

ANEXO 1. CODIGO

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function xdot = planta (ui,x)

% TERMINOS
% -----
%
% x = (u v w p q r xpos ypos zpos phi theta psi,
% Body-referenced Coordinates
% u = Surge velocity [m/s]
% v = Sway velocity [m/s]
% w = Heave velocity [m/s]
% p = Roll velocity [rad/s]
% q = Pitch velocity [rad/s]
% r = Yaw velocity [rad/s]
%
% Earth-fixed coordinates
% xpos = Position in x-direction [m]
% ypos = Position in y-direction [m]
% zpos = Position in z-direction [m]
% phi = Roll angle [rad]
% theta = Pitch angle [rad]
% psi = Yaw angle [rad]
%
% INPUT VECTOR
% ui = [delta_s delta_r ui]'
% Control Fin Angles
% delta_s = angle of stern planes [rad]
% delta_r = angle of rudder planes [rad]
% -----
% -----
% Obtener valores de variable estado
% -----
u = ui(3);
v = x(2);
w = x(3);
p = x(4);
q = x(5);
r = x(6);
phi = x(10);
theta = x(11);
psi = x(12);

state_variable=[u v w p q r]';

% Obtener variables de control
delta_s = ui(1);
delta_r = ui(2);

% -----
% Matriz de transformación
% -----

c1 = cos(phi);
c2 = cos(theta);
c3 = cos(psi);
s1 = sin(phi);
s2 = sin(theta);

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s3 = sin(psi);
t2 = tan(theta);

J1= [c3*c2   (c3*s2*s1-s3*c1)   (s3*s1+c3*c1*s2);
      s3*c2   (c1*c3+s1*s2*s3)   (c1*s2*s3-c3*s1);
      -s2      c2*s1              c1*c2      ];

J2= [1          s1*t2          c1*t2      ;
      0          c1            -s1         ;
      0          s1/c2         c1/c2       ];

J1J2=...
      [   J1      zeros(3);
        zeros(3)   J2      ];

% -----
% Parámetros y coeficientes del vehículo
% -----
W = 2.99e2; % Weight (N)
B = 3.08e2; % Bouyancy (N)

g = 9.8; % Force of gravity
m = W/g; % Mass of vehicle

Xuu   = -1.62; % Axial Drag kg/m
Xwq   = -3.55e1; % Added mass cross-term kg/rad
Xqq   = -1.93; % Added mass cross-term kg*m/rad
Xvr   = 3.55e1; % Added mass cross-term kg/rad
Xrr   = -1.93; % Added mass cross-term kg*m/rad
Yvv   = -1.31e3; % Cross-flow drag kg/m
Yrr   = 6.32e-1; % Cross-flow drag kg*m/rad2
Yuv   = -2.86e1; % Body lift force and fin lift kg/m
Ywp   = 3.55e1; % Added mass cross-term kg/rad
Yur   = 5.22; % Added mass cross-term and fin lift kg/rad
Ypq   = 1.93; % Added mass cross-term kg*m/rad
Zww   = -1.31e2; % Cross-flow drag kg/m
Zqq   = -6.32e-1; % Cross-flow drag kg*m/rad2
Zuw   = -2.86e1; % Body lift force and fin lift kg/m
Zuq   = -5.22; % Added mass cross-term and fin lift kg/rad
Zvp   = -3.55e1; % Added mass cross-term kg/rad
Zrp   = 1.93; % Added mass cross-term kg/rad

% Centro de gravedad medido desde el centro de flotabilidad
xg = 0;
yg = 0;
zg = 1.96e-2;

% Coeficientes de las aletas de control
Yuudr = 9.64; % Rudder Lift Force kg/m*rad
Nuudr = -6.15; % Rudder Lift Moment kg/rad
Zuuds = -9.64; % Stern Lift Force kg/m*rad
Muuds = -6.15; % Stern lift Moment kg/rad

% Centro de flotabilidad con origen en la nariz del AUV
xb = -6.11e-1;
yb = 0;
zb = 0;

% Coeficientes del propulsor
Xprop = 3.86; % Propeller Thrust N
Kpp   = -1.3e-1/40; % Rolling resistance kg*m2/rad2

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Kprop = -5.43e-1;      % Propeller Torque  N*m

% Términos de masas añadidas y arrastre
Mww = 3.18;           % Cross-flow drag  kg
Mqq = -1.88e2/12.5;  % Cross-flow drag  kg*m2/rad2
Mrp = 4.86;           % Added mass cross-term  kg*m2/rad2
Muq = -2;             % Added mass cross-term and fin lift  kg*m/rad
Muw = 2.40e1;         % Body and fin lift and munk moment  kg
Mvp = -1.93;          % Added mass cross-term  kg*m/rad
Nvv = -3.18;          % Cross-flow drag  kg
Nrr = -9.40e1/10;    % Cross-flow drag  kg*m2/rad2
Nuv = -2.40e1;        % Body and fin lift and munk moment  kg
Npq = -4.86;          % Added mass cross-term  kg*m2/rad2

Nwp = -1.93;          % Added mass cross-term  kg*m/rad
Nur = -2.00;          % Added mass cross-term and fin lift  kg*m/rad

% Momento de inercia con origen en centro de flotabilidad
Ixx = 1.77e-1;
Iyy = 3.45;
Izz = 3.45;

% Fuerzas y momentos no lineales de masas añadidas
Xudot = -9.30e-1;    % Added mass  kg
Yvdot = -3.55e1;     % Added mass  kg
Yrdot = 1.93;        % Added mass  kg
Zqdot = -1.93;       % Added mass  kg
Zwdot = -3.55e1;     % Added mass  kg
Kpdot = -7.04e-2/5;  % Added mass  kg*m2/rad
Mwdot = -1.93;       % Added mass  kg*m
Mqdot = -4.88;        % Added mass  kg*m
Nvdot = 1.93;        % Added mass  kg*m
Nrdot = -4.88;       % Added mass  kg*m

% -----
% Ecuaciones de fuerzas y momentos externos
% -----
X = -(W-B)*sin(theta) + Xu*u*abs(u) + (Xwq-m)*w*q + (Xqq +m*xg)*q^2
  + (Xvr+m)*v*r + (Xrr + m*xg)*r^2 -m*yg*p*q - m*zg*p*r + Xprop ;

Y = (W-B)*cos(theta)*sin(phi) + Yvv*v*abs(v) + Yrr*r*abs(r) +Yuv*u*v
  + (Ywp+m)*w*p + (Yur-m)*u*r - (m*zg)*q*r + (Ypq - m*xg)*p*q
  + Yuudr*u^2*delta_r ;

Z = (W-B)*cos(theta)*cos(phi) + Zww*w*abs(w) + Zqq*q*abs(q) + Zuw*u*w
  + (Zuq+m)*u*q + (Zvp-m)*v*p + (m*zg)*p^2 + (m*zg)*q^2
  + (Zrp - m*xg)*r*p + Zuuds*u^2*delta_s ;

K = -(yg*W-yb*B)*cos(theta)*cos(phi) - (zg*W-
  zb*B)*cos(theta)*sin(phi)+ Kpp*p*abs(p) - (Izz- Iyy)*q*r -
  (m*zg)*w*p + (m*zg)*u*r + Kprop ;

M = -(zg*W-zb*B)*sin(theta) - (xg*W-xb*B)*cos(theta)*cos(phi) +
  Mww*w*abs(w)+ Mqq*q*abs(q) + (Mrp - (Ixx-Izz))*r*p + (m*zg)*v*r
  - (m*zg)*w*q + (Muq - m*xg)*u*q + Muw*u*w + (Mvp + m*xg)*v*p
  + Muuds*u^2*delta_s ;

N = -(xg*W-xb*B)*cos(theta)*sin(phi) - (yg*W-yb*B)*sin(theta)
  + Nvv*v*abs(v) + Nrr*r*abs(r) + Nuv*u*v
  + (Npq - (Iyy- Ixx))*p*q + (Nwp - m*xg)*w*p + (Nur + m*xg)*u*r
  + Nuudr*u^2*delta_r ;

FORCES = [X Y Z K M N]';
% -----

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% Matriz de masas
% -----
Amat = [(m-Xudot) 0 0 0 m*zg -m*yg;
        0 (m-Yvdot) 0 -m*zg 0 (m*xg-Yrdot);
        0 0 (m-Zwdot) m*yg (-m*xg-Zqdot) 0;
        0 -m*zg m*yg (Ixx-Kpdot) 0 0;
        m*zg 0 (-m*xg-Mwdot) 0 (Iyy-Mqdot) 0;
        -m*yg (m*xg-Nvdot) 0 0 0 (Izz-Nrdot)];

% Matriz Inversa
Minv = inv(Amat);
% -----
% Variables de estado derivadas
% -----
xdot= [Minv zeros(6);zeros(6) J1J2]*[FORCES;state_variable;];

```



ANEXO 2. PARAMETROS DE LAS VIBRACIONES

Para la simulación realizada en ANSYS en el laboratorio INACOM, bajo la supervisión del Ing. José Chambergo, primero se realizó en AUTODESK INVENTOR el modelo. Se tuvo que seccionar lo elementos que entraban en contacto, para los contactos que realizará Ansys fuese solo con la sección en contacto y no con todo el elemento. Además, sea agruparon las piezas similares para reducir el tiempo de procesamiento, sin afectar el rendimiento del análisis. Todas las conexiones fueron tomadas como “Bonded” de contacto, ya que se tratan de superficies de contacto.

Un aspecto importante en la simulación por elementos finitos es el MESH, o malla, ya que a partir de los elementos que componen el objeto, se hacen elementos mucho más pequeños a los cuales se les aplica las funciones correspondientes al ensayo realizado, deformación, resistencia, transferencia de calor, análisis vibratorio, etc. La malla utilizada para este análisis, fue el método Hex Dominant, se prefirió este método debido a que crea una malla uniforme y bien definida tanto por el exterior como en el interior del elemento. Además, se comprobó con otros métodos de mallado, y este método presentó mejores resultados.

Tabla 1: Parámetros generales de la Malla.
Fuente: Informe de ANSYS

Object Name	Mesh
State	Solved
Display	
Display Style	Body Color
Defaults	
Physics Preference	Mechanical
Relevance	50
Sizing	
Use Advanced Size Function	On: Curvature
Relevance Center	Fine
Initial Size Seed	Active Assembly
Smoothing	High
Transition	Fast
Span Angle Center	Fine
Curvature Normal Angle	Default (13.50 °)
Min Size	Default (8.0887e-005 m)
Max Face Size	Default (8.0887e-003 m)
Max Size	1.5e-002 m
Growth Rate	Default (1.63750)
Minimum Edge Length	4.6202e-003 m
Inflation	
Use Automatic Inflation	None

Inflation Option	Smooth Transition
Transition Ratio	0.272
Maximum Layers	5
Growth Rate	1.2
Inflation Algorithm	Pre
View Advanced Options	No
Patch Conforming Options	
Triangle Surface Mesher	Program Controlled
Patch Independent Options	
Topology Checking	No
Advanced	
Number of CPUs for Parallel Part Meshing	Program Controlled
Shape Checking	Standard Mechanical
Element Midside Nodes	Program Controlled
Straight Sided Elements	No
Number of Retries	0
Extra Retries For Assembly	Yes
Rigid Body Behavior	Dimensionally Reduced
Mesh Morphing	Disabled
Defeaturing	
Pinch Tolerance	Default (7.2798e-005 m)
Generate Pinch on Refresh	No
Automatic Mesh Based Defeaturing	On
Defeaturing Tolerance	Default (4.0443e-005 m)
Statistics	
Nodes	1957672
Elements	532562
Mesh Metric	Element Quality
Min	1.594e-003
Max	1.
Average	0.59456
Standard Deviation	0.31235

Tabla 2: Parametros del método de mallado.
Fuente: Informe de ANSYS

Object Name	<i>Hex Dominant Method</i>
State	Fully Defined
Scope	
Scoping Method	Geometry Selection
Geometry	28 Bodies
Definition	
Suppressed	No
Method	Hex Dominant
Element Midside Nodes	Use Global Setting
Free Face Mesh Type	All Quad

ANEXO 3. ESPECIFICACIONES TECNICAS

Por lo mostrado en la Tabla 3, se prefiere el Arduino Mega debido a la gran cantidad de pines que posee, la cantidad de memoria RAM y a la velocidad del reloj interno.

Tabla 3: Comparación de Tarjetas Arduinos
Fuente: <http://www.vb-mundo.com/comparacion-de-diferentes-avr-de-arduino/>

Prestaciones	Arduino UNO	LiliPad Arduino	Arduino Mega 2560	Arduino Fio	Arduino ADK
Microcontroller	ATmega328V	ATmega168V ATmega328V	ATmega256	ATmega328P	ATmega2560
Operating Voltage	5 V	2.7-5.5 V	5V	3.3V	5V
Input Voltage (recommended)	7-12V	2.7-5.5 V	7-12V	3.35 -12 V	7-12V
Input Voltage (limits)	6-20V		6-20V		6-20V
Input Voltage for Charge				3.7- 7 V	
Digital I/O Pins	14 (of which 6 provide PWM output)	14 (of which 6 provide PWM output)	54 (of which 15 provide PWM output)	14 (of which 6 provide PWM output)	54 (of which 15 provide PWM output)
Analog Input Pins	6	6	16	8	16
DC Current per I/O Pin	40 mA	40 mA	40 mA	40 mA	40 mA
DC Current for 3.3V Pin	50 mA		50 mA		50 mA
Flash Memory	32 KB (ATmega328) of which 0.5 KB used by bootloader)	16 KB (of which 2 KB used by bootloader)	256 KB of which 8 KB used by bootloader	32 KB (of which 2 KB used by bootloader)	256 KB of which 8 KB used by bootloader
SRAM	2 KB	1 KB	8 KB	2 KB	8 KB
EEPROM	1 KB	512 bytes	4 KB	1 KB	4 KB
Clock Speed	16 MHz	8 MHz	16 MHz	8 MHz	16 MHz

En la Tabla 4 se describe una comparación entre la tarjeta BeagleBone Black y Raspberry Pi.

Tabla 4: Comparacion BeagleBone Black vs Raspberry Pi

Fuente: <http://makezine.com/2014/02/25/how-to-choose-the-right-platform-raspberry-pi-or-beaglebone-black/>

	BeagleBone Black	Raspberry Pi
Base Price	45	35
Processor	1GHz TI Sitara AM3359 ARM Cortex A8	700 MHz ARM1176JZFS
RAM	512 MB DDR3L @ 400 MHz	512 MB SDRAM @ 400 MHz
Storage	2 GB on-board eMMC, MicroSD	SD
Video Connections	1 Micro-HDMI	1 HDMI, 1 Composite
Supported Resolutions	1280×1024 (5:4), 1024×768 (4:3), 1280×720 (16:9), 1440×900 (16:10) all at 16 bit	Extensive from 640×350 up to 1920×1200, this includes 1080p
Audio	Stereo over HDMI	Stereo over HDMI, Stereo from 3.5 mm jack
Operating Systems	Angstrom (Default), Ubuntu, Android, ArchLinux, Gentoo, Minix, RISC OS, others...	Raspbian (Recommended), Ubuntu, Android, ArchLinux, FreeBSD, Fedora, RISC OS, others...
Power Draw	210-460 mA @ 5V under varying conditions	150-350 mA @ 5V under varying conditions
GPIO Capability	65 Pins	8 Pins
Peripherals	1 USB Host, 1 Mini-USB Client, 1 10/100 Mbps Ethernet	2 USB Hosts, 1 Micro-USB Power, 1 10/100 Mbps Ethernet, RPi camera connector

Debido a que se realizarán operaciones matriciales es importante analizar la capacidad de realizar operación con punto flotante de la tarjeta BeagleBone Black, mostrada en la Figura 1.

Floating Point Performance






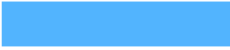
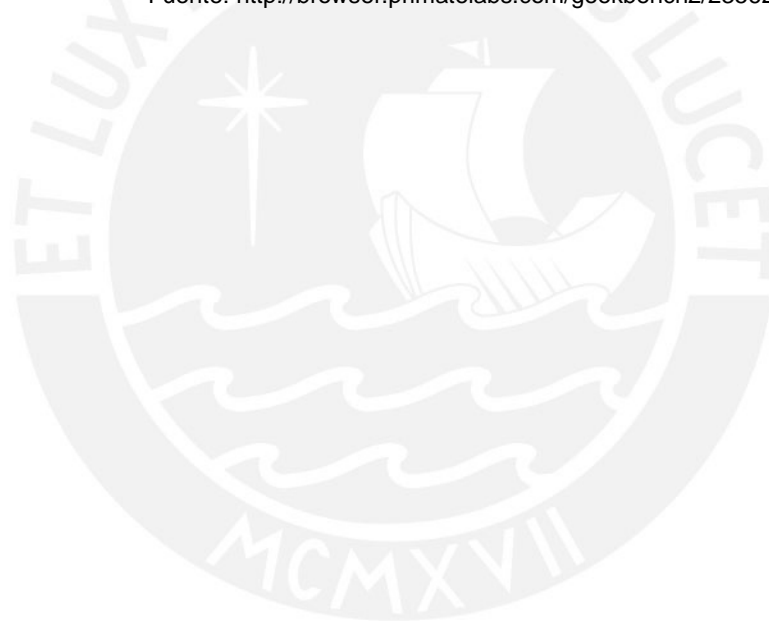
Floating Point	140	
Mandelbrot single-core scalar	67 44.7 Mflops	
Dot Product single-core scalar	66 32.0 Mflops	
LU Decomposition single-core scalar	30 27.3 Mflops	
Primality Test single-core scalar	294 44.1 Mflops	
Sharpen Image single-core scalar	170 397 Kpixels/sec	
Blur Image single-core scalar	218 173 Kpixels/sec	

Figura 1: Capacidad de operación en punto flotante del BeagleBone Black
Fuente: <http://browser.primatelabs.com/geekbench2/2356217>



ANEXO 4. LISTA DE PLANOS

Número	Nombre
L1-A1	Ensamblaje General
L2-A1	Arreglo de platos
L2.1-A3	Eje de tarjetas
L2.2-A3	Plato de tarjetas
L2.3-A3	Separador intermedio
L2.4 -A3	Separador final

