

An underwater scene showing two divers in silhouette, one in the foreground and one further back, both holding onto a thick rope. Above them, a boat is visible, partially obscured by the water's surface. The water is a deep blue, and there are some bubbles or light reflections. The overall atmosphere is dark and mysterious.

diver position dead reckoning inertial navigation

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the-solution





UNIVERSAL PICTURES AND JAMES CAMERON
CHOOSE THE SENTINEL REBREATHER
FIND OUT WHY AT TECHNOLOGYINDEPTH.COM


SANCTUM

vr technology and me

- 25 years designing and manufacturing diving electronic stuff
- practical product, engineered with ingenuity
- patents in diving equipment
- world leaders
- We make cool stuff – James Cameron used our equipment in his film Sanctum

diver position dead reckoning

- Divers need a product that gives the equivalent of a Surface GPS system
- BUT - They need to rely on no one else but themselves to achieve this
 - ◆ Equipment worn only on the diver
- It must be the same price as a consumer hand held GPS
- Diver Navigation Assistant - DNA



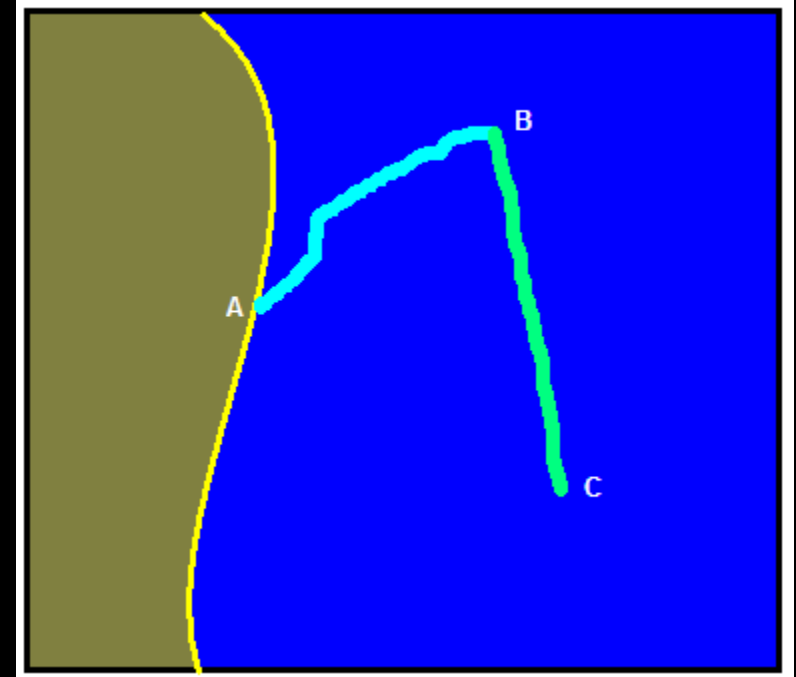
I reckon
he's dead...

sensors

- Easy
 - ◆ Depth
 - ◆ Time
 - ◆ Compass
 - ◆ Gyro
 - ◆ Accelerometer
 - ★ $\pm 2g$ @ $0.001g$ sensitivity ish...
 - ★ $0.0001g$ //Hz noise
- Tricky
 - ◆ Flow – current / tide
 - ◆ Sonar – velocity over bottom?
 - ◆ Tide tables
- Impossible
 - ◆ GPS, except for initial surface reference

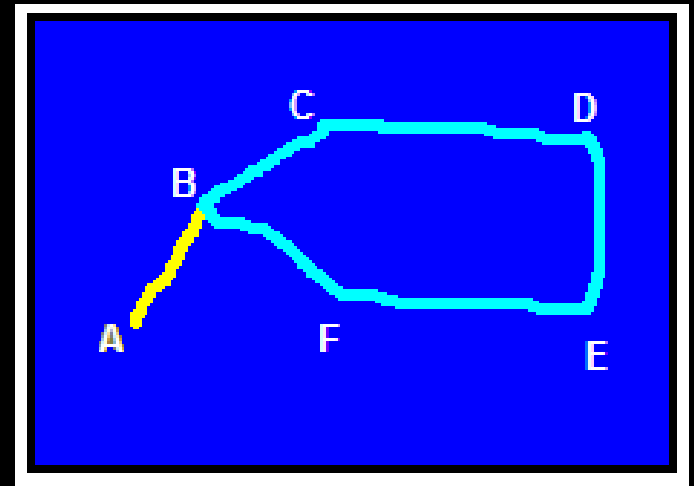
real life

- Diver gets in water on a beach at position A
- Swims underwater to position B using a compass heading
- Swims underwater to position C following an interesting feature.
- Diver wants to return to position A
- Easiest to follow a 'track graphic' than use compass alone



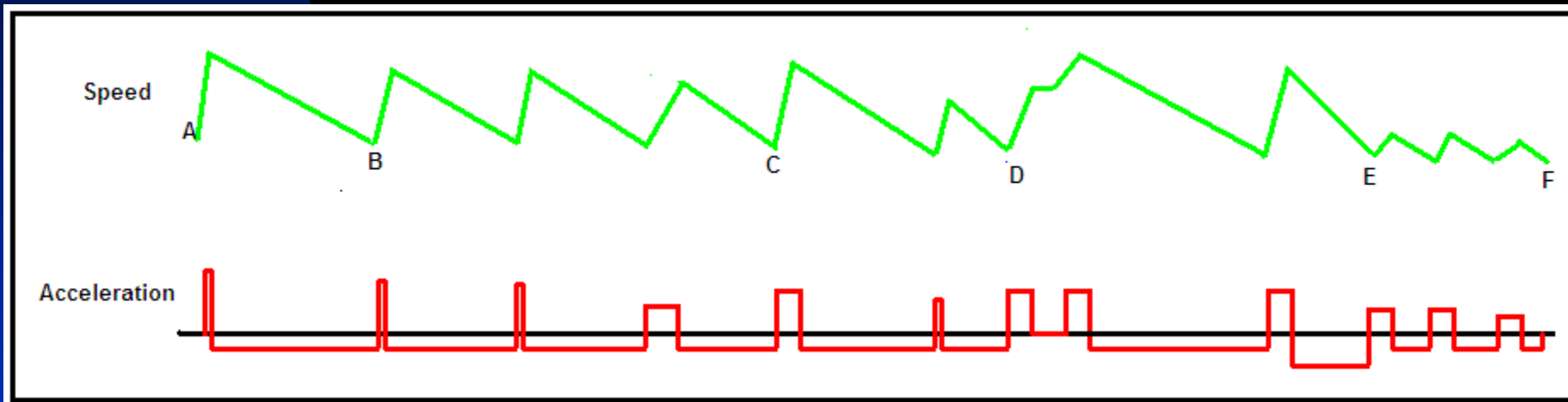
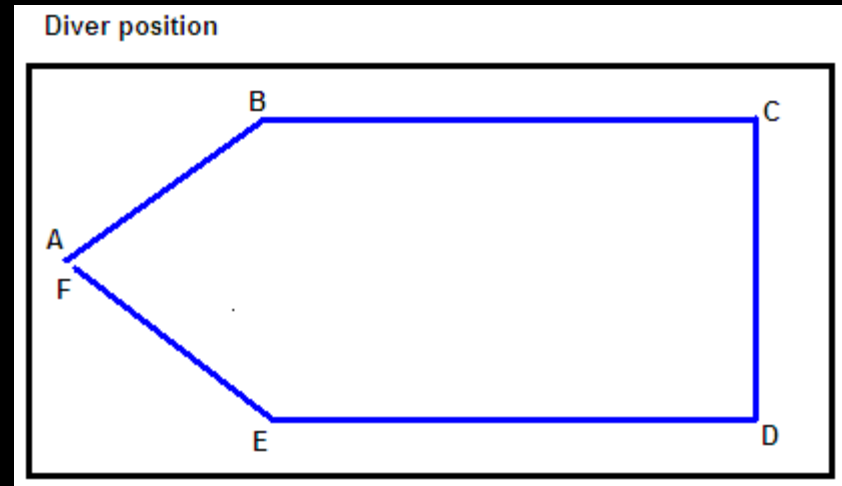
real life - archaeology

- Diver starts from position A
- Swims to position B and marks this as a relevant archaeological point
- Swims to position C, D, E, F and marks positions as relevant archaeological points
- Diver wants to download track reference onto PC



example...

- Aside: The diver deceleration and the diver finning look viable for characterisation, should this be useful...



- One average diver fin motion accelerates the diver to 1m/sec in 1 sec.
 - ◆ Acceleration = $1\text{m/s/s} = 0.1g$
- Drag decelerates the diver by 0.1m/sec in 1 sec
 - ◆ Deceleration = $0.1\text{m/s/s} = 0.01g$
- These accelerations are detectable by an average game type 3 axis accelerometer – aren't they – surely – so why is there not app to do this?

we do know the z dimension

- Depth 'z' can be measured very accurately using an ambient pressure sensor. Can this help determine, in conjunction with a compass and gyro, exactly how much of the 3 axis acceleration components are acting in the non-depth directions?

(The diver controls position in the water with finning and a buoyancy control device)

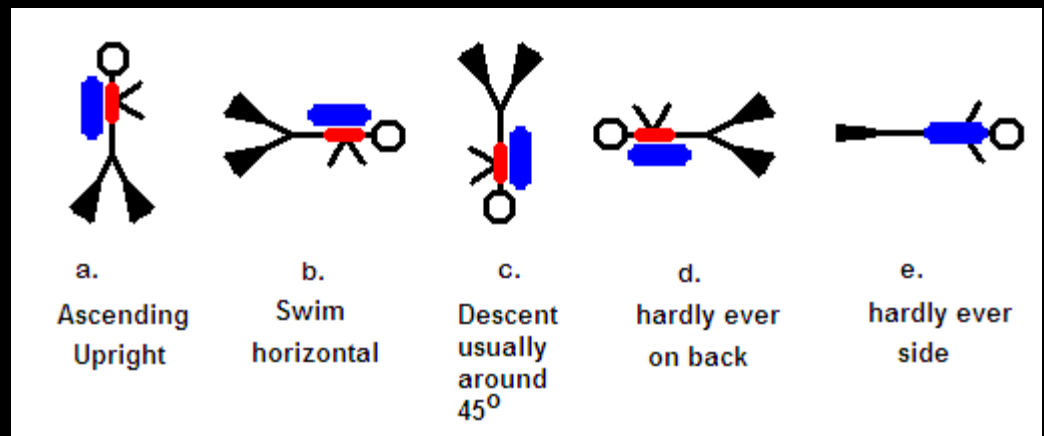
clear problems

- Tides and currents
 - ◆ Constant velocity
 - ◆ Slow tide velocity changes
- Ship to diver motion
- Subtle diver finning techniques
 - ◆ could they be characterised and detected with sensors?
 - ◆ do they need to be?

equipment configuration



- Equipment can be worn on the diver's back and data communicated to a wrist display. This reduces extraneous arm movements. (but there is still wobble...)
- Divers swim in different orientations



in action



compromises

- Consider only zero tide situation
- Only a better idea of location and track is required +- 50% accuracy could be enough

dead reckoning on land

- In environments where GPS has not been available, militaries have developed dead reckoning systems based on Kalman filters with pedometer / accelerometer sensors
- BUT – it was tuned to a human's step. It did not work in a car for example – why? Is this too difficult? Where do the accelerometer inaccuracies and noise cause problems of too large a scale? For underwater needs, can we get sufficient accuracy?

current diver perspective

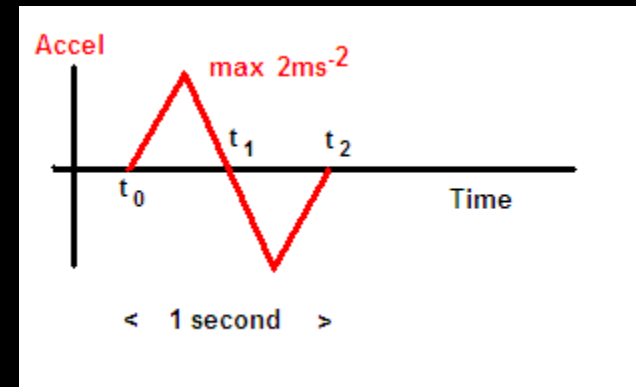
- The diver does not really know where they are or where they have been.
(unless a very good navigator or there is a bottom reference object – eg wreck)
- The diver could be completely disorientated and head off 180degrees in the wrong direction
- Anything that gives them some clue as to how to get back to where they started or how to move on to another place would/could be enough
 - ◆ Perfection is not required
 - ◆ can we provide enough to be useful

next steps

- Can the limited data accuracy from the available sensors be processed mathematically to give the diver positional accuracy of 20% or better over a 1 hour dive?
- Kalman filter plus more?
- Build one and test it on my android tablet by the end of the week...
- What am I missing that makes dead reckoning so tricky - Acceleration⁴ ?

Diver Navigation Assistant - DNA

- My tablet has:
 - ◆ 3 axis accelerometer
 - ◆ Gyro
 - ◆ Compass
 - ◆ Android
- Simple App experiment showed $s=ut+\frac{1}{2}at^2$ still works – distance traveled was about 0.25m from the readings read off the app by eye...



- Land based dead reckoning app by the end of the study group?