



TEAM  
**ANANT**





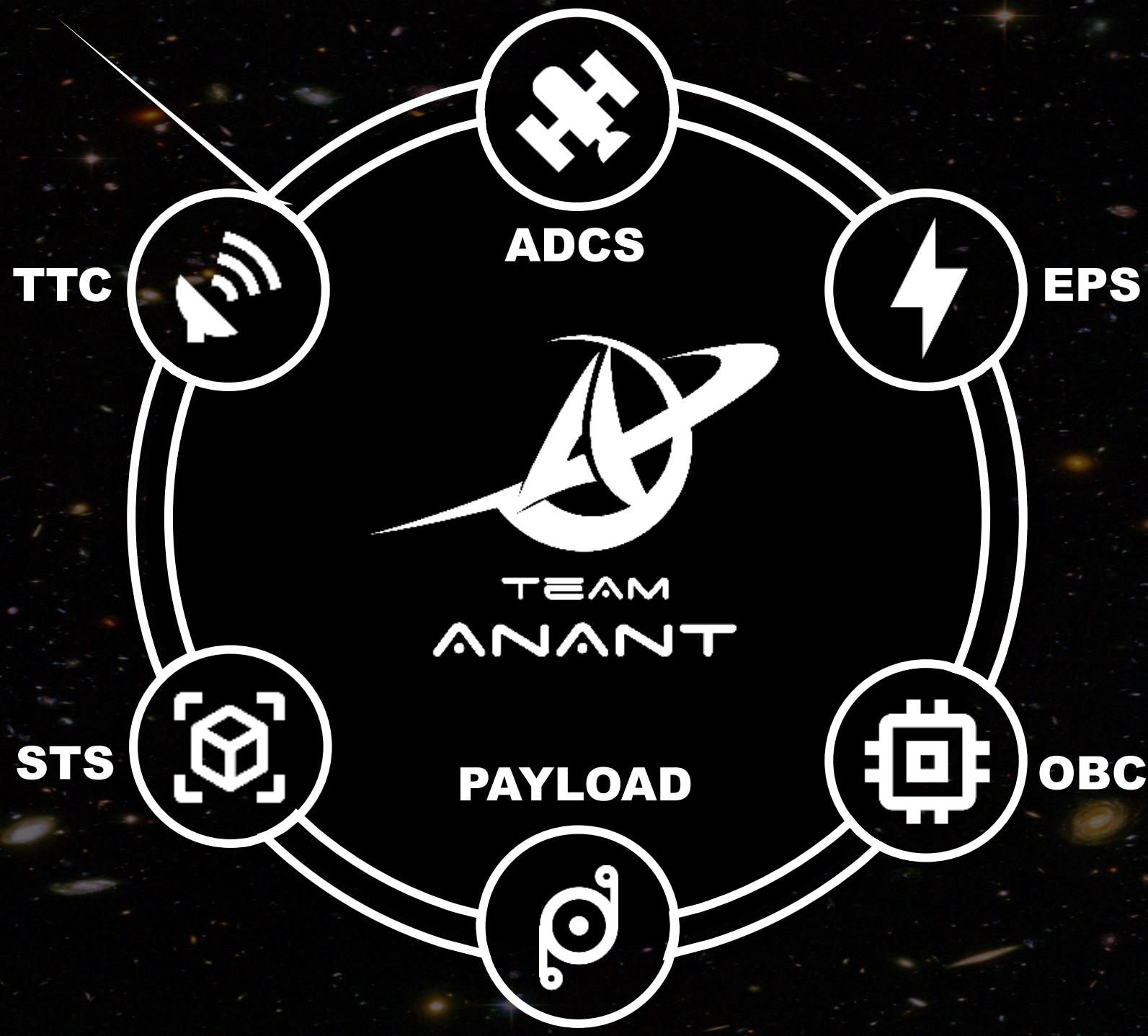
Team Anant is India's only  
entirely undergraduate, student-  
run, and self-motivated satellite  
team.

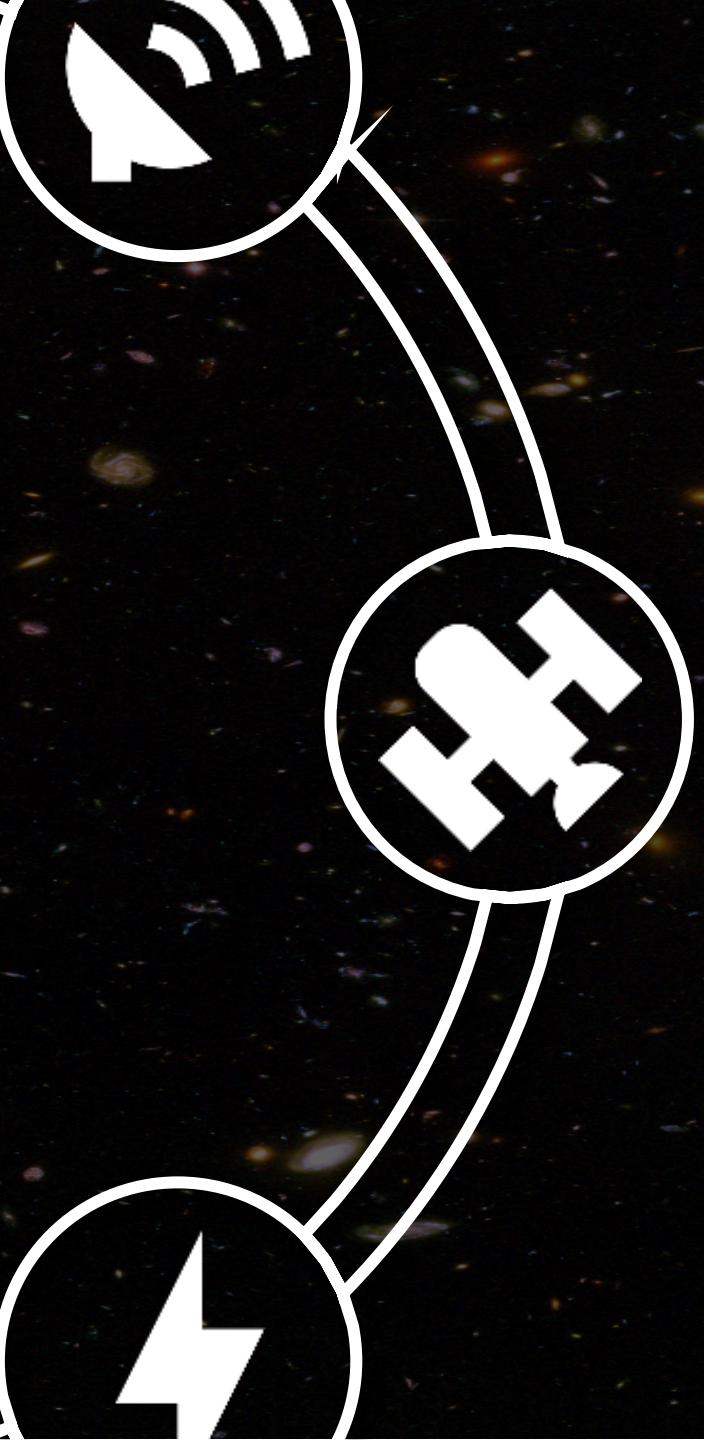
Our mission is to design, build,  
and launch a 3U nanosatellite  
with a multispectral camera.



TEAM  
**ANANT**

# SUBSYSTEMS





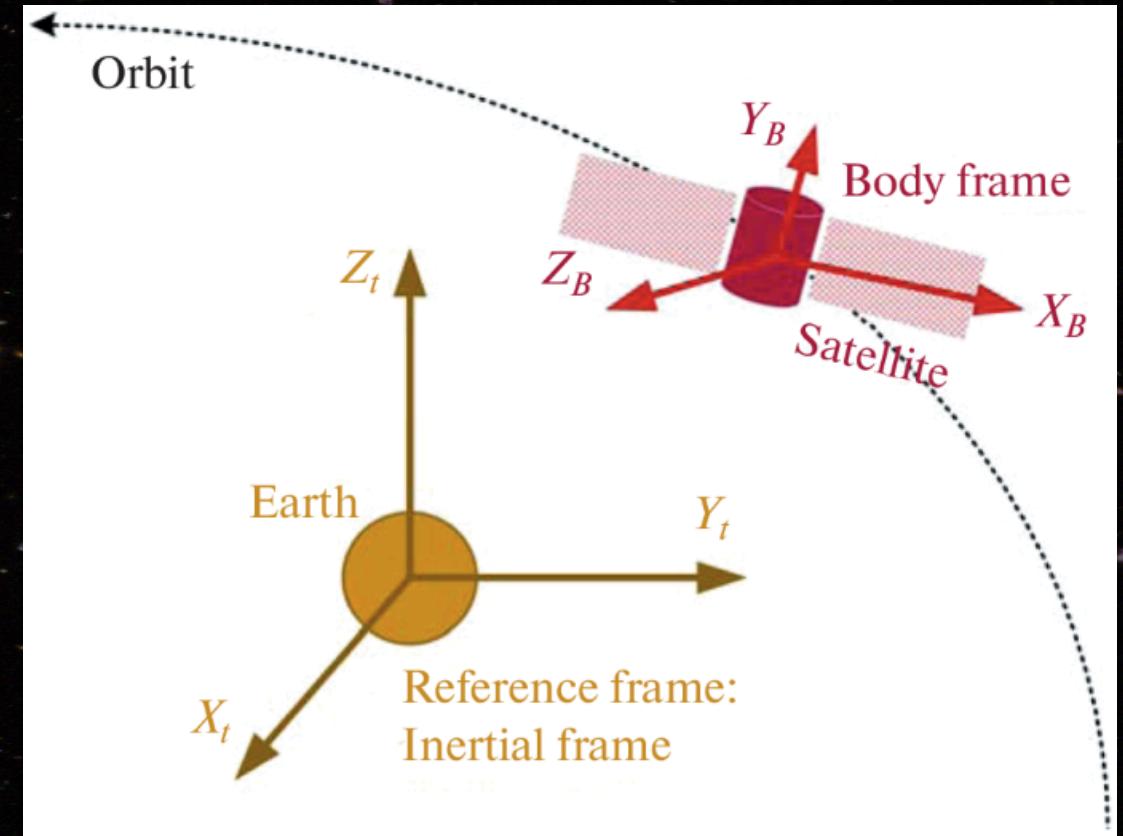
# ATTITUDE DETERMINATION AND CONTROL SUBSYSTEM

The Attitude Determination and Control Subsystem (ADCS) stabilizes and orients the satellite using sensors and actuators, enabling precise maneuvers for sun pointing, ground station tracking, and imaging.

# What is attitude?

Attitude: description of the angular position/3d orientation of an object relative to a reference frame.

We use various sensors to figure out satellite's orientation eg. Sun sensor, gyroscope, magnetometer, etc.



# Navigation



```
#include <cmath>
#include <vector>
#include <iostream>
#include <assert.h>
#include "propagation.h"
#include "particle.h"
#include "force.h"
#include "integrator.h"
#include "logger.h"
#include "math.h"

using namespace std;

// Function to calculate the gravitational force between two particles
double calculate_gravitational_force(const particle &particle1, const particle &particle2) {
    double distance = sqrt((particle1.x - particle2.x) * (particle1.x - particle2.x) + (particle1.y - particle2.y) * (particle1.y - particle2.y));
    double G = 6.674e-11;
    double mass1 = particle1.mass;
    double mass2 = particle2.mass;
    double force = G * mass1 * mass2 / (distance * distance);
    return force;
}

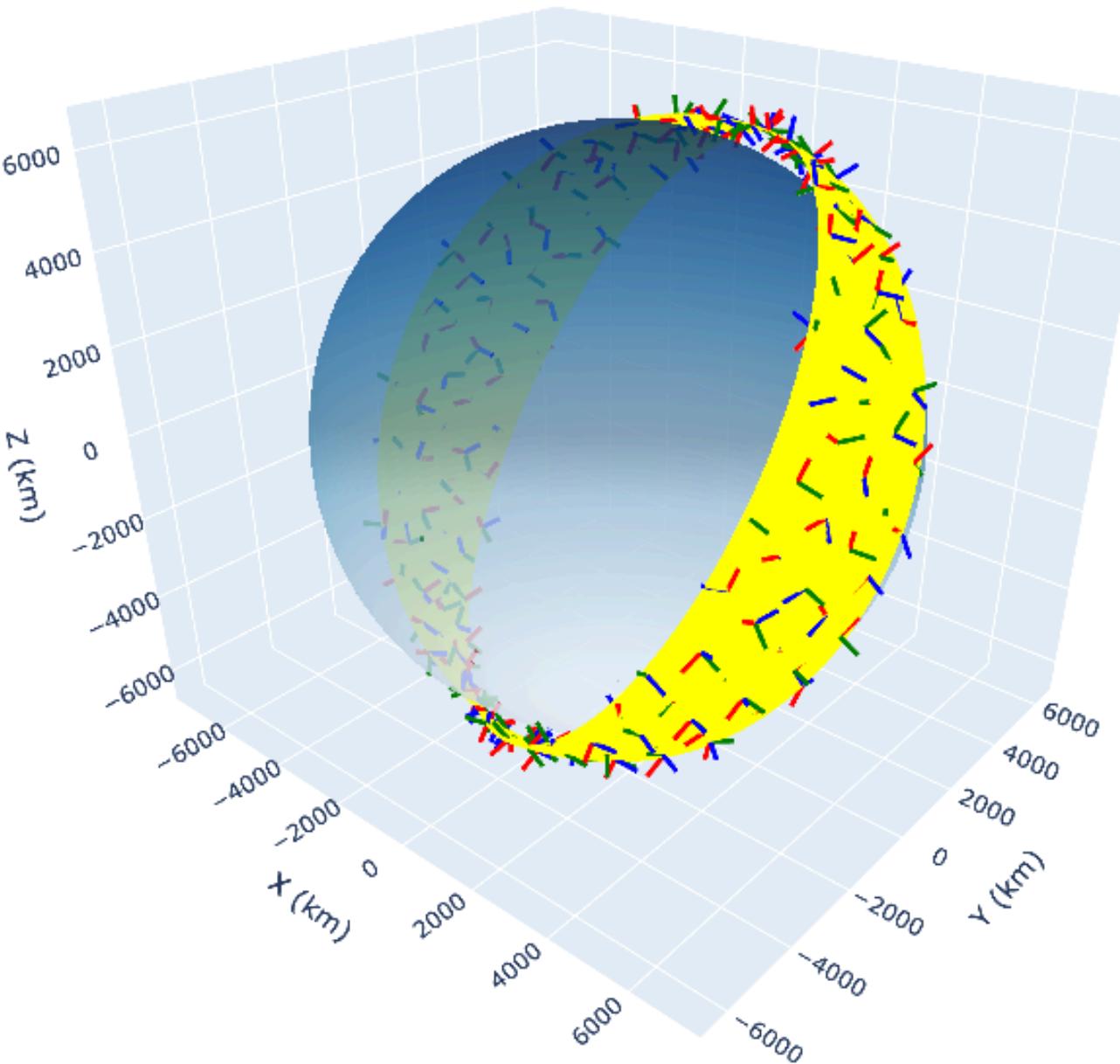
// Function to calculate the total gravitational force on a particle
std::vector<double> calculate_total_gravitational_force(const particle &particle, const std::vector<particle> &other_particles) {
    std::vector<double> total_force(2);
    for (const auto &other_particle : other_particles) {
        if (&particle != &other_particle) {
            double force_x = calculate_gravitational_force(particle, other_particle) * (other_particle.x - particle.x) / (calculate_gravitational_force(particle, other_particle) * 2);
            double force_y = calculate_gravitational_force(particle, other_particle) * (other_particle.y - particle.y) / (calculate_gravitational_force(particle, other_particle) * 2);
            total_force[0] += force_x;
            total_force[1] += force_y;
        }
    }
    return total_force;
}

// Function to update the position and velocity of a particle over a given time step
void update_particle_position_and_velocity(particle &particle, const std::vector<double> &total_gravitational_force, const double &time_step) {
    double mass = particle.mass;
    double x = particle.x;
    double y = particle.y;
    double vx = particle.vx;
    double vy = particle.vy;
    double ax = total_gravitational_force[0] / mass;
    double ay = total_gravitational_force[1] / mass;
    double new_vx = vx + ax * time_step;
    double new_vy = vy + ay * time_step;
    double new_x = x + new_vx * time_step;
    double new_y = y + new_vy * time_step;
    particle.x = new_x;
    particle.y = new_y;
    particle.vx = new_vx;
    particle.vy = new_vy;
}

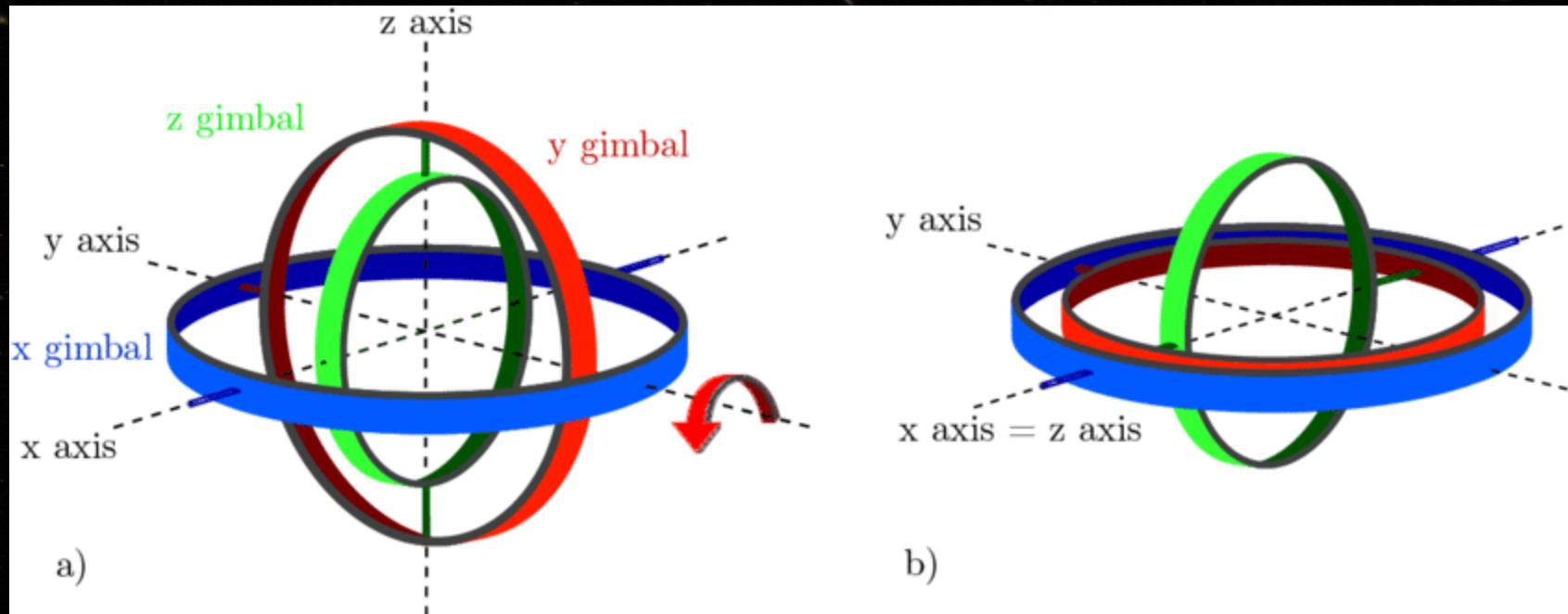
// Function to propagate the state of a system over a given time interval
void propagate_system(const std::vector<particle> &particles, const double &start_time, const double &end_time, const double &time_step) {
    assert(start_time < end_time);
    assert(time_step > 0.0);
    assert(particles.size() > 0);
    assert(particles[0].mass > 0.0);
    assert(particles[0].x > 0.0);
    assert(particles[0].y > 0.0);
    assert(particles[0].vx > 0.0);
    assert(particles[0].vy > 0.0);

    for (double t = start_time; t < end_time; t += time_step) {
        std::vector<double> total_gravitational_force;
        for (const auto &particle : particles) {
            total_gravitational_force = calculate_total_gravitational_force(particle, particles);
            update_particle_position_and_velocity(particle, total_gravitational_force, time_step);
        }
    }
}
```

+00:00



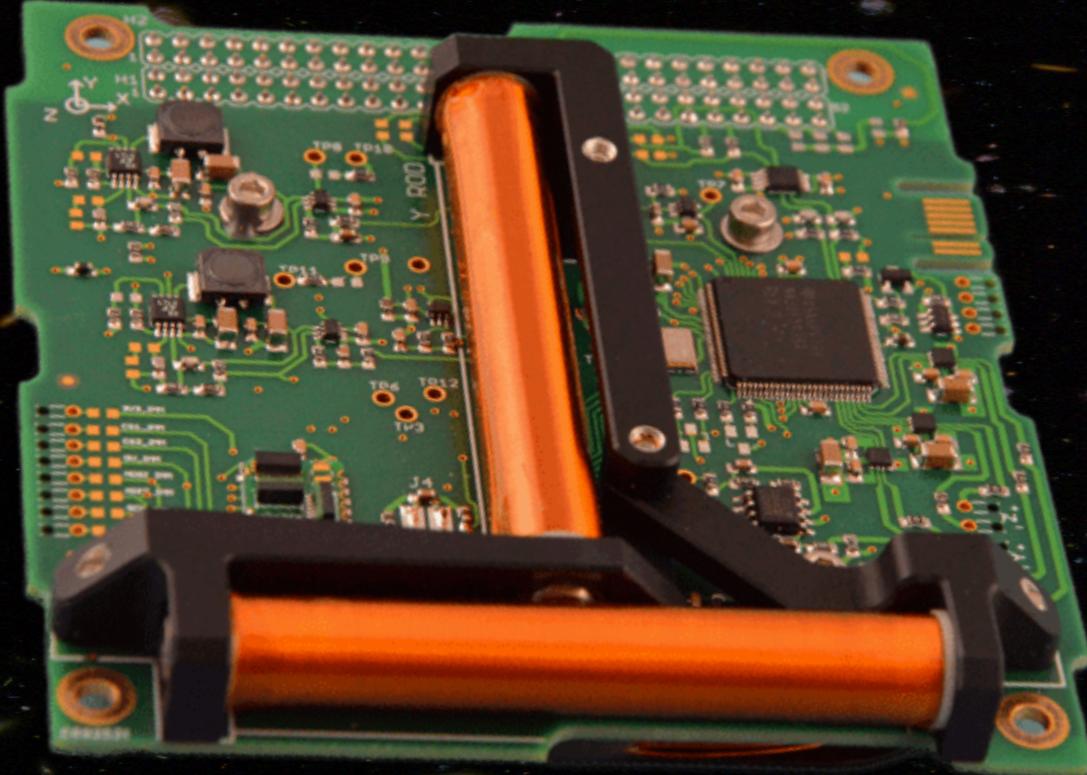
# Controls



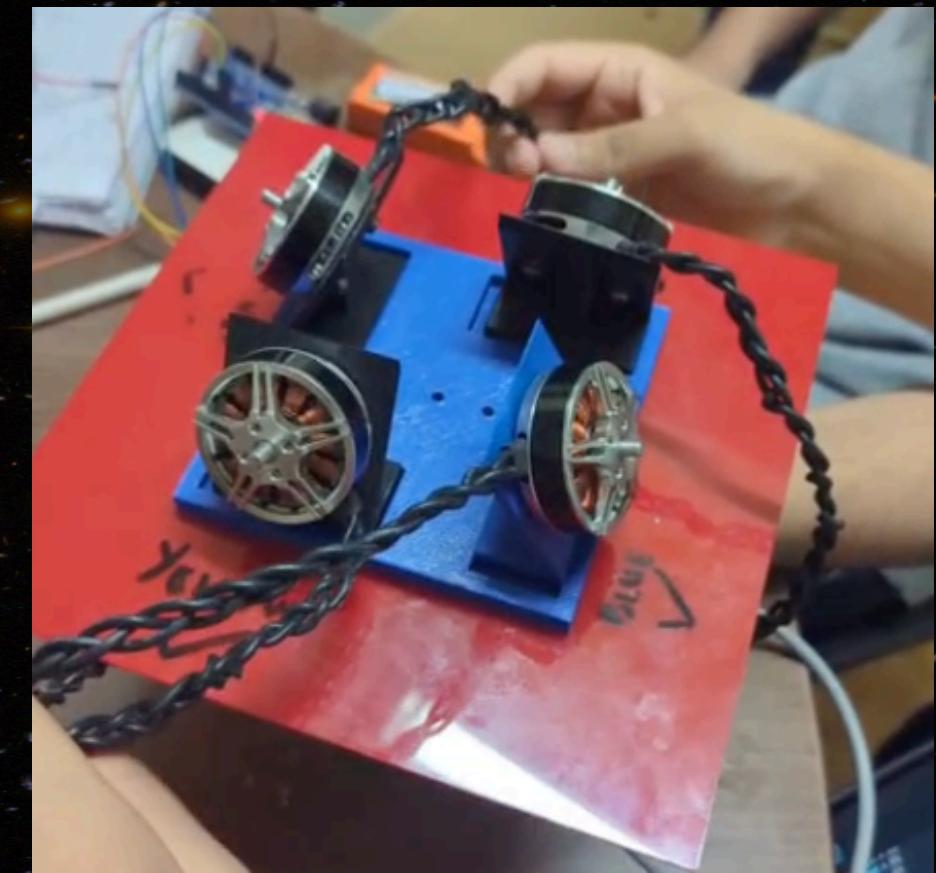
**Control Modules:**

- Magnetorquers
- Reaction Wheels

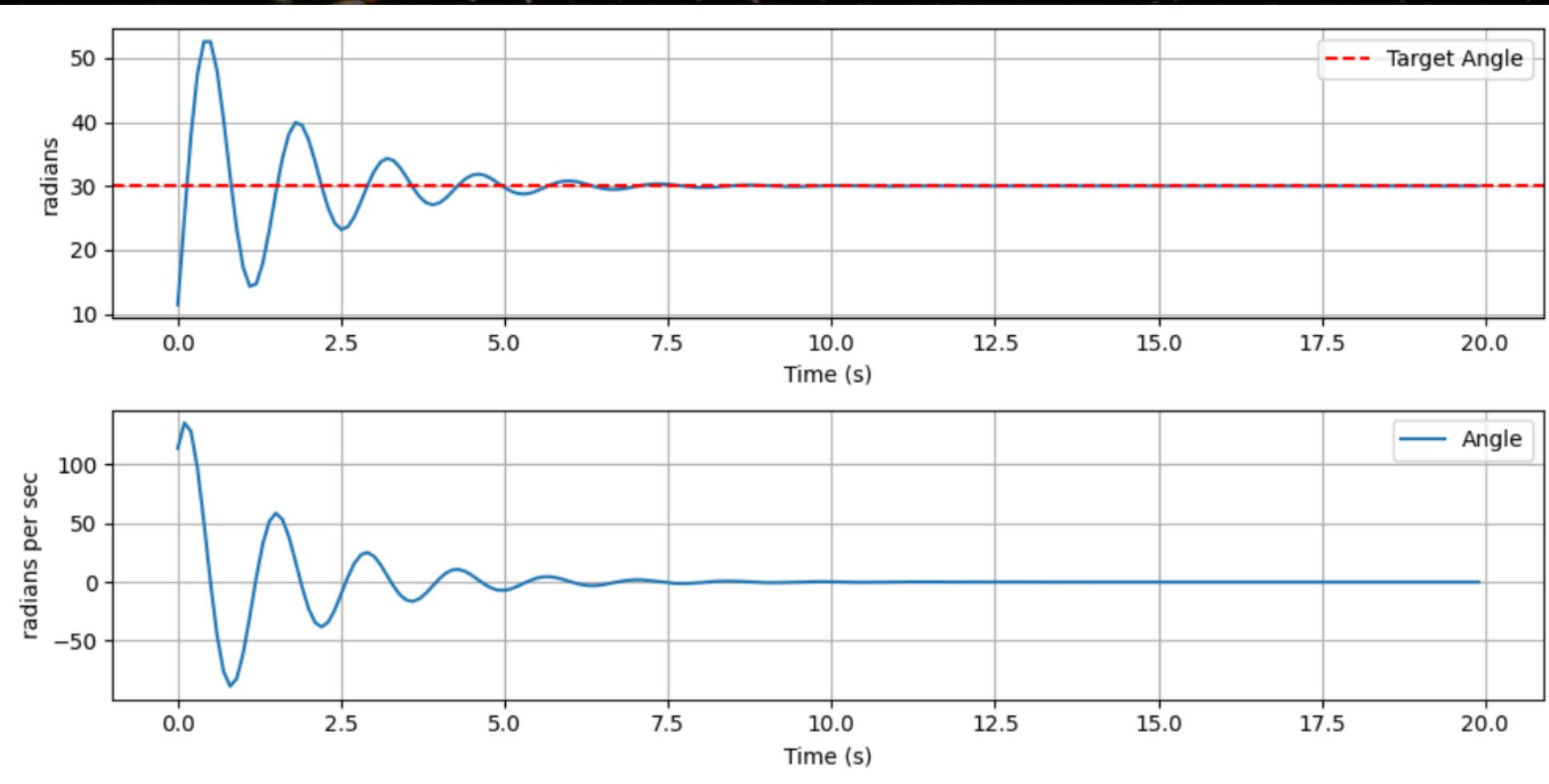
# Magnetorquers



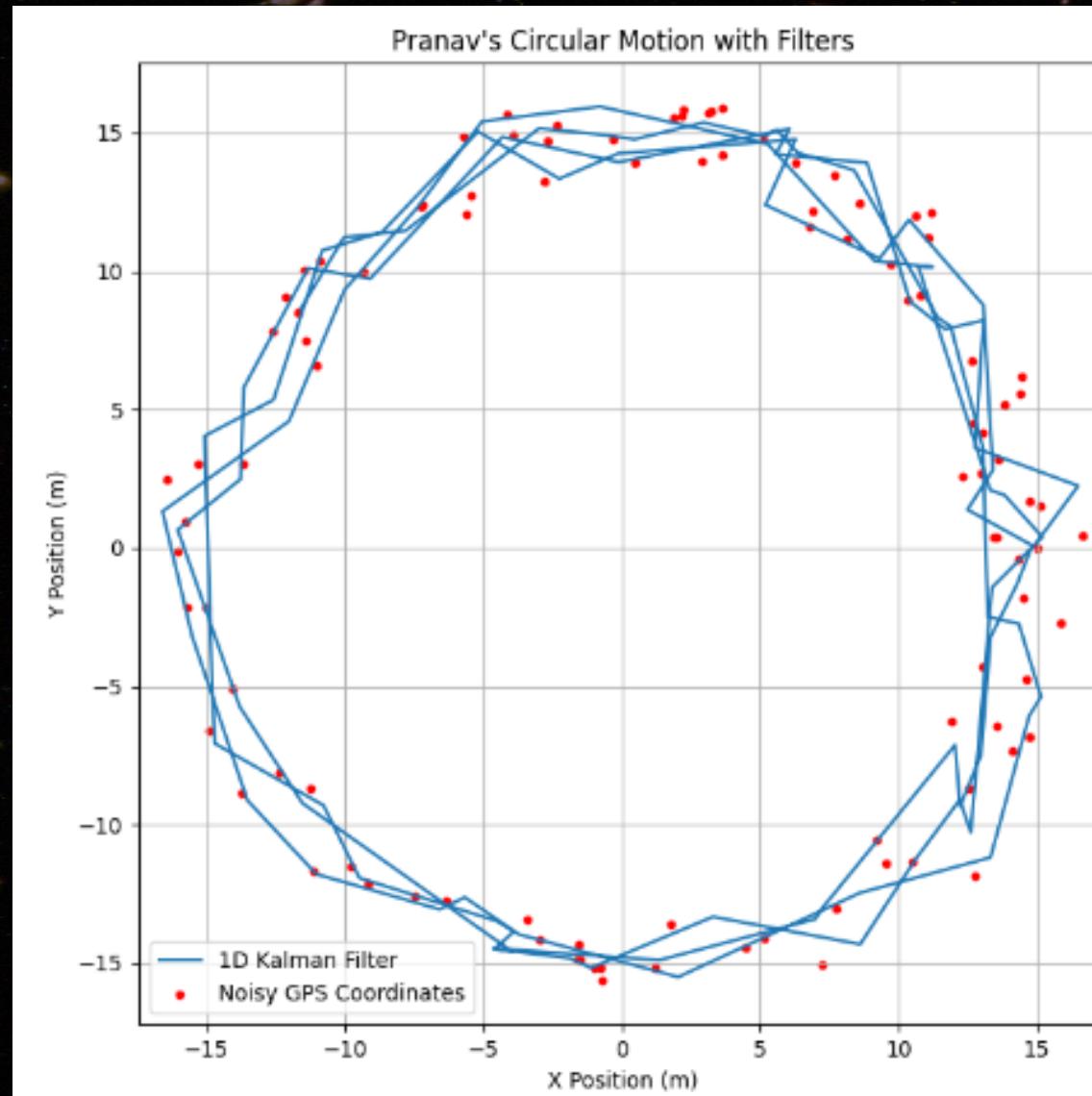
# Reaction Wheels



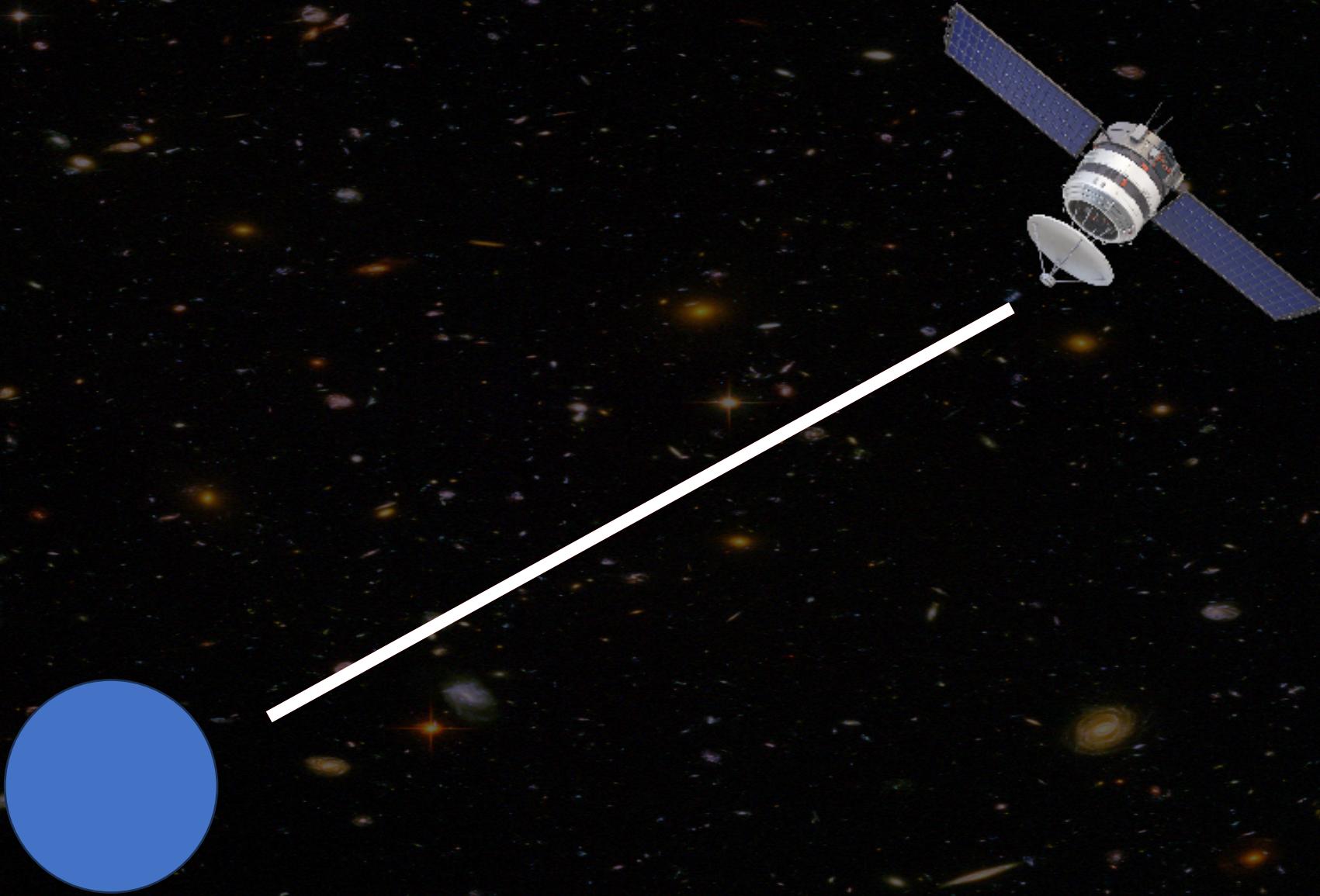
# Control Algorithms

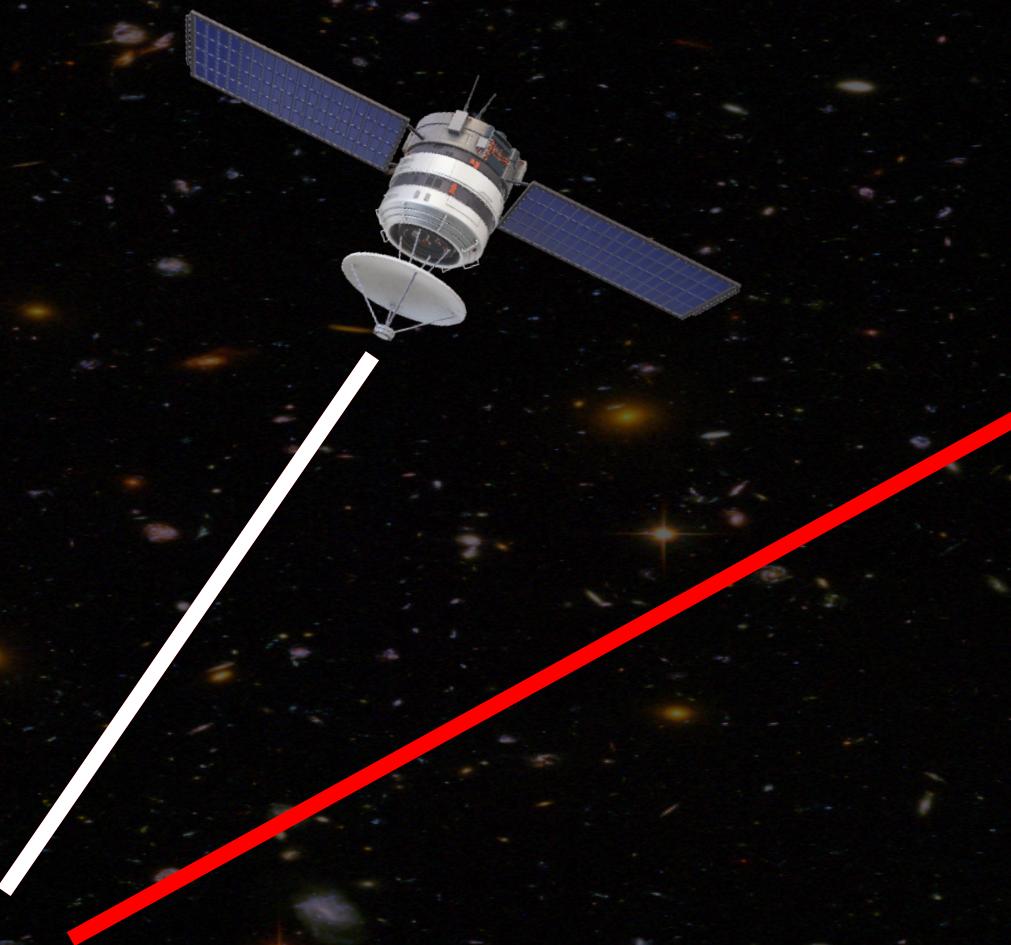


# Estimation

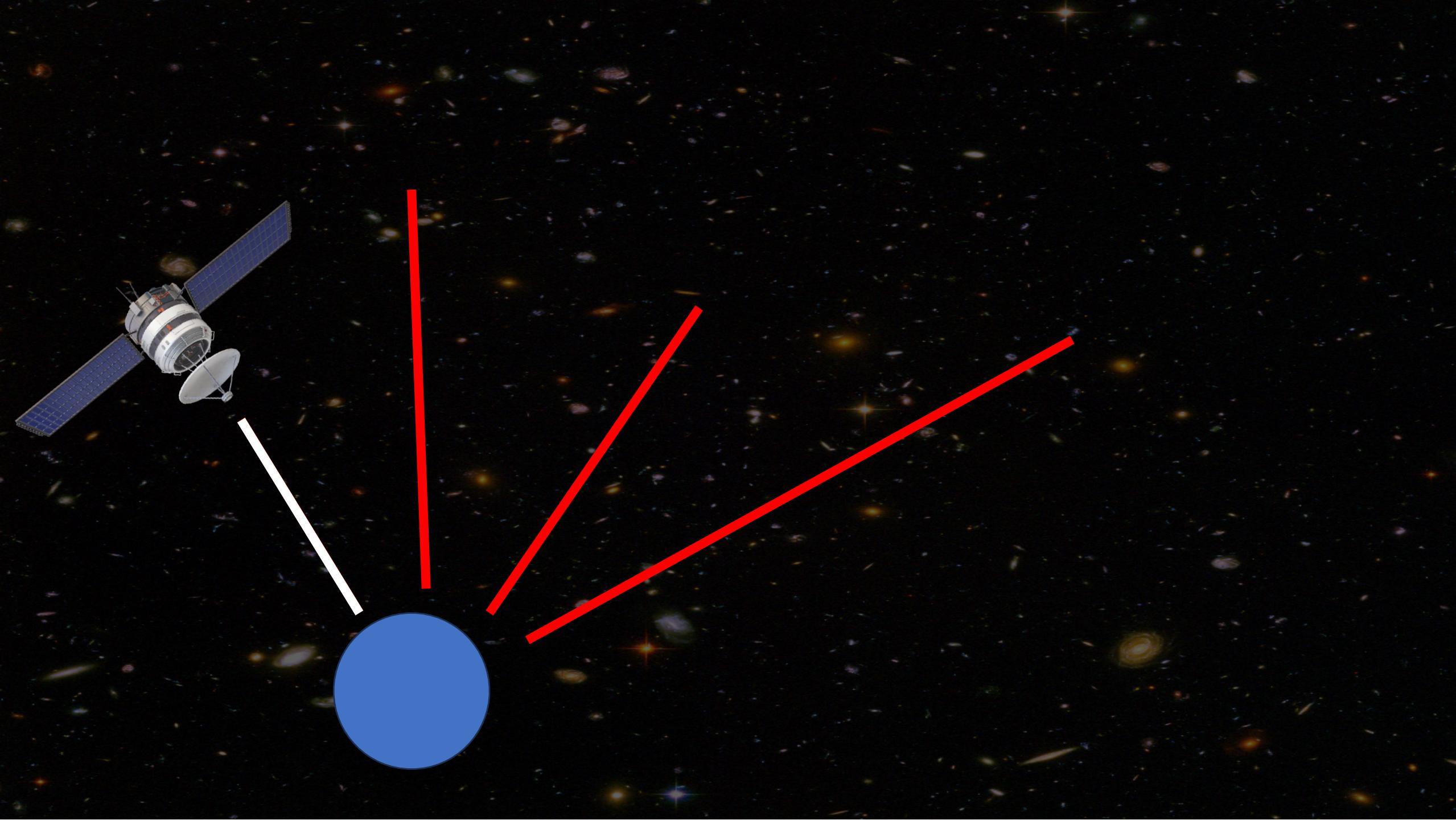


# Estimation











**What we need to do:**

- Data Filtering
- Data Prediction

# Math is Fun!

It is necessary to understand physical systems.

You cannot solely rely on intuition sometimes.

$$A_{321}(\phi, \theta, \psi) = A(\mathbf{e}_1, \psi)A(\mathbf{e}_2, \theta)A(\mathbf{e}_3, \phi)$$

$$\begin{aligned} &= \begin{bmatrix} 1 & 0 & 0 \\ 0 & c\psi & s\psi \\ 0 & -s\psi & c\psi \end{bmatrix} \begin{bmatrix} c\theta & 0 & -s\theta \\ 0 & 1 & 0 \\ s\theta & 0 & c\theta \end{bmatrix} \begin{bmatrix} c\phi & s\phi & 0 \\ -s\phi & c\phi & 0 \\ 0 & 0 & 1 \end{bmatrix} \\ &= \begin{bmatrix} c\theta c\phi & c\theta s\phi & -s\theta \\ -c\psi s\phi + s\psi s\theta c\phi & c\psi c\phi + s\psi s\theta s\phi & s\psi c\theta \\ s\psi s\phi + c\psi s\theta c\phi & -s\psi c\phi + c\psi s\theta s\phi & c\psi c\theta \end{bmatrix} \quad (2.164) \end{aligned}$$

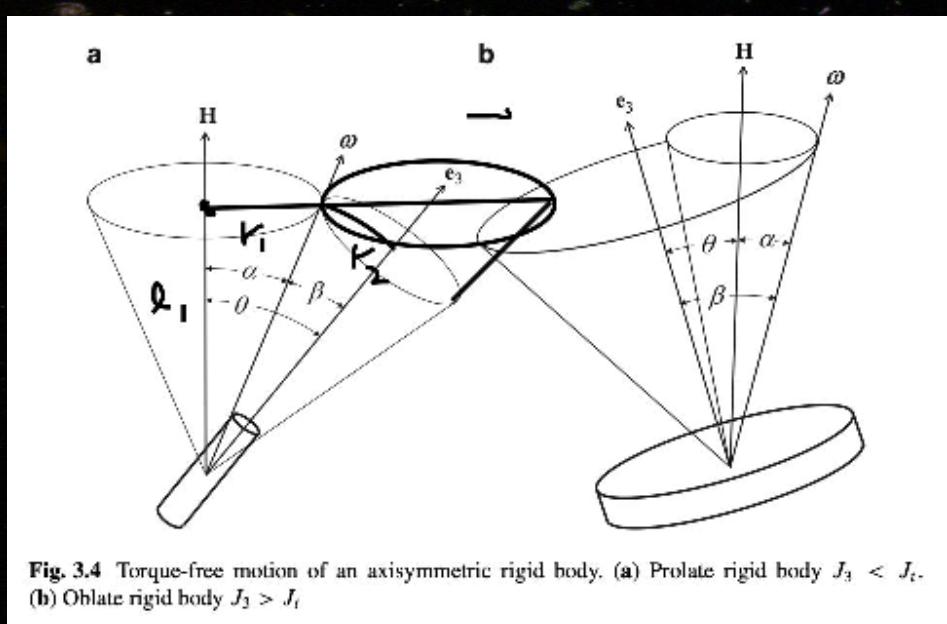


Fig. 3.4 Torque-free motion of an axisymmetric rigid body. (a) Prolate rigid body  $J_z < J_t$ . (b) Oblate rigid body  $J_z > J_t$ .



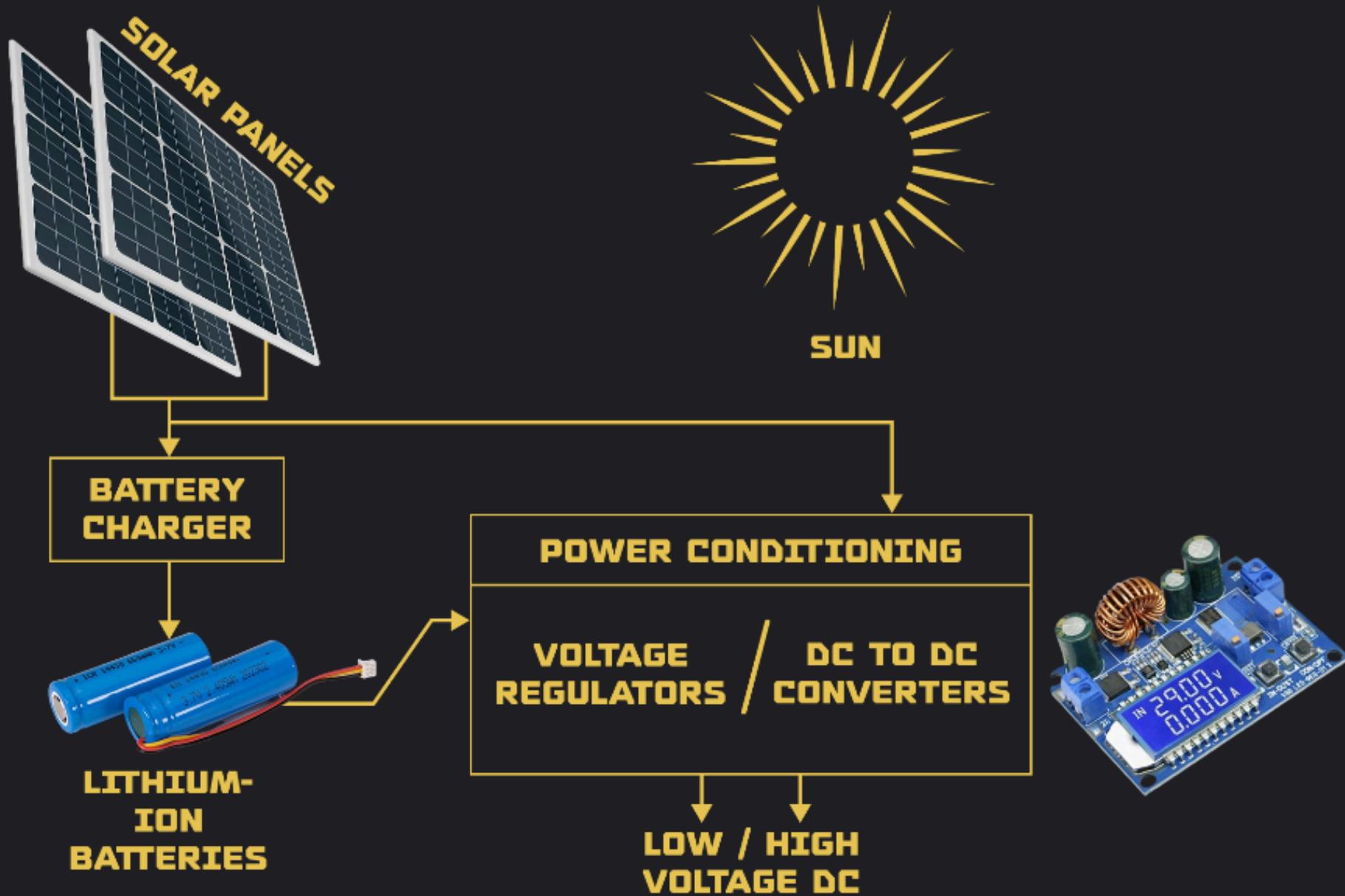
# ATTITUDE DETERMINATION AND CONTROL SUBSYSTEM

The Attitude Determination and Control Subsystem (ADCS) stabilizes and orients the satellite using sensors and actuators, enabling precise maneuvers for sun pointing, ground station tracking, and imaging.



# ELECTRICAL AND POWER SUBSYSTEM

EPS, which stands for Electrical and Power subsystem, is mainly responsible for Generation, Storage and Distribution of power to the components of the various subsystems of the satellite.

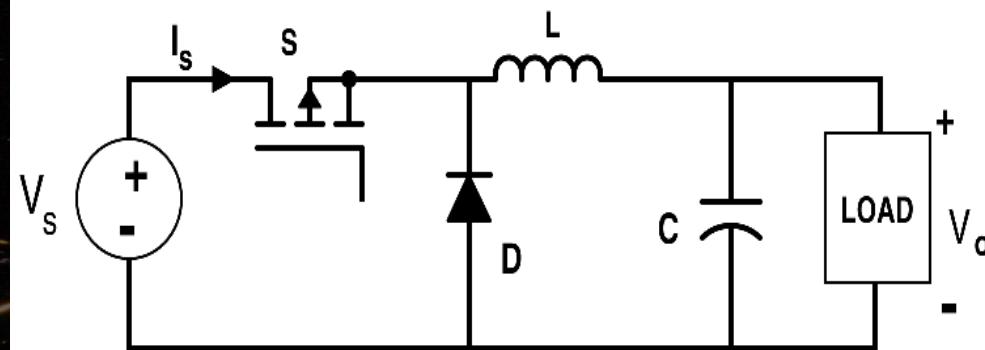


## DEVICES USED TO STEP DC VOLTAGES UP AND DOWN:

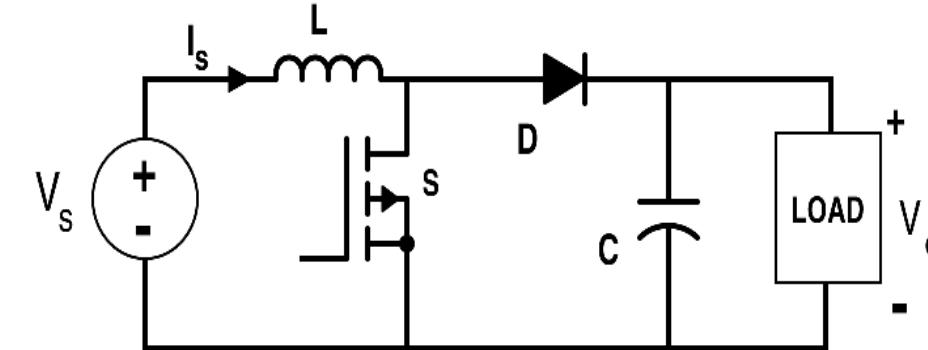
- Buck Convertors
- Boost Convertors
- Buck-Boost Converters

## ALGORITHMS USED IN THE BATTERY MANAGEMENT SYSTEM:

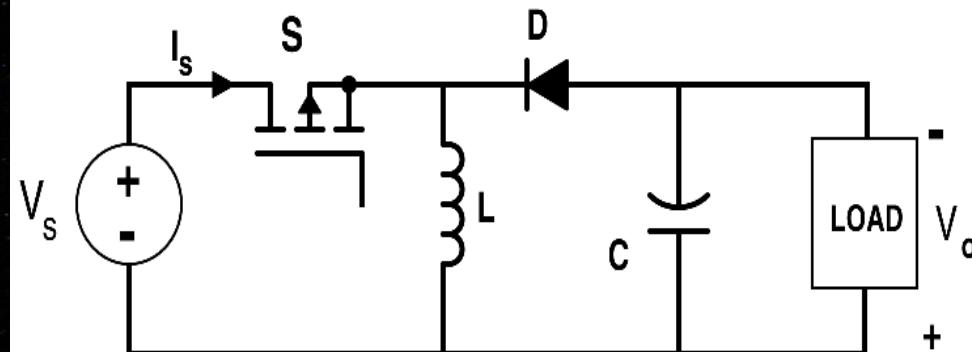
- MPPT (Maximum Power Point Tracking)



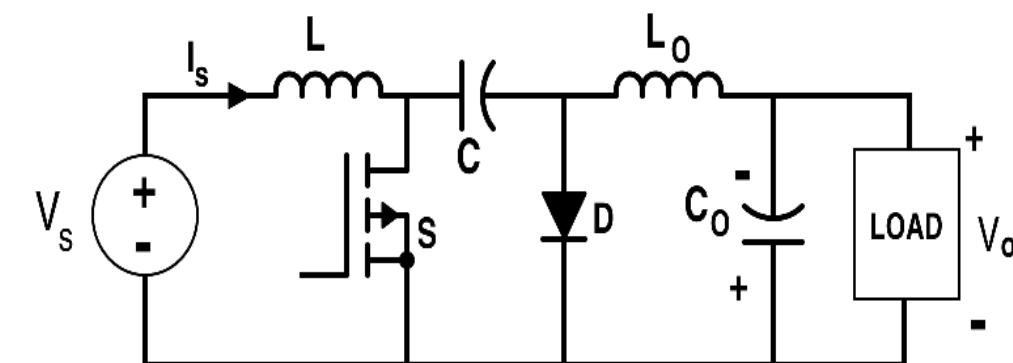
Buck Converter



Boost Converter



Buck-Boost Converter



Cuk Converter

# **Power Budget and Datasheets**

- The EPS needs to formulate a POWER BUDGET: wherein it decides how much power is to be given to which subsystem under which MODE OF OPERATION.
- DATASHEETS are then read to decide upon the specification of the various components to be used in the CubeSAT mission.

## Passive Circuit Board Components



Resistor



Capacitor



Inductors



Transformer



Fuse



Varistor



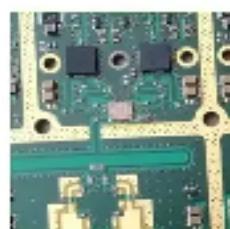
Resistor Network



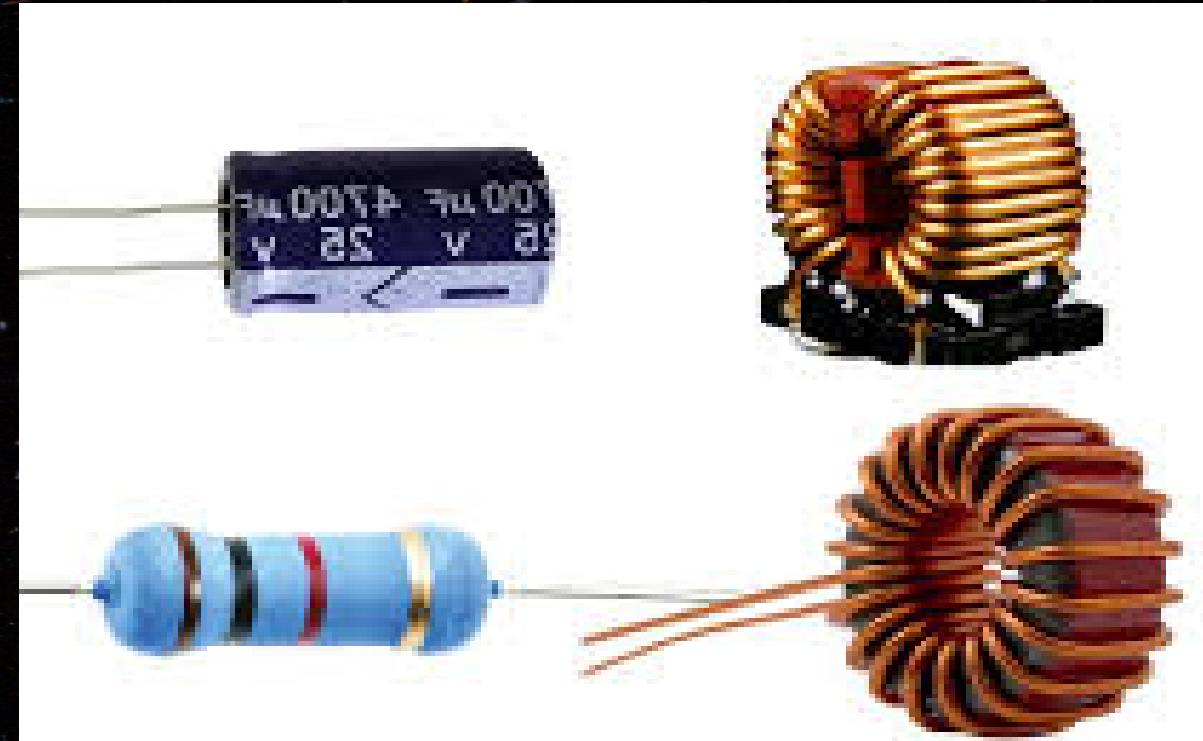
Thermistor



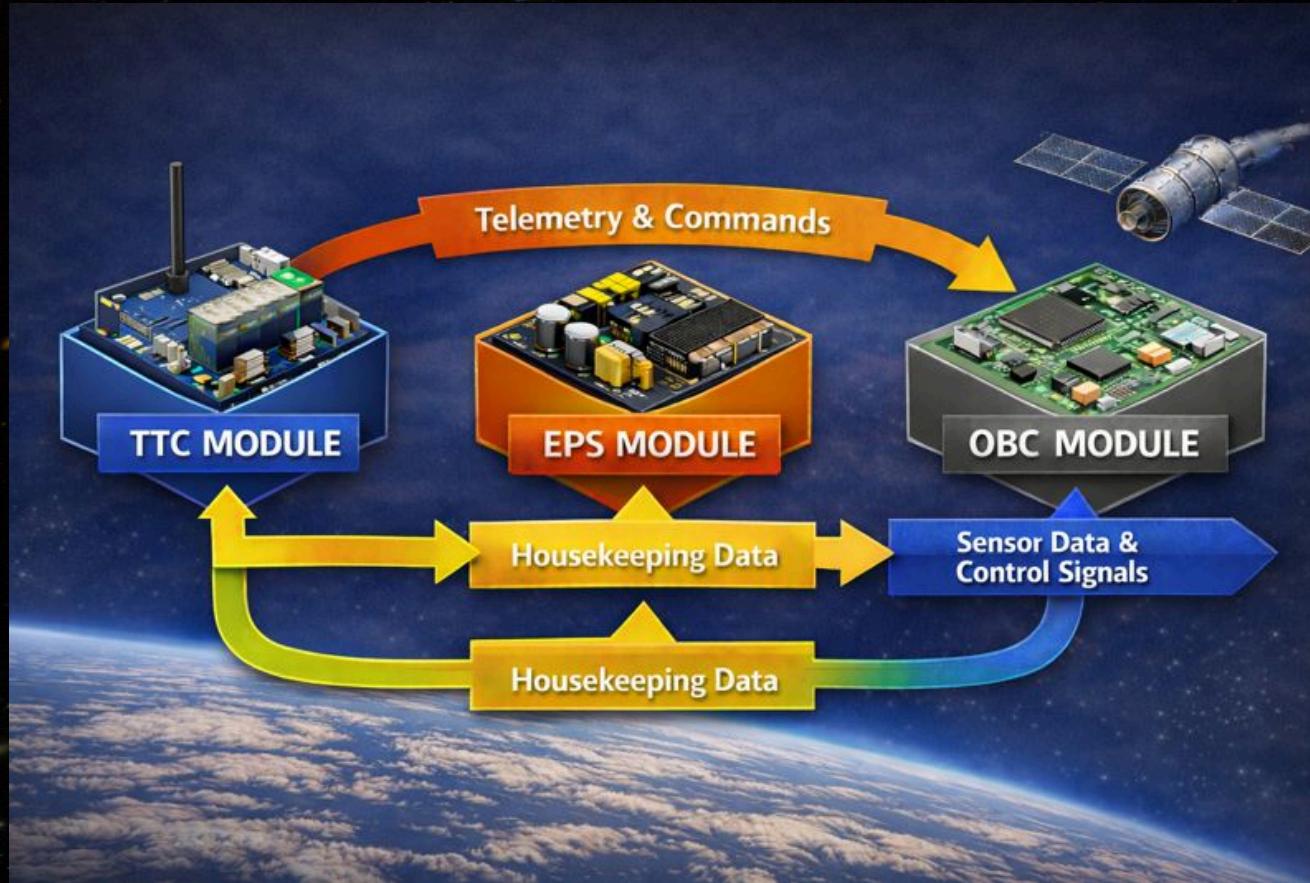
Potentiometer



PCBA

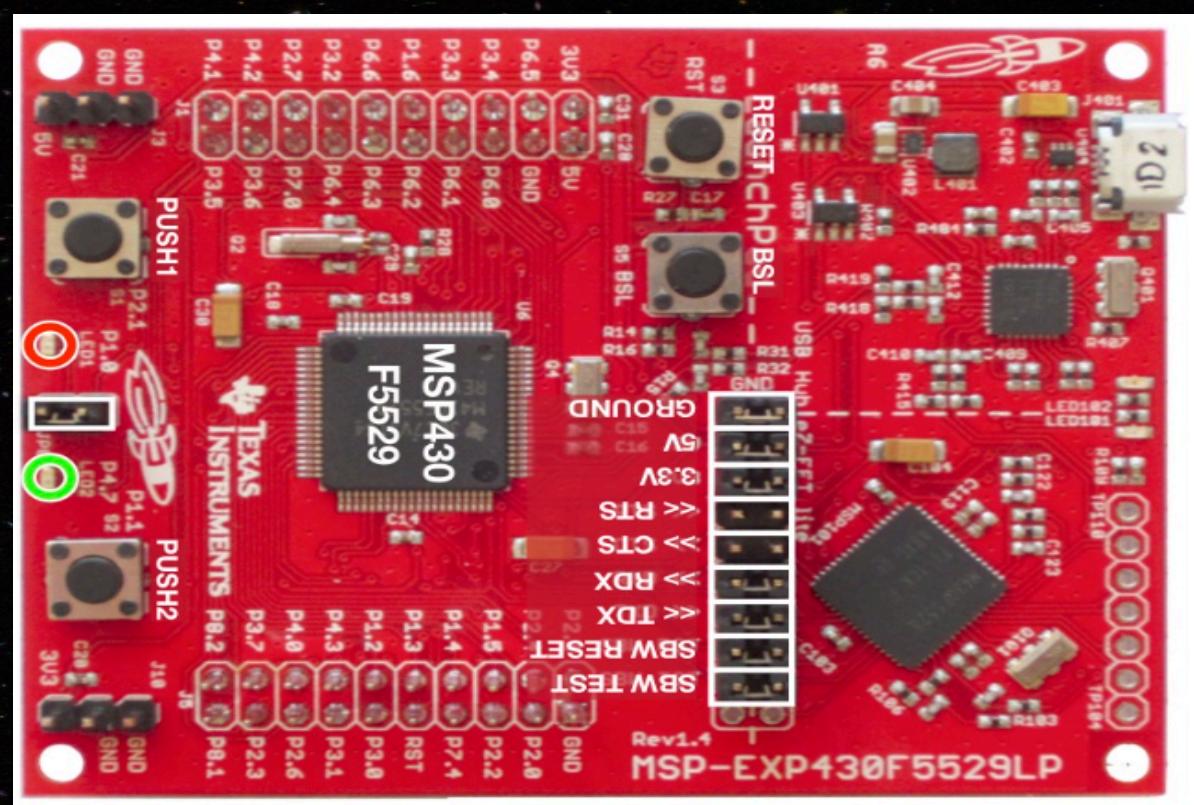
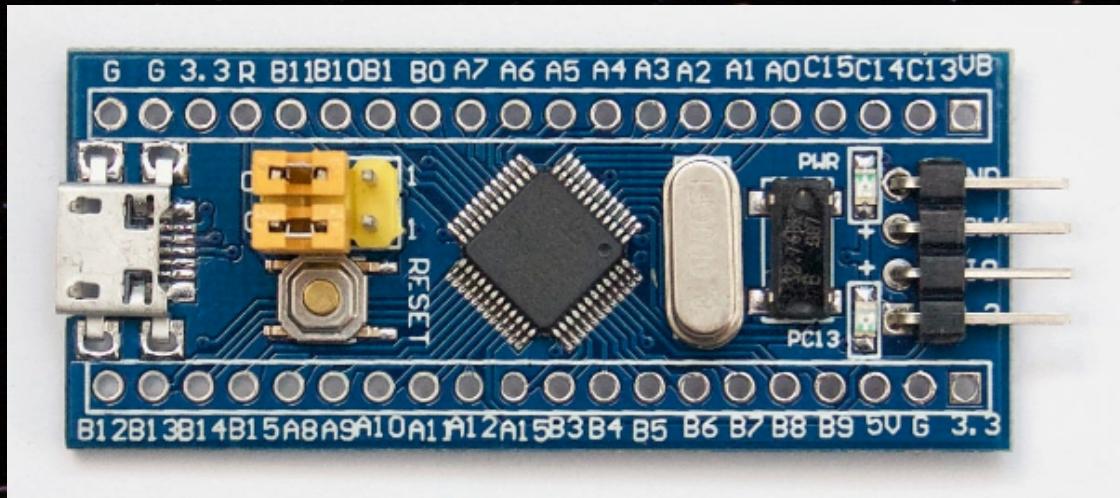


# HOUSEKEEPING DATA

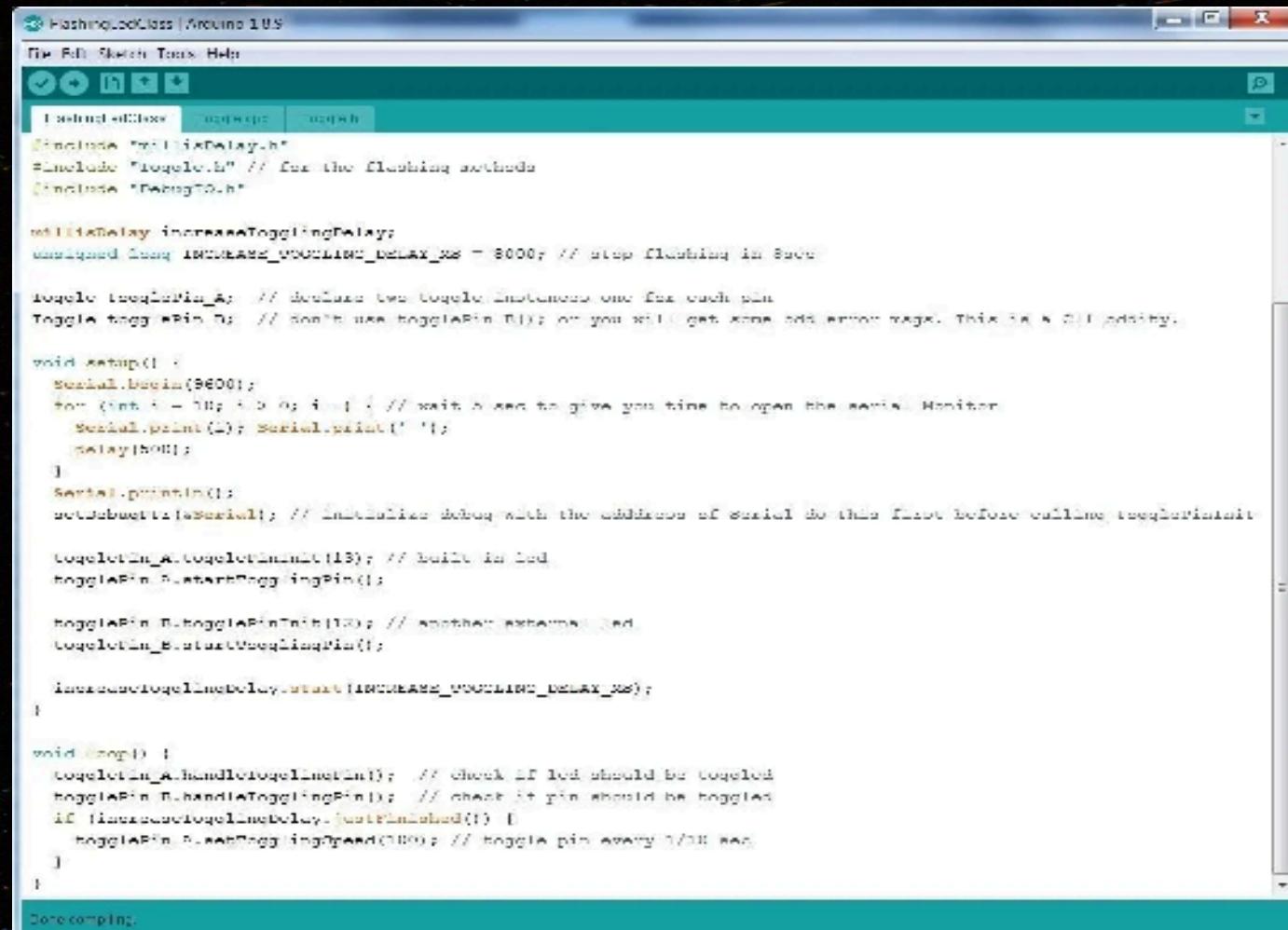


The EPS is also responsible for collecting **HOUSEKEEPING DATA** from different system sensors to monitor the critical health of the satellite.

# EPS MICROCONTROLLER



# SOFTWARE



The screenshot shows the Arduino IDE interface with a sketch titled "FlashingLockClass" open. The code is written in Embedded C and includes comments explaining the logic. It uses two toggle objects, one for each pin, and handles serial communication and a timer to manage the toggling logic.

```
#include "TogglingDelay.h"
#include "Toguelock.h" // for the flashing methods
#include "DebugT0.h"

// increaseToggleDelay();
unsigned long INCREASE_TOGGLELINE_DELAY_MS = 8000; // step flashing in 8sec

Toggle togglePin_A; // declares two Toggle instances one for each pin
Toggle togglePin_B; // don't use togglePin_B(); or you will get some odd error msg. This is a C oddity.

void setup() {
    Serial.begin(9600);
    for (int i = 0; i < 3; i++) { // wait 3 sec to give you time to open the serial Monitor
        Serial.print(i); Serial.print(' ');
        delay(1000);
    }
    Serial.println();
    setSerialAddress(Serial); // Initialize debug with the address of serial so this first before calling toggleInit()
    toggleLine_A.toggleInit(13); // built in led
    togglePin_B.startTogglingPin();

    togglePin_B.togglePinInit(12); // another external led
    toggleLine_B.startTogglingPin();

    increaseToggleDelay();
}

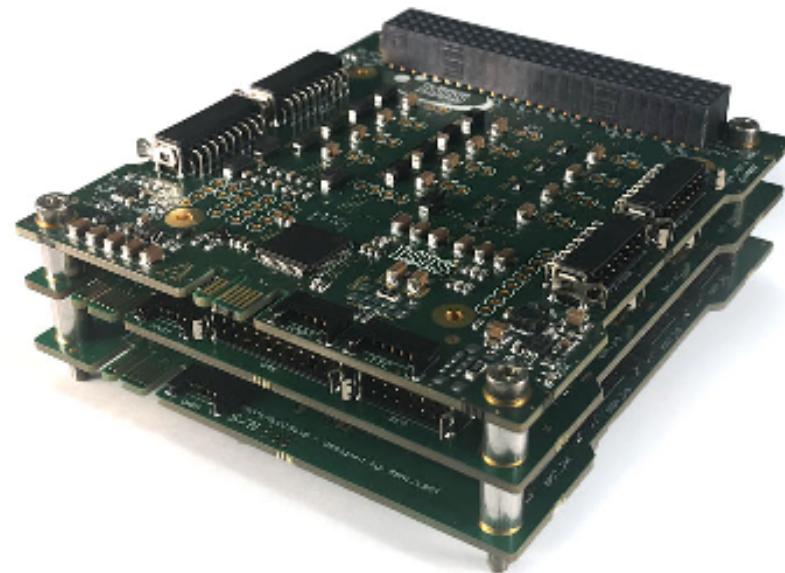
void loop() {
    toggleLine_A.handleToggleInit(); // check if led should be toggled
    togglePin_B.handleTogglingPin(); // check if pin should be toggled
    if (increaseToggleDelay().justfinished()) {
        togglePin_B.startTogglingPin(); // toggle pin every 1/10 sec
    }
}

Done compiling.
```

The software used in the satellite is variation of the commonly used language 'C' and it's called 'Embedded C'.

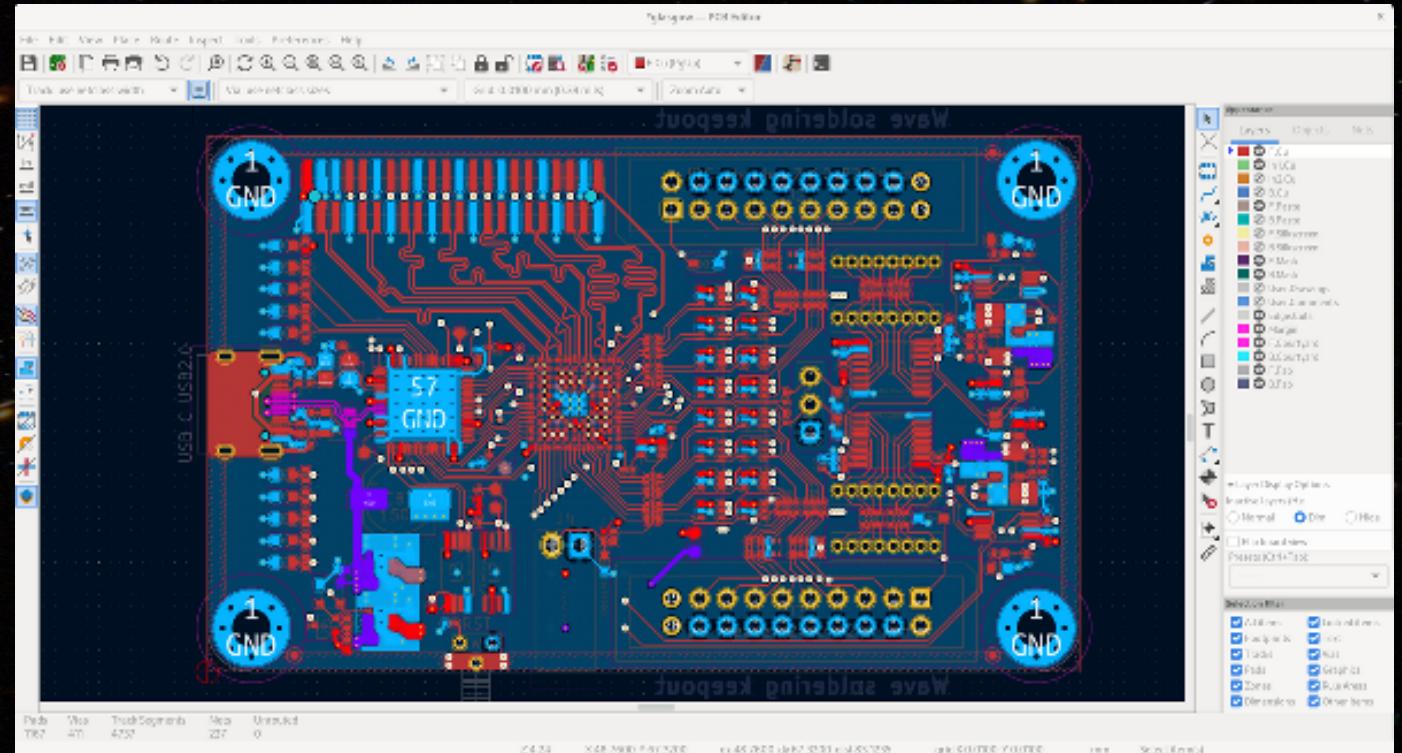
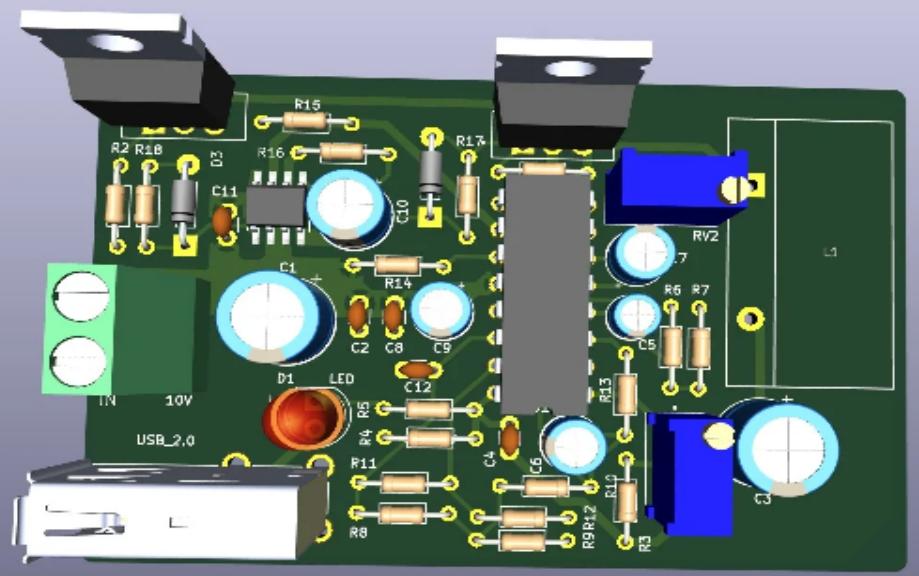
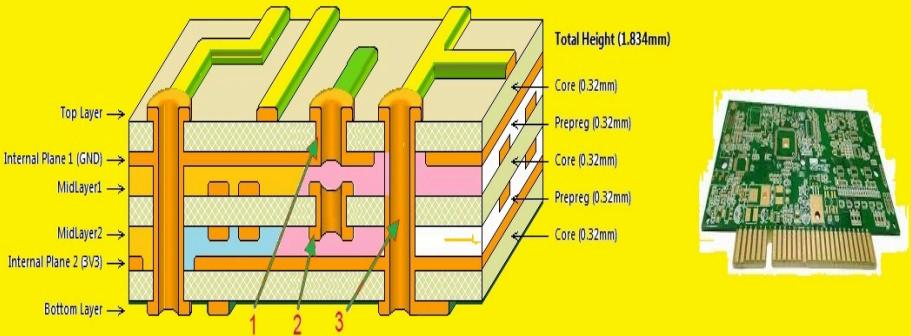
We write Bare Metal Code or Register Level Code to reduce the overall size of the program by avoiding library functions.

# PRINTED CIRCUIT BOARDS



# Designing a PCB

## Multilayer PCB





# ELECTRICAL AND POWER SUBSYSTEM

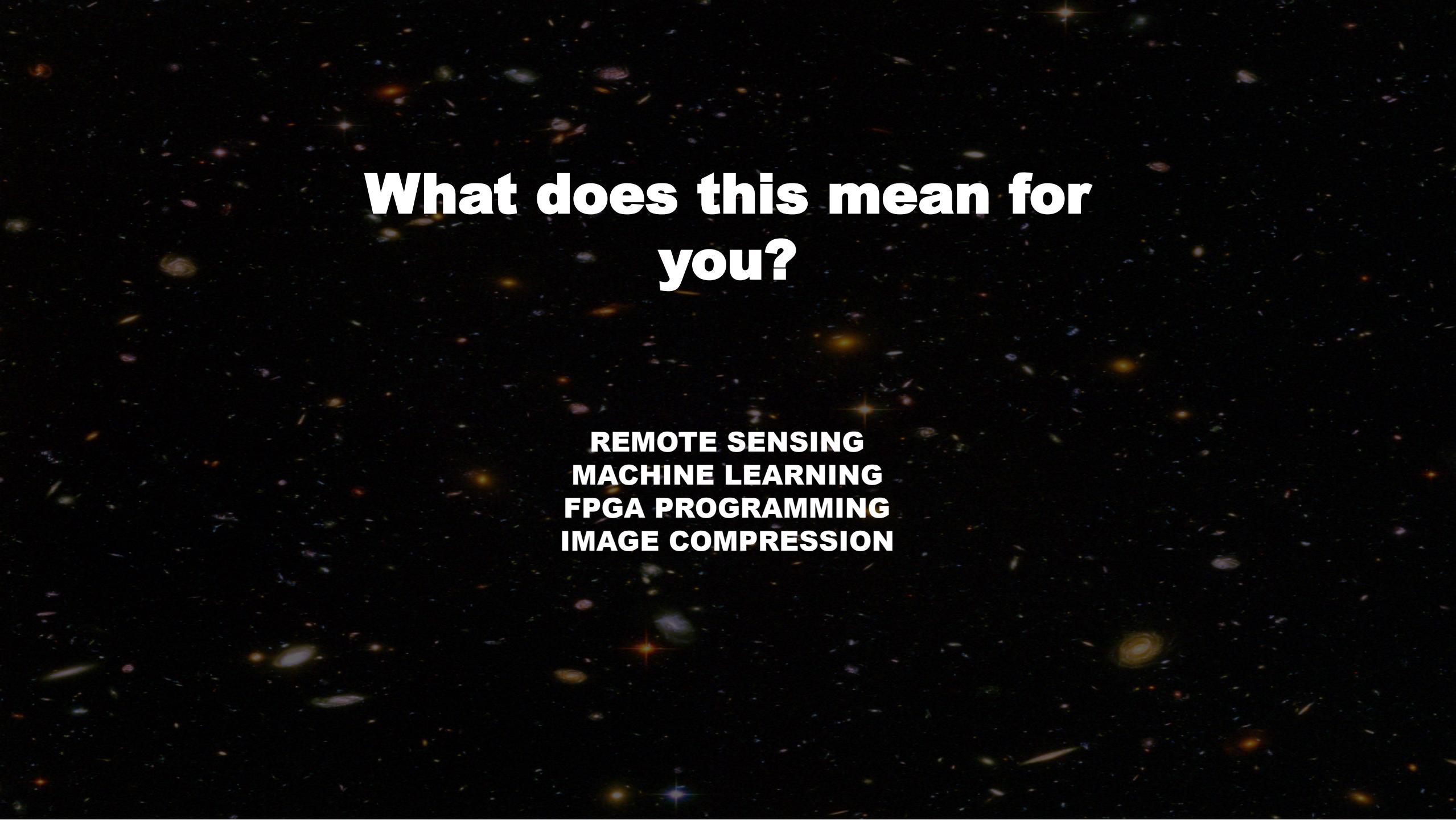
EPS, which stands for Electrical and Power subsystem, is mainly responsible for Generation, Storage and Distribution of power to the components of the various subsystems of the satellite.



# PAYLOAD

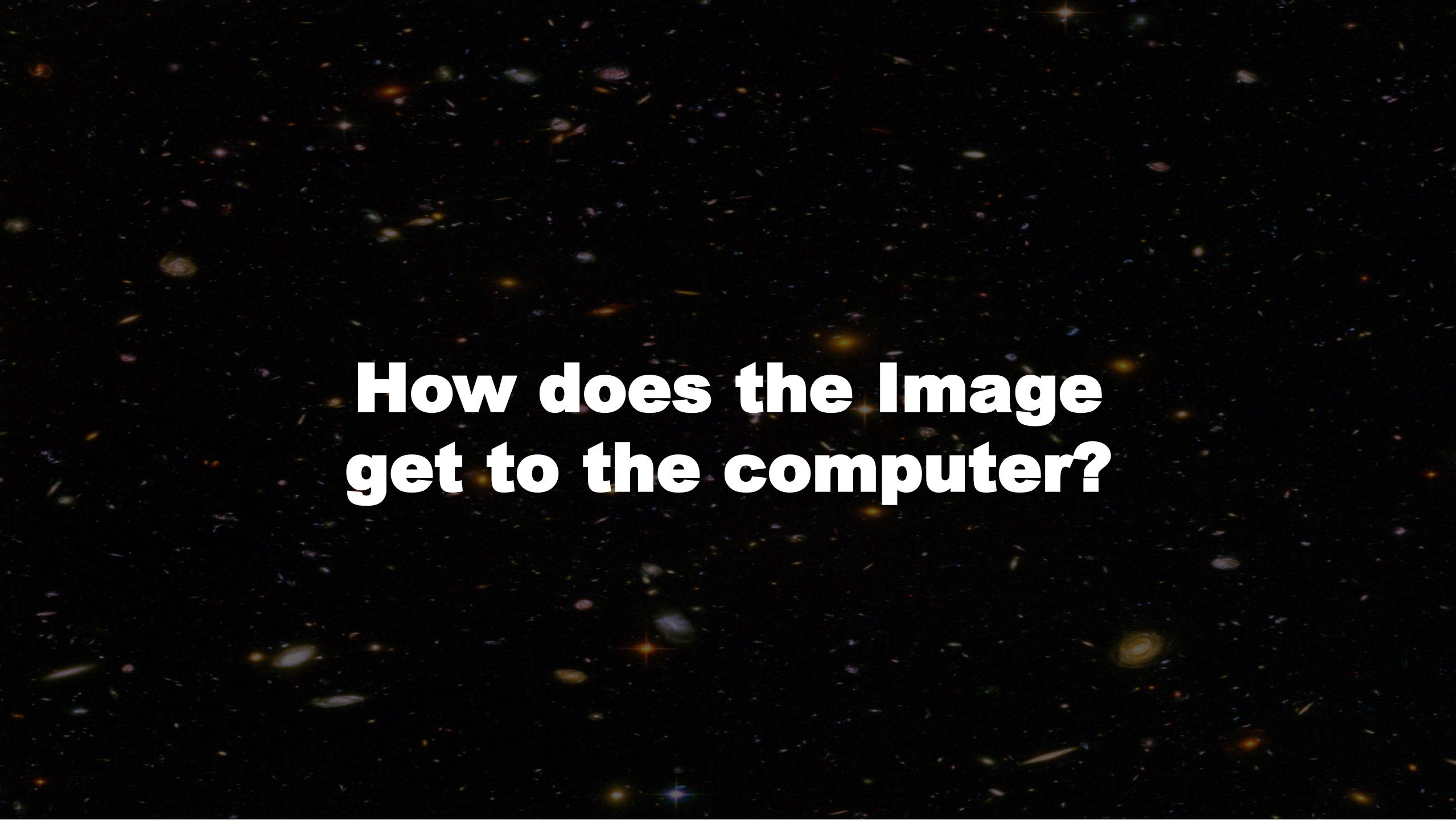
The payload consists of the instruments, equipment, and systems on a satellite that perform its specific mission functions.

Focus: delivering a multispectral instrument within the strict mass, volume, and power limits of a CubeSat.



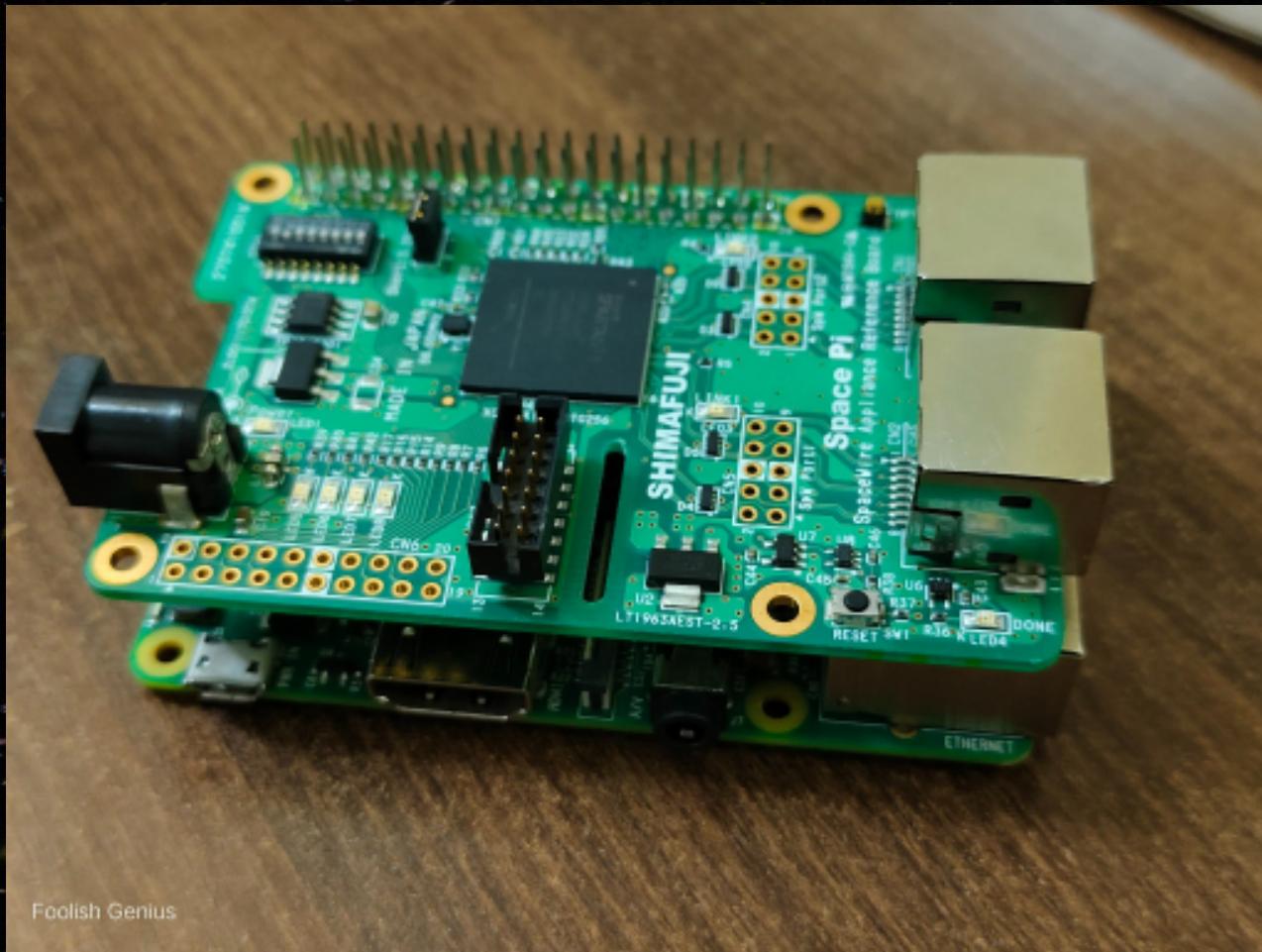
# **What does this mean for you?**

**REMOTE SENSING  
MACHINE LEARNING  
FPGA PROGRAMMING  
IMAGE COMPRESSION**

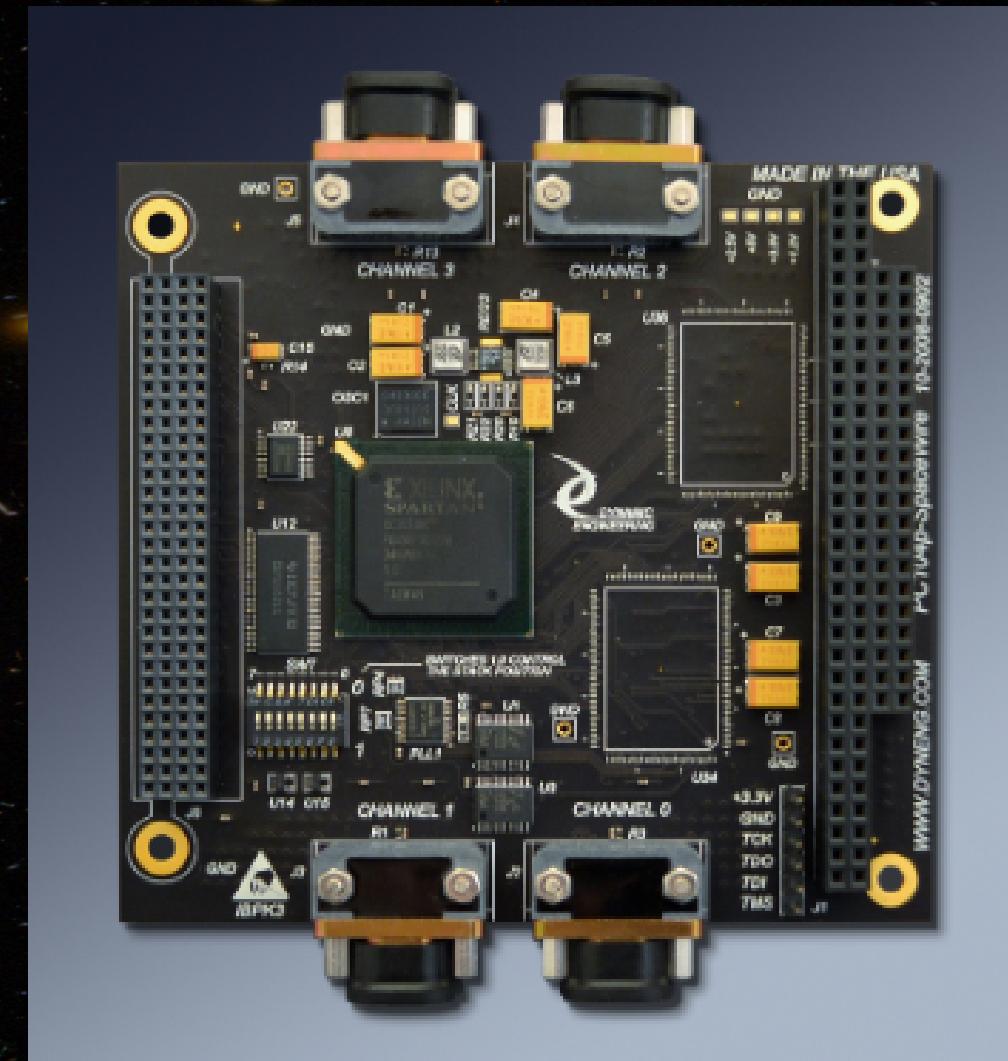


**How does the Image  
get to the computer?**

# What is an FPGA?

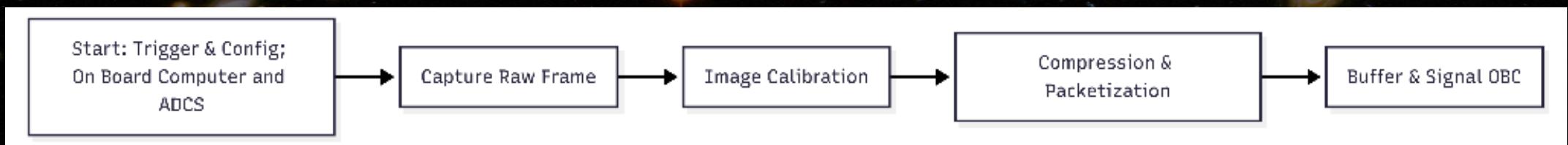
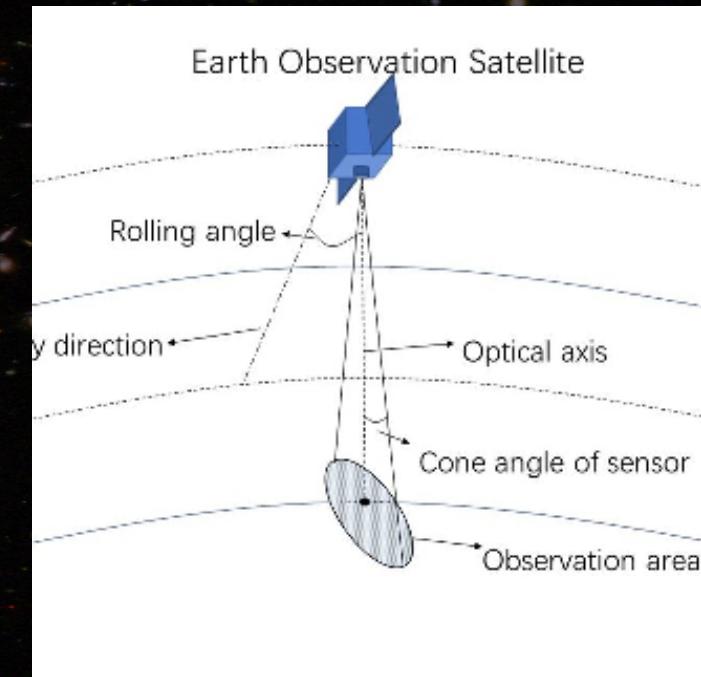


Foolish Genius



# Payload Data Processing

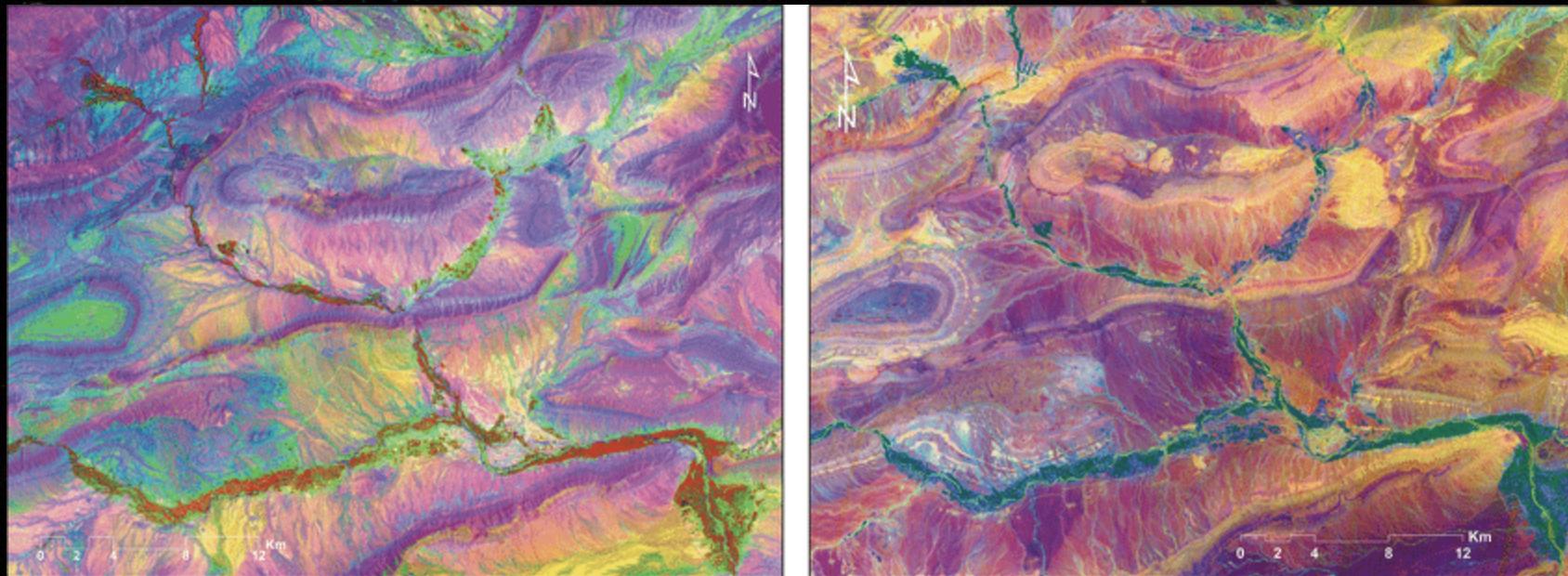
- Satellites compress images before sending them to Earth.
- Sensors scan the Earth strip-by-strip along the orbit
- Neighboring pixels are often similar
- Compression removes repeated information



# What After that?

After we get the image, we use various image processing techniques to actually get some useful information and conclusions from the image.

Eg:- Applying Radiometric/Geometric/Atmospheric correction



Effects of Image Correction

# Corrections

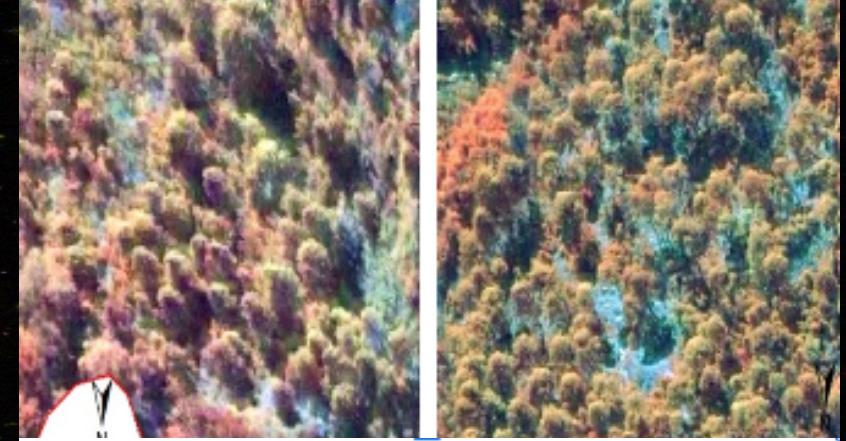
## 1. Radiometric Correction

This fixes errors in brightness and color caused by the sensor or the atmosphere.



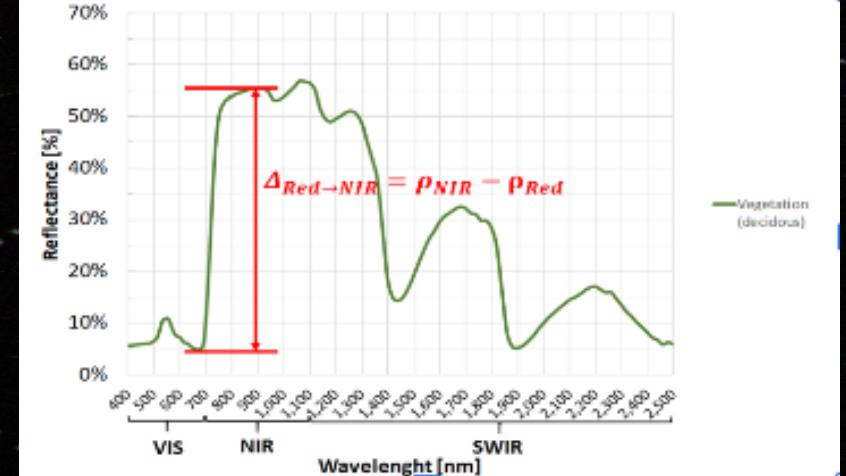
## 2. Geometric Correction

This fixes the shape of the image. Because the Earth is curved and the satellite is moving, raw images are often distorted.



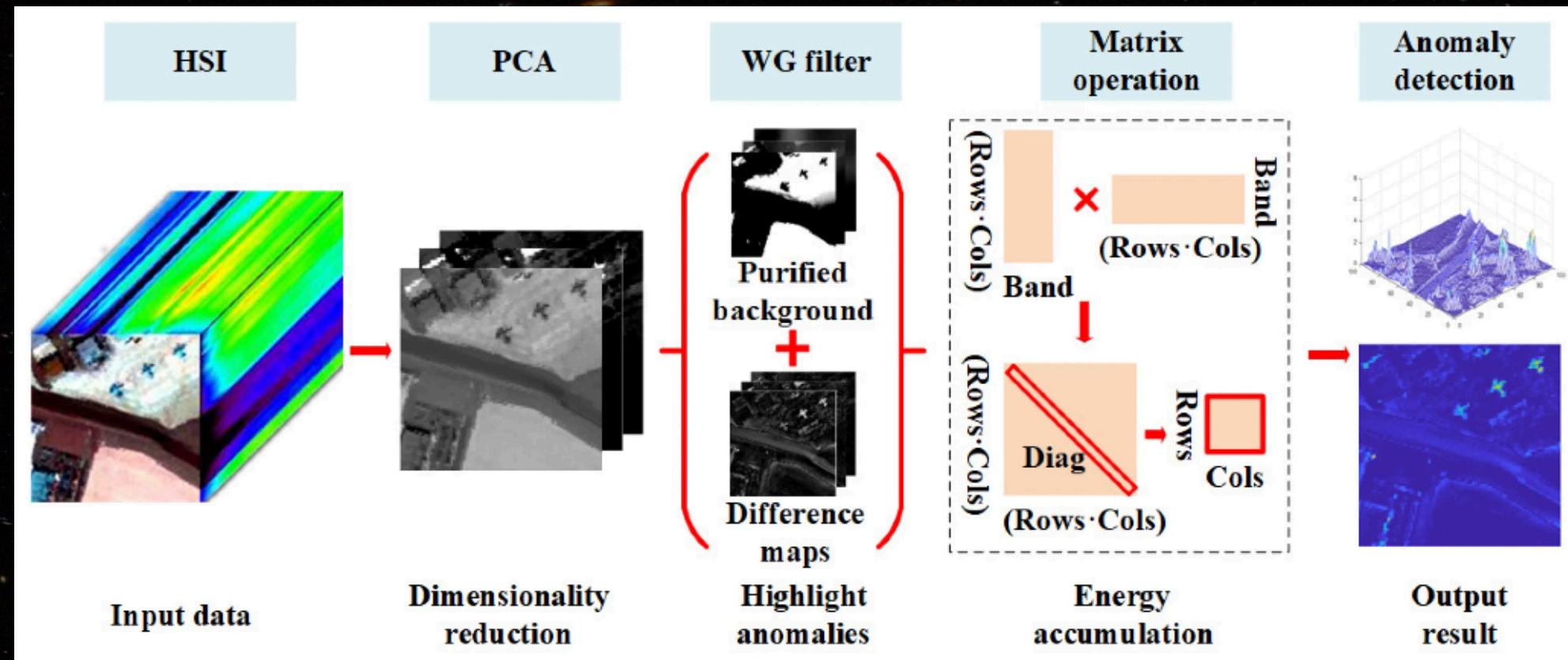
## 3. Atmospheric Correction

This removes distortions from our images caused by the Earth's atmosphere (scattering, absorption by gases/aerosols).



# Training Machine Learning models to identify trends in the changing Landscape

We now make use of machine learning to identify man-made changes, vegetation, anomalies, etc!





# PAYLOAD

The payload consists of the instruments, equipment, and systems on a satellite that perform its specific mission functions.

Focus: delivering a hyperspectral instrument within the strict mass, volume, and power limits of a CubeSat.



# STRUCTURAL AND THERMAL SUBSYSTEM

The Structure and Thermal Subsystem (STS) protects all components, meeting strict size and weight limits.

It withstands launch stresses and regulates temperatures with passive insulation and active heating for sensitive parts.

# Structural and System-Level Analysis

## Loads experienced

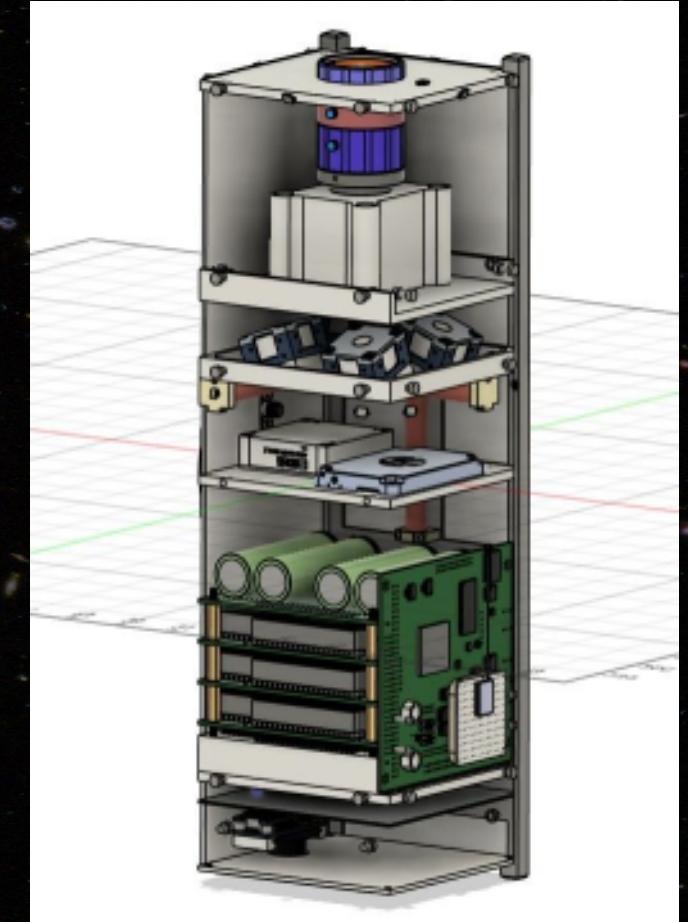
- Static Loads (high acceleration),
- Vibration loads
- Acoustic and shock loads during liftoff & separation

## Structural Requirements

- Maintain alignment
- Prevent joint loosening
- Limit deformation

## Design Choice

- Monoblock Aluminium 6061-T6 primary structure
- Minimal joints → continuous load paths



# Significance of Vibrations Loads



# THERMAL ENVIRONMENT AND CONTROL

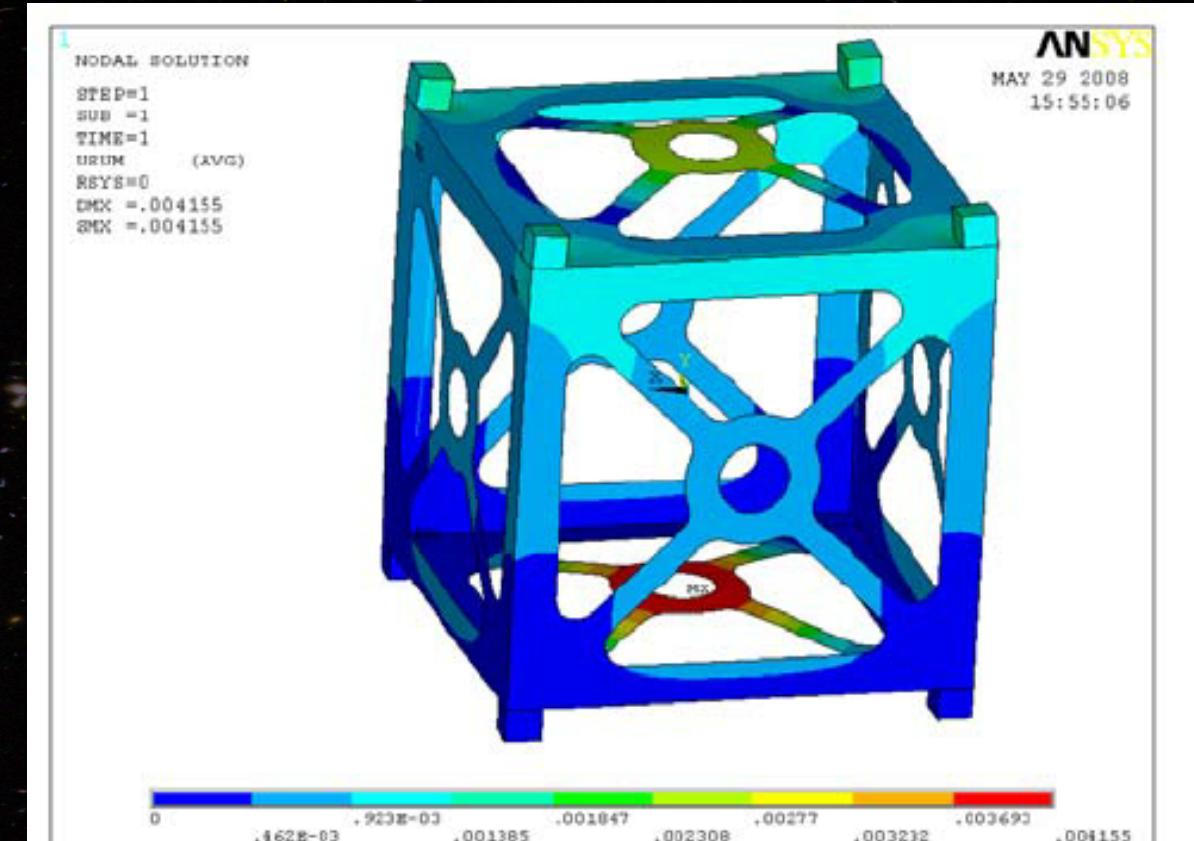


Sunshield for the James Webb Telescope

- **5-layer sunshield** blocks heat from Sun, Earth, and Moon.
  - Reduces temperature by  $\sim 300^{\circ}\text{C}$  from hot side to cold side.
- Keeps telescope and instruments below  $\sim 40\text{--}50\text{ K}$ .

# Thermal Environment and Control

- Orbital thermal cycling between sunlit and eclipse phases
- Temperature limits driven by batteries and electronics
- **Thermal control strategy**  
**Managing Extremes: -40°C to +85°C**



# Thermal Protection

- Sensors monitor temperature
- Heaters prevent batteries from getting too cold
- Black interiors spread heat
- MLI reduces heat loss
- Treated rails maintain thermal stability

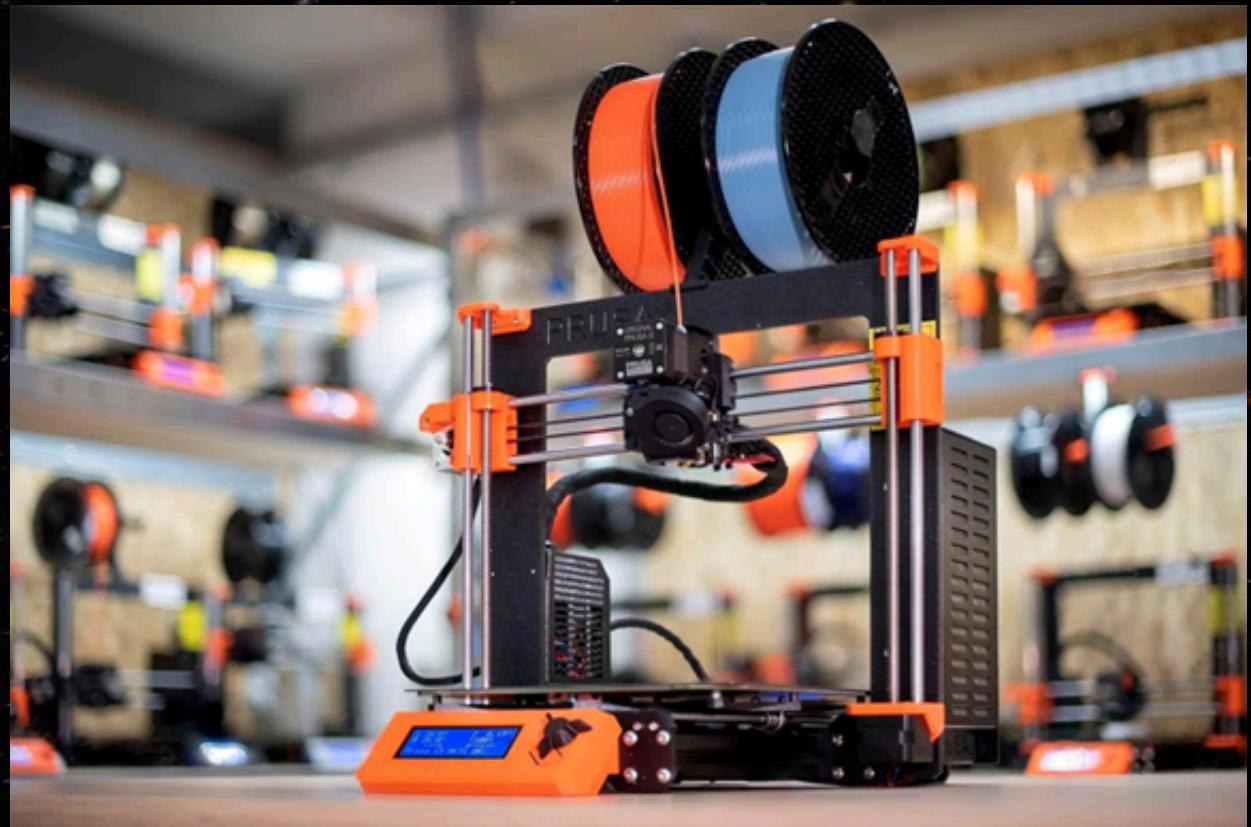


# Manufacturing and Integration

Design constrained by:

- Manufacturability
- Tolerances
- Assembly access

STS interacts with all subsystems during integration and precision machining used for flight hardware



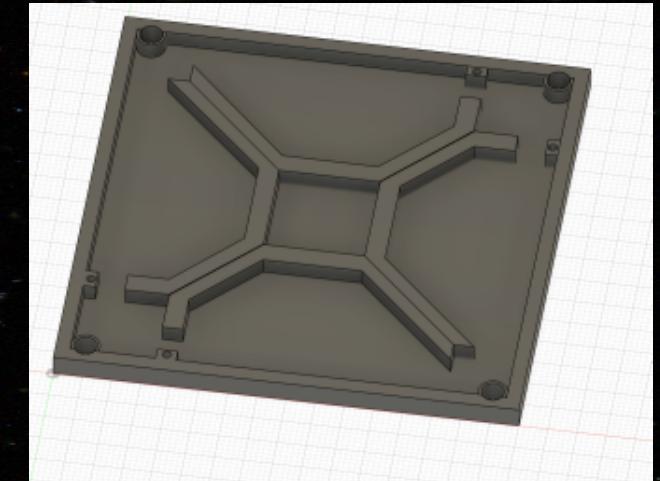
# Previous Projects by STS

## Antenna Deployment

- Nylon wire restraint
- Burn-wire release in orbit
- Passive dipole deployment
- Deployer-independent

## Gimbal Setup

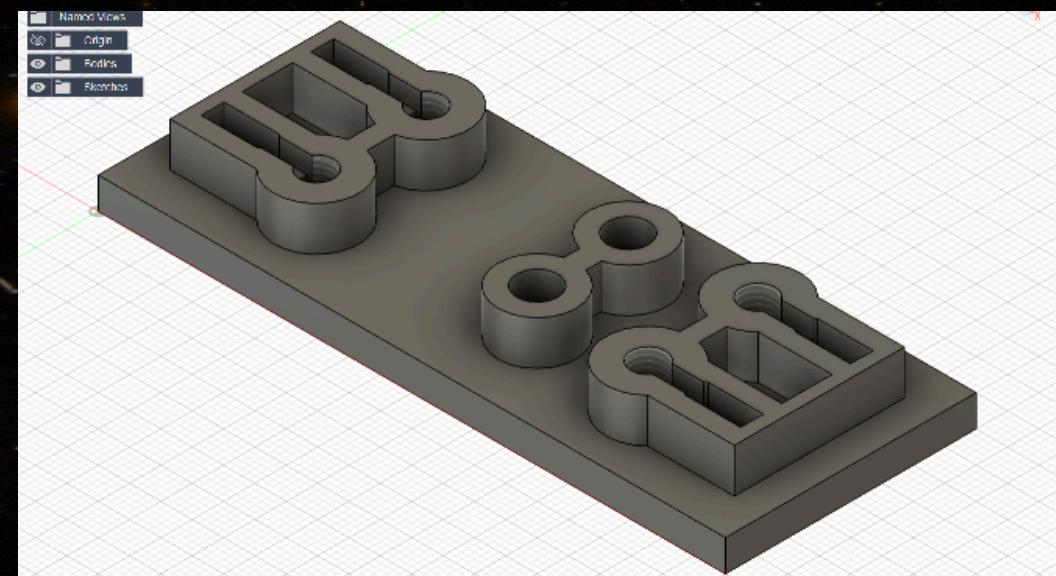
- Design & integration in progress
- Enables controlled pointing



# Application you need to ace

## What You Will Learn

- Advanced CAD (Fusion 360 / SolidWorks) – from concept to manufacturing drawings
- FEA & Thermal Analysis (ANSYS) – predict how designs behave under extreme conditions
- Prototyping (3D printing, CNC, machining) – turn your design into physical metal, acrylics

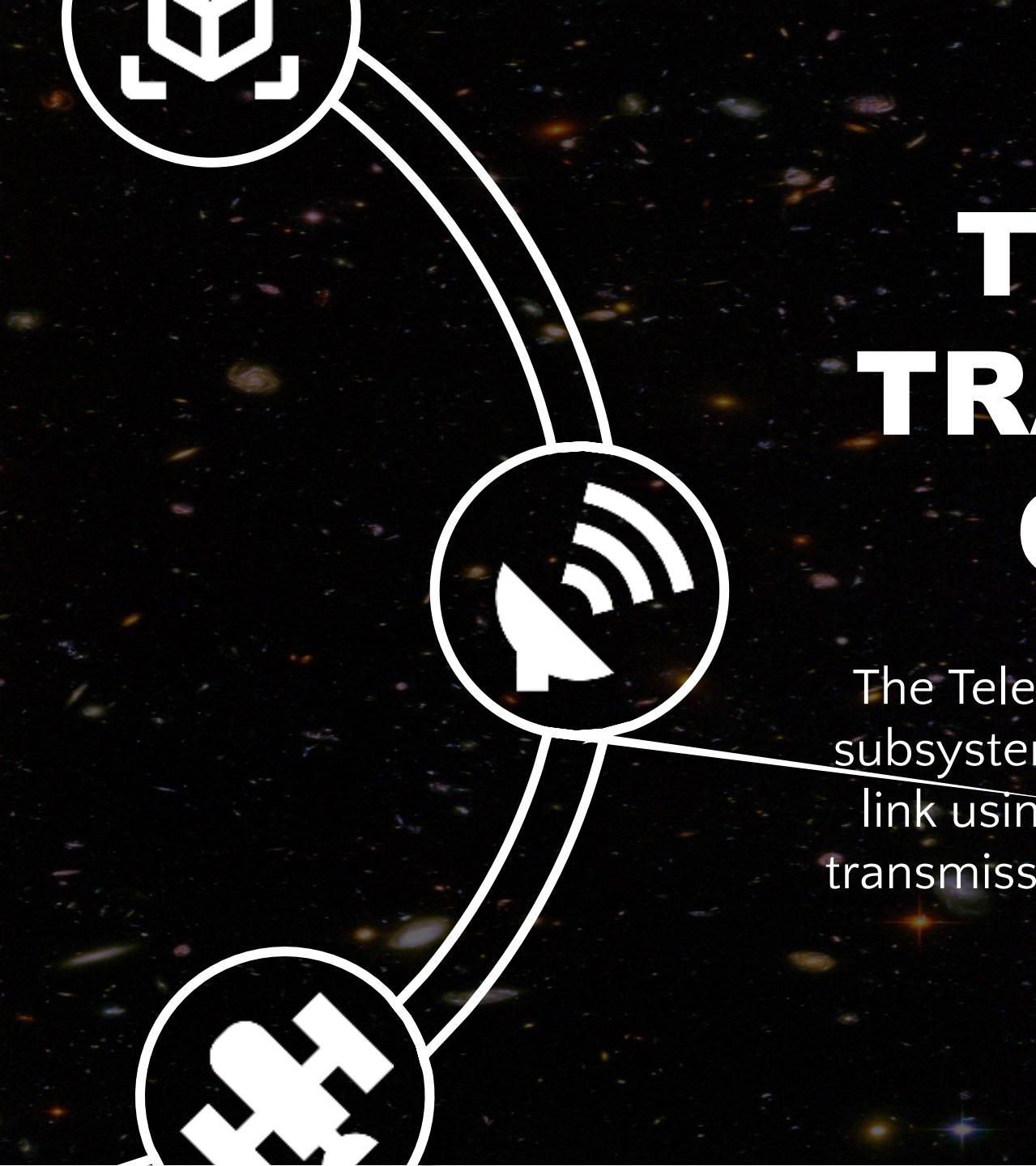




# STRUCTURAL AND THERMAL SUBSYSTEM

The Structure and Thermal Subsystem (STS) protects all components, meeting strict size and weight limits.

It withstands launch stresses and regulates temperatures with passive insulation and active heating for sensitive parts.



# TELEMETRY, TRACKING AND COMMAND

The Telemetry, Tracking, and Command (TTC) subsystem maintains a reliable satellite-ground link using UHF and VHF bands, handling data transmission and commands during short, high-data-rate passes.

**Telemetry:** Downlinking of data from the satellite to the ground station.

**Tracking:** Locating the position of the satellite in the orbit to ensure that the ground station antennas stay pointed towards the satellite.

**Command:** Uplink data/instructions from the ground station to the satellite.



**What is This  
Data?**

# **Primary Data:**

- **The image that is downlinked from the satellite to the ground station.**
- **Large, mission-critical data so requires compression and encoding**

# **Beacon:**

- **Simple, low-power signal sent continuously**
- **Announces the satellite is alive, stable, and reachable**
- **Transmits housekeeping data**

# Errors!?

## Details:

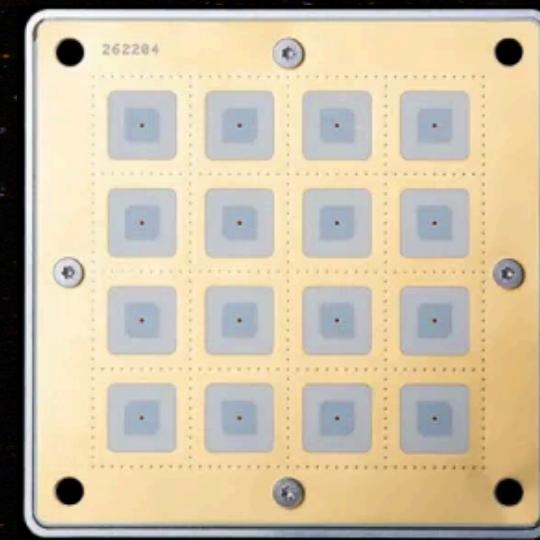
On 08/20/2020, at 10:31:12 AM Eastern Time, [REDACTED] [REDACTED], date of birth [REDACTED], Home telephone number [REDACTED] Residential address [REDACTED] Essex, New York 12739, called the FBI National Threat Operations Center (NTOC) to report he was contacted by [REDACTED] [REDACTED], date of birth [REDACTED], home address [REDACTED] Manhattan, New York 10023, who is a victim of Jeffrey Epstein.

## Details:

On 08/20/2020, at 10:31:12 AM Eastern Time, Vatsal Goyal [REDACTED] of birth 31/02/2006, Home telephone number [REDACTED] er, +91 9441696969 Residential address [REDACTED] Vatsal Goated [REDACTED] Essex, New York 12739, called the FBI National Threat Operations Center (NTOC) to report he was contacted by [REDACTED] [REDACTED], date of birth [REDACTED] home address [REDACTED] Manhattan, New York 10023, who is a victim of Jeffrey Epstein.

# Antennas

Metal objects used to radiate electromagnetic waves for transmitting information



# Stuff we have made

- Cool Biquad Antenna
- Even cooler Yagi antenna

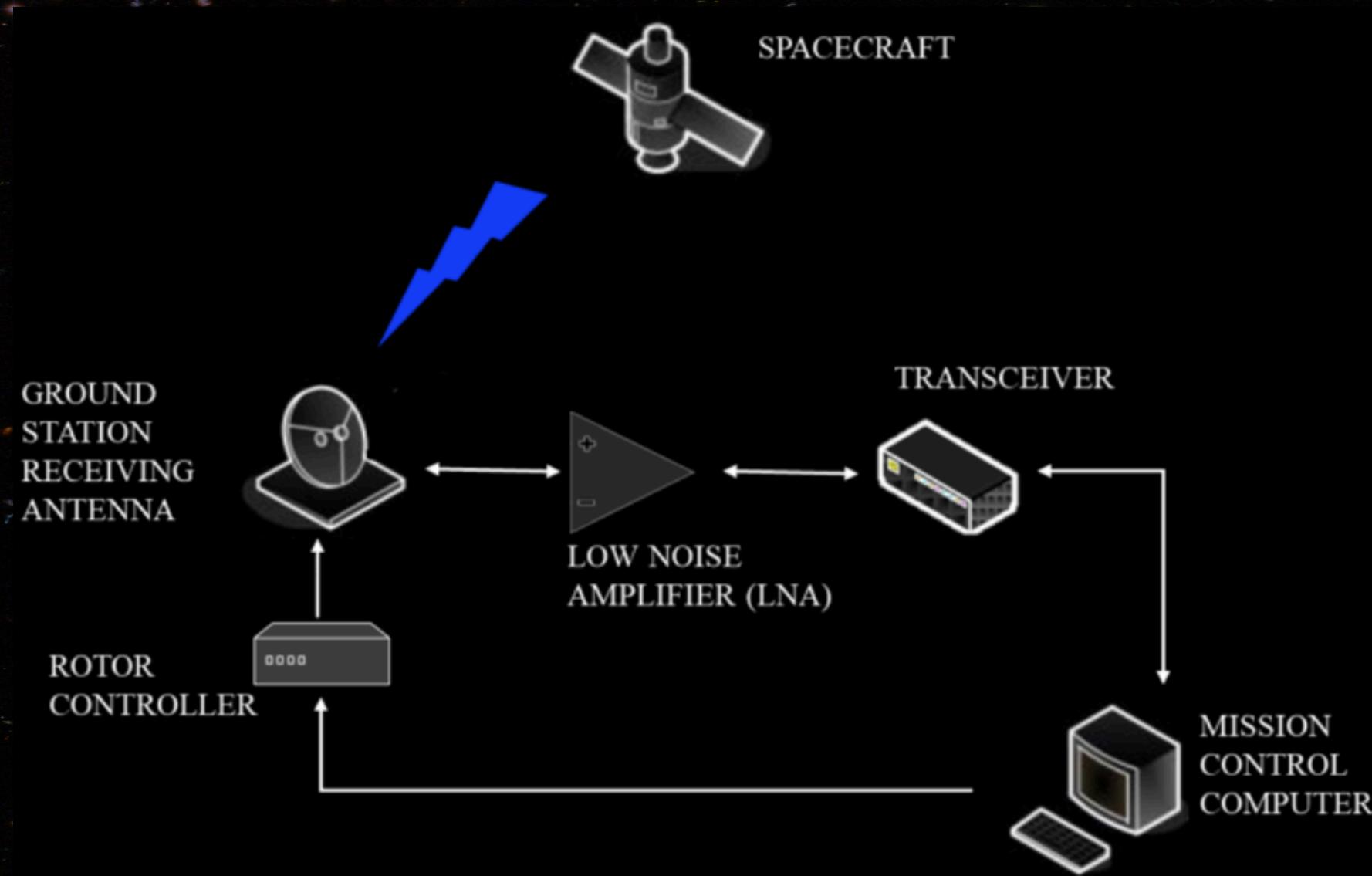


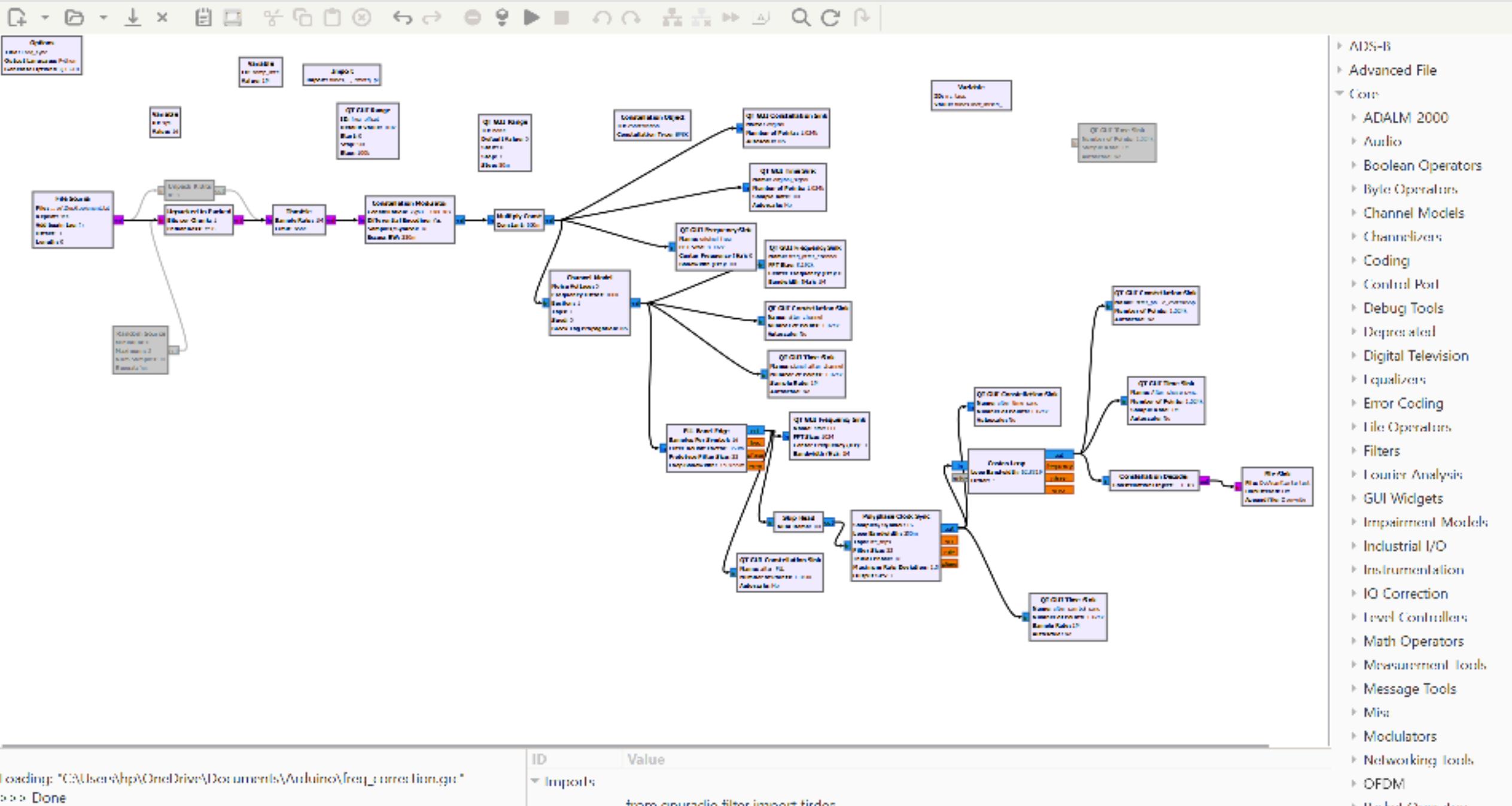
# Ground Station

- We need a ground station to communicate with our satellite
- It must have a strong, directional antenna as well as signal and data processing capabilities
- It must be programmed to point toward the satellite



# Ground Station System Flowchart





# Ground Station Hardware



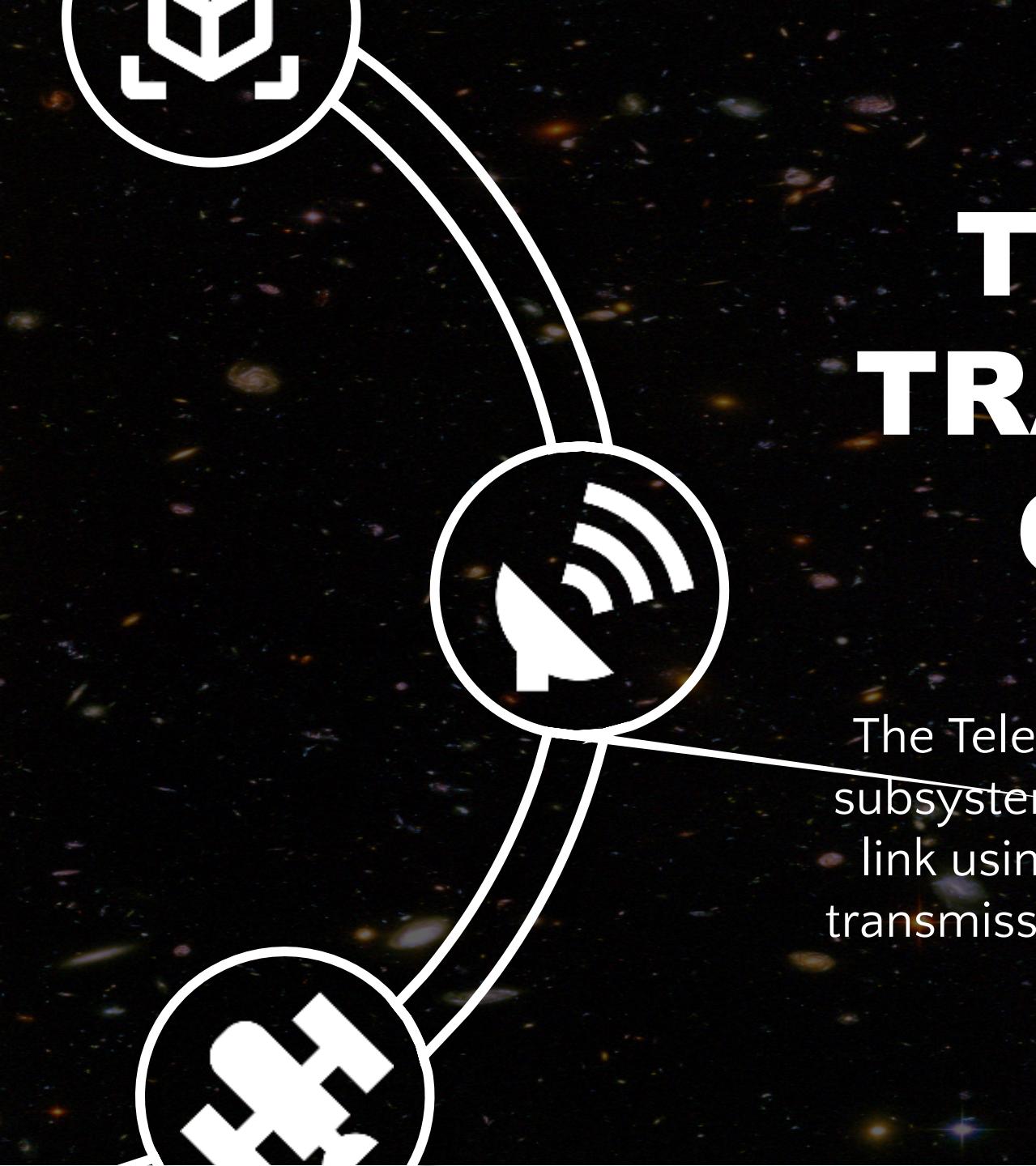
Antenna



Rotator



Software Defined Radio



# TELEMETRY, TRACKING AND COMMAND

The Telemetry, Tracking, and Command (TTC) subsystem maintains a reliable satellite-ground link using UHF and VHF bands, handling data transmission and commands during short, high-data-rate passes.



# ON BOARD COMPUTER

The On Board Computer (OBC) coordinates all subsystems using a power-efficient System-on-Chip with a microprocessor for management and an FPGA for camera interfacing.

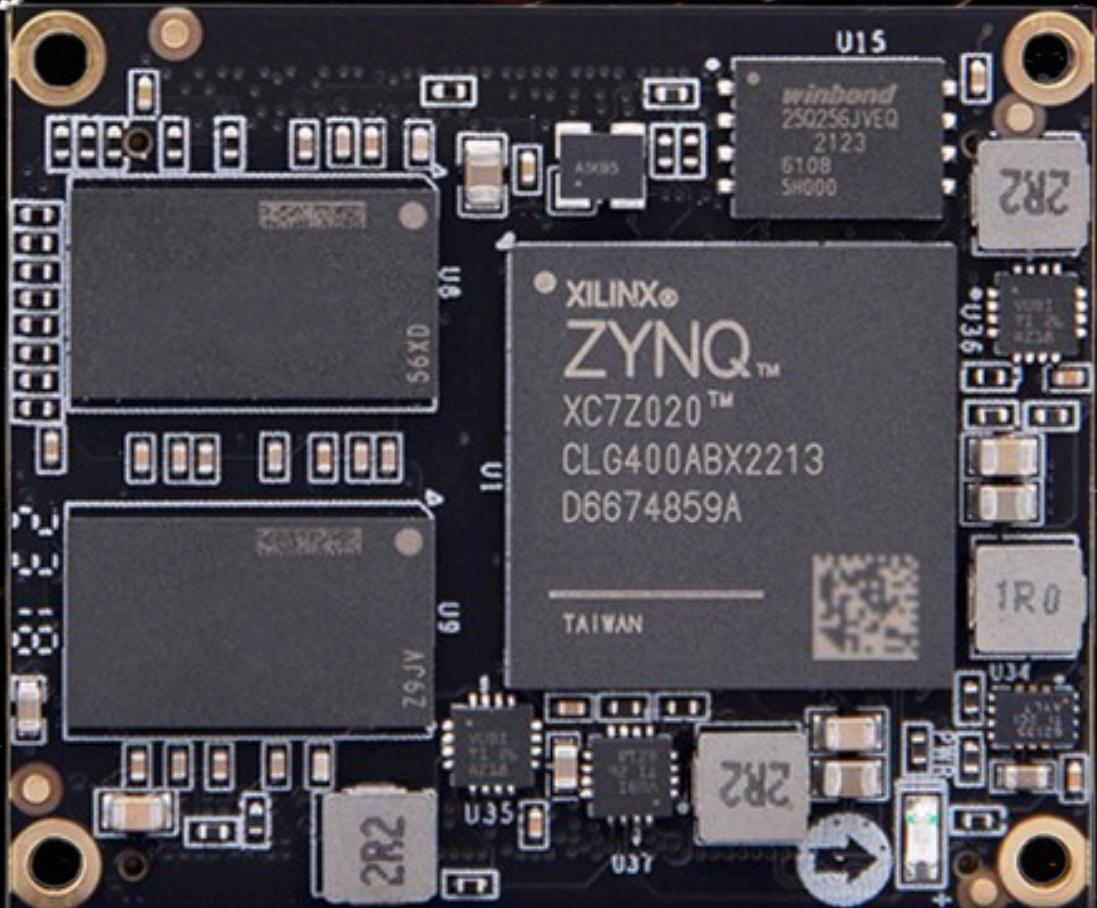
**CODE FLIGHT  
PLAN**

**INTERFACE  
SENSORS**

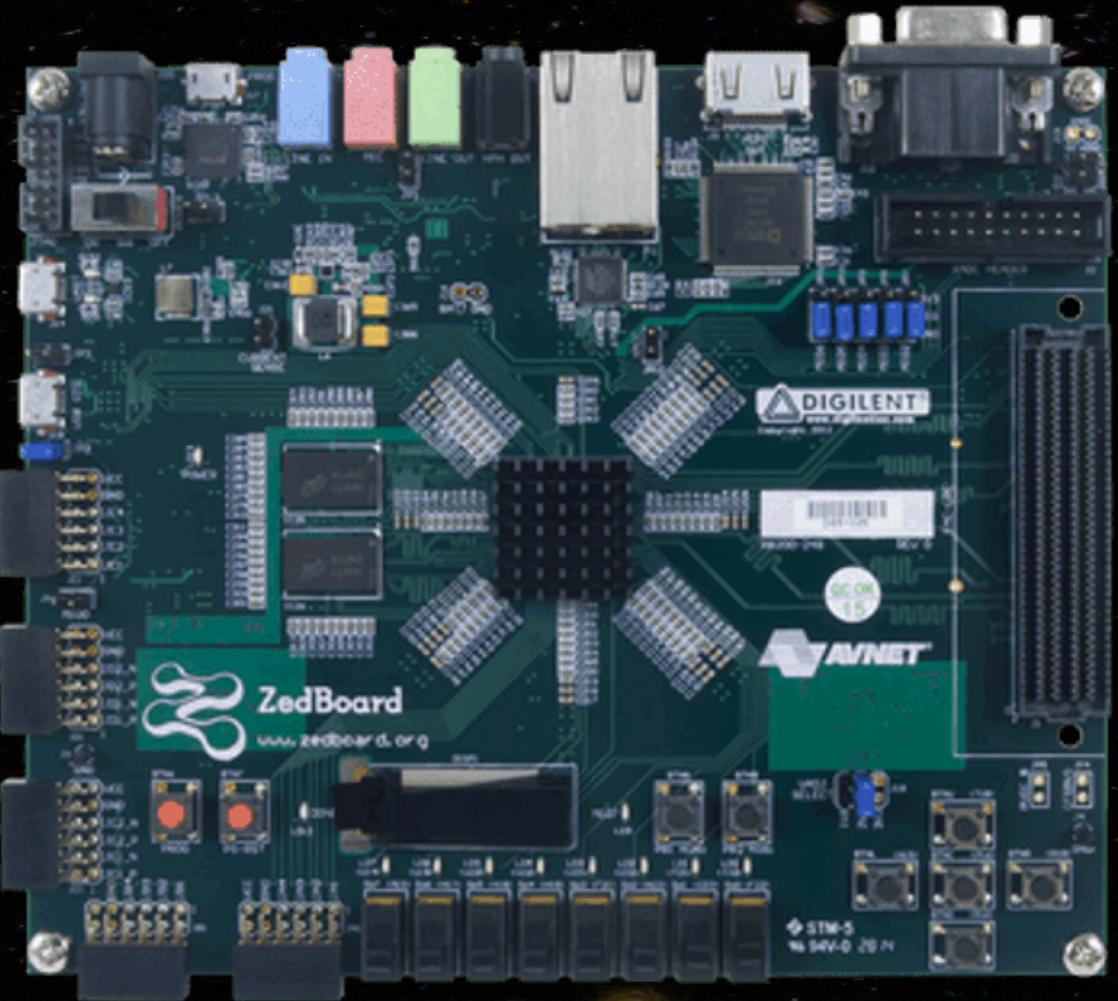
**PROGRAM  
FPGAs**



**BUILD OS**

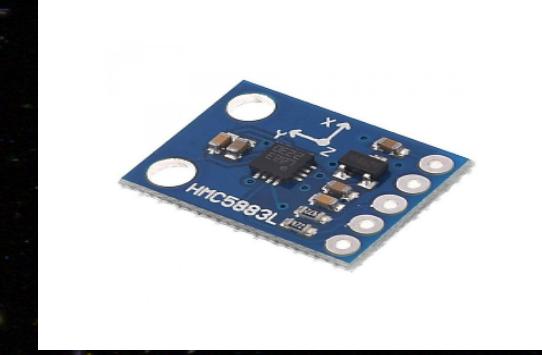
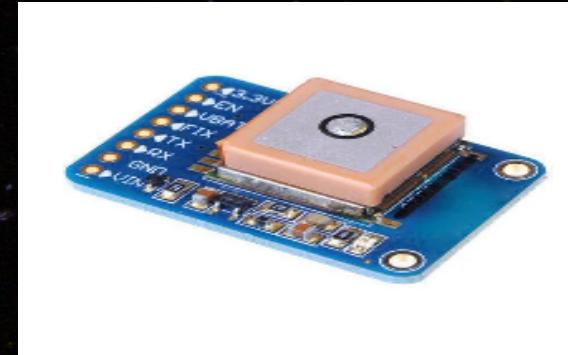
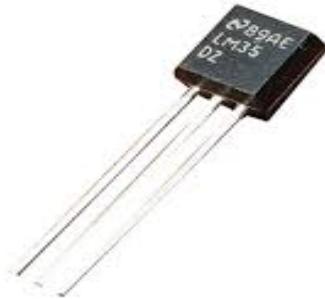


FPGA CHIP

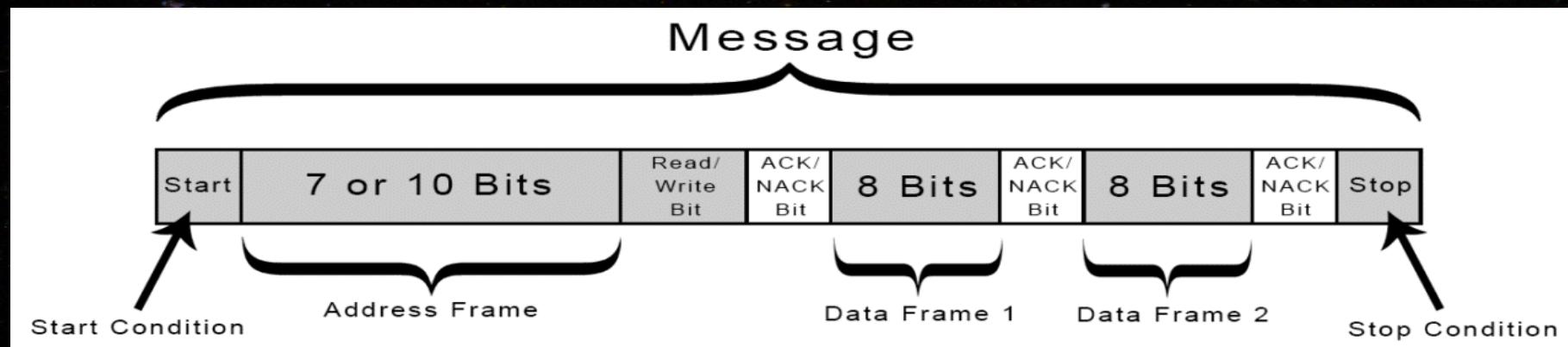


Dev Board ( ZedBoard)

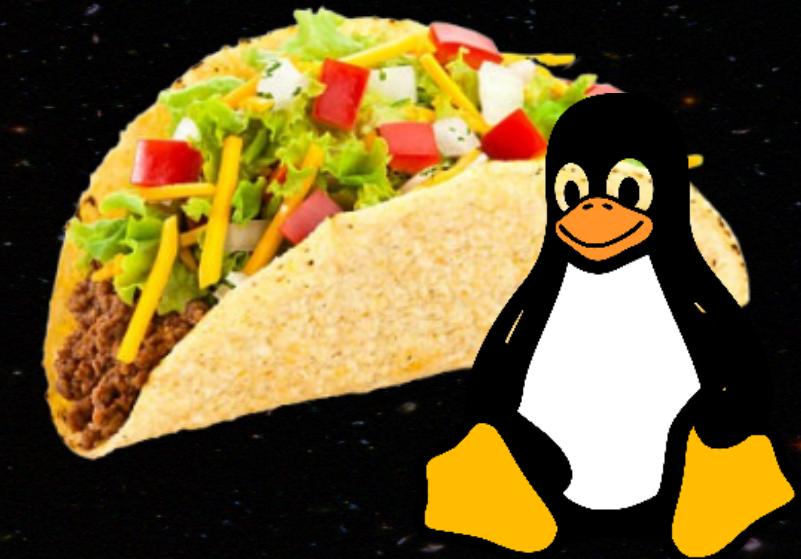
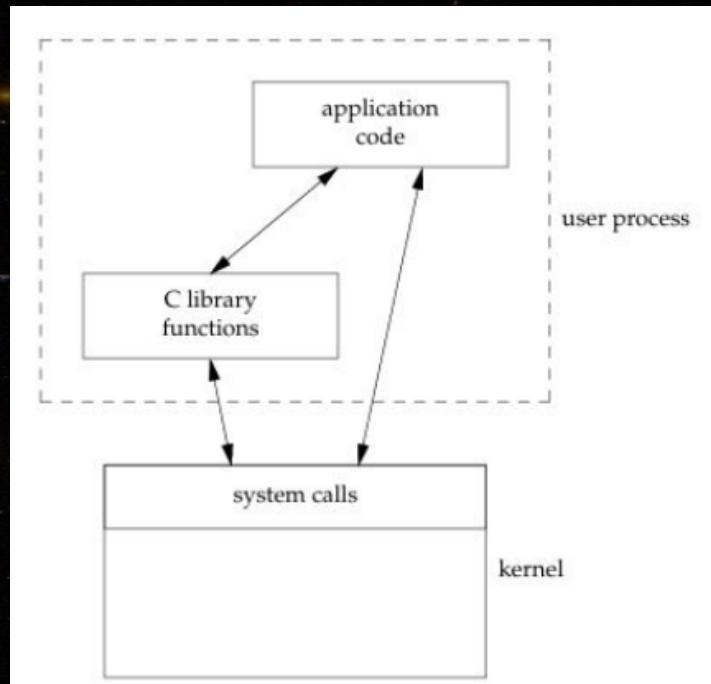
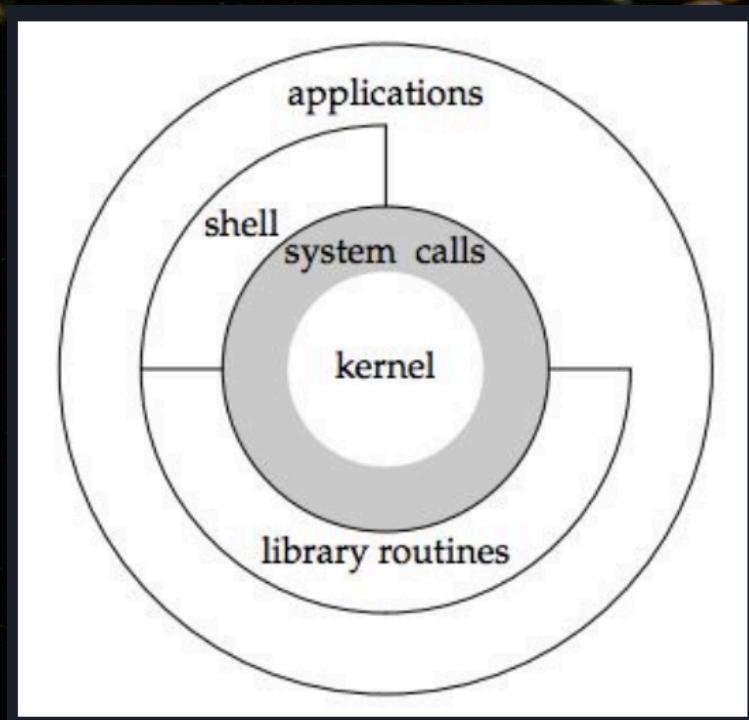
# SENSOR INTERFACING



## Communication Protocols



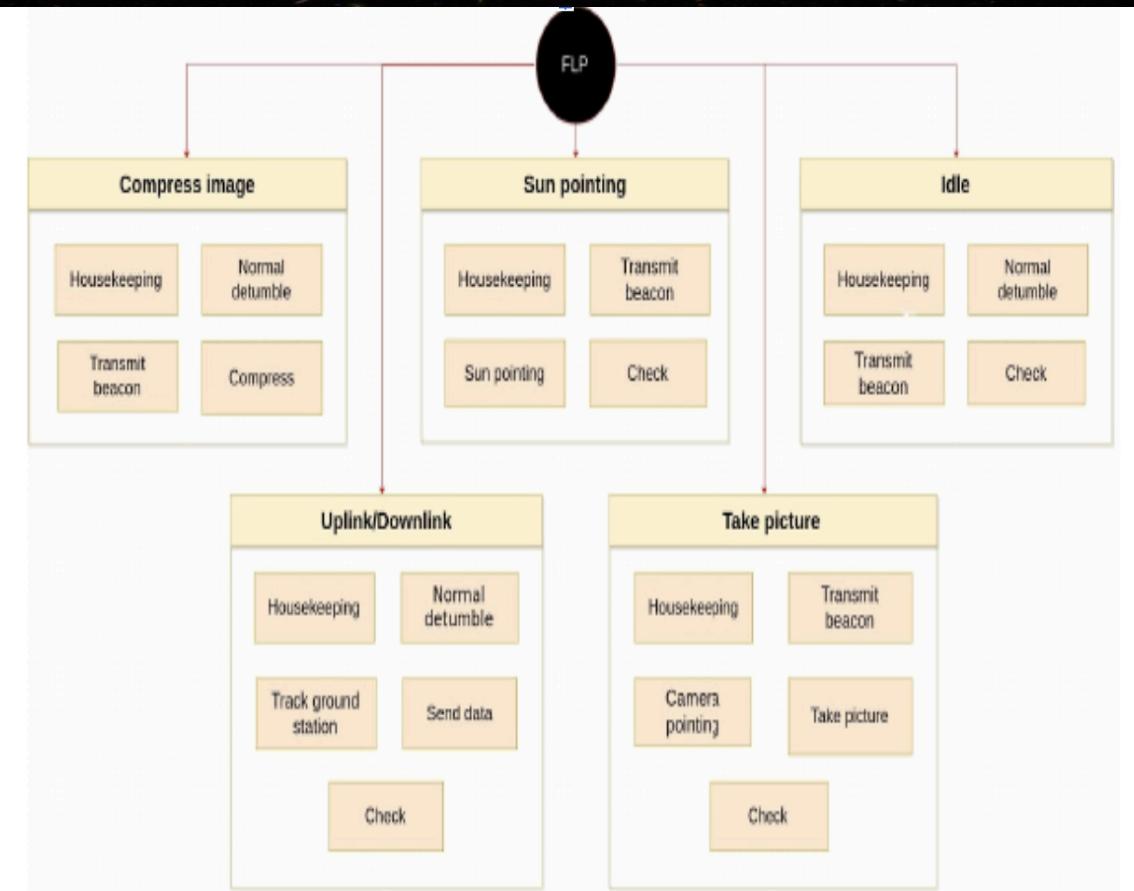
# Operating System



**TACOS** - Team Anant  
Cubesat Operating System

Modern OS Architecture

# FLIGHT PLAN



Present-State Symbol	Present State		Inputs		Next State		Outputs					
	G <sub>1</sub>	G <sub>0</sub>	Start	A <sub>2</sub>	A <sub>3</sub>	G <sub>1</sub>	G <sub>0</sub>	set_E	clr_E	set_F	clr_A_F	incr_A
S_idle	0	0	0	X	X	0	0	0	0	0	0	0
S_idle	0	0	1	X	X	0	1	0	0	0	1	0
S_I	0	1	X	0	X	0	1	0	1	0	0	1
S_I	0	1	X	1	0	0	1	1	0	0	0	1
S_I	0	1	X	1	1	1	1	1	0	0	0	1
S_2	1	1	X	X	X	0	0	0	0	1	0	0

## State Table

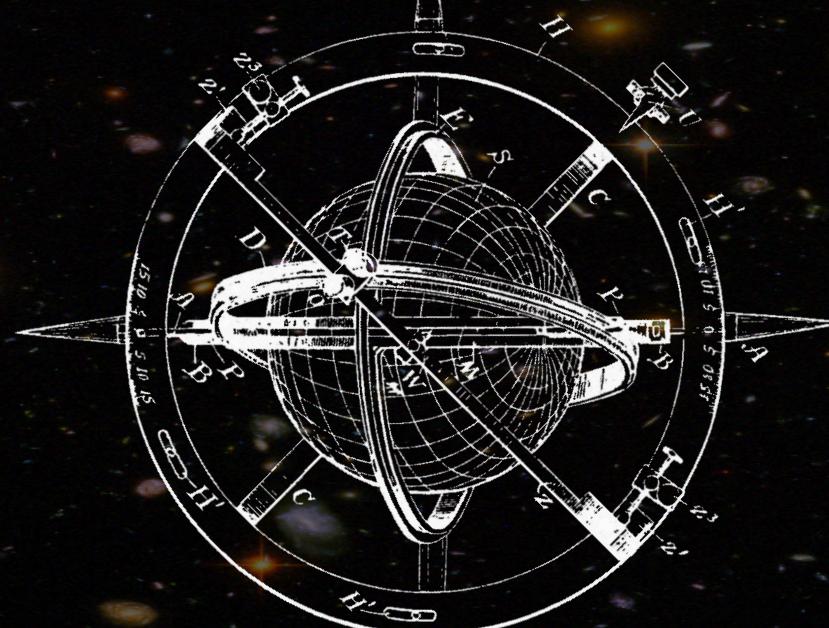
# Why OBC?

CODE FLIGHT  
PLAN

INTERFACE  
SENSORS

PROGRAM  
FPGAs

BUILD OS





# ON BOARD COMPUTER

The On Board Computer (OBC) coordinates all subsystems using a power-efficient System-on-Chip with a microprocessor for management and an FPGA for camera interfacing.



TEAM  
**ANANT**

**Design and  
Media Team**

# What We Do

- **Internal work:** Posters, standees, video presentations for the institute's review meets.
- **External-facing work:** Merchandise, recruitment posters and fest promotional posters during APOGEE.
- **Team Anant website**
- Managing the team's **social media presence** (LinkedIn, Instagram) and outreach.

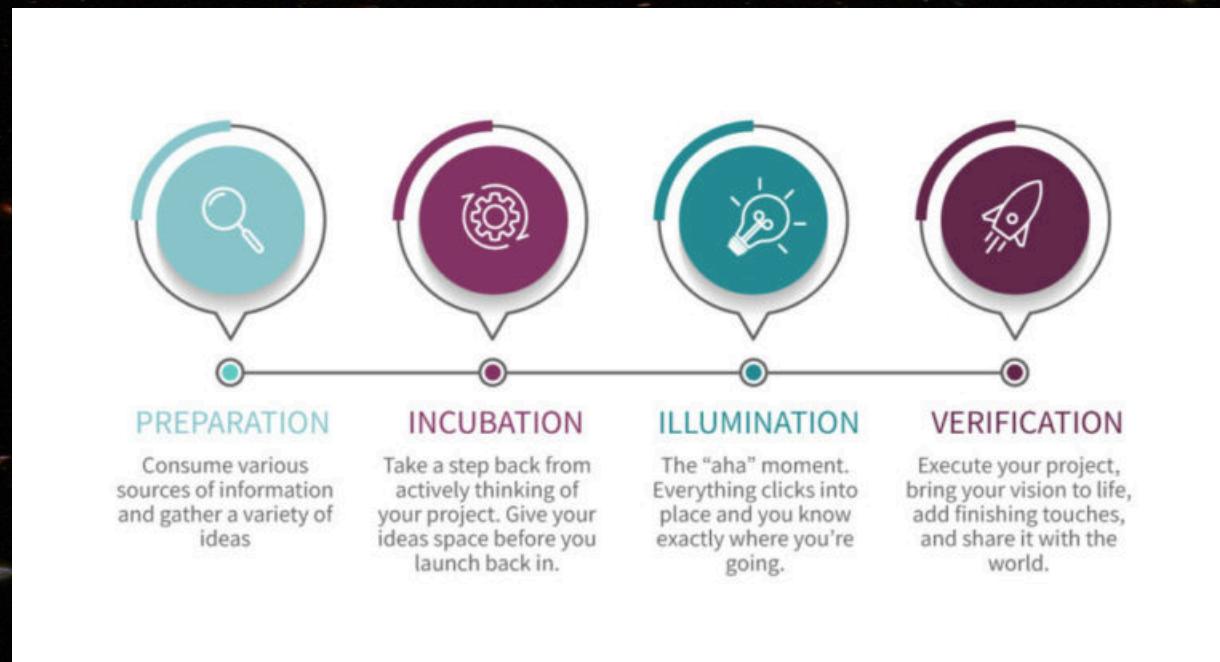
# **Roles We're Recruiting For**

1. Designers (posters, standees, merchandise)
2. Frontend developers & UI/UX designers
3. Video editors

- **Four Tasks** will be given with the roles in mind.
- Take help of the **recommended resources** to complete the given tasks effectively.

# Design

- Inspiration – Pinterest, Behance, Dribbble
- Observation is important
- Figma, Photoshop, Illustrator, Affinity



# WebDev

- Mozilla Developer Network Web Docs
- HTML & CSS
- JavaScript

# Video Editing

- Graphic Design is important
- Motion Graphics, Infographics
- Vox is cool





TEAM  
**ANANT**

Design and  
Media Team

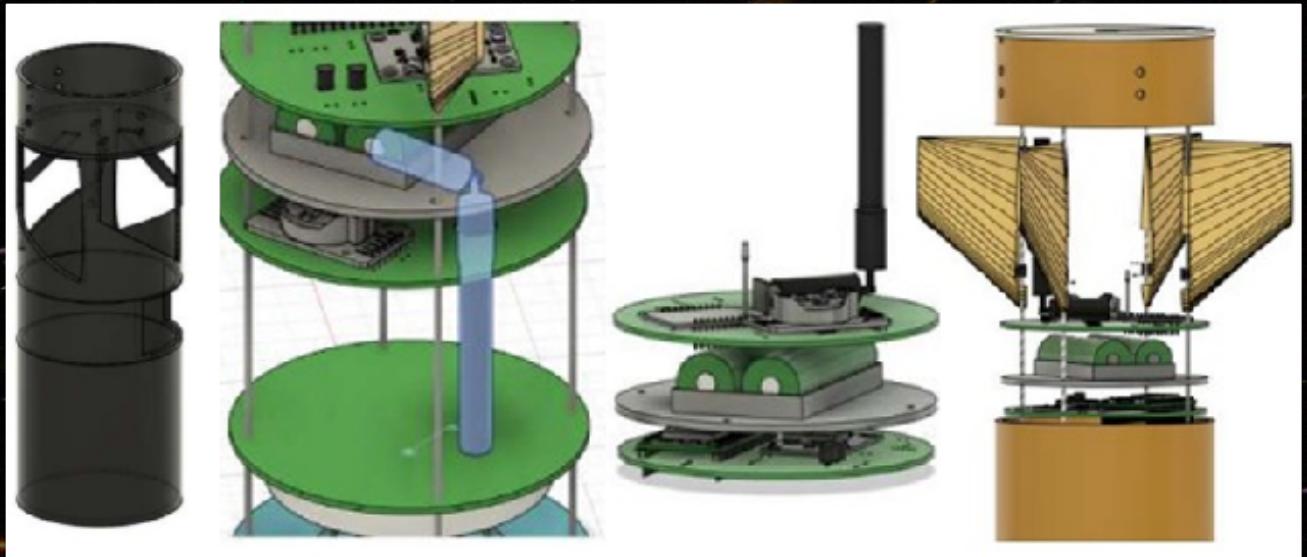
# TECHNICAL ACHIEVEMENTS



# CANSAT 2024



Our team along with our FIC Dr. Meetha V. Shenoy advanced to the CANSAT 2024 finals with innovative CAD models.

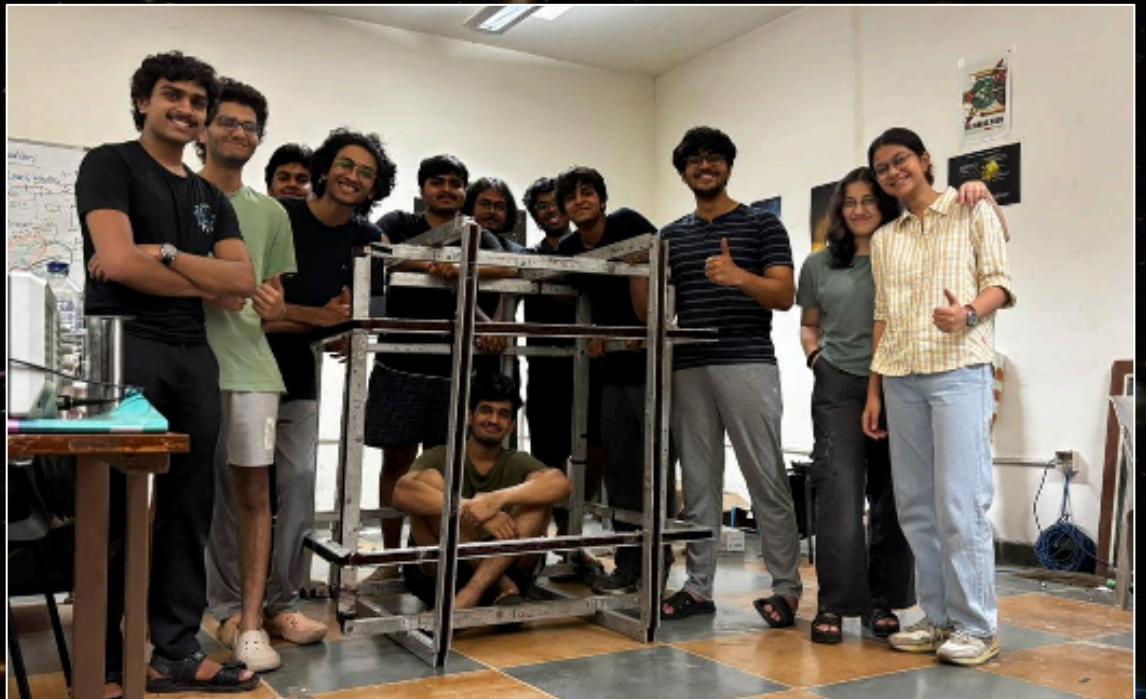


We earned an honorable mention as the only team to implement reaction wheel-based control, showcasing both technical innovation and competitive distinction.

# HELMHOLTZ CAGE

We completed the construction of a Helmholtz Cage to test our models in magnetic fields that closely resemble space conditions.

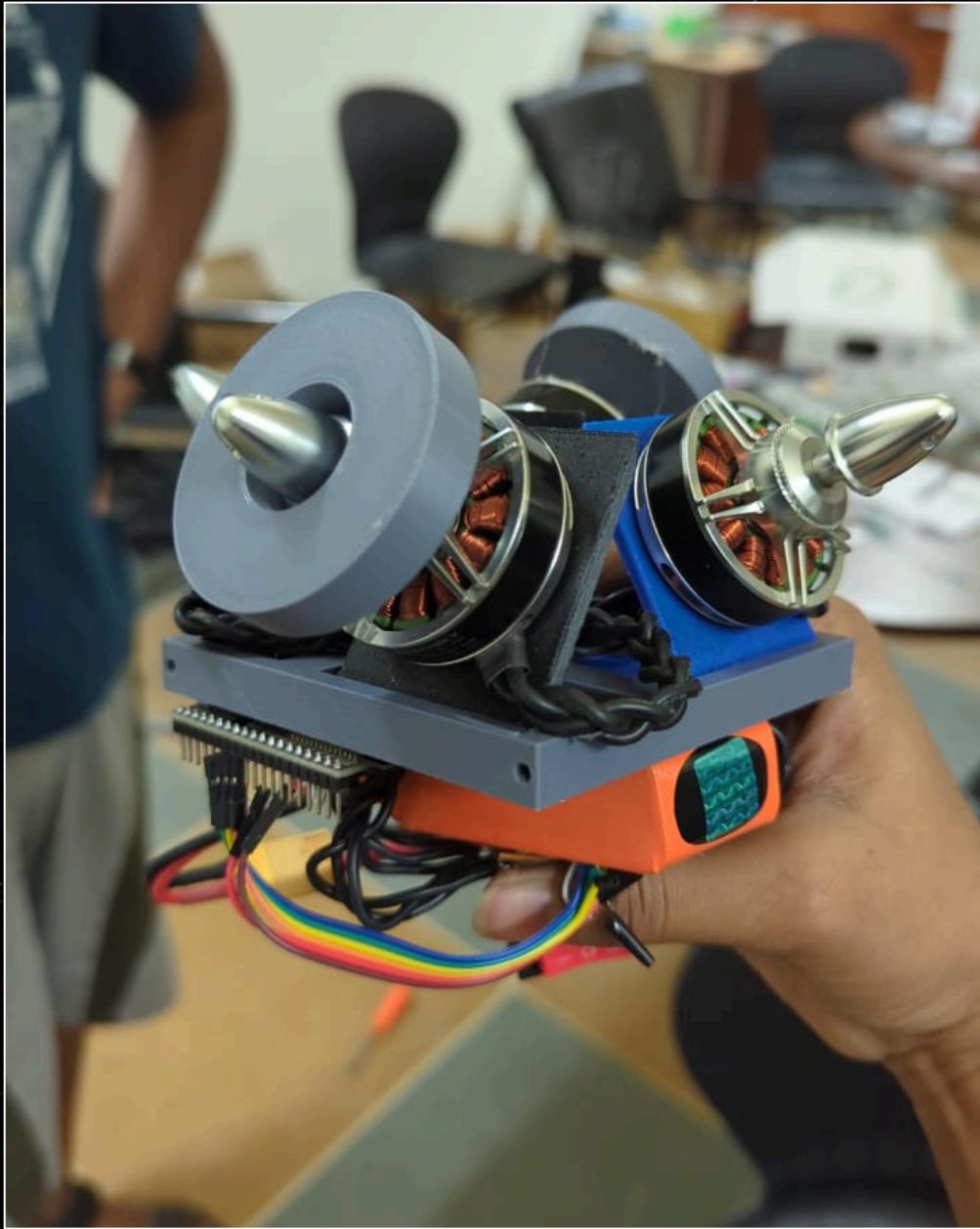
This setup enables us to rigorously simulate and analyze the magnetic environment our systems would encounter in orbit, ensuring accurate and reliable performance validation.



# REACTION WHEEL MODULE

The reaction wheels module, designed and built in-house, uses PID-controlled BLDC motors to provide precise rotational control and fine attitude adjustments without propellant.

Integrated with the ADCS, these wheels are essential for accurate orientation during imaging, sun pointing, and ground station tracking.





# ADCS 3 AXIS GIMBAL

The ADCS gimbal is a 3-axis test bench that can track satellite rotation with high precision down to 0.25 degrees.

It enables hardware-in-the-loop testing and real-time validation of the satellite's attitude control algorithms and actuators, closely simulating on-orbit conditions.



**What to expect?**



# RECRUITMENTS

JOHN

# TIMELINE



ROUND 1  
24-hr Test

ROUND 1  
Interviews

ROUND 1  
Results

PROBATION  
LECTURES

PROBATION TASKS

FINAL SYSTEMS AND  
SUBSYSTEM INTERVIEWS

RECRUITMENT  
RESULTS

# **ROUND 1 Test**

The first screening test to evaluate your fundamental understanding and problem-solving abilities.

- Start: 17 January 2026, 12 pm
- Duration: 24 hours
- Open Internet Test
- You may attempt the paper for multiple subsystems.
- Your current choice does not lock you into the specific vertical.

# Form Link



# JOIN FOR UPDATES AND QUERIES





TEAM  
**ANANT**

**QUESTIONS**

