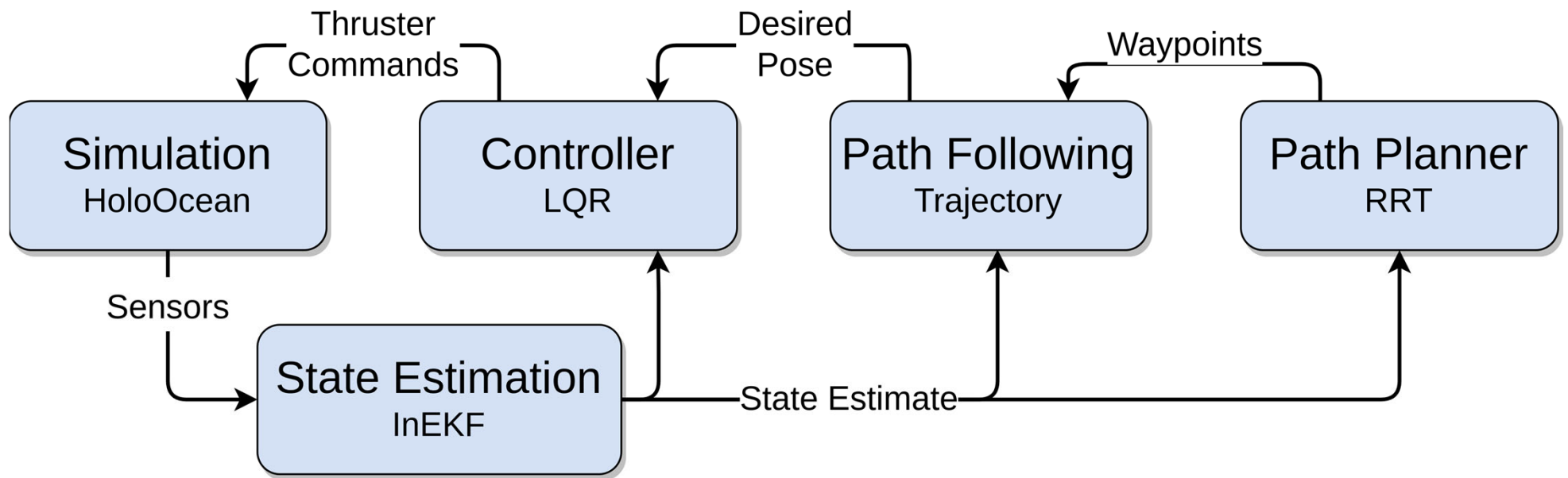


FULL AUTONOMY OF HAUV

Easton Potokar

BYU



Simulation - HoloOcean



State Estimation – Invariant Kalman Filter

- Represent state as a matrix

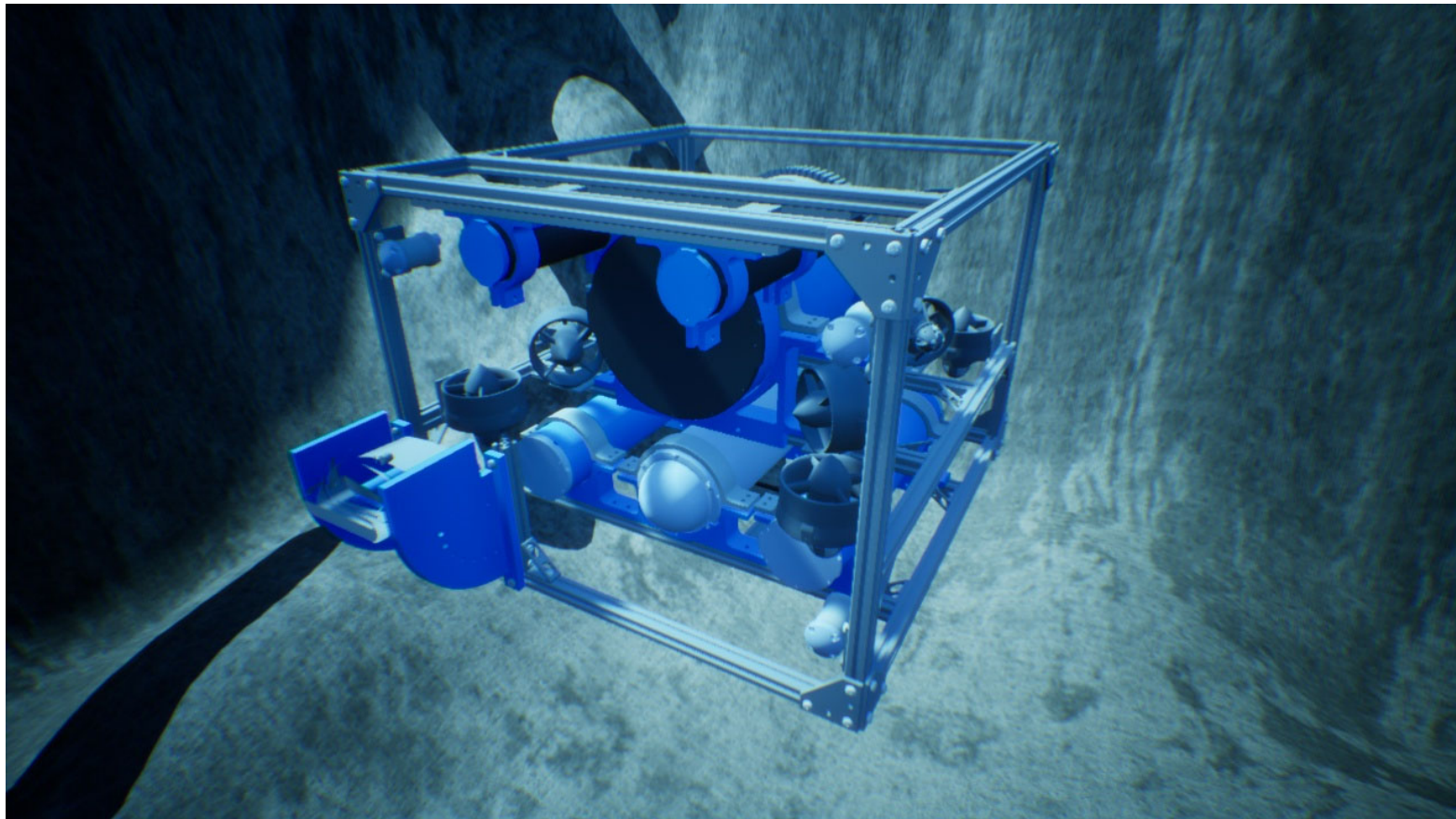
$$X = \begin{bmatrix} R & p \\ 0 & 1 \end{bmatrix}$$

- Using error $\hat{X}X^{-1}$, process model is log-linear with constant A.
- This means no Jacobians and no approximation error.
- Measurement models have also have constant H.

State Estimation – Invariant Kalman Filter

- Track R, v, p along with biases of IMU.
- Use IMU for prediction step
- Use the following for update step
 - Doppler Velocity Log
 - Magnetometer
 - Pressure Sensor
 - GPS (when close to surface)

Controller - Dynamics



Controller - Dynamics

$$\dot{p} = v$$

$$\dot{v} = e_3 g - \frac{\rho g V}{m} e_3 + \frac{1}{m} R_b^g \sum d_i f_i - Dv$$

$$\dot{\Theta} = S(\Theta)\omega$$

$$\dot{\omega} = J^{-1} \left(-\omega \times (J\omega) + \tau_{COB}^b + \sum (p_i \times d_i f_i) \right) - E\omega$$

Controller - Dynamics

$$W^b = \begin{bmatrix} F^b \\ \tau^b \end{bmatrix} = Mf = \begin{bmatrix} d_1 & \cdots & d_8 \\ p_1 \times d_1 & \cdots & p_8 \times d_8 \end{bmatrix} f$$

$$f = M^\dagger W^b = M^T (MM^T)^{-1} W^b$$

Controller - Dynamics

- Assume gravity & buoyancy have same magnitude
- Assume pitch & roll are close to 0
- Feedback linearize

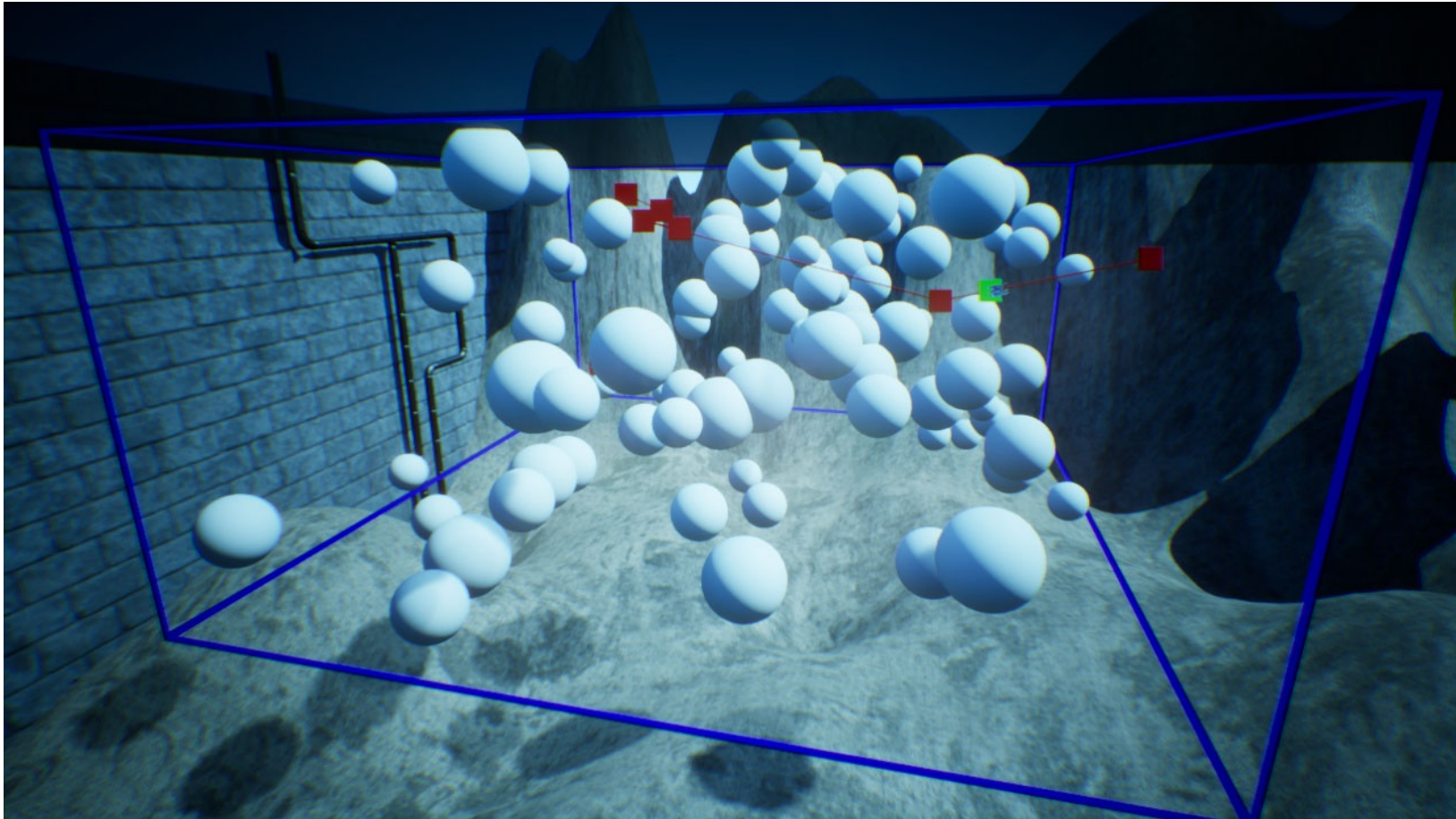
$$\begin{aligned}\tilde{F} &= R^g_b F^b \\ \tilde{\tau} &= \tau^b - \tau^b_{BY}\end{aligned}$$

Controller - Dynamics

- Results in a linear system!
- I implemented LQR to control it.

$$\begin{bmatrix} \dot{p} \\ \dot{v} \\ \dot{\Theta} \\ \dot{\omega} \end{bmatrix} = \begin{bmatrix} 0 & I & 0 & 0 \\ 0 & -D & 0 & 0 \\ 0 & 0 & 0 & I \\ 0 & 0 & 0 & -E \end{bmatrix} \begin{bmatrix} p \\ v \\ \Theta \\ \omega \end{bmatrix} + \begin{bmatrix} 0 & 0 \\ \frac{1}{m}I & 0 \\ 0 & 0 \\ 0 & J^{-1} \end{bmatrix} \begin{bmatrix} \tilde{F} \\ \tilde{\tau} \end{bmatrix}$$

Path Planning – RRT



Path Following – Trajectory

- Since HAUV is fully controllable, we can send it a desired pose at every timestep
- Define functions for desired position and orientation
- Get desired linear and angular velocity using numerical derivatives