



Physics-based Simulation Environment for Adaptive and Collaborative Marine Sensing with MOOS-IvP



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MOOS-DAWG'11

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MIT Lab
Autonom

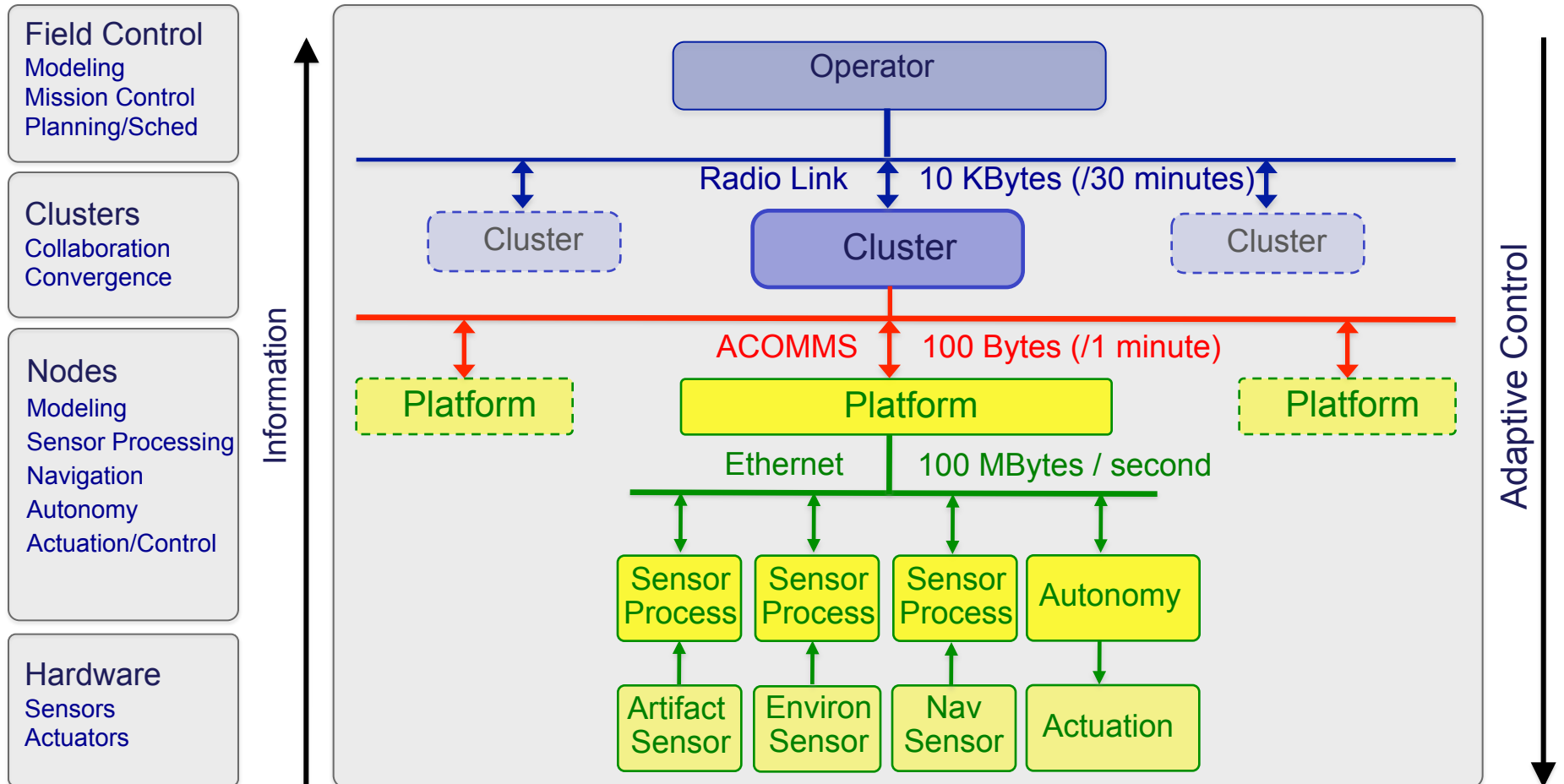


Outline

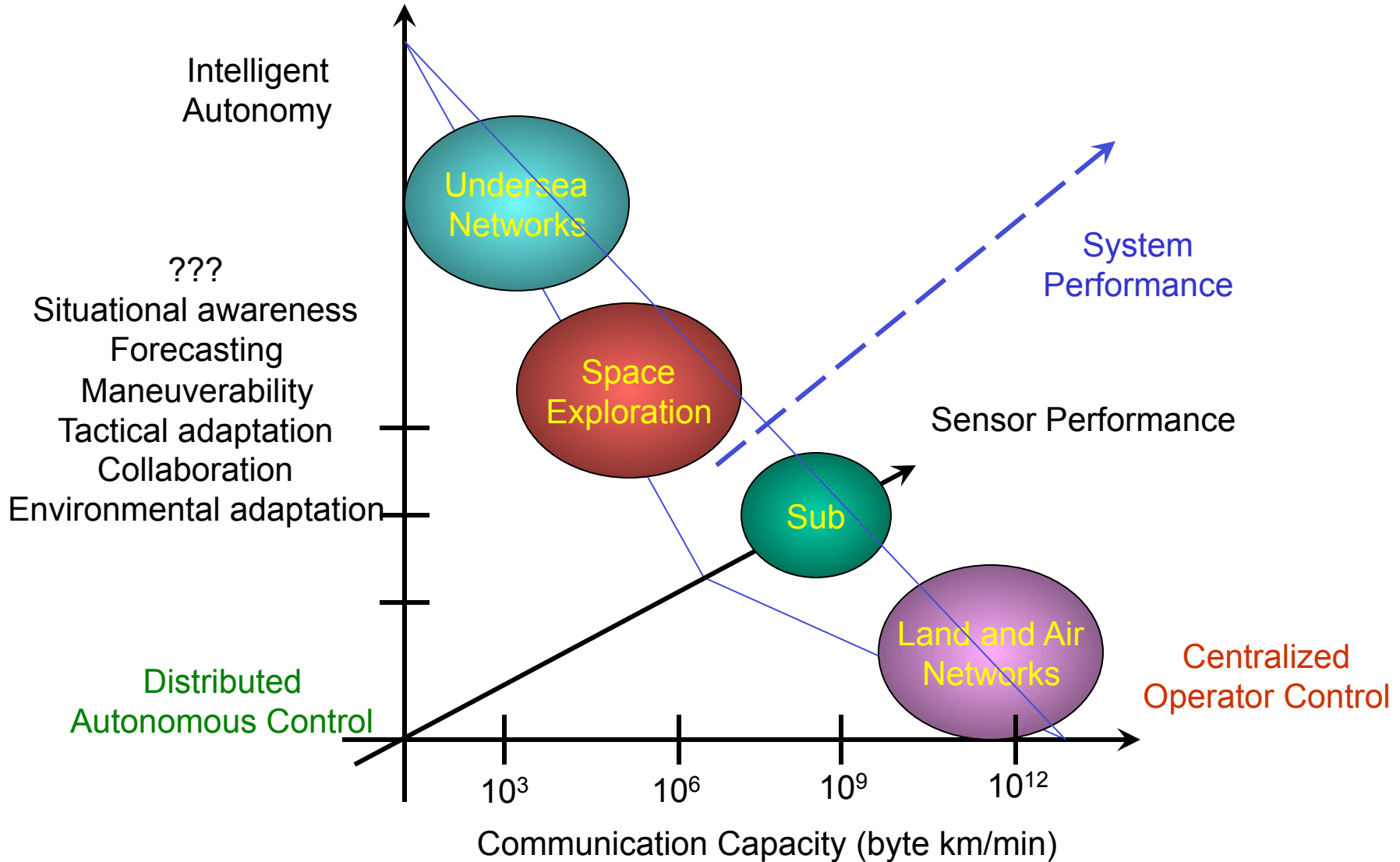
- The Nested Autonomy Paradigm
- Simulation environment – motivation and approach
- Distributed, adaptive and collaborative acoustic sensing
 - MOOS-IvP Payload Autonomy
 - Virtual communication network
 - Virtual acoustic sensing environment
 - HWITL MOOS-IvP acoustic sensing node simulator
 - LAMSS hybrid at-sea/virtual undersea network environment
 - Application examples



Undersea Distributed Sensing Networks Communication Infrastructure



Networked Sensing Trade Space



What is Intelligent Autonomy?

Integrated Sensing, Modeling and Control

Automated processing of sensor data for detection, classification and localization of tactical or environmental event

Data-driven modeling for forecasting of tactical and environmental situation

Intelligent decision-making based on situational awareness, adaptive and collaborative strategies (behaviors), and learning, to adapt to forecast for enhanced performance



Nested Autonomy Command and Control Architecture

- Network Command and Control
 - Managed through communication gateways via RF above sea level and acoustic communication (ACOMMS) underwater
 - The underwater ACOMMS connectivity organized through a slotted MAC scheme with self discovery and organization
- Clusters
 - Autonomous platforms and acoustic gateways with current ACOMMS connectivity will self-organize through distributed control into clusters exploiting collaborative behaviors for improved sensing performance
 - Dynamic clustering topology depending on current ACOMMS connectivity
- Platforms
 - Each platform must be capable of completing mission objectives in absence of communication connectivity
 - Each platform will broadcast status reports at regular intervals in the communication slot assigned by its current cluster



Nested Autonomy Network Simulator

Motivation

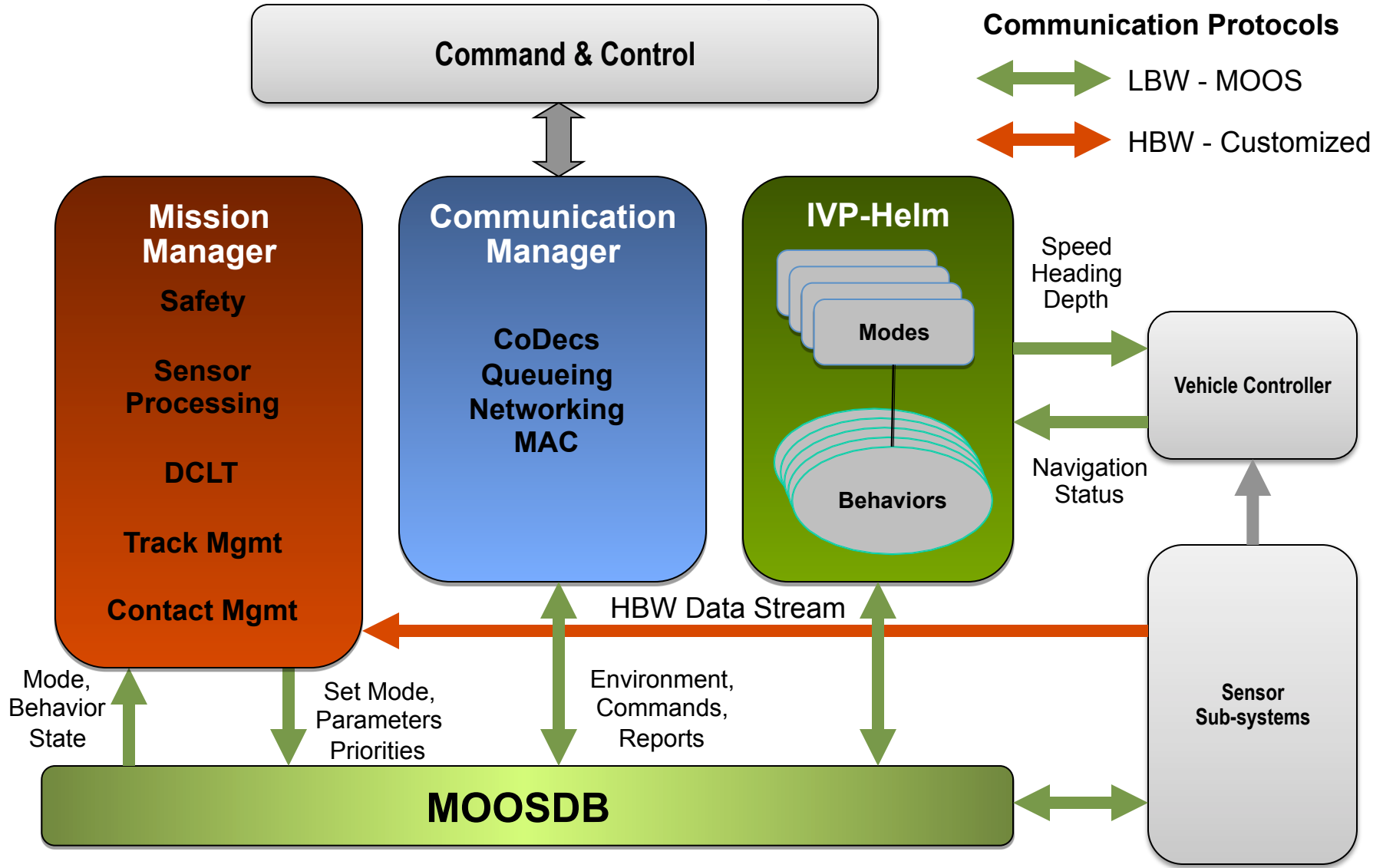
- Testbed for autonomy system development
 - Mission management processes
 - Sensor processing
 - IvP behaviors
 - Adaptive and collaborative autonomy
- Complex autonomy architecture requires extensive pre-deployment testing
- At-sea testing expensive
- Opportunity too sparse - ~1% of testing required

Approach

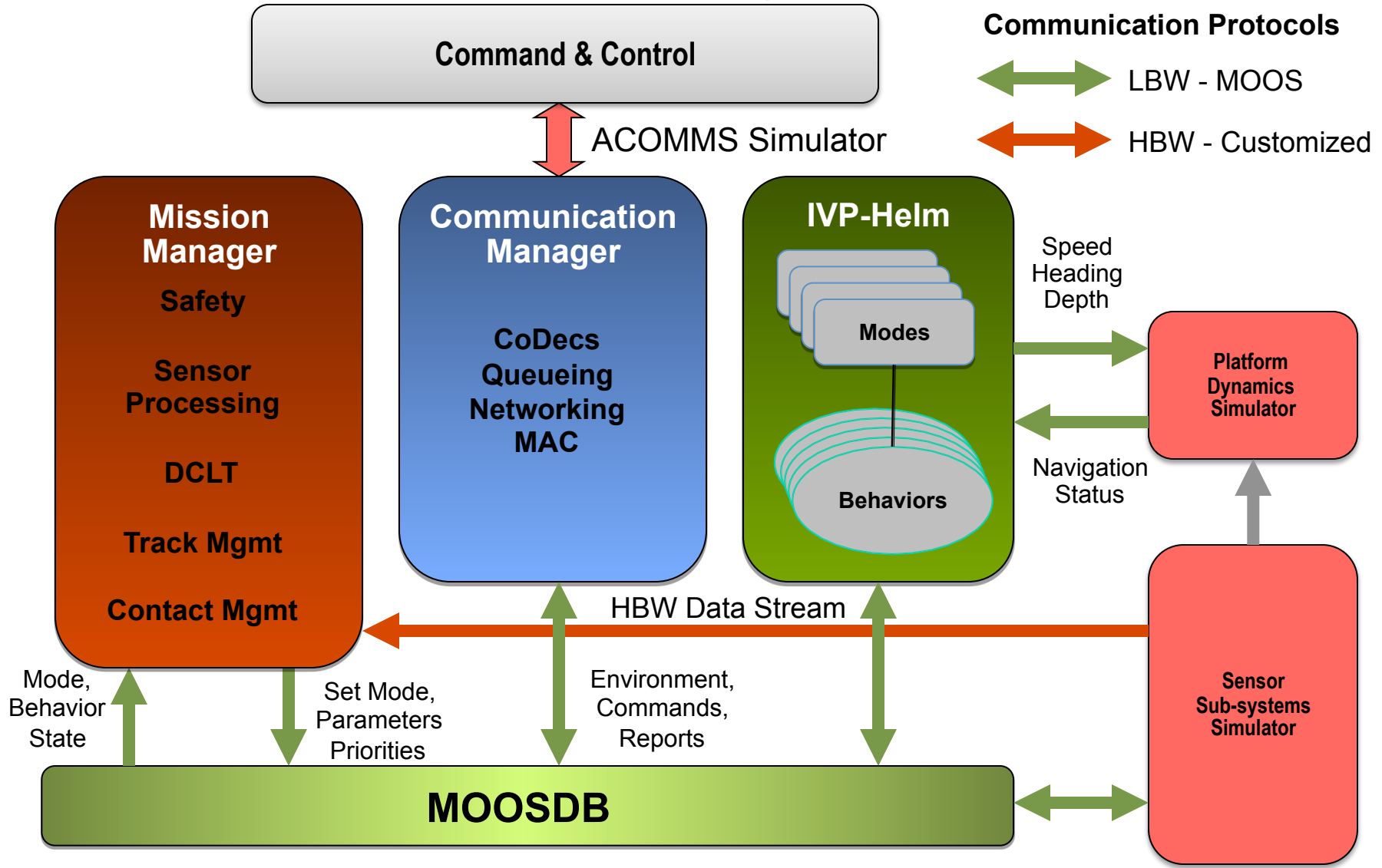
- MOOS-IvP Payload Autonomy system identically configured for real and virtual vehicles
- 'Transparency' to MOOS-IvP autonomy whether operating on real or virtual platform
- High-fidelity, physics-based simulation of 'connections to rest of the world'
 - 'Frontseat driver' control and navigation
 - Communication networking
 - Mission sensors
- Simulators ideally operated in separate communities with interfaces identical to at-sea systems. At minimum MOOSDB interface identical.



MOOS-IvP Payload Autonomy At-sea Sensing Platform

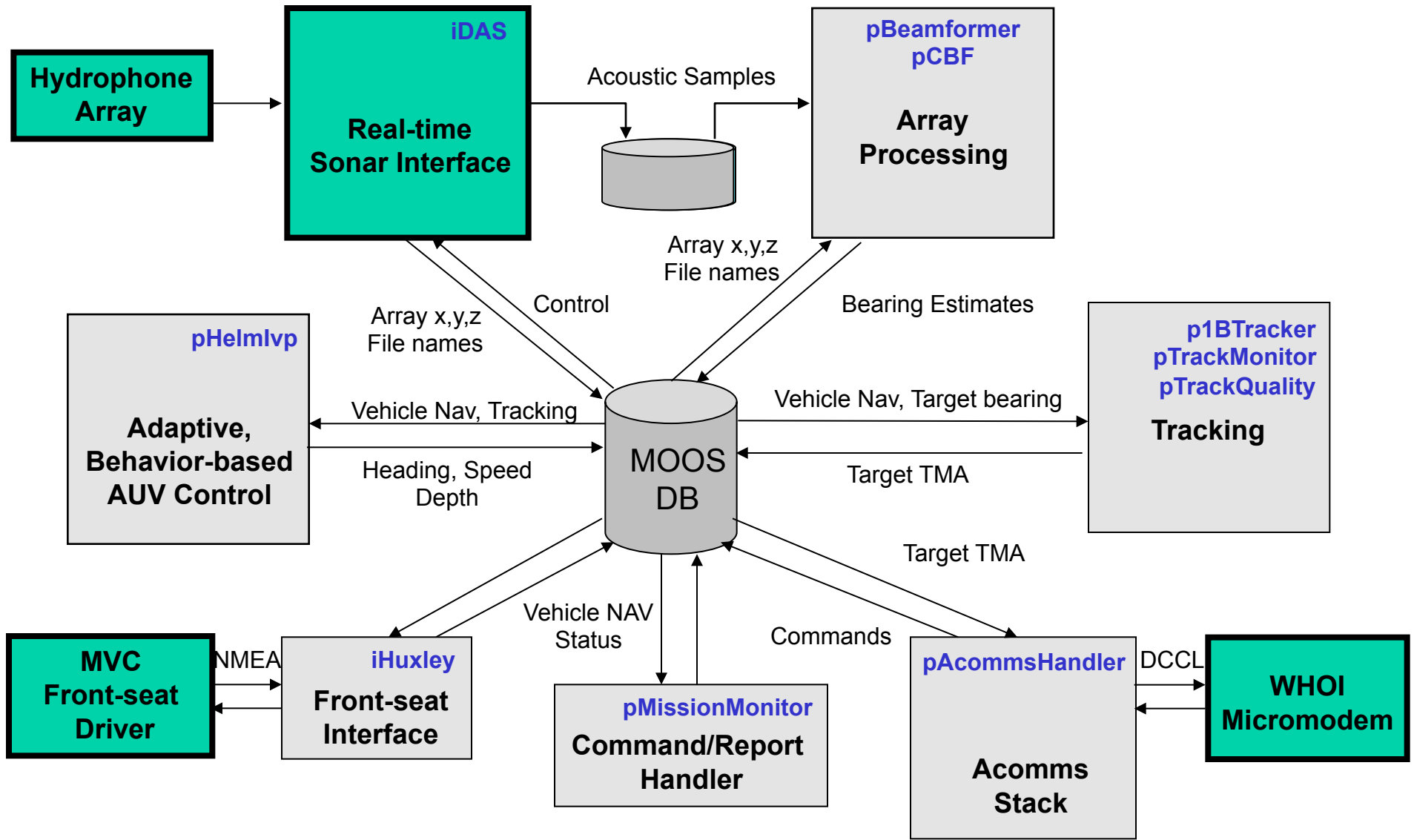


MOOS-IvP Payload Autonomy Virtual Sensing Platform

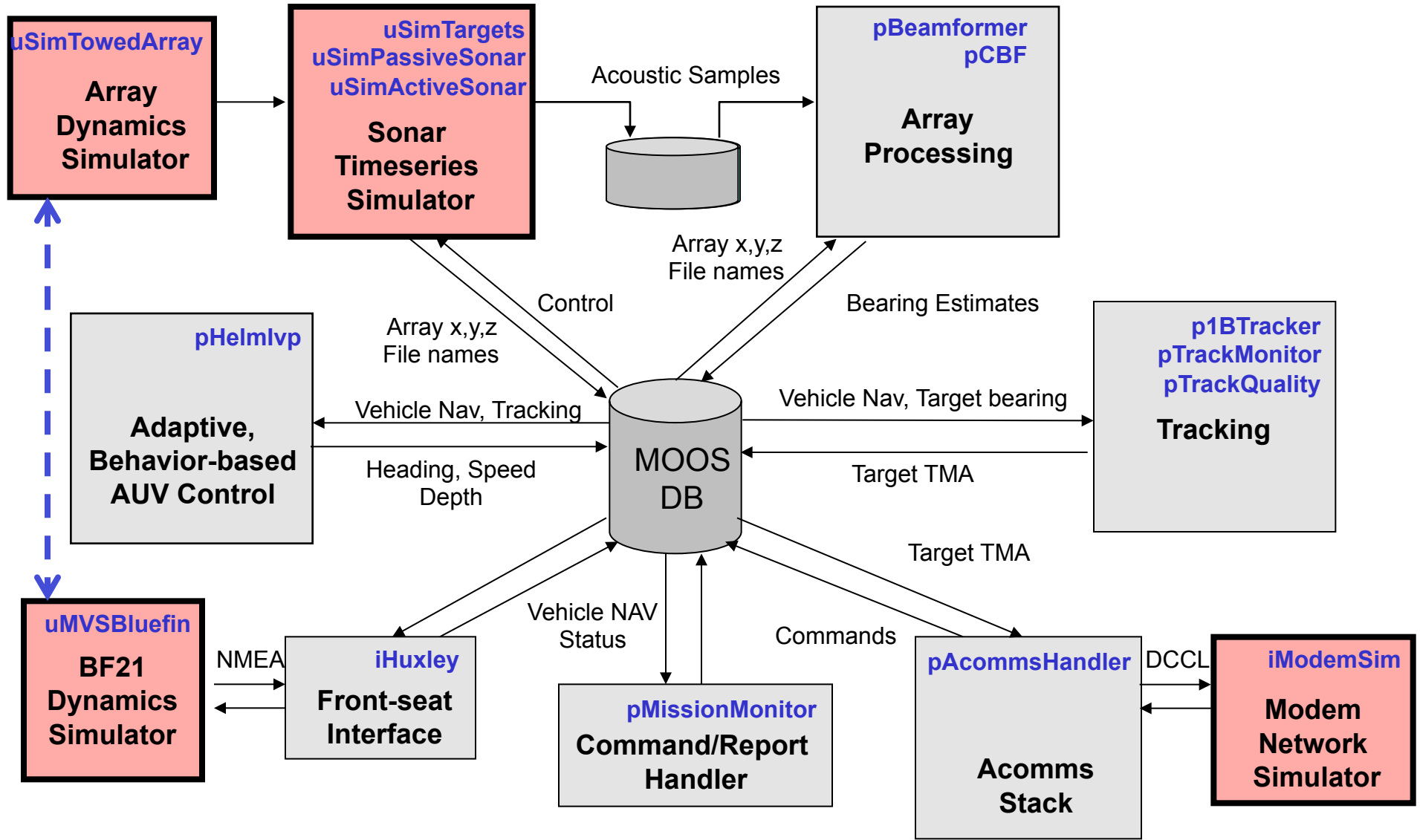


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Acoustic Sensing Autonomy System



Virtual Acoustic Sensing Autonomy System



MOOS-IvP

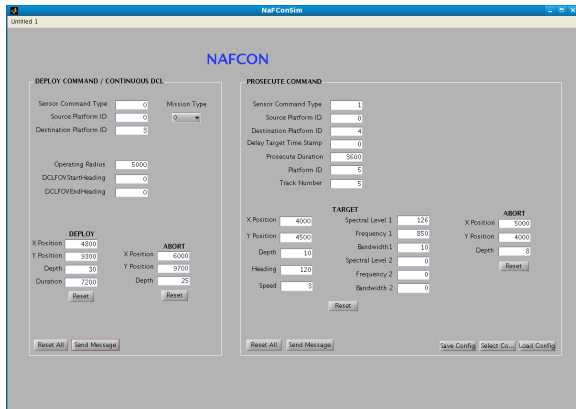
Acoustic Sensing Simulator Modules

- 'Frontseat simulation
 - uSimMarine: generic platform dynamics simulator
 - uMVSBluefin: HiFi platform dynamics of BF21
 - iChauffeur: New generic interface to MVC or separate frontseat simulator
- Communication networking
 - iModemSim: Virtual underwater modem network
- Navigation
 - pSimLBL: Long-baseline navigation system simulator
 - uSimGPS: GPS simulator
- Environment simulators
 - uSimBathy: Bathymetry simulator
 - uSimCTD: CTD sensor simulator
 - iMseas: Interface to CTD data from MSEAS circulation models
 - iMseasbathy: Interface to bathymetry data from MSEAS
- Environmental acoustic simulators
 - uSimtargets: Dynamics of arbitrary number of acoustic targets
 - uSimTowedarray: Physics-based towed array dynamics model
 - uSimPassiveSonar: Passive sonar simulator
 - uSimActiveSonar: Active sonar simulator
 - iBellhop: interface to embedded Bellhop acoustic propagation model
 - uSimTargetBearings: Low-fidelity target bearing simulator (ground truth with noise)

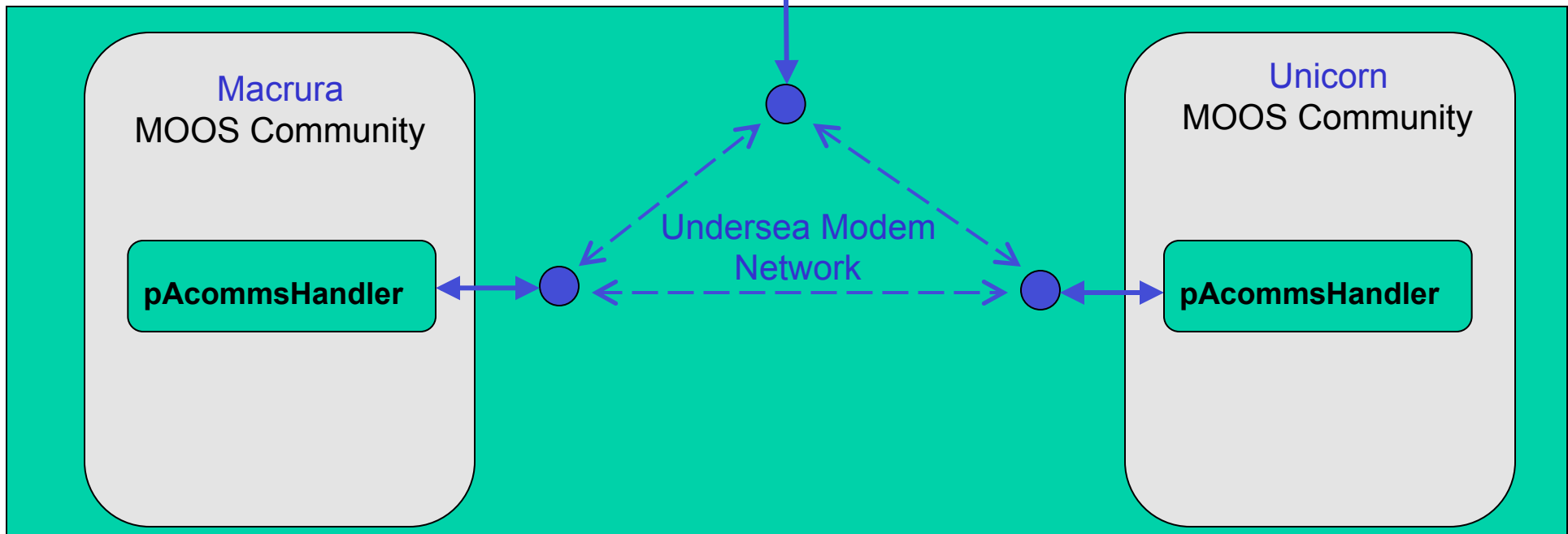
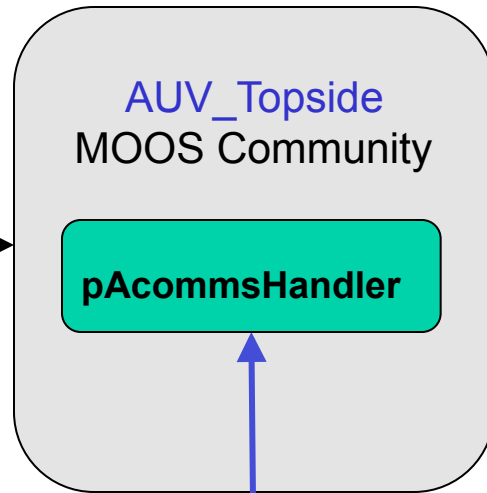
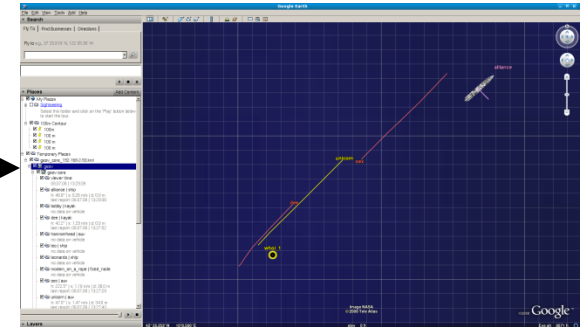


Undersea Communication Infrastructure

Command GUI

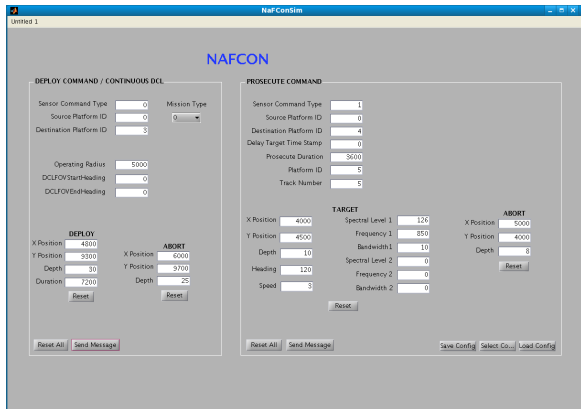


Field Situational Display

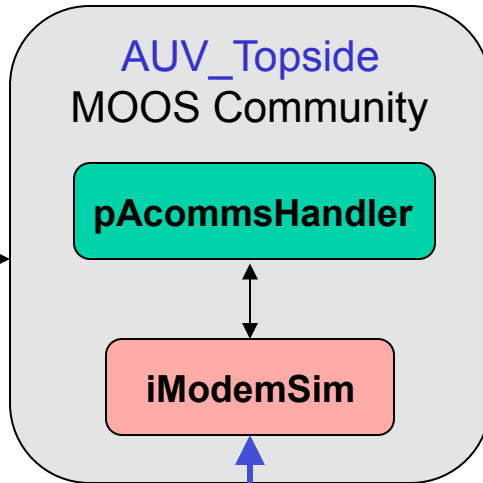


Virtual Communication Infrastructure

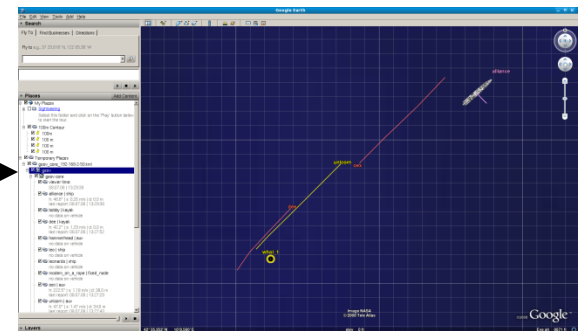
Command GUI



AUV_Topside
MOOS Community



Field Situational Display



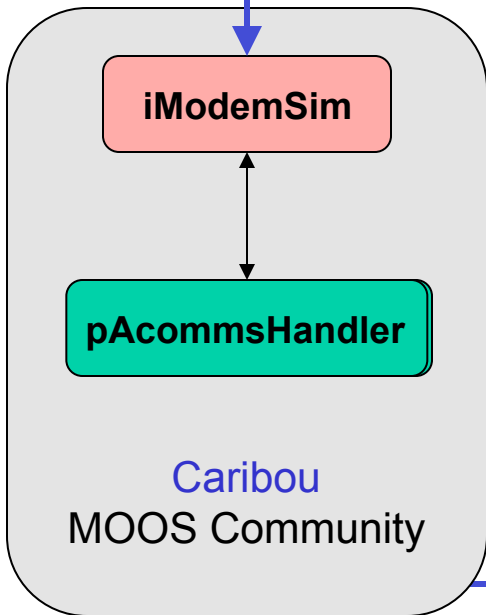
Internet 'virtual ocean'



iModemSim

pAcommsHandler

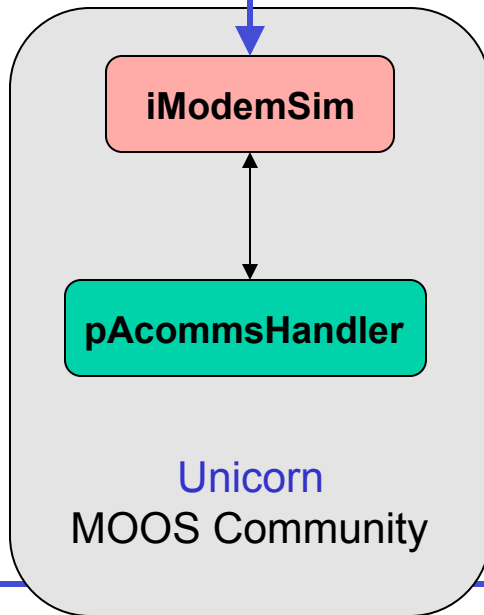
Caribou
MOOS Community



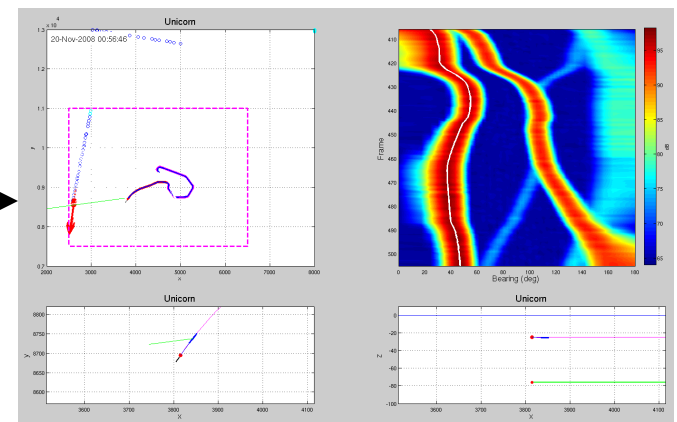
iModemSim

pAcommsHandler

Unicorn
MOOS Community

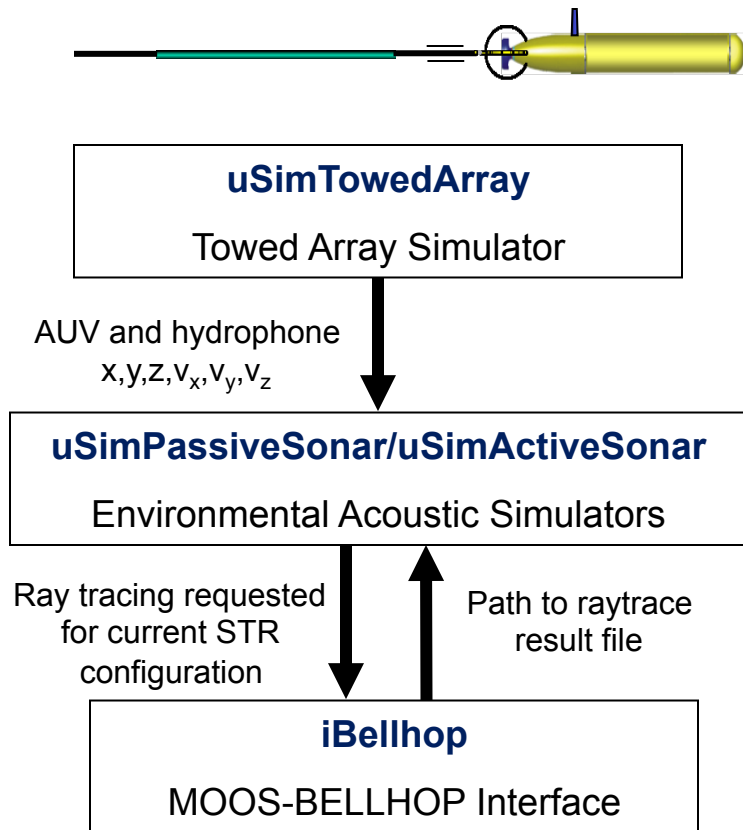


Platform Display



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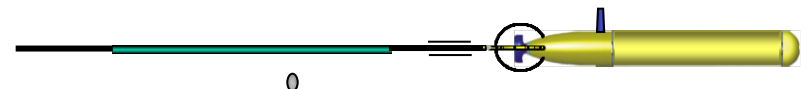
Passive Acoustic Sensor Simulator



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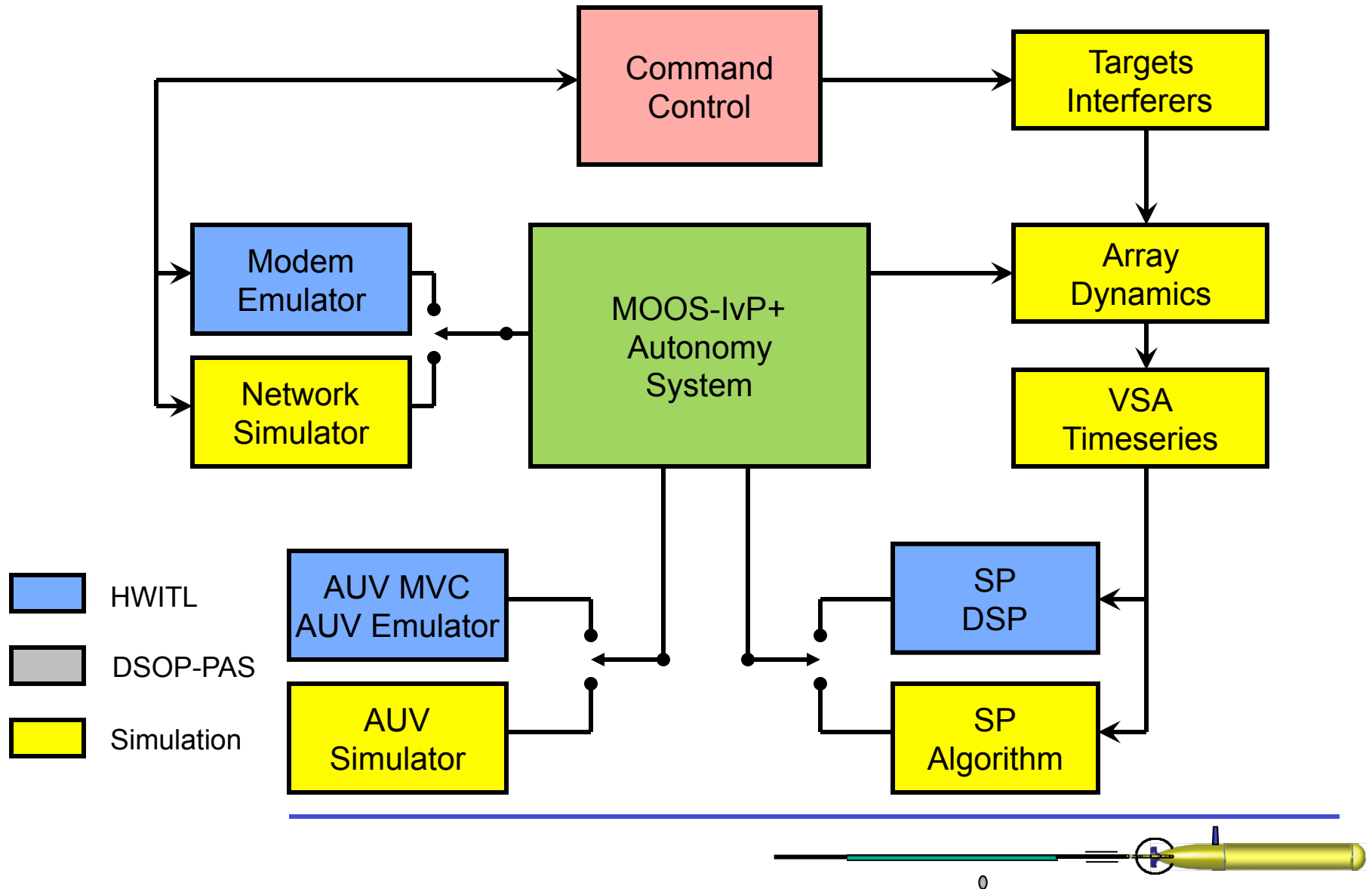
MOOS-Embedded Environmental Acoustic Simulator

1. Environmental data in mission configuration dynamically fused with in-situ CTD data
2. Handles dynamically changing number and configuration of sources, targets and receivers.
3. Inherent local plane wave expansion allows efficient adaptation to situational dynamics
4. Consistent simulation of all onboard acoustic systems
5. Unified MOOS process iBellhop provides standardized interface to legacy raytracing code BELLHOP.
 - Request eigenray travel time, intensity and phase
 - iBellhop automatically handles environmental updates
 - Current source/target/receiver configuration
 - Frequency band, beam width etc.
 - Returned results used to compute active or passive time-series, written to data file



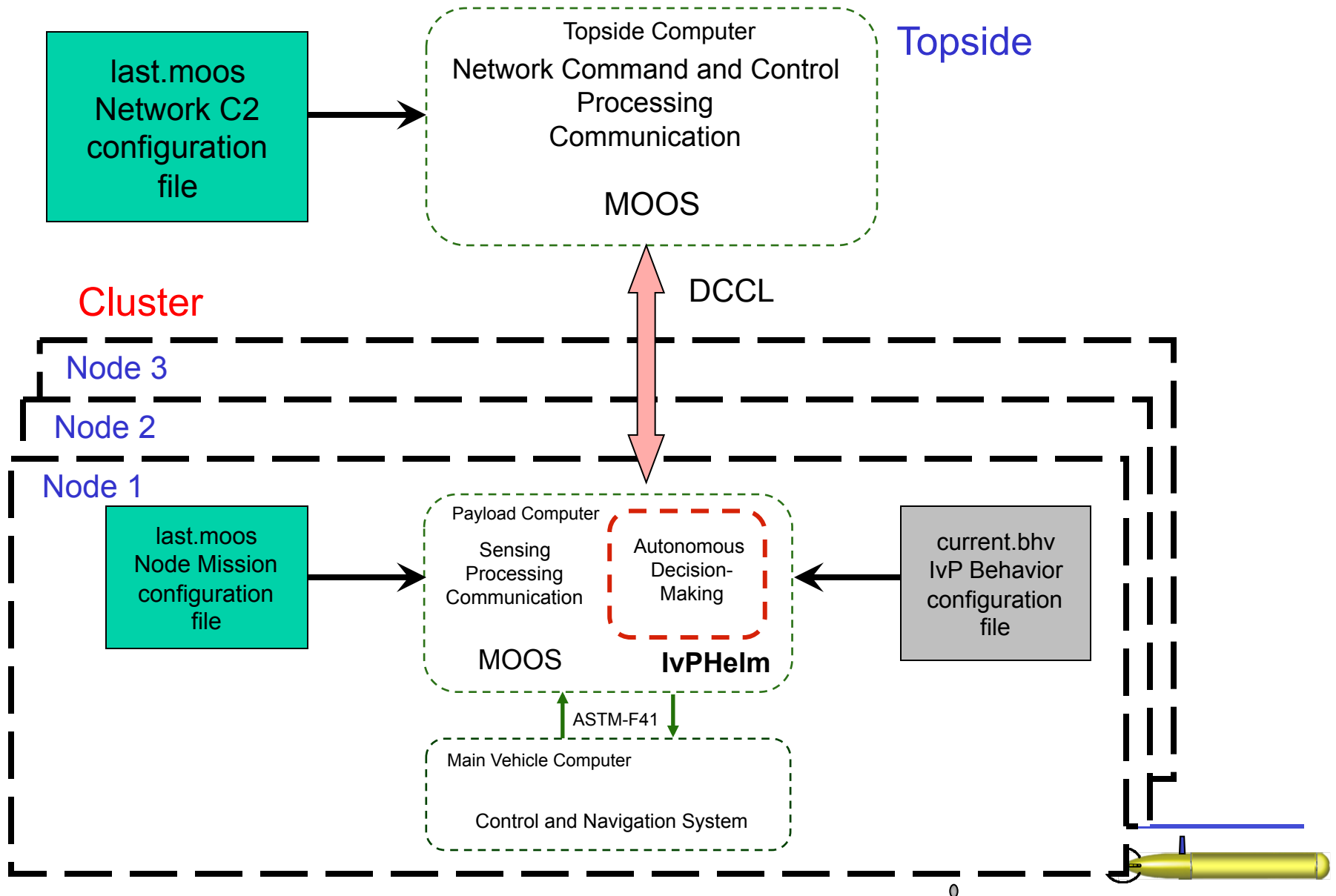
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Hybrid HWITL Acoustic Sensing Node Simulator

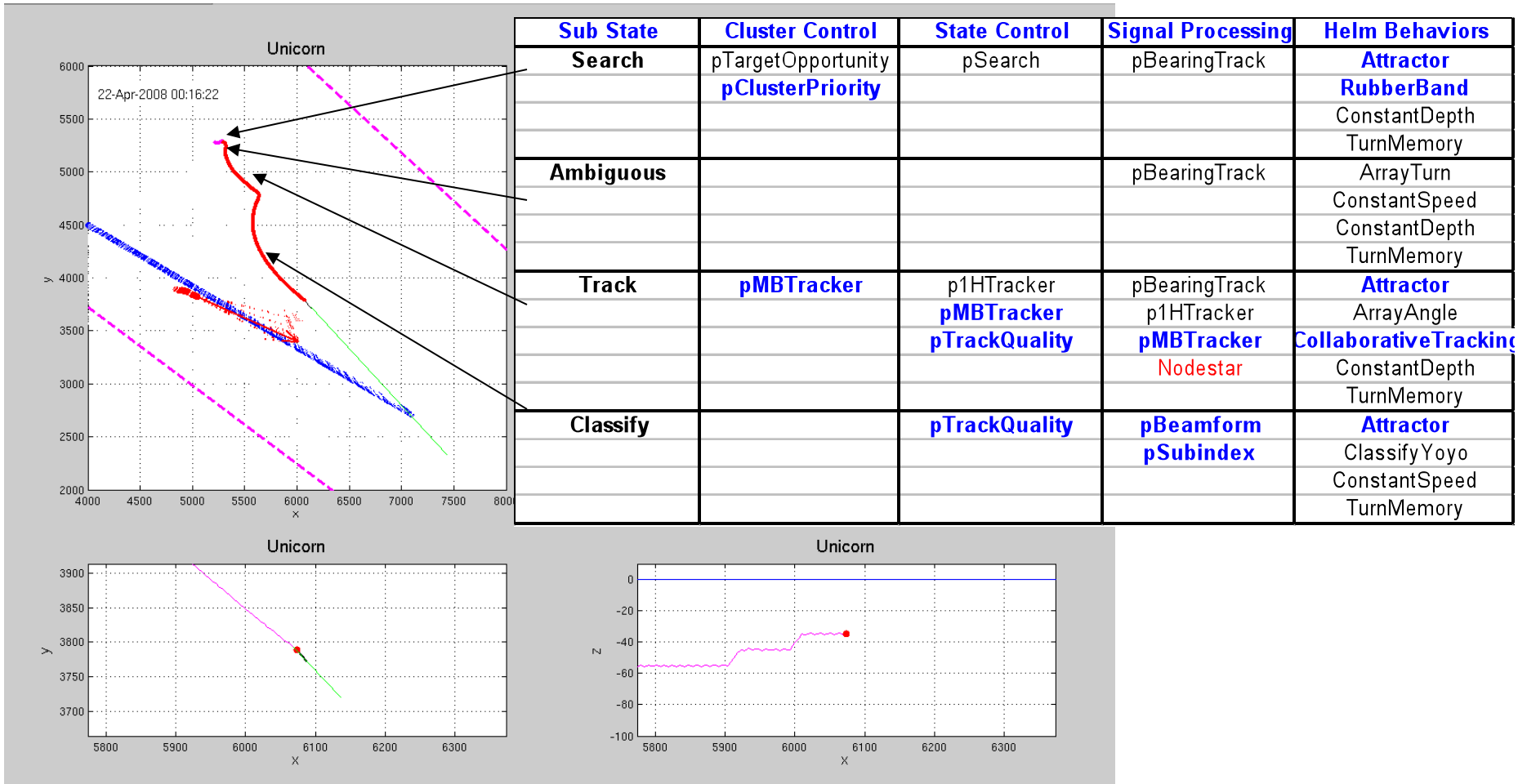


MOOS-IvP

At-sea/Virtual Undersea Network Architecture



MIT Acoustic Network Simulator Adaptive DCLT Target Prosecute



Virtual Experiment Status, Contact and BTR packed into PSK Messages

The screenshot displays the pMarineViewer interface. The main window shows a sonar plot with a grid and a track labeled 'TGT_1_unicorn (State Report - 231)'. A dashed line indicates the sonar's field of view, with a label 'unicorn (State Report - 25)'. The plot shows a track starting from the bottom center and moving towards the top right.

Two data panels are visible:

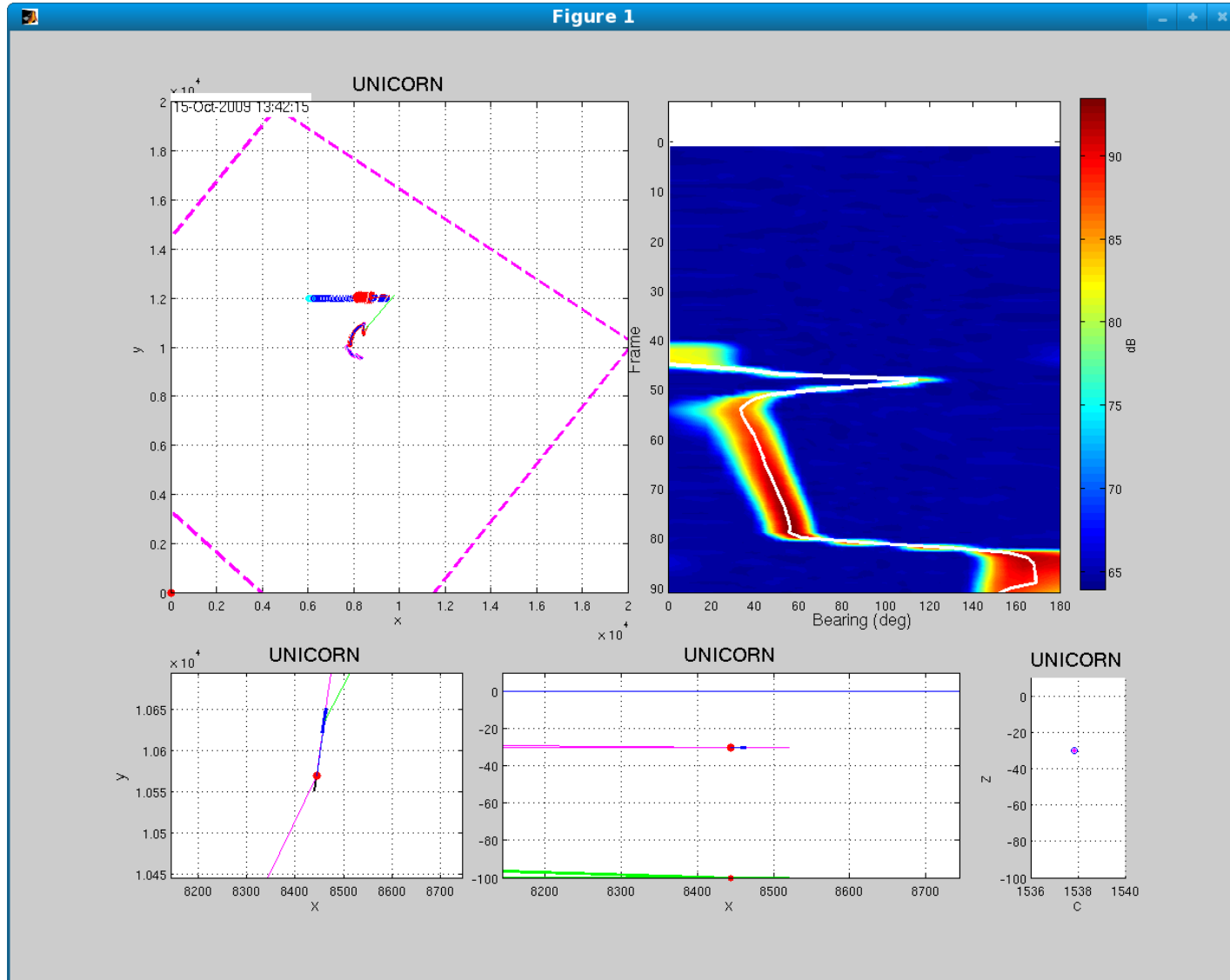
- Processed Nafcon Message:**
asset_a_scrId: UNICORN
Proc: No Mess 1255614
CONTACT_REPORT:
X = 8464 m
Y = 10648 m
Lat = 41.65738
Long = -70.66100
Speed = 1.6m/s
Heading = 194 deg
Depth = 30.0 m
Track Number = 1
Bearing = 25.1
Sigma = 0.0
Rate = 0.00
RateSigma = 0.00
Collaboration Mode = OFF
Local Dark Time: 17.4
- Raw Nafcon Message:**
asset_a_scrId: UNICORN
Message Type=PLUS_CONTACT
node=3
Sensor_Latitude=41.65738
Sensor_Longitude=-70.66100
Heading=194
Speed=1.6
Depth=30.0
time=1255614085
collaboration_mode=OFF
sonar_control=ON
track=1
priority=10
template=0
bearing=25.1
bearing_error=nan
rate=0.00
rate_error=nan
snr=0.00

At the bottom, a range plot (Figure 1) shows 'time (seconds since now)' on the y-axis (0 to 300) and 'angle (degrees)' on the x-axis (0 to 180). The plot displays a track starting at 0 degrees and 300 seconds, moving towards 180 degrees and 0 seconds.

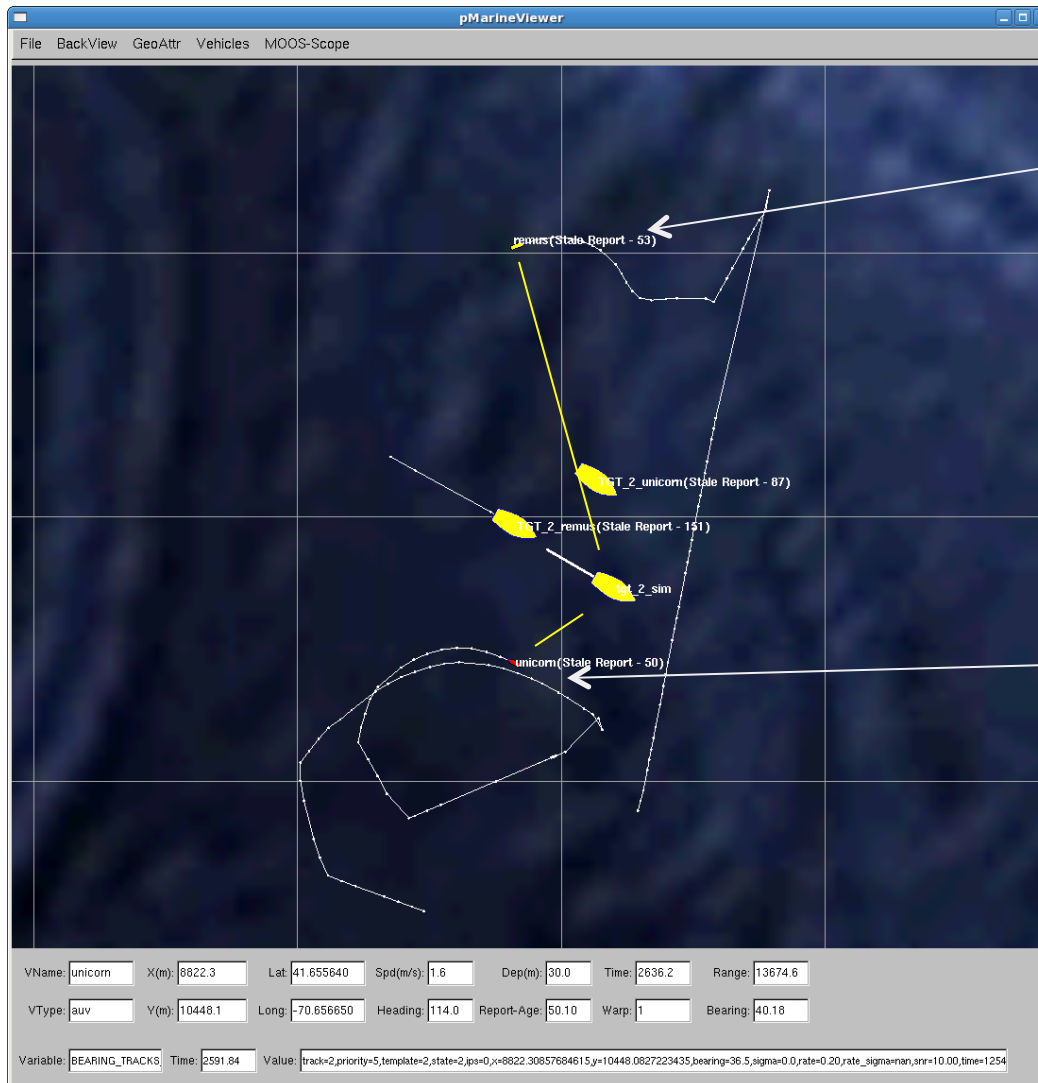
The status bar at the bottom shows the following windows: Figure 1 (2), XTerm (14), Terminal, uMS, NafconMessage..., pMarineViewer, last.moos - ema...



MIT Acoustic Network Simulator Node Level Visualization (small_uVis.m)



Virtual Experiment Collaborative, Adaptive Tracking

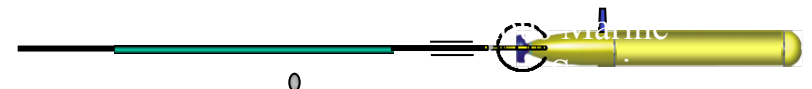


Remus

- Remus Emulator
- Array dynamics simulator
- Acoustic simulator
- Bearing tracker
- Geo-tracker
 - Single/Multi bearing

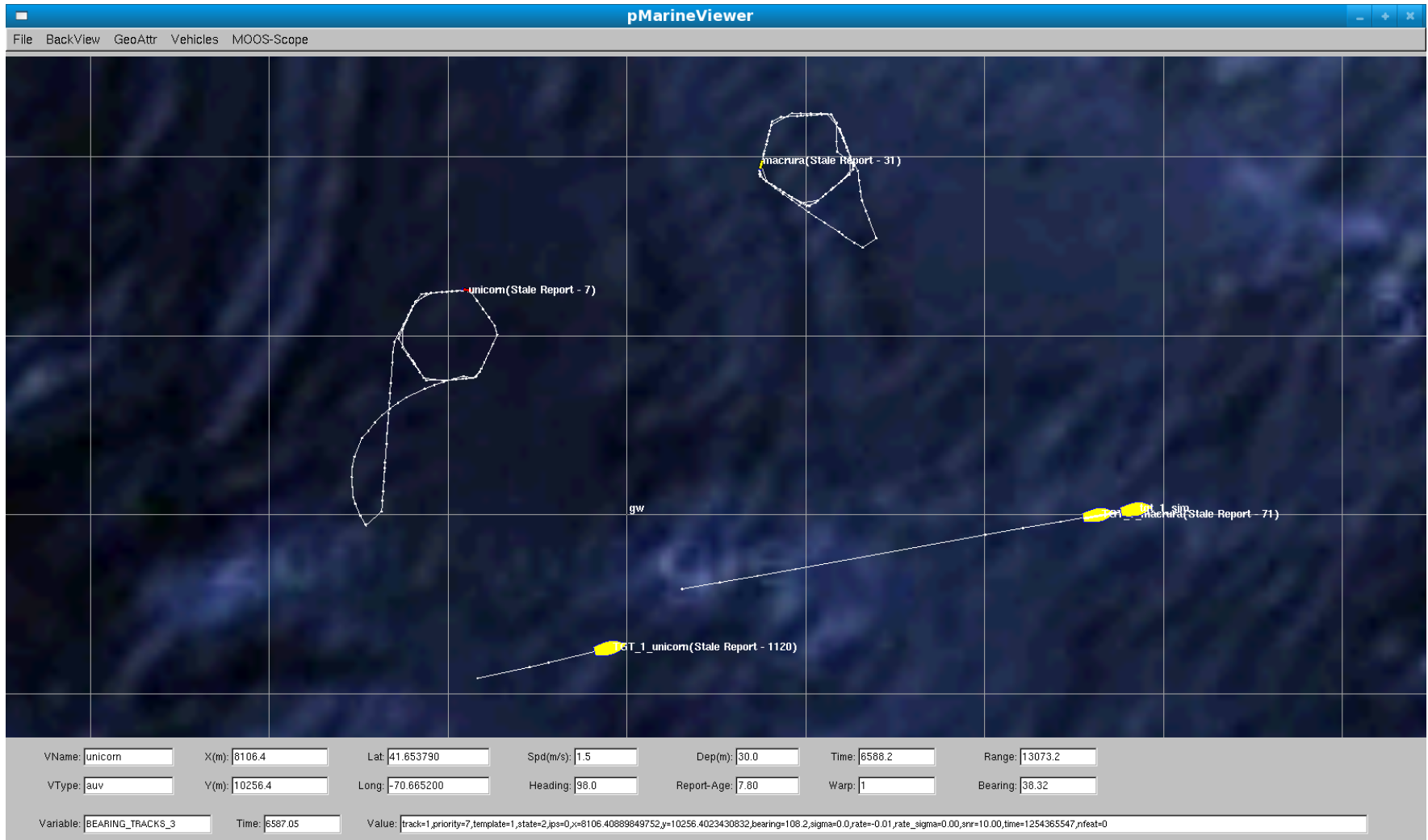
Unicorn

- Bearing simulator
- Geo-tracker
 - Single/Multi bearing



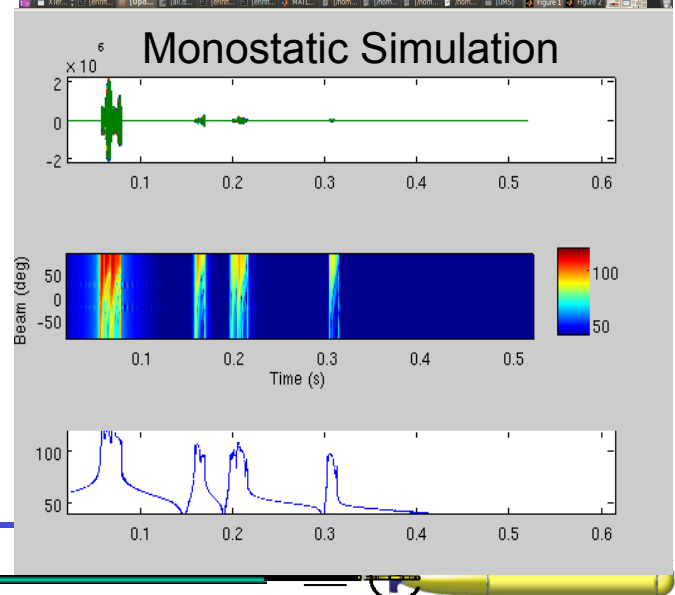
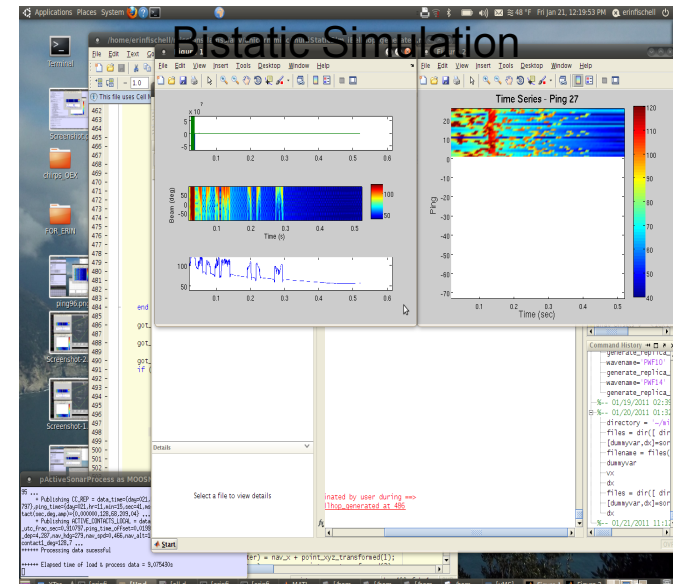
Virtual Experiment

Collaborative, Adaptive Tracking - Target hand-off



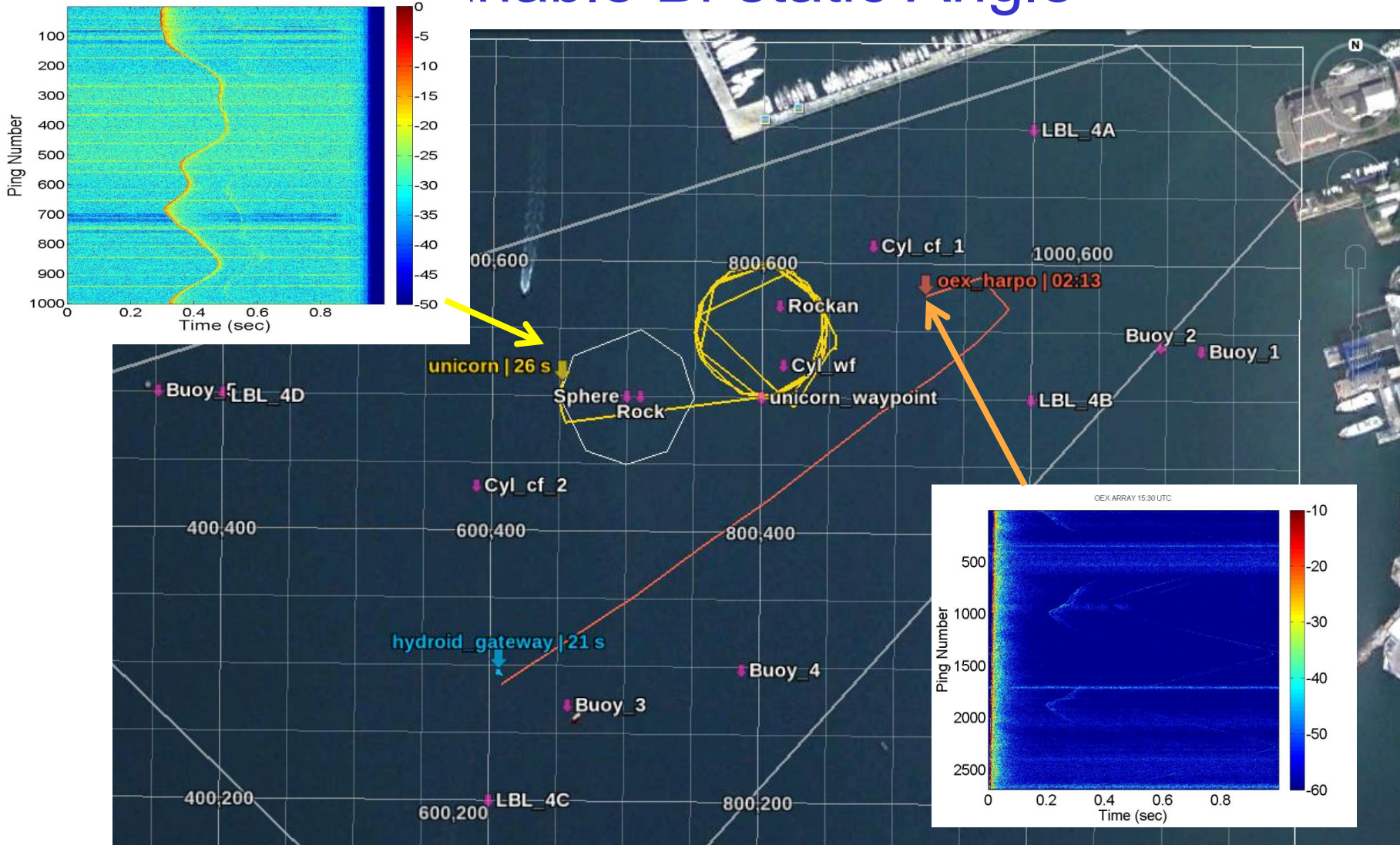
uSimActiveSonar

- Multi-Pathing active acoustic simulator
- Bistatic or monostatic
- Uses Bellhop to simulate environmental losses and multipathing
- Generates a file containing a time series with same format produced by arrays
- Output file used by beam former

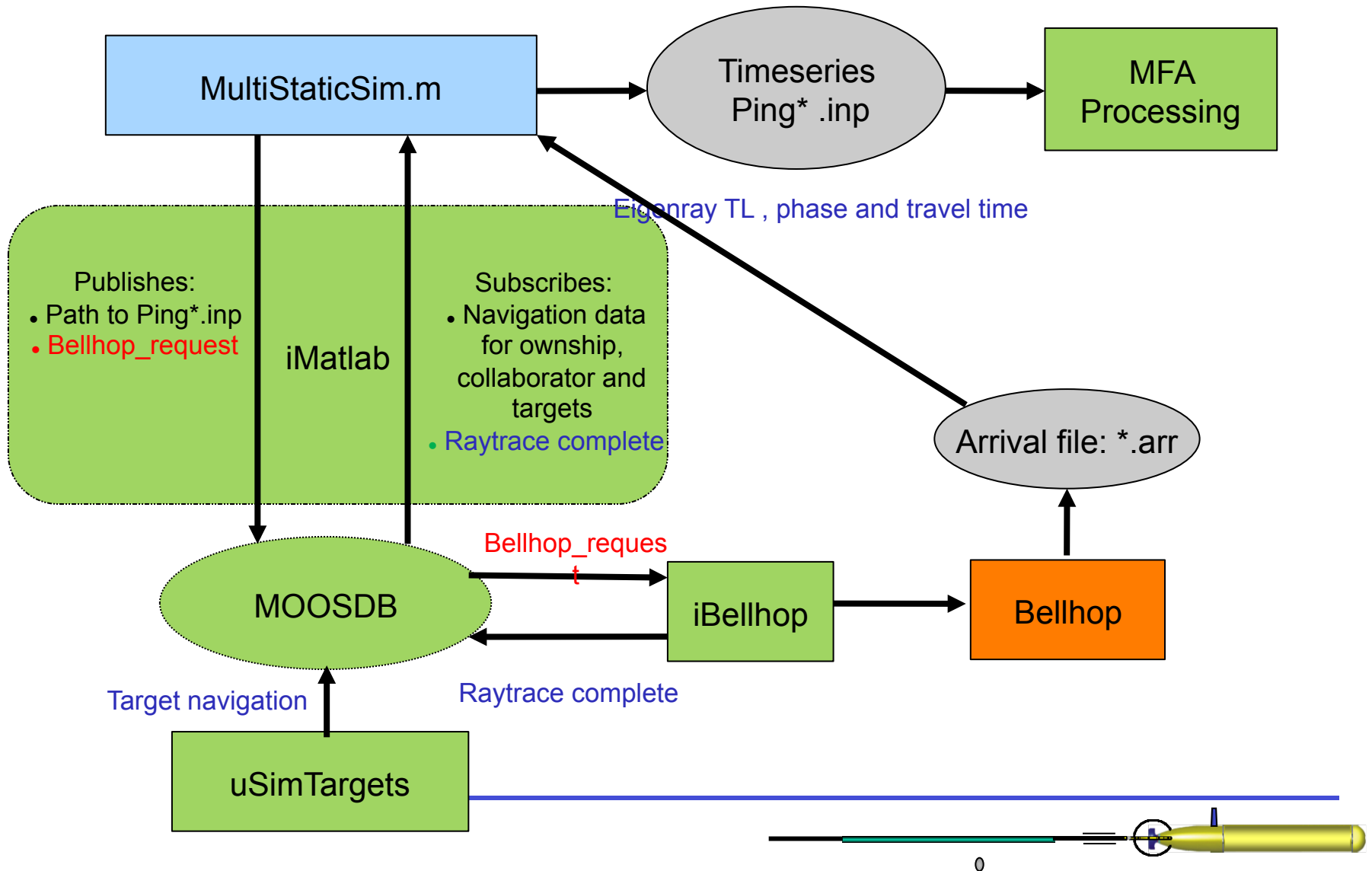


SWAMSI'11 Mono/Bistatics

Variable Bi-static Angle

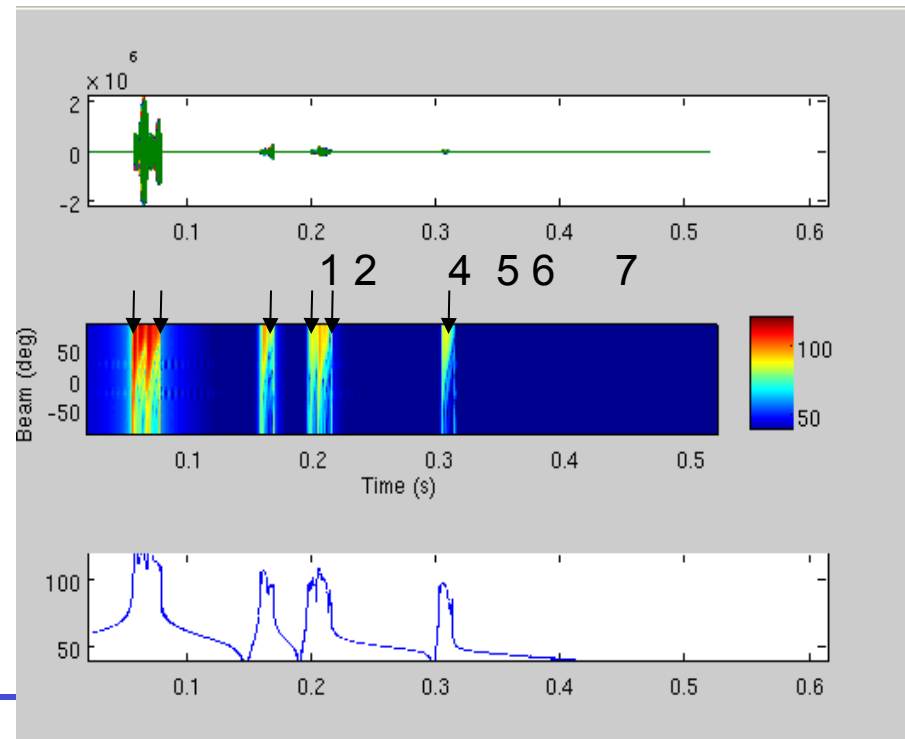
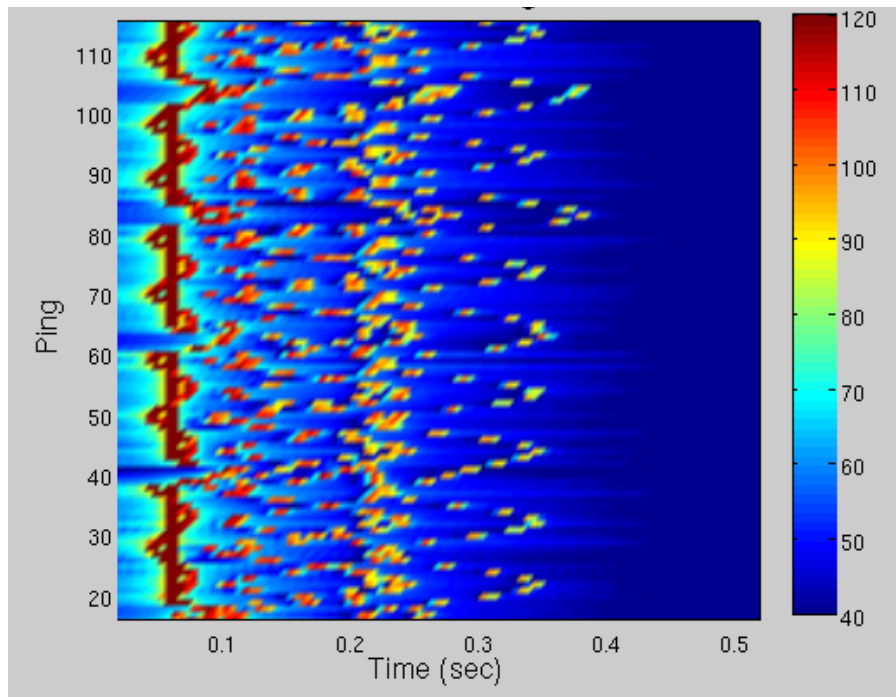
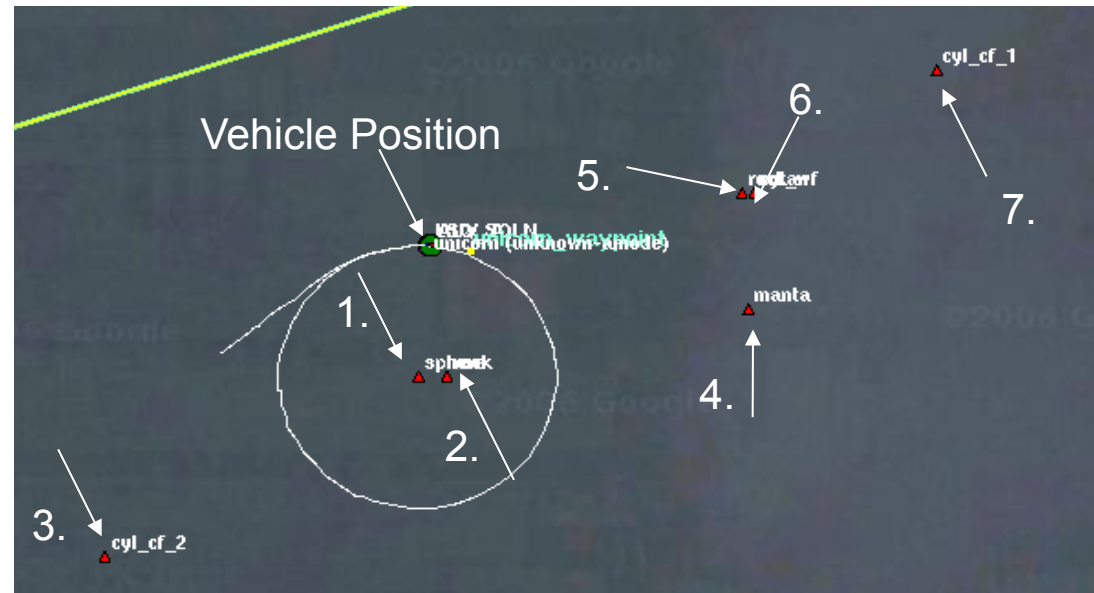


Multistatic Active Sonar Simulator Architecture



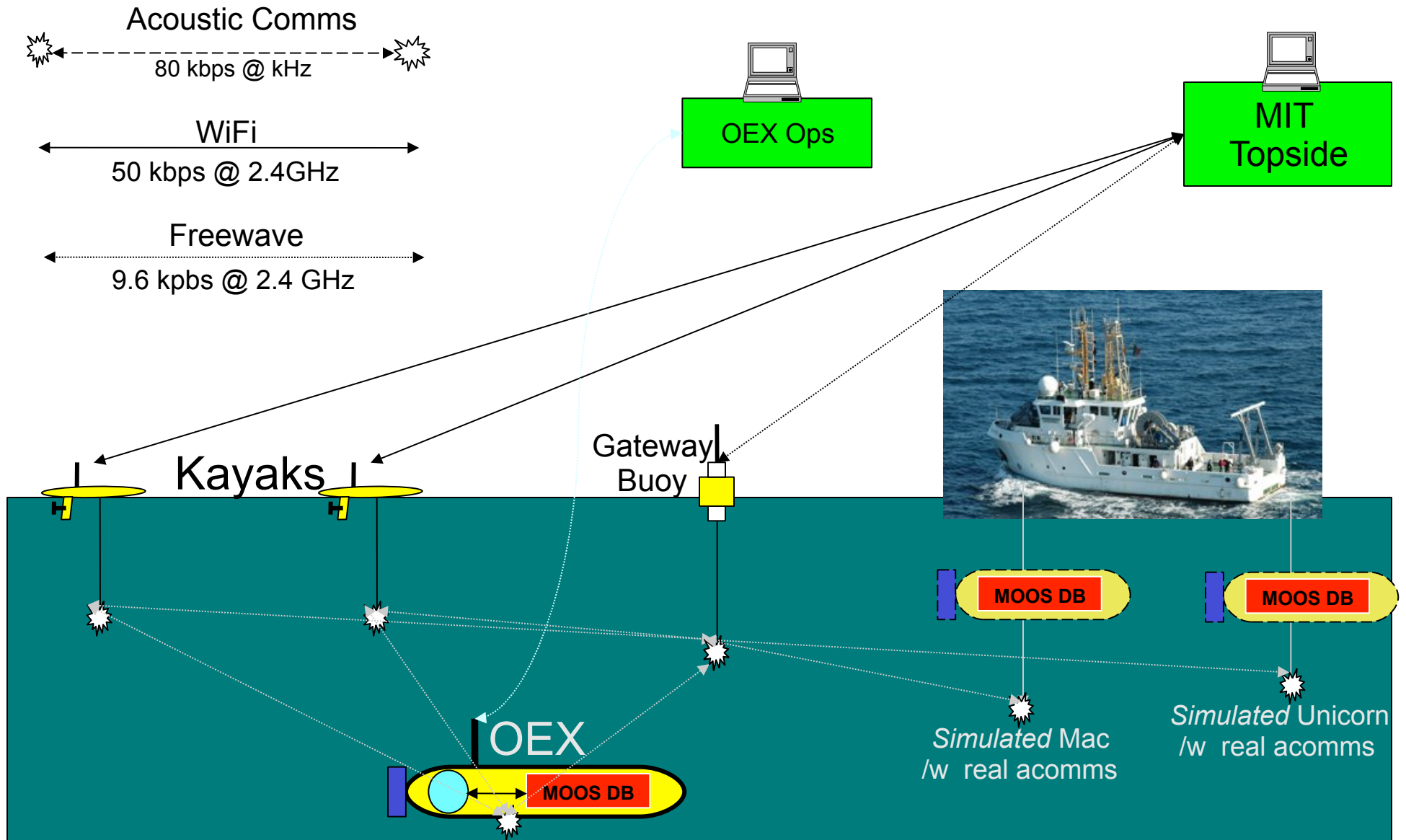


1. Sphere
2. Rock
3. Cyl_cf_2
4. Manta
5. Rockan
6. Cyl_wf
7. Cyl_cf_1

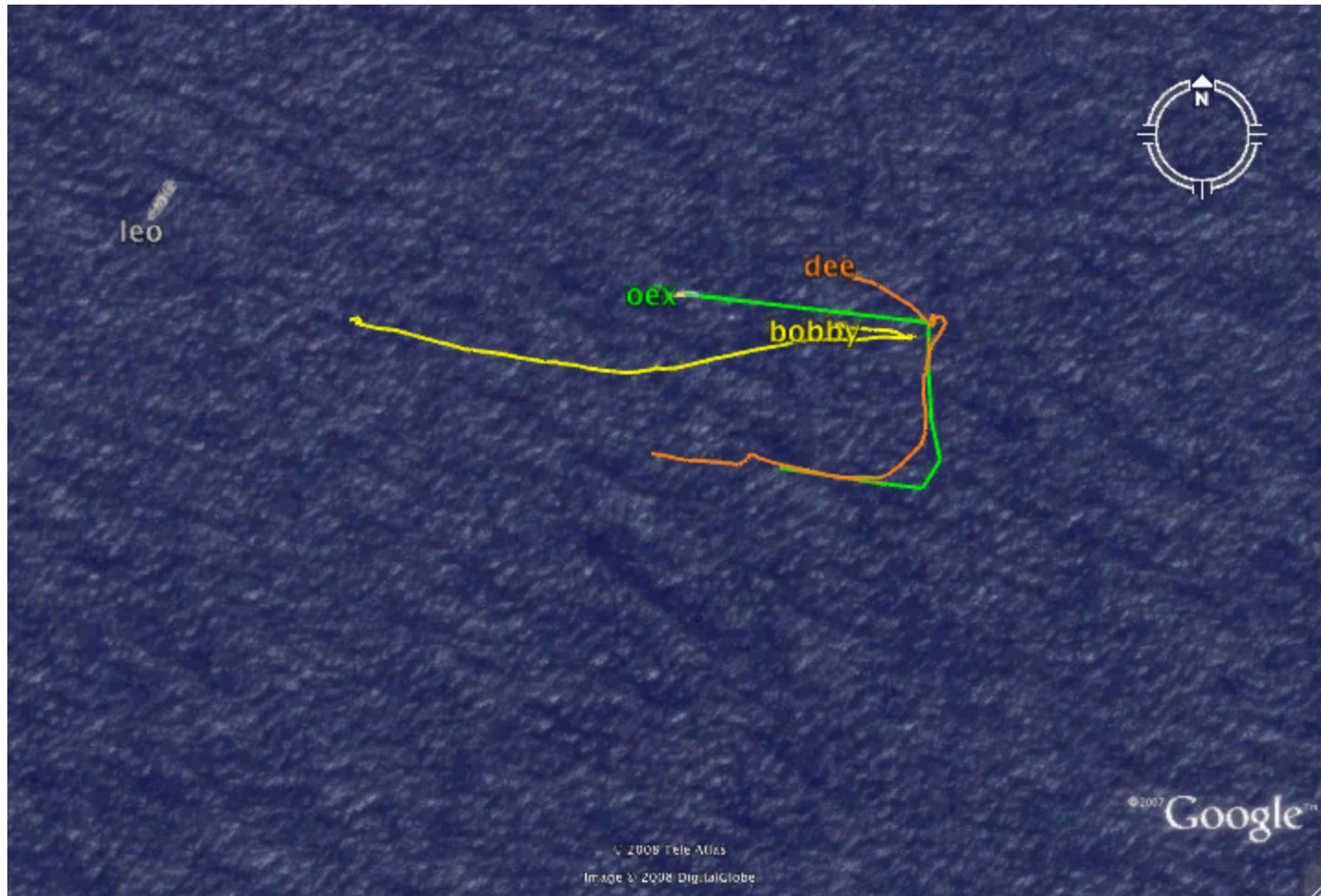


CCLNet'08

Hybrid At-sea/Virtual Autonomous Network



Track-and-Trail Autonomy Collision avoidance



Cluster Priority Autonomy Hybrid Real/Virtual Network

At-sea Nodes

- AUV:
 - oex
- Kayaks:
 - bobby
 - dee

Virtual Nodes

- AUV:
 - unicorn
- Kayaks:
 - xulu
 - yolanda
 - zero



Summary

- Intelligent autonomy is crucial to the performance of distributed undersea sensing systems
 - Adaptation and collaboration may compensate for less capable sensing capabilities
 - Communication channel capacity many orders of magnitude lower than for air-and land-based systems
 - Full integration of sensing, modeling, and control required so mission can be accomplished with no or intermittent communication
 - Behavior based autonomy key enabler for integrated sensing, modeling and control.
 - MOOS-IvP is an open-source, highly portable autonomy software supporting advanced, behavior-based, adaptive and collaborative autonomy.
 - High-fidelity acoustic simulation linked with autonomy system is a key tool for development of distributed autonomy
 - Historically >100 hours of virtual tests for each hour of at-sea mission

