

A Novel Approach to Underwater Mobility

By: Cymberly Tsai

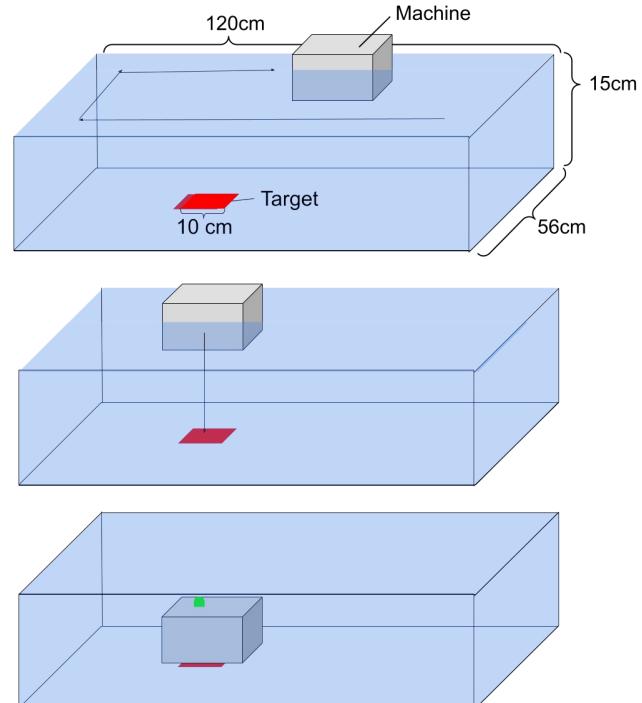
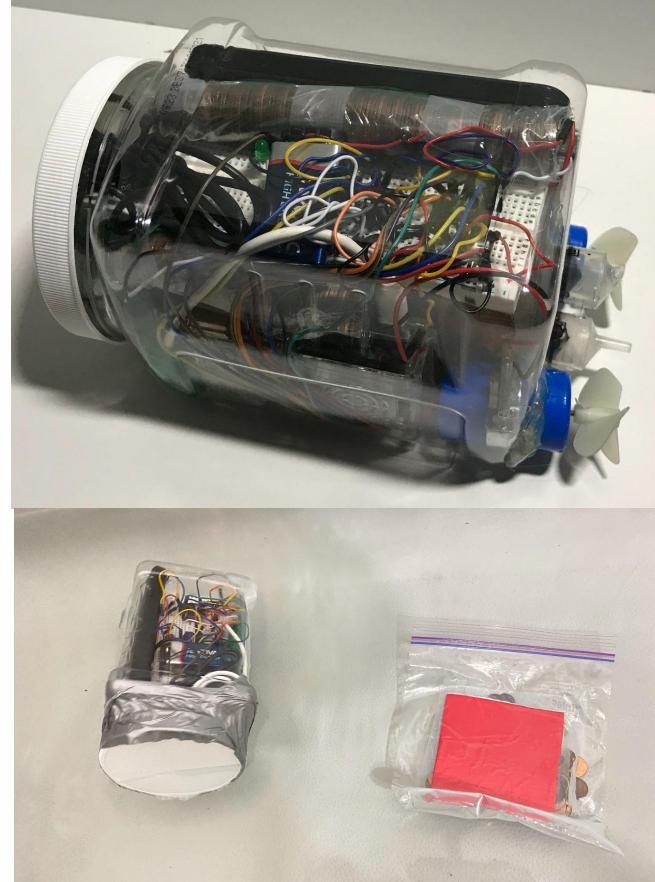
Introduction

Rationale

- Challenges of aquatic environment
- Applications of submersible device
 - Marine life research
 - Underwater mechanical repair
 - Aquatic rescue
- Underwater Mobility Unit

Engineering Goal: To create a machine

- Capable of 3-dimensional underwater movement
- Detect a red 10 cm^2 target in an $120 \times 56 \text{ cm}^2$ area underwater area
- Land on target and signal LED light



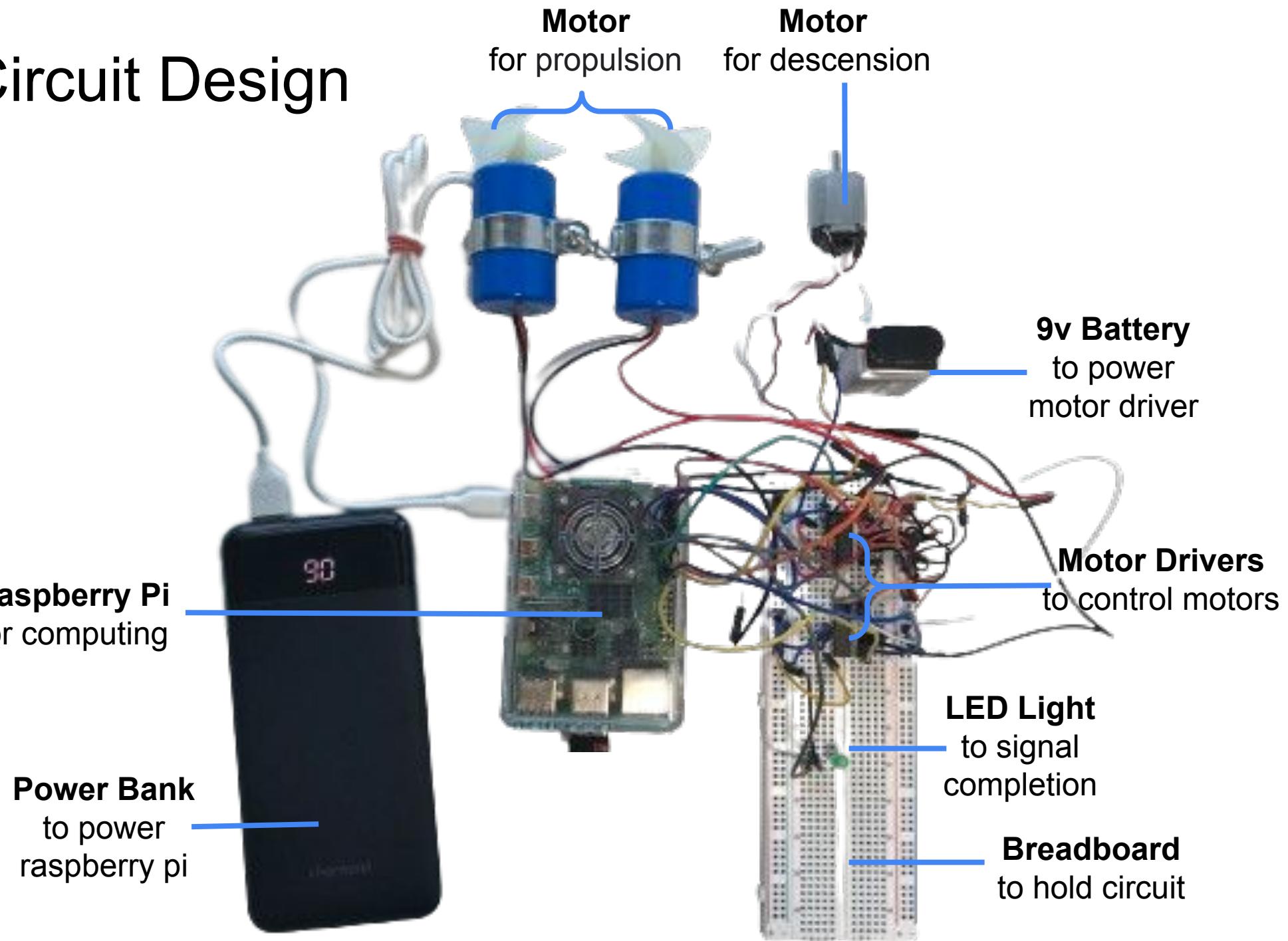
Materials



- Raspberry Pi 4
 - Breadboard
 - Motor Drivers (L293D)
 - DC Motors
 - Plastic Container
 - Syringes
 - Nut and Bolt
 - LED Light
 - 9v Battery
 - Power Bank
 - Webcam
 - Coins
-

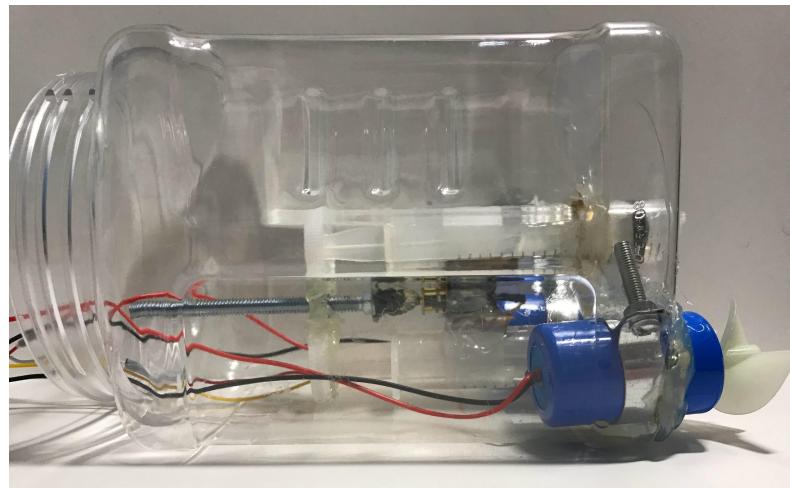
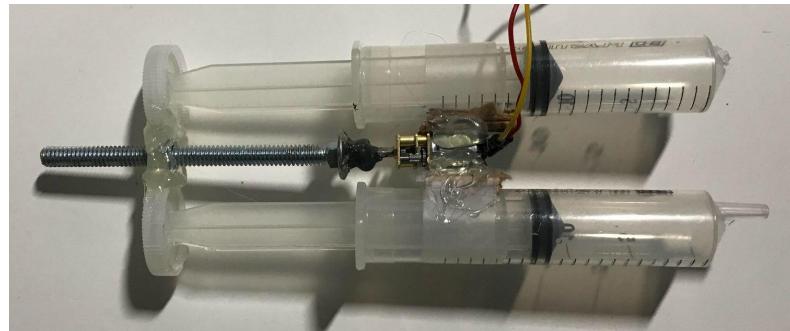
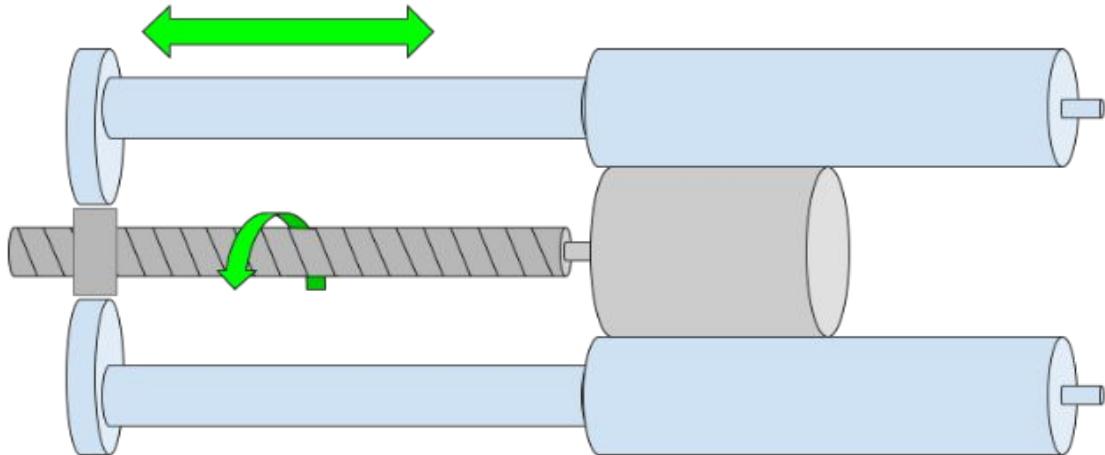
- Python 3.7
- Open CV
- NumPy

Circuit Design

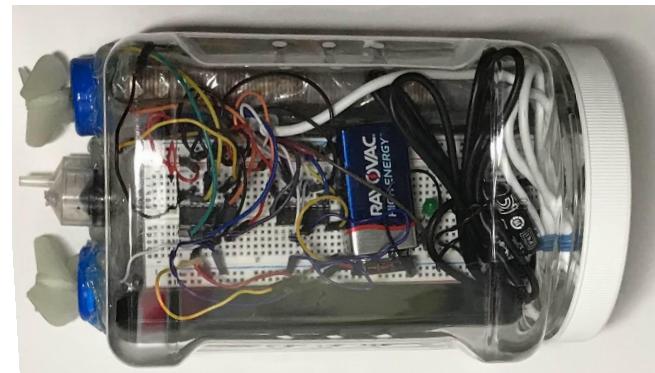
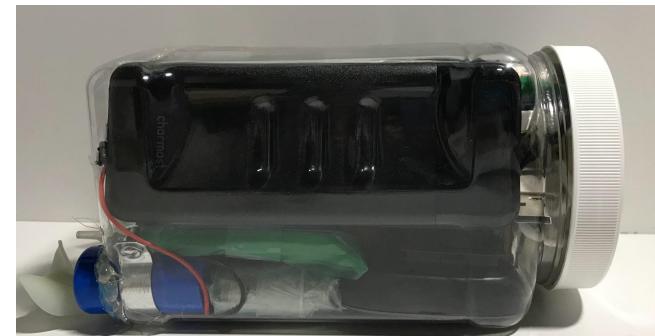
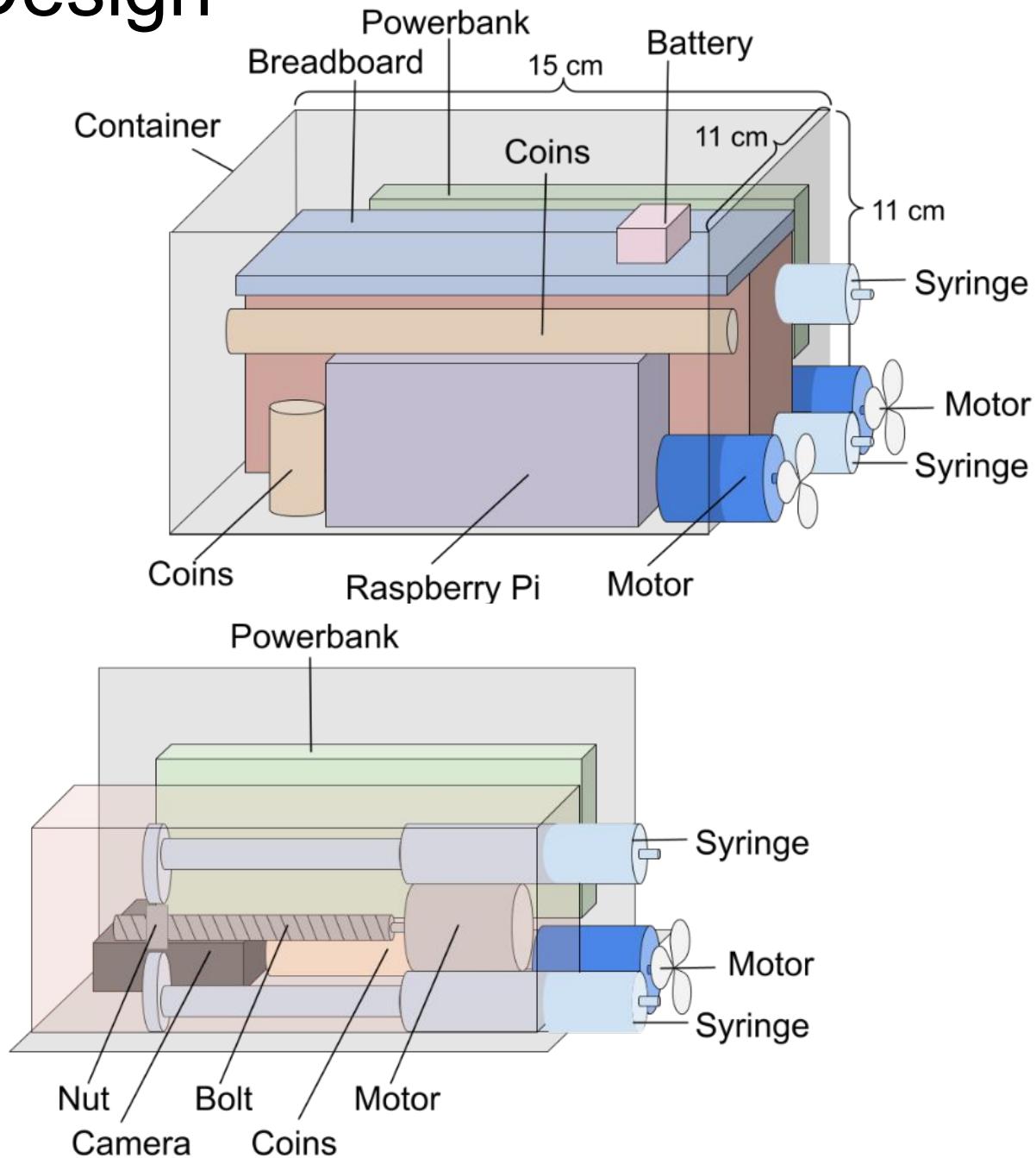


Descension Mechanism

- Density of object must be greater than density of water to sink
 - $D = M/V$
 - Density of Water $\approx 1.00 \text{ g/ml}$
- Original Density of Machine $< 1.00 \text{ g/ml}$
 - Mass of Machine = 1780 g
 - Volume of Machine = 1815 ml
- Mass Added = 40 ml
 - New Density $> 1.00 \text{ g/ml}$



Design



Side View

Side View

Top View

Bottom View

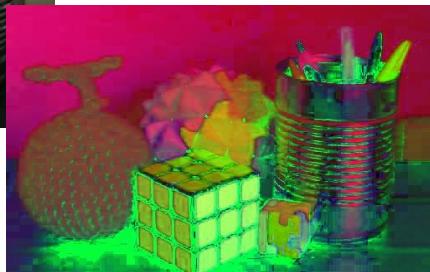
Detection Script

- Convert image to HSV values
 - Hue Saturation Value



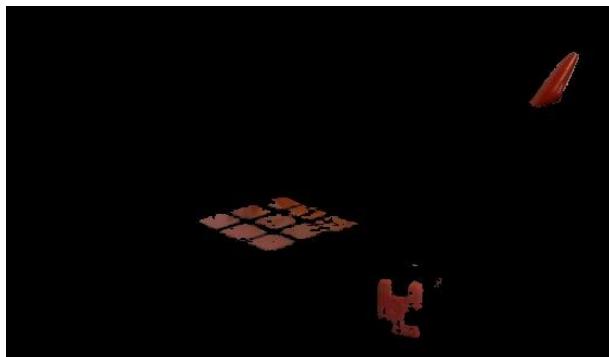
Original Image

HSV Image



- Filter out values out of range
- Check for values within range

Masked Image



```
# Define HSV values
redMin = np.array([0, 70, 50])
redMax = np.array([10, 255, 255])

# Set condition
found = False
while not found:

    # Read image from camera
    _, img = cam.read()

    # Convert image to HSV
    hsv = cv2.cvtColor(img, cv2.COLOR_BGR2HSV)

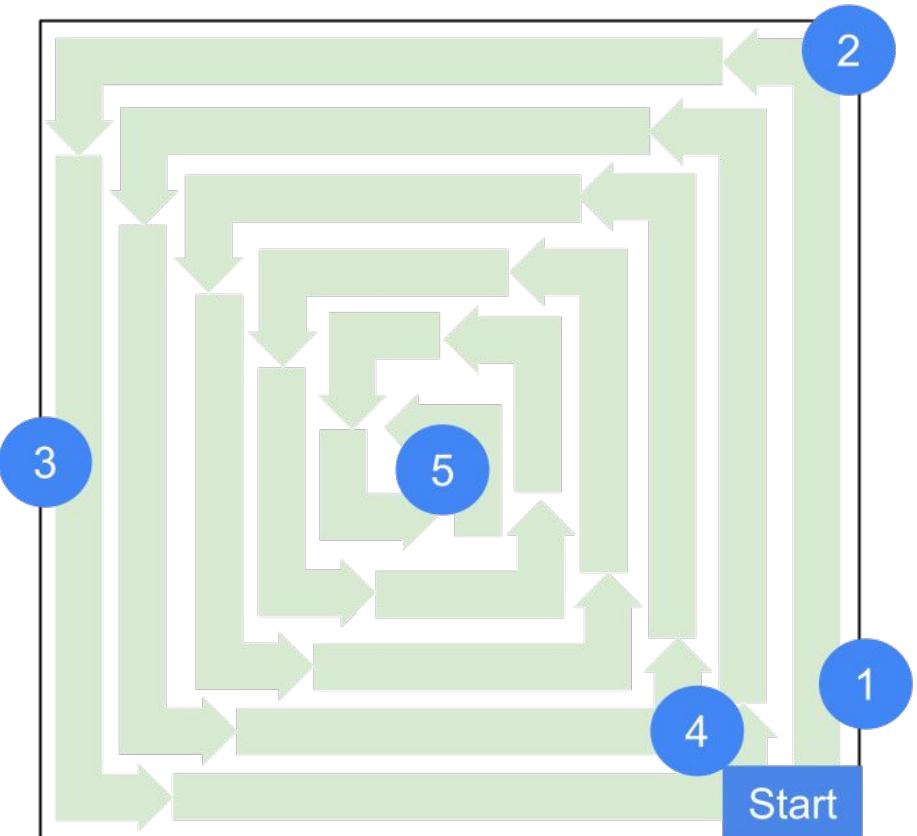
    # Filter for red in image
    mask = cv2.inRange(hsv, redMin, redMax)

    # Search for red in image
    for i in range(0, len(mask), 50):
        for n in range(0, len(mask[i]), 50):
            if mask[i][n] == 255:
                found = True
```

Search Method

- Fastest pattern to cover area
 - 5 seconds per decimeter
 - 4 seconds per 90 degree turn
- Always choose next best move
- Start from close-right corner

1. Straight line along length
2. Single 90 degree turn
3. Repeat for three sides
4. Decrease length for fourth side
5. Repeat in concentric rectangles

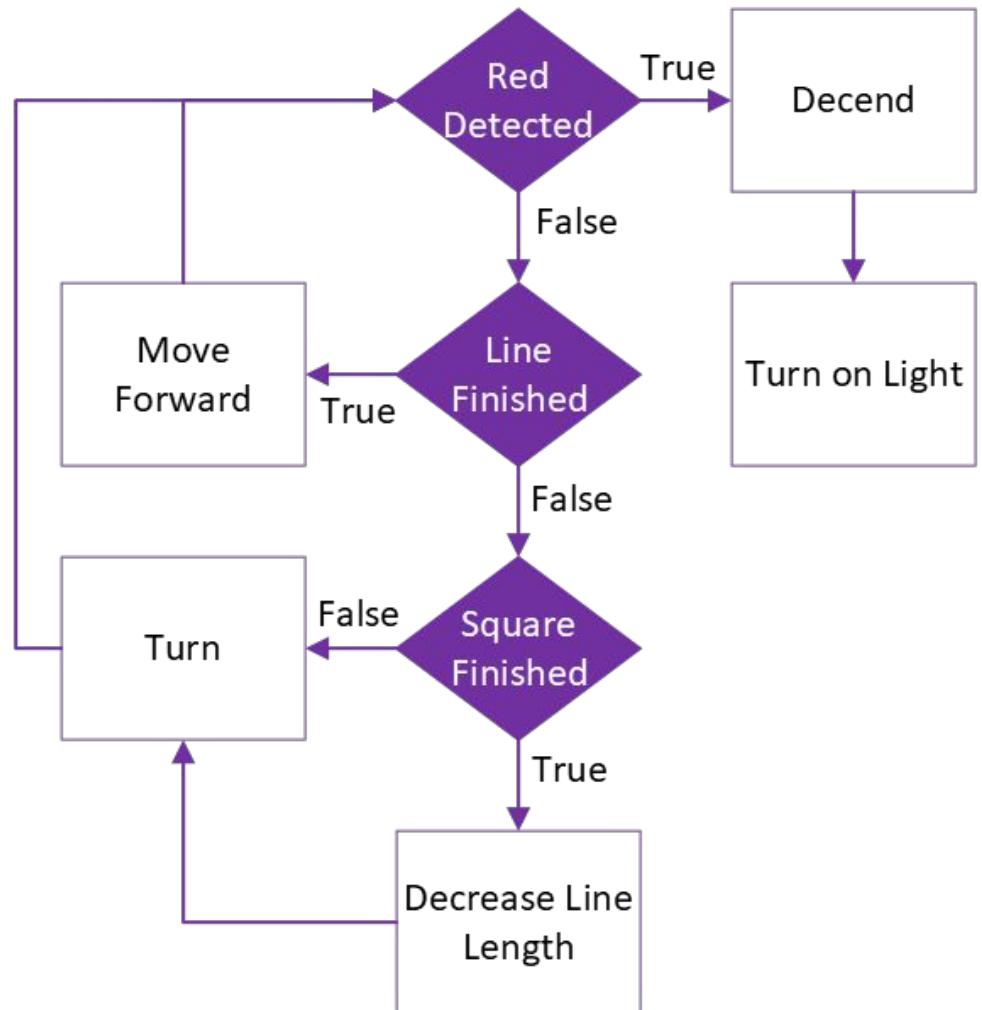


Implemented Process

Program Pseudocode

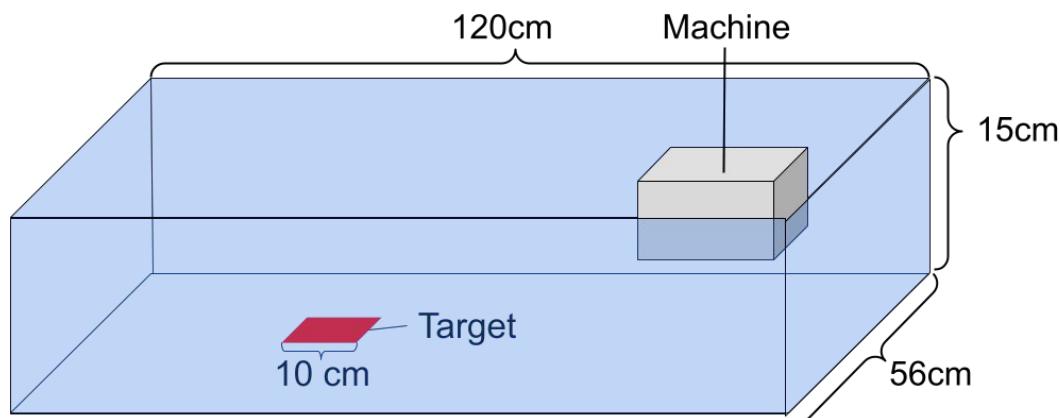
```
Setup output pins  
Define variables for speed, lengths,  
square side, line progress, found  
status  
While no red found  
    Check for red  
    If no red  
        If line progress < length  
            Both motors on  
            Increase line progress  
        Else  
            If square side < 4  
                One motor on  
                Increase square side  
            Else  
                One motor on  
                Set square side to 0  
                Decrease line length  
            Set line progress to 0  
Descension motor on  
Light on
```

Program Flowchart



Procedure

1. Place target at random location at bottom of area
2. Place machine at close-right corner at surface of area
3. Initiate program
4. When light turns on, record machine contact with target
5. Repeat steps 1 through 4 ten times



Conclusion

Results

- 7 successes, 3 failure
 - Some water disturbance and poor turning
- Overall success

Limitations

- Time consuming
- Poor turning mechanism

Possible Improvement

- Wider scope of camera
- More stability
- More efficient turning

Further Investigation

- Larger test area
- Varying target
- Faster methods of mobility



Works Consulted

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