CubeSat Attitude Control Simulation

- 1. Objective
- 2. Process Flowchart
- 3. Key Equations
- 4. Code Overview
- 5. Preliminary Results
- 6. Next Steps





Objective

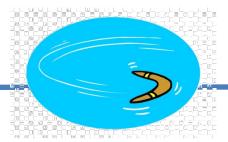
Simulate effectiveness of various control strategies to point CubeSat correctly

- For a given initial spin, how fast can it stop?
- Tailored to our orbit and mechanical design
- Not flight software

Currently assumes perfect sensor, no lag in controller execution (can model B-dot implementation .etc if required)



Problem Description



We need to consider both

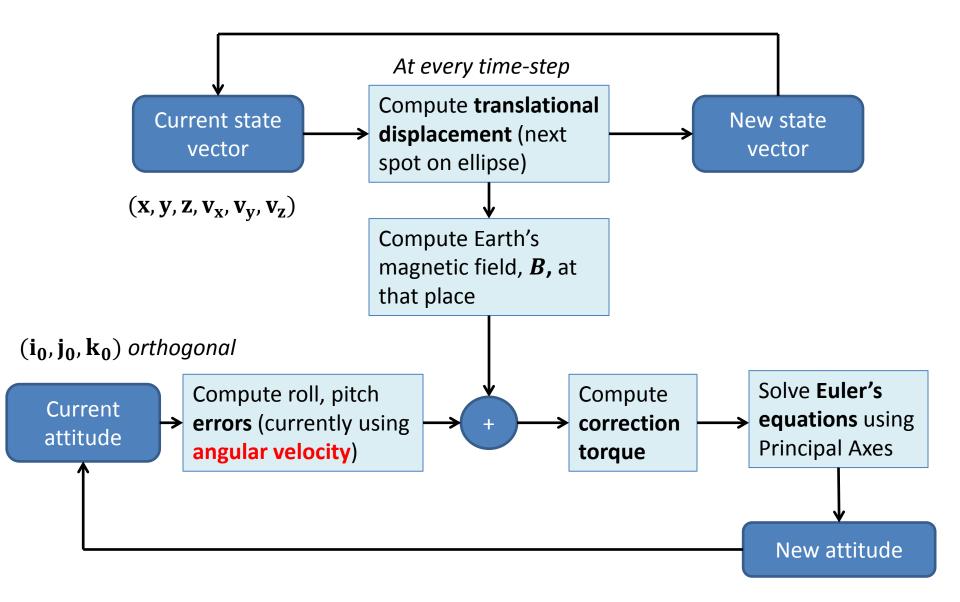
- Translational motion along the orbit (ellipse)
- Rotational motion (tumbling in space)

While orbit is a "textbook" **2-body problem**, we need to determine how much torque to apply – given Earth's varying **magnetic field vector** at different points



2-axis stabilization -> stop **roll and pitch** rotations, more efficient

Process Flowchart



Files: Attitude_Simulator_v1.1.py, Propagator.py, Controller.py, MagneticField.py, Solver.py

Key Equations

- 2-Body problem $F = ma \Rightarrow \frac{d^2r}{dt^2} = \frac{GM}{r^2}$
- Earth's magnetic field (tilted dipole model) from MIT notes
- Torque $T = NIA \times B$ with N turns of coils and current I
- In principal axes (frame of satellite), Euler's equations of motion

$$\begin{bmatrix} B_{north} \\ B_{east} \\ B_{down} \end{bmatrix} = \left(\frac{6378}{r_{km}} \right)^3 \begin{bmatrix} -C_{\varphi} & S_{\varphi}C_{\lambda} & S_{\varphi}S_{\lambda} \\ 0 & S_{\lambda} & -C_{\lambda} \\ -2S_{\varphi} & -2C_{\varphi}C_{\lambda} & -2C_{\varphi}S_{\lambda} \end{bmatrix} \begin{bmatrix} -29900 \\ -1900 \\ 5530 \end{bmatrix}$$

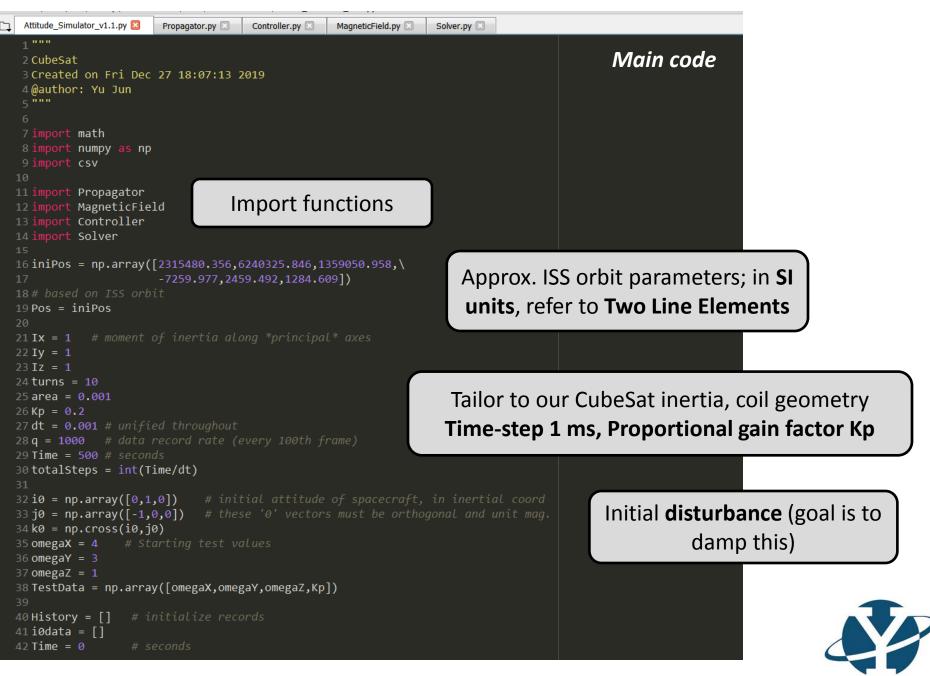
Where: C=cos , S=sin, ϕ =latitude, λ =longitude Units: nTesla

$$M_x = I_{xx}\dot{\omega}_x - (I_{yy} - I_{zz})\omega_y\omega_z$$

$$M_y = I_{yy}\dot{\omega}_y - (I_{zz} - I_{xx})\omega_z\omega_x$$

$$M_z = I_{zz}\dot{\omega}_z - (I_{xx} - I_{yy})\omega_x\omega_y$$

Files: Attitude_Simulator_v1.1.py, Propagator.py, Controller.py, MagneticField.py, Solver.py



```
45 for n in range(totalSteps):
                                                                                                                                                                                                                              Main code (contd)
                 """I. 2 Body Forward Propagation"""
                newPos = Propagator.RK4(Pos[0],Pos[1],Pos[2],Pos[3],Pos[4],Pos[5],dt)
                 x = newPos[0]
                 y = newPos[1]
                                                                                                                           Compute translational displacement
                 z = newPos[2]
                vx = newPos[3]
                                                                                                                                            in Geocentric Inertial Frame
                 vy = newPos[4]
                 vz = newPos[5]
                 Pos = newPos
                r \ vectorMag = (x^{**2} + y^{**2} + z^{**2})^{**0.5} \# magnitude of radius vectorMag = (x^{**2} + y^{**2} + z^{**2})^{**0.5} \# magnitude of radius vectorMag = (x^{**2} + y^{**2} + z^{**2})^{**0.5} \# magnitude of radius vectorMag = (x^{**2} + y^{**2} + z^{**2})^{**0.5} \# magnitude of radius vectorMag = (x^{**2} + y^{**2} + z^{**2})^{**0.5} \# magnitude of radius vectorMag = (x^{**2} + y^{**2} + z^{**2})^{**0.5} \# magnitude of radius vectorMag = (x^{**2} + y^{**2} + z^{**2})^{**0.5} \# magnitude of radius vectorMag = (x^{**2} + y^{**2} + z^{**2})^{**0.5} \# magnitude of radius vectorMag = (x^{**2} + y^{**2} + z^{**2})^{**0.5} \# magnitude of radius vectorMag = (x^{**2} + y^{**2} + z^{**2})^{**0.5} \# magnitude of radius vectorMag = (x^{**2} + y^{**2} + z^{**2})^{**0.5} \# magnitude of radius vectorMag = (x^{**2} + y^{**2} + z^{**2})^{**0.5} \# magnitude of radius vectorMag = (x^{**2} + y^{**2} + z^{**2})^{**0.5} \# magnitude of radius vectorMag = (x^{**2} + y^{**2} + z^{**2})^{**0.5} \# magnitude of radius vectorMag = (x^{**2} + y^{**2} + y^{**2})^{**0.5} \# magnitude of radius vectorMag = (x^{**2} + y^{**2} + y^{**2})^{**0.5} \# magnitude of radius vectorMag = (x^{**2} + y^{**2} + y^{**2})^{**0.5} \# magnitude of radius vectorMag = (x^{**2} + y^{**2})^{**0.5} \# magnitude of radius vectorMag = (x^{**2} + y^{**2})^{**0.5} \# magnitude of radius vectorMag = (x^{**2} + y^{**2})^{**0.5} \# magnitude of radius vectorMag = (x^{**2} + y^{**2})^{**0.5} \# magnitude of radius vectorMag = (x^{**2} + y^{**2})^{**0.5} \# magnitude of radius vectorMag = (x^{**2} + y^{**2})^{**0.5} \# magnitude of radius vectorMag = (x^{**2} + y^{**2})^{**0.5} \# magnitude of radius vectorMag = (x^{**2} + y^{**2})^{**0.5} \# magnitude of radius vectorMag = (x^{**2} + y^{**2})^{**0.5} \# magnitude of radius vectorMag = (x^{**2} + y^{**2})^{**0.5} \# magnitude of radius vectorMag = (x^{**2} + y^{**2})^{**0.5} \# magnitude of radius vectorMag = (x^{**2} + y^{**2})^{**0.5} \# magnitude of radius vectorMag = (x^{**2} + y^{**2})^{**0.5} \# magnitude of radius vectorMag 
                lat = np.arcsin(z/r vectorMag)
                                                                                                                                                                                                         Convert x,y,z to latitude/ longitude
                 long = np.arctan2(y,x)
                 """II. Magnetic Field Calculation"""
                Bfield = MagneticField.TiltedDipole(lat, long, r vectorMag)
                 """III. Magnetorquer Output"""
                Signal = Controller.RateBasedControl(omegaX,omegaY,omegaZ,Kp)
               #Signal = Controller.Ratebusedesht.set(s.e.g.)
#Signal = Controller.RollPitchControl(i0,j0,k0,x,y,z,vx,vy,vz, Kp)

BollTorque = Signal[0]*turns*area # scalar / Can calculate electrical power
                PitchTorque = Signal[1]*turns*area # exerted
                                                                                                                                                          demanded, and scale accordingly
                 """IV. Numerical Integration for omegas"""
                 nextOmega = Solver.EulerEqnSolver(omegaX, omegaY, omegaZ, RollTorque, \
                                                                                       PitchTorque, 0, Ix, Iy, Iz, dt)
                omegaX = nextOmega[0]
                 omegaY = nextOmega[1]
                                                                                                                                                                                                                        Solve Euler's equations for
                omegaZ = nextOmega[2]
                                                                                                                                                                                                                                             angular velocity
```

```
# omegaX. rotate the principal axes accordingly. omegaX = Roll. x0 supposed to be forward facing
dox = omegaX*dt # radian, small angle

Main code (contd)
       i0new = i0
       j@new = j@*math.cos(d@x) + k@*math.sin(d@x)
       k0new = k0*math.cos(d0X) - j0*math.sin(d0X)
       i0 = i0new
       j0 = j0new
       k0 = k0new
                                                                   Updating the effect of omegas;
                                                                   watch out for the rotating axes!
       d0Y = omegaY*dt
       j0new = j0
       i0new = i0*math.cos(d0Y) - k0*math.sin(d0Y)
       k0new = k0*math.cos(d0Y) + i0*math.sin(d0Y)
       i0 = i0new
       j0 = j0new
       k0 = k0new # put in the new values
       d0Z = omegaZ*dt
       k0new = k0
       i0new = i0*math.cos(d0Z) + j0*math.sin(d0Z)
       j0new = j0*math.cos(d0Z) - i0*math.sin(d0Z)
       i0 = i0new
                                                              Based on attitude knowledge,
       j0 = j0new
       k0 = k0new
                                                              can work out solar flux
       if (n//q)*q == n:
           Time = Time + q*dt
           Data = [Time, Pos[0], Pos[1], Pos[2], Pos[3], Pos[4], Pos[5], Bfield[0], \
               Bfield[1],Bfield[2],RollTorque,PitchTorque,omegaX, omegaY, omegaZ]
                                                                                           Save data at preset rate
           History.append(Data)
116 print(omegaX)
117 print("Simulation done. Timestep", dt, "sec. Data recorded every", q, "frames.")
118 print("Total time:", dt*totalSteps, "sec")
119 print("[omegaX, omegaY, omegaZ, Kp]:", TestData)
121 with open('SimulationData.csv', 'w', newline='') as f:
       writer = csv.writer(f)
       writer.writerow(["Time (s)","x (m)", "y (m)", "z (m)", "vx (m/s)" ,"vy (m/s)",\
                         "vz (m/s)","B_x (T)","B_y (T)","B_z (T)",\
                        "RollTorque (Nm)", "PitchTorque (Nm)", "OmegaX (rad/s)", \
                        "OmegaY (rad/s)", "OmegaZ (rad/s)",])
       for row in History:
```

"""V. Effecting omega""" # ensure unit vectors remain unit magnitude.

79

Function: B field

```
MagneticField.py
 Attitude_Simulator_v1.1.py
                         Propagator.py
                                        Controller.pv
                                                                       Solver.py
5@author: user
7 import numpy as np
9 def TiltedDipole(lat,long, r vectorMag):
     """Analytical Model of Earth's Magnetic Field as a Tilted Dipole.
     Input: latitude and longitude radians, radial distance from Earth core
     Output: Magnetic field in inertial Earth x, y, z component
     (pick z is geographic North pole, y=0 at Greenwich)"""
     B row1 = np.array([-np.cos(lat),np.sin(lat)*np.cos(long),np.sin(lat)*np.sin(long)])
     B row2 = np.array([0,np.sin(long),-np.cos(long)])
     B row3 = np.array([-2*np.sin(lat), -2*np.cos(lat)*np.cos(long), -2*np.cos(lat)*np.sin(long)])
     B column = np.array([-29900,-1900,5530]) # from physics
     Mat1 = np.multiply(B row1, B column)
     B north = Mat1[0] + Mat1[1] + Mat1[2]
     Mat2 = np.multiply(B row2, B column)
     B east = Mat2[0] + Mat2[1] + Mat2[2]
                                                                                                   Implement matrix
     Mat3 = np.multiply(B row3, B column)
     B down = Mat3[0] + Mat3[1] + Mat3[2]
     BfieldRot = 10**(-9)*np.array([B_north,B_east,B_down])*(6378000/r_vectorMag)**3
     Bfieldx = BfieldRot[0]*(-np.sin(lat)*np.cos(long)) + \
               BfieldRot[1]*np.cos(long) + BfieldRot[2]*(-np.cos(lat)*np.cos(long))
     Bfieldy = BfieldRot[0]*(-np.sin(lat)*np.sin(long)) + BfieldRot[1]*np.sin(long) +\
               BfieldRot[2]*(-np.cos(lat)*np.sin(long))
     Bfieldz = BfieldRot[0]*np.cos(lat) - BfieldRot[2]*np.sin(lat)
     return [Bfieldx,Bfieldy,Bfieldz]
```

Function: Propagator

```
11 \, \text{GM} = 3.986*(10**14)
 12 rE = 6378137
^ 13 u = array([2315480.356,6240325.846,1359050.958,-7259.977,2459.492,1284.609],float)
 15 \, \text{J2} = 0.0010826266835531513
 16 \, \text{J3} = -0.00000025
 17 \, \text{J4} = -0.0000016
 18 \text{ J5} = -0.000000015
 19 \, \text{J6} = 0.000000057
 20 totalTime=860
 21 dt=1.
       grad(p0,p1,p2,p3,p4,p5):
                                                                                 Gradient function for
        r = sqrt(p0**2+p1**2+p2**2)
                                                                                 Runge Kutta method
        thetaP = 0.00007292115
<u>^</u> 27
        v = sqrt((p3+thetaP*p1)**2+(p4-thetaP*p0)**2+p5**2)
        return [p3,p4,p5,-GM*(p0)/r**3,-GM*(p1)/r**3,-GM*(p2)/r**3]
 30 def
       RK4(u0,u1,u2,u3,u4,u5,dt): # standard RK4 implementation
        k1 = grad(u0,u1,u2,u3,u4,u5)
        k2 = grad(u0+k1[0]*dt/2, u1+k1[1]*dt/2, u2+k1[2]*dt/2, 
                  u3+k1[3]*dt/2, u4+k1[4]*dt/2, u5+k1[5]*dt/2)
        k3 = grad(u0+k2[0]*dt/2, u1+k2[1]*dt/2, u2+k2[2]*dt/2,
                  u3+k2[3]*dt/2, u4+k2[4]*dt/2, u5+k2[5]*dt/2)
        k4 = grad(u0+k3[0]*dt, u1+k3[1]*dt, u2+k3[2]*dt, 
                  u3+k3[3]*dt, u4+k3[4]*dt,u5+k3[5]*dt)
        res = [u0 + dt/6*(k1[0]+2*k2[0]+2*k3[0]+k4[0]), \]
               u1 + dt/6*(k1[1]+2*k2[1]+2*k3[1]+k4[1]), \
               u2 + dt/6*(k1[2]+2*k2[2]+2*k3[2]+k4[2]), \
               u3 + dt/6*(k1[3]+2*k2[3]+2*k3[3]+k4[3]), \
               u4 + dt/6*(k1[4]+2*k2[4]+2*k3[4]+k4[4]), \
               u5 + dt/6*(k1[5]+2*k2[5]+2*k3[5]+k4[5])
```

return res



Function: Controller, Solver

```
Attitude Simulator v1.1.py
                          Propagator.py
                                         Controller.py
                                                       MagneticField.py
                                                                       Solver.py
  2 Controller
  3 Calculates deviation from target attitude and outputs control signal
  4 Proposed Two Axis (pitch and roll) stabilization code assuming circular orbit
  5@author: Yu Jun
  7 import numpy as np
  8 import math
                                                                                     Only proportional angular
 10 def RateBasedControl(omegaX,omegaY,omegaZ, Kp):
                                                                                        velocity based control
       """Simple Control Method for Two Axis Stablisation (Roll and Pitch)
       Inputs: Spacecraft Attitude and State Vector, Kp Gain
       Outputs: Roll and Pitch Control Currents
       Assume current omegas known, either from B-dot or accelerometer IRL"""
       Roll = - omegaX*Kp
       Pitch = - omegaY*Kp
       return Roll, Pitch
```

```
## Forward time-step; modular
code can be updated
code can be upda
```

Thoughts on Function Files

- Propagator.py: solves 2-body problem using Runge-Kutta 4 numerical method
 - We could consider orbit perturbations like Earth J2-6 harmonics, but I think unnecessary at this stage (errors from elsewhere + different time-scale of orbit vs tumbling)



 Controller.py: uses linear gain factor (P part of PID; this coefficient must be tested!)



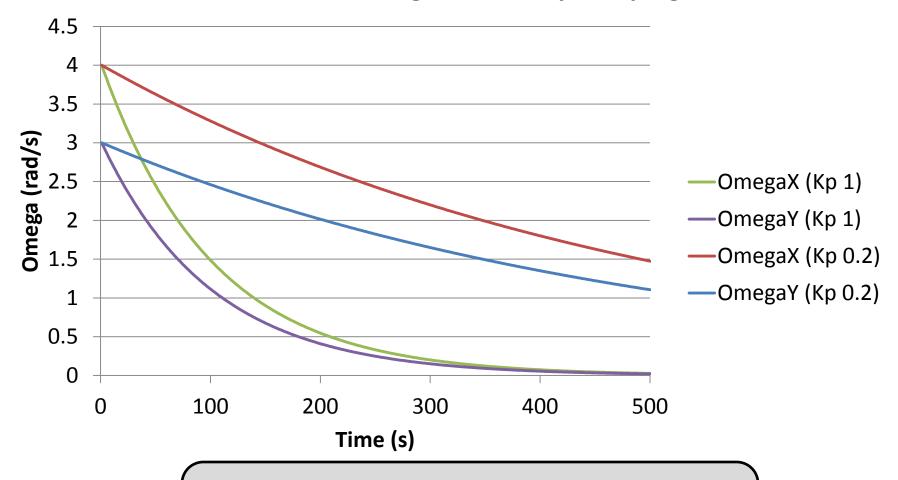
 MagneticField.py: implements analytical tilted dipole model (see MIT AeroAstro notes)



- Probably good enough for now; check SI units!
- Solver.py: uses forward time march
 - Suggest we start here to improve accuracy

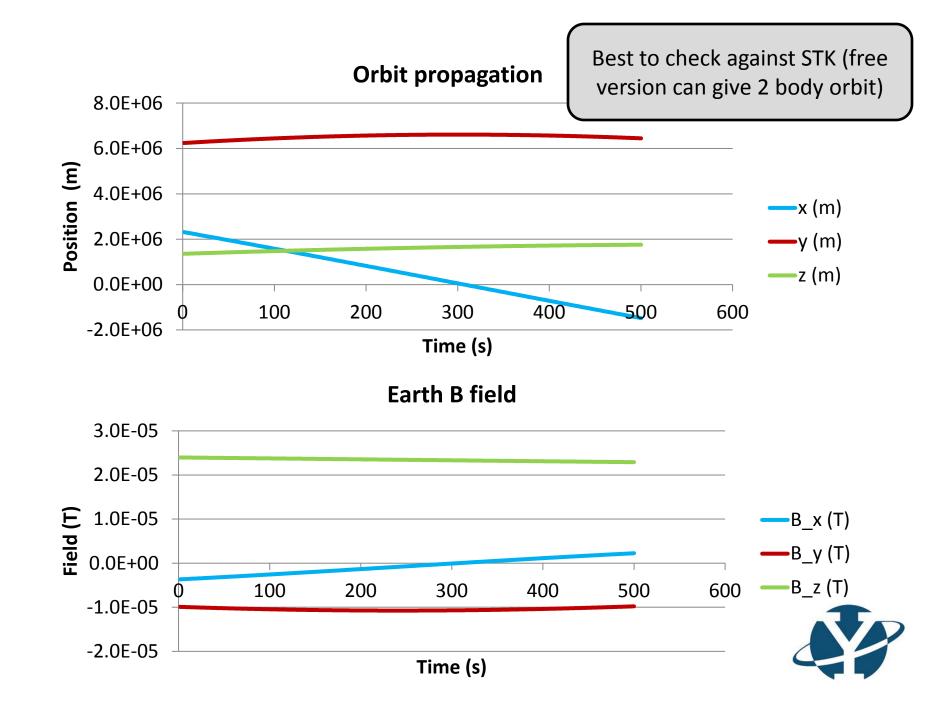


Roll and Pitch angular velocity damping



Exponential decay from **proportional** control $\frac{d\omega}{dt}=k\omega$ Greater Kp -> faster decay -> but power okay?





Suggested next steps

- 1. Check math and accuracy of results
- 2. Substitute our CubeSat values
- 3. Nicer way to get omega from Euler's equations?
- 4. If ^ are OK, determine solar flux available
- Compare active control vs passive (gravity boom) control time needed



References

- MIT AeroAastro notes
 - https://ocw.mit.edu/courses/aeronautics-and-astronautics/16-851-satellite-engineering-fall-2003/lecture-notes/ (esp Lecture 9 on ADCS)
- Numerical solutions
 - https://en.wikipedia.org/wiki/Runge%E2%80%93Kutta methods
 - https://en.wikipedia.org/wiki/Euler%27s equationsns (rigid body dynamics)

rtial frame vert to

From Lecture 3, we have that the transformation of a vector from a coordinate system coordinate system $x'_1, x'_2x'_3$ is given by

$$\begin{pmatrix} H'_1 \\ H'_2 \\ H'_3 \end{pmatrix} = \begin{pmatrix} i'_1 \cdot i_1 & i'_1 \cdot i_2 & i'_1 \cdot i_3 \\ i'_2 \cdot i_1 & i'_2 \cdot i_2 & i'_2 \cdot i_3 \\ i'_3 \cdot i_1 & i'_3 \cdot i_2 & i'_3 \cdot i_3 \end{pmatrix} \begin{pmatrix} H_1 \\ H_2 \\ H_3 \end{pmatrix} = [T] \begin{pmatrix} H_1 \\ H_2 \\ H_3 \end{pmatrix}.$$

where we have introduced the symbol [T] for the transformation matrix.