



# Development of Hull, Mechanical and Electrical Autonomy to enable Medium and Large Unmanned Surface Vessels

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April 26th



## Drivers for Unmanned Vessels and Power System Candidates

### Maximize availability of HM&E systems with no man-in-the-loop

- Safely operate ship systems (unmanned) with no degradation in operations
  - Operate propulsion plant in alignment with EOSS, EOCC and MLOC
- Maintenance
  - Remove non-essential maintenance actions and investigate duplex systems where possible
- Redundancy & Availability
  - Recovery of failed prime movers needs to be autonomous
  - Install redundancy as economically/volumetrically viable
  - Design-in power and propulsion capacity for future growth



## SySML Solution Domain Definition

# Artificial Chief Engineer® performs the unmanned execution of EOCC and EOSS

## Artificial Chief Engineer® uses rules-based decision making to define the solutions

Current Naval Engineers reference documents:

- EDORM: Engineering Department Organization & Regulation Manual
- EOCC: Engineering Operating Casualty Control
- EOSS: Engineering Operating Sequencing System
- Manufacturer's Operating & Maintenance Manuals

Artificial Chief Engineer® completes the functionality of Naval Engineers

- Solutions designed for unmanned applications with streamlining and simplification embraced
- It uses existing documents as a reference point for autonomous HM&E system solution development



# Artificial Chief Engineer® interfaces with Mission Manager and Autonomous Navigation System

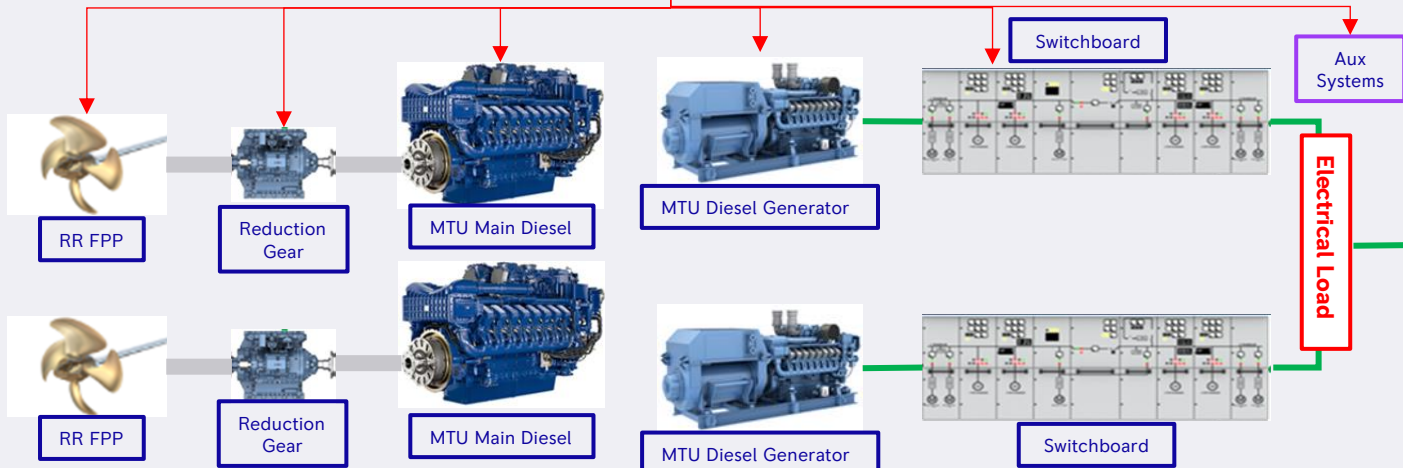
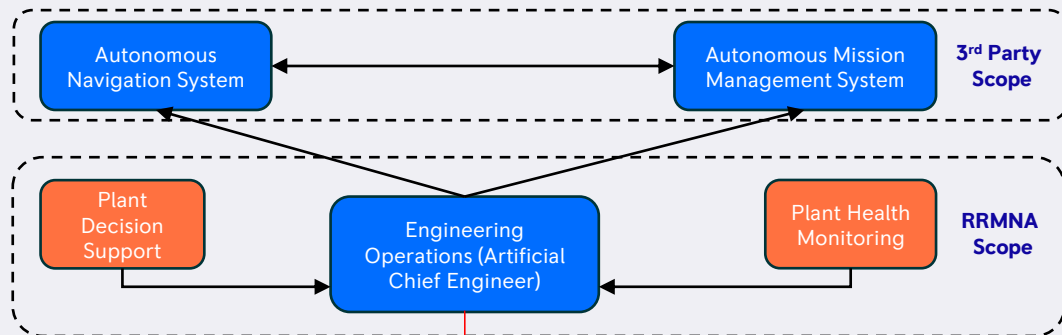
## Autonomous Engineering Management System

### Engines

- Gas Turbines
- Medium & High Speed Diesel

### Propulsion

- Mechanical
- Hybrid
- Integrated Fully Electric Propulsion

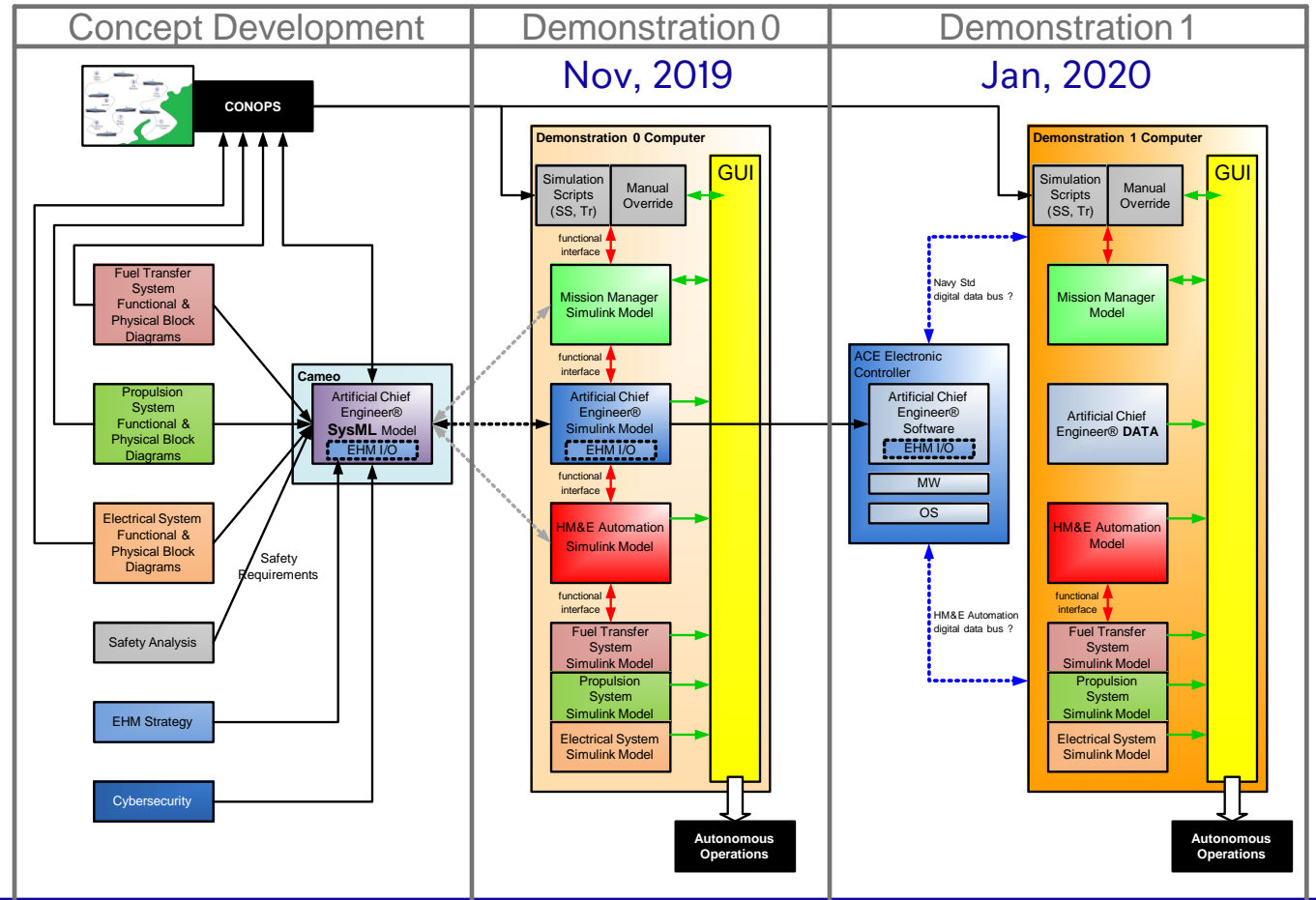




# Artificial Chief Engineer®: 2019 Development & Demonstration

2 Milestones:  
Demo 0 in Nov 2019  
Demo 1 in Jan 2020

1 Deliverable:  
Control Hardware-in-the-Loop Demo results in Jan 2020



## Maturation Through Successive Demonstrations

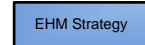
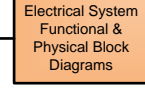
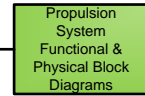
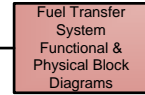
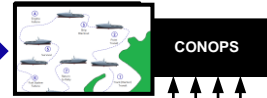


# Concept Development = Model-Based Systems Engineering

CONOPS and vignettes defined to demonstrate critical USV functionality

Ships systems define system context in SysML model

System safety analysis defines safety requirements



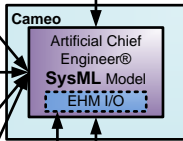
CONOPS

Safety Requirements

In Process

In Process

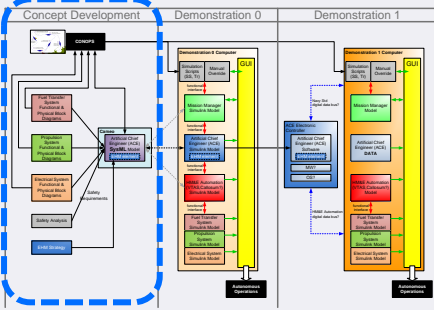
In Process



95% Complete

SysML model used to capture requirements, problem domain, and solution domain

EHM strategy feeds algorithm development



**CONCEPT DEVELOPMENT OBJECTIVE = Define preliminary ACE algorithm for hardware-in-the-loop (HIL) demonstration in Q1 2020**



# Modelling the 'problem': Example USV Mechanical Propulsion System

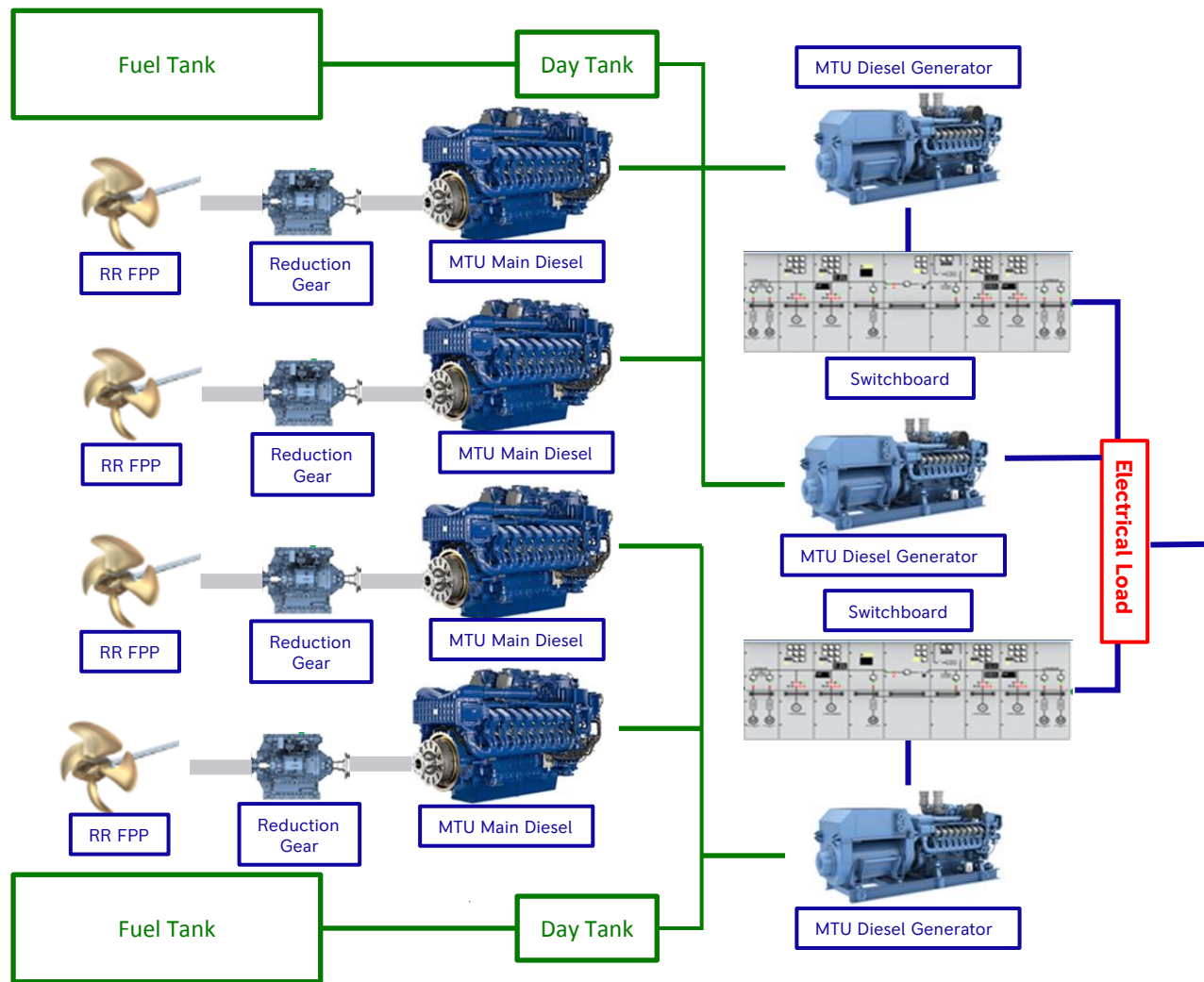
## Main Engine:

- MTU 4000 Series

## Diesel Gen:

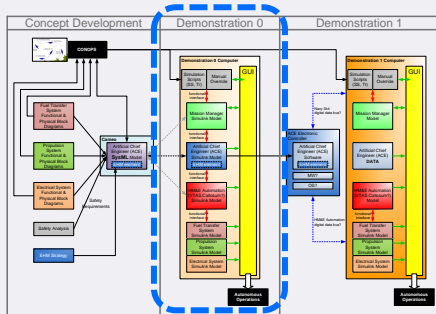
- MTU 4000 Series GenSet

## FPP: RRMNA





## Artificial Chief Engineer®: 2019 Development & Demonstration



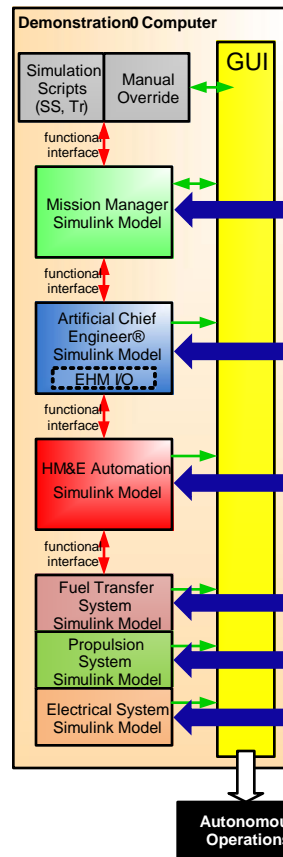
Milestone 1:  
Demo 0 in Nov 2019

## Demonstration 0 = Desktop Simulations

USV CONOPS and vignettes define desktop simulations (nominal & faulted)

Algorithm model tuned and verified in desktop simulations

Models of mission manager, HM&E automation, and ship's systems running on desktop computer



Models 80% integrated

90% modeled, 90% verified

75% modeled, 30% verified

80% modeled, 80% verified

100% modeled, 100% verified

100% modeled, 70% verified

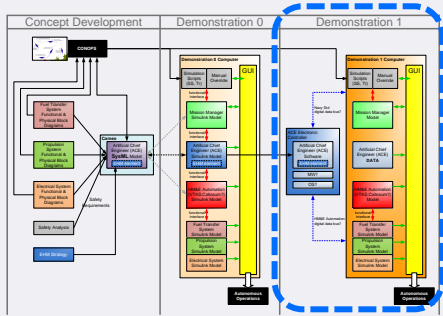
100% modeled, 65% verified

**DEMONSTRATION 0 OBJECTIVE = Tune and demonstrate autonomous operations in desktop simulation environment**





# Artificial Chief Engineer®: 2019 Development & Demonstration



Milestone 2:  
Demo 1 in Jan 2020

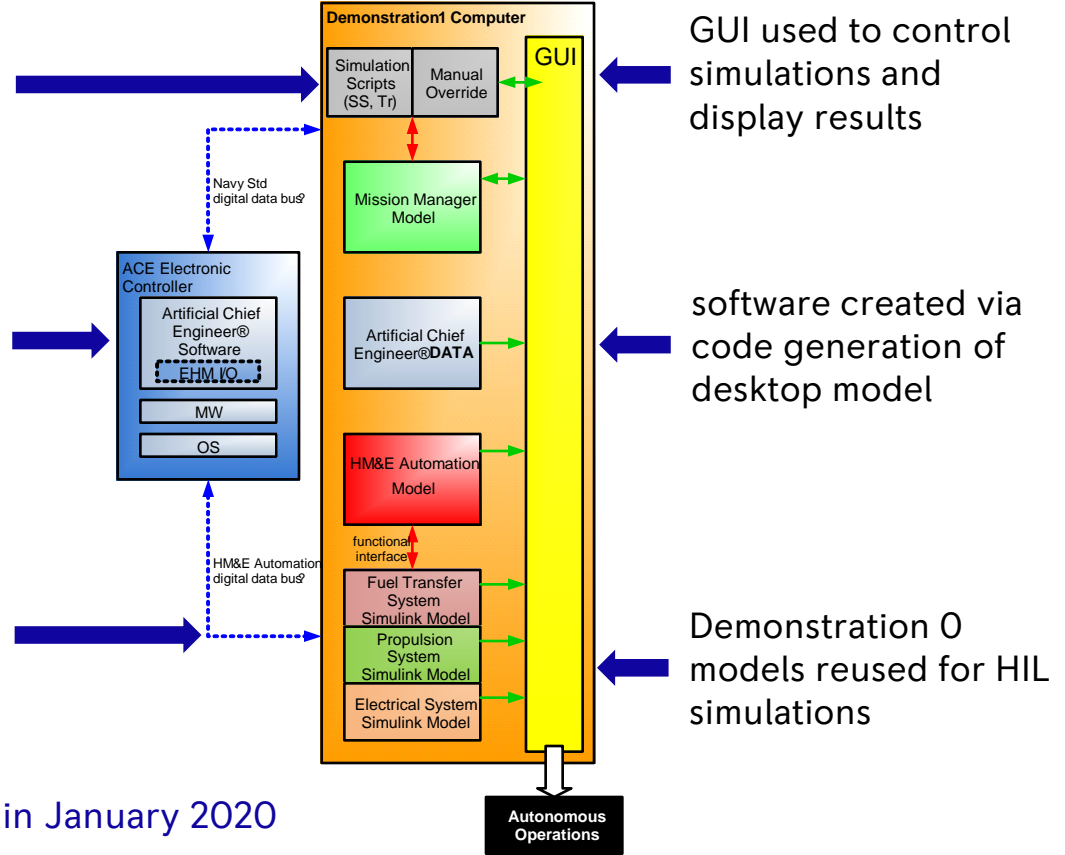
# Demonstration 1 = Hardware-In-the-Loop (HIL) Simulations

USV CONOPS and vignettes define HIL simulations (nominal & faulted)

software integrated with COTS control hardware

controller interfaced with HIL computer

Deliverable 1:  
HIL Demo results in January 2020



**DEMONSTRATION 1 OBJECTIVE = Demonstrate autonomous operations in control hardware-in-the-loop laboratory environment**



## Demonstration GUI

1-Sprint + Plugged Fuel Filter-

2-Sprint + MPDE-1 Derated

3-Threat Level to Battle-ON

4-Battle Damage; DG-2 down

5-Mission reduced to HS Stationing

6-Threat Level reduced to Basic OPS

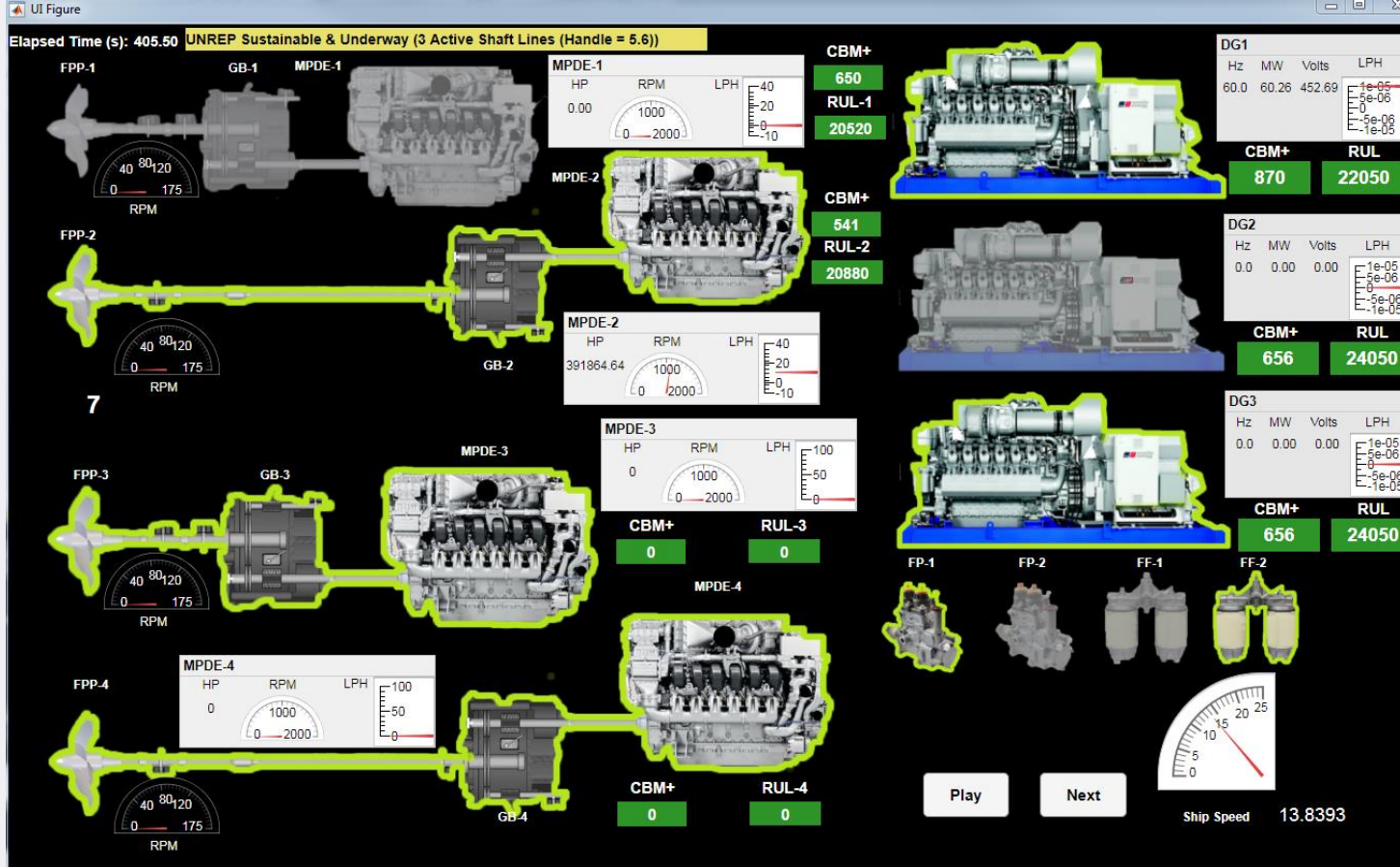
7-MPDE-1 Failure; Mission Restriction

8-DG-1 & DG-2 Failure; Mission Restriction

9-MPDE-1,2,3 Failure; Mission Restriction

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# Redefining naval operations

