

Underwater Robots

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Introduction

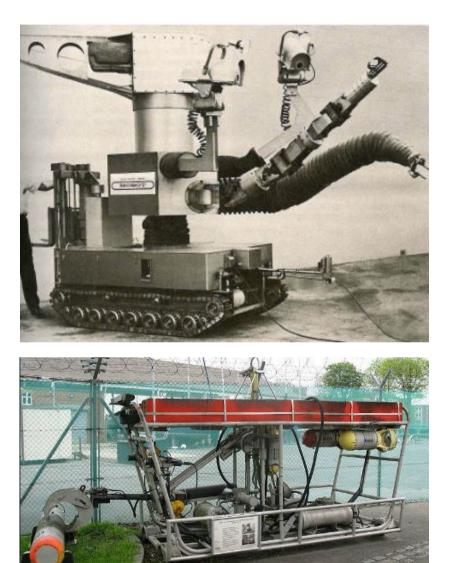
Introduction

1950's:

- first models developed out of robots working on land
- remotely operated
- funded by U.S. Navy

1960's:

 commercial interest and development (oil industry)



Underwater Robots today:

- Unmanned underwater vehicles/robots
- Introduced for commercial use in the 1970's
- Used in industry, science and research, military and lately for documentary filming
- Two main types: remotely operated and autonomous robots

Introduction

 Vary in shape and size: from small torpedo-shaped to box-shaped as big as a compact car



Introduction

Operational Areas:

Power station surveys



Destruction of mines



Inspection of Dams



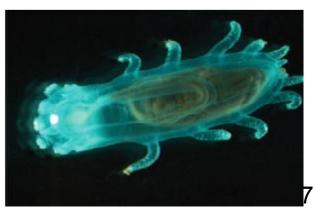
Investigation of sunken objects



Oil and gas industry



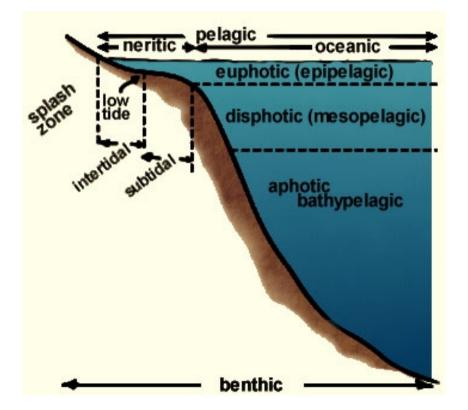
Sea life and environmental research



Challenges of Underwater Exploration

Challenges of Underwater Exploration

- About 71% of the earth's surface is covered by oceans
- Deap-sea: depths beneath 800m, lightless zone (aphotic zone) = over 70% of the oceans



Up until today very little is researched and known about the deep-sea

Challenges of Underwater Exploration

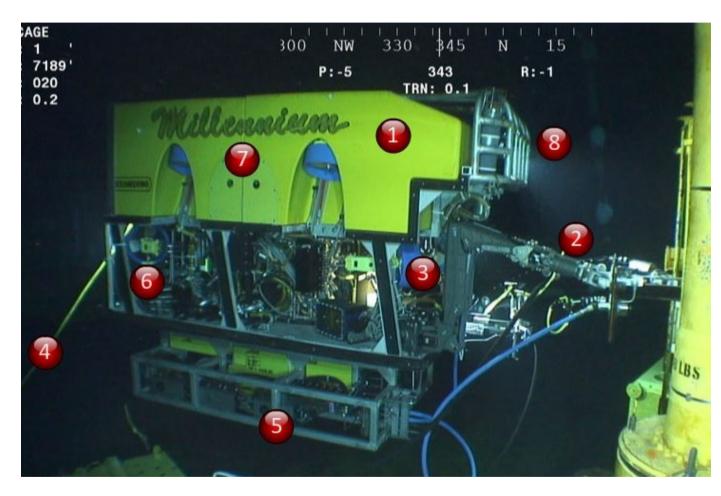
- High pressure: atmospheric pressure is increasing by 1 atmosphere every 10m diving
- Orientation and navigation underwater
- Collecting and sending data
- Power supply
- Size and weight
- Reliability and maintainability
- Costs

Remotely Operated Vehicles

- Tethered underwater robots, operated by a human aboard a vessel
- Power and communication through tether
- Subsea cage to launch and recover the ROV
- Mostly rectangular-/box-shaped



- Observation ROV: observation, research, inspection (and documentary filming)
- Work class ROV: additionally equipped with specific tools
- Bottom crawling ROV: limited movement across seafloor, designed for special tasks e.g. burial of deep-sea cables

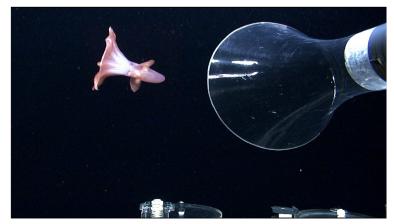


- 1. Work class ROV
- 2. manipulator arms
- 3. HD video camera
- 4. tether
- 5. various skids for special tasks
- 6. thruster
- 7. main floatation
- 8. ultra high intensity LED light



Observation ROV

- Low overall weight
 → air transport
- Modular components
 → highly configurable



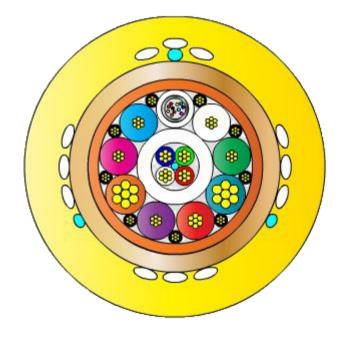
Global Explorer



Limits of ROVs:

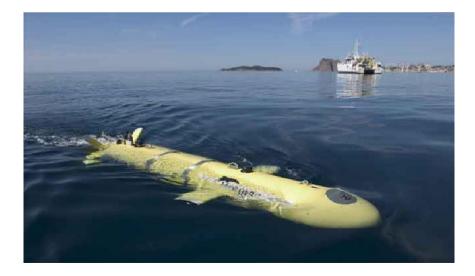
- Dependent on surface vessel, tether and operator
- Cable has to support weight, transfer power and communications
- → Small range and limited operation time

Tether components



Autonomous Underwater Vehicles

- Computer controlled robot travelling and operating underwater
- Own power source and propulsion
- Shaped like torpedoes, stingrays or have attached flippers



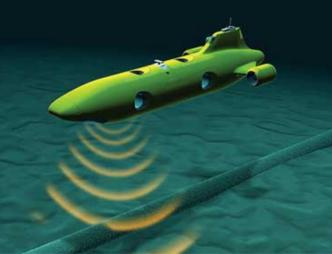


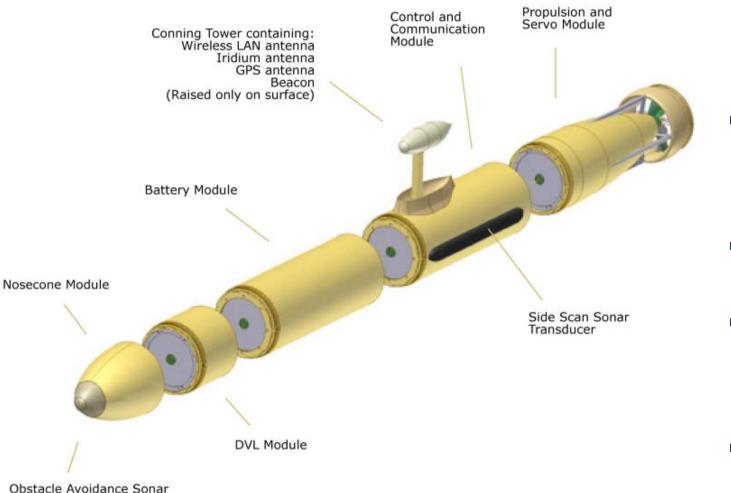
- Using sonar and underwater acoustic positioning systems to navigate and map surroundings
- Lithium-ion batteries as power source, use of solar power and hydrogen are still in testing/not marketable

UWN 1500	A2000H / PinPoint	
Transponder 1 Transponder 2	AUV	Transponder 3
	and the second	

- Underwater Glider: slow, but very low power consumption and high range
- Intervention AUV: interventions at underwater facilities or for retrieving biological samples







Modular build, highly configurable:

- Turbulence measurement
- Plankton pump
- Bioluminesence detection
- Video camera
- etc.

Limits of AUV's:

- Dependent on capacity of power source
- No complex operations
- No real-time images/videos
- \rightarrow limited tasks and operation time

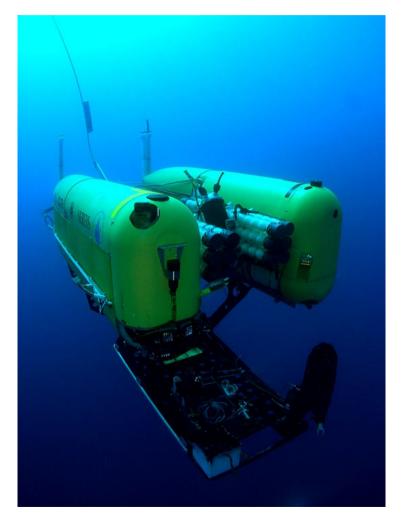


- Diving deeper and deeper into the ocean
 → development of deep-sea robots
- More complex tasks
 - → advanced processing capabilities and more efficient power sources are needed
- Combining advantages of ROVs and AUVs
 - → development of hybrids that can operate tethered or untethered

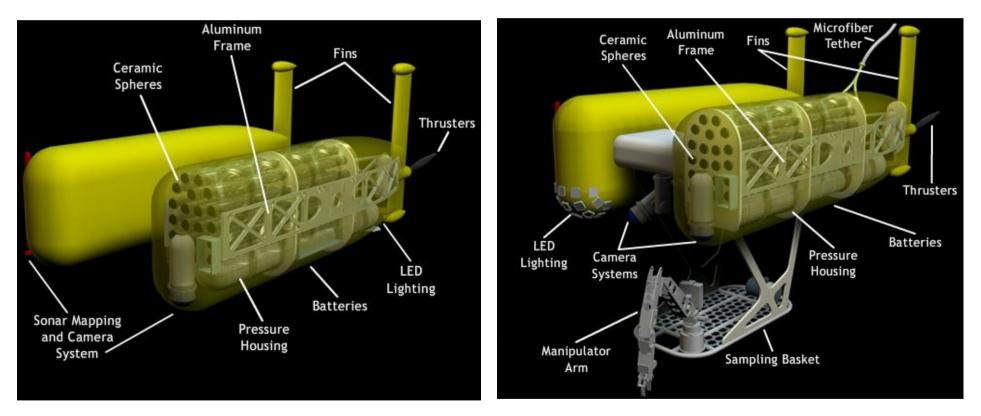
Hybrid "Nereus"

- Dove to 10,902 meters into the Mariana Tench in 2009
- AUV mode: survey large undersea areas and photograph seafloor
- ROV mode: precise control and manipulations, high quality real-time images

Nereus in ROV-mode



Hybrid "Neureus"



AUV-mode

ROV-mode

Bionic robots

- Using principles and methods found in nature
- AUVs designed based on marine animals



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