



# Blimpin' ain't easy

Exploration of Blimp as Robotics Platform

Evan Coronado, Benjamin Danek

# State of the art: UAVs

Blimp (LTA, Hybrid)	Quadcopter/Multirotor	VTOL	Fixed Wing
<ul style="list-style-type: none"> <li>• Maneuverable</li> <li>• Versatile</li> <li>• Good flight time</li> <li>• High payload</li> <li>• Good take off/land</li> <li>• Safe</li> <li>• Challenging Controls</li> </ul>	<ul style="list-style-type: none"> <li>• Maneuverable</li> <li>• Versatile</li> <li>• Predictable (complex) control</li> <li>• Fast</li> <li>• Poor Flight Time</li> <li>• Quick Decision Making</li> <li>• Limited Payload</li> <li>• Loud</li> </ul>	<ul style="list-style-type: none"> <li>• Strong Flight Time</li> <li>• Good take off/land</li> <li>• Some Maneuverability (better than FW)</li> <li>• Cumbersome</li> <li>• Nuanced Control</li> <li>• Limited Payload</li> </ul>	<ul style="list-style-type: none"> <li>• Best Flight Time</li> <li>• Explored discipline</li> <li>• High payload</li> <li>• Clumsy at low speed/altitude</li> <li>• Difficult Takeoff/Land</li> </ul>

# Historical/Background

- Academia had 2 distinct periods
  - Prior related to
    - general aerospace/flight
    - Materials
    - Computing
- Design and Application: ~96' - 03'
  - Focus on application, not platform development
  - Utility as sensor platform (sensing/mapping)
  - Development alongside robotic algorithm branches (state estimation/visual servoing)
- Control Optimization: ~04 - '11
  - Application proved to be useful → need to develop platform for outdoors
  - Machine Learnt controllers
  - Trajectory optimization based off object
  - Navigation in environment

# Harvesting Innovation Planted 10 years ago

- Research Field/Constraint in before subsidence of Blimp
  - Algorithm Design
    - Data driven/Robotics Approaches
    - Trajectory optimization (drone movement)
      - Computation speed + capabilities
    - Policy/decision making (dealing with environment)
      - Reinforcement Learning
- Limitations in ~11' have loosened up
- Adjacent fields grown
  - Manufacturing
    - Power systems
    - Control Architecture
  - Materials

# Modern Applications

Industrial Areas	Application Example
Environment	▪ Greenhouse gas emission detecting and climate change monitoring.
Disaster Rescue	▪ Monitoring and rescue services in inaccessible environment.
Infrastructure	▪ Working platform for spiderman.
Astro Exploration	▪ Monitoring and service for planet exploration.
Transportation	▪ Big carriages and low costs for the long distance transports.
Telecommunication	▪ Relaying the communication signals in remote areas.
Military Operation	▪ Monitoring and weapon platform in tactics tasks.
Security	▪ Mobile monitoring guard and anti-terror attack.
Science and Research	▪ Astro and environmental research.

# Modern Applications

- Non-invasive monitoring (earth/natural)
- Olfactory Sensing/mapping
- High fidelity imaging
- Entertainment
- Disaster Relief



[Lockheed@52](mailto:Lockheed@52)



# Modern Applications

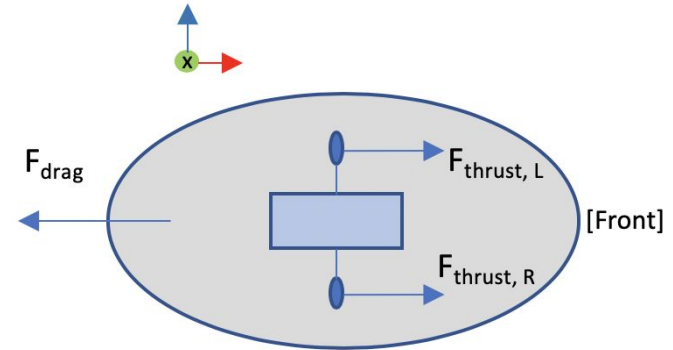
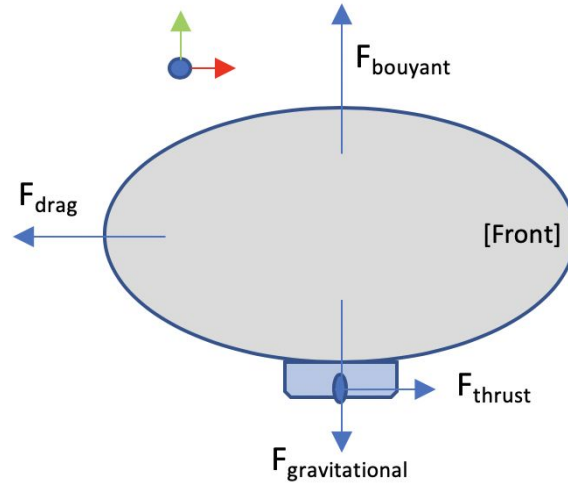
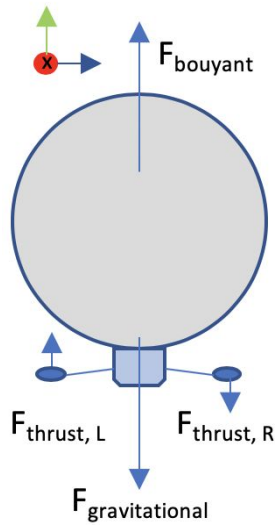
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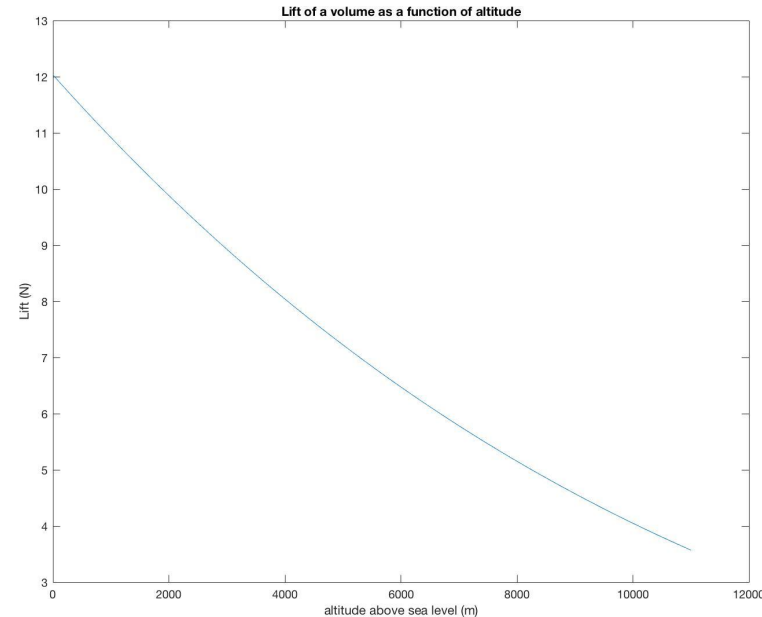
# Platform Description

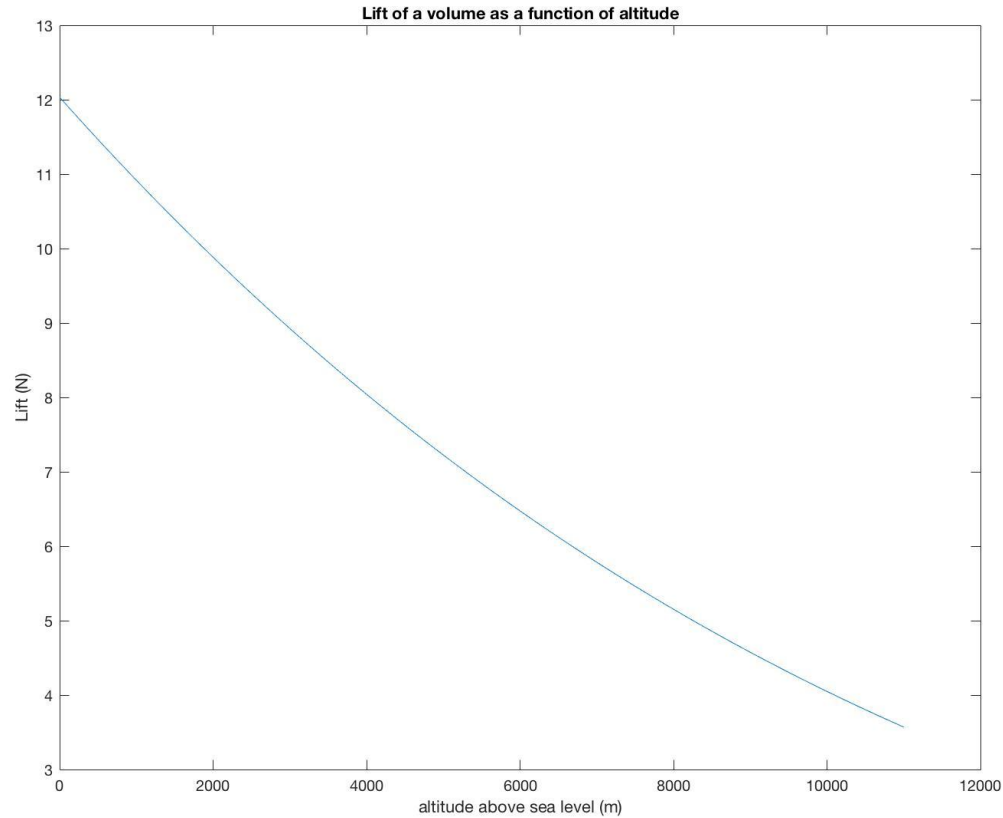




# Buoyancy Force

- Buoyancy Force =  $\oint_{cv} \rho g$  (N)
  - $\oint_{cv}$  is the total volume displaced by the object of interest
  - $\rho$  is the density of the the fluid displaced
  - $g$  is the acceleration due to gravity
- The values of  $\rho$ ,  $g$  change with altitude





The lift force in Newtons for  $1\text{m}^3$  volume of displaced Earth atmosphere as a function of altitude in meters

# Drag Force

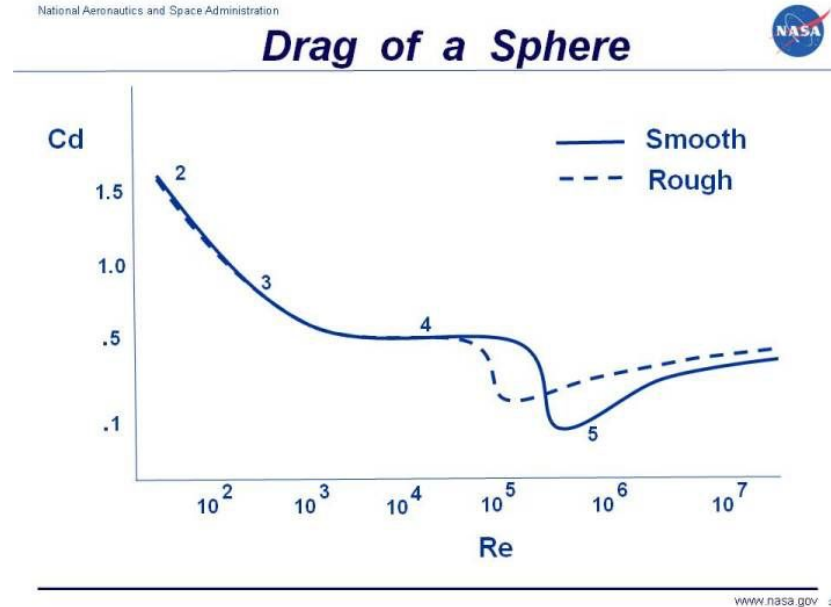
- Drag Force =  $0.5 \rho v^2 A C_d$ 
  - $\rho$  is the density of the fluid the object is moving through
  - $V$  is the airstream velocity
  - $A$  is the reference area
  - $C_d$  is the drag coefficient

# Blimp Design and Assumptions

- Required values for Blimp design include:
  - Mass is 10kg
  - Altitude of flight is 450m
  - Velocity of the airstream is 2m/s and the air is assumed to be still
  - For the drag calculations the Blimp is going to be assumed a sphere

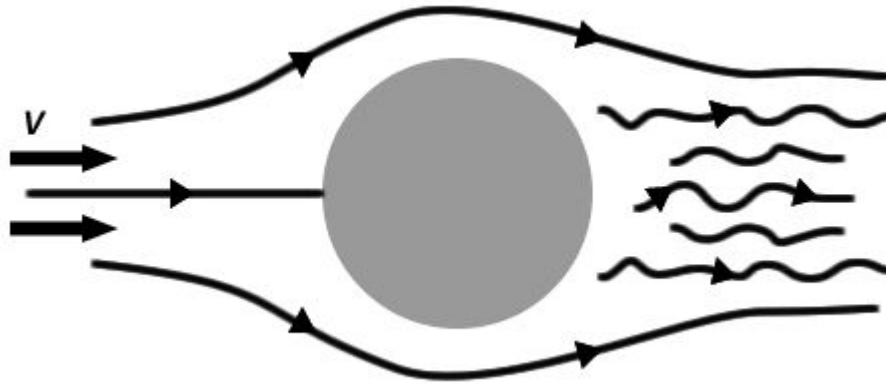
# Blimp Design Calculations

- The required volume to create a buoyancy force equal to the weight is  $8.52\text{m}^3$
- From this volume the diameter can be calculated to be  $3.712\text{m}$
- From the value of the diameter the Reynolds number can be calculated which is used to determine the coefficient of drag.  $\text{Re} = 2.044 \times 10^6$



# Blimp Design Calculations

- From the previous chart the coefficient of friction can be found to be about 0.45
- From all the calculated values the value of the drag force can be found to be 17N.



# Further Applications: School of Earth + Space Exploration

- Application for exploration on other planets where the
  - atmosphere density
  - Weigh ( $m * g$ ) ratio falls

