

# Autonomous Underwater Vehicles: A From-Scratch Perception & Control Approach

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# Contents

<b>1</b>	<b>Setup</b>	<b>1</b>
1.1	Topology Setup . . . . .	1
1.2	Signal Simulation . . . . .	1



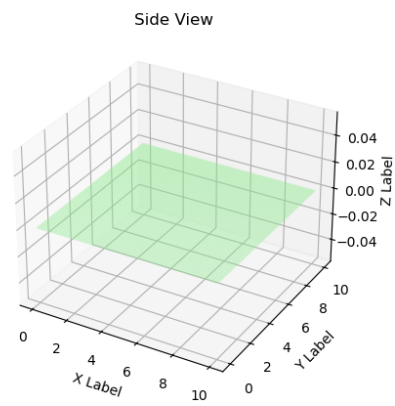
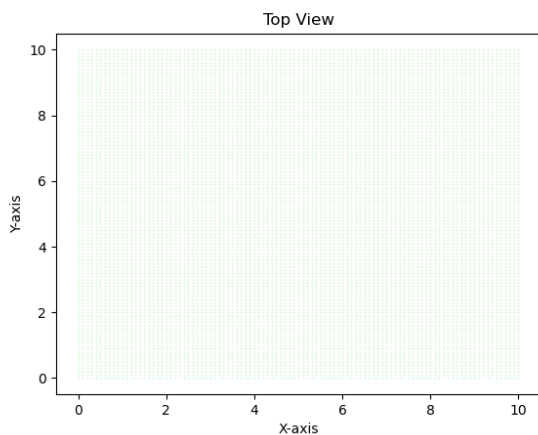
# Chapter 1

## Setup

### 1.1 Topology Setup

The sea-floor is represented in a discrete manner. That is, the sea-floor is represented by a number of points that has some coordinate and some reflectance value. These two attributes are stored in two separate tensors as follows:

- *location tensor*: this tensor contains the location of all the scatters that are used to represent the sea-floor
- *reflectance tensor*: this tensor contains the reflectivity of the points representing the sea-floor.



### 1.2 Signal Simulation

The transmitted signal that we're using for this experiment is a chirp signal.

