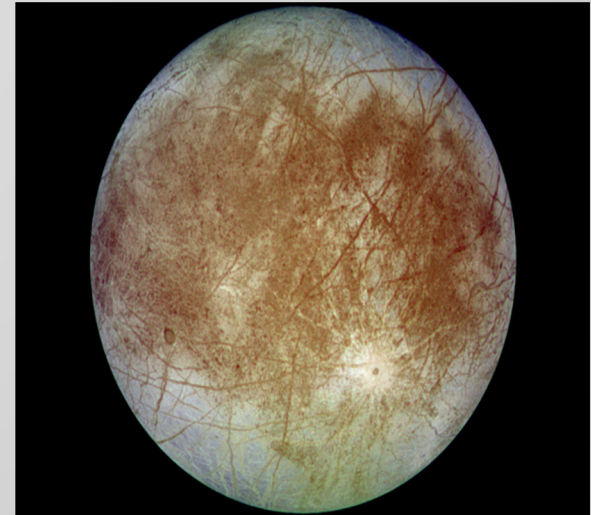


# What is Europa?

**Europa is :**

- Sixth closest moon of planet Jupiter .
- Sixth largest moon in the Solar System .
- A water ocean hypothetically exists beneath a thick shell of ice surfacing Europa.



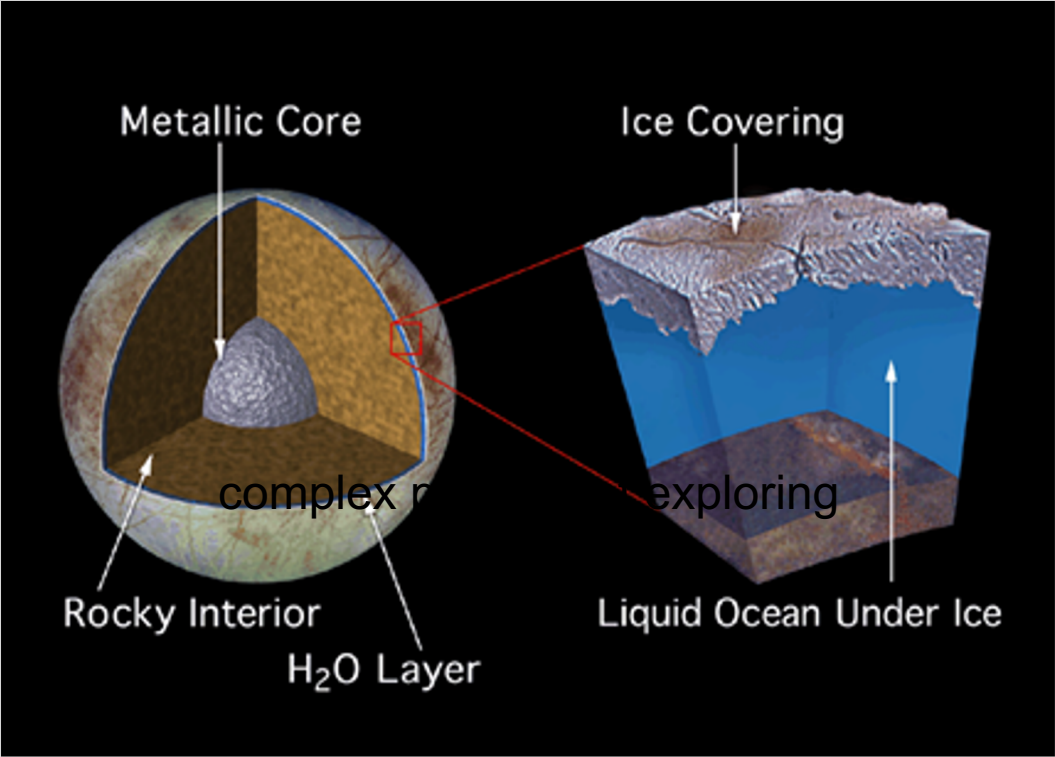
# Project Description

- Explore a multi-node radio communications capability, such that multiple submersibles exchange information underwater with a lander and each other for the purpose of exploring Jupiter's icy moon Europa.
- The exploration region of highest interest lies in the hypothesized sub glacial ocean.
- Europa is a promising life harboring moon.



# Project Description

- Develop a concept of operations describing the exploration process as it is pictured to take place after the payload has been deployed underwater.
- Prototype development to test the feasibility of the proposed concept of operations and the viability of RF communication underwater.



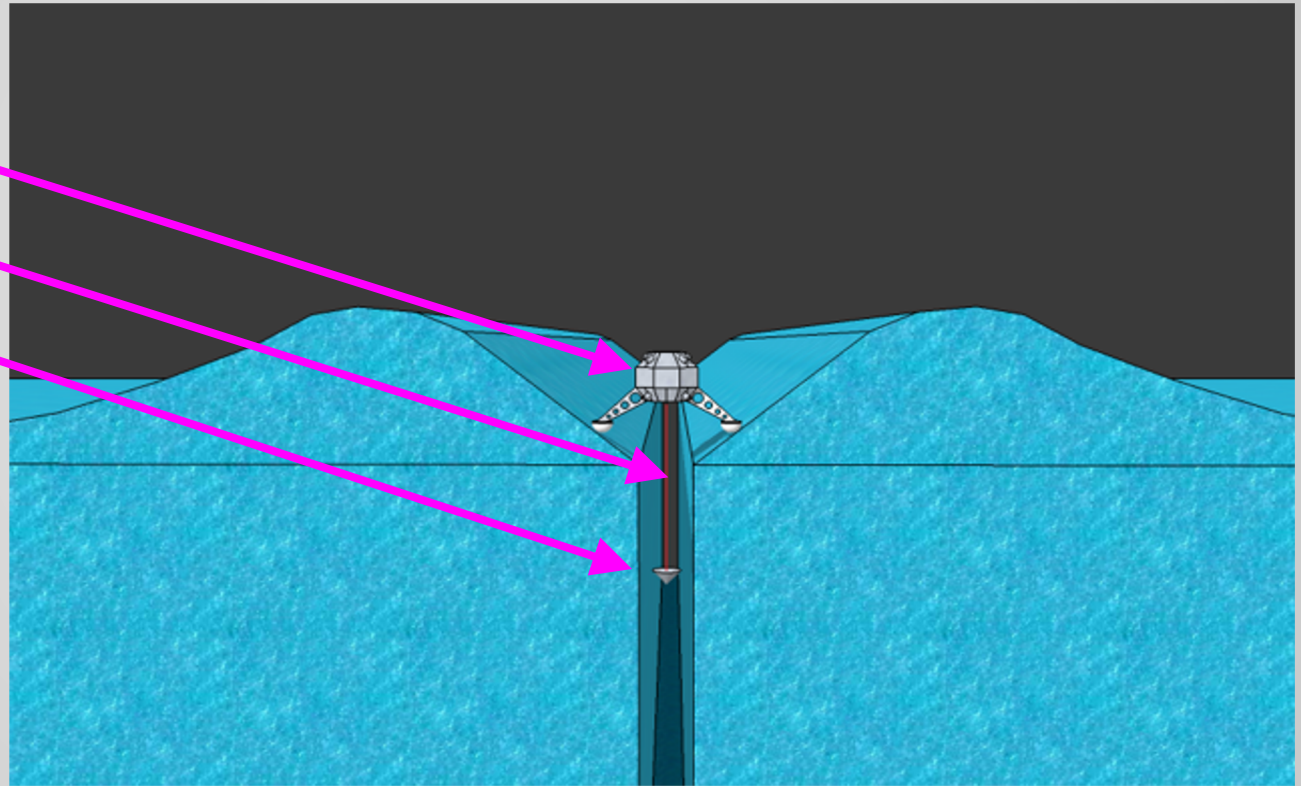
# What are we looking for ?

- Sign of life on Europa .
- Water Properties and Measurements :
  - 1.pH
  - 2.Pressure
  - 3.Salinity
  - 4.Hardness
  - 5.Dissolved oxygen
  - 6.Specific conductance
  - 7.Water temperature
- Videos and images

# Mission concept of operations

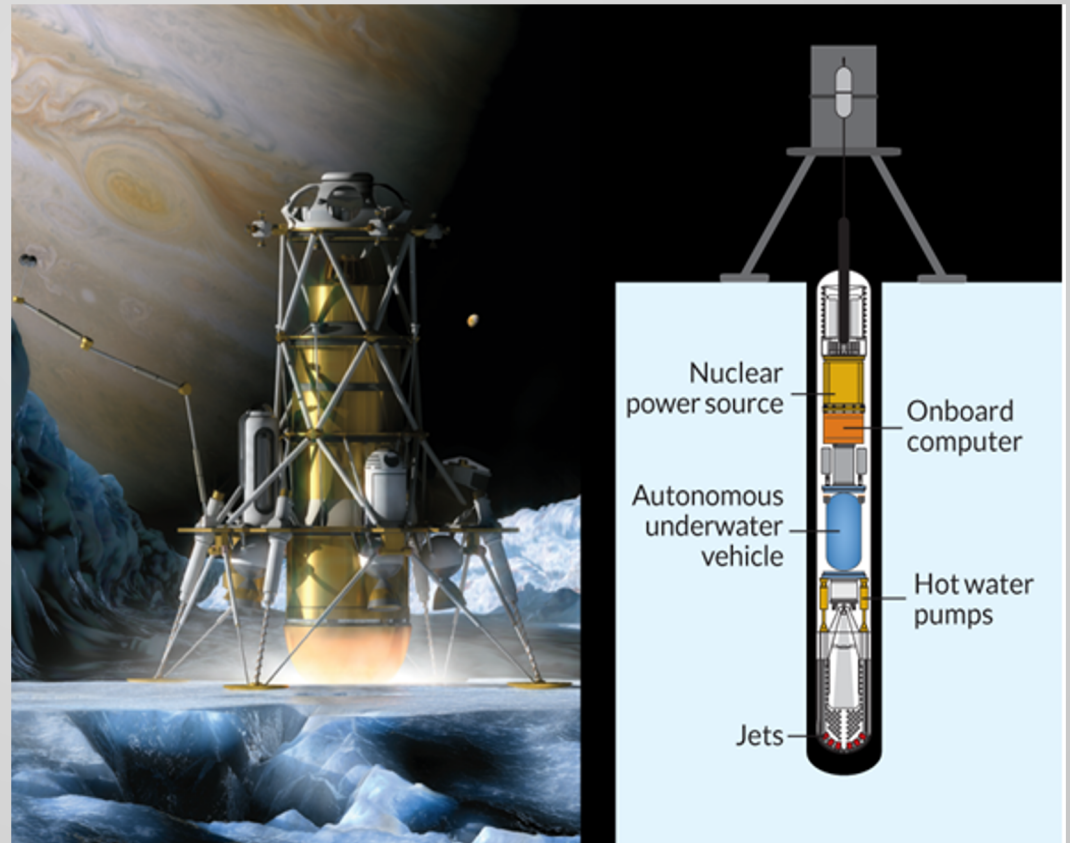
The scenario consists of :

- A lander
- A tether
- A casing



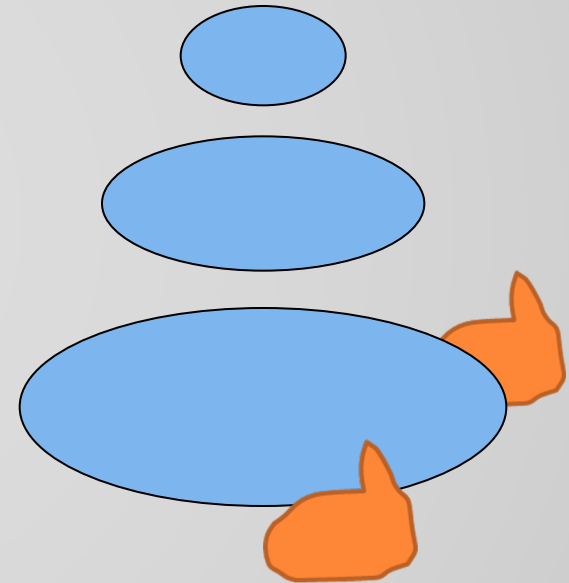
# Mission concept of operation

- The **lander** sends information back to earth.
- The **tether** connects the casing with the lander.
- The **casing** holds:
  - Two small autonomous underwater vehicles.
  - Onboard computer.
  - Charging stations.
  - Main communication node.



# How will AUVs know where to explore?

- AUVs are preprogrammed to explore ocean water and equipped with Artificial Intelligence (AI) to maneuver around obstacles.
- AUVs measure data along circular paths increasing in diameter with depth.
- Miniaturized side-scan sonar is used for mapping and navigating the environment.



# Positioning and tracking system

- AUVs' functions require the presence of positioning system to identify a specific location and map the surroundings. The following positioning systems were chosen:

1) Inertial Navigation system

# Positioning and tracking system

## 2)Acoustic system (Ultra short Baseline):

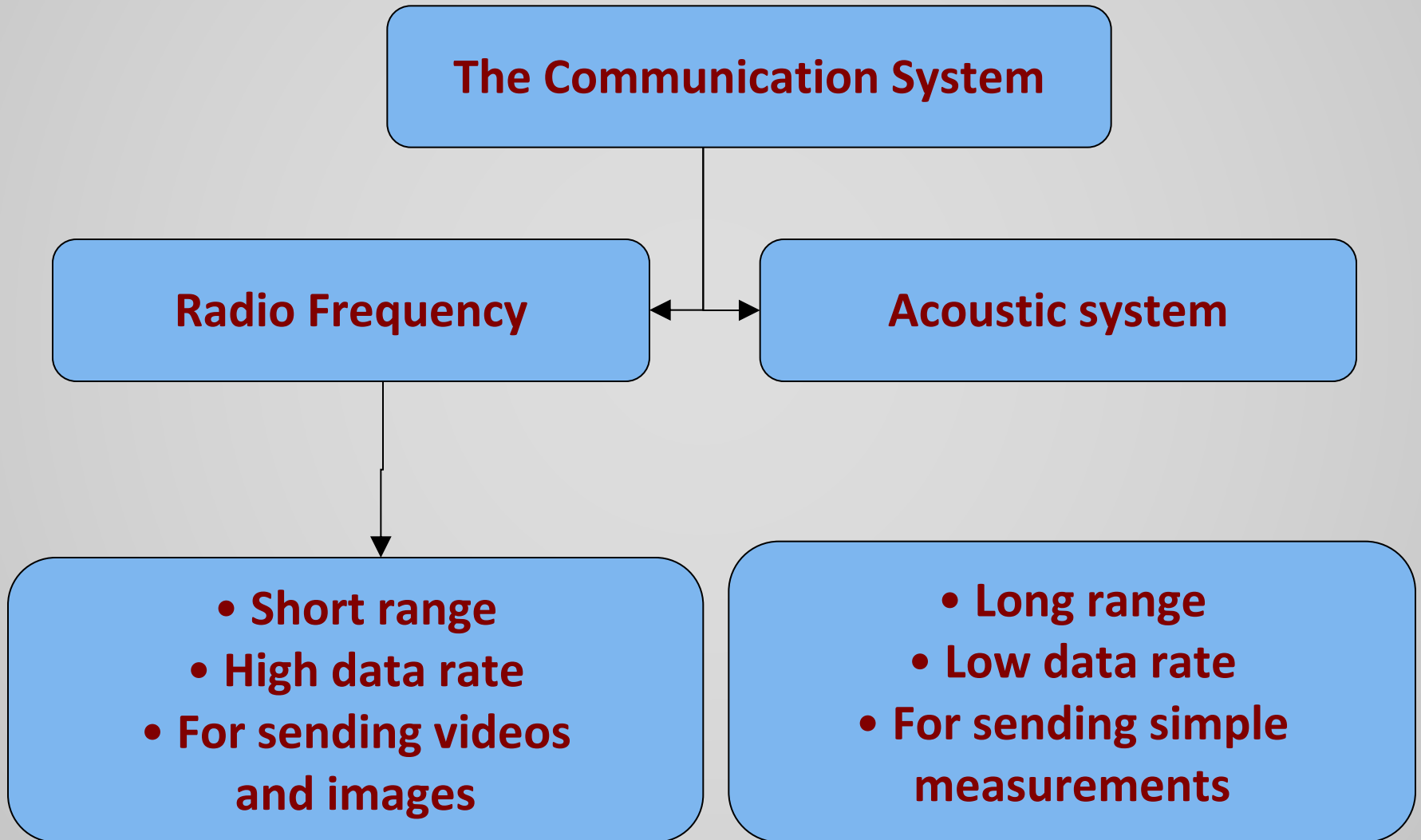
- To mitigate the drifting problem of the Inertial navigation system.
- It identifies the position in two dimensions only.
- Main communication node holds an array of transducers.
- Each AUV has a transponder mounted on it.



## Positioning and tracking system

- Pressure sensor is used to calculate the third dimension.
- The AUVs are equipped with Artificial Intelligence (AI) to maneuver around obstacles.
- The AUVs have obstacle avoidance capabilities.
- Miniaturized side-scan sonar is used for mapping and navigating the environment.

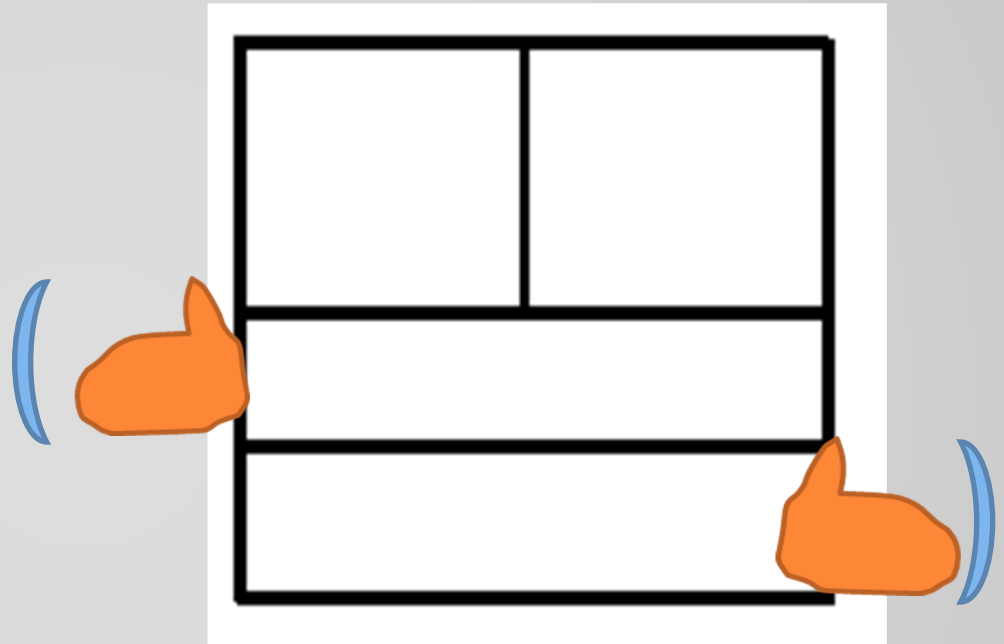
# The Communication System



# Steps of Exploration

## Step1: Arrival and Release

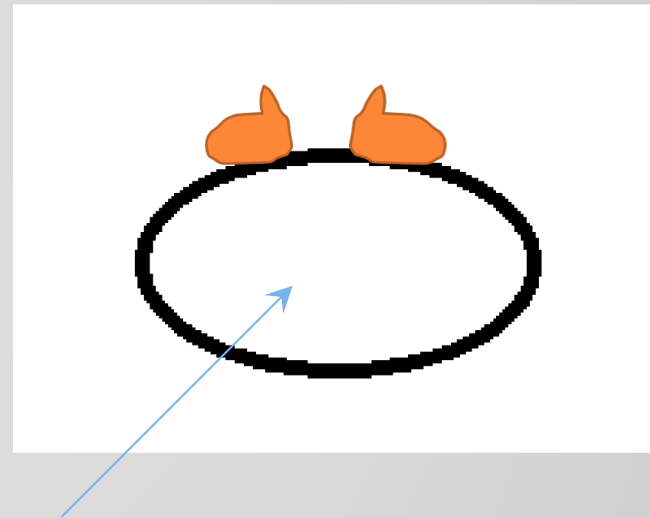
- Lander boots up the main communication node.
- Main communication node turns on the 2 AUVs.
- Chamber exits are open
- AUVs release themselves in water.



# Steps of Exploration

## Step 2: Initial Readings

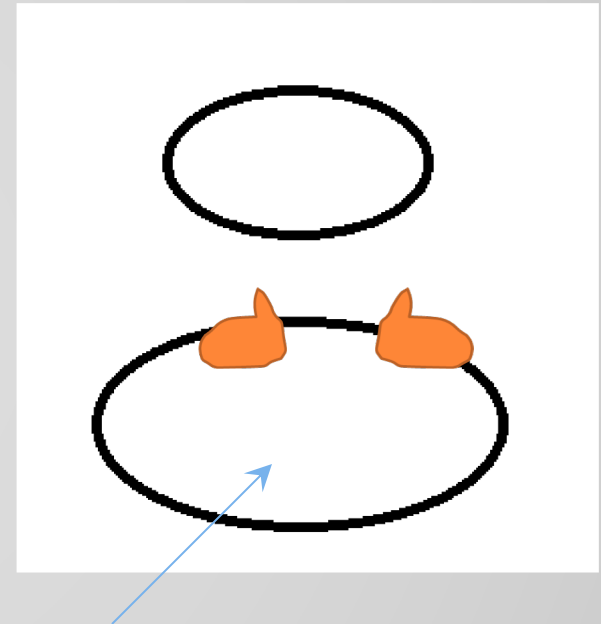
- Each AUV covers the perimeter of half a circle of radius 10 cm and takes measurements instantly after exiting the chambers.



# Steps of Exploration

## Step 3:

- The two AUVs dive to reach the same level.
- They explore along a circle of 20 cm (numbers are generally subject to change but are representative of the pattern.)



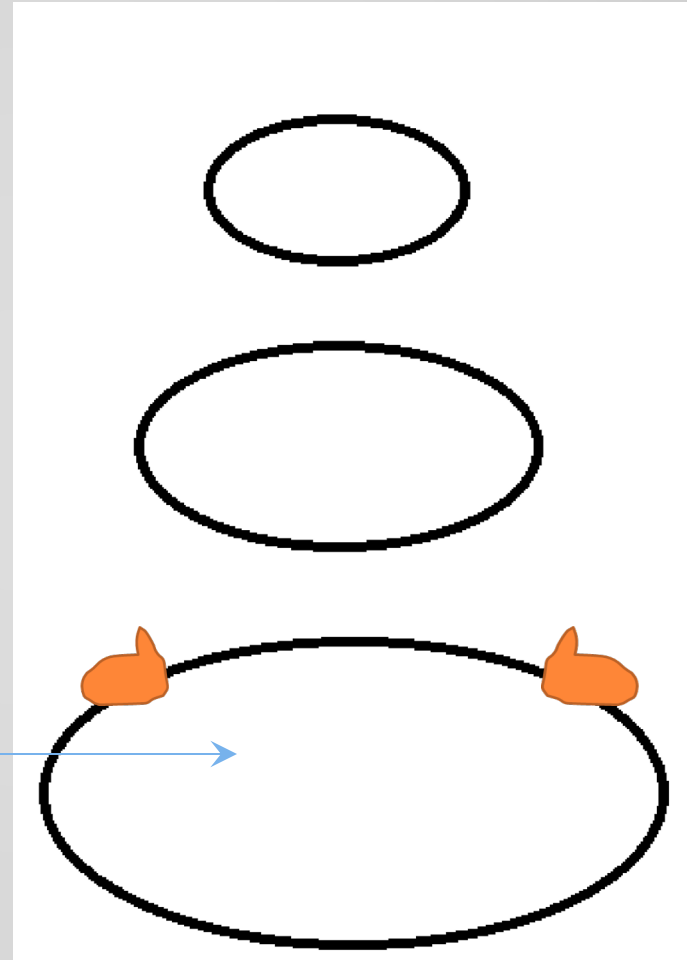
20 cm

# Steps of Exploration

## 4) Step 4:

- AUVs dive an extra 50 cm.
- AUVs cover a circle of radius 50 cm

50 cm



- AUV 1 continues taking small steps.
- AUV 2 starts taking larger steps both deeper and wider.

# Steps of Exploration

## 5) Step 5:

- AUV 2 increases its depth and circle radius exponentially: 10m,20m,50m,100m...

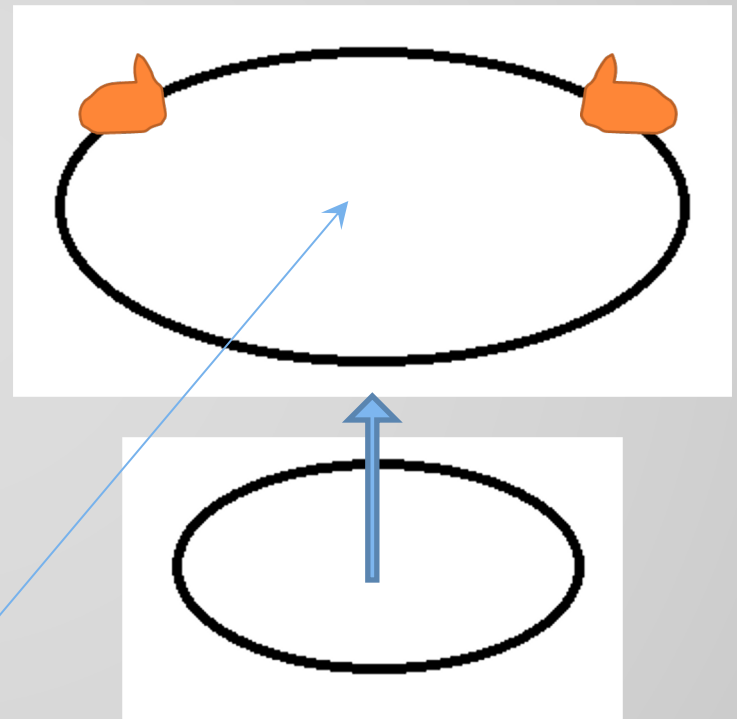


# Steps of Exploration

## 6) Step 6: Heading Back

- Same pattern will be followed in the reverse direction.
- AUVs head back to the starting point, with radii of circles increasing with decreased depth.

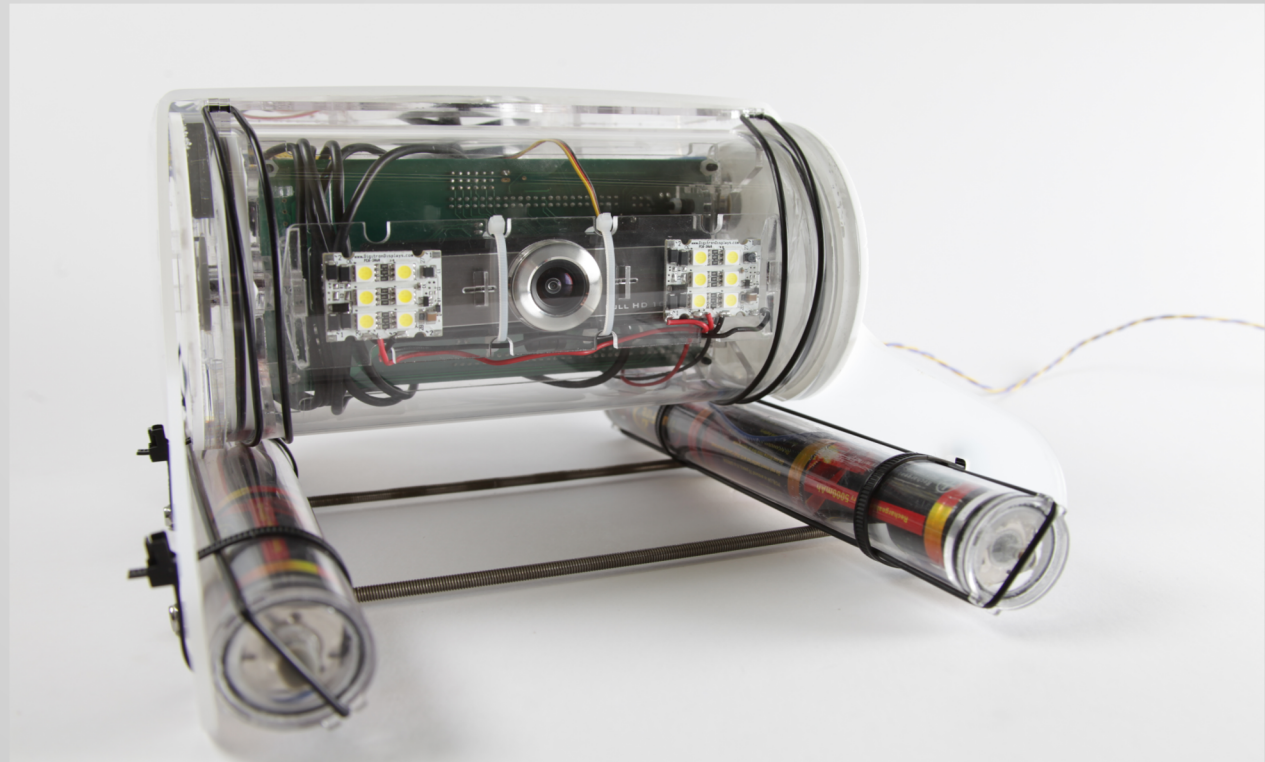
Increased  
radius



- AUVs charge their batteries periodically from a charging station contained inside the casing connected to solar panel mounted on the surface of the moon.
- Small obstacles are avoided (AI).
- AUVs inspect the path
- AUVs decide on totally new path in case of huge obstacles.

## Prototyping : Open ROV

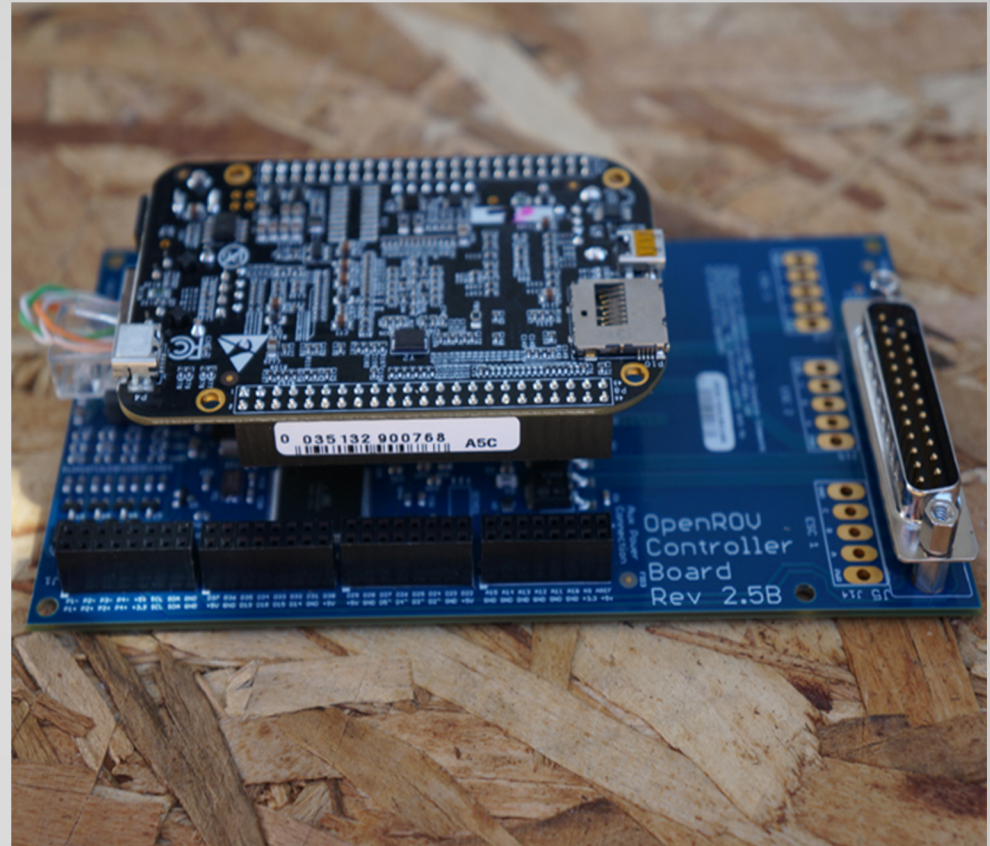
- An ROV was assembled by our team to perform as a main communication node .
- It simulates the motion capability of the AUVs in the CONOPs.



# Open ROV Features

## Control System

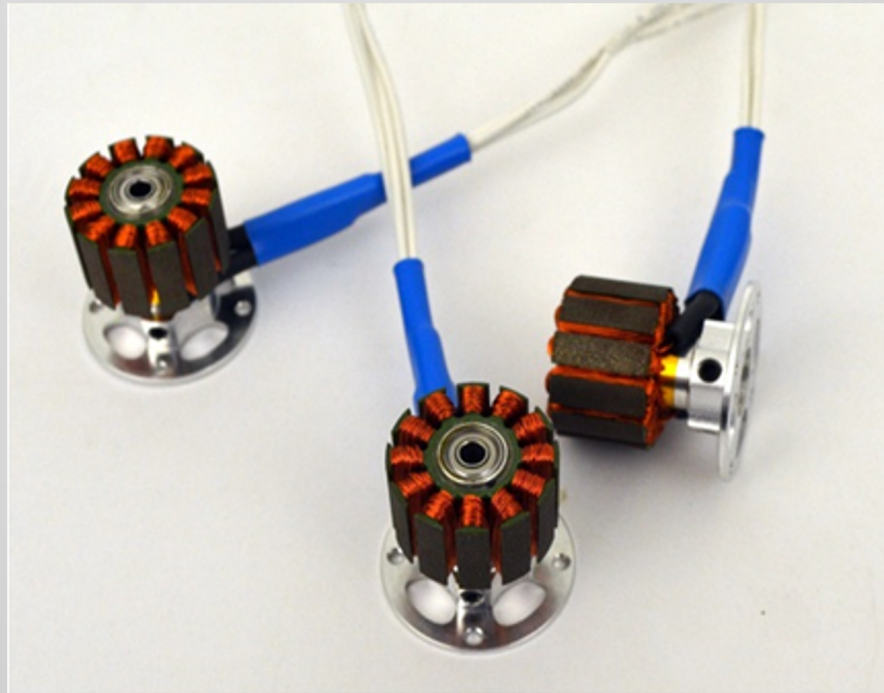
- Beagle bone embedded computer.
- Controller board with an Arduino microcontroller.



# Open ROV Features

## Motion and Maneuvering System:

- Three Brushless DC motors with Propellers.
- Electronic Speed Controllers.

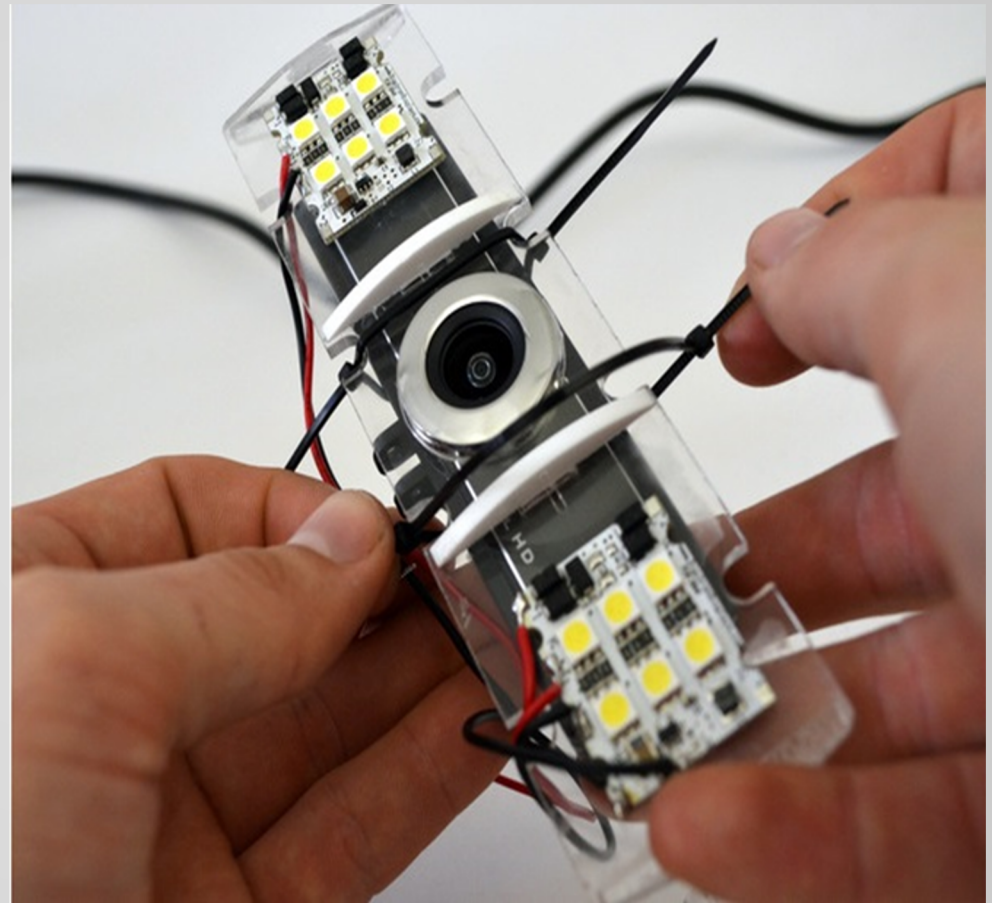




# Open ROV Features

## Imaging System:

- HD Camera with Live streaming video
- LED lights
- Laser for measuring distance.



# The Submersibles Design

**Three** submersibles were designed and built by our team:

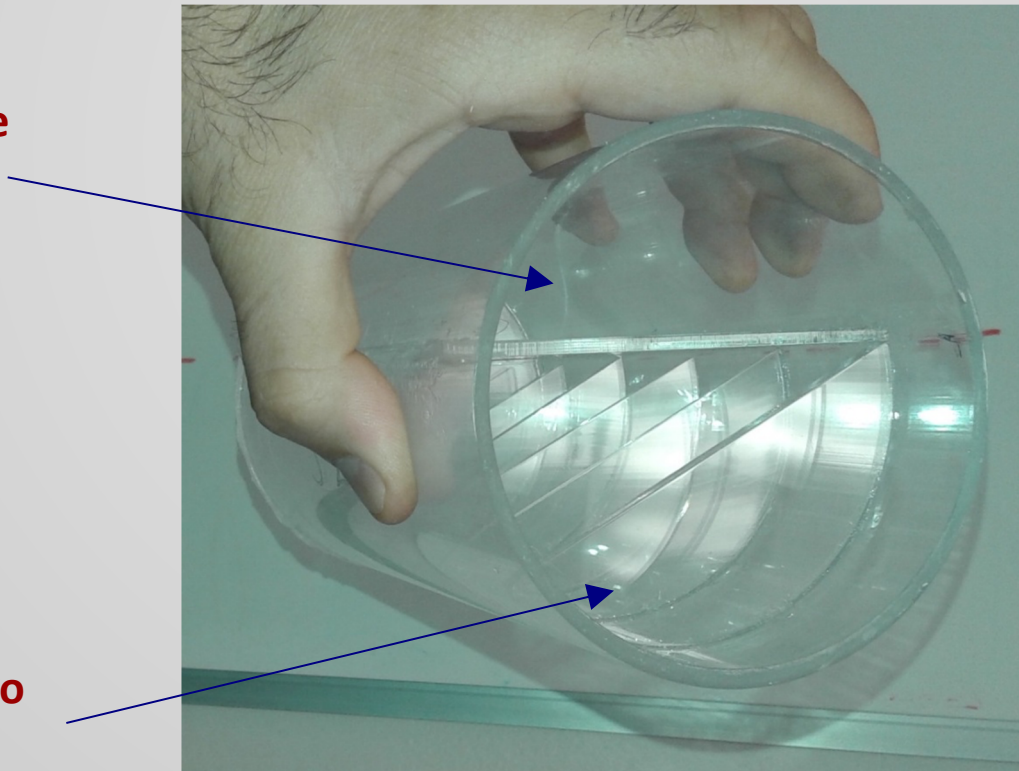
**One** mounted on the OpenROV (Main communication node ), while the other **two** are equipped with sensors and remain buoyant underwater collecting information and sending it back to the main communication node.

# The Submersibles Design

**The design is simple and very low cost:**

- The main body of the submersibles is a cylindrical Acrylic tube.

**Upper plate for the electronics**



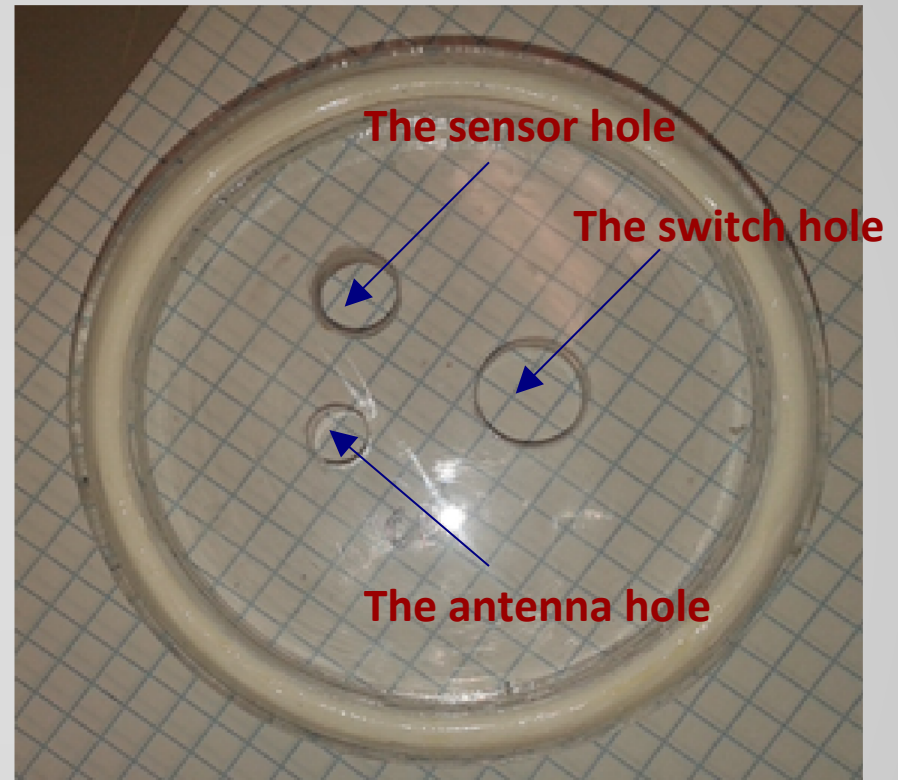
**Chambers for placing weights( to achieve buoyancy**



# The Submersibles Design

**Easy to build, and can do the job**

Laser cutting was used to design the covers and the holes for sensors .



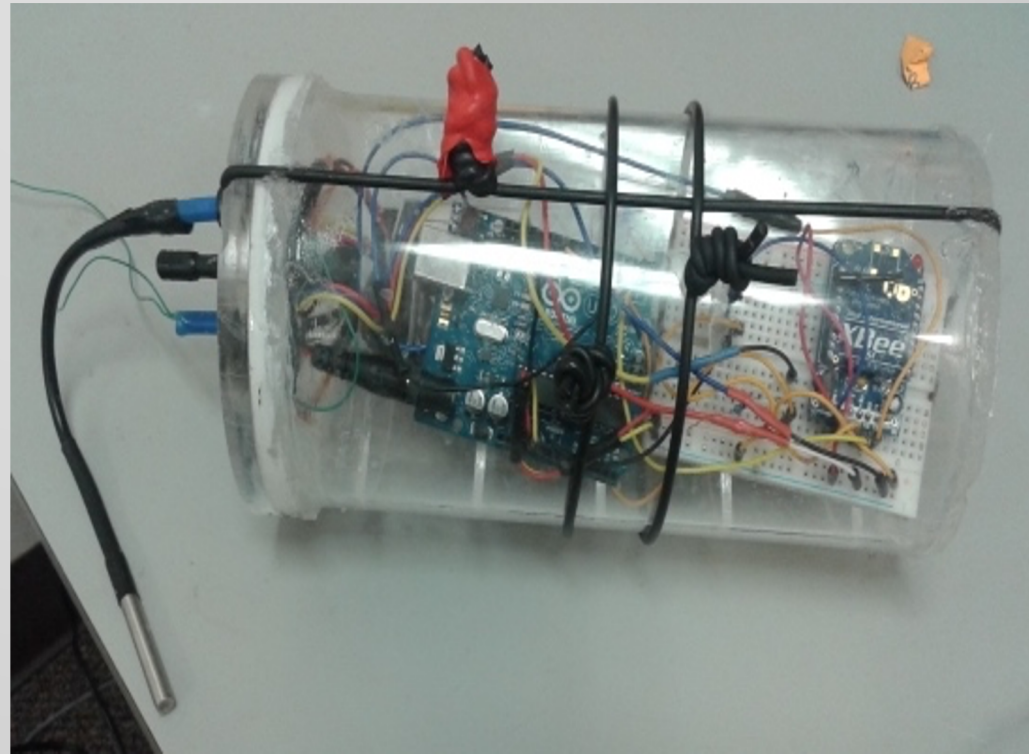
# The Submersibles Design

Submersibles hold:

- The communication system components in the inside, as well as the external parts ( sensors, antennas and switches) .

**Clear Acrylic material** was chosen for the following reasons:

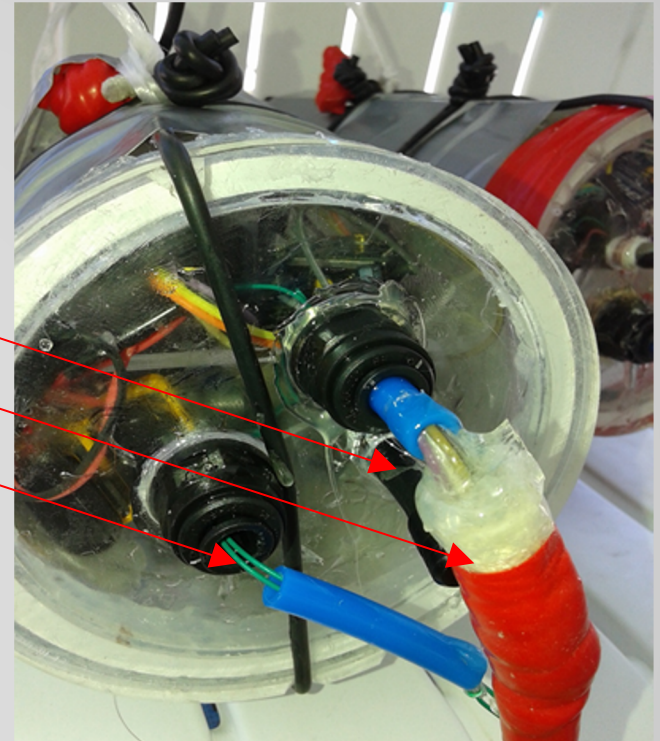
- 1) The ability to see the electronic circuit inside the submersibles.
- 2) The possibility of checking for any leakage.



# The Submersibles Design

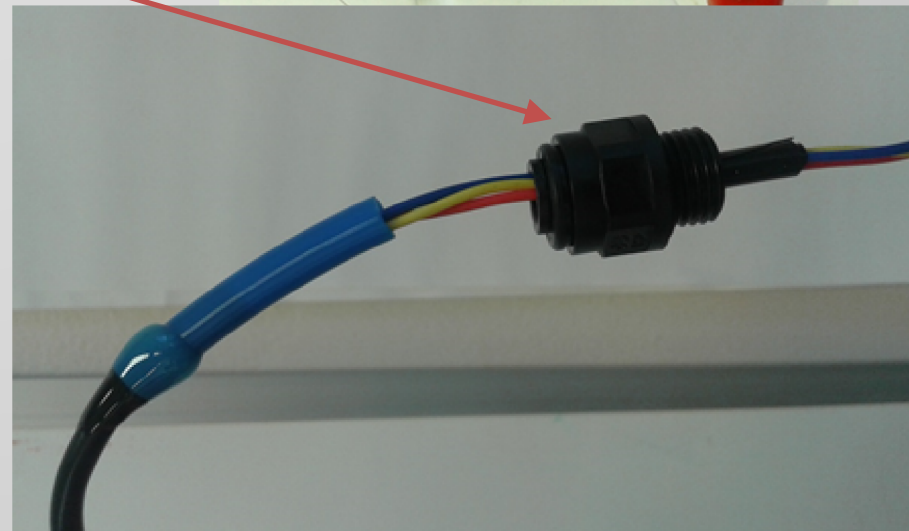
## External Parts

- Antenna
- Sensor
- Switch



## Pneumatic Fittings

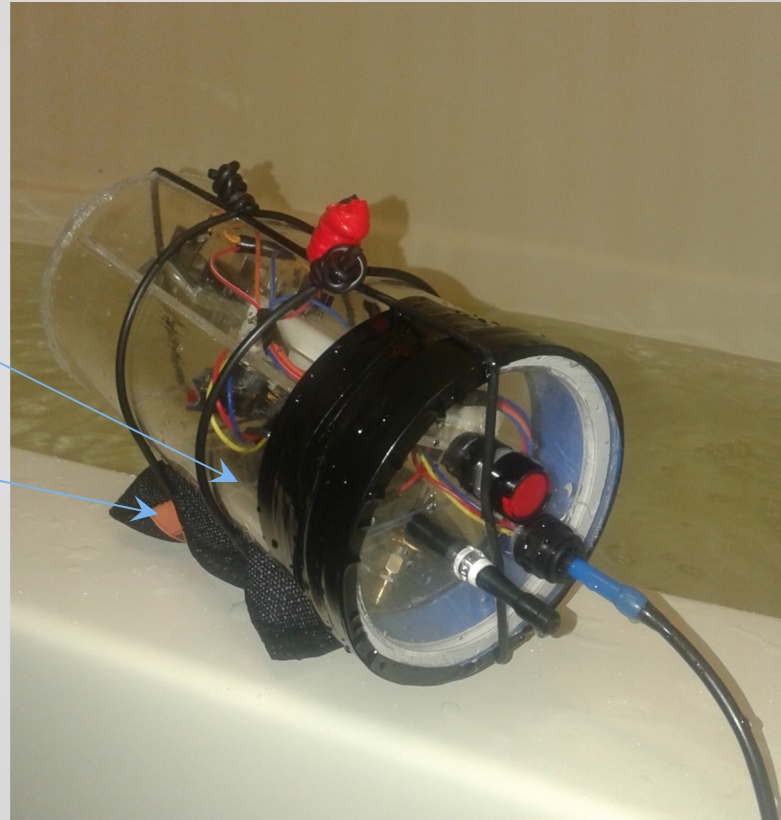
- Threaded to avoid leakage.
- They form a sealed path for the sensors wires.
- Used for pressure relief.



# The Submersibles Design

## Submersibles

- Weight=1.96 Kg
- Stones inside

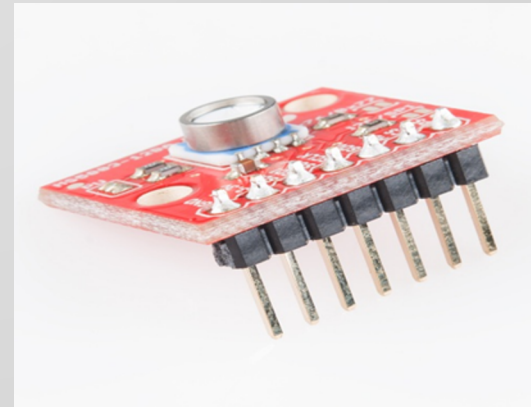


# Sensor mounted on Submersibles.

- Waterproof temperature sensor



- Pressure sensor





# Underwater RF Communication

- Detailed and thorough research was conducted to explore the viability of RF communication underwater utilizing **1mw, 2.4 GHz Xbee modules**.
- **Attenuation problems** of RF led to minimal attention from scientists and engineers for usage in underwater applications.
- Testing of RF communication showed promising results if it is to be used back to back with another communication system that allows for a longer range.

# Why Xbee

- Low cost
- Low Power
- Easy to configure
- Reliable
- Supports large number of nodes



# Testing the communication system

## First Test:

### Objectives:

- Find a correlation between the vertical/horizontal distance and the signal strength.
- Study the effect of the antenna orientation on the signal strength.

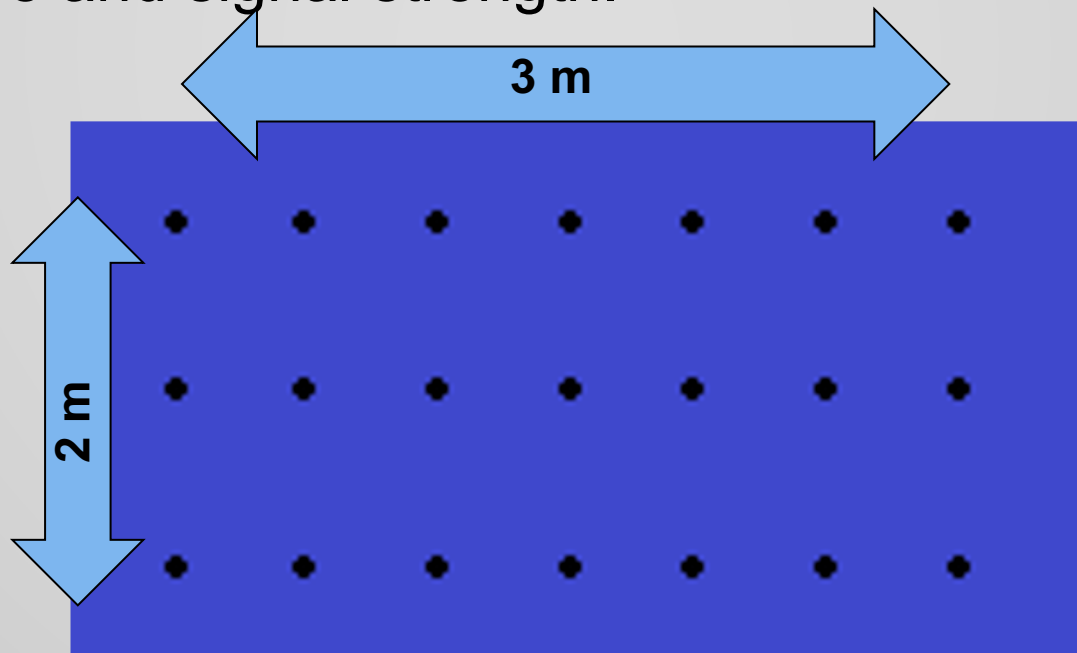


# Testing the communication system

- The following test involved three submersibles, two of which were stationary and the third was mounted on the OpenROV.
- Main communication node sends specific commands to the two stationary submersibles to get the sensors readings.

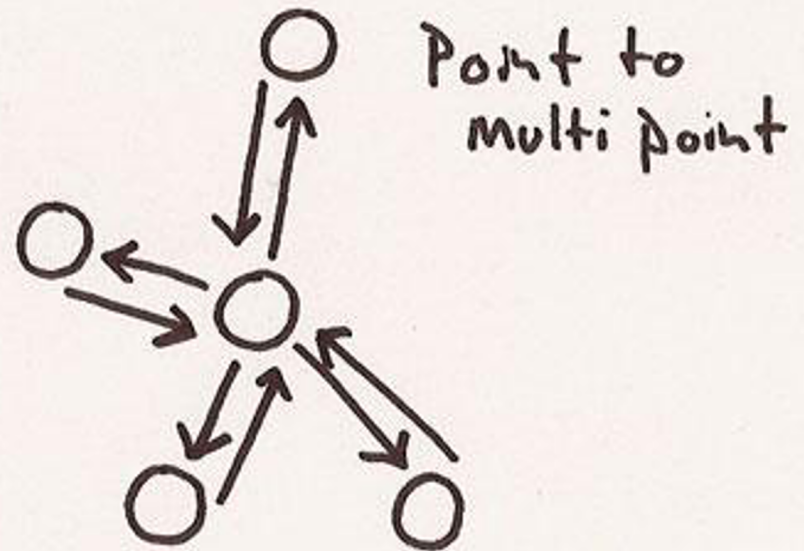
# Testing the communication system

- The tests involved having multiple testing points underwater.
- Xbee modules were tested in different arrangements across the points to get a relationship between depth, distance and signal strength.



## Point to multi point Network

- One Master Xbee module.
- Two slave Xbee modules.
- Inside each submersible there is a Xbee module connected to an Arduino.



## Pool test results

- 1mW Xbees were able to send data between each other when they are **35 cm** apart underwater .
- Using 100mW Xbee module will give a better communication range underwater.

# Conclusion

- ✓ The viability of radio frequency for Europa mission
- ✓ RF technology applied in underwater communications is an excellent candidate for providing higher data rates than those achieved by acoustic systems.

**Thank you**