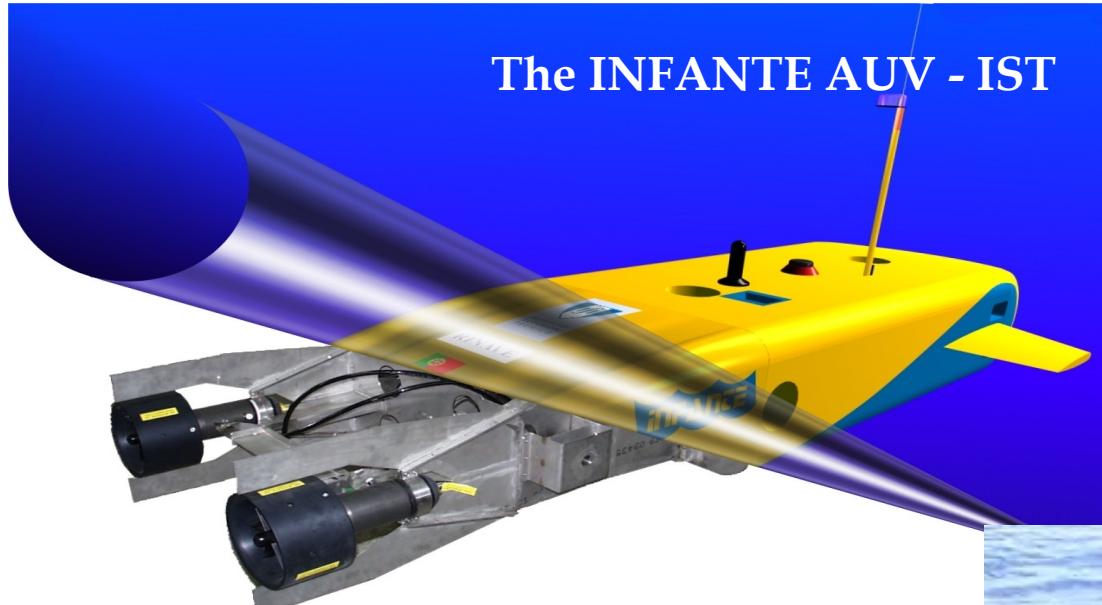
Comms: radio

Path following:
Inner-outer loops for accurate tracking in the face of ocean currents and wind.





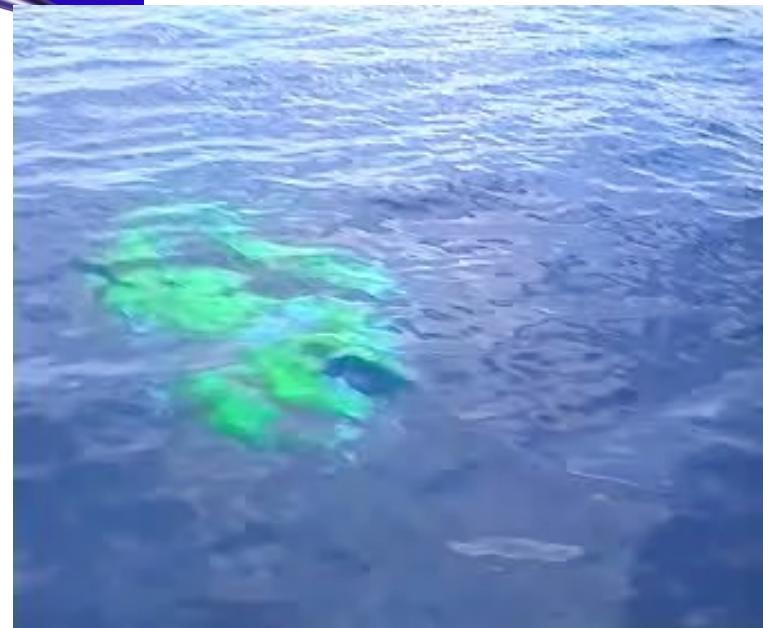
Go deeper with an AUV



Navigation:
Dead-reckoning
(AHRS and Doppler
unit)

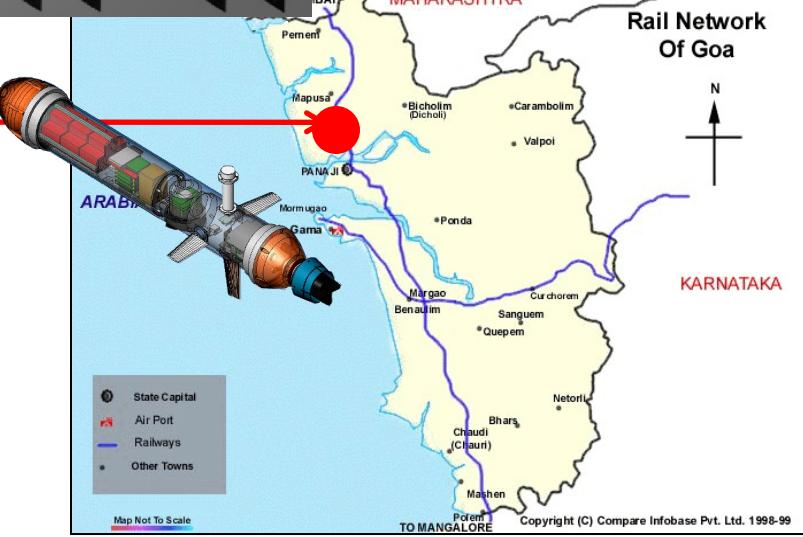
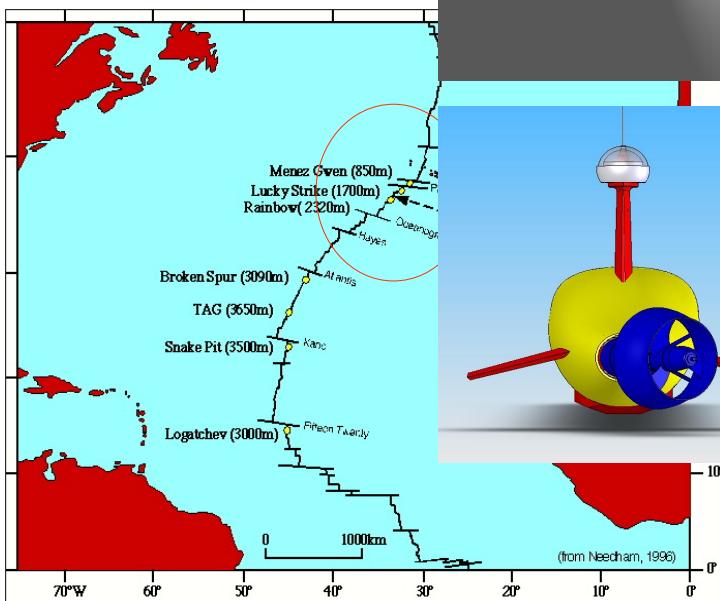
Comms: acoustic

Systems in place:
NGC for
• *Path Following in 3D*
• *Altitude Control*
Mapping sensor suites

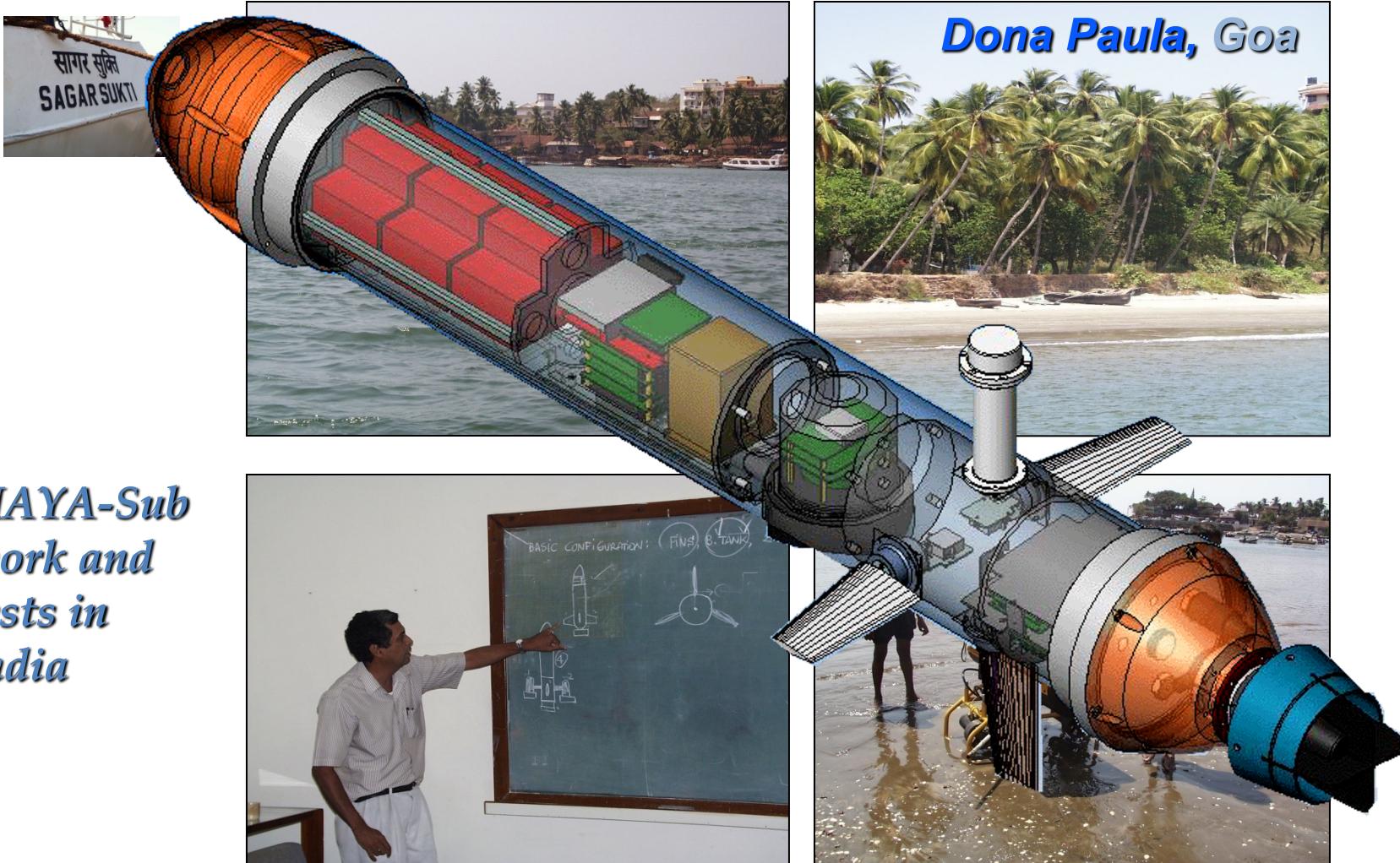


Cooperation with Goa (NIO)

Meeting IN-PT
(since 1999)



The MAYA AUV - IST/NIO



*MAYA-Sub
work and
tests in
India*

Interchange of Researchers PT-INDIA; co-project via Web

The MAYA AUV - IST/NIO



*MAYA-Sub
work and
tests in
India*

Interchange of Researchers PT-INDIA; co-project via Web

Cooperation with India (NIO and NIOT)



Work and tests in India



Maya
माया

Amthnem, Goa



Cooperation with India (NIO and NIOT)



Cooperation with India (NIO and NIOT)

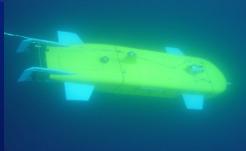


India - Portugal



Maya
माया

MAYA - AUV



Penetrating the Deep Sea

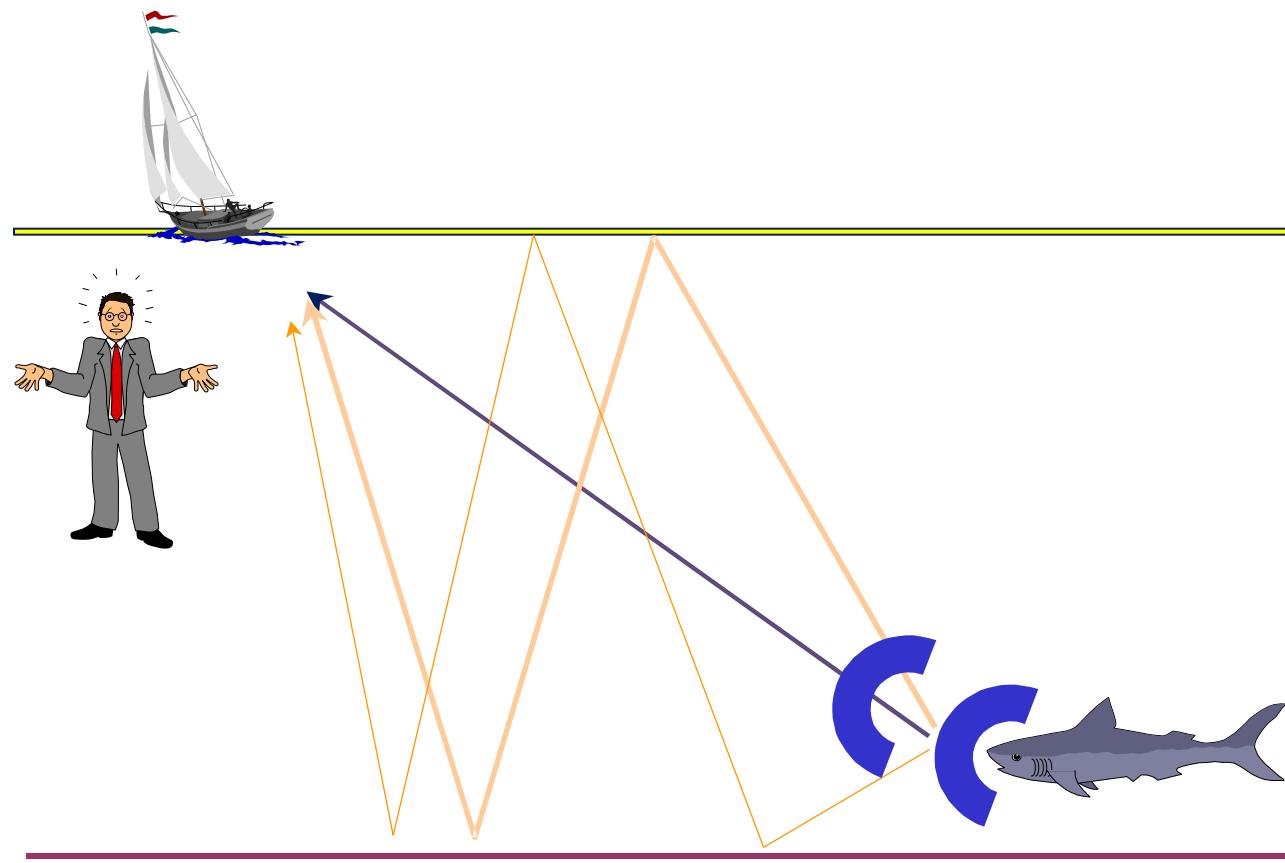
Challenges

- Tremendous pressure
- Highly corrosive environments
- Lack of optical visibility
- Navigation is exceedingly hard (no GPS)
- Low acoustic communication bandwidth (32kb/s)



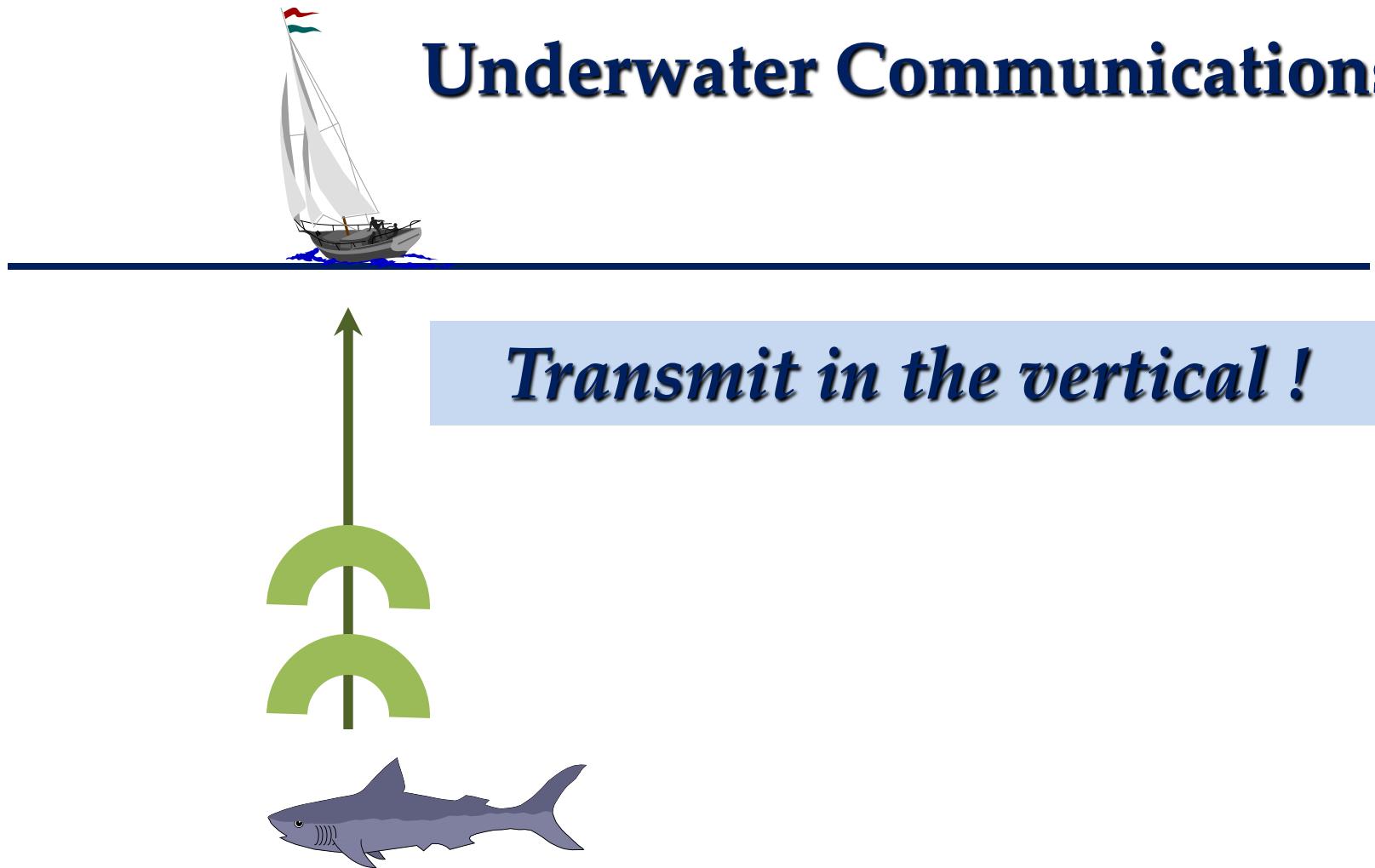
Opening the multiple vehicle frontier

Underwater Communications - *very hard!*



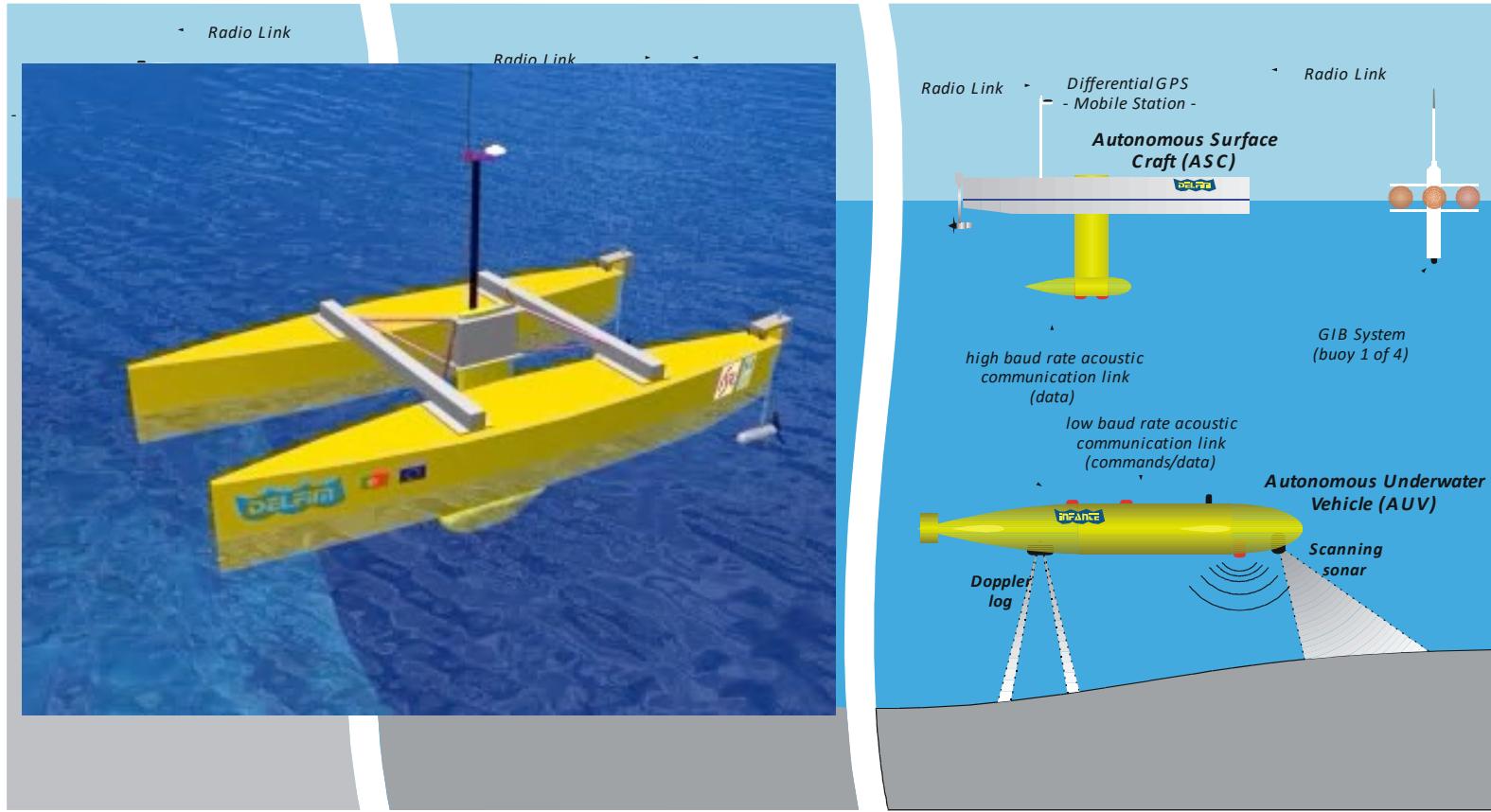
Opening the multiple vehicle frontier

Underwater Communications



Multi-vehicle operations

The ASIMOV concept (ASIMOV project, EC – 2000) – PT, FR, UK



Difficulties: no reliable comms, miniaturized acoustic positioning systems, and tools for seamless implementation of Motion and Mission Control systems (ROS was not born yet!)

Neworked Systems : a New Era (2009 -)

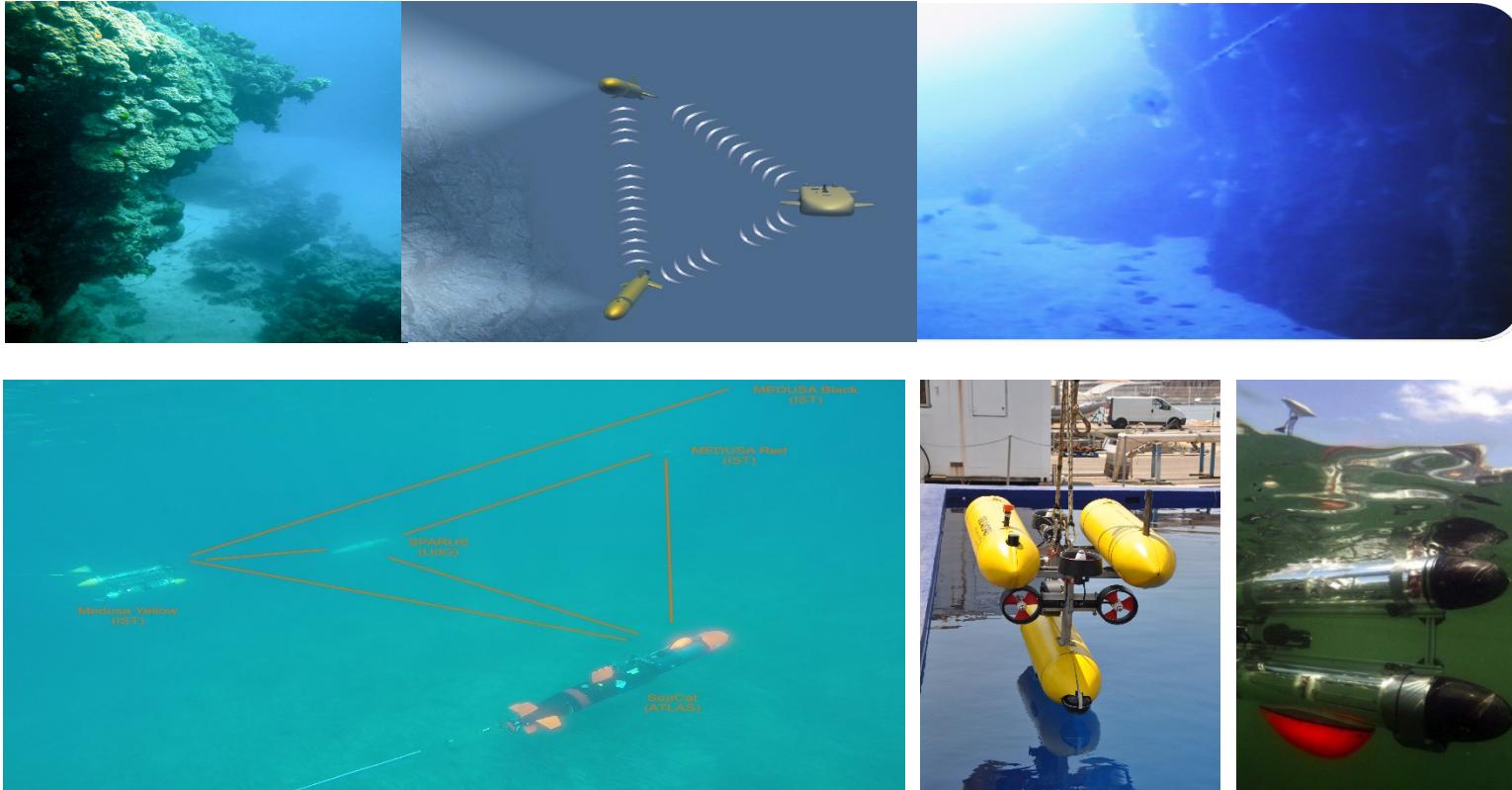


Miniaturized USBL + Ranging Device + Acoustic Modems
[Evolitics, Germany]

and Control

MORPH / EC (2012-2016)

Cooperative Marine Robots for Marine Habitat Mapping in Complex Underwater Environments: A New Paradigm



ATLAS ELEKTRONIK
A joint company of ThyssenKrupp and EADS



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de Girona

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UNIVERSITY

Consiglio
Nazionale delle
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ILMENAU

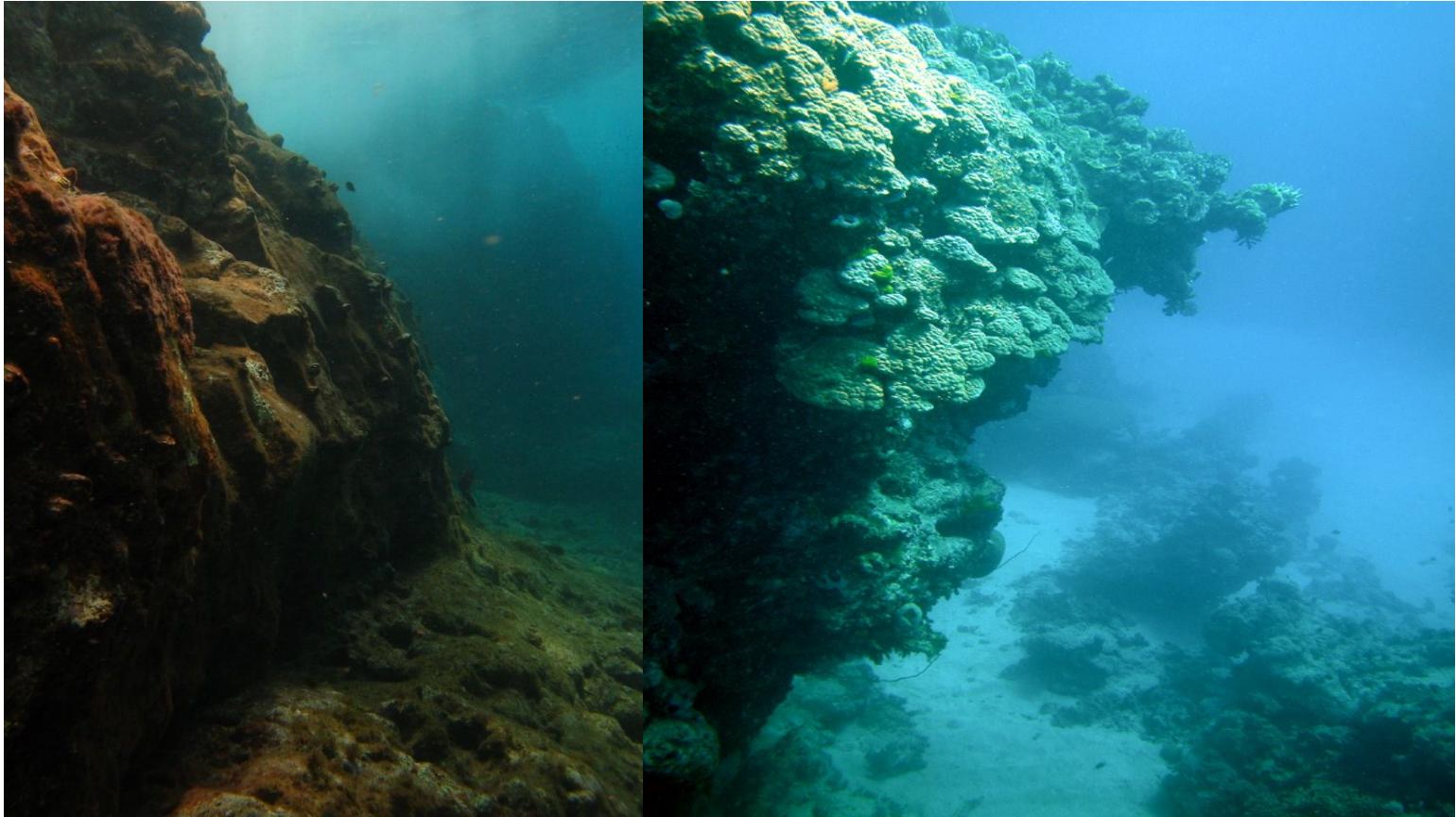
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DE
OCEANOGRAFIA
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S&I
organization
CMRE



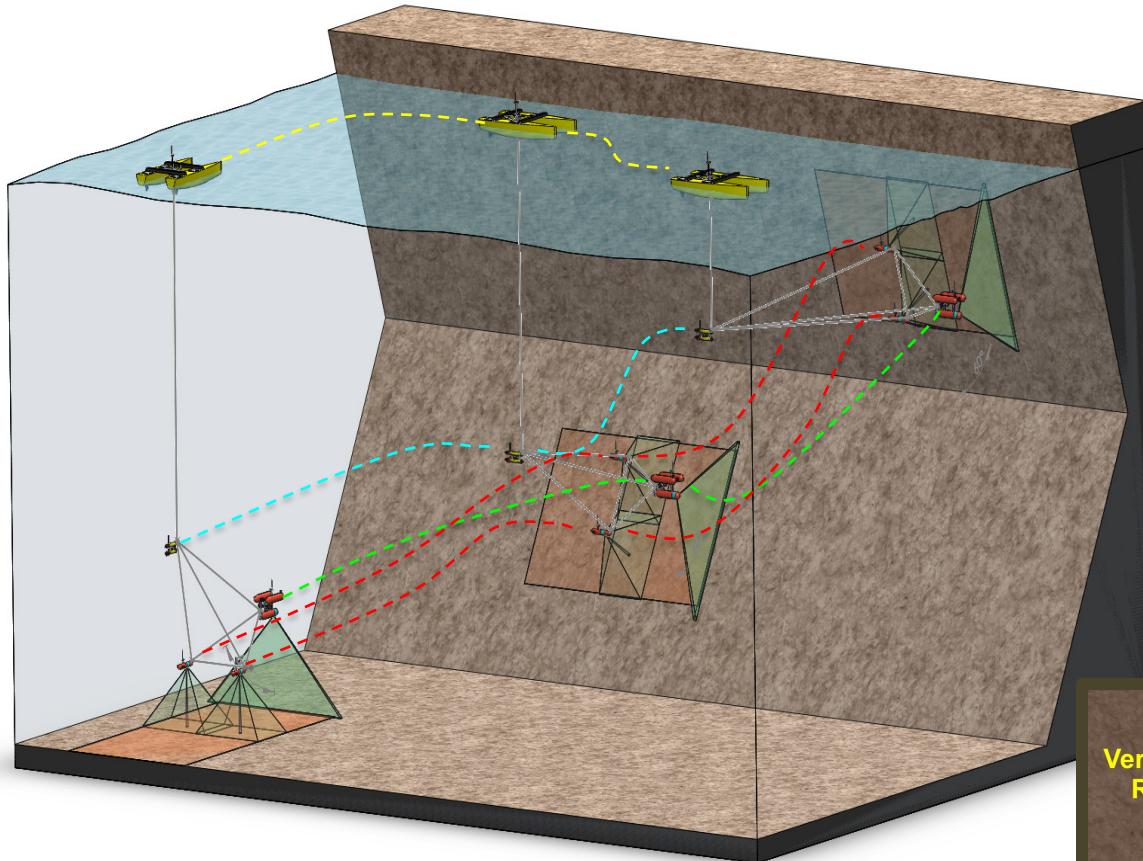
MORPH / EC (2012-2016)

Habitat Mapping in complex 3D environments



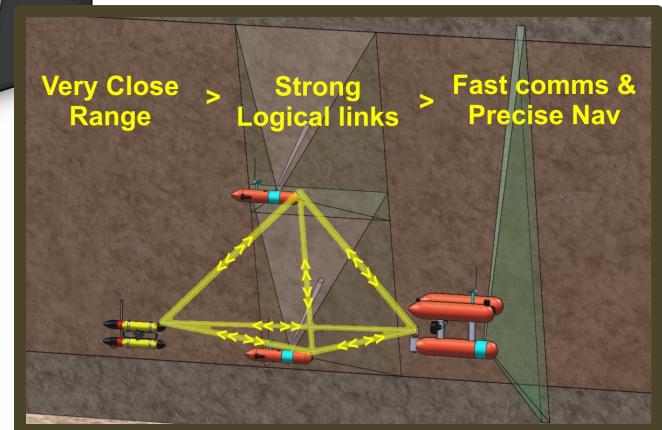
Underwater cliffs, canyon walls, fracture zones, seamount flanks, hydrothermal chimneys

MORPH / EC (2012-2016)

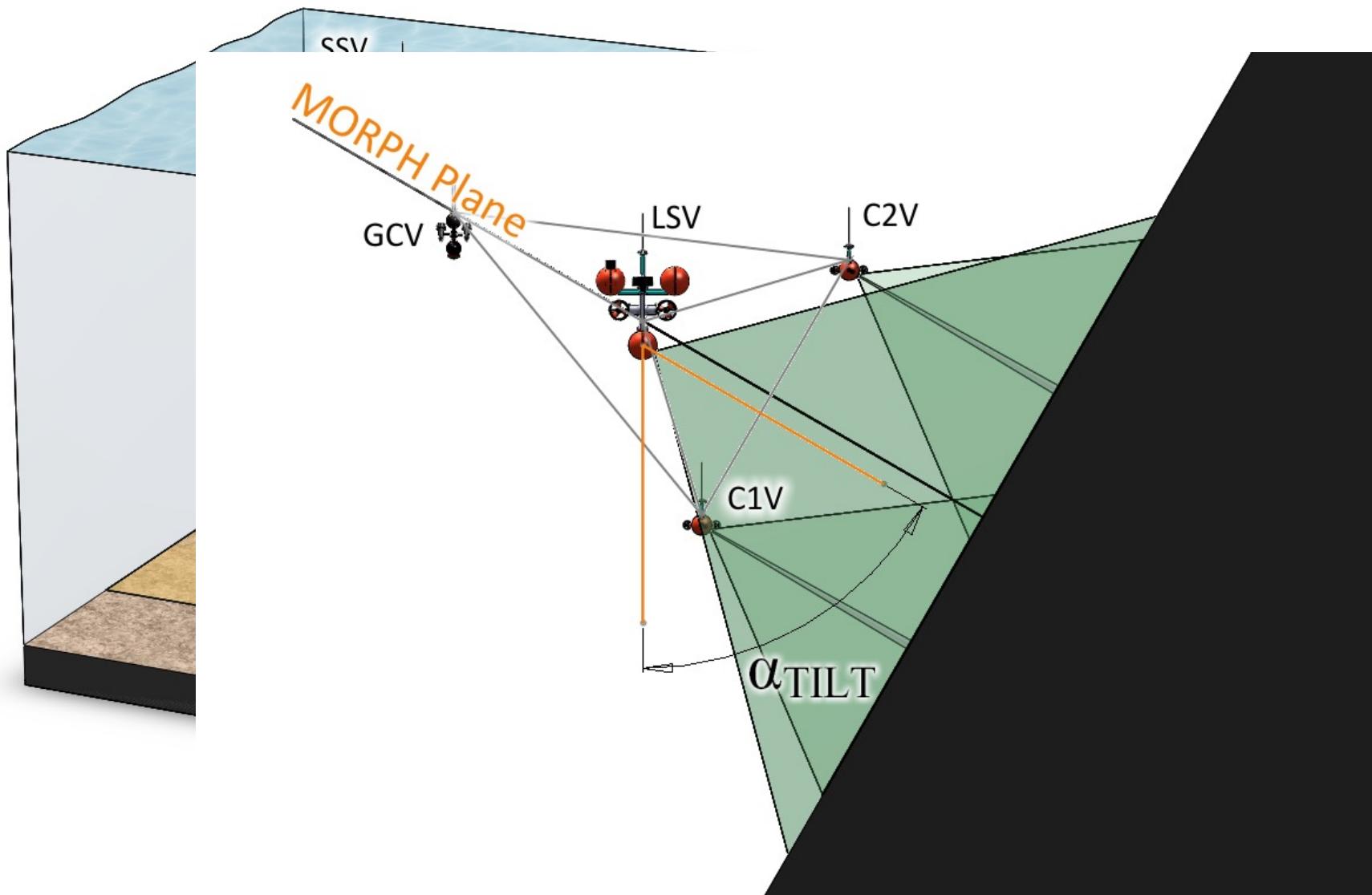


A team of agents
operating as a
virtual super
marine vehicle

Key MORPH concept:
*a self-reconfiguring robot for operations in
complex 3D marine environments*

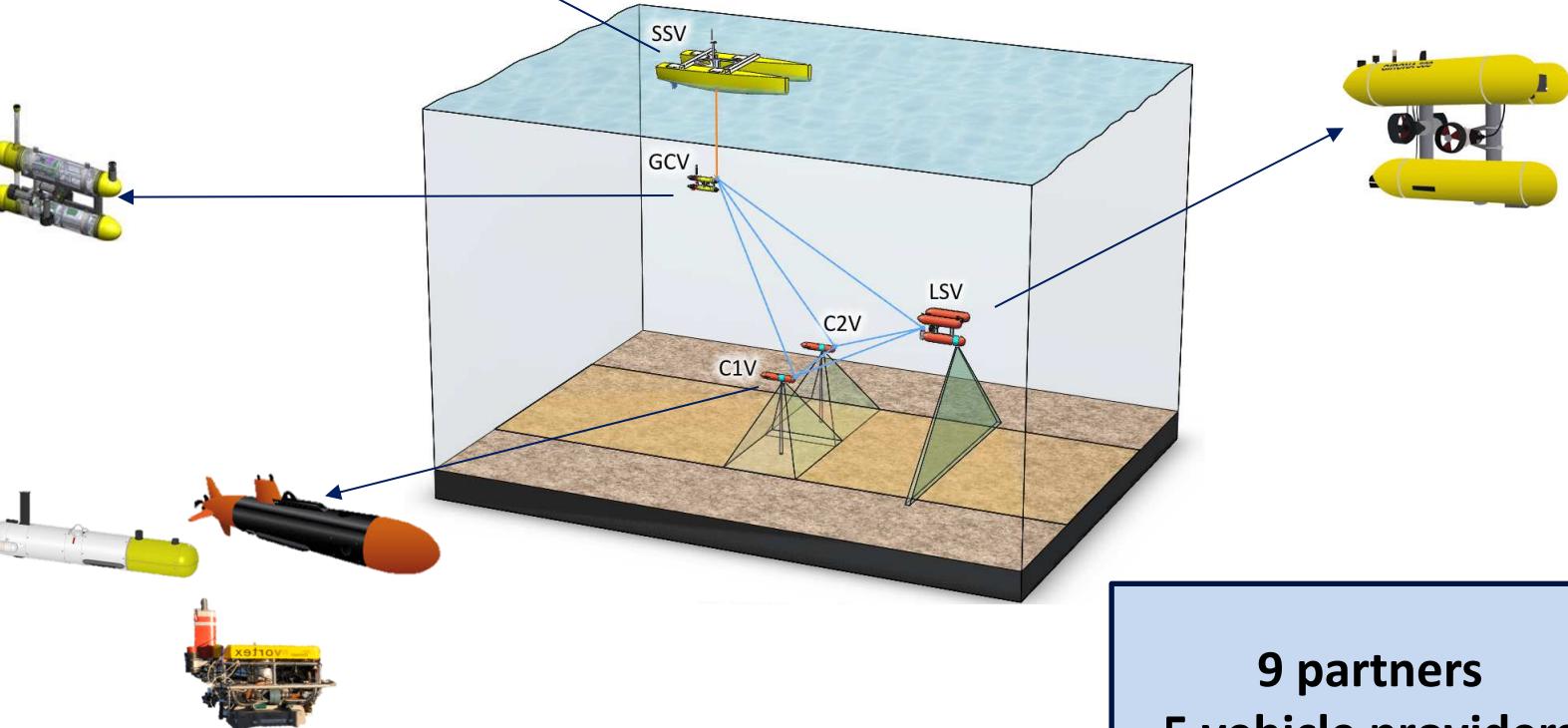


The adaptive MORPH configuration





MORPH Vehicles



9 partners
5 vehicle providers



ATLAS ELEKTRONIK
A joint company of ThyssenKrupp and EADS



ILMENAU UNIVERSITY OF
TECHNOLOGY



MORPH / EC (2012-2016)

Cooperative Marine Robots for Marine Habitat Mapping in Complex Underwater Environments: A New Paradigm

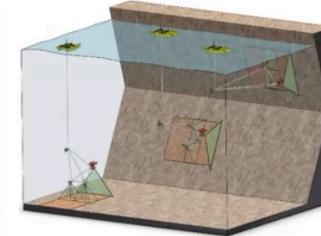
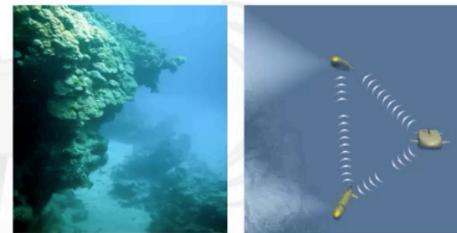


*Mapping of
vertical walls*



Video mosaic

MORPH Azores, PT, 2014



**Marine robotics system of self-organizing
logically linked physical nodes**

Azores trials 2014



ATLAS ELEKTRONIK
A joint company of ThyssenKrupp and EADS



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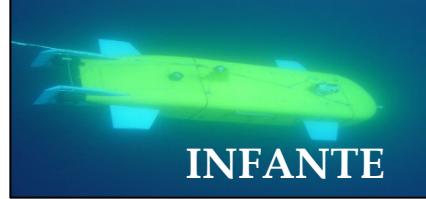
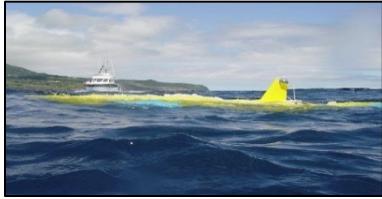
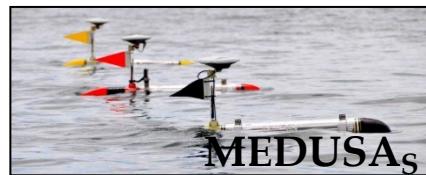
MORPH Girona , SP, 2015



Making it all happen: UAVs, AUVs, ASVS

Transition from the Lab to the Real World

through *in-house development of advanced systems and tools* (e.g. marine and air robots, software tools for operational oceanography).



Fleet of 3 autonomous surface and 4 underwater robots
Several air vehicles

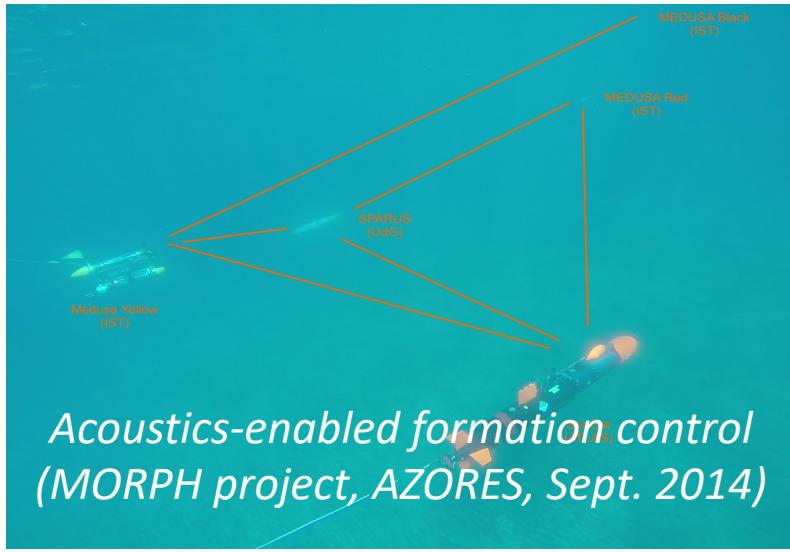
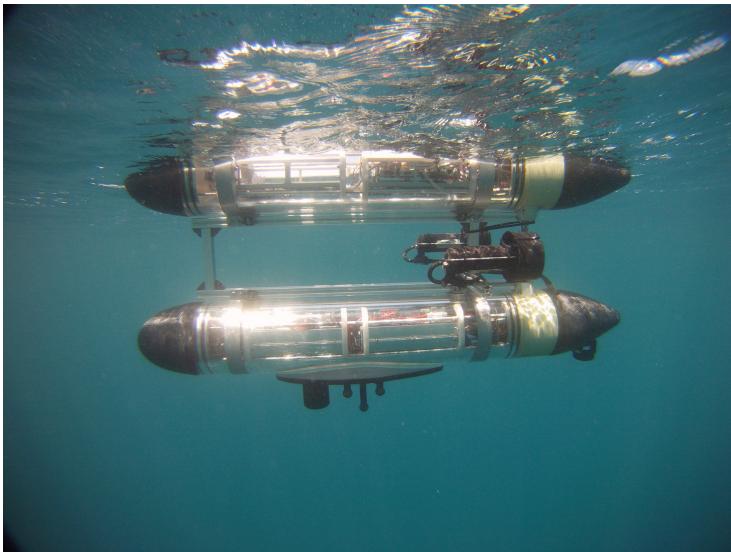
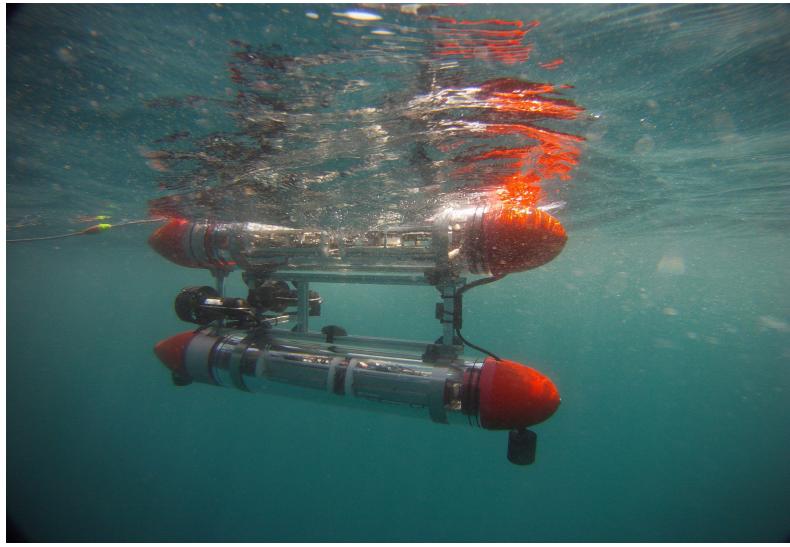
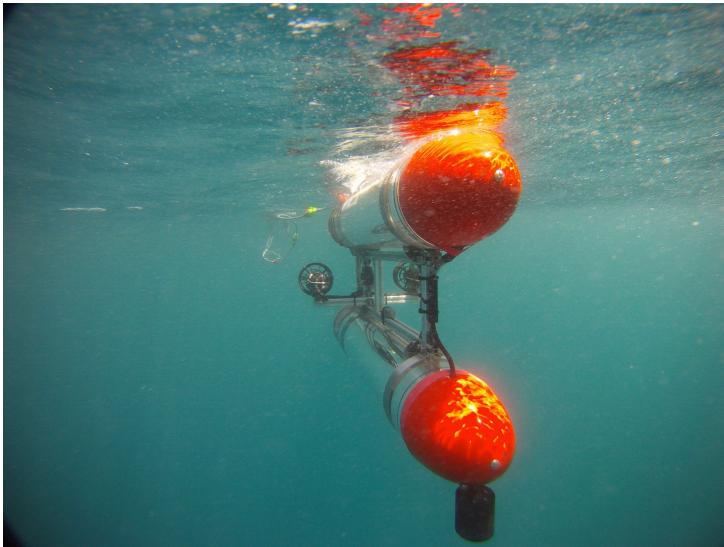


The sea-going machines



The MEDUSA vehicles

Labs and equipment



The MEDUSA-class vehicles (AUV/ASV)





3 MEDUSAs can be transported in a van or small trailer



The same cart can be used to deploy/recover the vehicle

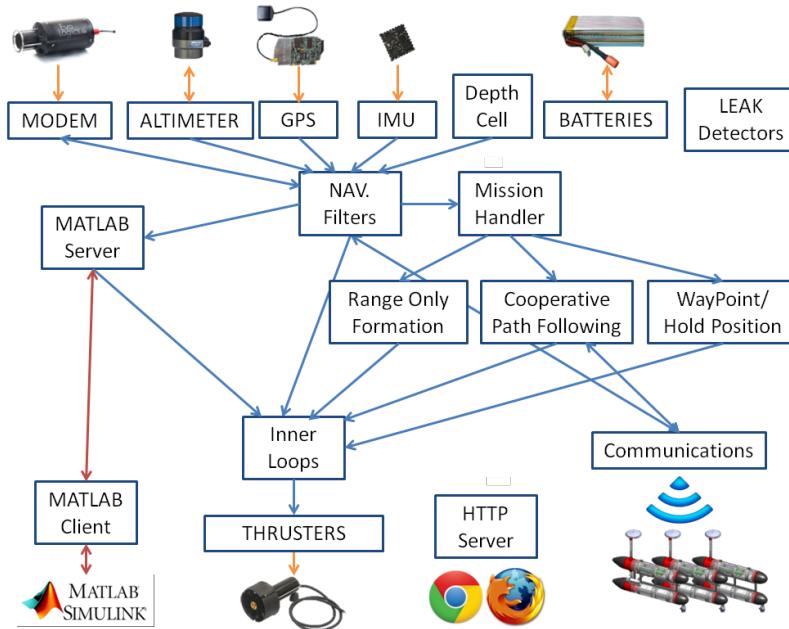


Transportation to water by a single person in a cart



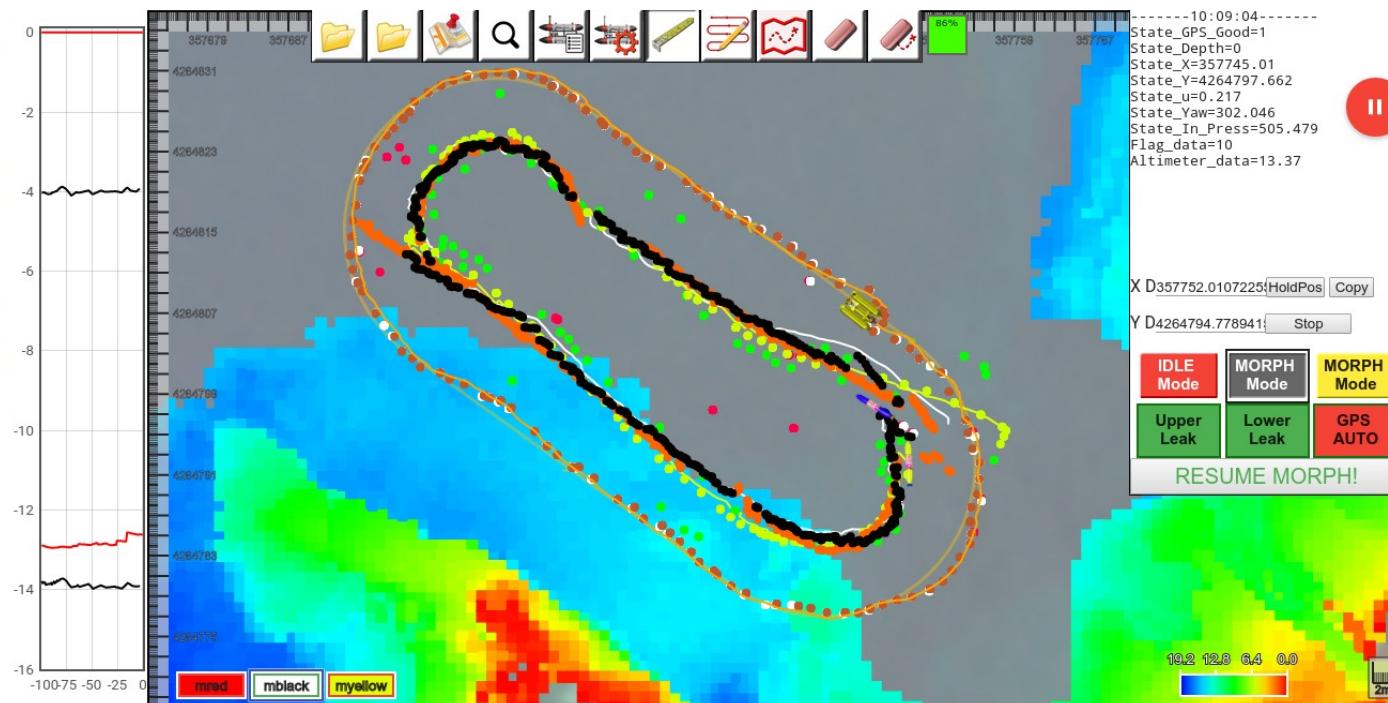
Software architecture overview

- Built in **ROS** (Robot Operating System)
- Easy to extend: create *nodes* that *subscribe* to existing *topics* to obtain information, then *publish* to other *topics* related to lower-level features
- Lots of *packages* publicly available from the community



Mission control console

- Browser-based: works in different OSs and browsers, adopting Google's *Material Design* guidelines – ongoing
- Enables operator to visualize vehicle positions in a map, monitor vehicle states, issue commands to vehicles
- Design/load complex missions or bathymetry data from files

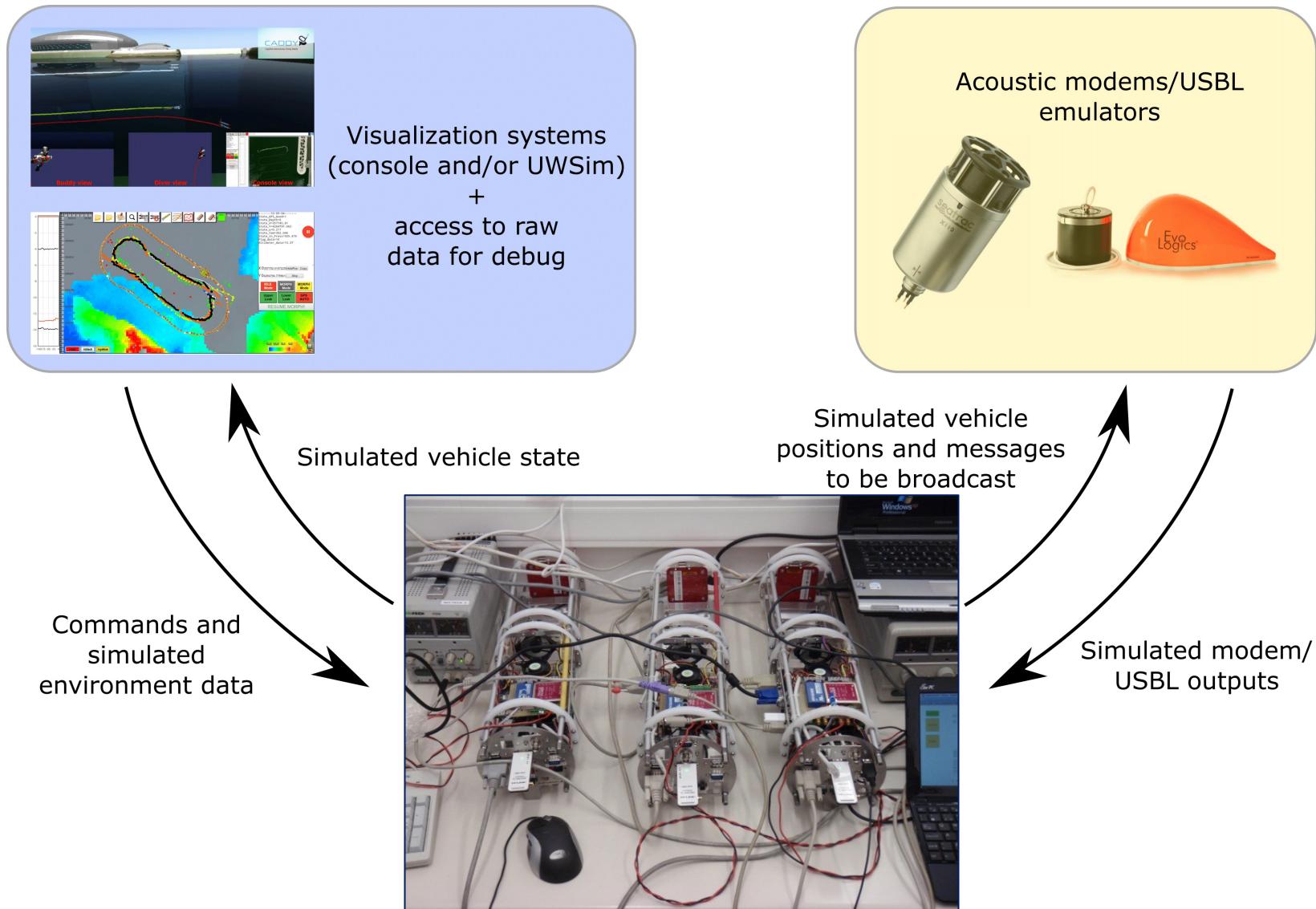


Mission programming

- Draw missions containing complex shapes by connecting segments
- Can be exported and imported through mission files



Simulation pipeline

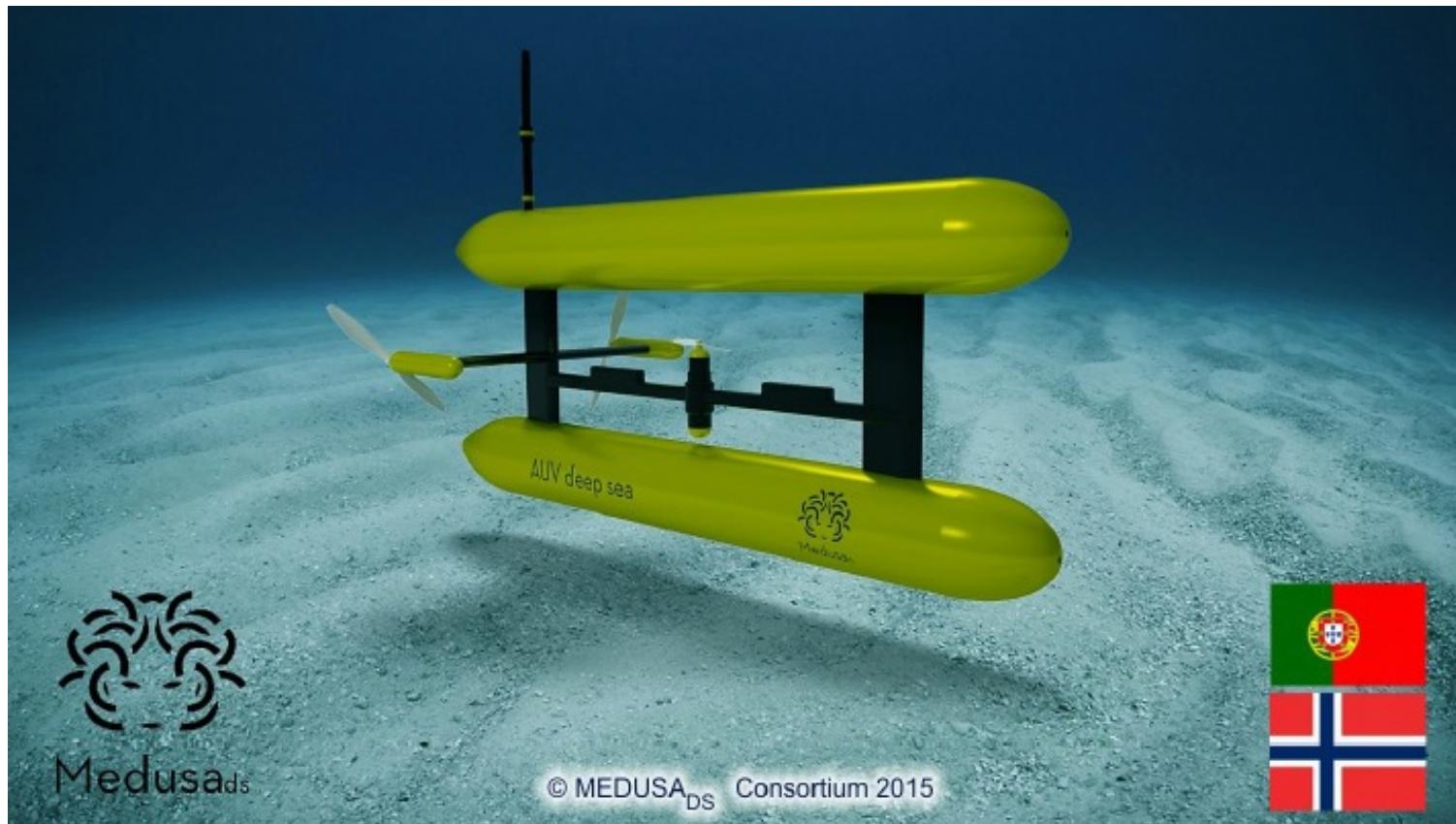




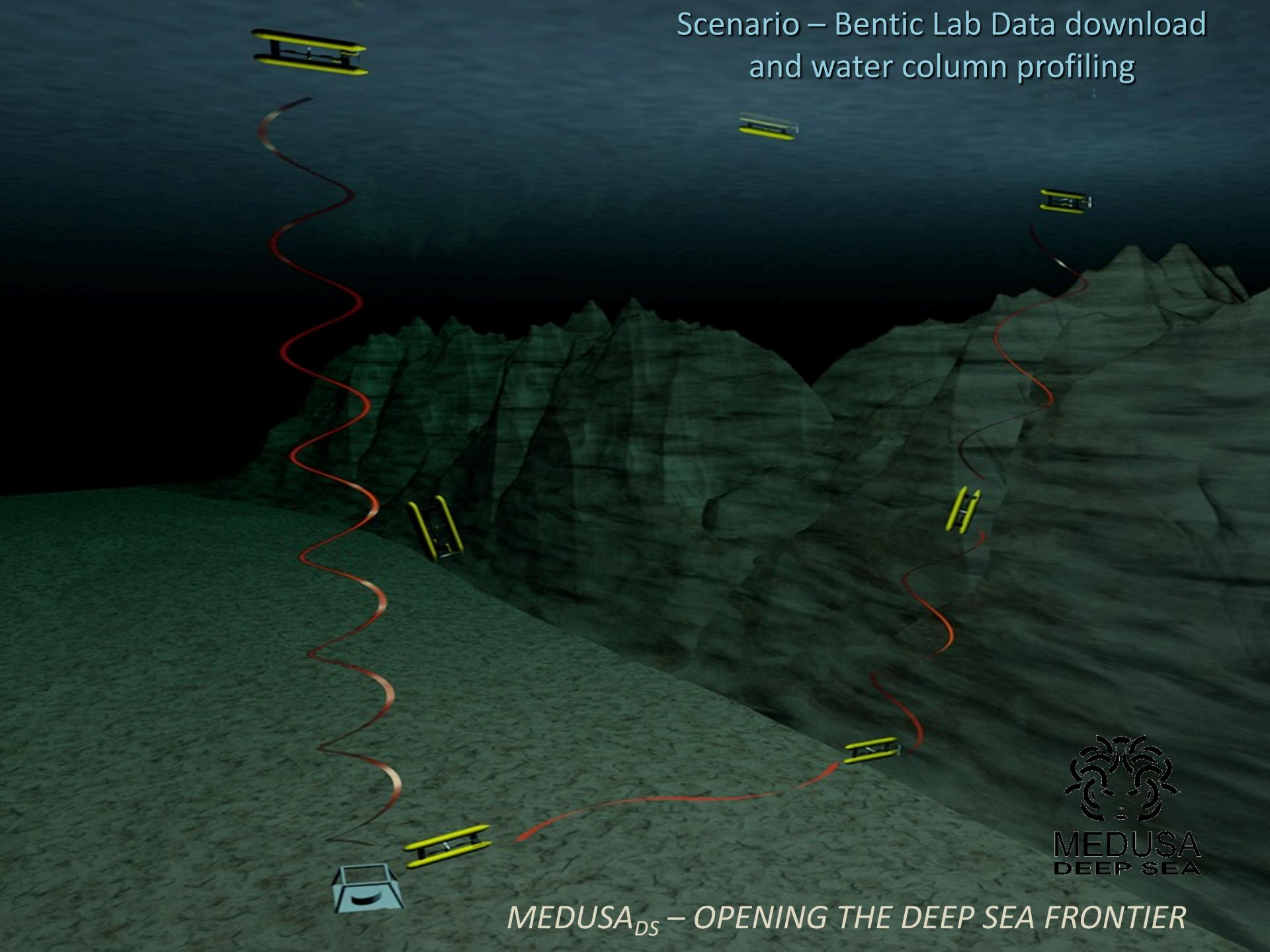
“MEDUSA_{DS} – OPENING THE DEEP SEA FRONTIER”

(2015-2017)

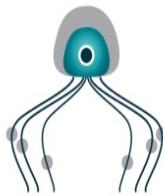
MEDUSA_{DS} / EC (2015-2017)



Scenario – Benthic Lab Data download
and water column profiling

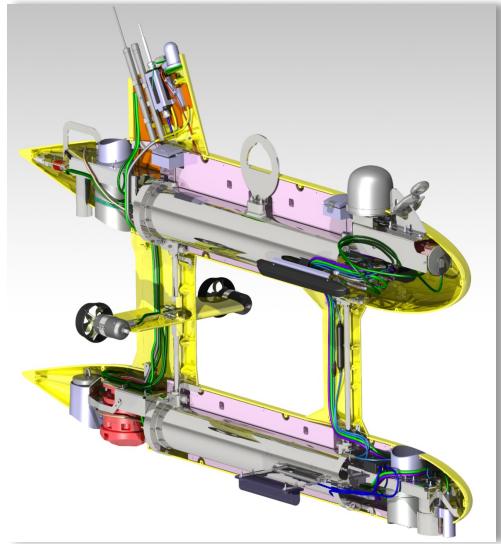


MEDUSA_{DS} – OPENING THE DEEP SEA FRONTIER



MEDUSA
DEEP SEA

OPENING THE DEEP-SEA FRONTIER



*Tales of
Housing pre*



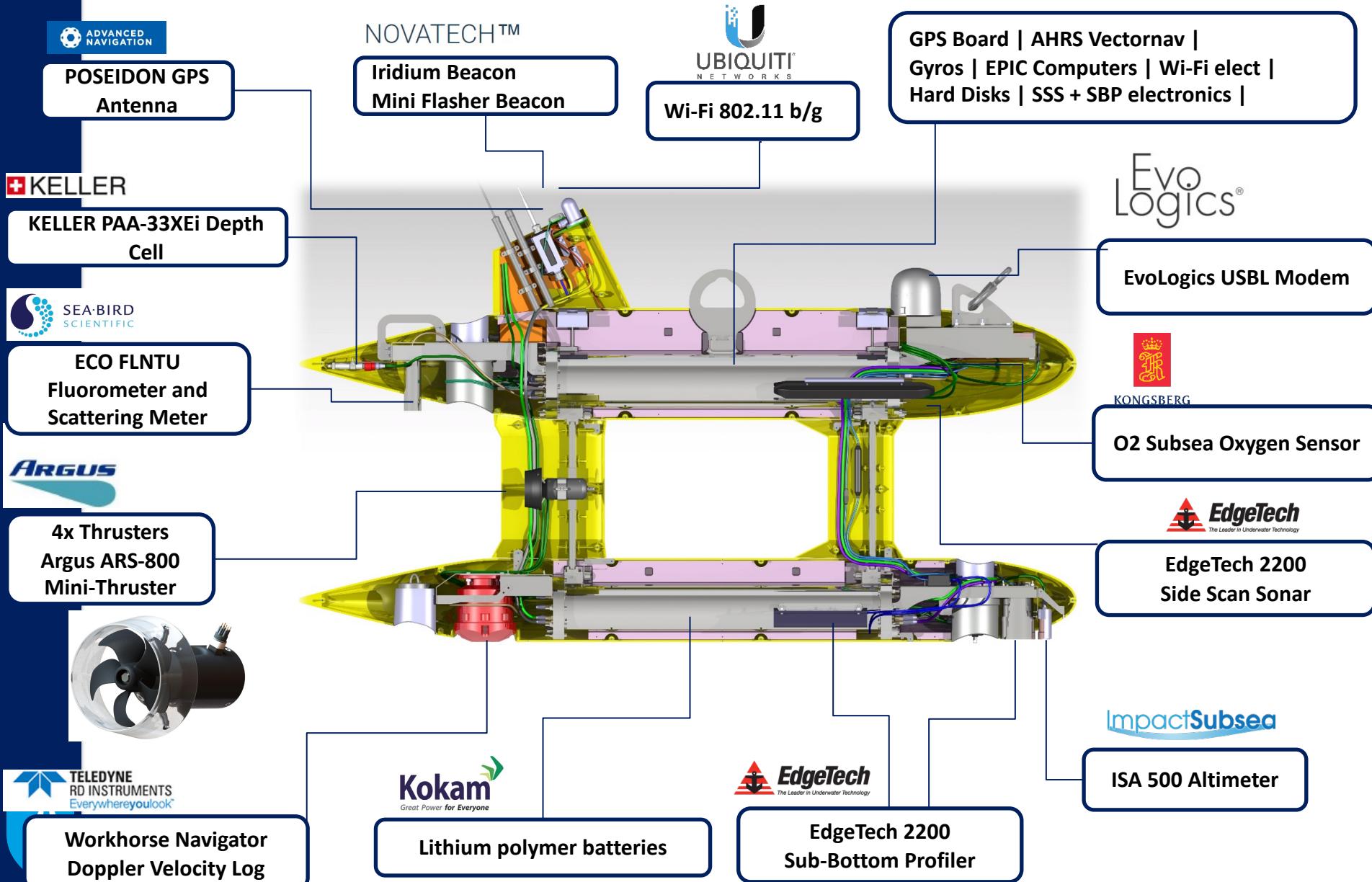
Scenario – Benthic Lab Data download and water column profiling



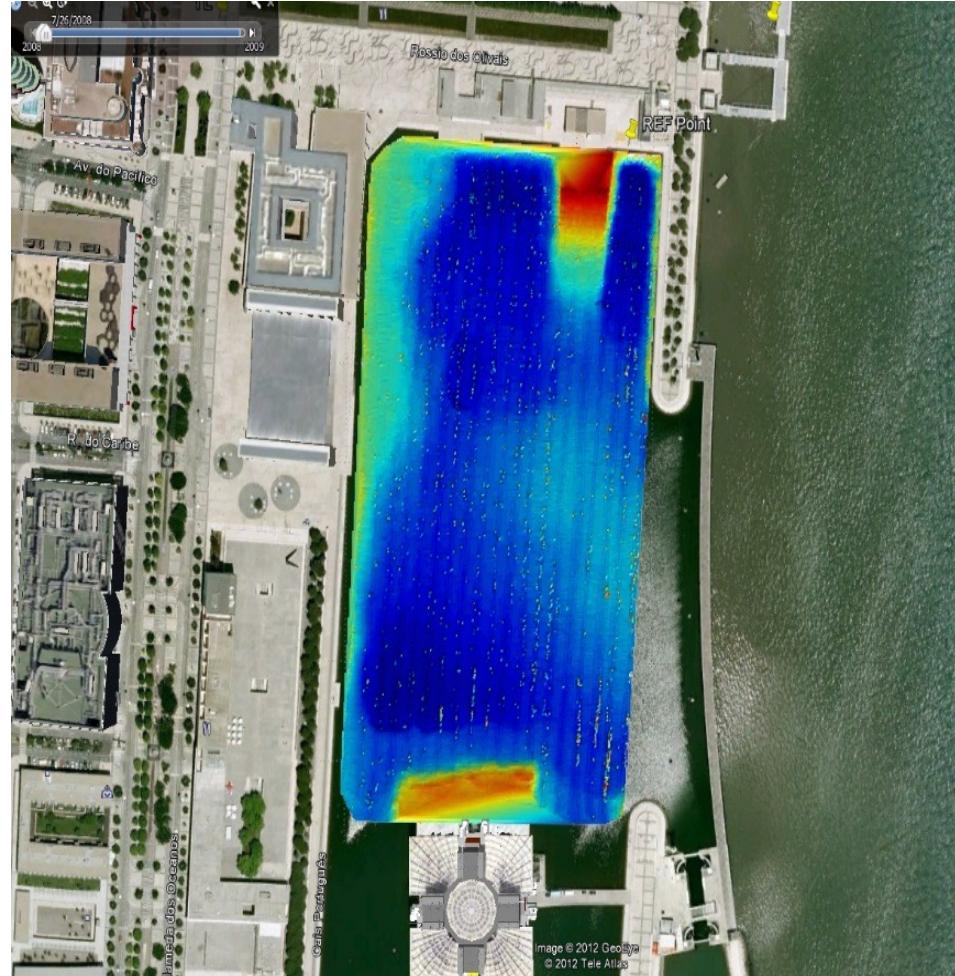
MEDUSA
DEEP SEA

MEDUSA_{DS} – OPENING THE DEEP SEA FRONTIER

System Breakdown



Test Facilities

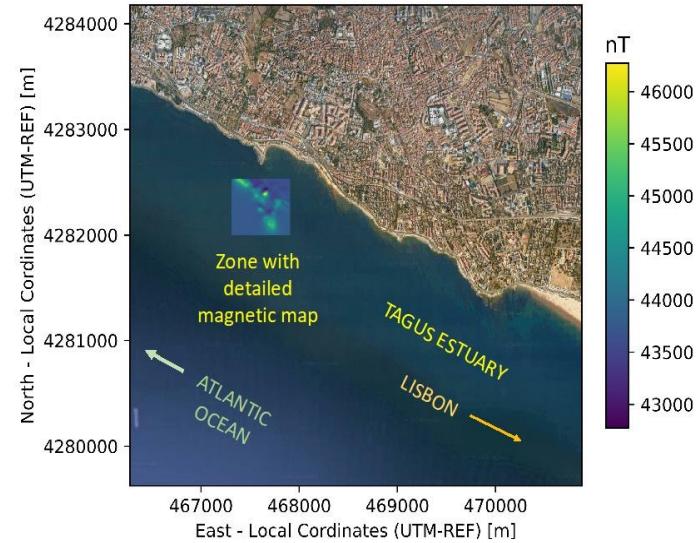


EXPO'98 Site, Lisbon, PT

Test Facilities



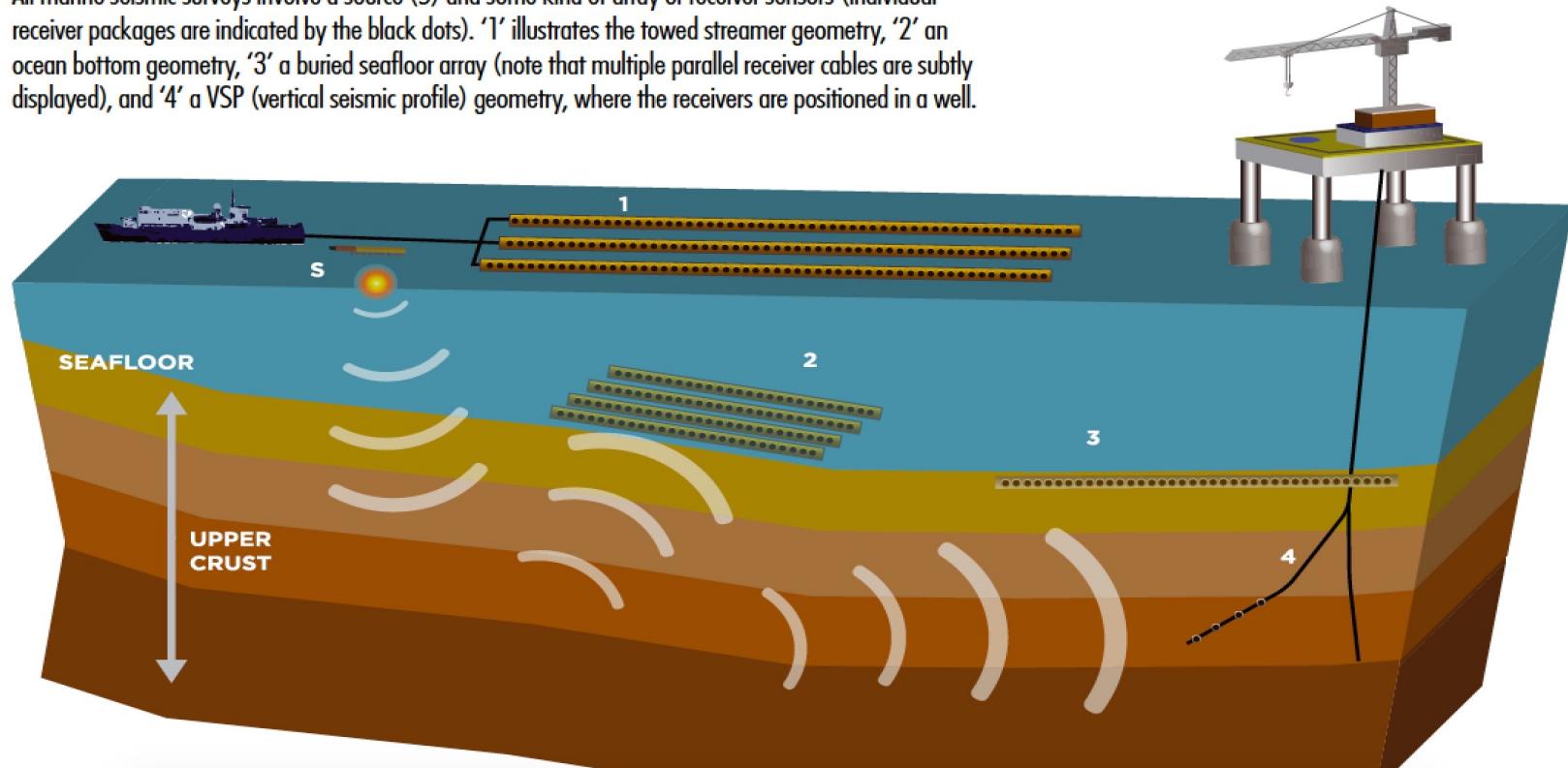
S. Pedro do Estoril - Prior Total Magnetic Field Map



Tagus River, Portugal

Probing under the seabed : the EC WiMUST project

All marine seismic surveys involve a source (S) and some kind of array or receiver sensors (individual receiver packages are indicated by the black dots). '1' illustrates the towed streamer geometry, '2' an ocean bottom geometry, '3' a buried seafloor array (note that multiple parallel receiver cables are subtly displayed), and '4' a VSP (vertical seismic profile) geometry, where the receivers are positioned in a well.



S-acoustic source

1-Towed receiver geometry (hydrophones)

2- Ocean bottom geometry

3- Buried seafloor array

4- Vertical seismic profiler

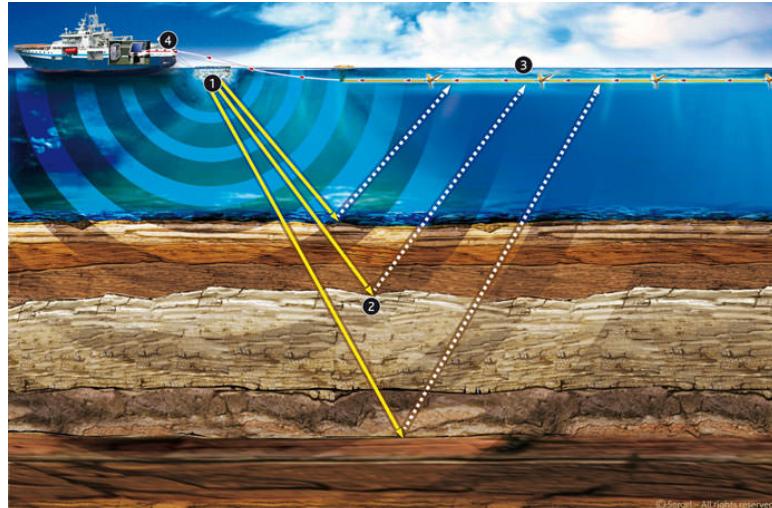


WiMUST

Widely scalable Mobile
Underwater Sonar Technology

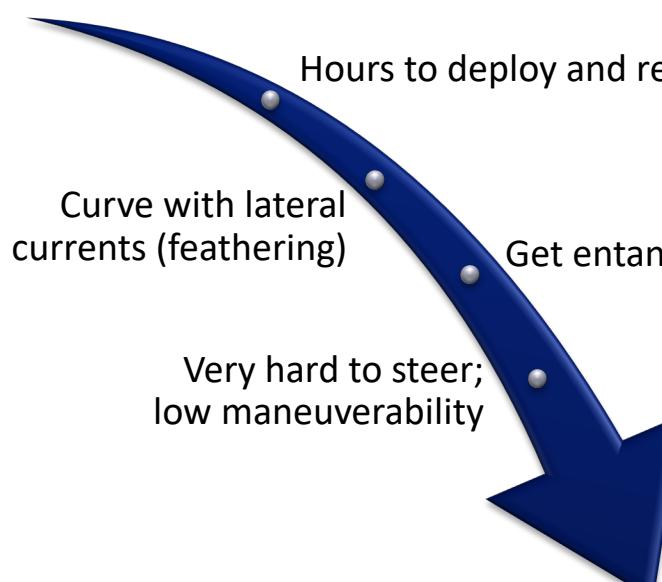
Marine seismic surveys

- Vessel tows **acoustic sources** and long cables (**streamers**) up to 10km long, equipped with **hydrophones**, very close to the surface
- Acoustic sources shoot, waves reflect/refract off geological features on and beneath the seabed, hydrophones pick up these reflections
- Processing allows for inference of geophysical features

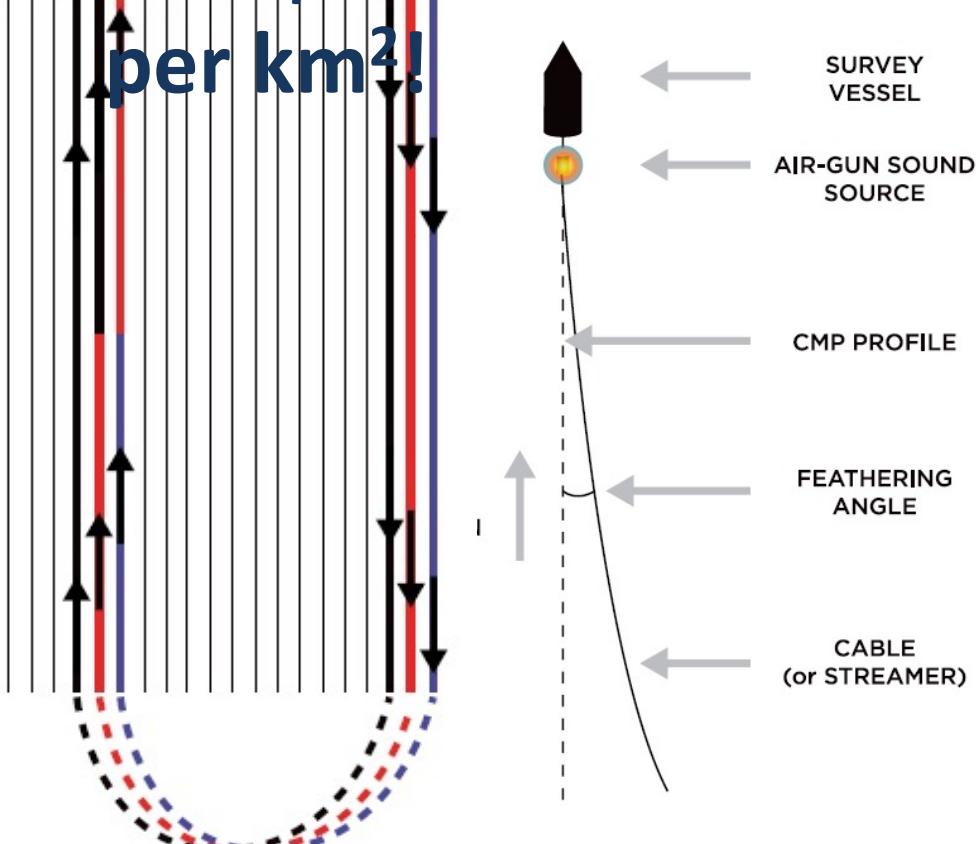


Marine seismic surveys

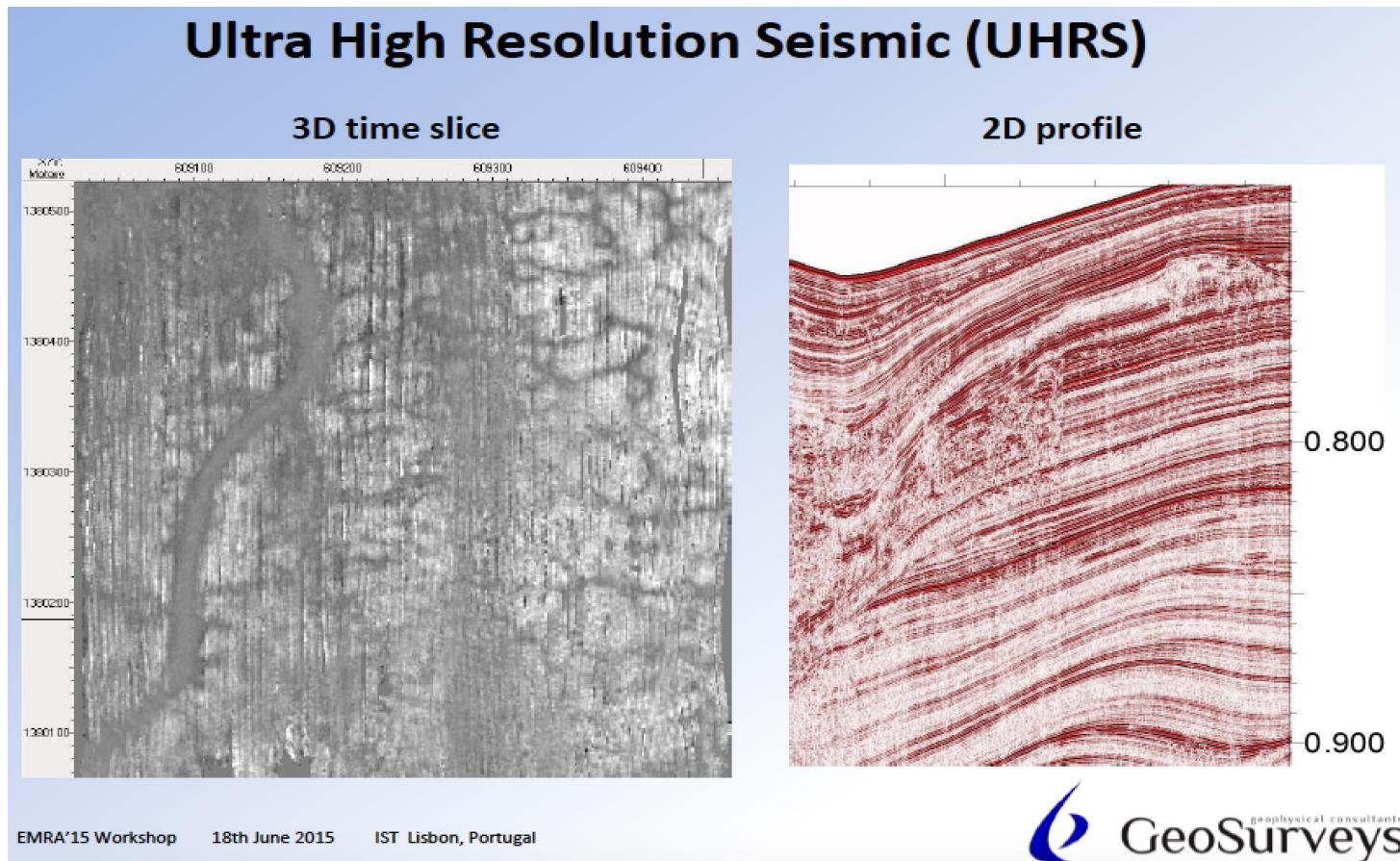
Very long streamers



3D seismic surveys:
\$40.000 - \$500.000
per km^2 !



Ultra high resolution Seismic Surveys in 2D and 3D

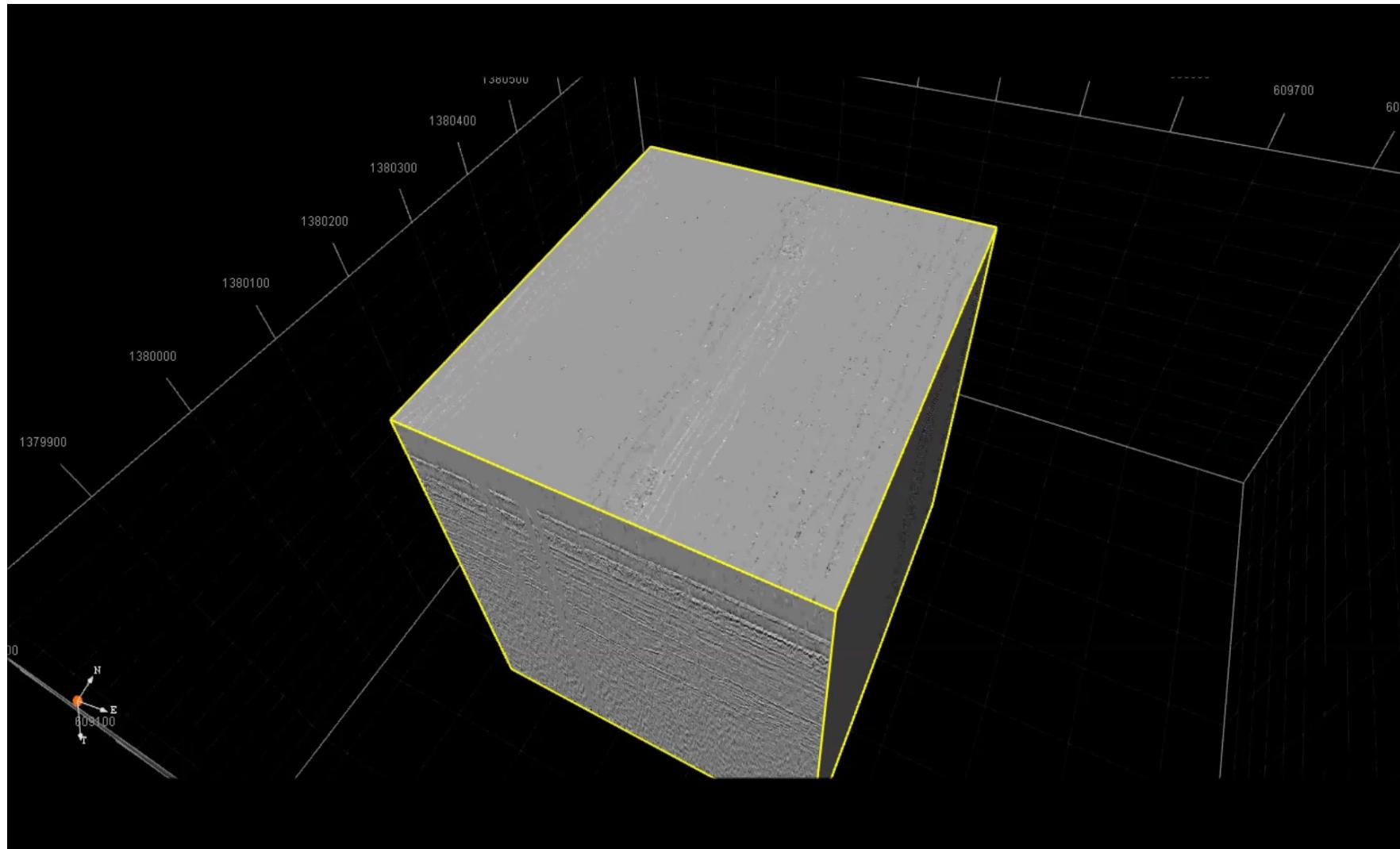


EMRA'15 Workshop 18th June 2015 IST Lisbon, Portugal



Key applications: design of foundations for overwater and subsea structures and anchors; assessment of burial performance for pipelines and cables – marine windfarms

Ultra High Resolution Seismic (UHRS) surveys

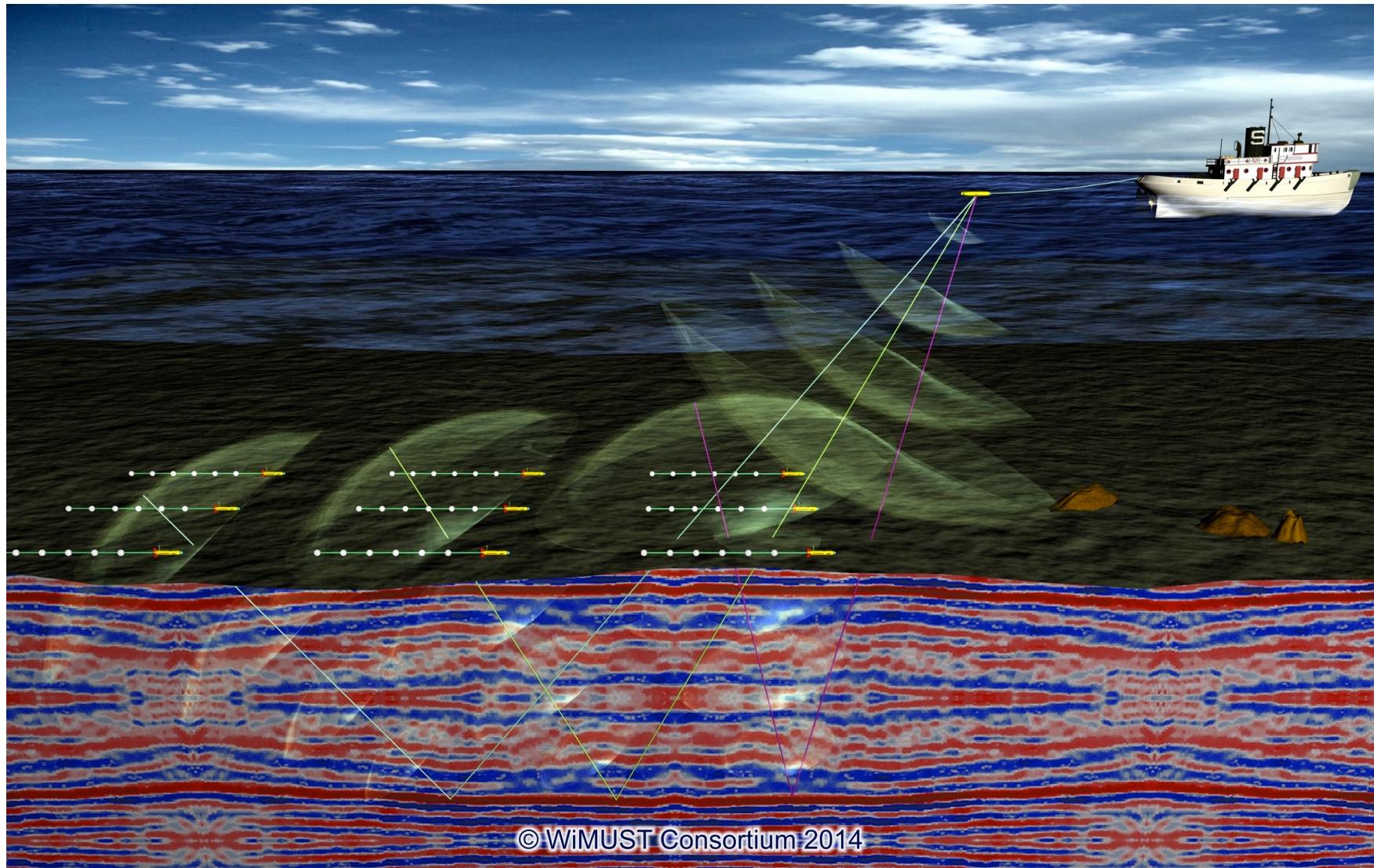


Courtesy of Henrique Duarte, GeoSurveys, Aveiro, PT

The WiMUST concept



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Widely scalable Mobile
Underwater Sonar Technology



The WiMUST concept

2:42



A new concept: automated seismic surveys



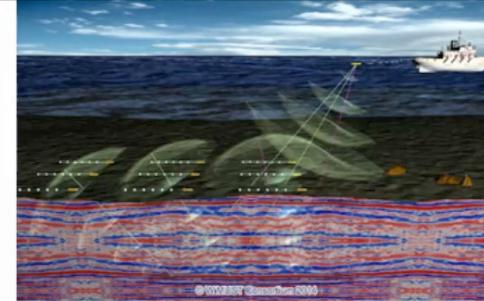
A new concept: automated seismic surveys



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Underwater Sonar Technology

WiMUST

**Widely scalable Mobile Underwater Sonar
Technology**



**lisbon trials December 2015
- 2 ASVs towing 2 streamers -**

<http://www.wimust.eu/>



University of
Hertfordshire



Integration of Sparkers and Power Supplies on Autonomous Vehicles (world premiere)



Integration of Sparkers and Power Supplies on Autonomous Vehicles



Integration of Sparkers and Power Supplies on Autonomous Vehicles



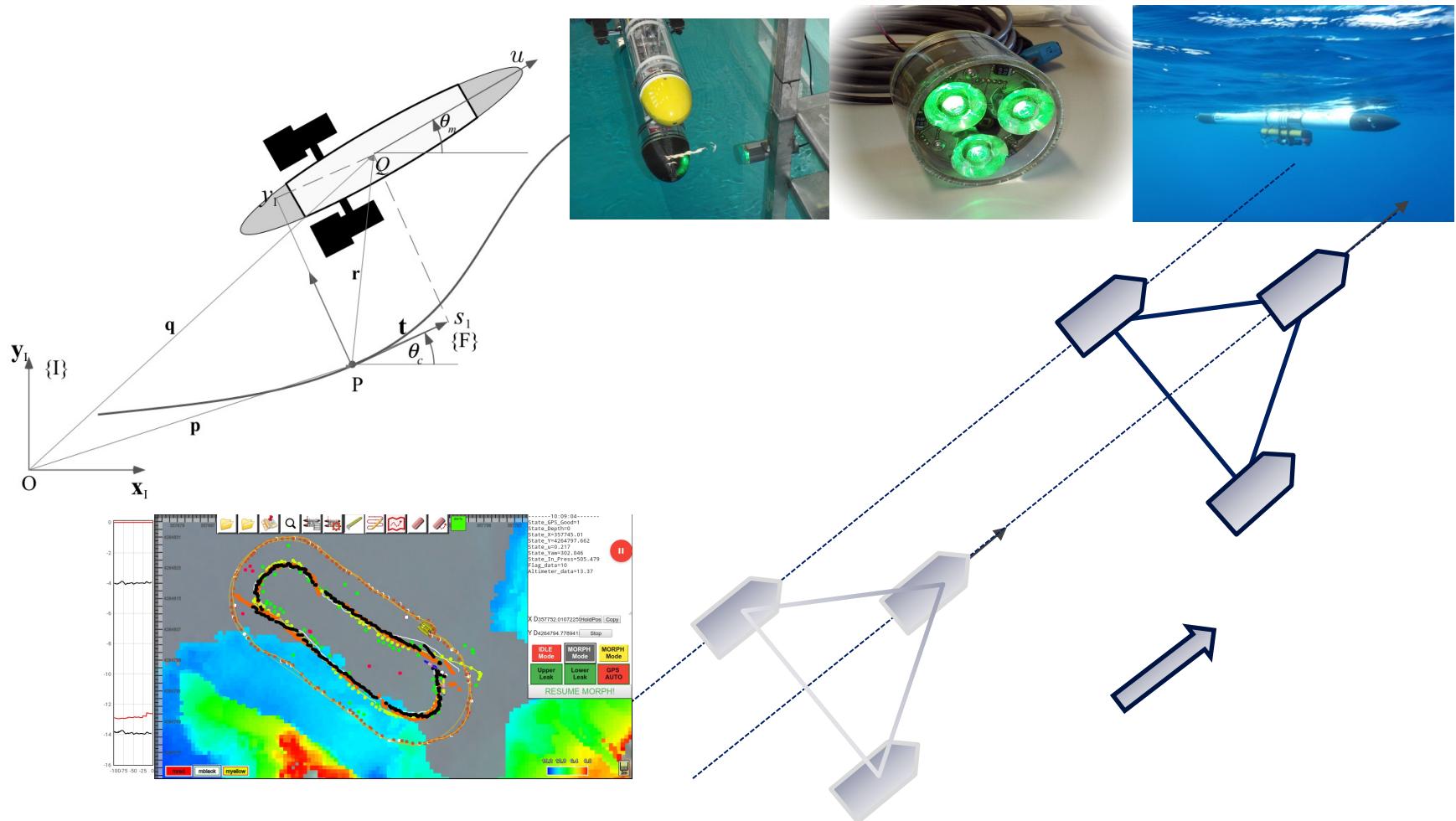
ULISSE, ISME, Italy

Automated Sparkers/Receivers: Field Tests

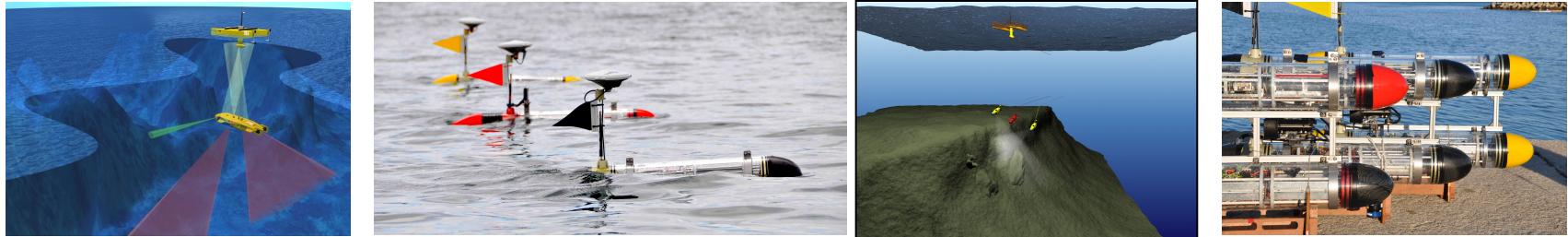


SINES. July 2017

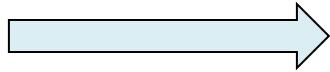
The theory behind: a glimpse



Cooperative, Networked Motion Planning, Navigation, and Control
Nonlinear Control and Estimation, Range-based Localization, Optimization, Event-Driven Systems, Optical and Acoustic Communications



Mission
specification



Cooperative motion planning

Nominal trajectories &
desired vehicle formation

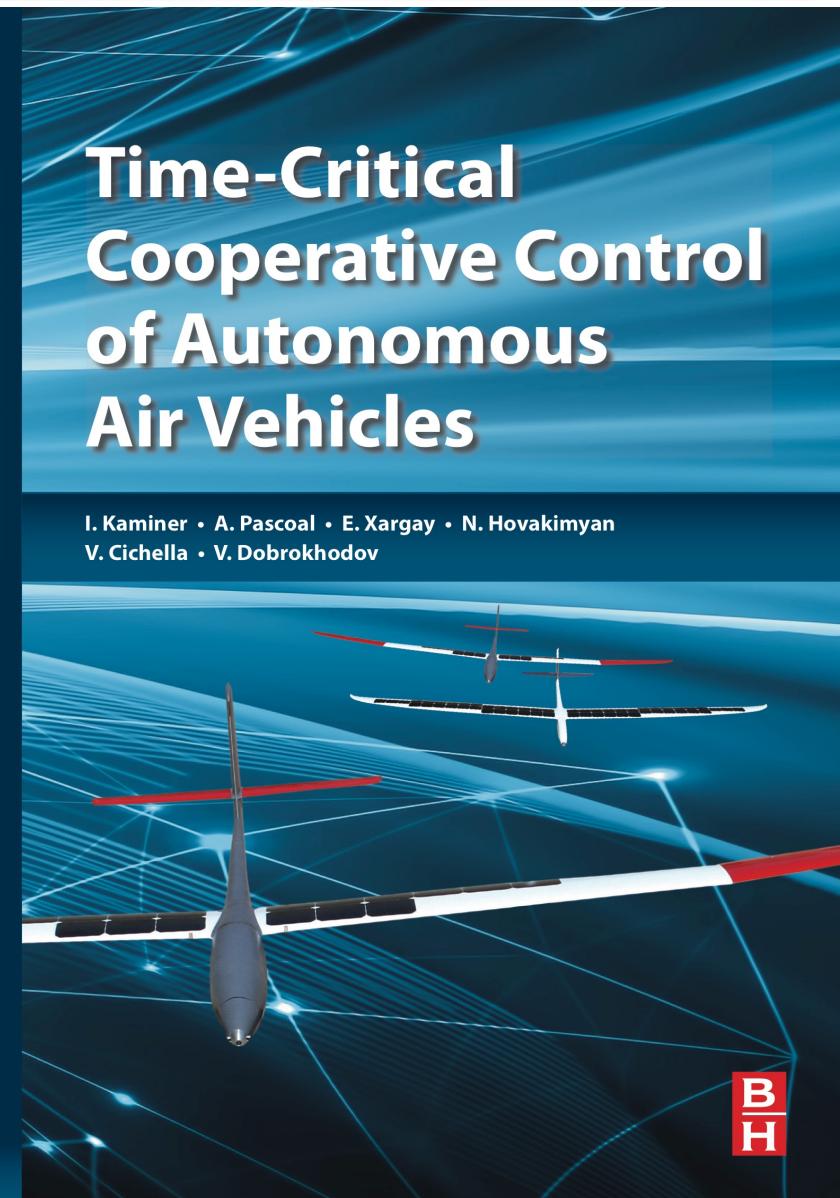
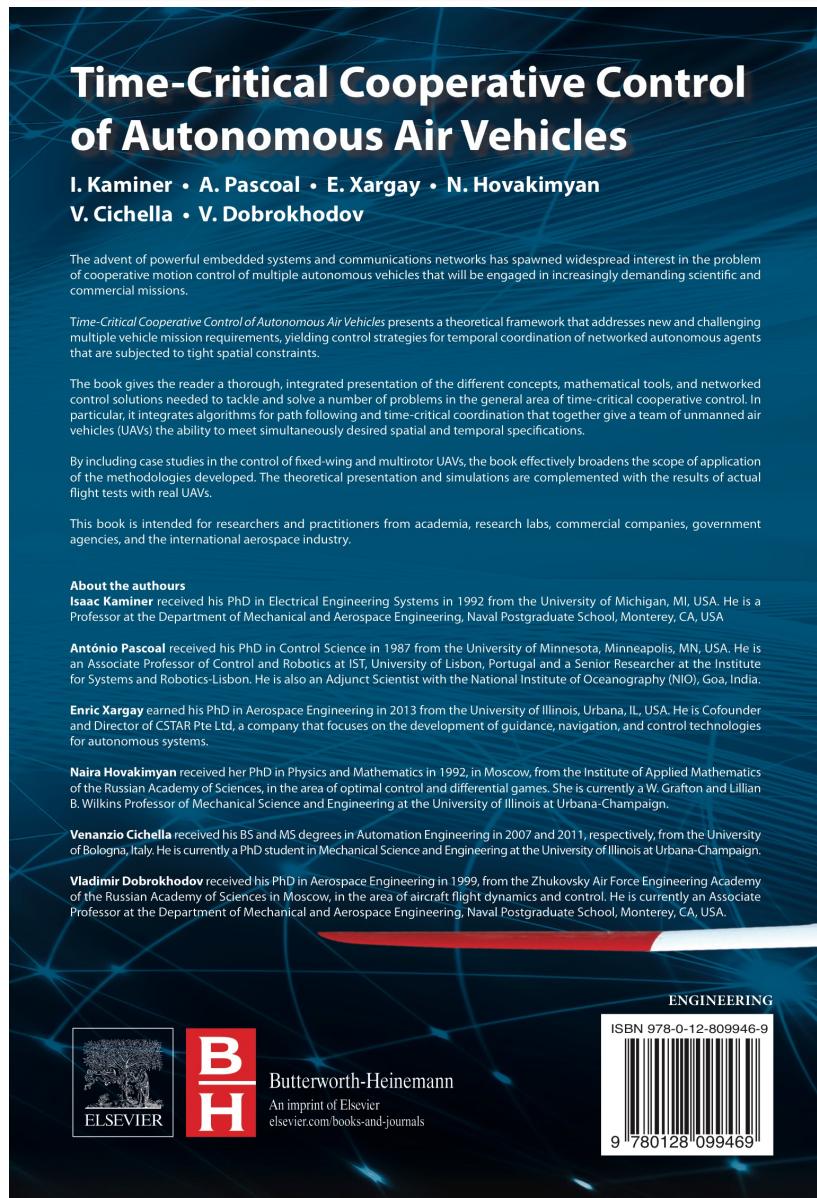
Cooperative motion control

Global and local, relative vehicle positions

Cooperative navigation

Cooperative systems: key blocks required

Strong parallel with Cooperative UAVs





UNIVERSITY OF LISBON
INTERDISCIPLINARY STUDIES
ON SUSTAINABLE ENVIRONMENT AND SEAS



Ocean Exploration using Marine Robotics Systems: Science and Technology End of Part I

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