• Achieve an altitude (x_1) of at least 1500m • Achieve a vertical velocity (x_2) of as large as possible

System Specifications:

- Achieve a downrange position (x_3) between 50m & 100m
- Achieve a downrange velocity (x_4) of 20m/s • Achieve a pitch (x_5) of 10° & pitch rate (x_6) of $0^{\circ}/s$
- No fule remaining (x_7)
- Changes to the model:
- The initial mathematical model of the rocket only functioned correctly for positive inputs u, limiting the rocket to upwards motion and clockwise rotation. This had the effect of

model equation was as follows: $x_7 = \frac{-1}{\eta} \cdot (u_1 + |u_2|)$

'refuelling' the rocket when negative inputs were used. Because of this, the fuel consumption equation was altered to allow for negative \mathbf{u}_2 values and anti-clockwise rotations. The final

controller was designed. This open loop controller worked by simply setting the two inputs u_1 and u_2 to predefined values at varying time steps. The basic code, as well as the performance

of this controller can be seen below. This controller provided us with a baseline performance for the rocket to achieve. The current

1800

1400

Approach

states of the rocket (\mathbf{x}) at each controller time-step were also recorded and saved for use in further controllers as possible target locations for these controllers to achieve. These states

were saved as the matrix x_{target} and saved in "x_target.mat".

if t < 6u1 = 92000;u2 = 0;elseif t < 12u1 = 55000;

u2 = 1790;else u1 = 22000;u2 = -3000;end

$u = \mathbf{B}^{-1} (x_{\text{target}} - x - \mathbf{A} \cdot x)$

2000

1800

1600

1400

1200

1000

800

600

400

200

2000

1500

500

allowing for larger deviation.

of the fuel.

outlined.

1400

1200

1000

800

 \times 1000

0

0

Altitude [m]

derived from the following equations:

as a target state, and provide the required inputs to achieve that state. This posed the problem of requiring knowledge of how we want to system to respond, and what suitable target states are for the controller. Initially, the system states of the static open loop controller were utilised as the target states

for this controller. This however did not function as expected, and the final state of the system varied greatly from the targeted values. To resolve this, the target states for this controller were set to be a linear interpolation between some initial values and some final target state. This was found to be very difficult to tune, most likely due to the un-invertible nature of the

Despite this a controller was tuned to closely meets the specified requirements, and it's

Using this equation, a controller was designed to take the linearised state space system as well

Using these matrices, the equation for the next required u to achieve a given x_{target} was

If we rearrange these we get the following equation for the required u:

'thin' **B** matrix requiring the use of the pseudo-inverse approximation.

performance can be seen in the figures and tables below.

40

Distance downrange [m]

20

60

 $\dot{x} = \mathbf{A} \cdot x + \mathbf{B} \cdot u$

100

0

10

5

1000

500

0,

Fuel [kg]

80

5

5

5

Time [s]

10

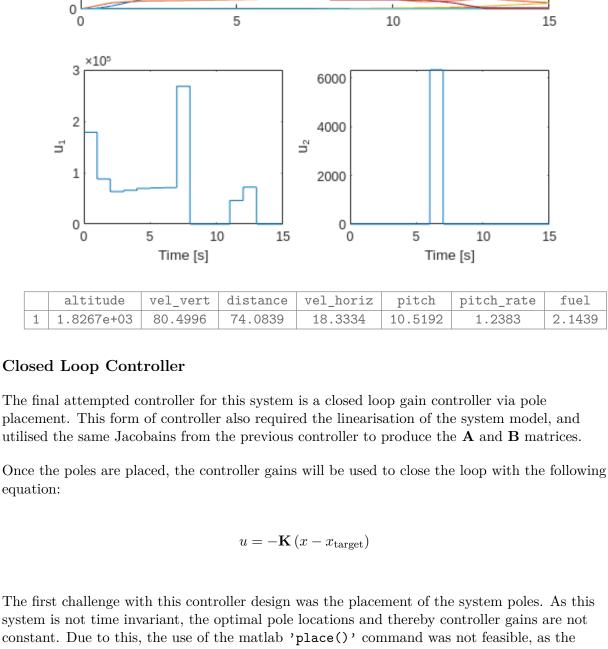
10

10

15

15

15



[deg] 600 Pitch angle 5 400 0

1000 Fuel [kg] 200 500 0 0 5 15 10 20 40 60 Time [s] Distance downrange [m] 1500 1000 500 0 5 10 15 ×10⁴ ×10⁴ 10 1 0.5 $^{\mathsf{L}}_2$ 5[™] 5 0 -0.5 0 5 5 0 10 15 0 10 15 Time [s] Time [s] vel_vert vel_horiz pitch altitude distance pitch_rate 1.3722e+03 188.2942 68.4396 43.4865 10.1215 -0.0023 Conclusions Both open loop and closed loop controllers have been designed to meet the outlined

optimal locations for all system poles at each given time-step would be very tedious to calculate. To overcome this, a static linear quadratic regulator was used to calculate the controller gains at each time step. This controller required inputs A and B (the linearised system model) as well as Q and R. Both the Q and R matrices sets bounds on the controller, specifying how much we wish the controller to be able to deviate from our target value, with larger values

To tune this controller, the selection of input and output bounds must be completed, as well as the selection of the target states for the controller to achieve. Due to the large number of variables to tune for this controller, it was decided that the system state matrix saved from the first controller would be used for the target values, to decrease the number of parameters. From here the bounds were tuned on a basis of which final states were deemed to be most important for the controller to achieve. In the case of this controller, emphasis was placed on both the pitch angle and pitch rate of the rocket, allowing for more deviation in the final state

The final tuned controller can be seen operating below. Due to the emphasis placed achieving the pitch angle and rate, it can be seen that the controller maintains this value. It can also be seen from that table below that the controller closely meets the majority of requirements

Velocities [m/s]

200

100

5

10

15

fuel

43.9700

specifications for this system. It can clearly be seen from the system plots above that the initial open loop controllers

provides the best response in regard to both the final state of the system, and the path taken.

This controller however implements no form of feedback, and as such has no method of

correcting for external perseverances. Although both the dynamic open loop and closed loop controllers achieved the majority of system requirements, the tuning of the controllers was complex and tedious. However, the closed loop controller integrates feedback into the system and may allow for the rejection/correction of external errors.

Overall, of the three controllers designed and discussed, the static open loop controller provides the best response and easiest implementation for a system with no external forces,

while the closed loop controller provides a more robust controller design.