ASEN 8080 HW 4 - clan Faler, 108577813 a, make sure you have a marking GKF with SNC, at works! Dee PDF b. Implement the sequential gitter smoothing algorithm, including the covariance matrix, All PDF! c, ampare processing a set at data without process naise to processing with a leater 0 after 1 iteration see PDF! my smoothed LKF results without praces maise look almost identical to a Borch silver after one eteration, This makes sense, as the smoothed equariance minnour praces maise is essentially just the sinal covariance mapped lack in sime, while the batch maps the Isimalla initial conditiones forward in time, Lince theorewally PLKE, + = PBatch of the results will be idenical.

However the smoother exhibits some numerical issues, en particular, the reported covariance marices become non-pasitive definite near the start of the orbit, This is likely due to saxuración do the LIKF, unich results in a covariance essimal that's too smug to reglect reality, This issue is avaided when we introduce SNC, and have some semblance of a noise peace to avoid eaturation, d. Jake the results of the CKF with sic using the aprimal o from HW 3 and smooth them. Lenerate plats of the inertial state errors over time with covariance envelope + provide the RMS state errore, cl used a 0 06 18-8 km/22 Lee PDF sor peats component-wise smoothed RMS! [7,015x103, 4,555x103, 8,598x103, 6,668x106, 5,434x106, 4,274x106] T 3D smoothed RMS; 1,199 X10-2

e, campare the RM3 values oran part of to those from HW3 and discuss Companint-wise 3NC RMS! [1,722×10-2, 1,350×10-2, 2,282×10-2, 2,884×10-5, 1,492×10-5, 2,132×10-5]T 3D SNC RMS! 3,232 ×10-2 The smoothed state error RMS is much less than with Lust SNG with most components and the 30 RMs being more than harred, This makes sense, as the paint at a smoother is to general a better state estimate at each measurement sime, i.e. reduce the state error, Juriaer smoothing removes the unitial spike in LKF state uncertainty, which canoributes heavily to the LKF state error, Remaring that spike then intuitively reduces the State error RMS over are whole dataset.

ASEN 6080 HW 3 Problem 1 Main Script

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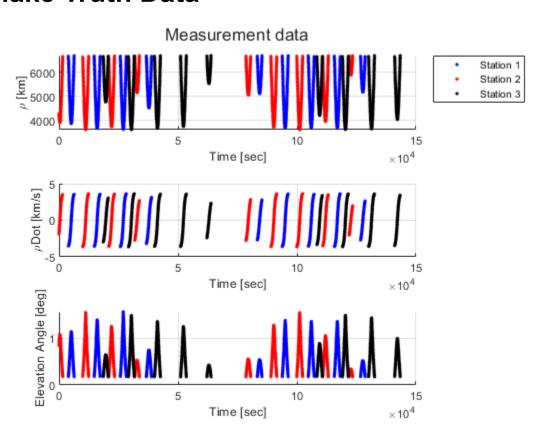
Housekeeping]
Setup]
Make Truth Data	
Problem 1a: Filter setup	
Problem 1a: Prove SNC works with optimal sigma	
Problem 1b/d+e: Implement sequential filter smoothing algorithm and compare RMS values	
Problem 1c: Smoothing without process noise	

By: Ian Faber

Housekeeping

Setup

Make Truth Data



Problem 1a: Filter setup

Problem 1a: Prove SNC works with optimal sigma

Based on plots, sigma = 1e-8 balances both postfit and 3D RMS

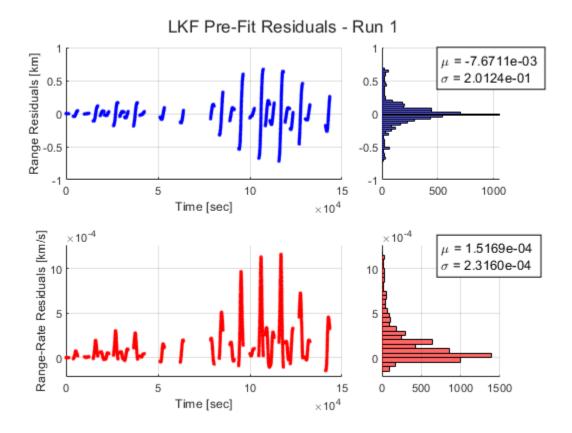
```
1a. Running LKF and Smoother with SNC for sigma = 1.000e-08 km/s^2
    Running LKF:
Prefit RMS: 242.0616, Postfit RMS: 1.0070. Hit max LKF iterations. Runs so
far: 1
Final prefit RMS: 242.0616. Hit maximum number of 1 runs
Final postfit RMS: 1.0070. Hit maximum number of 1 runs
```

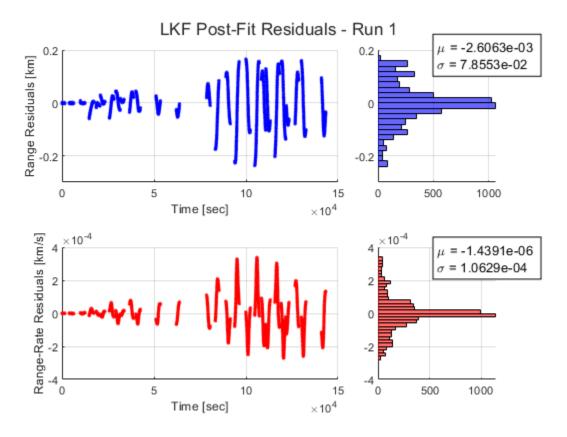
Problem 1b/d+e: Implement sequential filter smoothing algorithm and compare RMS values

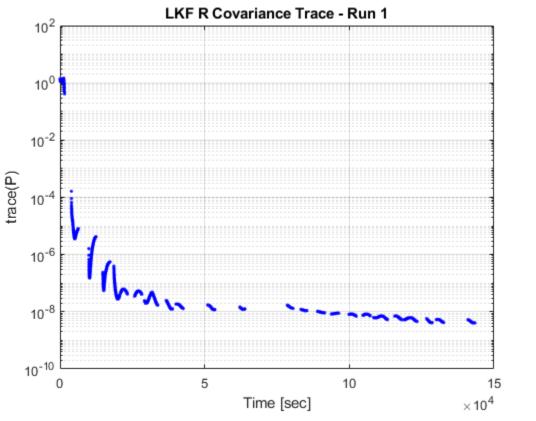
Problem 1c: Smoothing without process noise

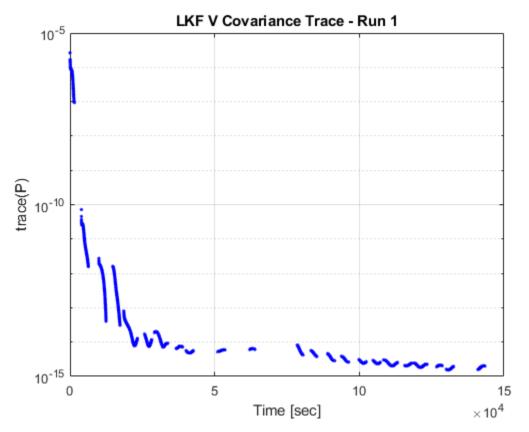
```
1c. Running LKF w/ Smoother and Batch, both without Process noise
    Running LKF:
Prefit RMS: 242.0616, Postfit RMS: 93.4748. Hit max LKF iterations. Runs so
far: 1
Final prefit RMS: 242.0616. Hit maximum number of 1 runs
Final postfit RMS: 93.4748. Hit maximum number of 1 runs
    Running Smoother...
    Running Batch Filter:
Prefit RMS: 242.0619, Postfit RMS: 93.5517. Hit max Batch iterations. Runs
```

so far: 1
Final prefit RMS: 242.0619. Hit maximum number of 1 runs
Final postfit RMS: 93.5517. Hit maximum number of 1 runs

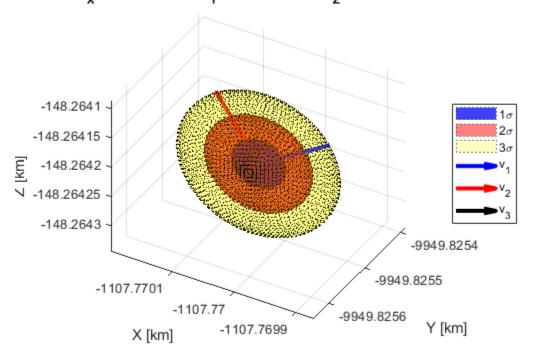




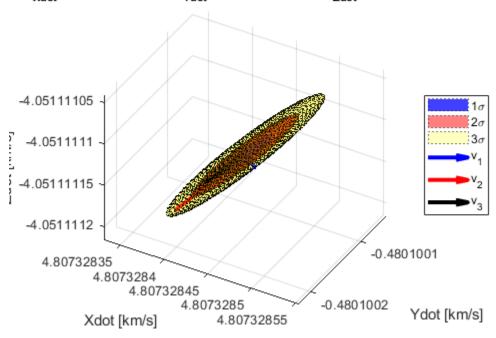


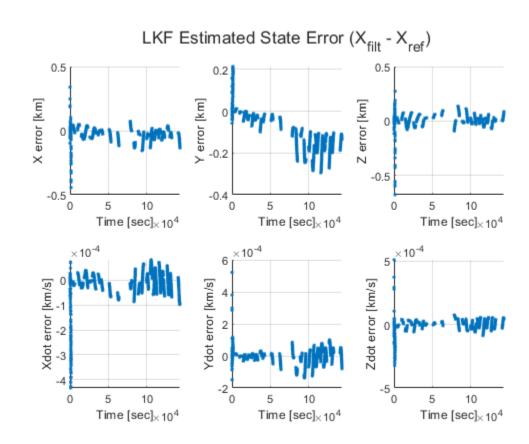


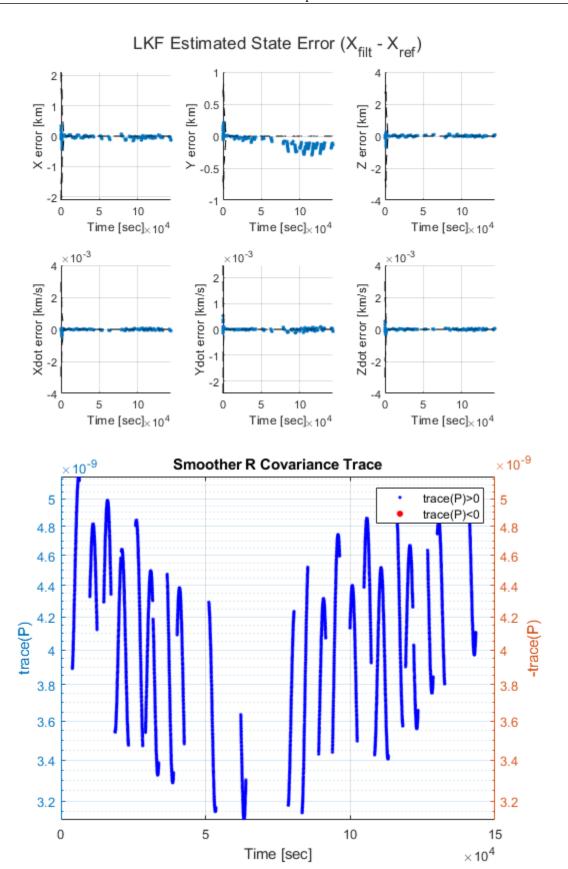
Final LKF Position Covariance Ellipsoid, t = 143370.000 sec $\mu = [-1.108\text{e}+03, -9.950\text{e}+03, -1.483\text{e}+02]^{\text{T}} \text{ km}$ $\sigma_{\text{X}} = 4.648\text{e}-05 \text{ km}, \ \sigma_{\text{Y}} = 9.785\text{e}-06 \text{ km}, \ \sigma_{\text{Z}} = 4.305\text{e}-05 \text{ km}$

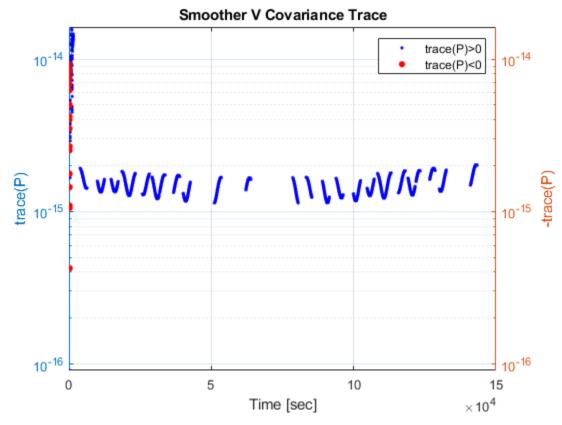


Final LKF Velocity Covariance Ellipsoid, t = 143370.000 sec $\mu = \begin{bmatrix} 4.807\text{e}{+00}, -4.801\text{e}{-01}, -4.051\text{e}{+00} \end{bmatrix}^\text{T} \text{ km/s} \\ \sigma_{\text{Xdot}} = 2.519\text{e}{-08} \text{ km/s}, \ \sigma_{\text{Ydot}} = 2.291\text{e}{-08} \text{ km/s}, \ \sigma_{\text{Zdot}} = 2.928\text{e}{-08} \text{ km/s} \\ \end{cases}$

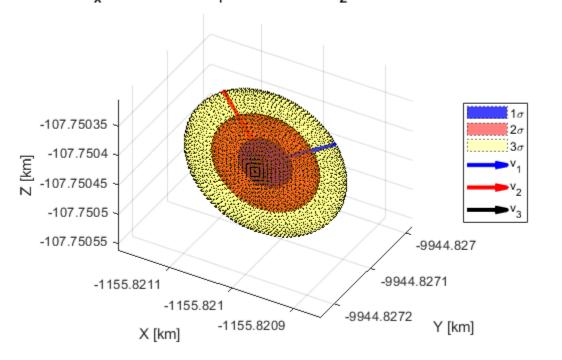




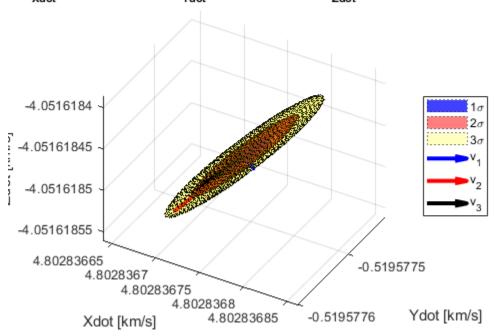


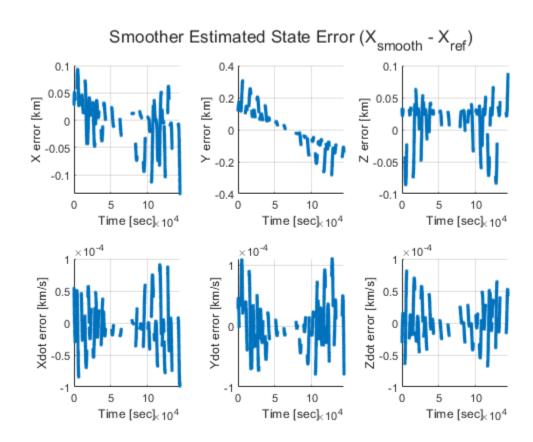


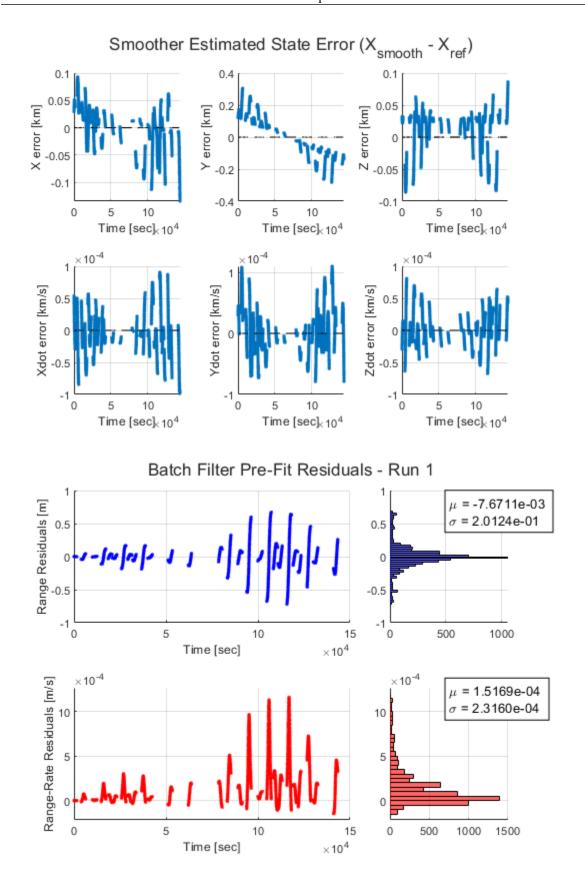
Final Smoother Position Covariance Ellipsoid, t = 143360.000 sec $\mu = \text{[-1.156e+03, -9.945e+03, -1.078e+02]}^{\text{T}} \text{ km}$ $\sigma_{\text{X}} = 4.641\text{e-05 km}, \ \sigma_{\text{Y}} = 9.827\text{e-06 km}, \ \sigma_{\text{Z}} = 4.306\text{e-05 km}$

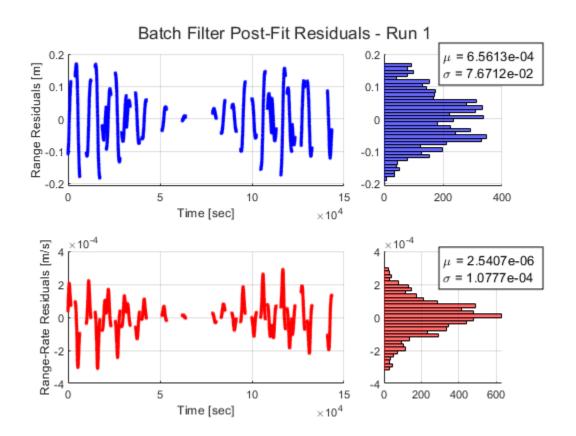


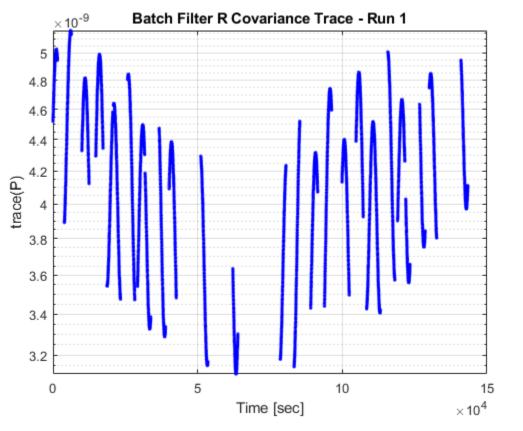
Final Smoother Velocity Covariance Ellipsoid, t = 143360.000 sec $\mu = [4.803\text{e}+00, -5.196\text{e}-01, -4.052\text{e}+00]^\text{T} \text{ km/s}$ $\sigma_{\text{Xdot}} = 2.524\text{e}-08 \text{ km/s}, \ \sigma_{\text{Ydot}} = 2.288\text{e}-08 \text{ km/s}, \ \sigma_{\text{Zdot}} = 2.928\text{e}-08 \text{ km/s}$

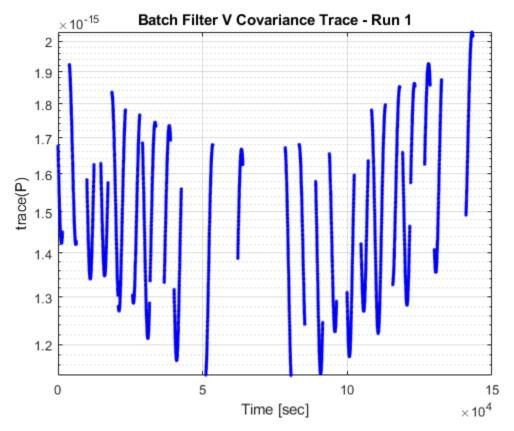




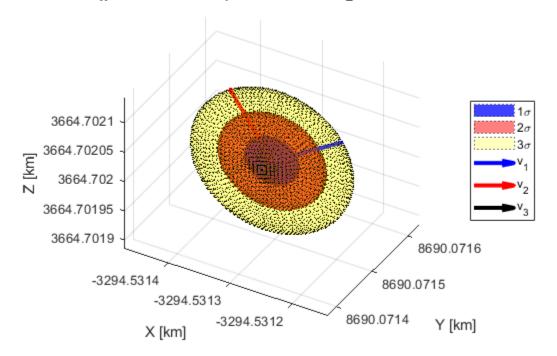




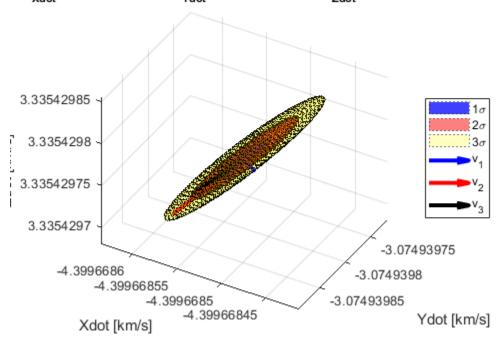




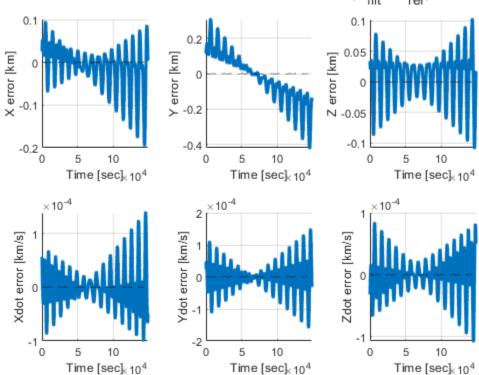
Final Batch Filter Position Covariance Ellipsoid, t = 149280.000 sec $\mu = [-3.295\text{e}+03,\,8.690\text{e}+03,\,3.665\text{e}+03]^{\text{T}} \text{ km} \\ \sigma_{\text{X}} = 4.648\text{e}-05 \text{ km},\,\sigma_{\text{Y}} = 9.785\text{e}-06 \text{ km},\,\sigma_{\text{Z}} = 4.305\text{e}-05 \text{ km}$



Final Batch Filter Velocity Covariance Ellipsoid, t = 149280.000 sec $\mu = [-4.400\text{e}+00, \ -3.075\text{e}+00, \ 3.335\text{e}+00]^\text{T} \text{ km/s}$ $\sigma_{\text{Xdot}} = 2.519\text{e}-08 \text{ km/s}, \ \sigma_{\text{Ydot}} = 2.291\text{e}-08 \text{ km/s}, \ \sigma_{\text{Zdot}} = 2.928\text{e}-08 \text{ km/s}$







ASEN 6080 HW 3 Problem 1 Main Script

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```
function smoothOut = Smoother(filterOut)
% Function that implements a sequential smoothing algorithm for Stat OD
% problems
  - Inputs:
응
        - filterOut: Output structure from an LKF run, as defined in
응
                      LKF SNC.m
응
    - Outputs:
        - smoothOut: Smoother output structure with the following fields:
응
            - tSmoothed: Smoothed estimate time
            - xSmoothed: Smoothed deviation estimates:
응
                          [xSmoothed 1, xSmoothed 2, ..., xSmoothed k]
            - PSmoothed: Smoothed state covariance estimates:
                          [{PSmoothed 1}, {PSmoothed 2}, ..., {PSmoothed k}]
응
            - XSmoothed: Smoothed full state estimate, calculated as
응
응
                          XSmoothed = Xstar + xSmoothed:
응
                          [XSmoothed 1, XSmoothed 2, ..., XSmoothed k]
응
응
   By: Ian Faber, 03/03/2025
    % Process filterOut structure
t = filterOut.t;
xEst = filterOut.xEst;
PBarEst = filterOut.PBarEst;
PEst = filterOut.PEst;
XStar = filterOut.XStar;
Phi = filterOut.Phi;
    % Initialize outputs
tSmoothed = [];
xSmoothed = [];
PSmoothed = [];
XSmoothed = [];
    % Find value of 1
l = size(xEst, 2);
    % Run smoother
x \text{ kpll} = x\text{Est}(:,l); % Deviation at t kpl (t l) given measurements at t l
P \text{ kp1l} = PEst\{1\}; % Covariance at t kp1 (t 1) given measurements at t 1
for k = (1-1):-1:1
        % Pull out filter estimates
    x kk = xEst(:,k); % Deviation at t k given measurements at t k
    P \ kp1k = PBarEst\{k+1\}; % Covariance at t kp1 given measurements at t k
    P \ kk = PEst\{k\}; % Covariance at t k given measurements at t k
    tSmoothed = [tSmoothed; t(k)];
        % Pull out Phi(t_kp1, t_k)
```

```
Phi kp1 = Phi\{k+1\};
       % Smooth estimate
    % S k = P kk*Phi kp1'*(Phi kp1*P kk*Phi kp1' + Q kp1)^-1;
    S k = P kk*Phi kp1'*(P kp1k)^-1;
    x kl = x kk + S k*(x kp1l - Phi kp1*x kk);
        % Smooth covariance
    P kl = P kk + S k*(P kp1l - P kp1k)*S k';
        % Save outputs
    xSmoothed = [xSmoothed, x kl];
    PSmoothed = [PSmoothed; {P kl}];
    XSmoothed = [XSmoothed, XStar(:,k) + x kl];
       % Update for next run
    x kp1l = x kl;
    P kp1l = P kl;
end
    % Assign smoother outputs - need to flip them to be time ascending!
smoothOut.tSmoothed = flipud(tSmoothed);
smoothOut.xSmoothed = fliplr(xSmoothed);
smoothOut.PSmoothed = flipud(PSmoothed);
smoothOut.XSmoothed = fliplr(XSmoothed);
end
```

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