

1 Bonus Challenges

1.1 Attempted: Data Downlink

Bonus Challenge B: Data Downlink was attempted for both flights of the competition. For both flights, XBEE downlink data was collected from Arduino activation on the launchpad until landing. This proved to be critical since the onboard SD card malfunctioned during both flights, and orientation data was still able to be analyzed without loss from the XBEE log files.

1.1.1 Data Logging Method

Data downlink was received via the XCTU interface, a software program built by Digi specifically for XBEE communication. Data was logged using a built-in function of the XCTU, and was stored as a .log file able to be read by any text editor program. Normally data throughput would be discarded from the interface after a limited time, but by selecting “Record Session,” an entire flight may be logged locally. This also allowed the team to reduce log file size by only beginning to record a session seconds before launch, thereby reducing file size.

1.1.2 Data Reading and Quality

Log files created during flight were read via built-in viewers provided by XCTU. A sample view from Flight 1 is shown below in Figure 1. Each transmission is prefixed with the team’s chosen security code “TB,” followed by a tab character and transmission data. Shown in the image is a snapshot of data at motor burnout.

The XCTU’s built-in ability to match highlighted hexadecimal data with their translated ASCII counterpart was very useful in determining the timing of events, particularly for events prior to burnout, when no timestamp was added to the transmission. By finding the unique sequence of hexadecimal characters, it is possible to open the raw log file using a text editor and look up timestamps automatically prefixed by the XCTU application, as shown in Figure 2.

XBEE downlink data was consistent but contained occasional fragments of corrupted data. This issue was noted during testing, but was ignored due to its sparse occurrence and harmless nature. These corrupted fragments appeared at a slightly higher rate during flight as compared to testing. It should be noted that, curiously, data fragments only appeared in Flight 1, from 0.60 seconds before launch was detected until 76 transmissions after burnout. A possible cause may be the result of buffering issues from writing to the SD card - a corrupted flight log was created in the SD card for Flight 1, while no flight log was created during Flight 2.

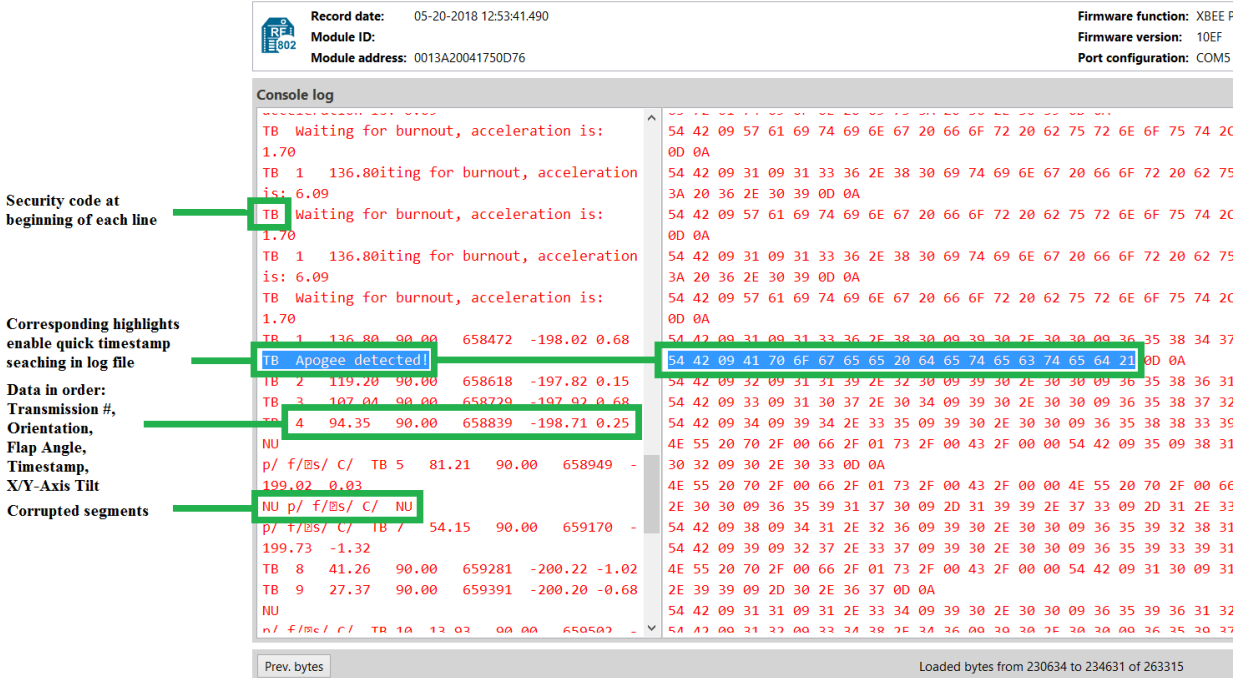


Figure 2: Identifying the timestamp of a hexadecimal phrase using search functions

1.1.3 Data Analysis

Only data that was critical to the performance of the vehicle was chosen for transmission to avoid overflowing the buffer (unlikely) and for easy debugging.

Prior to motor burnout, the vehicle would report its current status (on pad or thrusting) and acceleration in the z-axis (vertical). After motor burnout, the vehicle would coast for 2 or 3 seconds depending on the flight, without reporting data. When control is enabled after the idle coast time, data would be reported in the order of transmission number, orientation, flap angle, timestamp (milliseconds), x-axis tilt, and y-axis tilt.

Flap angle data was selected to analyze the performance of the PID controller used to roll the rocket. A timestamp was included to check the execution speed of the controller and to quickly determine the timing of flight events. Tilt in the x and y axis were selected because the team used tilt for apogee detection, and had issues with integration over time during prior testing.

This proved to be highly valuable because apogee detection malfunctioned during the first flight, causing the controlled to believe the rocket had reached apogee immediately after burnout. Controls were then disabled and no control was provided. The team was able to quickly deduct the source of error from the XBEE data readings and update the controller code before the second flight.

1.2 Not Attempted: Command Uplink, Crosstalk

Bonus Challenge A and C were not attempted. While the team independently verified code that succeeded in both challenge goals, integration with the main controller code caused unforeseen issues. Furthermore, the addition of SD card data logging code heavily reduced available storage space and RAM in the Arduino Uno used by the team.

Even after significant efforts to reduce memory usage by modifying libraries and improving data storage methods, the team still approached limits for storage and RAM with less than 10 bytes to spare for both. With insufficient time remaining to modify the avionics bay and accommodate the larger Arduino Mega, coupled with the inconsistent performance of bonus challenge code, it was decided that bonus challenges A and C would not be attempted.