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# Rocket Telemetry System

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## Rocket Telemetry System

Final Design Report

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4/15/2019



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### <span id="page-5-0"></span>**1. Problem Statement:**

## <span id="page-5-1"></span>**1.1 Need:**

(DD & ML) The Akronauts Rocket Design Team gathers limited data on rocket launches. Flight data is needed to locate the rocket after a launch, compare the flight path with an ideal path, and make incremental improvements to the rocket design based on the flight data. Past implementations of recovery systems included the use of a Ham Radio and transmitter. These implementations have provided partial data of the flight path, but not all the data. Data received included the apogee (highest point the rocket reaches) and last known location of the rocket. Additionally, when operating on the Ham Radio band, a license is required to broadcast a signal. Obtaining a license adds a certain level of inconvenience when wanting to test the system, especially if the number of individuals on the team who currently have a license is little to none. These systems are prebuilt and do not have customizable options. This adds complexity or another component to gather another piece of information about the rocket. In other words, there is no common location to gather all the information about the flightpath. The current system only provides maximum altitude data by utilizing altimeters onboard the rocket. The Akronauts Design Team would like to see velocity, acceleration, and altitude data over time. A system which would provide the Akronauts Design Team with real-time data, and also be unobtrusive to innovative designs is needed.

## <span id="page-6-0"></span>**1.2 Objective:**

(NW) The proposed solution is a student-built telemetry system that tracks more real time data than the current systems that the Rocket Team uses. The system will collect position and velocity data from the rocket and provide the user with detailed plots and visualizations concerning the flight of the rocket. This low-power system will allow the user to take detailed measurements for long periods of time to compensate for wait times during pre-launch and recovery time in the post-launch phase. The measurement system will fit inside the diameter of the rocket. Off the rocket, the system will process the data into customizable and easy to read plots and visualizations at a ground station. The software will display the flight data nearly in real time, instead of only after the flight.

#### <span id="page-7-0"></span>**1.3 Research Survey:**

(DD, ML, & NW) Telemetry is the transmission and recording of data from measurement devices. Gathering data from a moving rocket in real time requires a transmitter and a receiver working together to send and receive sensory input from onboard components. To accomplish this task, a processing unit is placed inside the rocket. This processing unit is responsible for gathering data from various sensors located in the rocket and wirelessly transmitting the signal to a ground station. The downlink is an essential portion of a telemetry system. The greater the number of samples taken on the rocket, the better the depiction of the flight path. However, the number of samples must be balanced with other considerations such as size, weight, and power consumption.

At the ground station, data processing takes place. This is where data will be decoded, and the system will display information for the end-user in an easy to use manner. Real-time data is ideal because then data can be accessed immediately. This differs from post flight processing, in which the data is stored onboard and can only be reviewed at a later time [1]. Processing data in real-time provides the end user with information needed to determine if the rocket launch was a success. If a launch is not successful, data from onboard sensors allow engineers to better predict what went wrong, and how to resolve the issue before the next launch. Having flight data readily accessible also provides key information to recover the rocket in the post launch phase. This allows for onboard sensor data to be stored locally on the rocket as a redundant backup of the flight information.

The goal of onboard sensors is to take onboard data measurements from various devices during flight and provide information on different stages of the rocket flight [2]. To accomplish

visualization of the rocket's trajectory, previous designs included an accelerometer (x,y,z), an inertial measurement unit (IMU), a GPS, temperature sensor, and altitude sensor [2]. Compared to previous designs, this project will implement a modular system. Modularity provides the ability to prioritize sensory input in the graphical user interface. In addition, if a sensor is disconnected unexpectedly from launch, data transmission will still occur even if one or multiple sensors is not properly working. In doing such, sensors can be added or removed based on the data of interest needing to be displayed.

Data gathered onboard the rocket can be used to run algorithms and extrapolate additional useful information about the rocket flight, such as the drag coefficient. Real time flight data gathered from the rocket can then be correlated with simulation data to verify the accuracy of simulation results, and to see if the rocket is performing as predicted.

Directly comparing real and simulated data, namely importing simulation results to compare the flight path, sets this design apart from current existing technology. Additionally, software algorithms will save time previously consumed by lengthy hand calculations during the post processing of data phase. These algorithms will only have to be implemented into the software once, while hand calculations have to be performed after each individual launch. Being able to account for such inconsistencies allows for the engineers to make smarter design decisions in a timelier manner.

Transmitting data live from a rocket has been previously accomplished in several ways. One such implementation was the "Simple-1" module. This communication system is composed of two parts, the transmitter onboard the rocket, and the receiver at the ground station [2].

The in-flight portion collects data via sensors (temperature, altitude, acceleration, GPS, and IMU) and processes this data with an Arduino Mini. The collected data uses different protocols, which the Arduino organizes and summarizes. This organized data is sent to the Radiometrix using the RadioTeletype (RTTY) protocol [2]. The in-flight sensors types for this project will be similar to those implemented in the "Simple-1" rocket, but will also allow for expandability of sensory input with the graphical user interface.

On the ground, a software defined radio architecture was used. A HackRF radio recieved the signal, and the DL-FLDIGI software was used to decode the audio signal. Additionally, the DL-FLDIGI is able to export data in order to visualize it [2].

One limitation of the "Simple-1" module is the transmission frequency. In the US, the Industrial, Scientific, and Medical band (ISM Band) are unlicensed bands. Operating on frequencies in the 2.4–2.4835 GHz band or the 902–928 MHz band will not require a license. Additionally, " 2.4- GHz band is a worldwide unlicensed band. This is an important advantage compared to the 902– 928 MHz band. The 2.4-GHz band also has a wider bandwidth than the 902–928 MHz band which means more available channels. The disadvantages of the 2.4-GHz band are: increased cost and current consumption of the active components, reduced propagation distance for the same power, and increased band congestion due to such systems as Bluetooth and wireless internet" [3]. Due to inconvenience involved with obtaining a license, the project will utilize a license free operating band.

Another limitation of the "Simple-1" module is that data transmission between the sensors and the microcontroller requires software tasks to consume a large amount of memory. The use of the 8-bit microcontroller have limited the amount of computing capabilities, thus optimization of the

libraries is required. Due to the number of tasks required for the RF transmission implementations, a timer controller resource is needed to manage protocol time gaps [2].

Another rocket telemetry system implementation is the "Payload Test Rocket". This system collects acceleration, orientation, and photographic data. Similar to the "Simple-1" implementation, these data are all inputs to a microcontroller (In this particular case, an ATMEGA128). The data is transmitted live using radio frequency to a radio transciever on the ground. Graphs for acceleration of the rocket can be produced, and are clear enough to label the different stages of the rocket's flight (pre-launch, launch, free-fall, parachute release, parachute stabilize) [4].

In addition, different antenna types are available for transmitting telemetry information. A study of compared the performance of three different antenna types: monopole, patch, and wraparound [5]. Position, speed, rotation, acceleration, and temperature were a few of the measurements collected. Electromagnetic waves transferred this information to the ground station, at a frequency of around 2.465 GHz. The paper focused on the fact that an antenna should either be mounted on the surface of the rocket in a way that does not interfere with the aerodynamics of the rocket or placed inside the rocket. The paper concluded that, of the three antennas tested, "the monopole antenna gives better bandwidth performance" [5].

The visualization of transmitted data has been accomplished in several ways in the past. One trajectory visualization of a shuttle launch and a rocket launch used a "GPS Simulator, GPS receiver, lap-top computer, MATLAB software, FUGAWI software, and SATELLITE TOOL KIT (STK) software" to visualize the trajectory [6]. Of most interest is the STK software, which is capable of visualizing position and altitude, including "3D animation capabilities and a 2D

map background for visualizing the path of these vehicles over time" [6]. Additionally, the FUGAWI software is "used for visualization of the trajectory of a moving vehicle. This software was used in this research to visualize the ground tracks of an airplane and a rocket" [6].

Another data visualization tool is the ADD (Adaptive Data-driven Design framework). While not aimed at telemetry systems, the ADD framework has mapping and charting capabilities. The ADD framework aims to make interactive data visualization accessible not only on desktop but on mobile applications. The challenge to overcome is the many different types and sizes of mobile devices. The ADD framework achieves this by implementing a responsive design, which incorporates benefits of both D3.js and React. Abilities include charting features and planned support for real-time data streaming without a need to refresh the web page. The ADD framework is an open-source library [7].

There are also existing and patented technologies that may be relevant to the design. The first of these patented technologies is a design for a "collection and distribution system" invented by Peter H. Diamandis, Granger Whitelaw, and Michael R. D'Angelo. Their system was originally designed for rocket-powered, aerial racing. According to the patent description, the system wirelessly collects a first set of geospatial data on one or more aerial vehicles in question, as well as a second set of visual data from a ground station, preferably in real time [8]. Collected data is then processed on computers at the ground station and redistributed "to one or more end-users". [8]. The information outlined in the patent document describes a similar problem which can be directly applied to the current telemetry project.

Furthermore, this patent is relevant since it was designed for rocket-powered vehicle competitions, but also expands upon how the system would be setup to collect and distribute

processed data to many individuals (e.g. a rocket team) both in real and post time. Overall, the patent gives a good design pattern for how such a telemetry system would be set up, and yet leaves much of the implementation of the specific components of the design up to those who would implement their system.

A second patented technology is a design for a "remote asset control system for optimized asset performance under a variety of circumstances" invented by James Higgins, Christopher D. Leidigh, and Jefferey Weiss at ALEKTRONA CORP [9]. In summary, the patent describes an intermediary failsafe system to address when a primary monitoring system experiences issues or exceptions to its primary behavior. Higgins and his team describes the system as being implemented in a "distributed computing network" made up of a server in communication with some monitored systems with the ability to store and issue a set of instructions to the systems via the network [9].

Although the "remote asset control system" patent is not quite as relevant as the data collection and distribution system, it still contains valuable design considerations relevant to this project's rocket telemetry system. Specifically, the patent addresses/minimizes the number of software related problems. Gaps in telemetry measurements are caused by hardware or software failures and the article expands upon the idea and composition of a "multi-tiered telemetry caching and transference mechanism". This mechanism is claimed to "[maximize] the amount of telemetry available for software analytical operations" [9]. These two issues are important since a small difference in measurement precision can make a significant difference when comparing the actual flight path versus the simulated flight path of the rocket.

## <span id="page-13-0"></span>**1.4 Marketing Requirements:**

(DD, ML)

- 1. The system should transmit data reliably over the far range of a rocket's flight.
- 2. The system should be transportable in the diameter of a rocket.
- 3. The system should provide data visualization and comparisons in near real-time.
- 4. The system should use frequencies that can be operated without a license.
- 5. The system should operate during preflight plus the duration of the flight without needing recharged.
- 6. The system should be reusable in multiple rocket flights.

## <span id="page-14-0"></span>**1.5 Objective Tree:**

(DD, ML)



*Figure 1: Rocket telemetry system objective tree.*

<span id="page-14-1"></span>The rocket telemetry system is composed of three main requirements as shown in Figure 1. Data transmission is important in the following areas: long range communication, the ability to receive most if not all the data that is transmitted, to work independent of which sensors are connected, and to operate in a license free frequency range. The transmitter must be able to work while the rocket is at its furthest point from the ground station. The signal must be strong enough at the receiver to avoid loss of data. If a sensor becomes disconnected due to the acceleration of the

rocket, then the other information must continue to transmit. The bandwidth of transmission must follow the FCC regulations. Transportability is important in the following areas; have a long battery life since the rocket could be on the stand for up to five hours before launch, be compact and easy to move since there is a payload that must move in and out of the rocket, be able to handle high changes in acceleration, and be usable for multiple launches as long as the rocket operates properly. Visualizations are needed in the following areas: displaying data in an easy to read form such as graphs and directions, comparing to other launches, and determining what changes to the rocket are beneficial for further improvements. Visualizations will be updated in near real-time goal, with software displaying and updating the path of the rocket as it the flight takes place. It is possible for a sensor to become disconnected due to the acceleration of the rocket. If this occurs, then the other sensory information must continue to transmit, without the nonfunctional sensor's data.

## <span id="page-16-0"></span>**2. Design Requirements Specification:**

## <span id="page-16-1"></span>(CB3, DD, ML)

#### *Table 1: Design Requirements Specification*



Marketing Requirements:

1. The system should transmit data reliably over a far range.

2. The system should be transportable in the diameter of a rocket.

3. The system should provide data visualization and comparisons in near real-time.

4. The system should use frequencies that can be operated without a license.

5. The system should operate during preflight plus the duration of the flight without needing recharged.

6. The system should be reusable in multiple rocket flights.

## <span id="page-17-0"></span>**3. Accepted Technical Design:**

## <span id="page-17-1"></span>**3.1 Mechanical Sketch:**

(DD, ML, NW)



*Figure 2: Mechanical sketch of rocket telemetry system.*

<span id="page-17-2"></span>The mechanical sketch in Figure 2 visualizes the operation of the system. The system senses the acceleration, velocity, altitude, and location of the rocket. That information is transmitted to the ground station and displayed in an easily understandable way.

## <span id="page-18-0"></span>**3.2 Level 0 Block Diagram:**

## (CB3, DD, ML)



*Figure 3: Level 0 rocket telemetry system.*

<span id="page-18-1"></span>The Level 0 block diagram in Figure 3 depicts the overall functionality the system. The system must take in a DC power, acceleration, velocity, altitude, and GPS data from their respective sensors and display them in an easy to read and understandable fashion.



<span id="page-18-2"></span>

## <span id="page-19-0"></span>**3.3 Level 1 Hardware Block Diagram:**

(CB3, DD)



## *Figure 4: Level 1 fundamental hardware system.*

<span id="page-19-1"></span>The Level 1 Hardware Diagram shown in Figure 4 is used to determine the hardware function needed from each section of the system. The sensor data is sent to the microcontroller and told when and how to be transmitted. Those transmitted signals are then received and go to a computer that calculates the position, acceleration, velocity, and altitude of the rocket. Those values are then displayed on the display in forms of numbers, graphs, or other various methods.

<span id="page-20-0"></span>

## *Table 3: Level 1 Sensors*

<span id="page-21-0"></span>

## *Table 4: Level 1 Microcontroller*

<span id="page-22-0"></span>

## *Table 5: Level 1 Communication System*

<span id="page-23-0"></span>

## *Table 6: Level 1 Computer*

<span id="page-24-0"></span>

## *Table 7: Level 1 Display*

## <span id="page-25-3"></span><span id="page-25-0"></span>**3.4 Level 2 Hardware Block Diagram:**

(CB3, DD, ML, NW)



*Figure 5: Level 2 Sensors*



<span id="page-25-2"></span><span id="page-25-1"></span>



## *Table 9: Level 2 Sensors-Accelerometer*

<span id="page-27-0"></span>

## *Table 10: Level 2 Sensors-Altimeter*



## *Figure 6: Level 2 Microcontroller*



<span id="page-28-1"></span><span id="page-28-0"></span>

<span id="page-29-0"></span>

## *Table 12: Level 2 Microcontroller-Analog to Digital Converter*

<span id="page-30-0"></span>

## *Table 13: Level 2 Microcontroller-Local Data Storage Device*



*Figure 7: Level 2 Communication System*

*Table 14: Level 2 Transmitter*

<span id="page-31-1"></span><span id="page-31-0"></span>

Module:	Transmitter
Designer	David Dalvin
	Clark Bryant III
	Monica Lacek
	Nicholas Wolgamott
Inputs	Digital Data, Power 5V
Output	Electromagnetic wave of data
	Output voltage should not exceed 5V
Functionality	Convert the digital data into analog data,
	add redundancy to message, modulate the
	signal, and transmit the electromagnetic
	wave of data.

<span id="page-32-0"></span>

Module:	Receiver
Designer	David Dalvin
	Clark Bryant III
	Monica Lacek
	Nicholas Wolgamott
Inputs	Electromagnetic wave of data, Power 5V
Output	Digital data
	Output voltage should not exceed 5V
Functionality	Receive the electromagnetic wave,
	demodulate the data, convert analog data
	to digital data, and perform error
	correction.

*Table 15: Level 2 Receiver*



*Figure 8: Level 2 Ground Station.*

*Table 16: Level 2 Receiver*

<span id="page-33-1"></span><span id="page-33-0"></span>

Module:	Receiver
Designer	David Dalvin
	Clark Bryant III
	Monica Lacek
	Nicholas Wolgamott
Inputs	Electromagnetic wave of data, Power 5V
Output	Digital data
	Output voltage should not exceed 5V
Functionality	Receive the electromagnetic wave,
	demodulate the data, and convert analog
	data to digital data.

<span id="page-34-0"></span>

## *Table 17: Level 2 Sensors- GPS*

<span id="page-35-0"></span>

## *Table 18: Level 2 Computer*
Module:	Display
Designer	David Dalvin
	Clark Bryant III
	Monica Lacek
	Nicholas Wolgamott
Inputs	Data for visualization.
Output	Graphical representations of sensor data
	and direction and distance to the rocket.
Functionality	To show the end user results from the
	flight path and locate rocket.

*Table 19: Level 2 Display*

## **4. Hardware Schematics/ Circuit Diagrams:**

## (CB3, DD, NW)



*Figure 9: Microcontroller and Sensors Circuit*

The microcontroller communicates with four sensors. The accelerometer and gyroscope both communicate via I <sup>2</sup>C. The pressure sensor communicates via SPI. The GPS will be connected using the same pin alignment as an Xbee and communicating using UART. The battery will be regulated by 3.3V regulators. There is load capacitors for the rail voltages all respectively close to the respective component that uses the power from the regulator. The microcontroller communicates with the transmitter circuit using SPI. All the communication pins for  $I^2C$  and SPI are used on the microcontroller. All information will also be stored on an on-board SD card for post-flight processing in case of packet loss during the flight. The table below helps show all the communication connections.



#### *Table 20: Microcontroller Communication Pins*



*Figure 10: CC1101 Suggested Layout for 868/915MHz Circuit*

The CC1101 Circuit shown in Figure 10 was closely modeled after the recommended layout provided by the datasheet. The components and their placement are important to optimize performance. Since the team had no prior experience designing RF boards, the datasheet was a reliable source to reference when creating the schematics. The majority of the support circuitry are of the 0402 size package. The 0402 size are highly desirable due to reducing noise in the overall RF circuitry. The datasheet recommended surface mount components by the manufacturer Murata.

When designing the printed circuit board for the transmitter and receiver chip, the datasheet also offers highly encouraged recommendations to ensure optimal operation of the circuit. The top layer of the PCB is utilized for signal routing, while the open areas are filled with metallization connected to a ground utilizing several vias. Vias offer good thermal performance along with low inductance to grounding. The datasheet suggests using tented vias to reduce the likelihood of defects caused in the reflow process. Decoupling capacitors should be positioned close to the supply pin and connected to power through separate vias. The datasheet stresses the importance of supply power filtering. Other recommendations include avoiding routing sharp edges close to the crystal oscillator. Reasoning behind this is because the pad of the crystal may shift the DC operating point and result in duty cycle variation.

Overall, the datasheet highly recommends following the reference layout of the CC1101DK (Development Kit) with a fully assembled CC1101EM (Evaluation Model).

## **5. Onboard Software Flowchart:**



*Figure 11: Onboard Microcontroller Software Flowchart Part I*



*Figure 12: Onboard Microcontroller Software Flowchart Part II*



*Figure 13: Onboard Microcontroller Software Flowchart Part III*

The Onboard Software Flowchart (Figures 11 through 13) shows how the sensory data is collected and transmitted. When the microcontroller is first powered on, it completes a sequence of initializations that do one-time configurations, for example, the UART baud rate. Two Interrupt Service Routines (ISR) are created. One is timer-based, and runs every 10 ms. The other is run when new UART data arrives. The timer-based ISR has a higher priority so it's operation will not be interrupted. Sensory data in the timer-based ISR is read via SPI and I2C protocols. The accelerometer and the barometric pressure sensor communicate via SPI. The gyroscope communicates via I2C. These protocols are different are require different steps. The most recent GPS data can be read from the ring buffer where it is placed during the UART ISR. At the end of the timer ISR, all the collected data is written to the on-board MicroSD card. Additionally, the count is incremented. When count is 10, that means 100ms have passed. Every 100ms, a frame should be created and sent by the transmitter. Then the count is reset.

## **6. Ground Station Microcontroller Software Flowchart:**

(ML)



*Figure 14: Ground Station Microcontroller Software Flowchart*

The software flowchart for the microcontroller located at the ground station is shown in Figure 14. The software for the UART module interfacing with the GPS will be identical to the code for the on-board microcontroller, including the configuration and ISR. The main difference is that the RF module is configured to receive frames. Finally, each frame and additional GPS data is sent via USB protocol to the attached computer.

## **8. Ground Station Desktop Application Flowchart:**

(ML)



*Figure 15: Flight Data Software Flowchart Part I*



*Figure 16: Flight Data Software Flowchart Part II*

The software flowchart for the flight data display is shown in Figures 15 and 16. This software sequence starts when the user opens the desktop application. The user will be prompted to enter the rocket parameters, such as mass of the rocket. Then the user will be asked to either select the USB (live data) input, or a file input. If the data is coming in live, part of the USB process is to write the incoming data in comma-separated format to a file for permanent storage. The data is prepared and calculations are performed on the data. The new data is compared to old data to check for the possibility of new maximum values. The summary data and graphs are then displayed or updated. The sequence ends with the user terminating the program, and the file that is in use will then be saved and closed.



*Figure 17: Rocket Locator Software Flowchart*

The software flowchart for the rocket locator software is shown in Figure 17. The program starts when the user opens the desktop application. The application requires that the microcontroller be connected and transmitting data via USB protocol. The application can extract the GPS location of the rocket and the ground station, and perform calculations to direct the user what the distance and angle the rocket is from the ground station. Each time new data is received, the display is updated. This process continues until the user ends the program.



#### **9. Level 2 Software Block Diagram:**

#### *Figure 18: Level 2 Ground Station Software*

The Level 2 Software Diagram, shown in Figure 18, shows the flow of data through the ground station software system. Input from the receiver is processed for error correction and to account for lost data. GPS input for the ground station is also collected. The data is saved as it comes in. The data storage method will allow users to import or export data later. Data calculations are performed on the stored data, since the data arrives in near real-time, the calculations will have to be updated at the rate data is received. These calculations are then sent to a graphical user interface (GUI). The GUI has two parts. First, the data visualization area, where graphs and summary data are displayed. This area can be used during the flight, and the data can be imported or referenced hours, days, and weeks after the flight. The second part is a retrieval interface. This interface will aid the team in locating the rocket once it has landed. Based on the rocket's last known GPS, and the receiver's GPS location, a direction and distance to the rocket will be displayed. This display will only be useful while locating the rocket and will not be necessary when viewing historical launch data.

### **10. Software User Interface Mockups:**

(ML)



#### *Figure 19: Rocket Data Visualization Interface*

The rocket data visualization user interface will resemble the mockup in Figure 19. The "Enter Rocket Parameters" button will allow the user to enter specifics of the rocket that impact calculations, such as the drag calculations. The "Export Data" and "Import Data" will allow the launch data to be saved and allow the user to view saved data from past launches. The graphs section displays a graph based on whichever data type is selected: Altitude, Barometric Pressure, Acceleration, and GPS. The summary data section will display pertinent data calculations from the overall flight. The refresh symbol will appear to notify the user that data is arriving in real time.



*Figure 20: Rocket Retrieval Interface*

The rocket locator interface, shown in Figure 20, will be used to locate the rocket after it lands. It displays the distance and direction to the rocket, as well as the last GPS coordinates the rocket transmitted. A map will also be displayed to further aid in recovery. The refresh symbol will notify the user if the data is arriving in real time. The data will be updating based on changes in the rocket's or locator device's position.

## **11. Software Programming Languages and Technologies:**

#### (ML)

All microcontroller code will be written in the C programming language, this includes the code for the onboard microcontroller as well as the ground station microcontroller. The code for the desktop applications will be written in C#. The graphical user interfaces will be created using Windows Presentation Foundation (WPF). The graphs will be created using a WPF graphing library such as Interactive Data Display or OxyPlot.

#### **12. Engineering Calculations:**

#### (CB3, ML, DD)

#### *Data Transmission and Storage Calculations:*

Assuming the following sensor data is transmitted in 4 bytes each: timestamp, altitude, barometric pressure, GPS x-axis, GPS y-axis, GPS z-axis, and acceleration x-axis, y-axis, z-axis, and gyroscope x-axis, y-axis, z-axis, there is a total of 48 bytes of data. Assume the transmitter accounts for error correction and frame overhead. Accuracy with respect to max velocity (0.7 Mach) is as follows:

0.7 Mach = 537.9 miles/hr = 788.9 ft/sec = 0.79 ft/ms

If storing one frame of data per 10ms, at max speed the data will be sampled a minimum of at least once every 7.9 feet. This means the system has the accuracy to detect a change of 7.9 feet at maximum velocity. There must be at least 48 bytes per 10ms or 384 bits per 10ms. Assuming data is stored for the entire battery life of 5 hours, this gives us:

5 hrs x 60 min x 1000ms/10ms x 48 bytes  $= 1440$  KB storage space required.

If transmitting one frame per 100ms, this transmits 384 bits per 100ms = 3.84 kbps of bandwidth.

#### *Signal Strength Calculations:*

The path loss for signals in free space is given as  $\text{FSPL}= 20 \log (4 \pi d f/c)$ , where d is distance between transmitter and receiver, f is the frequency of transmission, and c is the speed of light. The frequency range is around 920MHz, the distance is 10 miles and the speed of light in 186,282 miles/sec. The gain of both antennas must be 0dB to track the rocket in all directions. This gives us a path loss of at least 115dB. Looking at common receivers, the sensitivity of the receiver is about  $-100$ dBm =  $-130$ dB. Since  $-130$ dB is less than  $-115$ dB this gives the signal at the receiver a signal within its sensitivity range.

## *Doppler Signal Shift Calculations:*

The Doppler Effect has dependence on speed of object and speed of signal propagation. The following equation is used to find the Doppler effect;  $f_r = [(c + v_s)/(c + v_o)] * f_t$ With  $f_t$  being the frequency at the transmitter (this is planned to be in the 902-928MHz range),  $v_s$ being the velocity of the rocket with respect to the receiver (0.7 Mach =  $0.7*343$  m/s),  $v<sub>o</sub>$  is velocity of the receiver (0 m/s), and *c* being the speed of light ( $3*10^8$  m/s). The  $f_r$  is the frequency that is received by the receiver, and the difference between  $f_r$  and  $f_t$  is the Doppler modulation, which is a maximum of 736 Hz reduced. Adding a factor of safety, 800 Hz is the maximum Doppler modulation needing to design to mitigate.

#### *Power Calculations:*

The power of the system with the lowest power consumption parts found is 1 watt, and the components with the most power consumption is 3 watts. Excel is used to generate a table for charge dissipation of the battery with a voltage range from 5 to 9 volts. The charge dissipation is in units of mA per 5 hrs, since the battery must last 5 hours. Table 12 is a portion of the full table.

Charge	Voltage	Volts	Volts	Volts	Volts	<b>Volts</b>	Volts
Chart	(V)						
Power $(W)$			5.2	5.4	5.6	5.8	6
Watts		1000	961.5385	925.9259	892.8571	862.069	833.3333
Watts	1.1	1100	1057.692	1018.519	982.1429	948.2759	916.6667
Watts	1.2	1200	1153.846	1111.111	1071.429	1034.483	1000
Watts	1.3	1300	1250	1203.704	1160.714	1120.69	1083.333
Watts	1.4	1400	1346.154	1296.296	1250	1206.897	1166.667
Watts	1.5	1500	1442.308	1388.889	1339.286	1293.103	1250
Watts	1.6	1600	1538.462	1481.481	1428.571	1379.31	1333.333

*Table 21: Battery charge dissipation (mA per 5 hrs) matrix*

#### *Launch Duration Calculations:*

The rocket's engine is completely exhausted after 2.4 seconds. Maximum velocity is achieved at the end of the engine's life. Knowing that the maximum velocity is 0.7 Mach, the rockets velocity will decrease until reaching apogee. In a vacuum the time it takes for the rocket to reach apogee after the engine is exhausted is  $0.7(343 \text{ m/s}) - (9.8 \text{ *t}) = 0$ . The rocket will reach apogee approximately 24 seconds after the engine is exhausted. Adding the time for the engine to exhaust the launch will take 26.4 seconds. The rocket will not be in a vacuum creating a drag force on the rocket and deaccelerating the rocket much faster than gravity alone. Taking into account the drag from air resistance, the rocket reaches apogee in the range of 10-15 seconds.

#### *Sensor Sensitivity Calculations:*

The sensors must operate with errors as low as 55 feet for height, 7.9 fps for velocity, 0.12 g for acceleration, and 20 feet for circular error probable. A sensitivity of 1% is 33mV/LSB. For at least 1% accuracy 7 bits are necessary. Since there are no 7 bit sensors then at least 8 bits of resolution is required for all sensors. The sensitivity should be equal to or greater than 0.6 mV/ft, 4.18 mV/fps, 275 mV/g, and 1.65 mV/ft for CEP (circular error probable). The sensitivity must not be too high or there will be very low SNR. Since there is a transmitter and many digital circuits the noise in the system will be significant. To avoid problems with noise the system should try to avoid sensors with 100 times the lower sensitivity. This means the max sensitivity of 60 mV/ft, 418 mV/fps, 27500 mV/g, and 165 mV/ft for CEP. Since many of the sensors are digital the sensitivities might be in terms of LSB. The minimum ranges are 0.0465 LSB/ft, 0.324 LSB/fps, 21.333 LSB/g, and 0.128 LSB/ft for CEP. The maximum range is 4.65 LSB/ft, 32.4 LSB/fps, 2133.3 LSB/g and 12.8 LSB/ft for CEP.

#### *Transmitter and Receiver Calculations:*

Based off the CC1101 being used as both the transmitter and receiver on the rocket, several calculations can be accomplished to determine the distance the CC1101 can transmit. In order to calculate the anticipated range, the information above in conjunction with the TI Datasheet on the CC1101 was used to approximate a theoretical range using principles of the Friis equation [10]. For a transmitter power of 12.589mW, operating frequency of 920MHz, cable loss of 10dB, a transmission rate of 100 milliseconds, and sending 48 bytes of data per frame (the calculation assumes no transmitting antenna gain). The necessary bandwidth can be calculated to be 3.84 kbps which corresponds to a Kbaud rate of 3.75. For different receiver sensitivities, the free

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space path loss was obtained. For the CC1101, a Kbaud rate of 3.75 in the 868/915MHz range, the anticipated receiver sensitivity is between -112dBm and -104dBm. This result allows for the free space path loss to be calculated in the range of 105dB to 113dB. Converting these values in to meters and then miles, the anticipated range of the CC1101 transceiver chip is between 2.86 miles to 7.20 miles. This value will only improve, as it is a worst-case calculation. The actual coverage distance within this calculation will be closer to the 7.20 miles based off the actual kBaud data rate. A closer approximation to the range anticipated with the CC1101 chip is 4.54 miles.

To help the range requirements, the design team will be using an 11dBi high gain Yagi antenna on the ground station along with a 3dBi gain antenna for the transmitter. With the high gain antenna at the ground station, there should not be any issues meeting the required range. The CC1101 also has a range extender called the CC1190. The CC1190 is a 850MHz – 950MHz range extender which can be used in conjunction with the CC1101 in long range applications. The CC1190 improves the receiver sensitivity and allows for a higher output power [10].

To the amount of Doppler shift the CC1101 can account for can be determined from the CC1101's datasheet. The CC1101 receiver performs frequency offset compensation digitally. According to the datasheet, the receiver can compensate for a shift in the range of  $\pm 202$  kHz to  $\pm$ 210 kHz, well above the requirements of this system.

## **13. Parts List:**

(DD)

### *Table 22: Parts List 1*





## *Table 23: Parts List Transmitter and Receiver Support Circuitry*

# **14. Material Budget Information:**

(DD)

## *Table 24: Material Budget Information 1*





#### *Table 25: Material Budget Information Transmitter and Receiver Support Circuitry*

# **15. Project Schedule Fall:**

# (DD, NW)







# **16. Project Schedule Spring:**

# (DD)







#### **17. Design Team Information:**

Clark Bryant III, Electrical Engineering. David Dalvin, Electrical Engineering. Monica Lacek, Computer Engineering. Nick Wolgamott, Electrical Engineering.

## **18. Conclusions and Recommendations:**

### (DD)

The design team believes the rocket telemetry system design is feasible. Due to project timelines, it will be an engineering challenge to build and test the system design before the Akronauts subscale launch in early January. According to section 2.20.1, in the NASA Student Launch Handbook, "All teams will successfully launch and recover their full-scale rocket prior to FRR in its final flight configuration. The rocket flown must be the same rocket to be flown on launch day" [11]. This would require the rocket telemetry system to be completed by January  $5<sup>th</sup>$ , 2019.

Due to a rushed design process, intricate requirements of the system, and unforeseeable circumstances that may arise, the project may not meet the hard deadlines as outlined above. A scenario in which the deadline cannot be met would require testing the system by other means.

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# **20. Appendix:**

(DD)




