#### Exocetus Coastal (Littoral) Glider



#### **Application to Hypoxia Research**

#### Important Factors for Hypoxia

- High salinity Gradients
  - o ~ 15 kg/m^3
  - o ~ 1.5% (15 / 1027)
- Shallow Waters
  - $\circ$  5 60 m range
  - o 10 30 m target
- Near Bottom
  - $\circ$  < 1.0 m target
- Buoyancy Engine Design is Critical
  Needs to be large, fast, and predictive



#### CG Buoyancy Engine Specs

- Total Volume: 5 L (4.7% of Vehicle)
- Total Buoyancy Variation: +/- 5.5 lbs (24.4 N)
- Buoyancy Variation Rate: ~ 0.1 lb/sec (.097 lb/sec; .43 N/sec)
- Specific Buoyancy Variation: ~ 2 lbs/in (1.83 lb/in; 8.13 N/in)





# CG BE Design

- BE designed to have a range of 0 to 6.25 inches of travel (approx. 5 L; 11.7 lbs)
- Designed maximum speed requires +/- 3.2 lbs (6.4 lbs total) and a glide slope of 35 degrees
- Remaining 5.3 lbs 'reserved' for adaptive ballasting (range of 27 ppt)
- Reserve can be used for speed if full adaptive ballasting is not necessary

## CG BE Overview

- The CG BE is both Variable and Adaptive:
- Variable aspects allows for variable speed:
  - The amount the glider ingests and expels at each inflection is determined by the commanded speed
  - Larger commanded speeds result in larger BE displacements and therefore larger changes to the net buoyancy
  - Larger displacement require the BE to run longer and result in higher BE duty cycles
- Adaptive aspect allows the CG to self-ballast:
  - As water density changes, the glider adjusts the 'Neutral Buoyancy Position' (NBP) of the BE
  - This is done continuously
  - The result is a low duty cycle adjustment to the BE during ascent/descent
  - Added drag on the glider (e.g. from a tethered modem) 'looks like' density variations and result in BE adjustments during ascent/descent

#### **Glider BE Operation**













1 knt @ 1010 kg/m^3



# Current USM Hypoxia CG

- RINKO DO Sensor
- WET Labs ECO FLNTU Sensor
- AML Micro CTD
- Note: Other current project (UAF) has Sea Bird GPCTD Integrated)
- All Sensors at 1 Hz



#### **Salinity Variation**



#### **Salinity Variation**



#### **Shallow Water Navigation**



#### Note:

- Top and bottom of yo's are predicted
- SOG < Commanded speed





#### CG Behaviors

- 1. Heading Maneuver (*Heading, Speed, Time*)
- 2. Waypoint Maneuver (Waypoint, Speed)
- 3. Communications Maneuver (Surface, Nose Down)
- 4. Station-Keeping Maneuver (Waypoint, Radius)
- 5. Drift/Re-locate Maneuver (Waypoint, Radius)
- 6. Surface Maneuver (*Recovery Mode*)
- 7. Hover Maneuver (*Depth, Depth Tolerance, Time*)
- 8. Sleep Maneuver (*Time*)
- 9. Emergency Rise Maneuver (*Depth, Heading*)
- 10. Emergency Dive Maneuver (Depth, Heading)



## **BE** Limitations

- Note that glider commanded speed is used as a guideline. It is based on steady state analysis of the glider model. Actual speed over ground will vary with:
  - Differences in drag from the model;
  - Currents;
  - Yo profiles.

## **Navigational Limitations**

- Shallow water increases BE duty cycle; decreases efficiency
- Turning in shallow water presents difficulties:
  - Depth rate = turn rate
  - Altimeter not downward looking during turns
- Salinity layers lead to skewed yo profiles

# Summary

- Accomplishments:
  - Navigation w/ 8 m yo differential
  - Operation in high salinity gradient
  - Data collection at 1 Hz continuous
- To Do:
  - Demonstrate altimeter functionality (to within 1 m of bottom)
  - Improve speed of adaptive ballasting