

# SESA2024 Astronautics

## Chapter 6: Attitude Control

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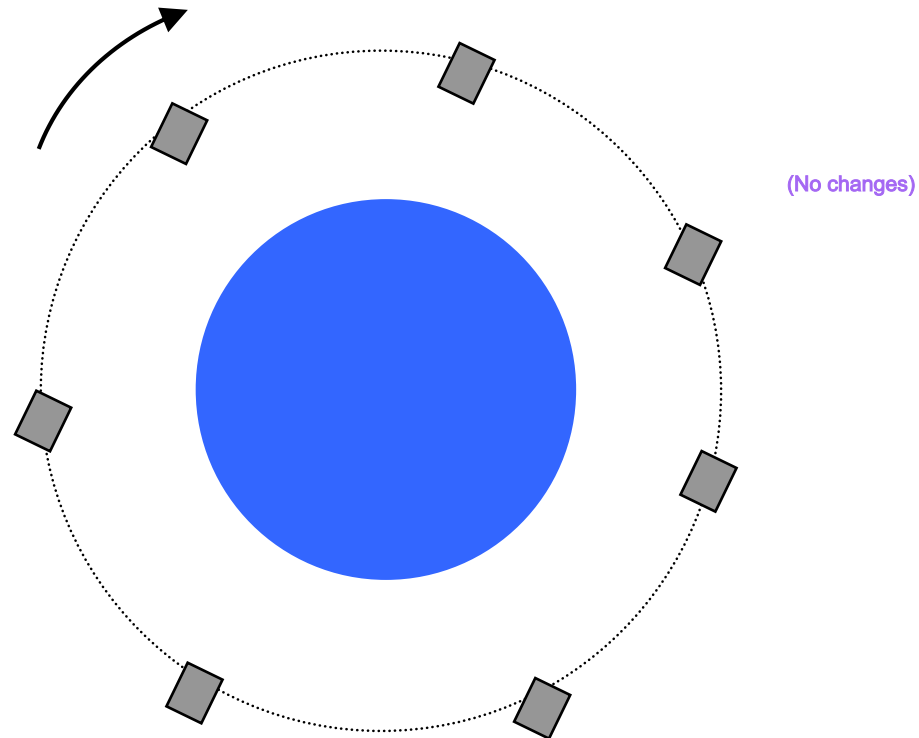
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Impact of the ACS on the Spacecraft System

# Attitude Control Introduction

Basic motion: Consider a body in orbit (with no disturbances)...



# Attitude Control Introduction

Primary Purposes of the Attitude Control System (ACS) are:

- To achieve the pointing requirements of the **payload**, in terms of directions, accuracy, stability, etc.

e.g.            Earth pointing (comms payload, remote sensing payload, ...)

Diverse directions (astronomical observatory, ...)

- To achieve the pointing requirements for “**house-keeping**”, in all phases of the mission

e.g.            Power raising  Sun pointing

Communications  Earth pointing

Thermal dissipation  Deep space

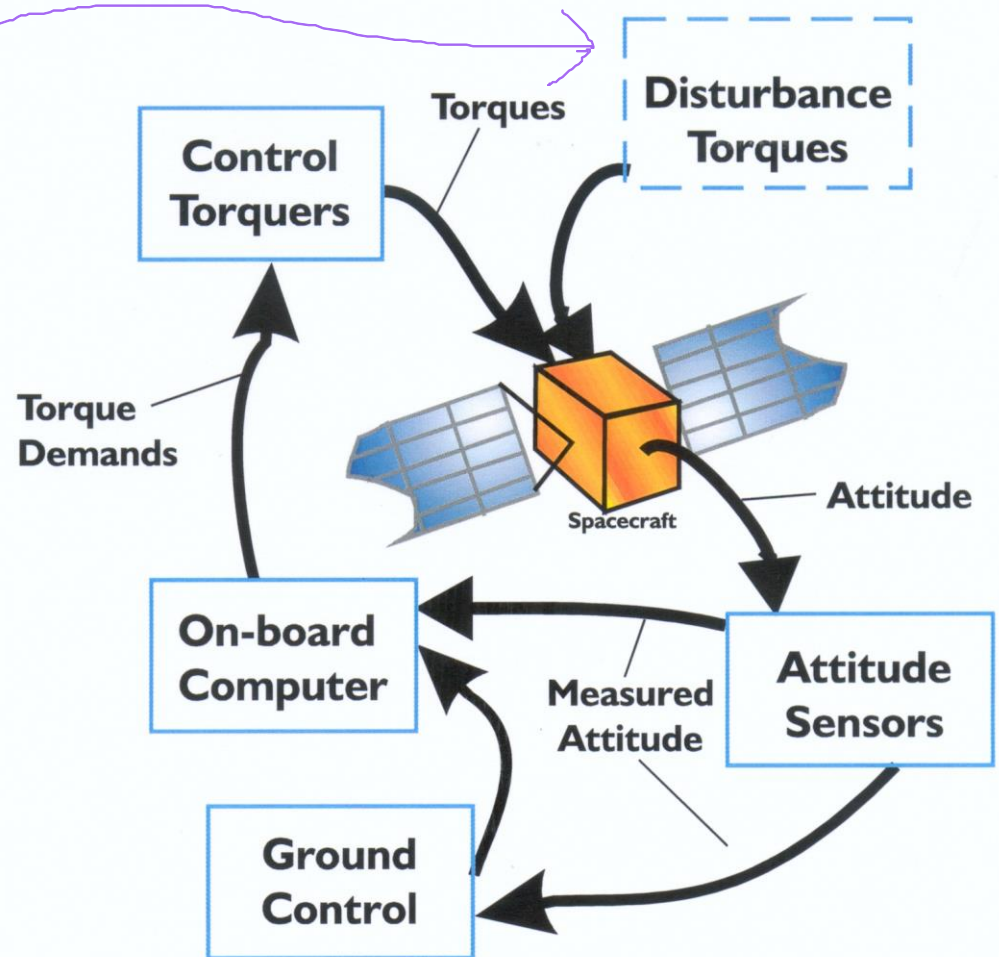
Thrust vector direction for rocket engine firing

- To ‘*manage the overall (angular) momentum*’ of the spacecraft to achieve its pointing mission.

# Attitude Control Introduction

Typical ACS operation showing flow of information:

In situations where a satellite passes through thin parts of the atmosphere the large thin areas (such as solar panels) can have a non uniform tiny rotational force applied, which adds up over the course of many orbits.



So... we need to consider the rotational motion of spacecraft about its Centre of Mass (CM), and torques about the CM.

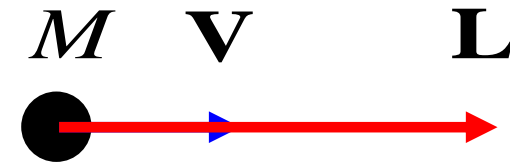
# Rotational Dynamics

## Linear Momentum

a 'stepping-stone' to translational/orbit dynamics

$$\mathbf{L} = M\mathbf{V}$$

$\swarrow$        $\downarrow$        $\searrow$   
 vector    scalar    vector



Newton's second law:

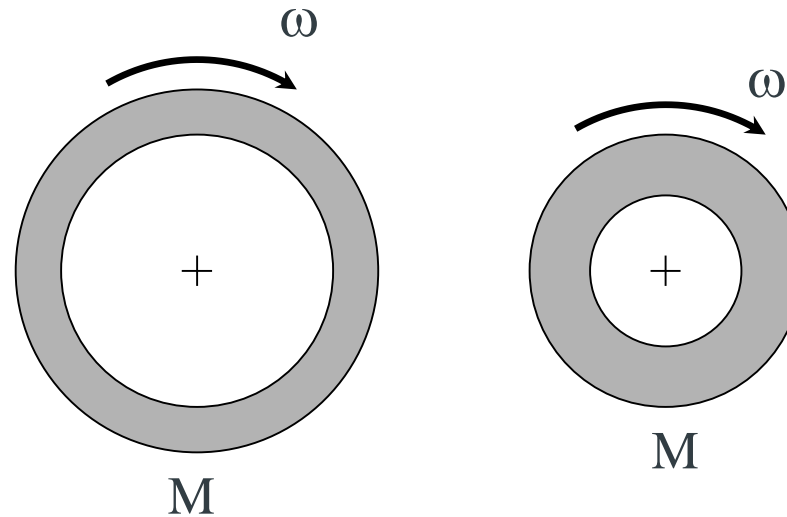
$$\frac{d}{dt}(\mathbf{L}) = \frac{d}{dt}(M\mathbf{V}) = \sum \mathbf{F}_{ext}$$

Free Motion:

- No Force,  $\sum \mathbf{F}_{ext} = \mathbf{0} \Rightarrow$  Momentum  $\mathbf{L}$  is constant

# Rotational Dynamics

Angular Momentum – *Inertia, one dimension*



Is the angular momentum the same?

# Rotational Dynamics

Angular Momentum – *Inertia, rotational vectors*

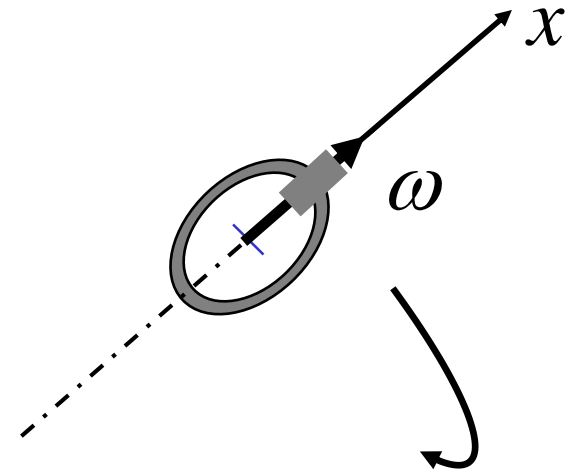
For this one dimensional motion:

$$\mathbf{H} = I_{xx} \boldsymbol{\omega}$$

vector
scalar
vector

Newton's second law:

$$\frac{d}{dt}(\mathbf{H}) = \frac{d}{dt}(I_{xx} \boldsymbol{\omega}) = \sum \mathbf{T}_{ext}$$



Free Motion:

No torque,  $\sum \mathbf{T}_{ext} = 0 \Rightarrow$  Momentum  $\mathbf{H}$  is constant

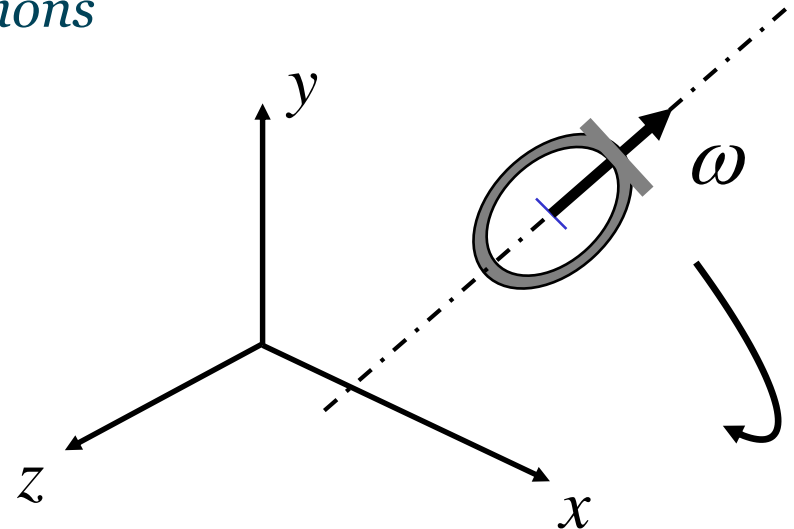


# Rotational Dynamics

Angular Momentum – *In three dimensions*

In three dimensions:

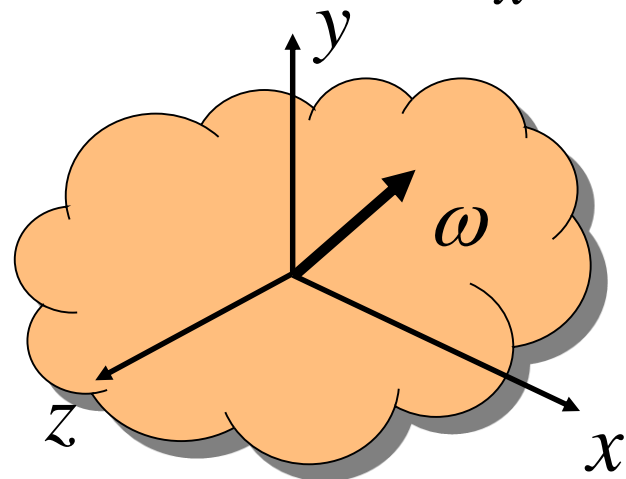
$$\boldsymbol{\omega} = \begin{pmatrix} \omega_x \\ \omega_y \\ \omega_z \end{pmatrix}$$



Angular momentum:

$$\mathbf{H} = \mathbf{I}\boldsymbol{\omega}$$

vector      matrix      vector

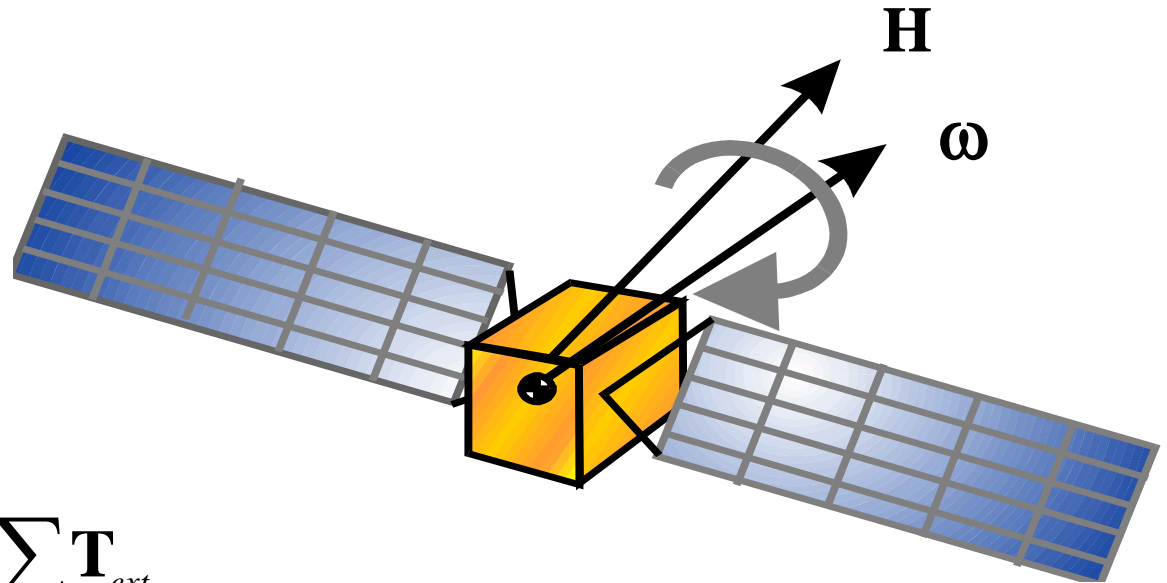


# Rotational Dynamics

## Angular Momentum – *in three dimensions*

$$\mathbf{H} = [\mathbf{I}] \boldsymbol{\omega}$$

vector    matrix    vector



Newton's second law:

$$\frac{d}{dt}(\mathbf{H}) = \frac{d}{dt}(\mathbf{I}\boldsymbol{\omega}) = \sum \mathbf{T}_{ext}$$

Free Motion:

- No torque,  $\sum \mathbf{T}_{ext} = \mathbf{0} \Rightarrow$  Momentum **H** is constant

# Rotational Dynamics

Angular Momentum – *the inertia matrix*

Angular momentum of a rigid body such as the main structure of a Spacecraft is given by:  $\mathbf{H} = [\mathbf{I}] \boldsymbol{\omega}$

Angular Velocity

Inertia Matrix referred  
to Centre of Mass

$$[\mathbf{I}] = \begin{pmatrix} I_{xx} & -I_{xy} & -I_{xz} \\ -I_{xy} & I_{yy} & -I_{yz} \\ -I_{xz} & -I_{yz} & I_{zz} \end{pmatrix}$$

$I_{xx}, I_{yy}, I_{zz}$  are Moments of Inertia

$I_{xy}, I_{yz}, I_{zx}$  are Products of Inertia

Products of inertia are a measure of unbalance, and cause 'cross-coupling'

# Rotational Dynamics

## Angular Momentum

$$\mathbf{H} = [\mathbf{I}] \boldsymbol{\omega}$$

$$\mathbf{H} = \begin{pmatrix} I_{xx} & -I_{xy} & -I_{xz} \\ -I_{xy} & I_{yy} & -I_{yz} \\ -I_{xz} & -I_{yz} & I_{zz} \end{pmatrix} \begin{pmatrix} \omega_x \\ \omega_y \\ \omega_z \end{pmatrix}$$

So the components of the angular momentum vector are:

$$\mathbf{H} = \begin{pmatrix} (I_{xx} \omega_x - I_{xy} \omega_y - I_{xz} \omega_z) \\ (I_{yy} \omega_y - I_{yz} \omega_z - I_{xy} \omega_x) \\ (I_{zz} \omega_z - I_{xz} \omega_x - I_{yz} \omega_y) \end{pmatrix}$$

# Rotational Dynamics

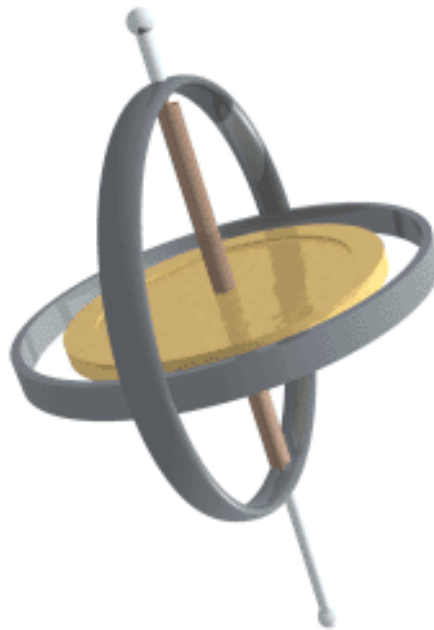
## The Inertia Matrix



$[I]$  is an important quantity when sizing up the control system inputs for any vehicle.

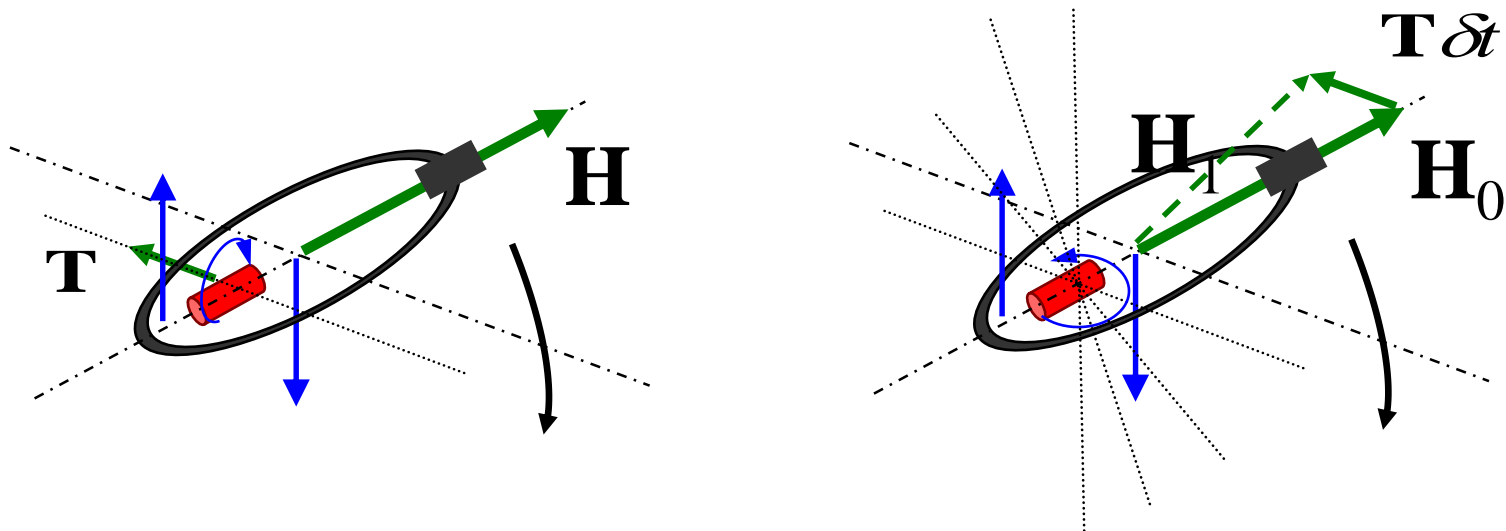
# Rotational Dynamics

## Rotational Motion – Gyroscopic precession



# Rotational Dynamics

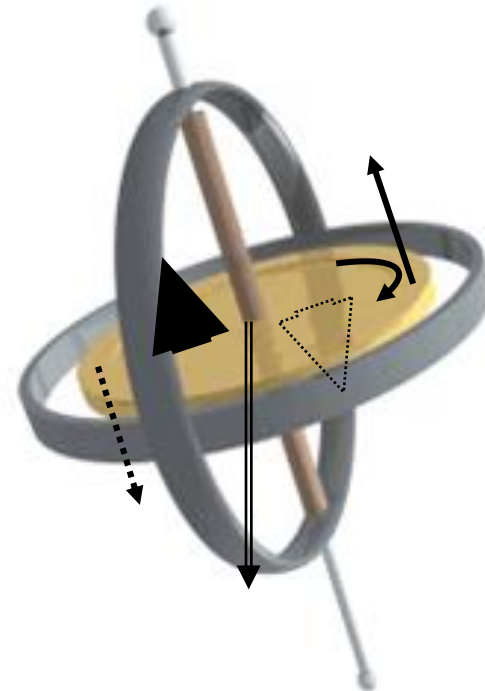
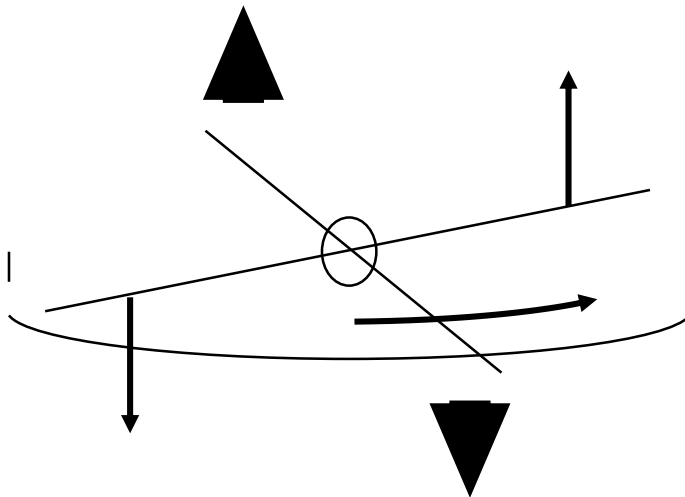
## Rotational Motion – Gyroscopic precession



The rotational displacement occurs 90 degrees later in the direction of rotation.

# Rotational Dynamics

## Rotational Motion



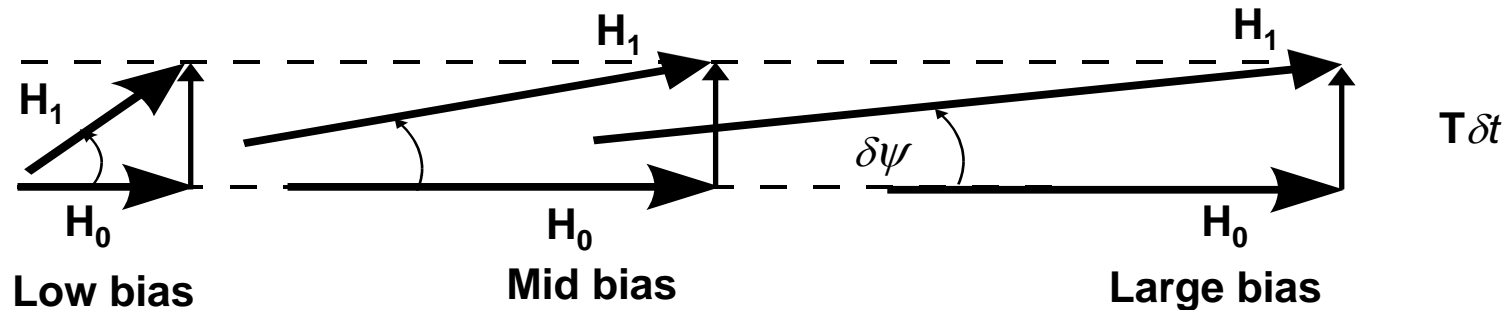


# Rotational Dynamics

## Rotational Motion – momentum bias

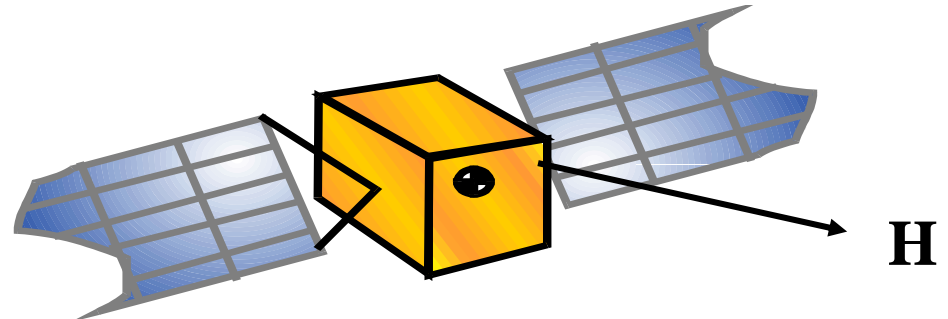
Momentum reduces sensitivity to torque – **gyroscopic rigidity**

During  $\delta t$ , the momentum changes direction  $\delta\psi$  from  $\mathbf{H}_0$  to  $\mathbf{H}_1$



# Momentum 'Management'

- The ACS must 'manage' the momentum **H** of the spacecraft, using control torquers to do so.



- This can be achieved using the principles of:

Conservation of momentum - using internal torquers to store/transfer momentum, Gimballing

$$(\sum \mathbf{T}_{\text{ext}} = \mathbf{0} \Rightarrow \text{Momentum } \mathbf{H} \text{ is constant})$$

Newton's second law - using external torquers to apply a torque to the satellite

$$(\sum \mathbf{T}_{\text{ext}} \neq \mathbf{0} \Rightarrow \text{Momentum } \mathbf{H} \text{ changes in magnitude/direction})$$

# Momentum 'Management'

## Notes:

### 1) Momentum build-up

External disturbance torques (e.g. aerodynamic disturbances, etc) will cause a progressive build-up of angular momentum

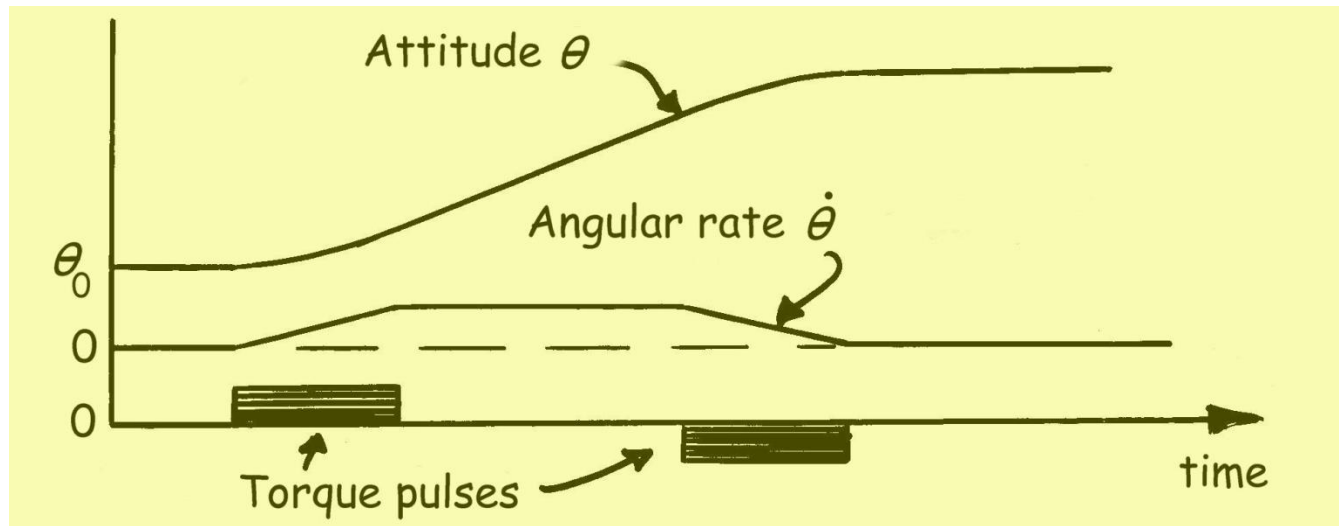
### 2) Only external torques affect the total angular momentum of the system... ... therefore spacecraft must carry external torquers (e.g. thrusters, magnetorquers, etc) if angular momentum is to be controlled.

Momentum Bias is a method commonly used to provide inherent stability.

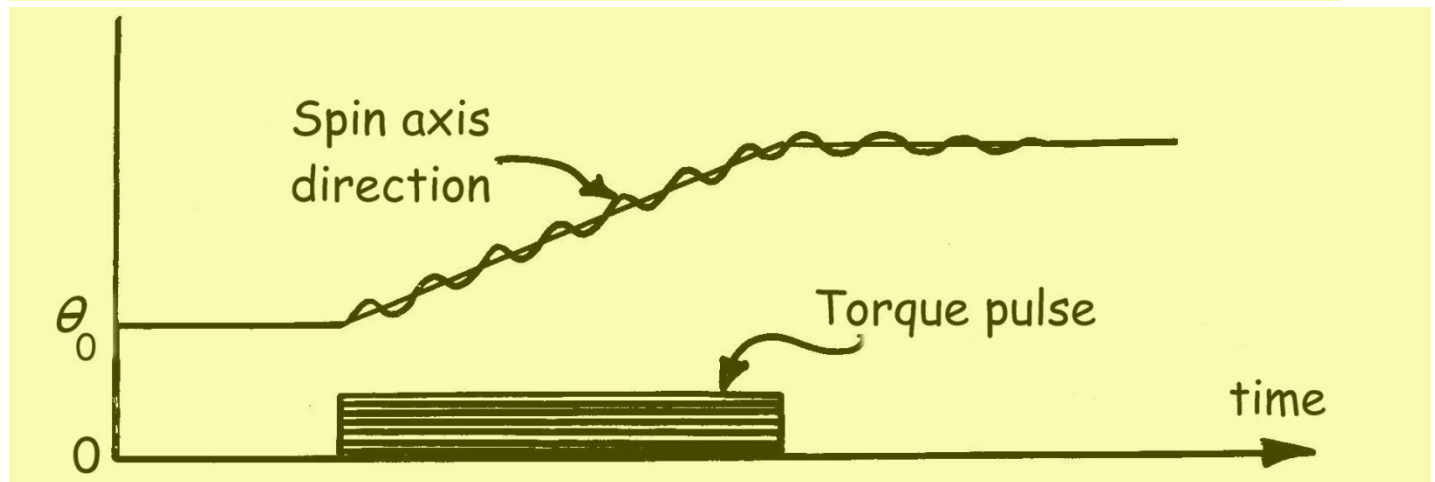
- But
- to use momentum bias, it is desirable that one body axis of the spacecraft remains invariantly pointing (usually perpendicular to the orbit plane)
  - bias also introduces an oscillatory **nutation mode**
  - a system with bias will have different torque responses

# Momentum 'Management'

Torque response  
without bias

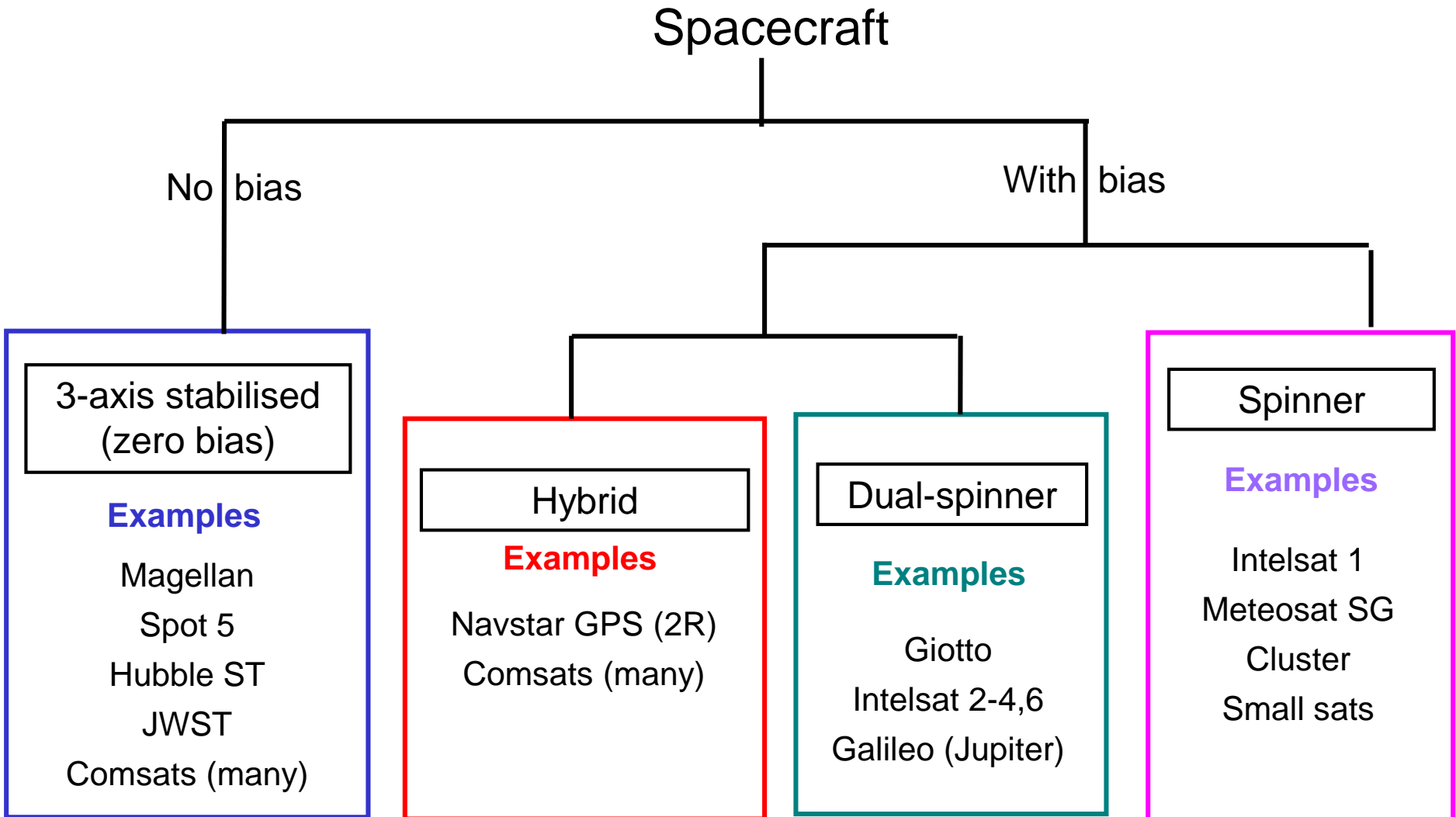


Torque response  
with bias

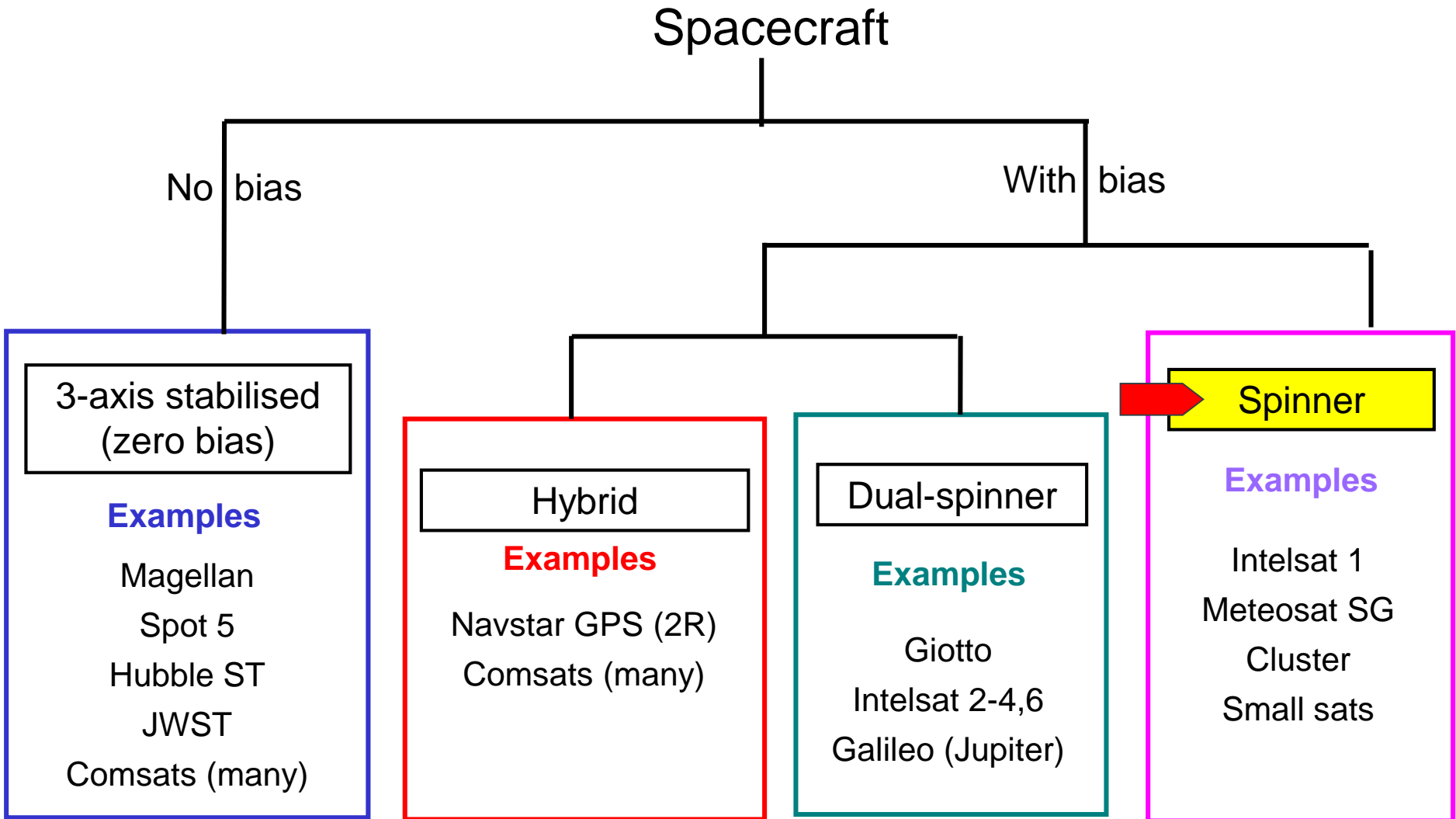


A constant torque can precess the bias direction at rate:  $\dot{\theta} = T/H_0$ ,  $H_0 = H_{bias}$

# Spacecraft Categories



# Spacecraft Categories



# Spacecraft Categories – Spinner

Equation makers use of inertia matrix

## Pure Spin Stabilisation

$$\mathbf{H} = [\mathbf{I}]\boldsymbol{\omega}$$

- whole spacecraft body spins at a rate of typically 10 to 60 rpm.

## Major System Consequences

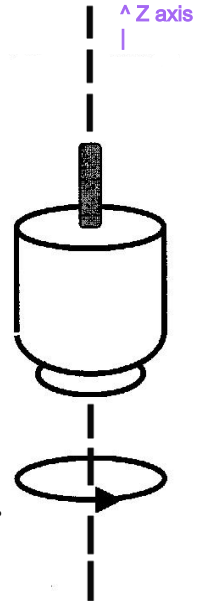
Becomes hard to balance these VVVV

- power
- thermal
- communications
- limited mounting space for non-scanning payloads!

Ideal inertia matrix:

$$\begin{bmatrix} I_{xx} & 0 & 0 \\ 0 & I_{xx} & 0 \\ 0 & 0 & I_{zz} \end{bmatrix}$$

$I_z$  to be large,  
0's to ensure long term stability.  
 $I_{zz} > I_{xx}$   
These conditions lead to  
increased stability.



## Choice of Spin Axis

The spin axis can only have a constant direction if it is a principal Axis.

For long-term stability it must be the axis of **maximum** inertia.

It may be the axis of **least** inertia for spin motion of limited duration.

Equal inertias about axes at right angles to the spin axis are needed for constant precession in response to a torque

## Nutation

This is the weird shakey motion

Spinning introduces an oscillatory 'nutation' mode which must be damped out –

- passive dampers
- active damping via control torquers

Location of masses in structure becomes really important to maintain balanced inertial matrix, limiting what can be done structurally



# Spacecraft Categories - Spinner

## Examples

### Cluster



Astronautics - Chapter 6 - Attitude Control

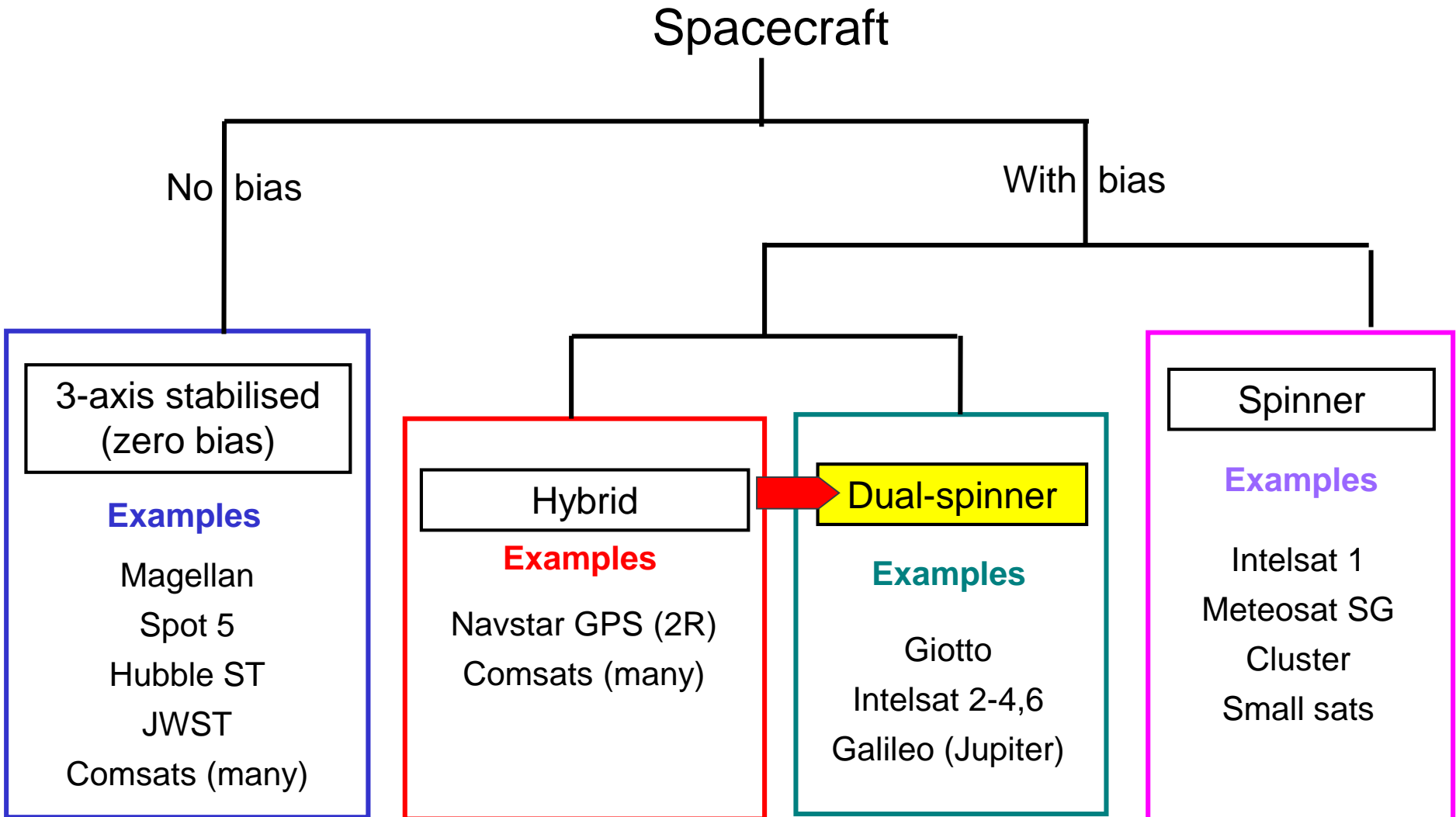
### Meteosat SG



Dr. H. M. Sykulski-Lawrence



# Spacecraft Categories



# Spacecraft Categories – Dual Spin

## Part of the Structure Spinning

$$\mathbf{H} = [\mathbf{I}]\boldsymbol{\omega}$$

- Upper section is despun (for example Earth pointing). Lower section (contains subsystems) spins at a rate typically 10 to 60 rpm

## Major System Consequences

Requires mechanical interface between different sections of the vehicle, which is annoying enough just for power and information, makes transfer of fluids very difficult too.

- power
- thermal
- communications
- limited mounting space
- transmission across bearing
- greater freedom of configuration

There are still constraints on the inertia matrix, which still apply to the non rotating part

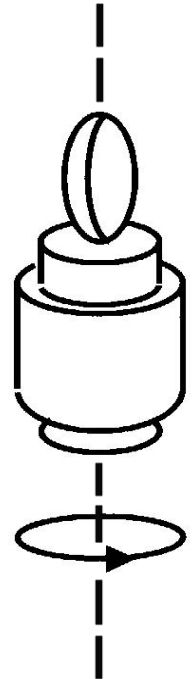
Can have directional stuff on non spinning part (still restricted in size to be small though)

## Balance

The spinning part needs to have equal inertias about axes orthogonal to the spin axis

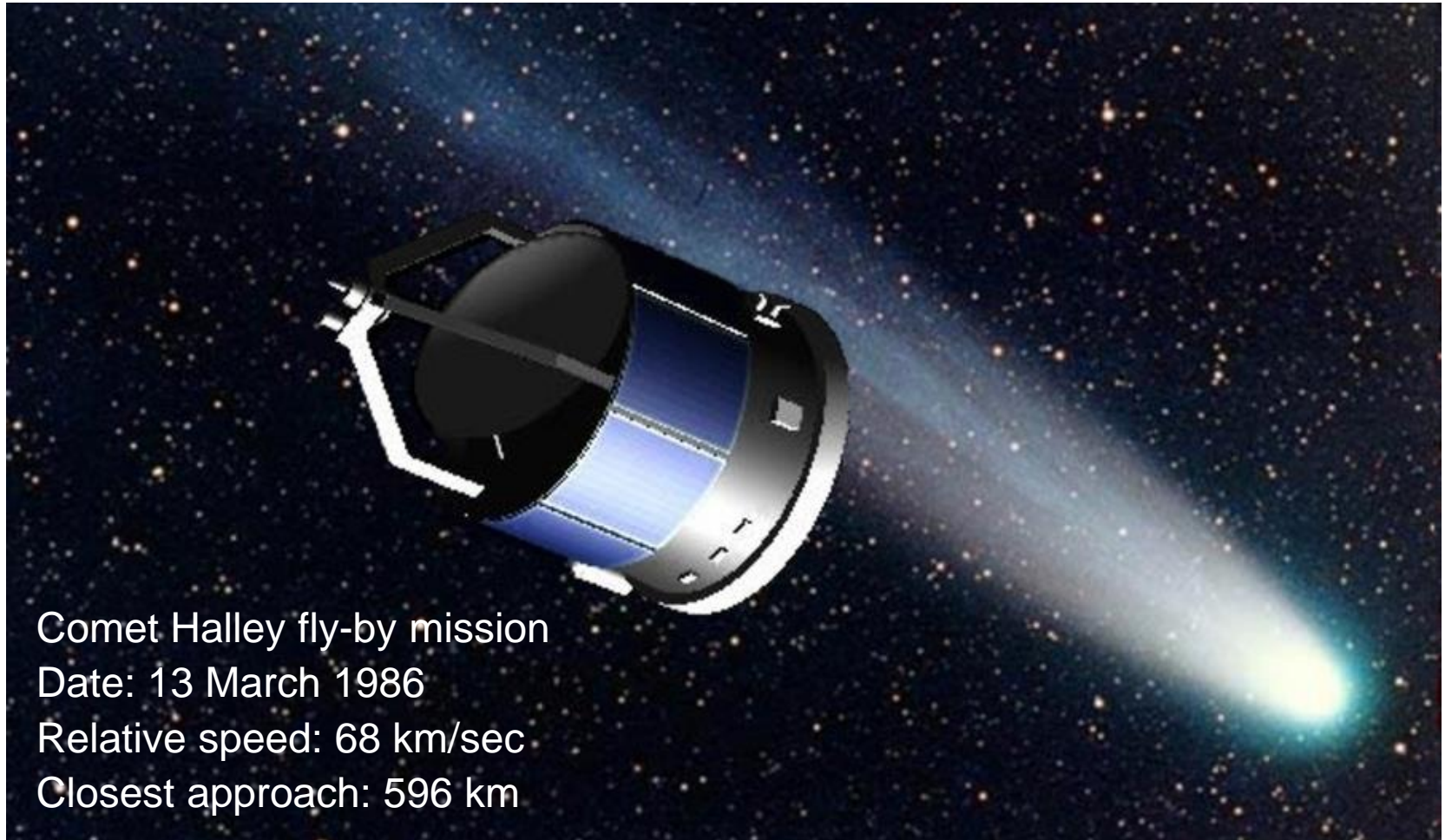
Nutation still occurs and must be damped by the ACS

**Note that** methods 1 and 2 have “large”  $I$  and “small”  $\omega$  in the product  $I \omega$



# Spacecraft Categories – Dual Spin

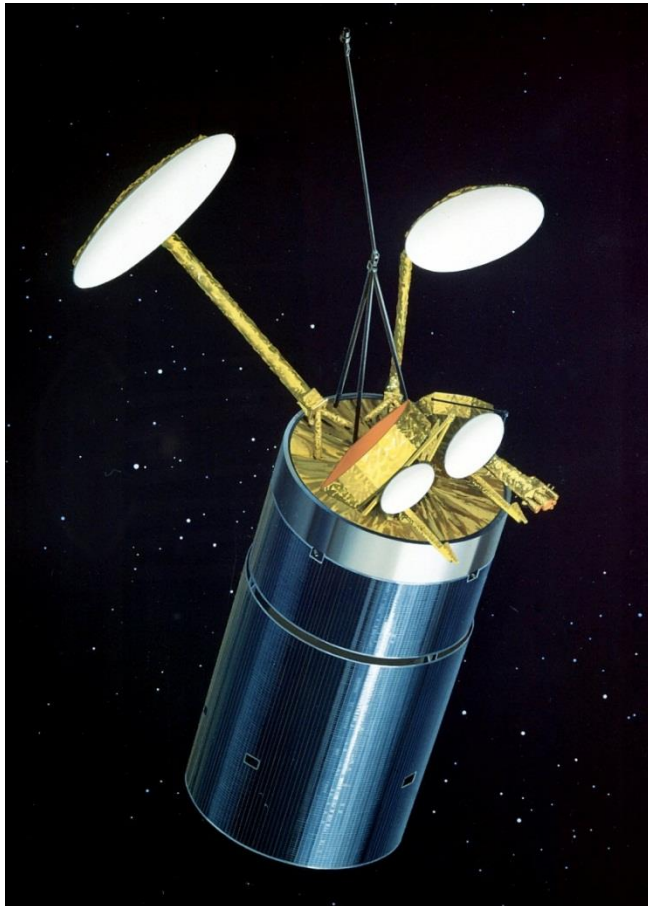
Examples: Giotto



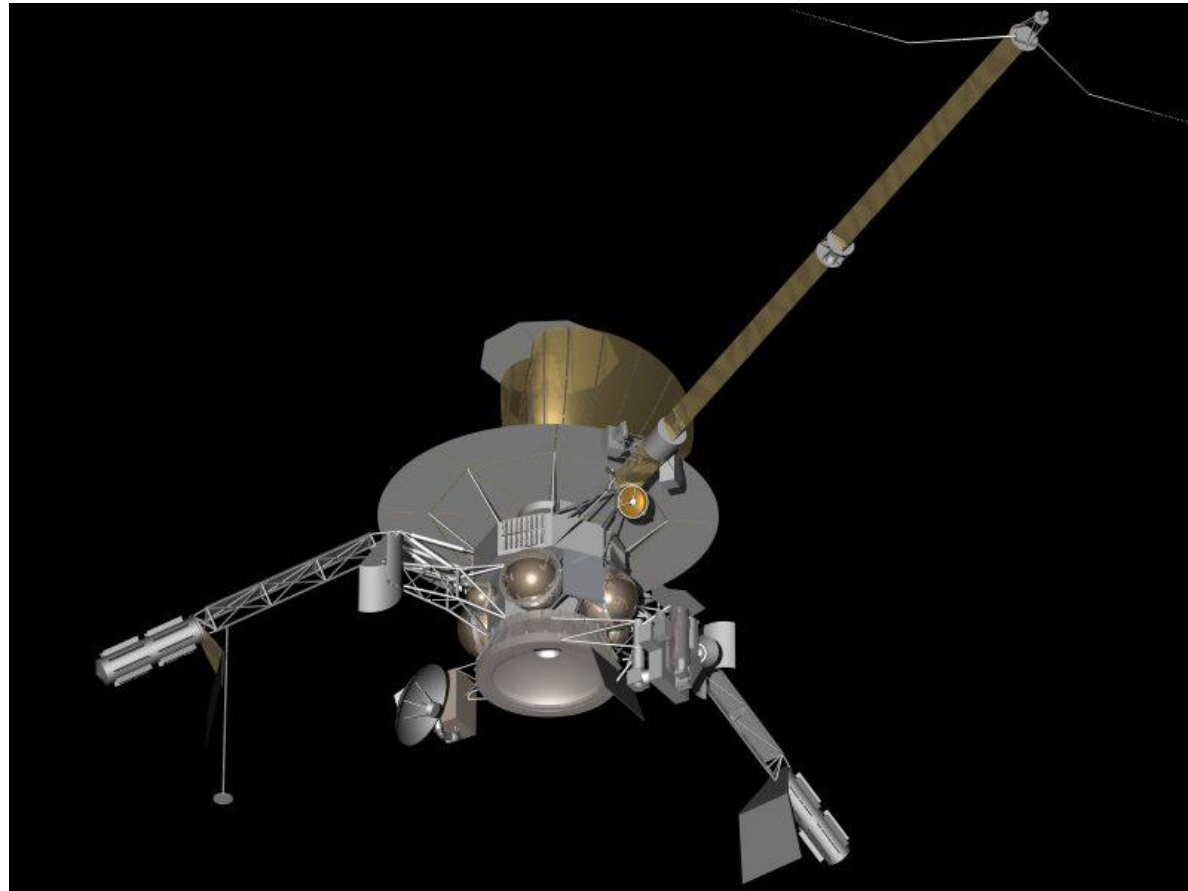
# Spacecraft Categories – Dual Spin

Examples:

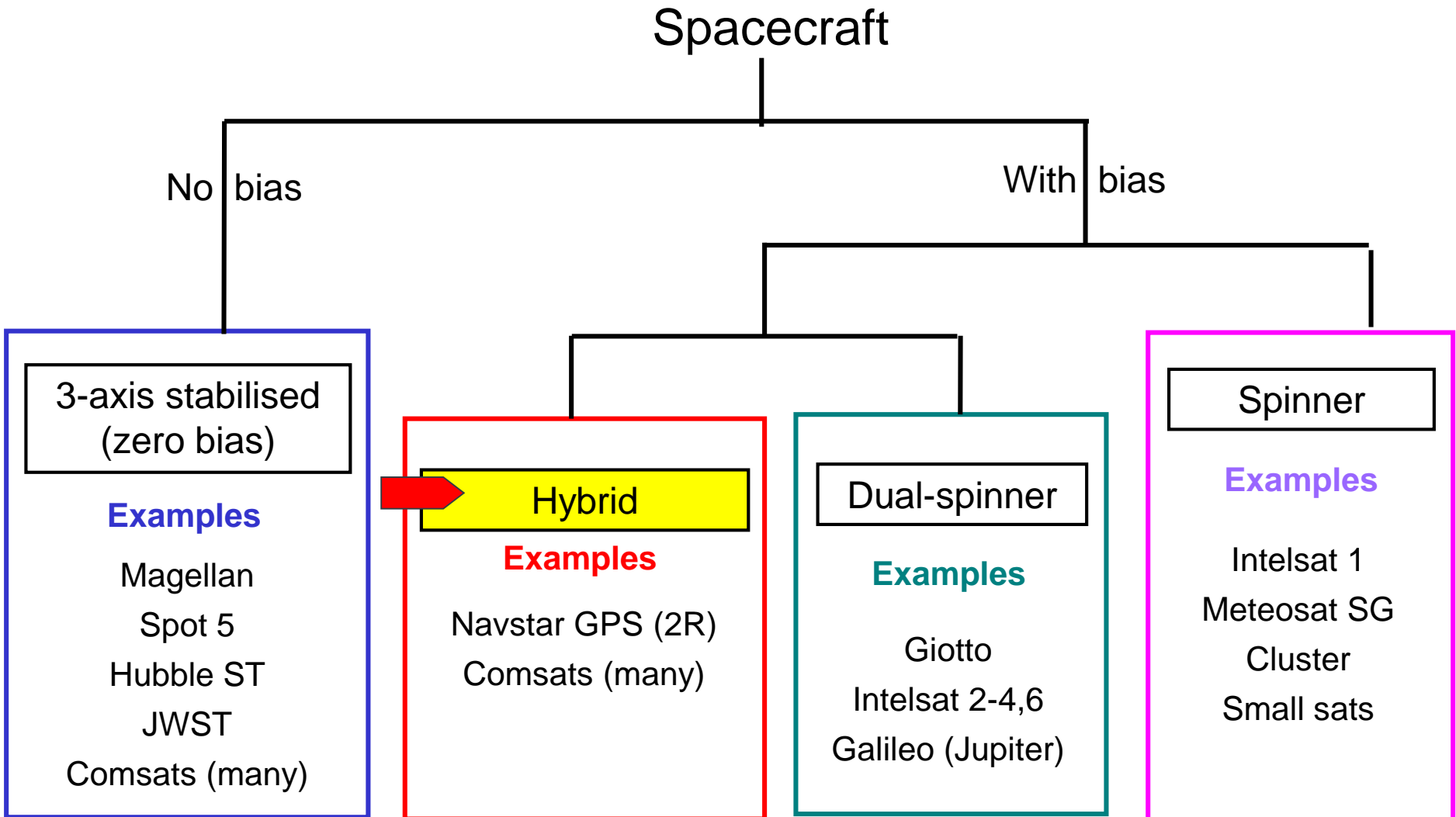
Intelsat 6



Galileo (Jupiter)



# Spacecraft Categories





# Spacecraft Categories - Hybrid

## Bias using a momentum wheel

- A rapidly rotating wheel (a momentum wheel with a rotation rate of typically 6500 rpm) is installed within the spacecraft

Negative: Kinda waste of mass

## Configuration

The freedom of the 3-axis stabilised spacecraft, but with the interior installation of a momentum wheel (or array of momentum wheels)

## Nutation

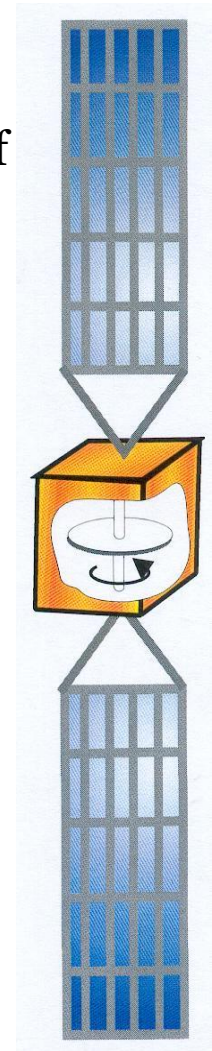
... still occurs and must be stabilised by the ACS

Hence still require dampeners

## Momentum Storage

The wheel provides momentum storage for one component of momentum, accommodating fluctuations of about  $\pm 10\%$  of the bias

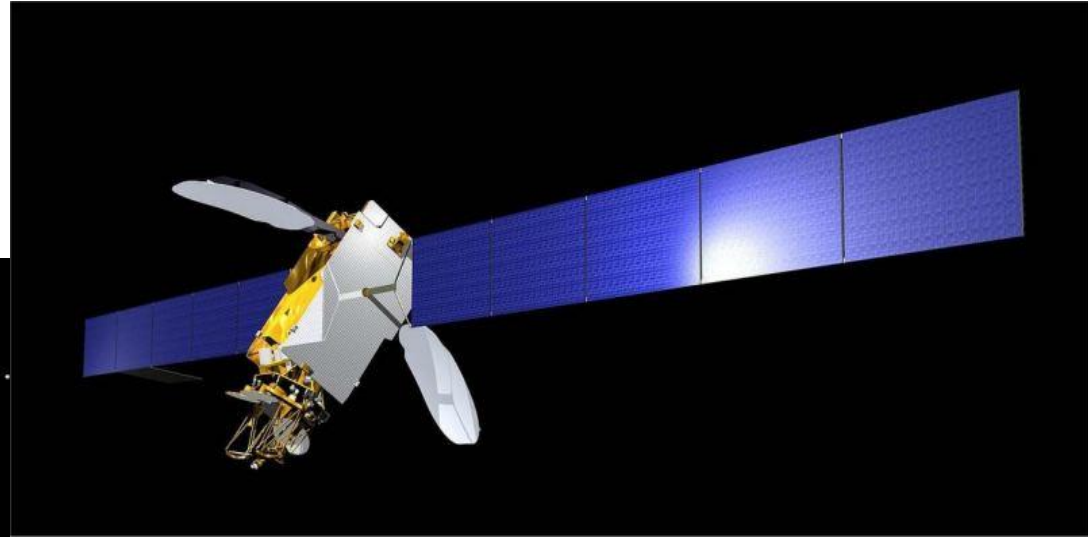
Gives cheap control capabilitys (cheap as in they only require energy not fuel, atleast till they are saturated)



# Spacecraft Categories - Hybrid

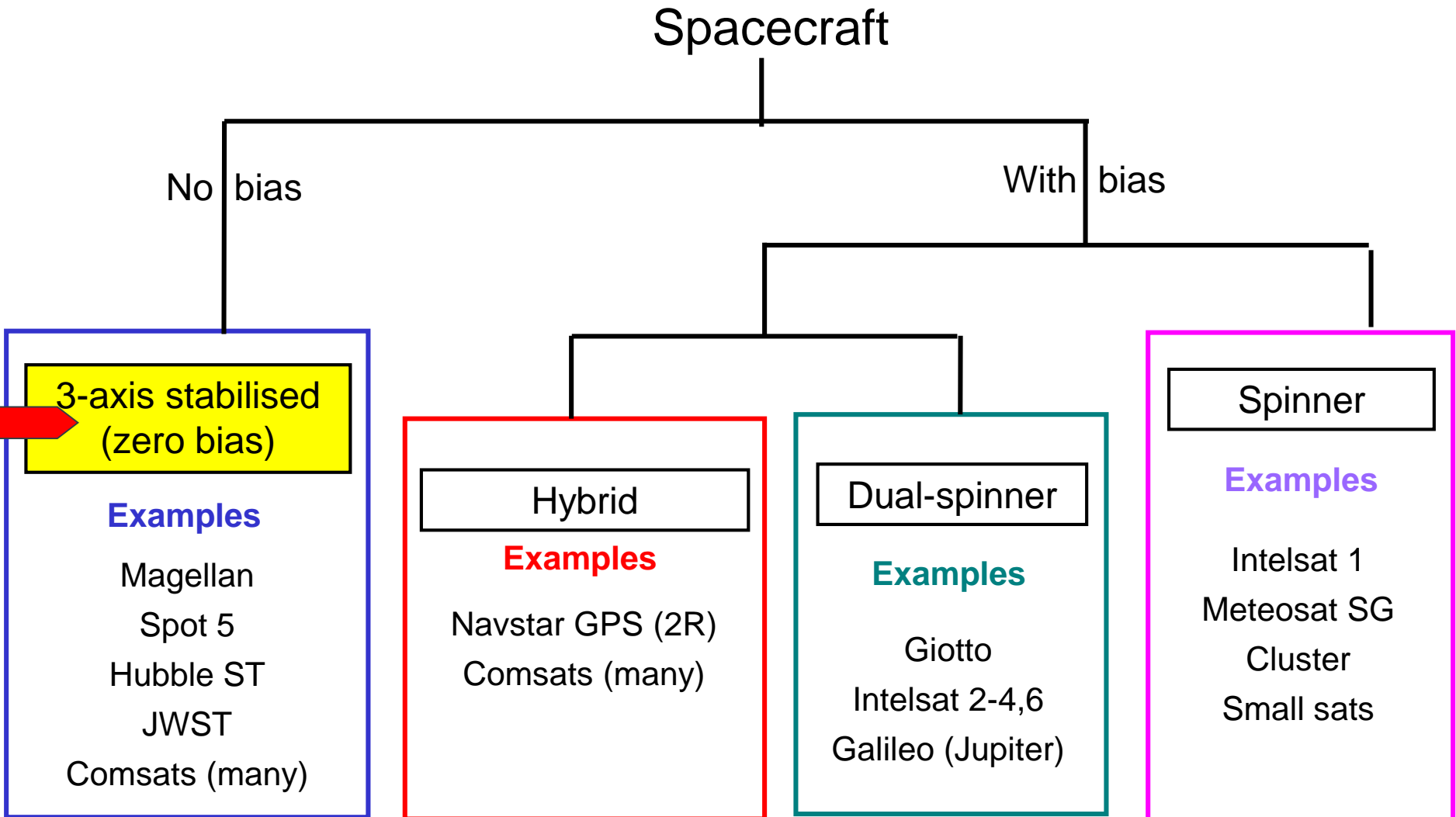
Examples:

Navstar GPS



Eurostar 3000

# Spacecraft Categories





# Spacecraft Categories – 3 axis

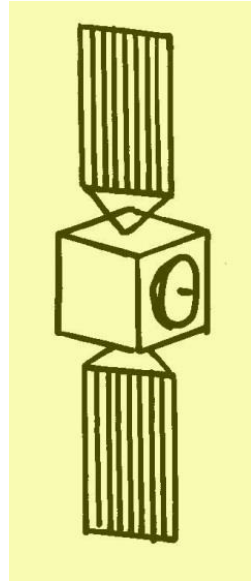
## No momentum bias

- The spacecraft has no significant rotating components (and therefore has effectively zero angular momentum)

Used when full motion around all axes is required for the mission

## Example:

### Hubble Space Telescope

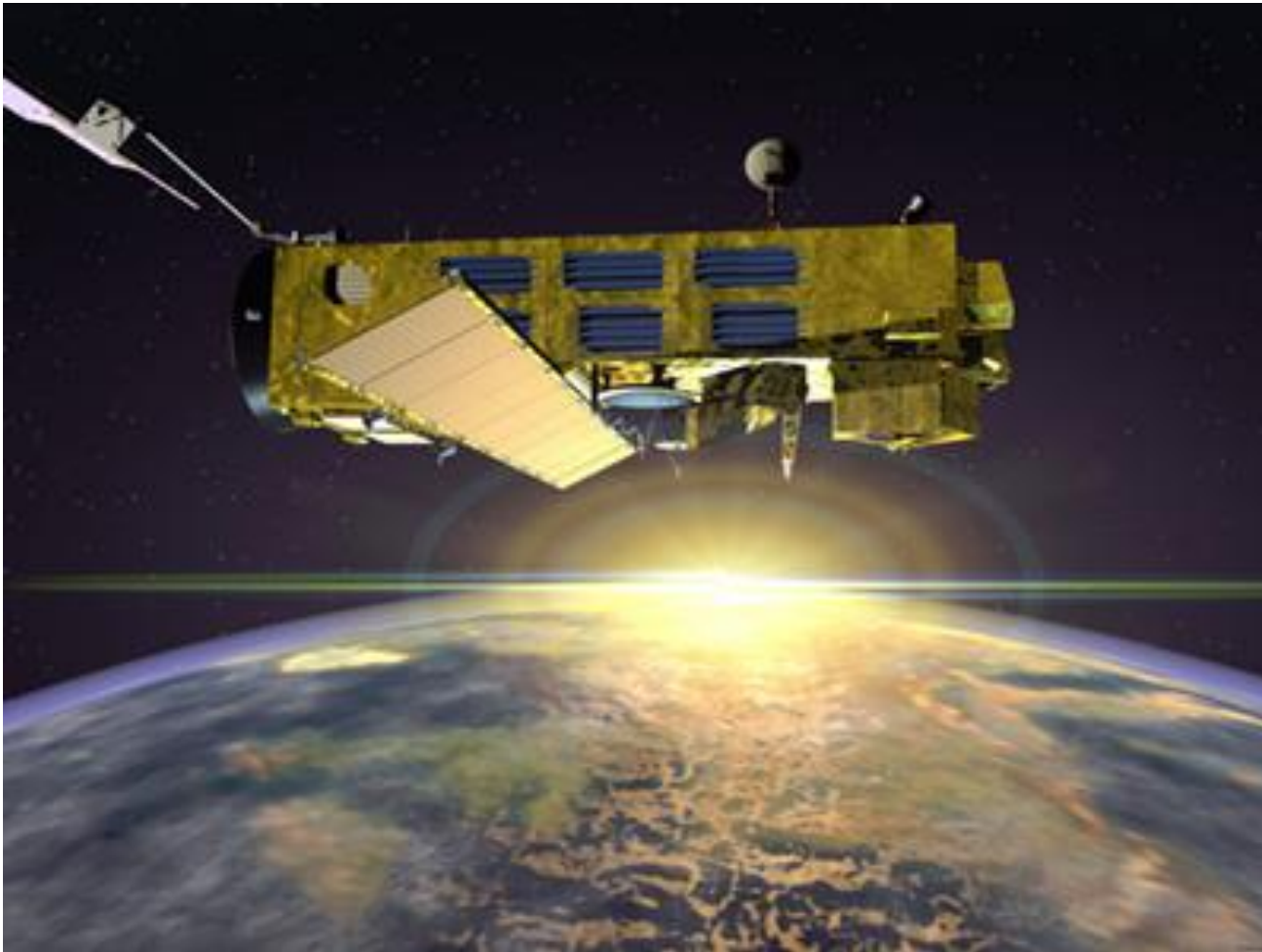


Much more freedom to change direction, because rotation just introduces stiffness in some axis.

Ideal for things like the hubble telescope

# Spacecraft Categories – 3 axis

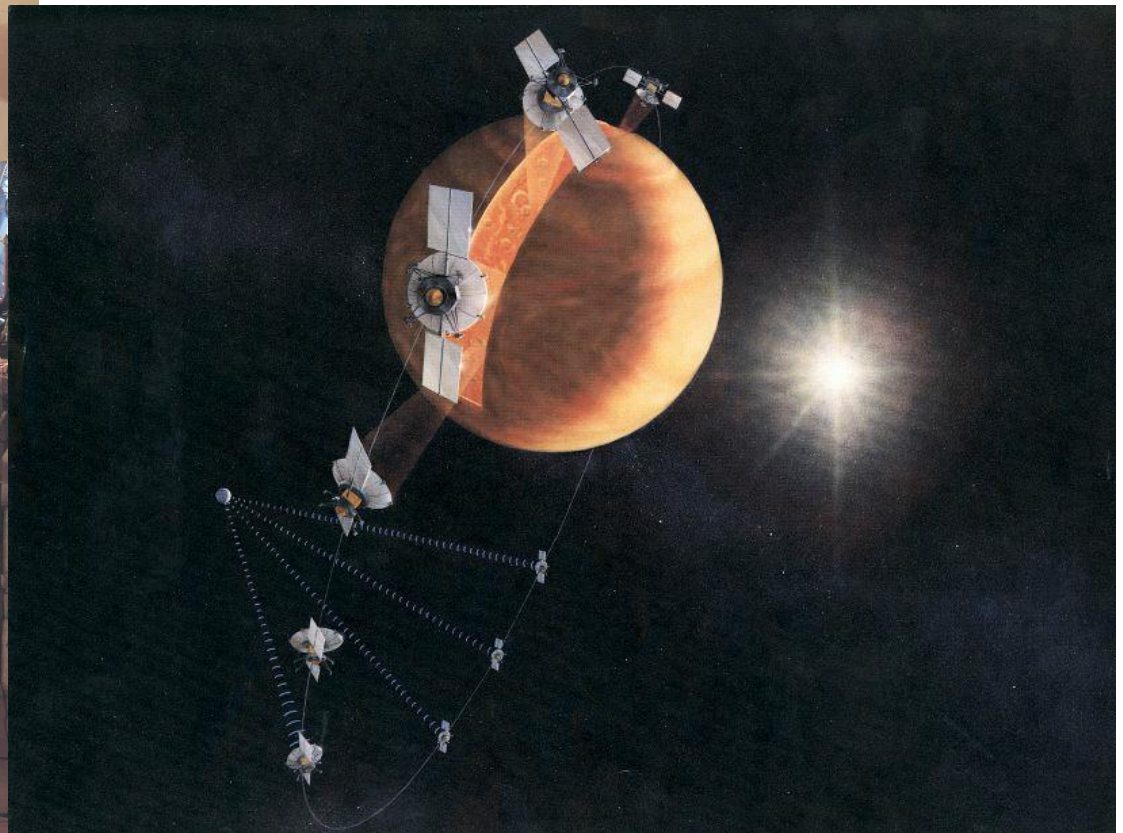
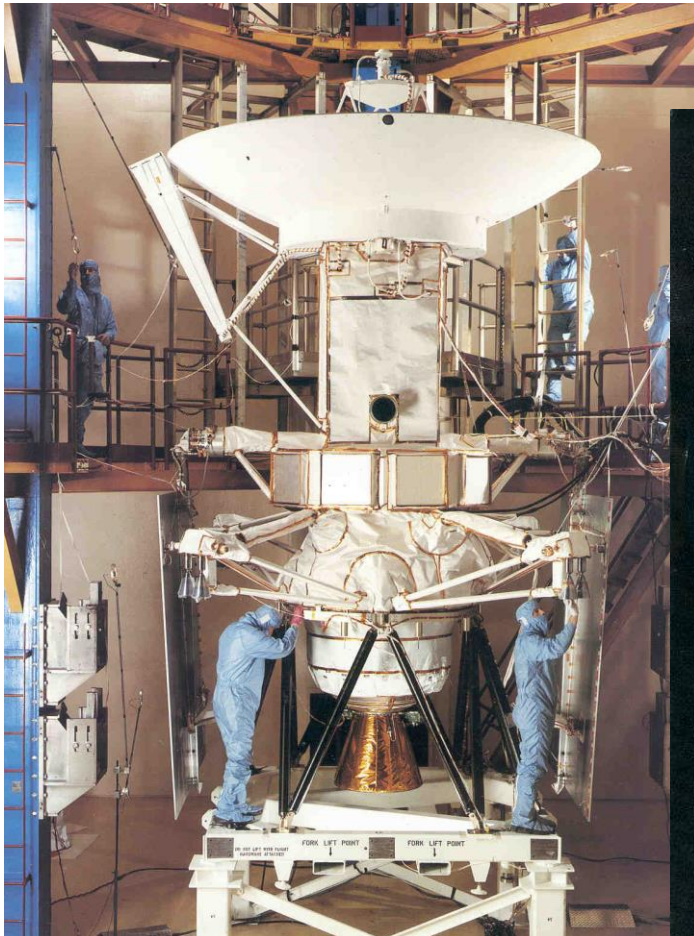
Example: Envisat 1





# Spacecraft Categories – 3 axis

Example: Magellan VOIR mission (Venus Radar mapper)

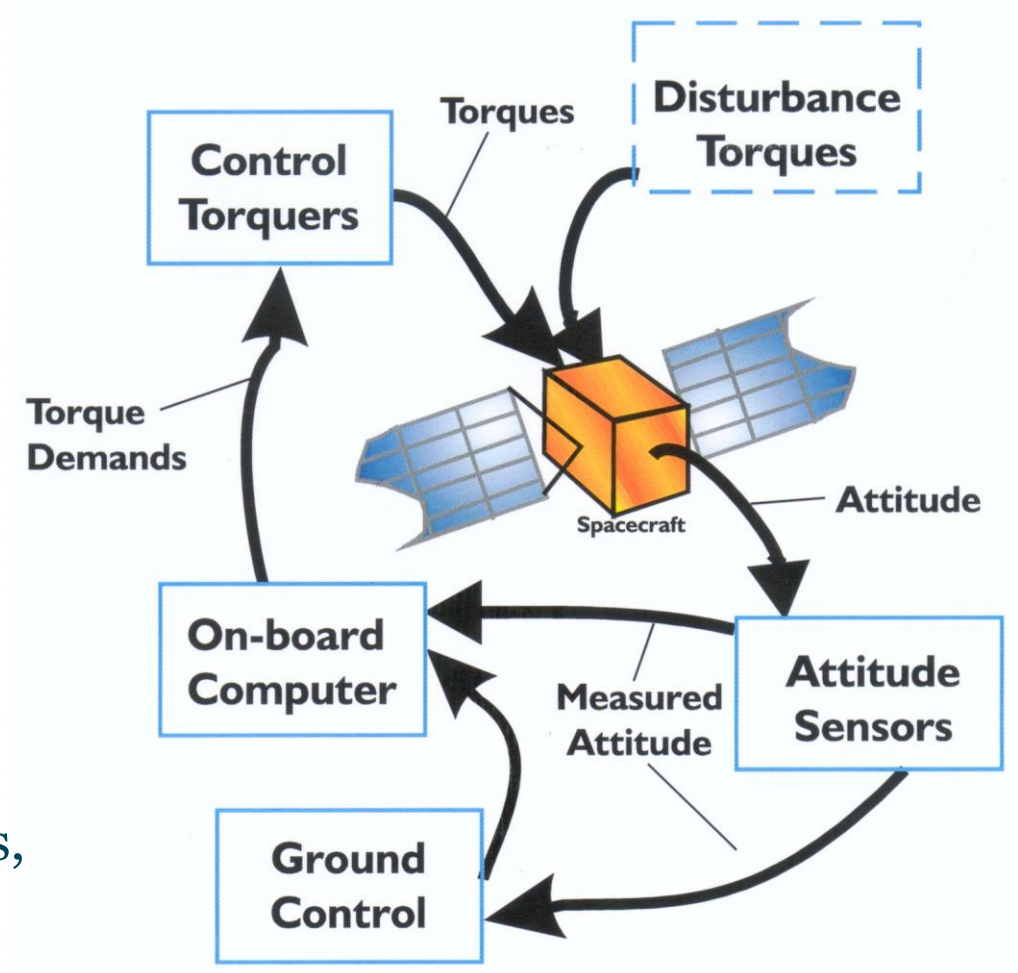


# Attitude Control Introduction

Typical ACS operation showing flow of information:

Services required:

- power,
  - propulsion,
  - on-board data handling,
  - communications,
- etc.



# Torques and Torquers

## Categories of Torques:

### External:

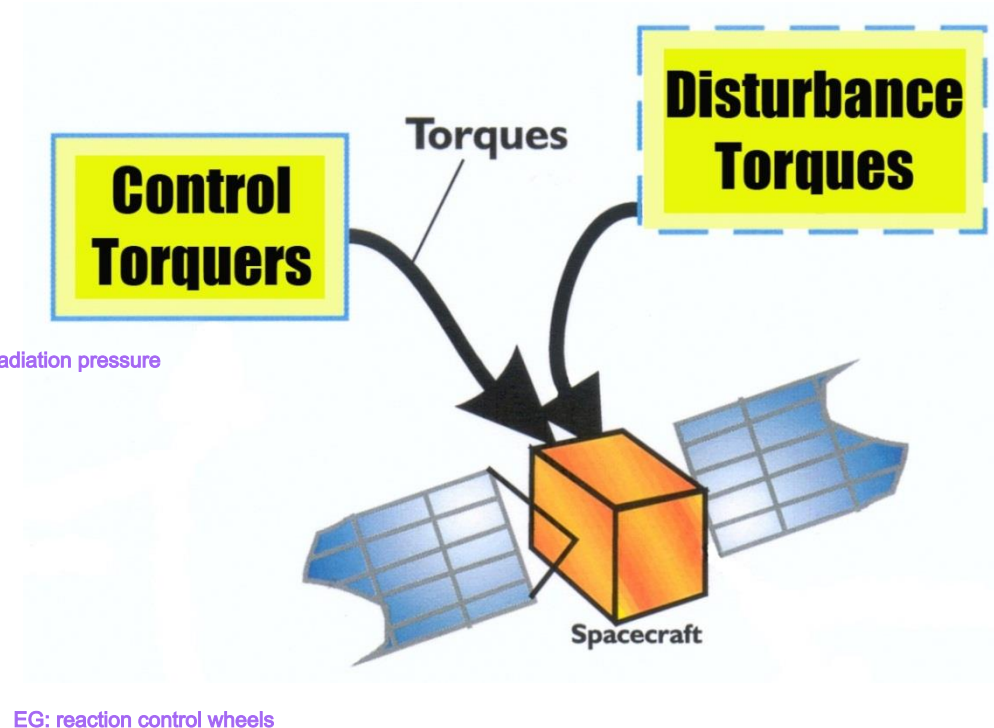
- Due to interactions with the environment

➔ **changes the overall angular momentum of the system**  
EG: radiation pressure

### Internal:

- Due to interactions between two parts of the spacecraft

➔ **overall angular momentum of the system is conserved**





# Torques and Torquers

## External torques and torquers

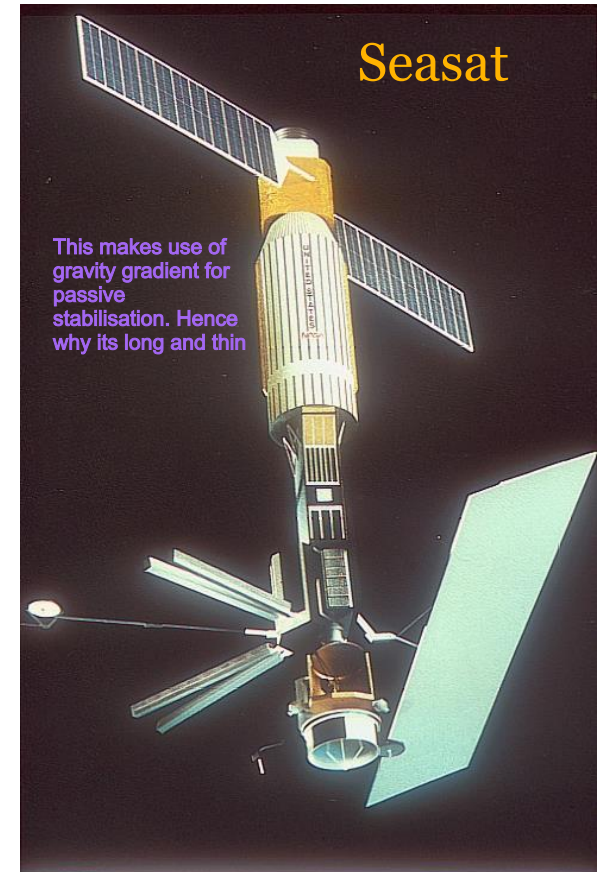
### A. Naturally occurring (disturbance) torques

- Aerodynamic Effected by geometry, hence one reason why satellites in low orbits are symmetrical < 500 km
- Gravity gradient Effects are heavily dependent on inertia matrix  
Think tidal lock but smaller scale Easy to see the shapes that can cause it with a simple diagram Can be used for passive stabilisation < 30,000 to 40,000 km
- Solar radiation Effect is really really small, but for long duration builds noticeably all heights
- Magnetic Interaction between planetary and local magnetic fields Can be used for stabilisation by purposefully using on board magnetic fields, often passive < 30,000 to 40,000 km
- Thrust misalignment all heights

This is just over/under burning as well as tiny misalignments. Due to the insane accuracy required to not have this it's basically inevitable.  
EG: 1mm misalignment from 1kN burn, even that has a significant effect

Spin stabilisation is great for reducing thrust misalignment effects!

**Note that:** the altitude ranges given are very approximate



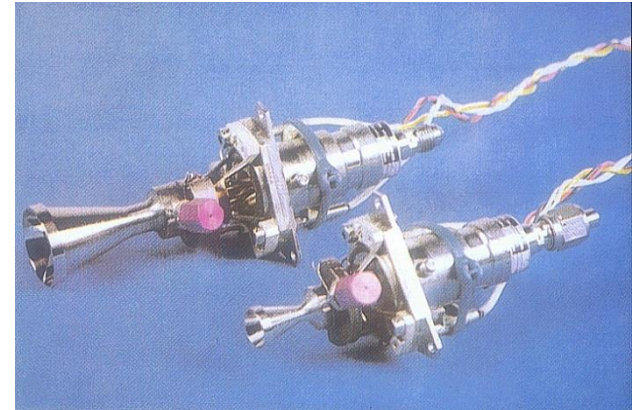
# Torques and Torquers

## External torques and torquers

### B. Controllable external torquers

- Gas jets (thrusters)
  - Suitable for any torque size
  - ON-OFF control only
  - Require propellant

Finite so big L  
Also tend to be quite complex plumbing wise so also L



### – Magnetorquers

No rapid response, slow as. Better for long term attitude control.

- No torque about field line
- Require on-board magnetic field model
- require power (no propellant)

Also no moving parts

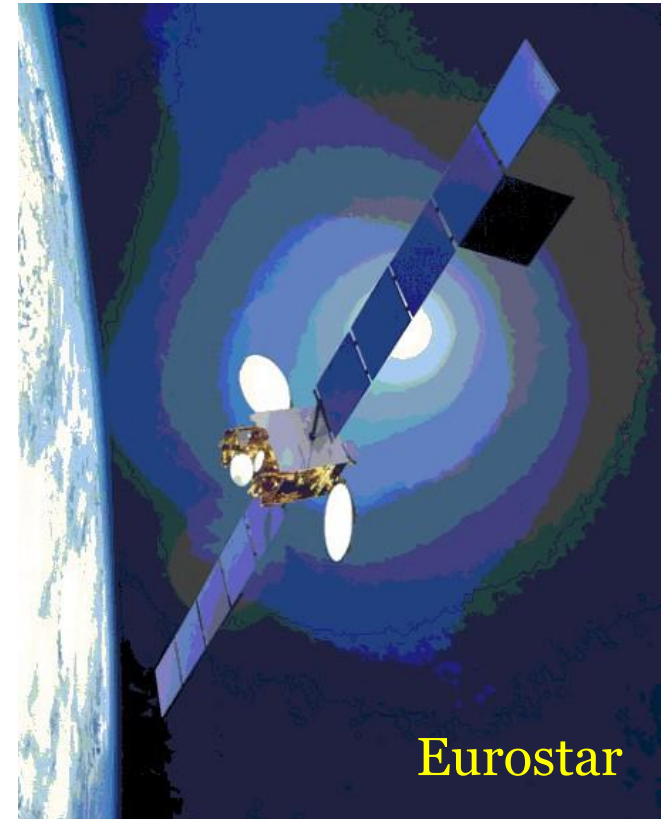


# Torques and Torquers

## External torques and torquers

- Adjustable spacecraft geometry (to utilise aerodynamic or solar radiation pressure torques)
  - Low torque capability (slow as)
  - No propellant required  
Additional mechanical complexity

**Note:** A control torquer of type B is a necessity, to control the total spacecraft angular momentum





# Torques and Torquers

## Internal torques and torquers

- These do not affect the total angular momentum build-up of the spacecraft. They transfer momentum from one part of the spacecraft to another.

### A. Internal disturbance torques

- Mechanisms (e.g. deployment of a solar array)
- Fuel movement (sometimes referred to as 'fuel slosh')
- Astronaut movement

# Torques and Torquers

## Internal torques and torquers

### B. Controllable internal torquers

- Dual spin mechanisms
- Reaction wheels (commonly used for large ‘slew manoeuvres’)
- Momentum wheels (used to generate momentum bias)

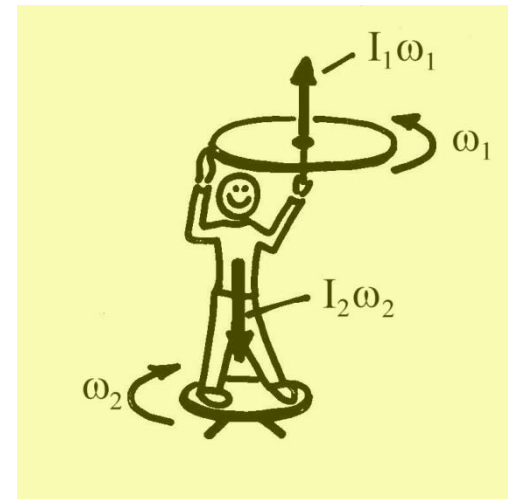


# Torques and Torquers

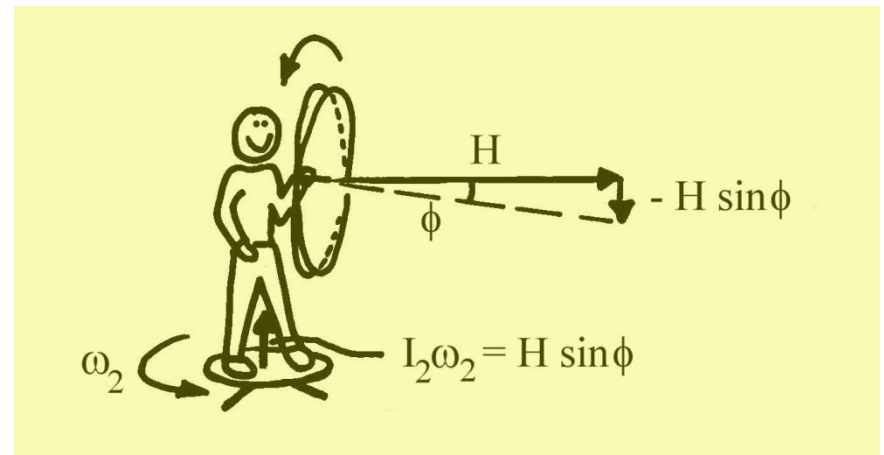
## Demonstrations of internal torquers

- Reaction wheel demo

$$I_1 \omega_1 = I_2 \omega_2$$



- Gimballed momentum wheel demo (sometimes referred to as a 'control moment gyro')



# Torques and Torquers

## Use of momentum storage

These wheel devices store angular momentum, with their torque motor controlling the flow of momentum between the wheel and the spacecraft. Their function, if installed, is primary pointing control. The use of external torquers are required to prevent excessive build-up of angular momentum

Control of spacecraft pointing can be achieved avoiding the frequent use of external torquers (thrusters or magnetorquers) ...

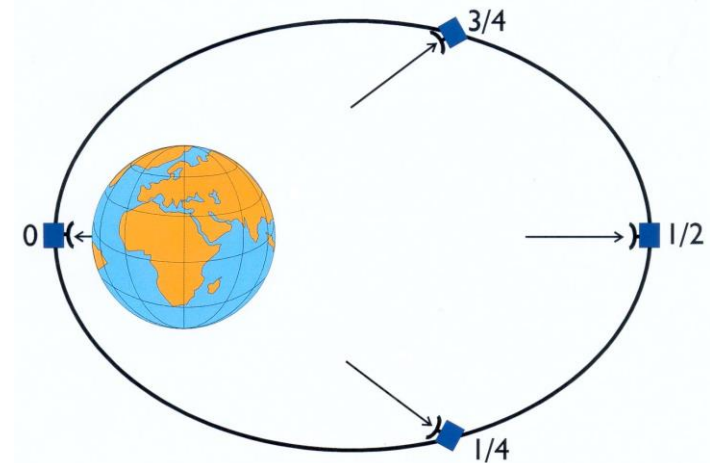
# Torques and Torquers

## Use of momentum storage

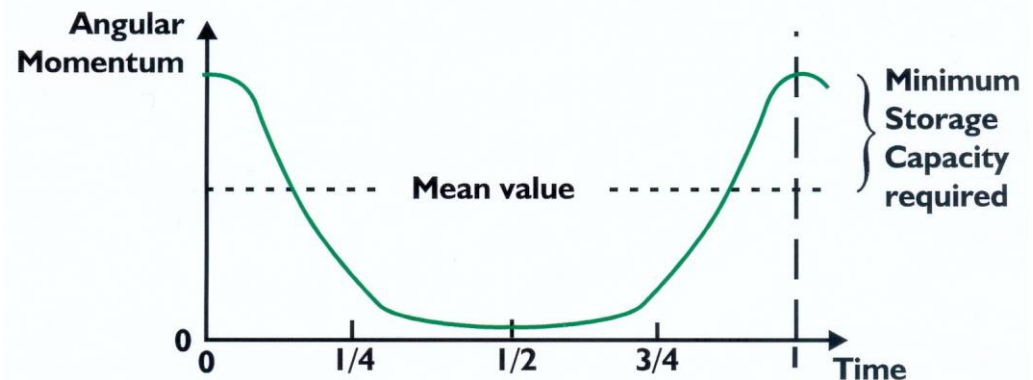
Momentum storage capacity can be chosen so as to avoid the use of external torquers (fuel) for controlling repointing and other events in which the 'before' and 'after' momenta are equal

(i.e. periodic variation in momentum)

Example: Earth-pointing from an elliptic orbit ...



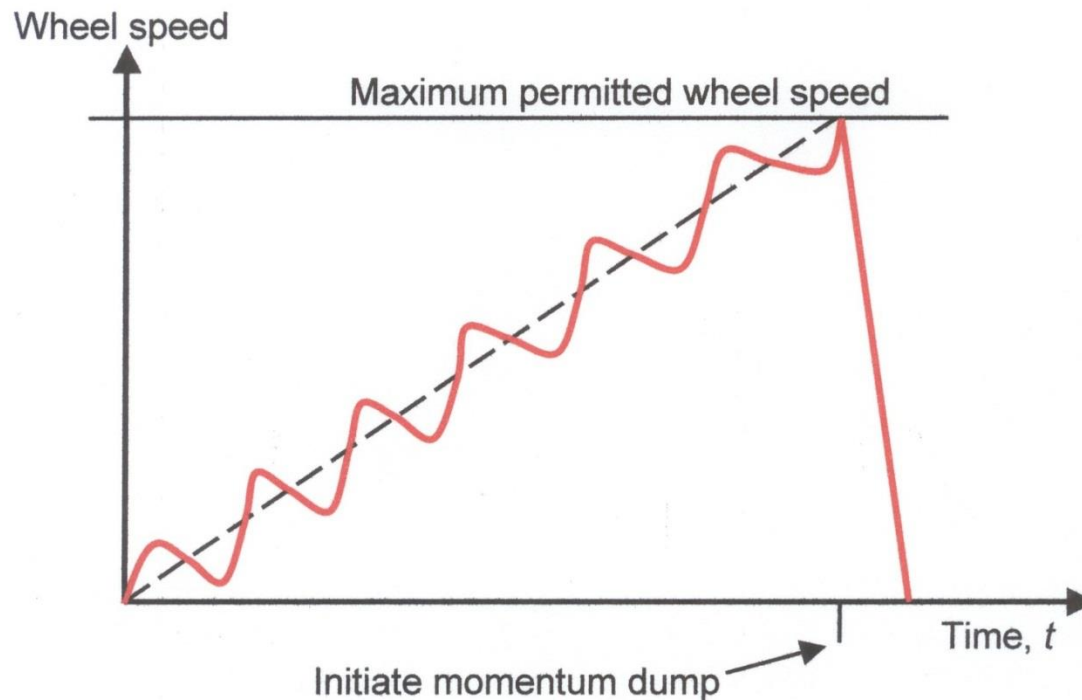
The local vertical's angular rate, and therefore the spacecraft's angular momentum, varies throughout one orbit



# Torques and Torquers

## Momentum dumping (or 'wheel desaturation')

Disturbance torques can cause the mean angular momentum of the system to increase. Pointing control then requires progressively higher wheel speeds



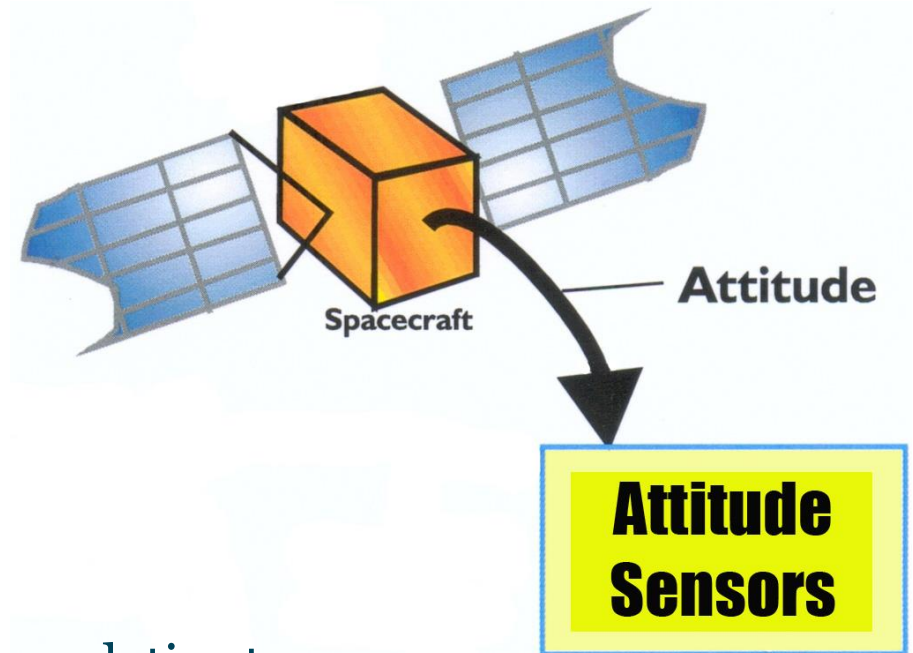
Initiate momentum dump once max wheel speed is attained:

- Torque wheel to slow it down
- While switching to external torquers for pointing control

# Attitude sensors

## Categories of sensors

**Note that:** Attitude control is less accurate than its measurement



## Reference Sensors

... which give attitude information relative to a reference source (e.g. a star)

## Inertial Sensors

... which measure changes in attitude

# Attitude sensors

## Categories of sensors

### A. Reference sensors

- These give information about the vector direction from the spacecraft to a reference object, in the spacecraft body axes.
- Potential accuracy is limited by the characteristics of the reference object:

### Potential Accuracies

**Note that:** the accuracies given are very approximate best performances

○ Stars	~ 1 arcsec
○ Sun	~ 1 arcmin
○ Earth (horizon)	~ 6 arcmin
○ Magnetometer	~ 30 arcmin
○ GPS	~ 6 arcmin*

\*Depends on receiver baseline



# Attitude sensors

## Categories of sensors

### B. Inertial sensors

- These are gyroscopic devices which give ‘change-of-attitude’ information only
- They need to be calibrated regularly using reference sensors (☆)
- They will continue to function whilst a reference object is eclipsed.

(☆) Note: Spacecraft must carry sensors of Type A

# Attitude sensors

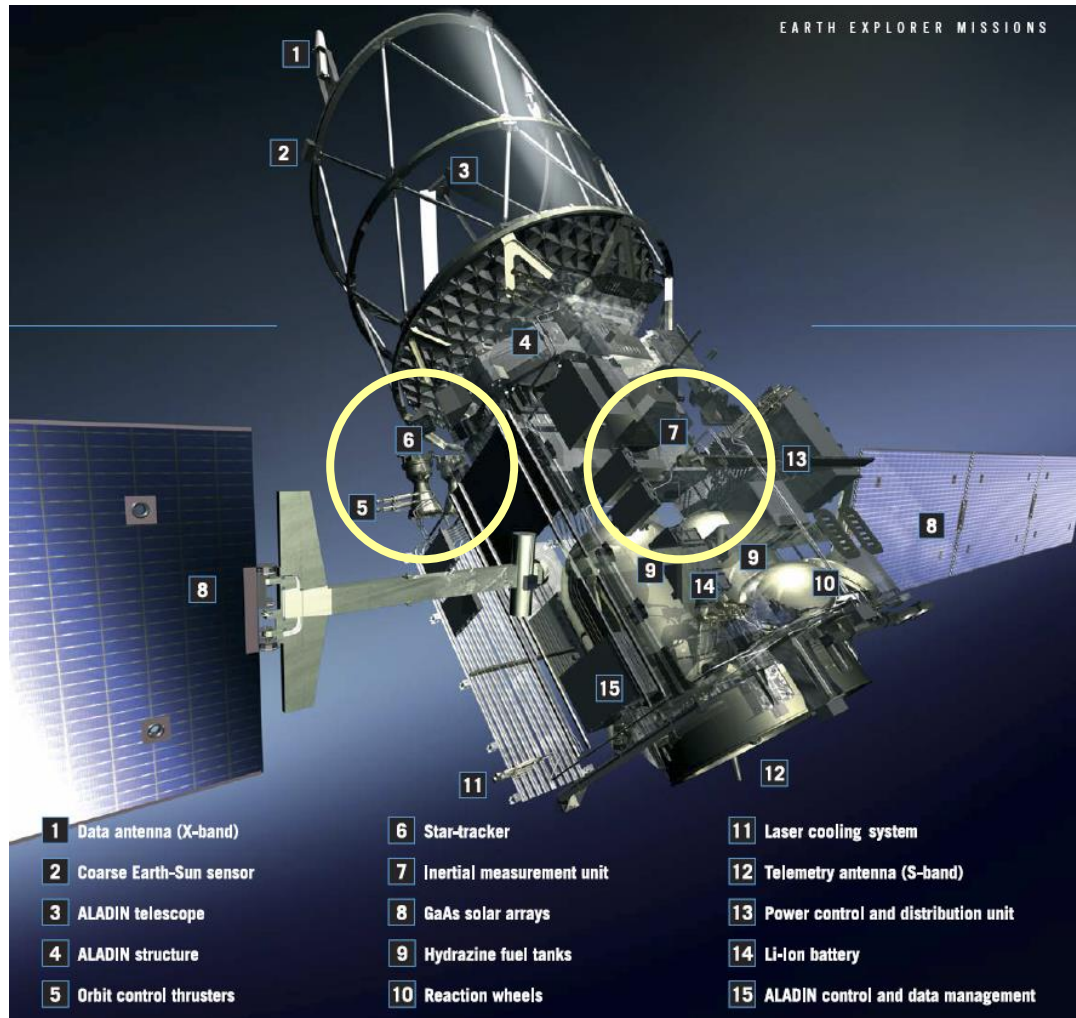
Example: Space shuttle attitude sensing system

- Gyros and star trackers.



# Attitude sensors

Example: AEOLUS – Combination of star mapper and IMU



# On-board Processing – closing the loop

On-board verses ground:

- The amount of autonomy given to the OBC varies considerably
- In general, modal control will be done by the OBC, with monitoring, resetting commands from Ground Control

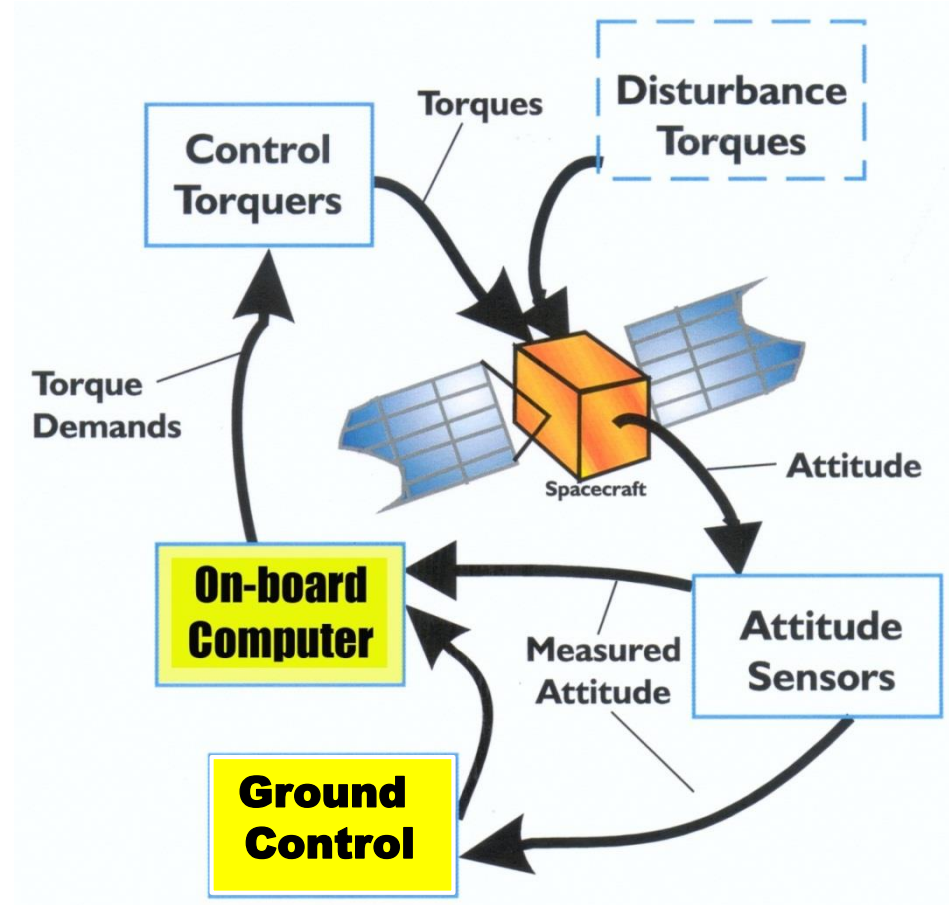
Operational modes:

Standby

Initial Acquisition Mode (IAM)/Safe Mode (SM)

Thruster Control Mode (TCM)

Normal Mode (NM)



# Impact of ACS on the spacecraft system

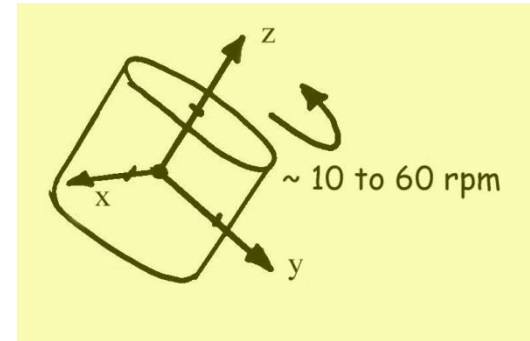
ACS has major interactions with other subsystems

- **Major system consequences for Type 1 (pure spinner) and Type 2 (dual-spinner)**
  - Power: Power limited.
  - Thermal: Spin distributes solar thermal input equitably. This decreases thermal design complexity, but placement of radiator surfaces can be problematic.
  - Communications: Antenna pointing problematic. This difficulty is eased in Type 2 configurations.
  - Payload accommodation: Limited physical space for non-scanning payloads
  - Transmission across electromechanical bearing: Type 2

# Impact of ACS on the spacecraft system

- Mass distribution: The inertia matrix must take a particular form ...

$$[\mathbf{I}] = \begin{pmatrix} I_{xx} & 0 & 0 \\ 0 & I_{xx} & 0 \\ 0 & 0 & I_{zz} \end{pmatrix}, \quad (I_{xx} = I_{yy})$$




Further for long-term stability, we require  $I_{zz} > I_{xx}$ .

- Nutation: Spinning introduces this oscillatory mode. This must be damped out using
  - Passive dampers
  - Active damping via control torquers

# Impact of ACS on the spacecraft system

- **Major system consequences for Type 3 (hybrid) and Type 4 (3-axis)**
  - Power: Deployed solar arrays may be used, providing greater power generation capability.
  - Thermal: Significant thermal gradients can occur, increasing complexity of thermal design.
  - Communications and payload accommodation: Greater flexibility than for Types 1 and 2.
  - Mass distribution and nutation: No major constraints, although Type 3 (hybrid) will exhibit nutation.

# ACS Conclusions

- Attitude stabilisation type + diverse attitude pointing requirements  
 Profound effect upon spacecraft configuration
- Mass distribution has an important effect on attitude motion
  - Stability
  - Response to control torques
- There are many workable alternative designs for an ACS



# Chapter 6 Summary

## Attitude Control Introduction



• Purposes and requirements of the Attitude Control Subsystem

## Rotational Dynamics



- ACS typical feedback control loop
- Basic principles of angular momentum
- The inertia matrix and its importance to vehicle response and design
- Gyroscopic precession and gyroscopic rigidity (momentum bias)

## Momentum Management



- How the overall momentum is managed for the spacecraft
- Key principles of momentum management, the use of momentum bias and how it affects the systems response to applied torques

## Spacecraft Categories



- The four active types of spacecraft stabilisation
- The consequences of these types on the spacecraft design

## Torques and Torquers

## Attitude Sensors

## On-board processing



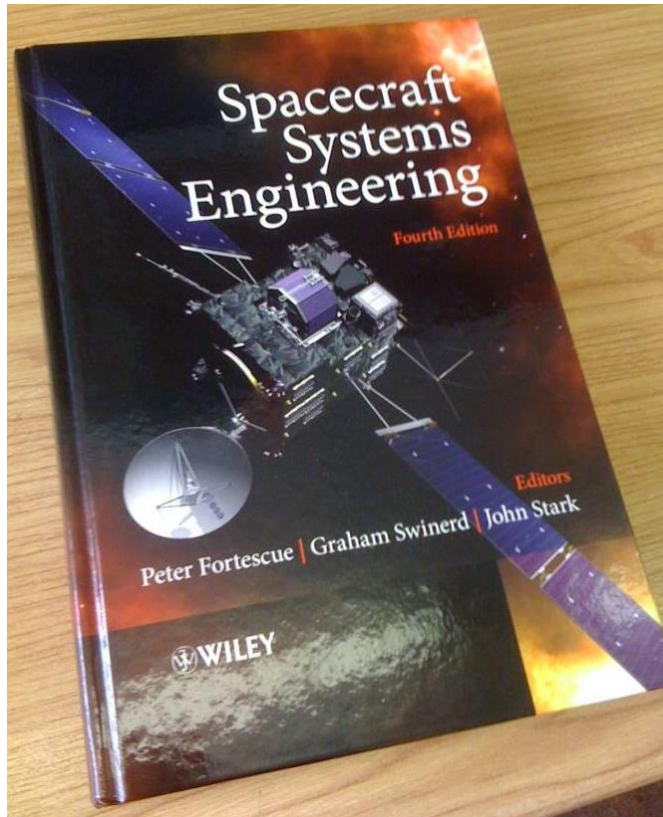
- Categorisation of torques and torquers and examples of each
- The practical use of momentum storage leading to momentum dumping
- Categorisation of sensors used in the ACS subsystem
- Modes of operation

## Impact of the ACS on the Spacecraft System



- Important impacts of the ACS subsystem on the design and operation of the spacecraft

## Chapter 6 Summary



Read Chapter 9 of  
Fortescue, Stark &  
Swinerd