Solution Entry for the 7th Global Trajectory Optimisation Competition (GTOC7)

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Description of Methods:

We take the route of solving the single sequence problem first. By ignoring the multiple sequences and any consideration of the mothership, an upper bound on the score is approximated. Using the methods described below we found that reasonable ballistic sequences existed with as many as 16 asteroids. When considering the requirement to converge in low-thrust, we found that ~14 (or possibly 15) is the most to be expected. Armed with this information we took a top down approach to consider the mothership and chaining the sequences together. First looking for feasible mothership trajectories that link three 14'ers with no repeats (to steal the term from labeling of Rocky mountains that exceed 14,000 feet...), we immediately found this architecture infeasible as the mothership delta-v constraints are much stronger than originally suspected. Then we progressively considered different architectures that would support lower scores, starting at 41 and going down. In the end, the architecture that obtained the greatest score was the simple approach of having the mothership drop off all three probes at one asteroid and picking them all up at another. In our approach, we used a fast lambert solver, custom tree search algorithms, ant colony optimization, a direct ballistic optimization software for the mothership trajectory, a direct low-thrust software for converging the end-to-end probe sequences, and a differential dynamic programming software (HDDP) for solving the final solutions using the full thrusting dynamics at high resolution. Note that we chose to use asteroids as waypoints for the mothership to make the problem more tractable. All of our codes were run on workstations with multiple CPU cores.

The rough details of our solution method are broken down into the following major phases

- 1. All-on-all Lambert Problems: Solve the lambert problems for the all-on-all connections of the earth and asteroids at all viable (discretized) times.
- 2. Ballistic Sequence Identification: Several techniques were investigated including A) a classic tree search algorithm with clever pruning and necessary discretization and B) Ant colony optimization. In the search the main pruning variables were flight time, mass, and the likelihood of converging in low thrust.
- 3. Low-thrust end-to-end convergence of the ballistic sequences. Only converge as many as necessary to properly tune the ballistic search, ensuring that most of the resulting solutions are feasible in low-thrust.
- 4. Mothership and sequence connections: The goal is to order 3 sequences (from the list generated in part 2) for the mothership to pursue. Again, tree search algorithms and other path planning ideas sorted thru the millions of candidate sequences identified in part 2.
- 5. Final low-thrust convergence and mothership optimization.
- 6. Iterate to maximize score

Our final solution has a score of J=35, and a combined final probe mass of J'= 2493.028 kg. Each probe consists of a 13 body sequence:

```
P1:
     5736
             7441
                    1052
                          2984
                                  6545 15939 15935 11024
                                                              9639 15985
                                                                                          1717
                   1884 16006
                                  6580 11008 12500
                                                     9678
P2:
     5736
            5715
                                                             8451
                                                                    6577
                                                                            5761
                                                                                    869
                                                                                          1717
     5736
             6579 14277
                          5029
                                  3019
                                        2086 12617 16022 14409 16162 12237
                                                                                          1717*
*NOTE: the P3 final asteroid is just an intercept. The mothership completes the P3-mothership rendezvous.
```

The second probe counts the first and last asteroids in the score as only the second probe has sufficient stay times at both. The first and third probes only count their interior asteroids in the score. The mothership drops all the probes off at the same asteroid, and returns to a single final asteroid for pickup. The third probe does not have sufficient mass to fully rendezvous with the final asteroid/mothership, so the mothership instead uses a \sim 200 m/s maneuver to rendezvous finally with the third probe. According to our verifications, all of the problem constraints are met to the stated tolerances.

The final masses are as follows:

```
\begin{array}{l} \text{P1}_{m} = 0.80122571797558E + 03 \text{ kg} \\ \text{P2}_{m} = 0.89133586644678E + 03 \text{ kg} \\ \text{P3}_{m} = 0.80046614508638E + 03 \text{ kg} \\ \text{M}_{m} = 8.51538692102472E + 03 \text{ kg (including all three probes at the end)} \end{array}
```

The vinf at launch is 6 km/s with a 855.6 m/s maneuver by the mothership immediately at launch.

Relevant dates (MJD) are given below (subset of the M.txt file)

```
LAUNCH MOHTER SHIP: 6.0543395600998E+04
Release of probe 1: 6.1242721539790E+04
Release of probe 2: 6.1777870404550E+04
Release of probe 3: 6.2057017407382E+04
Return of probe 1: 6.3434221539790E+04
Return of probe 2: 6.3967870404549E+04
Return of probe 3: 6.4248517407382E+04
```

The following pictures give visualizations of the mothership and probe trajectories. See the solution files for more details.

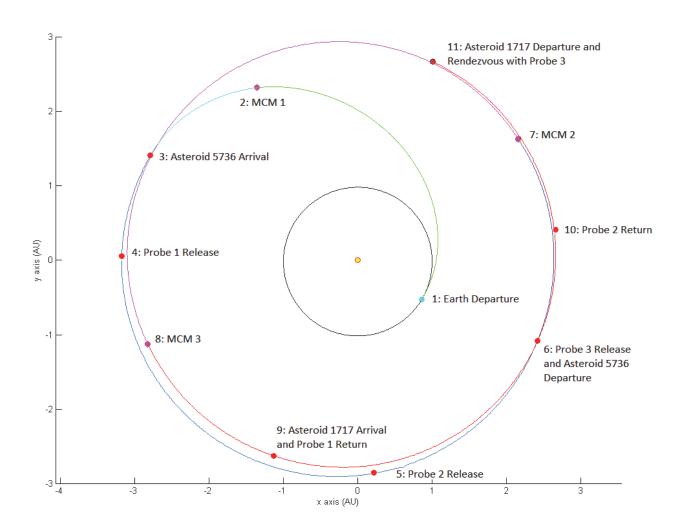


Figure 1: Mothership trajectory and maneuvers.

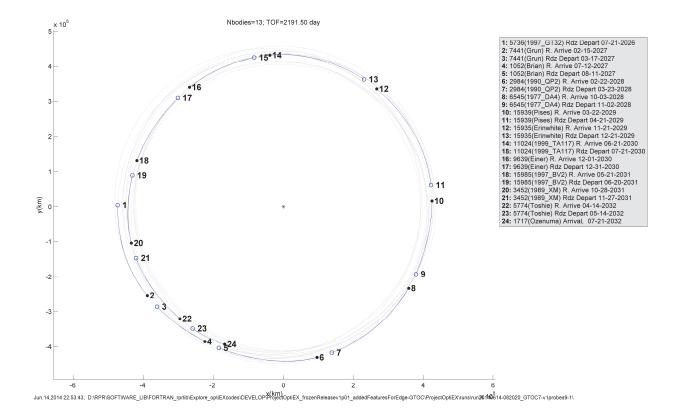


Figure 2: Probe 1 trajectory

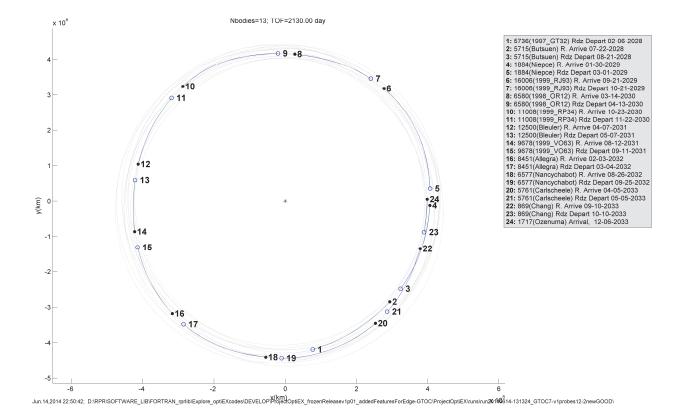


Figure 3: Probe 2 trajectory

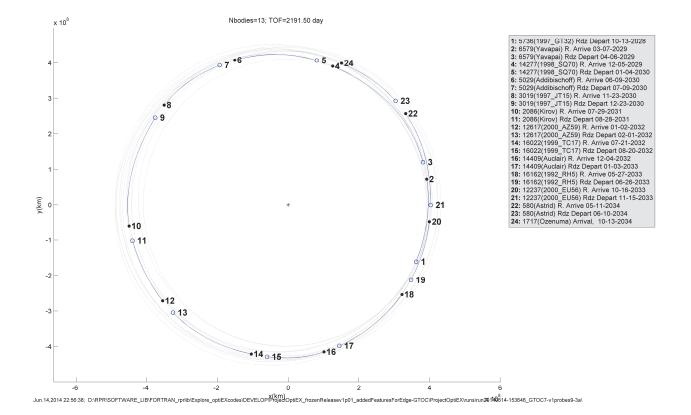


Figure 4: Probe 3 trajectory