

MIT 2.680
UNMANNED MARINE VEHICLE AUTONOMY,
SENSING, AND COMMUNICATIONS

Lecture 1: Introduction 2.680
February 3rd, 2026

Web: <http://oceanai.mit.edu/2.680>

Email:
Mike Benjamin, mikerb@mit.edu

2.680 Spring 2026 – Marine Autonomy Sensing and Communications  Photo by Arjan Vermeij, CMRE

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 **Lecture 1 Overview: Introduction to MIT 2.680** 

Robot Architectures: The focus of 2.680 in the larger context of mobile robot technologies

Skills Progressions: The parallel progression of skills expected during 2.680 and labs.

2.680 Learning Resources: Beyond lectures: MIT 2.680 labs, office hours (in-person and virtual), 2.680 Website, 2.680 Piazza page.

Marine Autonomy Lab Overview: An introduction to existing robotic platforms and projects related to MIT 2.680

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MITMECHE MIT

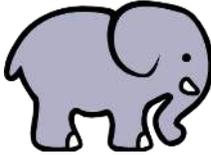
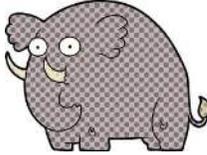
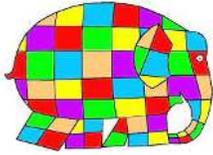
Robot Architectures

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Robot Components/Architecture Perspectives

Reality	Multiple Perspectives	
		
		

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Robot Components/Architecture Perspectives

Sense-Plan-Act

Functional Components

Backseat Autonomy

MOOS-IvP

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Robot Autonomy

```

    graph TD
      World[World] --> Sense[Sense]
      Sense --> Plan[Plan]
      Plan --> Act[Act]
      Act --> World
    
```

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SLAM

- Where am I in the world?
- What objects exist and where are they?
- Where are my teammates?
- Where are my adversaries?
- What is the game/mission state?

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- What do I do next?
- What messages do I send to teammates?
- What messages do I send to command control?

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- What signal should be sent to the actuator(s) given the latest decision?

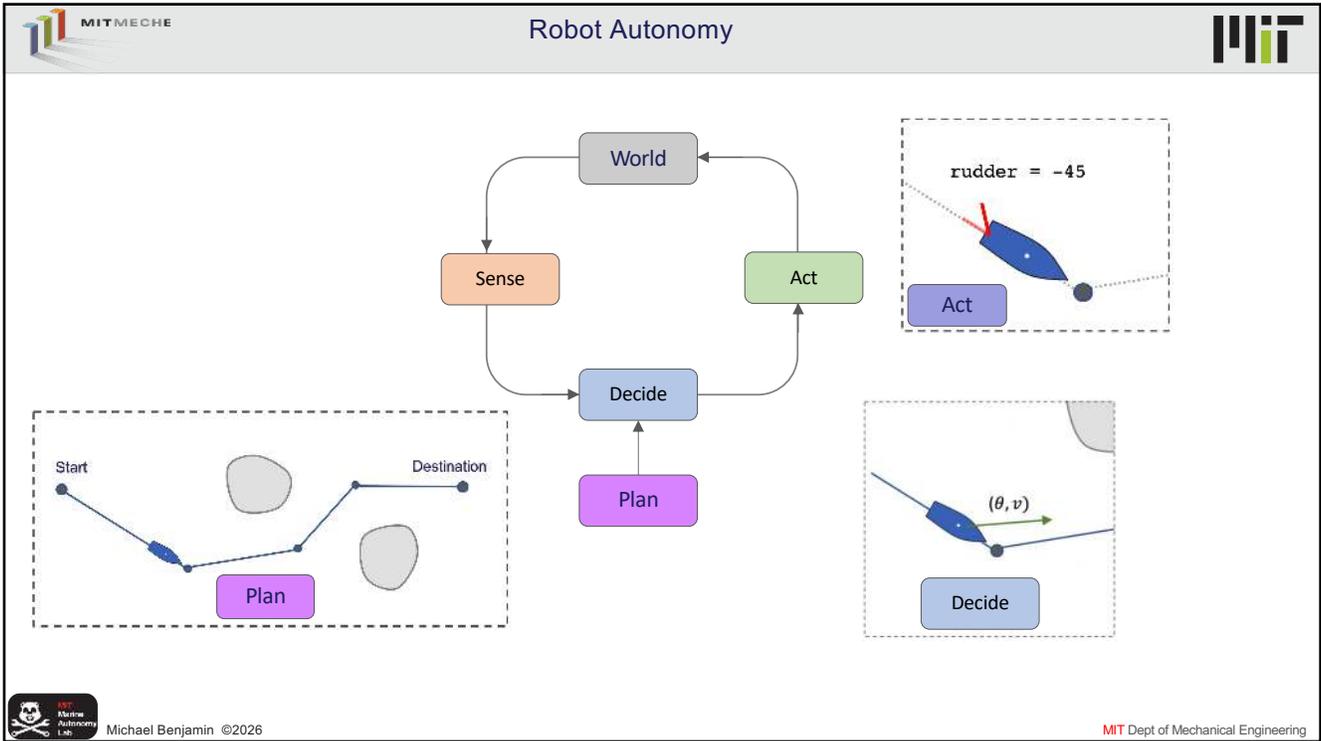
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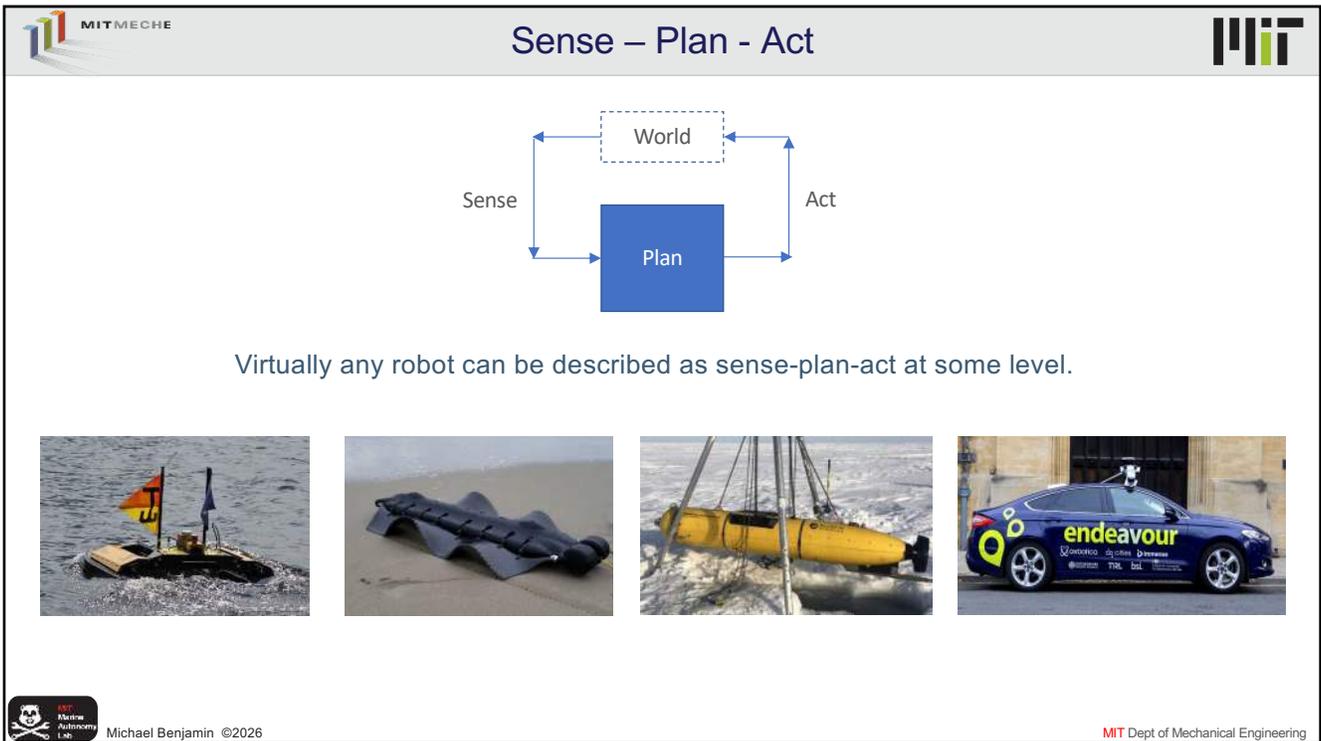
MITMECHE Robot Autonomy MIT

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MIT MECH E

Closed Loop vs Open Loop

MIT

```
graph TD; World[World] <-->|Sense| Plan[Plan]; Plan <-->|Act| World;
```

Closed Loop: The system has the ability to self-correct.

```
graph TD; World[World]; Plan[Plan]; Plan -->|Act| World;
```

Open Loop: No position feedback, no sensed information of the environment.

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MIT MECH E

Closed Loop vs Open Loop

MIT

```
graph TD; World[World] <-->|Sense| Plan[Plan]; Plan <-->|Act| World;
```

Closed Loop: The system has the ability to self-correct.

The Robots we consider in this class are all Closed Loop Systems

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Decision-Making vs Planning

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Plans: generally, set prior to the beginning of the mission, occasionally adjusted along the way

Decisions: Based on the given plan, and current state of the world. Produced continuously during the mission

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The WAM-V Unmanned Surface Vehicle

MIT

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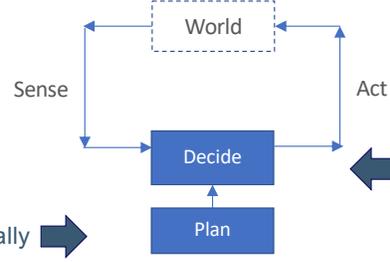
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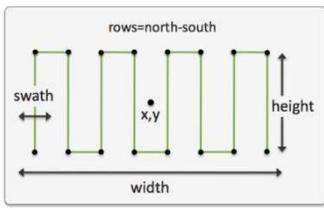
Decision-Making vs Planning

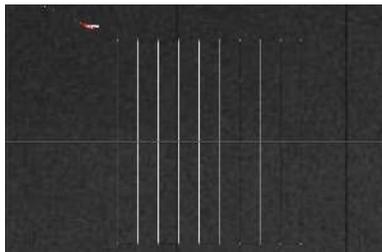


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Decisions: Based on the given plan, and current state of the world. Produced continuously during the mission





Plans?

Decisions?

Actions?



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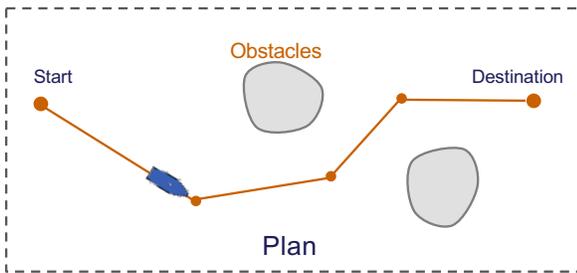
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Plans, Decisions and Actions

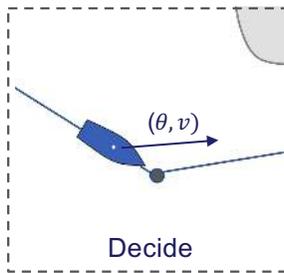


0.1 Hz



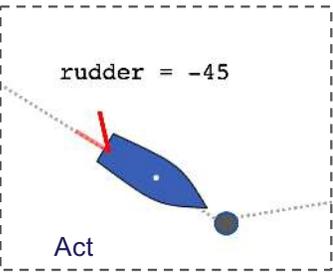
Waypoints

4Hz



DESIRED_HEADING
DESIRED_SPEED

20Hz



DESIRED_RUDDER
DESIRED_THRUST

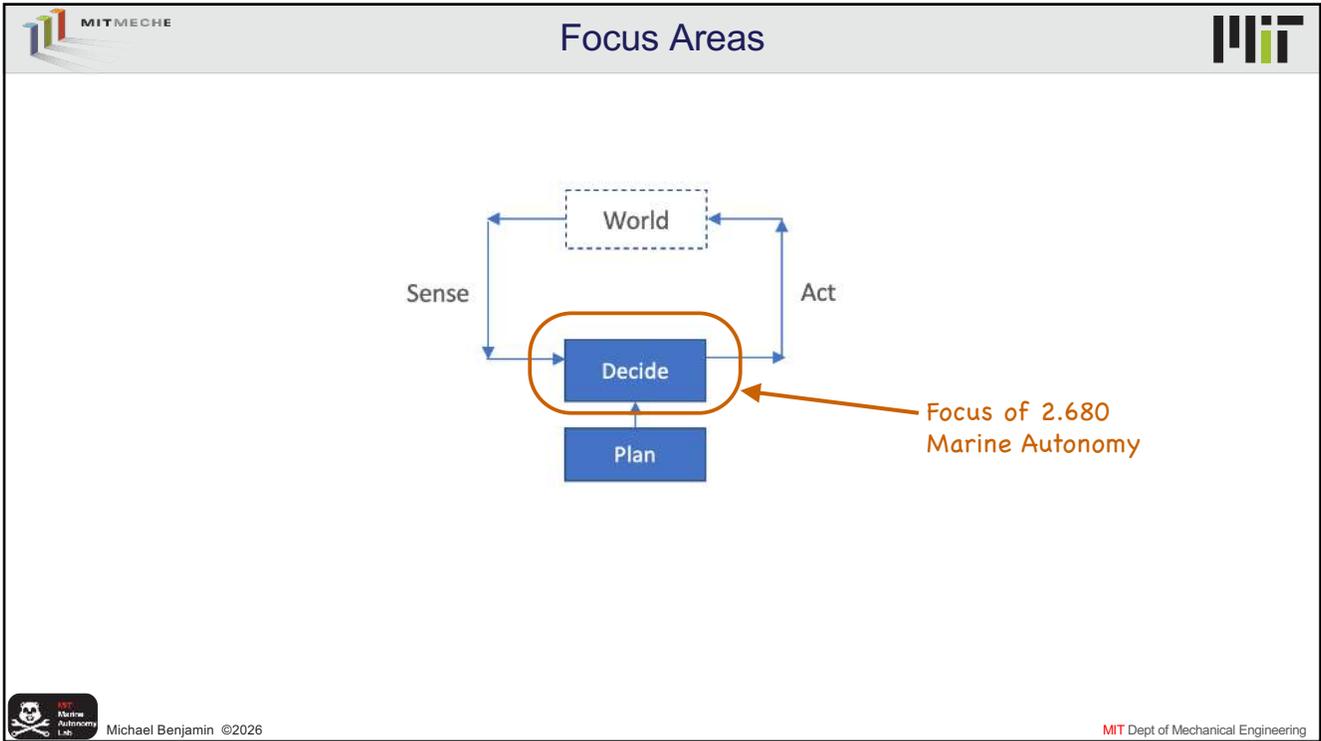


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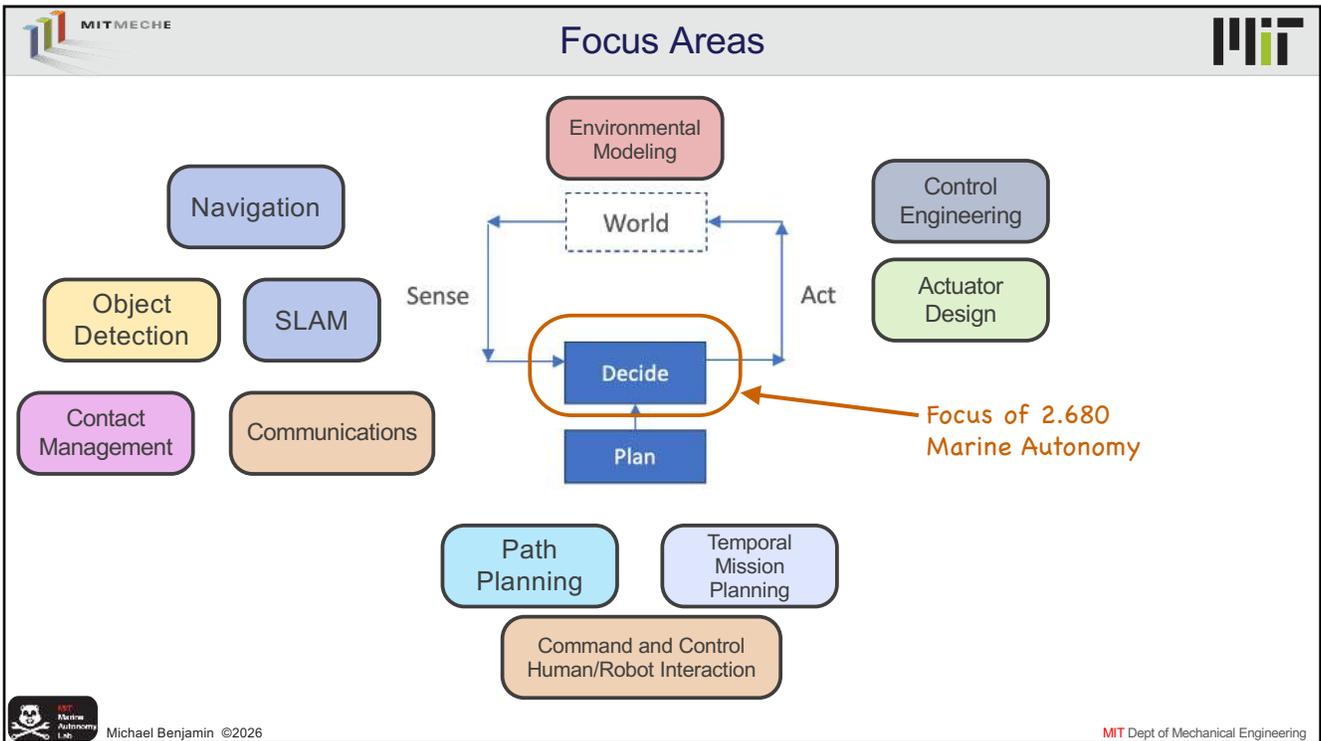


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MITMECHE Robot Components/Architecture Perspectives MIT

Functional Components

The diagram illustrates the functional components of a robot. On the left is a blue cartoon elephant. On the right is a block diagram showing the flow of information: Sensing feeds into an Autonomy block, which is connected to Mission Planning above and Control below. Control leads to Actuation. The Autonomy block also interacts with Comms/Mission Control and Comms/Other USVs. A red dashed box highlights the core components: Mission Planning, Autonomy, and the two communication blocks.

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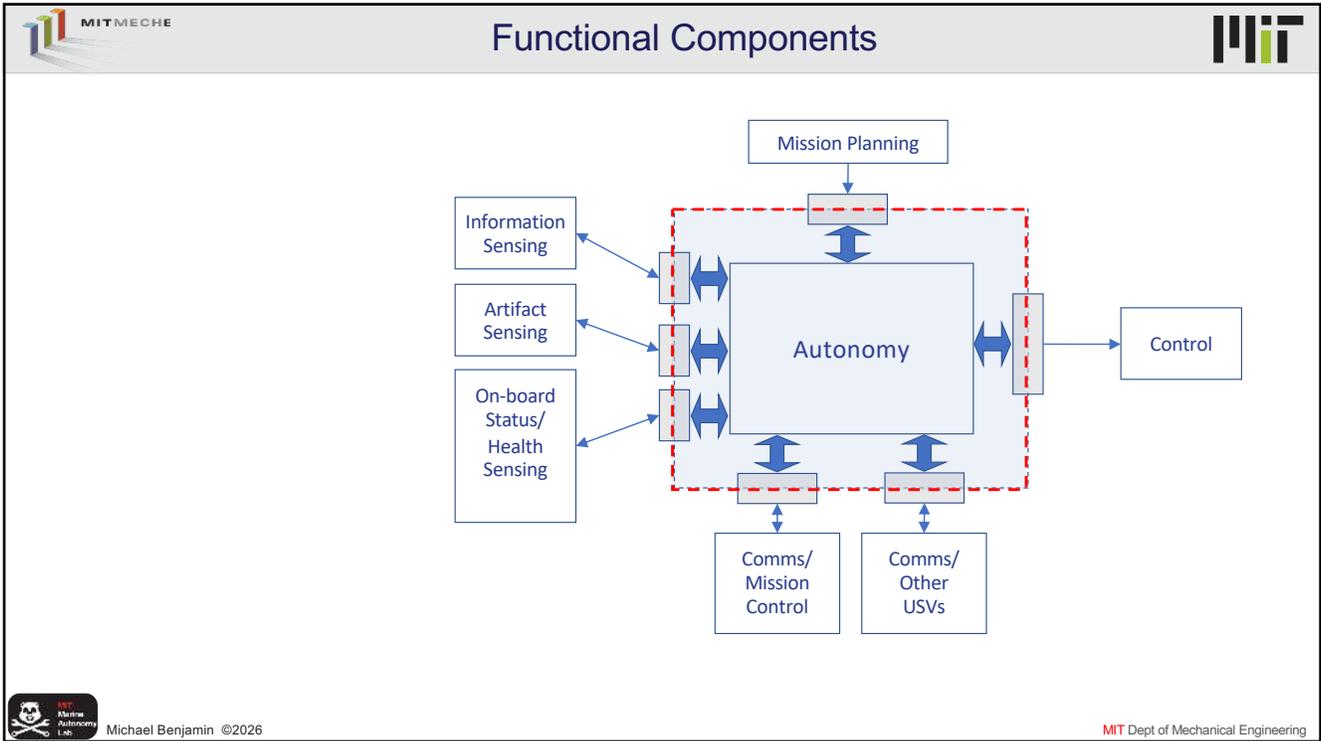
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MITMECHE Functional Components MIT

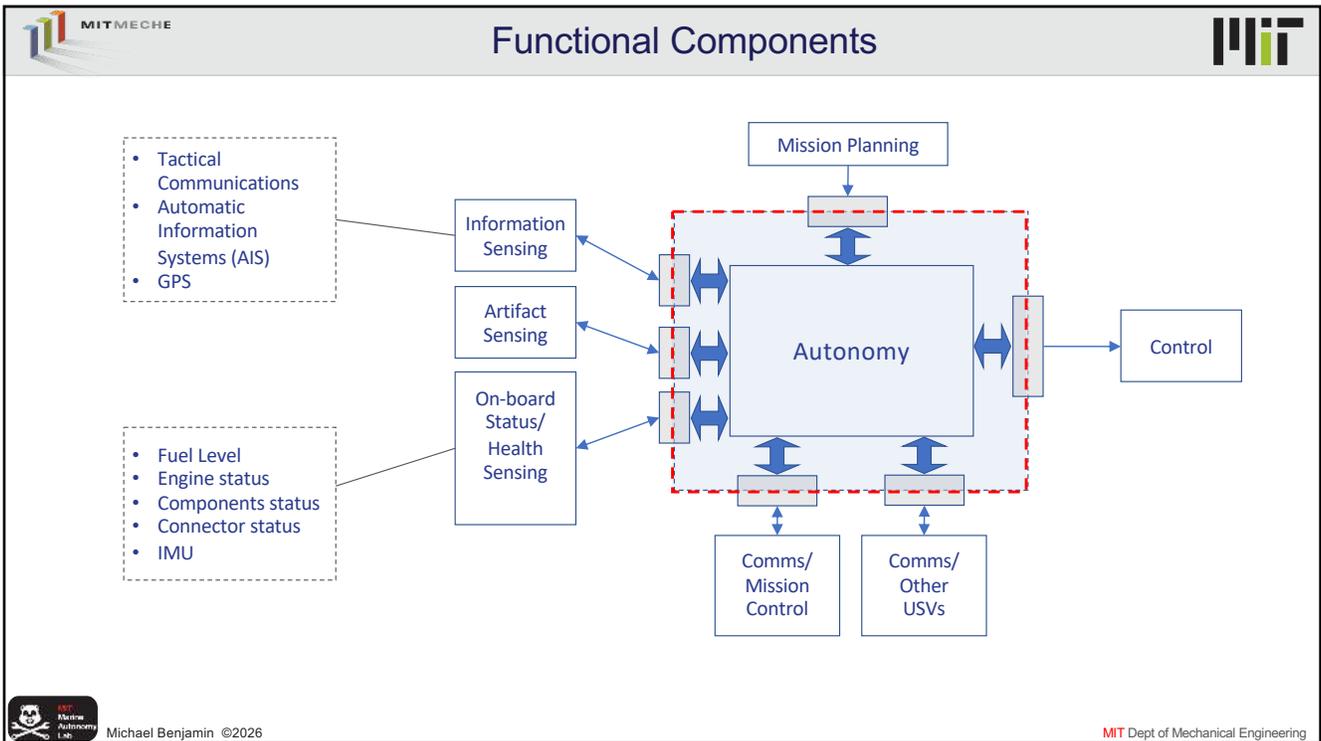
This diagram provides a detailed view of the functional components. A central 'Autonomy' block is connected to 'Sensing' on the left and 'Control' on the right. 'Control' leads to 'Actuation'. Above 'Autonomy' is 'Mission Planning', and below it are 'Comms/Mission Control' and 'Comms/Other USVs'. A red dashed box encloses the 'Autonomy' block and the two communication blocks, indicating they form the core of the system.

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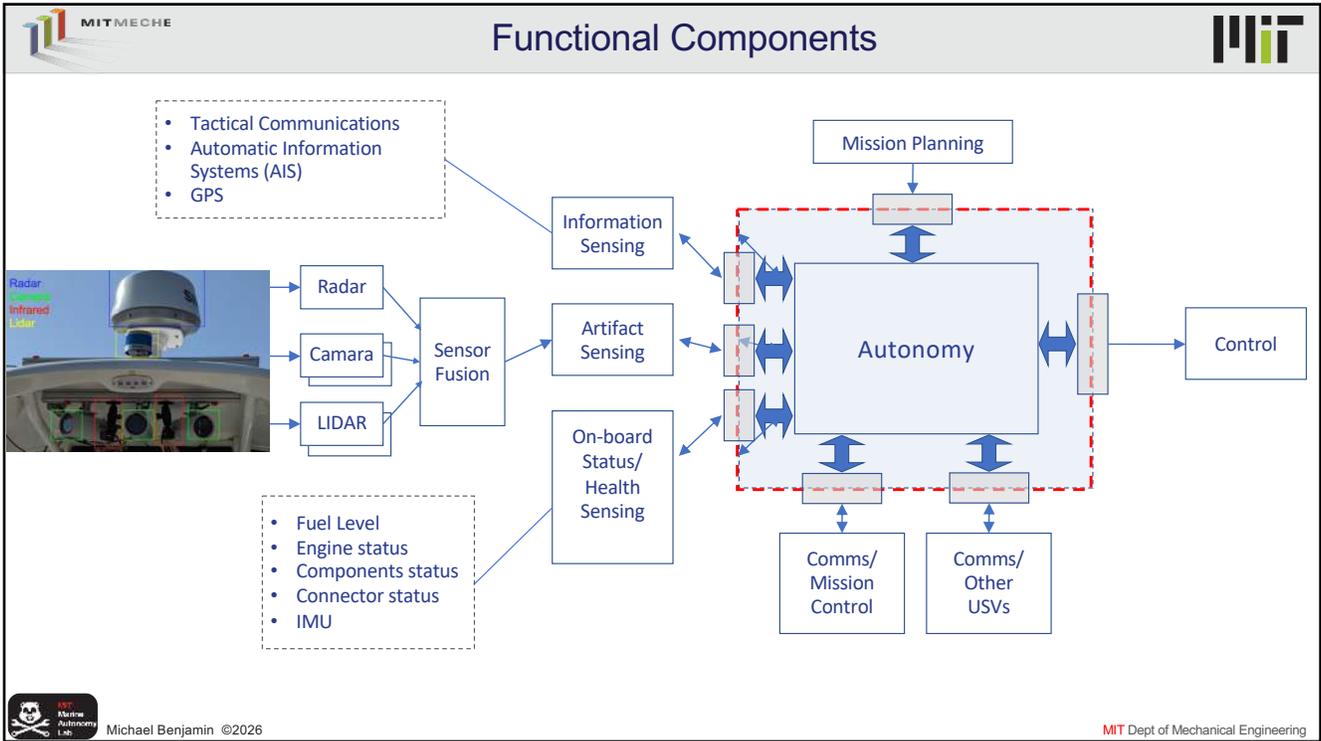
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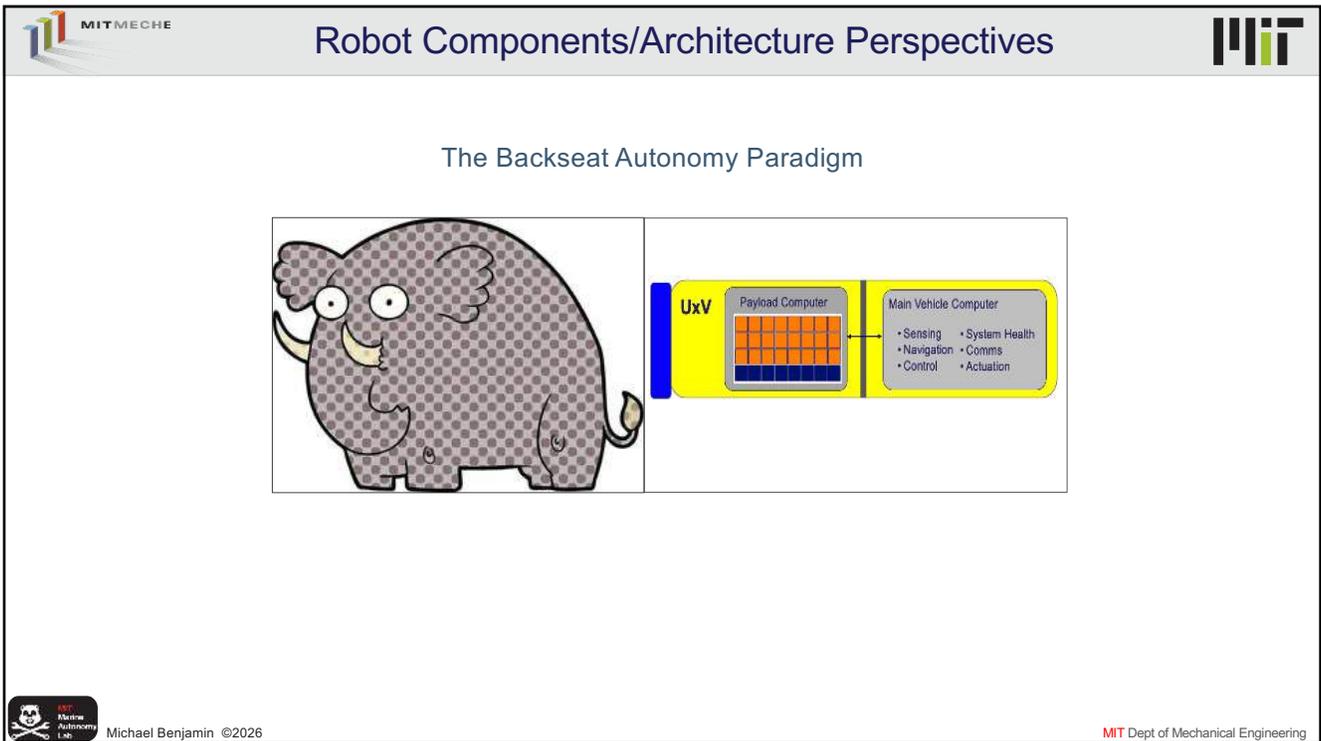
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Early Commercial Marine Vehicles

At the turn of the century, there were essentially TWO commercial marine vehicles for sale:



WOODS HOLE OCEANOGRAPHIC INSTITUTION
1930



HYDROID
REMUS



Sea Grant
Massachusetts Institute of Technology



GENERAL DYNAMICS
BLUEFIN ROBOTICS



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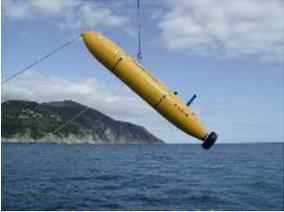
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MIT and Payload Autonomy



MIT Laboratory for Autonomous Marine Sensing Systems bought 2 Bluefin-21 UUVs







ICEX 2016, ICEX 2020



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Early Days of Marine Autonomy





If you have REMUS vehicle,
then you have REMUS Autonomy



If you have a Bluefin vehicle,
then you have Bluefin Autonomy



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Early Autonomy



- The Bluefin-21 has two computers in two separate pressure vessels (the BF-21 is a flooded vehicle)
- In the early years, the second (science) computer was passively collecting data.



#1

Passive Science/Payload
Computer

#2

Manufacturer's computer,
Autonomy/Control






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Autonomy Independence

- The MIT/LAMSS was not content to be limited to the vehicle manufacturer's autonomy system.
- A goal was formed to run the autonomy system from the payload computer, i.e., Payload Autonomy



Hurdle: Autonomy is complex and losing a UUV like the BF-21 may set a lab back many years.



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Monterey Bay 2006



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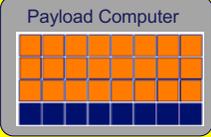
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Payload Autonomy (Architecture Principle #1: Payload Autonomy)

UxV

Payload Computer



Main Vehicle Computer

- ROS, DOS, Windows...
- Bluefin, Hydroid, Gavia, Ocean Server, Clearpath, ...



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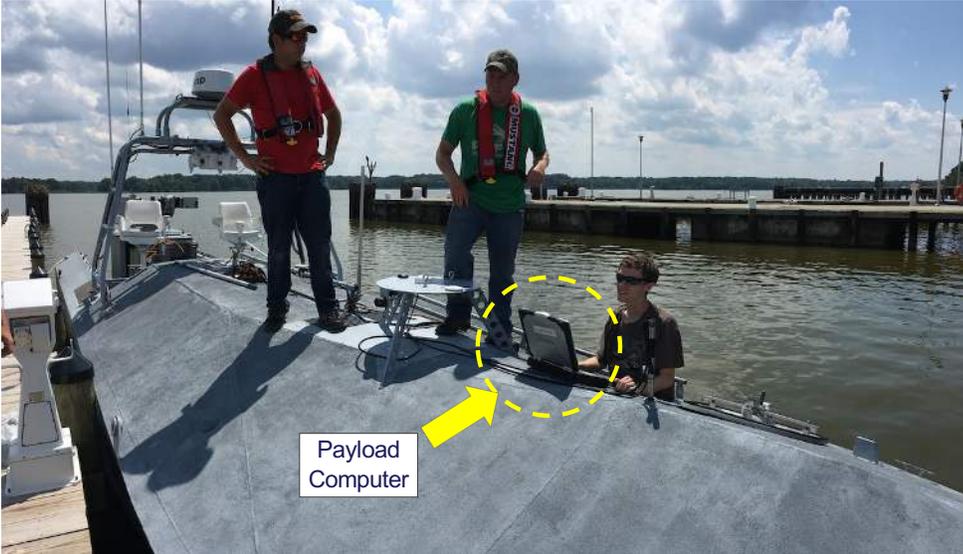
Payload Autonomy on the Textron CUSV



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Payload Autonomy on the Textron CUSV

Payload Computer



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MOOS-IvP Timeline ~20 Years



2000 2002 2006 2007 2010 2011 2017 2018-2023

Core Ideas MOOS-IvP Born Beta Users Wider Adoption, Training, Documentation DoD/Commercial Users



PhD Simulations

MIT prototypes

External MIT prototypes

Textron, CUSV

Thales UK Halcyon

Sea Machines

Sea Machines, Boston

Textron, SMET

Rolls-Royce, Finferries

Riptide UUV

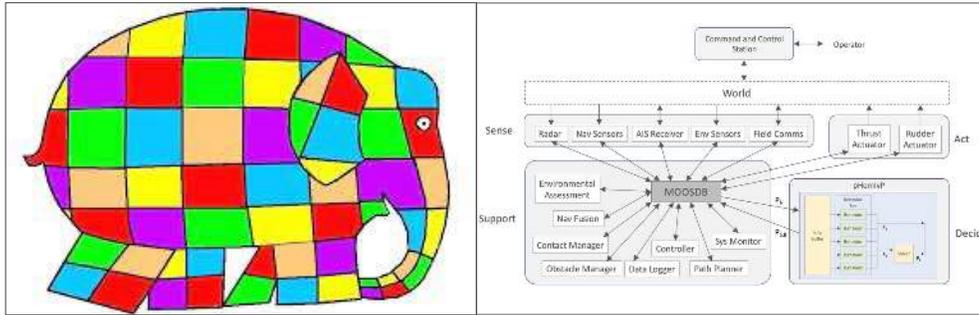
dotOcean, Belgium

Marine Robotics, LLC

AMS Datamaran, Boston

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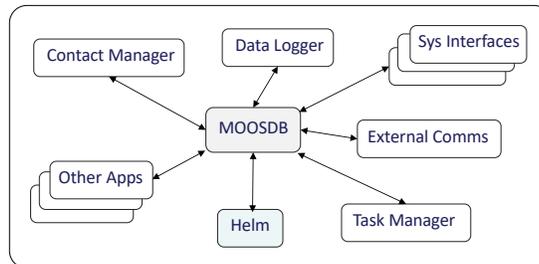
The MOOS and MOOS-IvP Architectures



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Example Mission Alpha



```
$ cd moos-ivp/ivp/missions/s1_alpha
$ ./launch.sh 10
```





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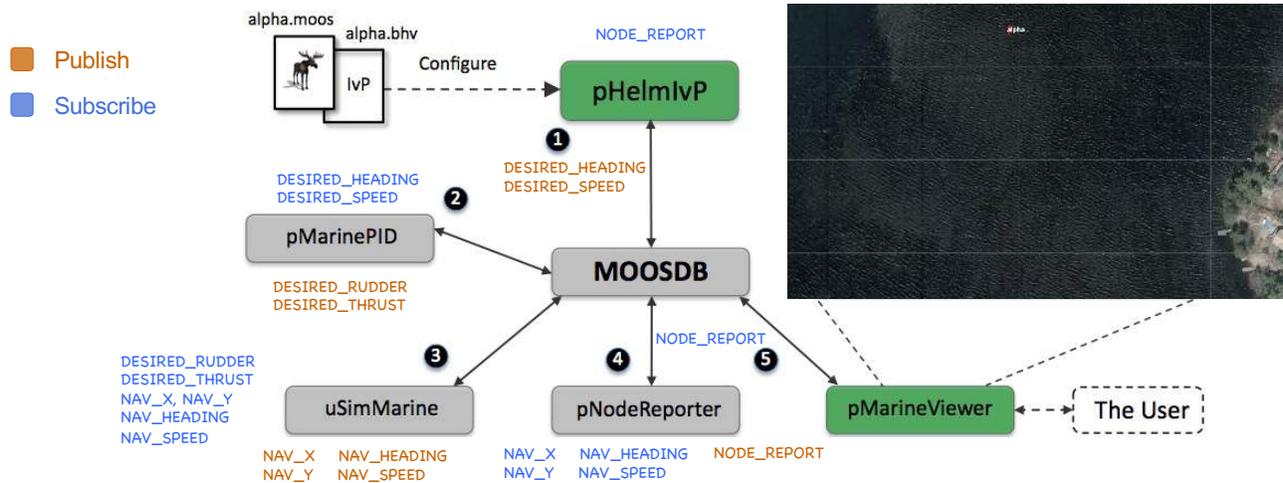
Example Mission Alpha



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■ Publish

■ Subscribe

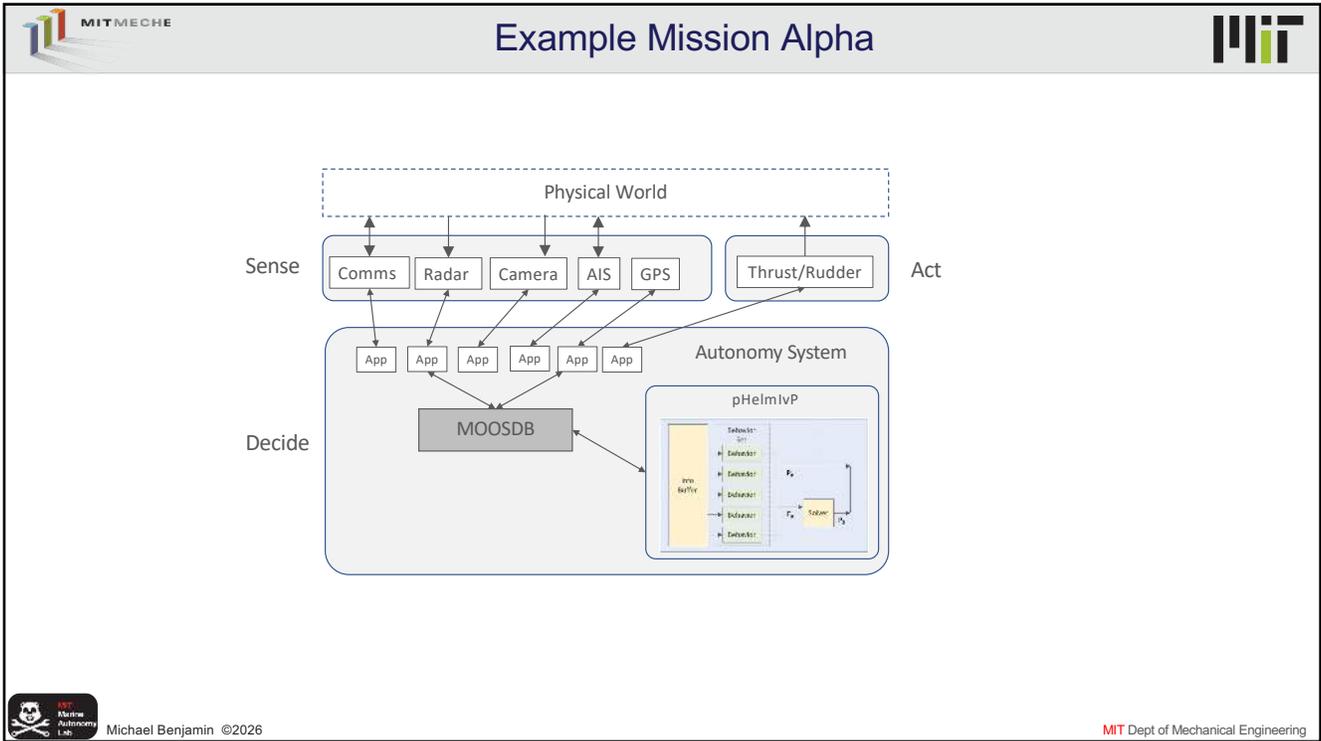




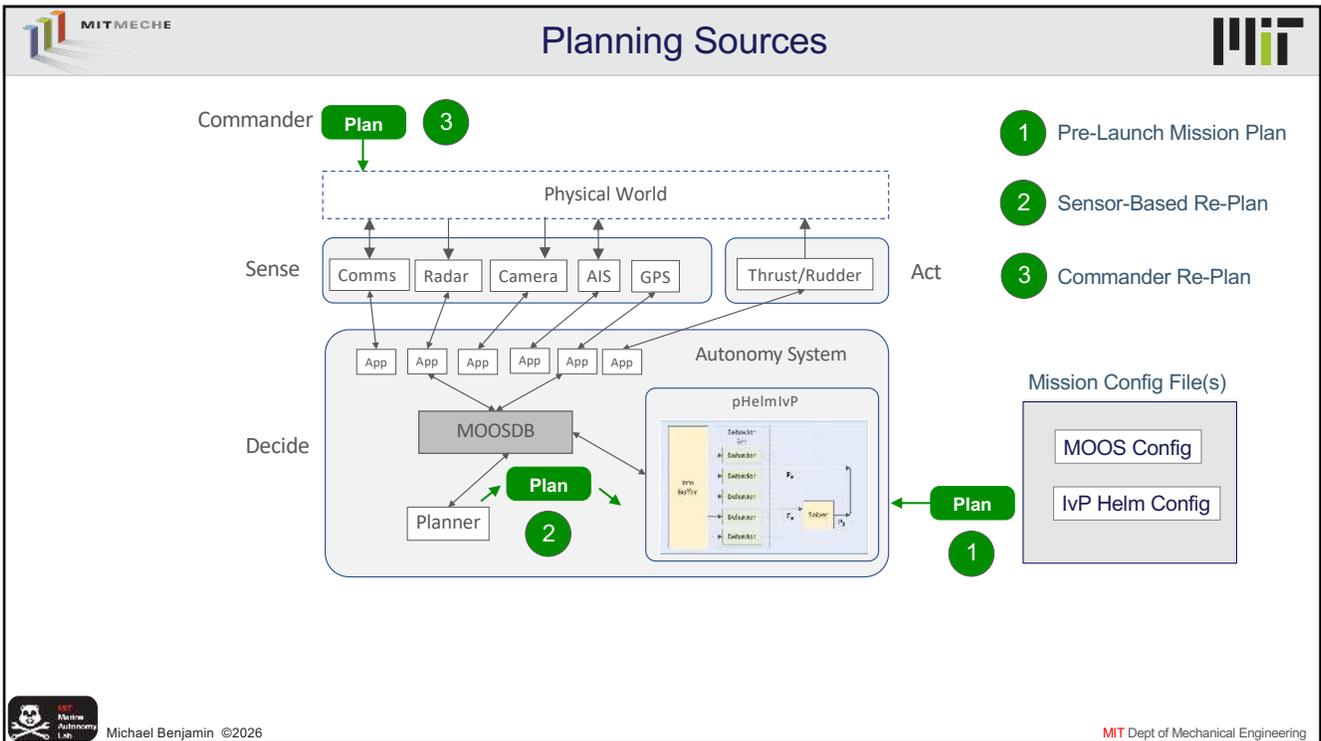
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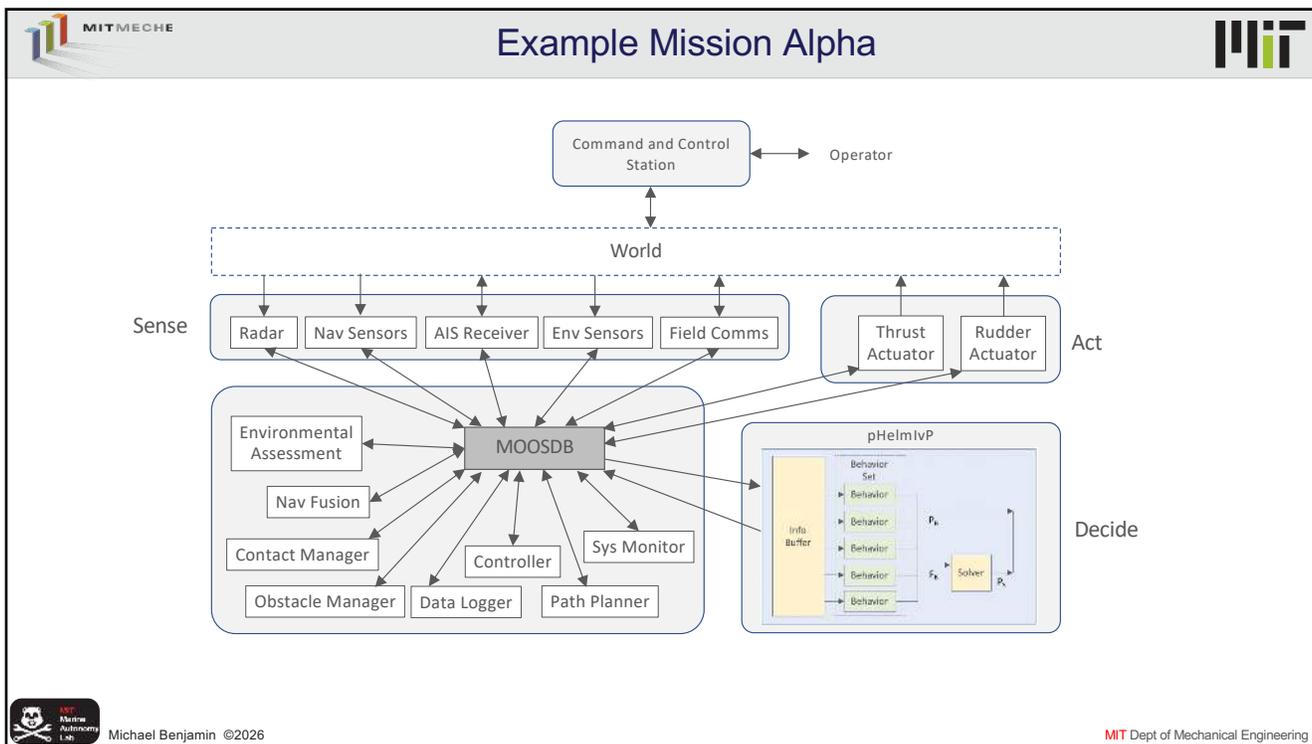
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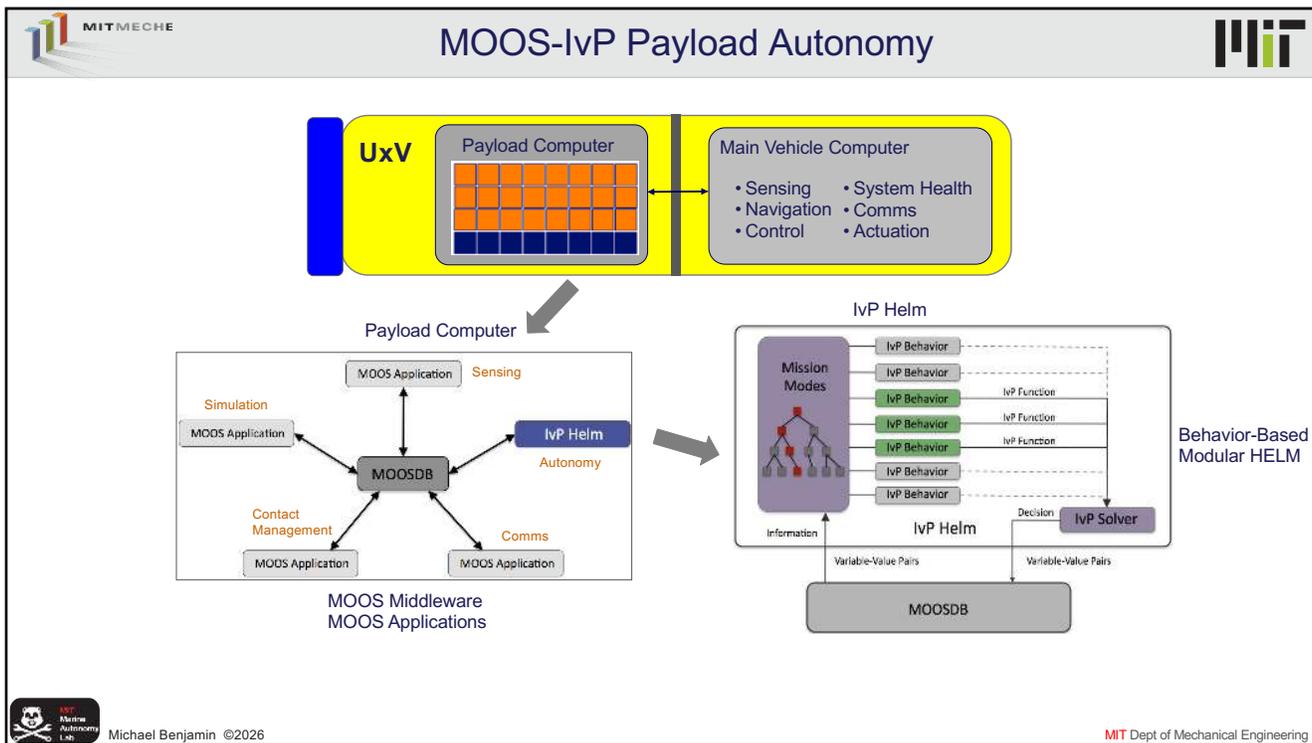
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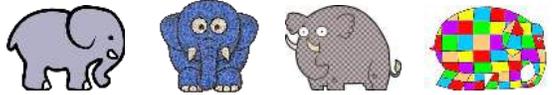
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Robot Architectures: The focus of 2.680 in the larger context of mobile robot technologies



Skills Progressions: The parallel progression of skills expected during the course of 2.680 and labs.

2.680 Learning Resources: Beyond lectures: MIT 2.680 labs, office hours (in-person and virtual), 2.680 Website, 2.680 Piazza page.

Marine Autonomy Lab Overview: An introduction to existing robotic platforms and projects related to MIT 2.680



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Skills Progressions



Skills Progressions



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Core Skills



Initial Lab Focus

- **C++:**
All software in 2.680 (MOOS Apps, Helm Behaviors) is written in C++. You will be a functional C++ programmer at the end of 2.680, and proficient coder of autonomy modules.
- **Command-line and Shell Scripts:**
The command-line (shell) environment is essential for development of software and operation of robotic platforms in 2.680.
- **Text editors:**
Proficiency and comfort with your text editor is essential for (1) code development, (2) mission configuration files, and (3) launch file editing.

- **Version Control:**
C++ code development and mission file development will be under (remote) version control, to enable (1) backup and restore capability for yourself, (2) sharing/collaboration with a lab partner, and (3) migration onto your robots for in-water labs.



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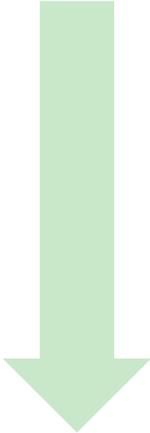
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Mission Progression



- **Simple scripted mission**
Vehicle performs a set task, no variations
- **Dynamic Mission**
Vehicle will vary the trajectory and autonomy mode depending events
- **Multi-vehicle Independent**
Multiple vehicles deployed, oblivious to one another
- **Multi-vehicle Collaborative**
Multiple vehicles deployed, in comms with each other, cooperating on share goals



Over the semester, the complexity of the autonomy mission will evolve from simple scripted single-vehicle missions to highly coordinated multi-vehicle dynamic missions



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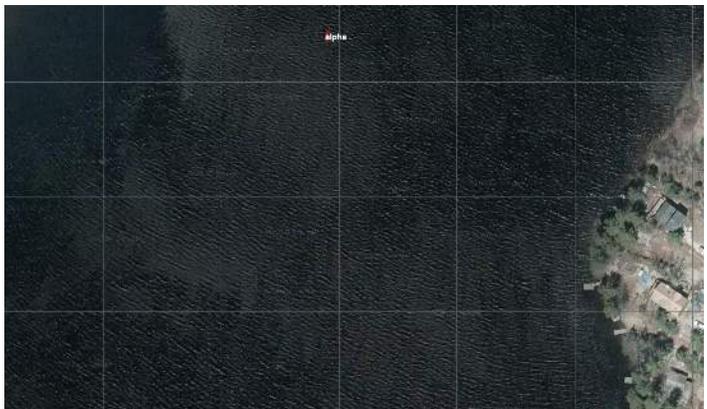


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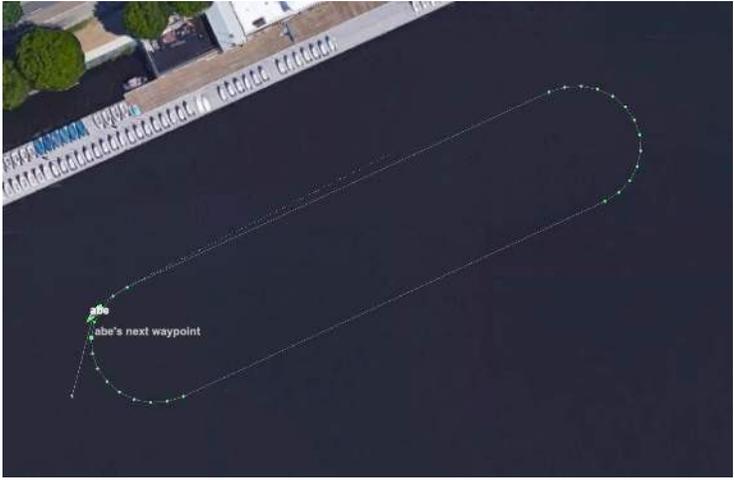
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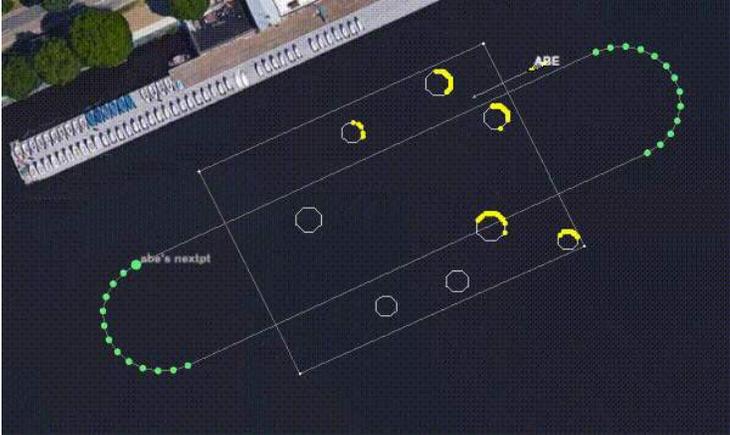
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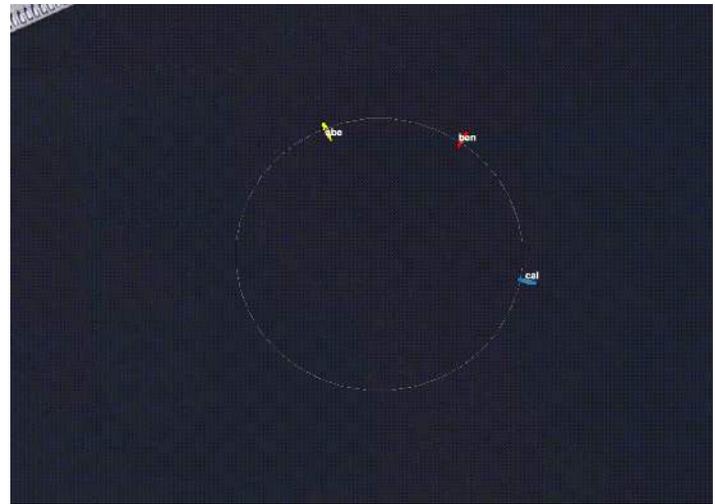
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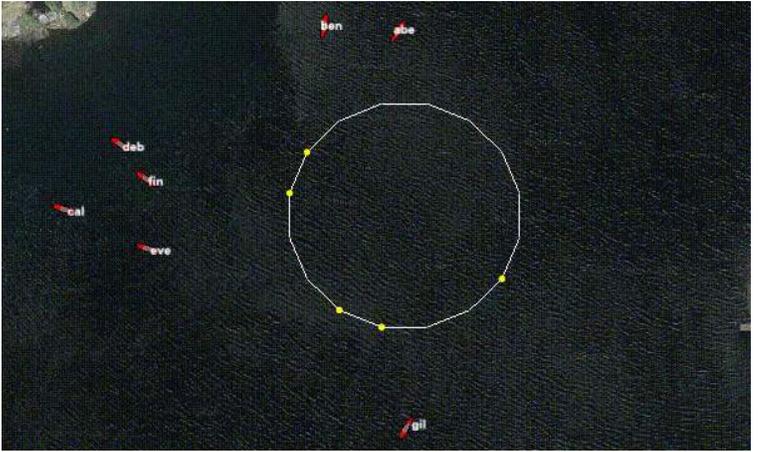
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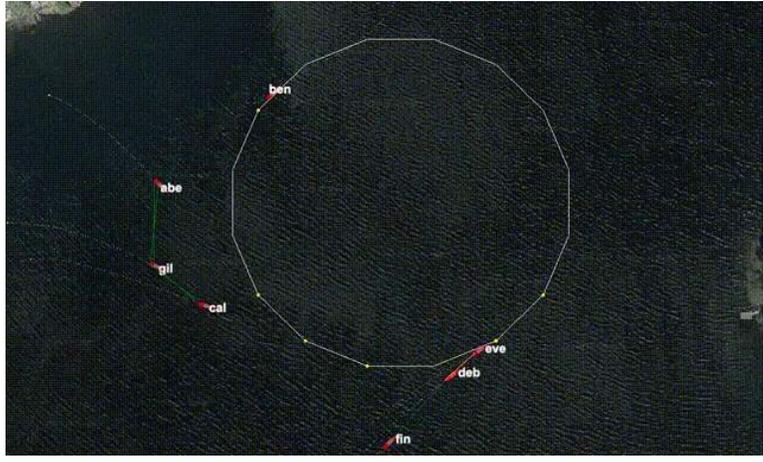


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Decentralized Linear Conveying



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Decentralized Linear Convoying



- Four Clearpath Robotics Heron Unmanned Surface Vessels were tested on the MIT campus at the MIT Sailing Pavilion on the Charles River.
- Vehicles were deployed near the dock, with arbitrary starting orientations
- Vehicles were equipped with GPS, and IMU to have local X-Y planar position, heading and speed.
- Vehicle position/pose was continuously shared between vehicles.
- The maximum vehicle speed is 2.0 meters/sec.
- Roughly 8 convoy missions were executed








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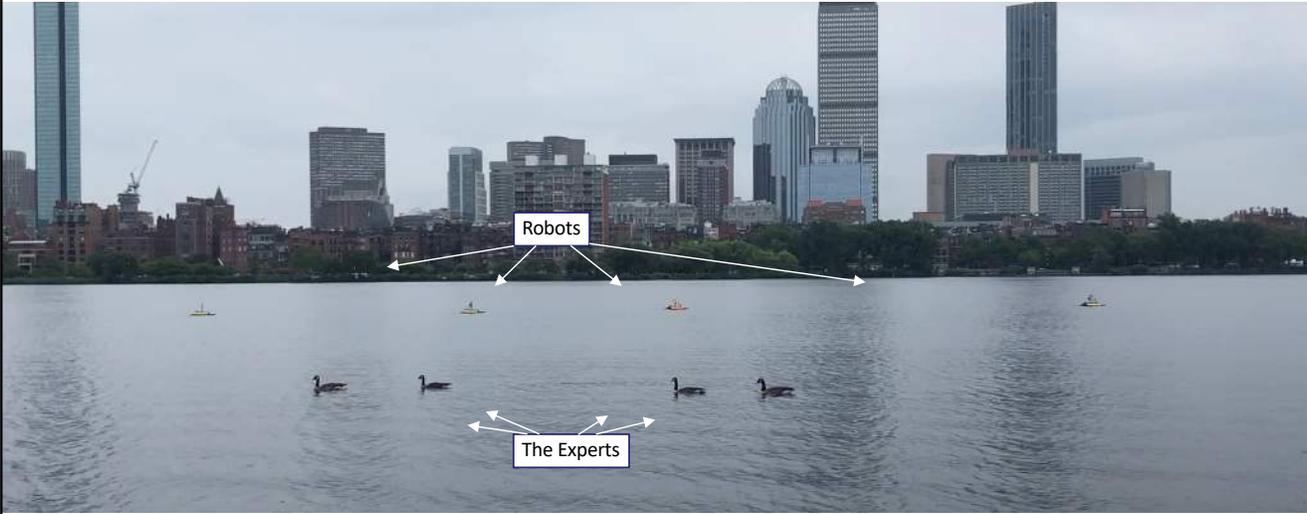
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Convoying Behavior





The Charles River, looking from Cambridge to Boston MA, Sept 1st, 2021



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DARPA Sea Train Linear Convoying






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Run-Time Structure Progression



- **Single MOOS community**
All robot and mission control in a single community
- **Multiple MOOS communities**
Each vehicle has its own MOOS community and dedicated shoreside community on one laptop
- **Distributed MOOS communities**
Simulations distributed over many laptops on the network
- **Deployed multi-vehicle ops**
Multiple vehicles deployed, on the water, connected to shoreside command-and-control



Over the semester, the way missions are run will evolve from a single MOOS community simulated on a single to multiple coordinated MOOS communities over several laptops or robots.



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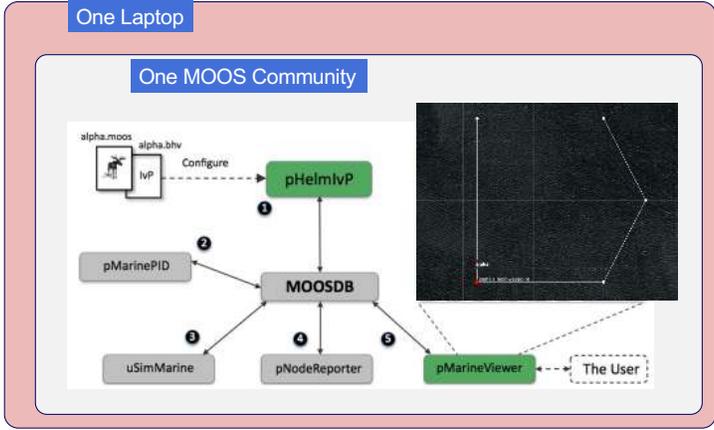
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Run-Time Structure Progression (1)



- **Single MOOS community**
All robot and mission control in a single community



The diagram, titled "One MOOS Community", shows a central "MOOSDB" database. It is connected to several components: "pHelmivP" (top), "pMarinePID" (left), "uSimMarine" (bottom left), "pNodeReporter" (bottom center), and "pMarineViewer" (bottom right). "pMarineViewer" is connected to "The User". A "Configure" step is shown between "alpha.moos" and "alpha.bhv" files, leading to "pHelmivP". A small inset image shows a 2D plot of a mission path on a dark background.



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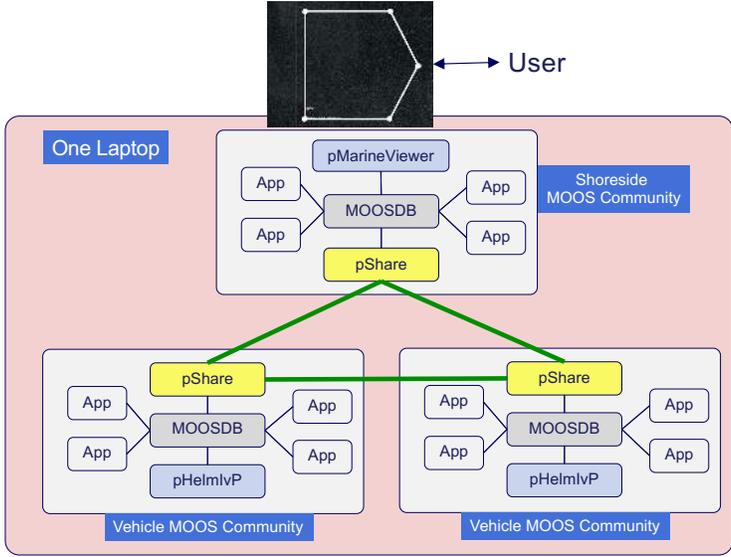
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Run-Time Structure Progression (2)



- **Single MOOS community**
All robot and mission control in a single community
- **Multiple MOOS communities**
Each vehicle has its own MOOS community and dedicated shoreside community on one laptop
- **Distributed MOOS communities**
Simulations distributed over many laptops on the network
- **Deployed multi-vehicle ops**
Multiple vehicles deployed, on the water, connected to shoreside command-and-control





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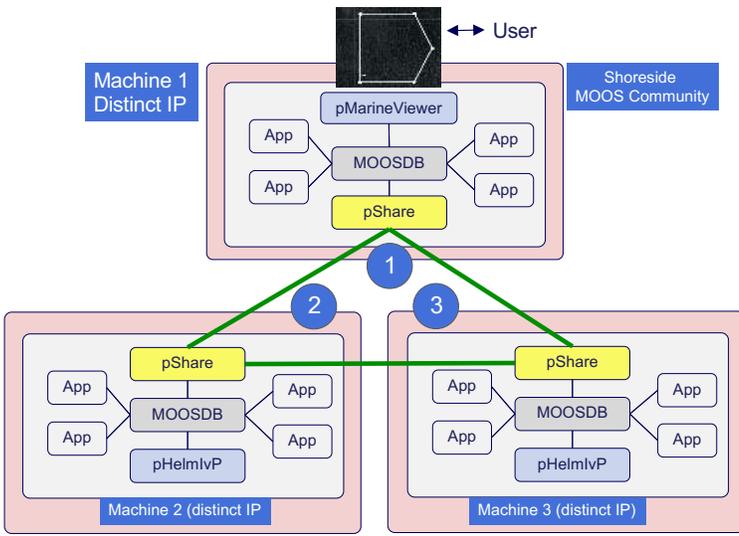
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Run-Time Structure Progression (3)



- **Single MOOS community**
All robot and mission control in a single community
- **Multiple MOOS communities**
Each vehicle has its own MOOS community and dedicated shoreside community on one laptop
- **Distributed MOOS communities**
Simulations distributed over many laptops on the network
- **Deployed multi-vehicle ops**
Multiple vehicles deployed, on the water, connected to shoreside command-and-control





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Help Outside of Class



- **Piazza:**
<https://oceanai.mit.edu/piazza>
 Or
<https://piazza.com/class/lbtu17k3gzv3h>
 Please post technical questions or lab bugs here. The first person on the teaching staff to see it will try to respond. Others may benefit from your question and TA answer.
- **Office Hours**
 TAs will schedule online office hours. These will be over zoom unless otherwise arranged.
- **Online documentation**
 For much of the software in this class, there is extensive online documentation.
<https://oceanai.mit.edu/ivpman>

 For any given app, e.g., pNodeReporter, just type “pNodeReporter -w” on the command line.



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Grading



Grades are based on Lab Work and Attendance

Most labs are graded by:

- (a) meeting functional criteria
- (b) completion by deadline
- (c) Head-to-head competition results may also factor

Lab Partners:

- After roughly mid-semester, we will work in teams of two
- We suggest keeping this in mind in the early part of the semester
- If you have not found a partner, don't worry we will help you partner up!



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Use it to ask questions
Use it to analyze / debug

Don't use it to generate Algorithmic Code
(We have tools for generating Code Templates)

