# A Predictor-Controller Approach for Q-Law 6th Element Targeting in Low-Thrust Trajectory Design

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<sup>1</sup>Delft University of Technology, Faculty of Aerospace Engineering <sup>2</sup>German Aerospace Center (DLR), German Space Operations Center (GSOC) \*Iveithen@tudelft.net **Take home message:** Q-Law 6th element targeting capabilities can be obtained through the addition of a simple predictor-controller stage evaluated throughout the transfer propagation. This permits to generate a suitable initial guess for further optimisation of rendezvous trajectories or to perform fast preliminary rendezvous mission design.



The Q-Law guidance algorithm can generate near-optimal low-thrust trajectories with minimal computational effort, which can be used as an initial guess for further optimisation or for early mission design. However, the classical formulation cannot target a specific moving-position in the target orbit. Such constraint could be a geographical longitude in GEO, a position in a LEO or MEO constellation, or a rendezvous mission. Here, we present a novel algorithm extending the capability of the Q-Law using a predictor-controller stage evaluated throughout the transfer. This method opens the door to fast rendezvous mission design and significantly improves the initial guess quality for further trajectory optimisation.

**Keywords:** Q-law, low-thrust transfer, rendezvous mission design

#### **Case Studies**

- Case A: SSO circular raise transfer increasing the semi-major axis by 200 km from 7028.0 km and an eccentricity change from 0.0075 to 0.001.
- Case C: High eccentricity transfer increasing the semi-major axis from 9222.7 km to 30000.0 km and an eccentricity change from 0.2 to 0.7.

### Approach

Based on the predictor-controller approach introduced by Locoche *et al.* (2021):

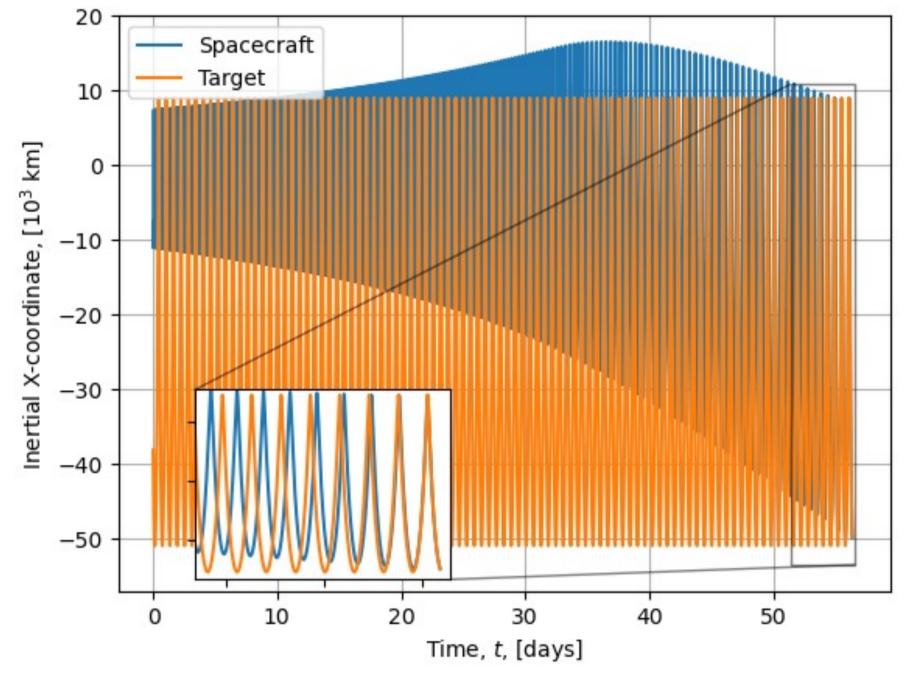
- 1. Propagate Q-Law until  $t = t_{start}$
- 2. Evaluate predictor stage:  $t_{eval} = t$ 
  - a) Propagate from state by targeting  $a_{ref}$  until convergence
  - b) Evaluate phase error  $\Delta\Phi$
- 3. Update target semi-major axis according to,

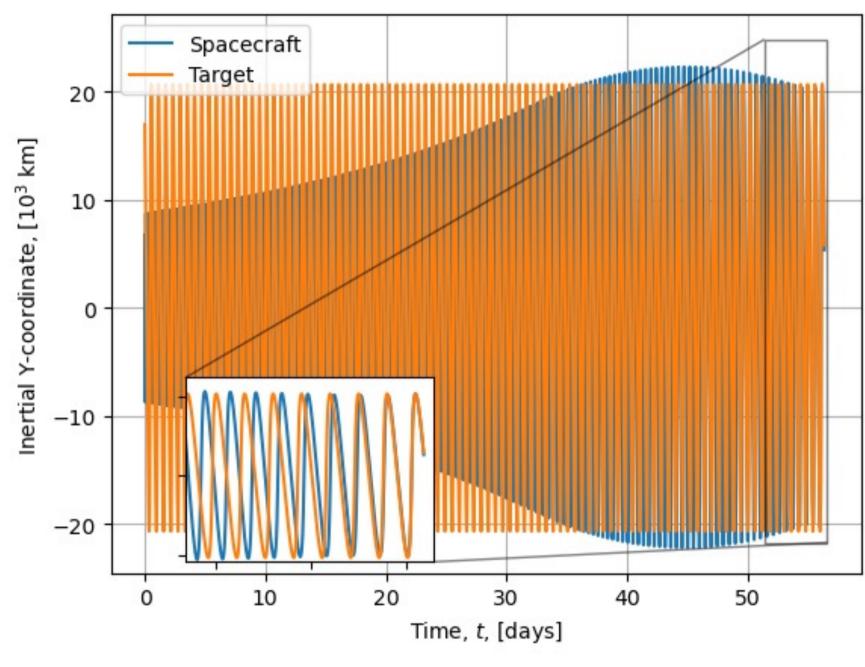
$$a_t = \left(a_{ref}^{-3/2} - \frac{\alpha \Delta \Phi}{T}\right)^{-3/2}$$

4. Propagate until  $t = t_{eval} + t_{int}$ 

Generalising, the phase angle error  $\Delta\Phi$  must be constant throughout the unperturbed orbit.

- Circular equatorial: inertial longitude,  $\Delta \Phi = \lambda_{I_t} \lambda_I$ .
- Circular inclined: argument of latitude  $\Delta \Phi = u_t u$ .
- **Eccentric**: mean anomaly.  $\Delta \Phi = M_t M$ .





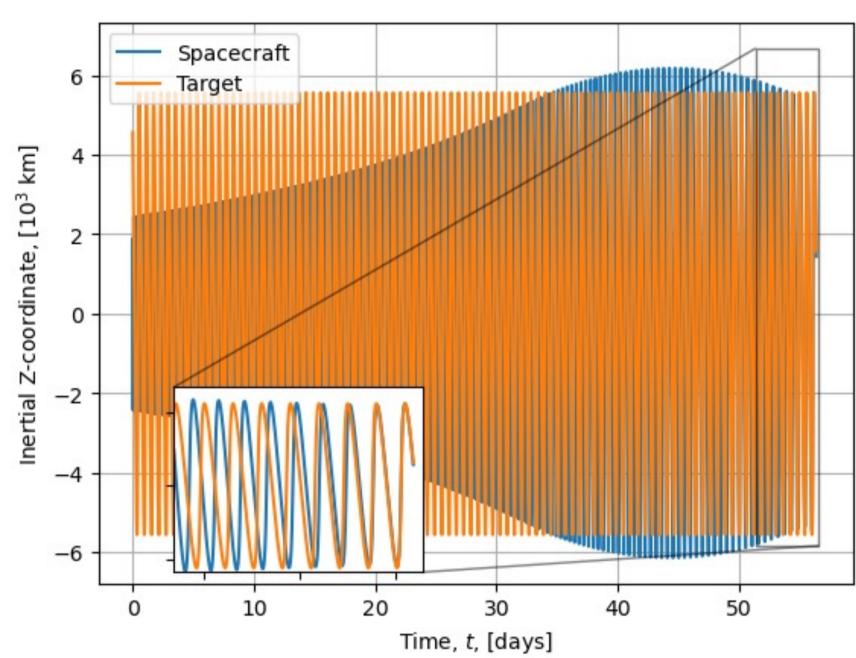
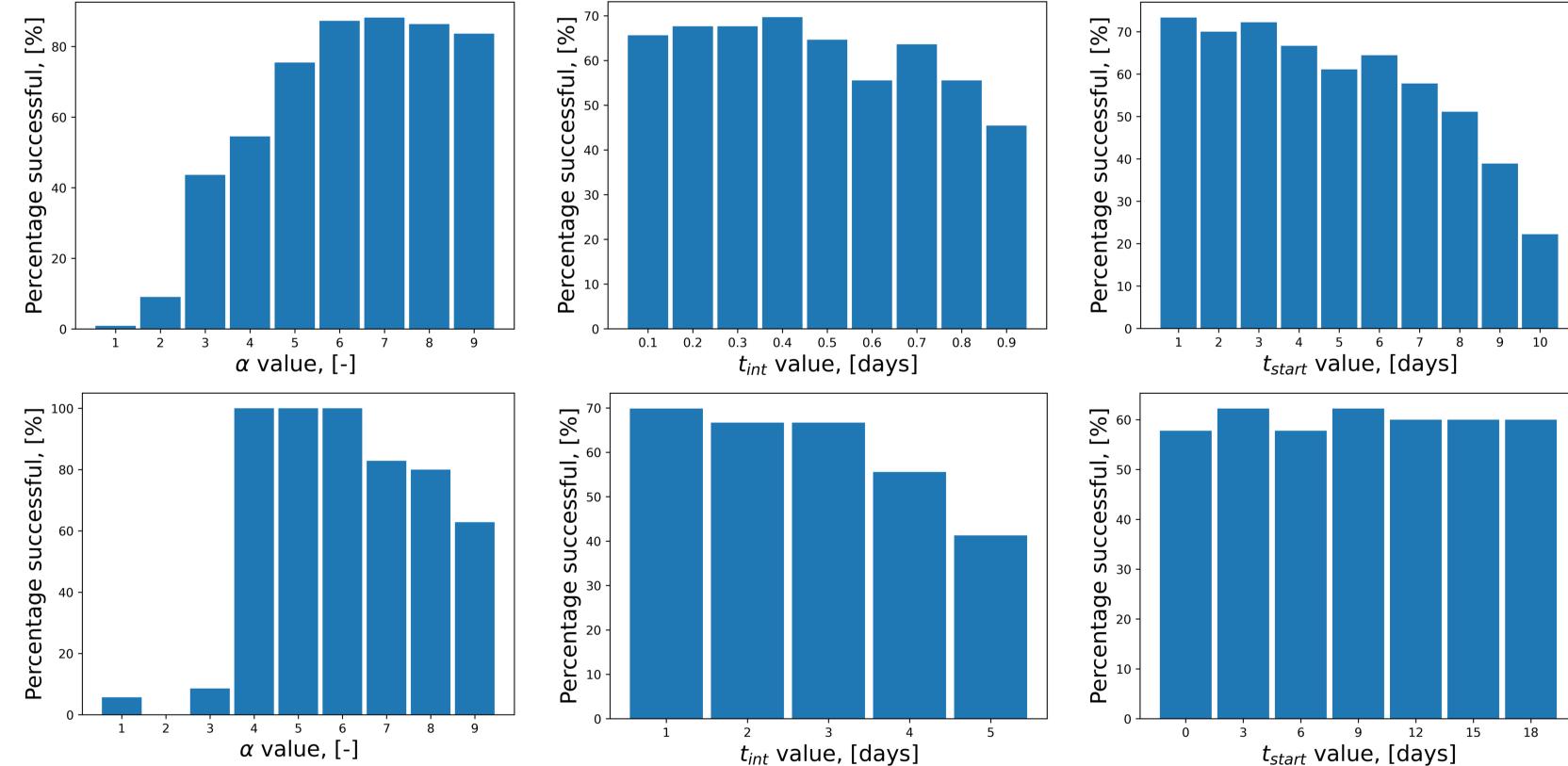


Fig. 1: X-Y-Z Cartesian coordinates of the spacecraft and target position as a function of time during the case C transfer.

### Results

- Converging combinations match the inertial position and velocity of the target at the end of the transfer, giving near-optimal feasible solutions.
- The targeting capabilities only result in an increase of 1.03% and 0.25% in propellant mass consumption for cases A and C respectively.
- Case A best combination:  $\alpha=9$  ,  $t_{start}=0$ , and  $t_{int}=0.4$  days.
- Case C best combination:  $\alpha=6$ ,  $t_{start}=0$ , and  $t_{int}=3$  days.
- Thrust chattering inhibits convergence in 40% of the combinations for both circular and eccentric cases.



 $\alpha$  value, [-]  $t_{int}$  value, [days]  $t_{start}$  value, [days] Fig. 2: Percentage of successful propagations with respect to  $\alpha$ -gain, start time, interval time for case A (top row) and C (bottom row).

## Discussion

- The optimal value of the  $\alpha$ -gain is heavily case dependent.
- Lower  $t_{start}$  and  $t_{int}$  yield better convergence at the cost of an increased computational time, without guaranty of a more optimal trajectory.
- The algorithm shows a drop in performance for the circular case compared to the eccentric case.

#### Outlook

- Testing of the approach in a perturbed environment on more trajectories.
- Investigating the performance drop for the circular case.
- Selecting the method inputs through a global optimisation method, such as an evolutionary algorithm.



