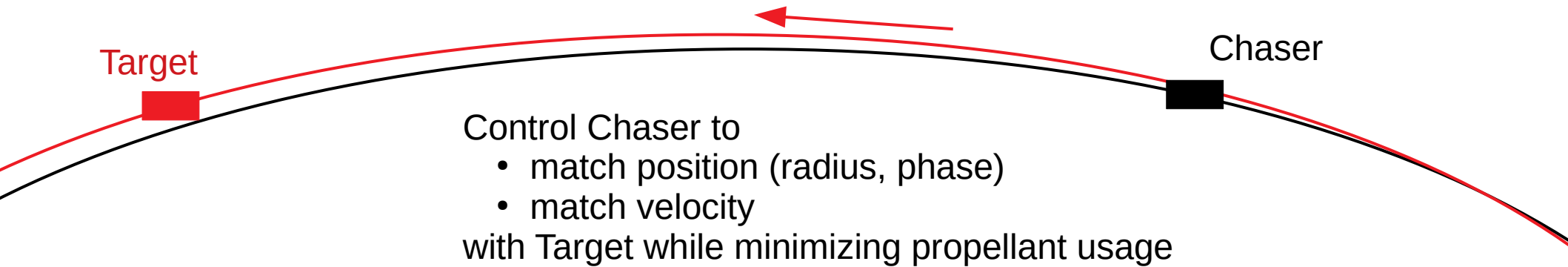


Comparing Optimization and Estimation Techniques for Low-Thrust Spacecraft Rendezvous

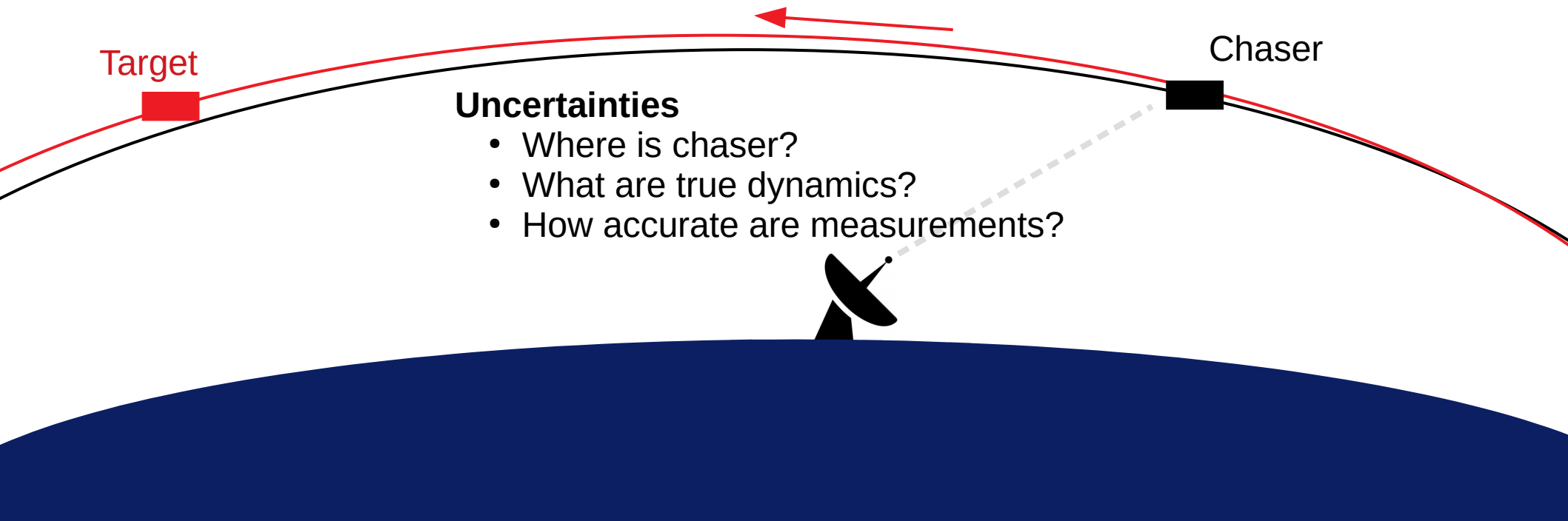
Cox, A., Sparapany, M., York, C., Zaidi, W.
April 25, 2018

AAE 568 Course Project, Purdue University

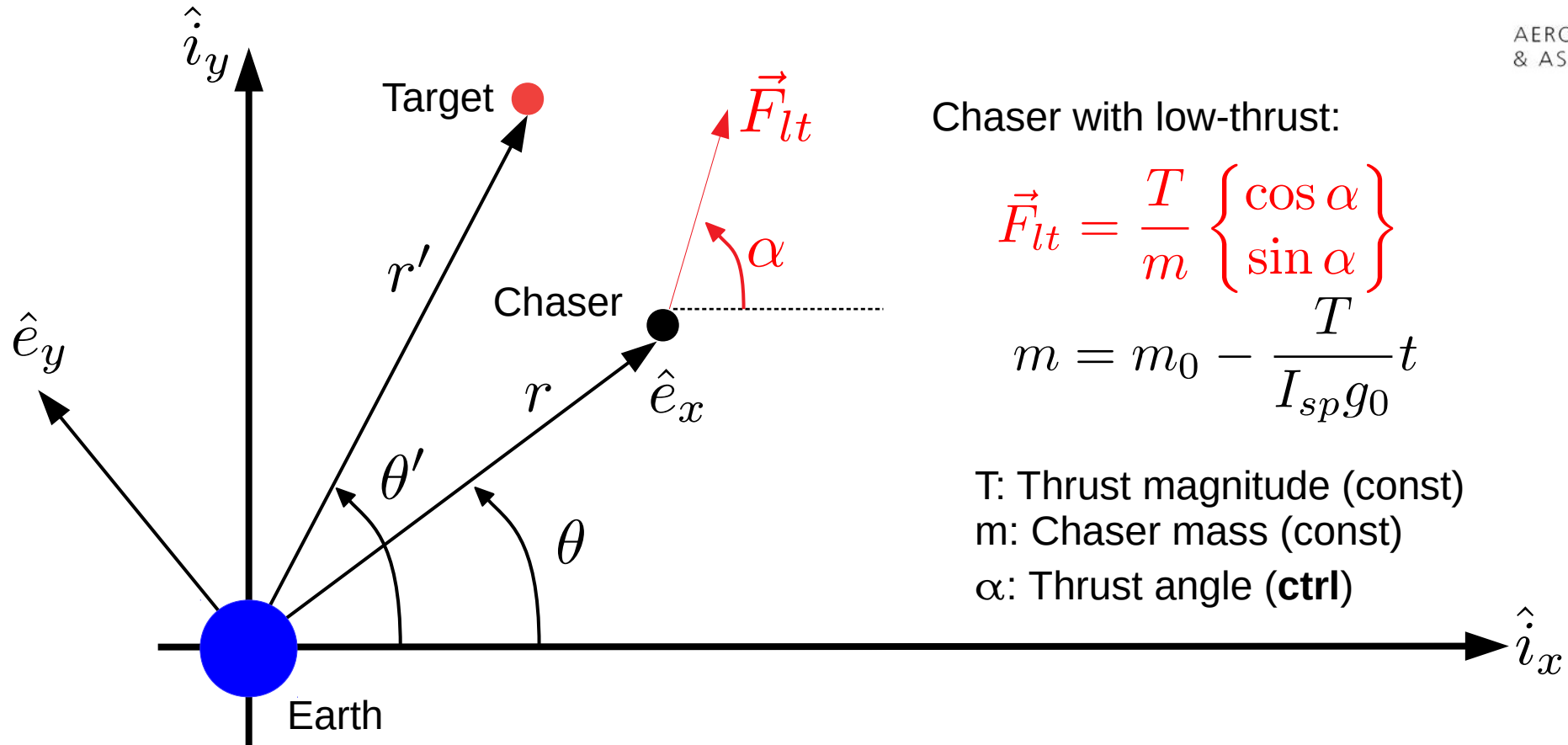
Problem Motivation



Problem Motivation, Cont'd



Low-Thrust Control



Chaser with low-thrust:

$$\vec{F}_{lt} = \frac{T}{m} \begin{Bmatrix} \cos \alpha \\ \sin \alpha \end{Bmatrix}$$

$$m = m_0 - \frac{T}{I_{sp}g_0}t$$

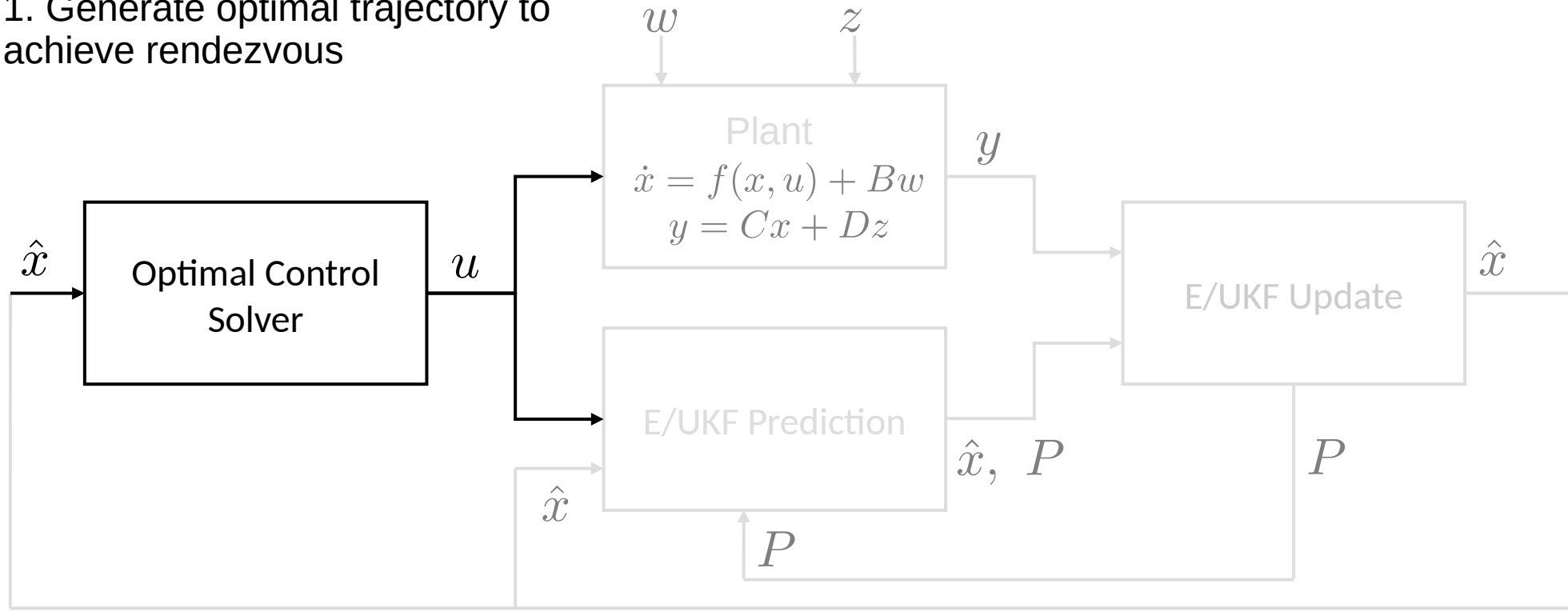
T: Thrust magnitude (const)

m: Chaser mass (const)

α : Thrust angle (**ctrl**)

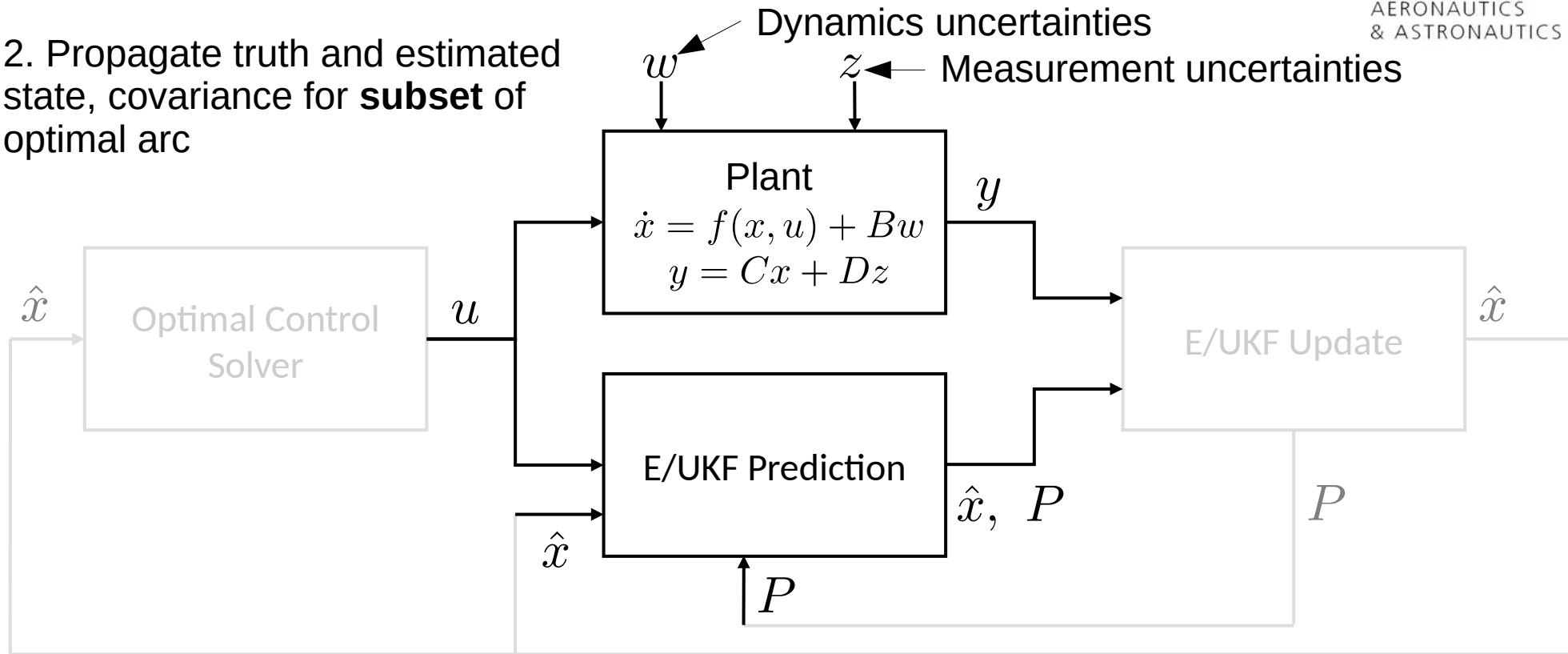
Problem Overview

1. Generate optimal trajectory to achieve rendezvous



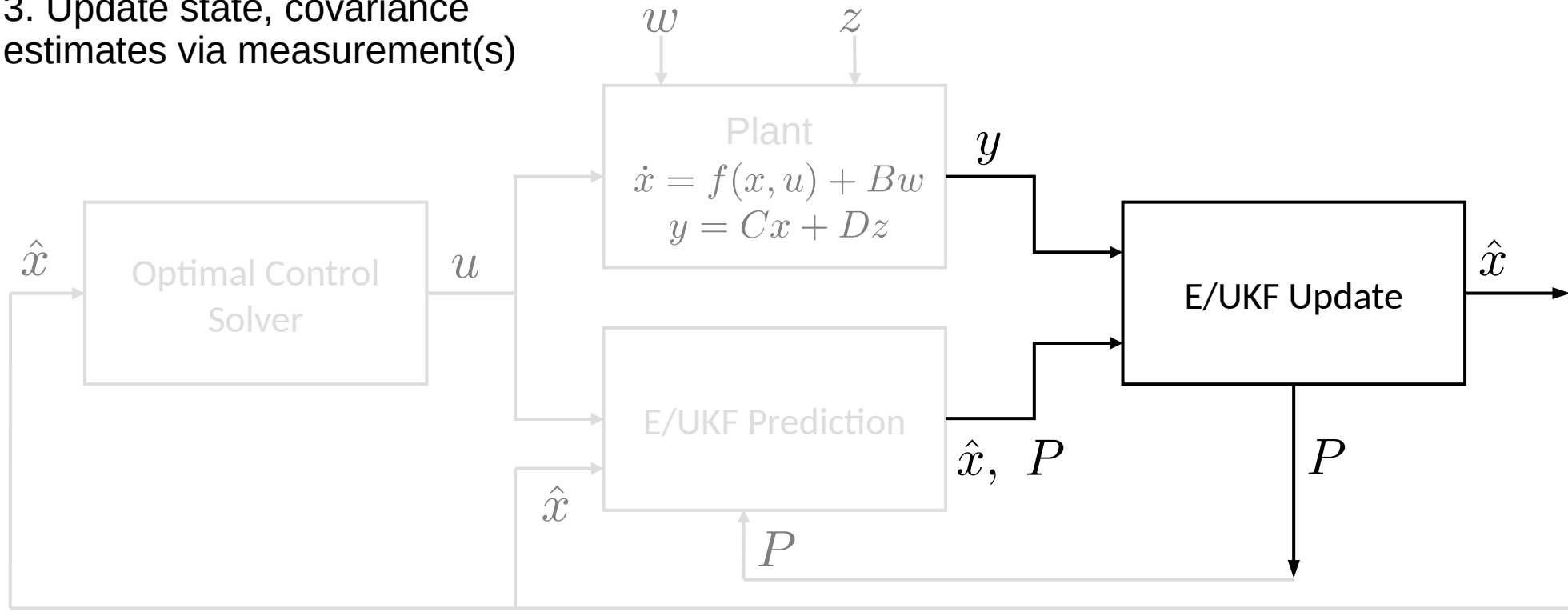
Problem Overview

2. Propagate truth and estimated state, covariance for **subset** of optimal arc



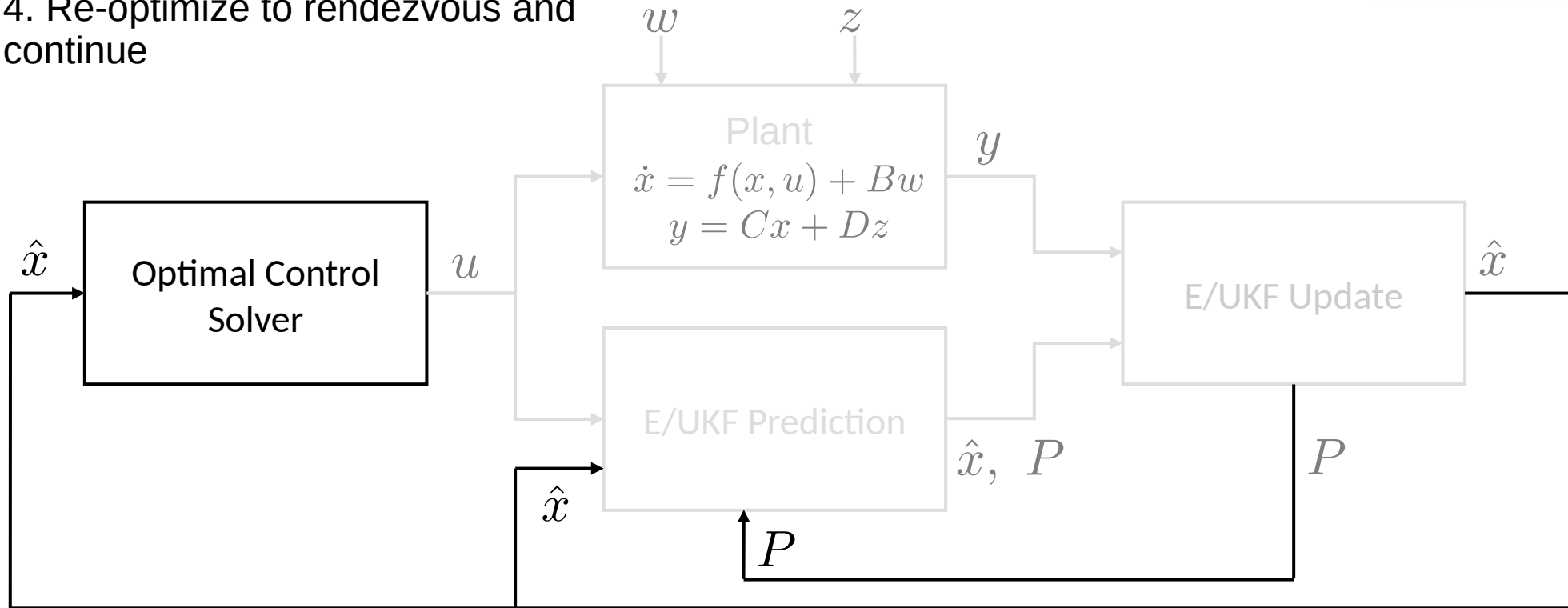
Problem Overview

3. Update state, covariance estimates via measurement(s)



Problem Overview

4. Re-optimize to rendezvous and continue



Optimization Problem Definition

Goal: minimize propellant usage = maximize m_f = minimize t_f

$$\min_{\alpha} J = t_f$$

Subject to:

$$\dot{\vec{x}} = \begin{Bmatrix} \dot{r} \\ \dot{\theta} \\ r\dot{\theta}^2 - \frac{\mu}{r^2} + \frac{T}{m} (C_{\alpha}C_{\theta} + S_{\alpha}S_{\theta}) \\ -2\frac{\dot{r}\dot{\theta}}{r} + \frac{T}{mr} (S_{\alpha}C_{\theta} - C_{\alpha}S_{\theta}) \end{Bmatrix} \quad \vec{x}(t_f) = \begin{Bmatrix} r' \\ \theta'_0 + \dot{\theta}'t \\ \dot{r}'_0 \\ \dot{\theta}'_0 \end{Bmatrix}$$

$$\vec{x}(t_0) = \{r_0 \quad \theta_0 \quad \dot{r}_0 \quad \dot{\theta}_0\}^T, \quad t_0 = 0 \quad t_f = \text{free}$$

Indirect Optimization

Collin

Direct Optimization

Model dynamics by piecewise 3rd-degree polynomials (control constant along segments)

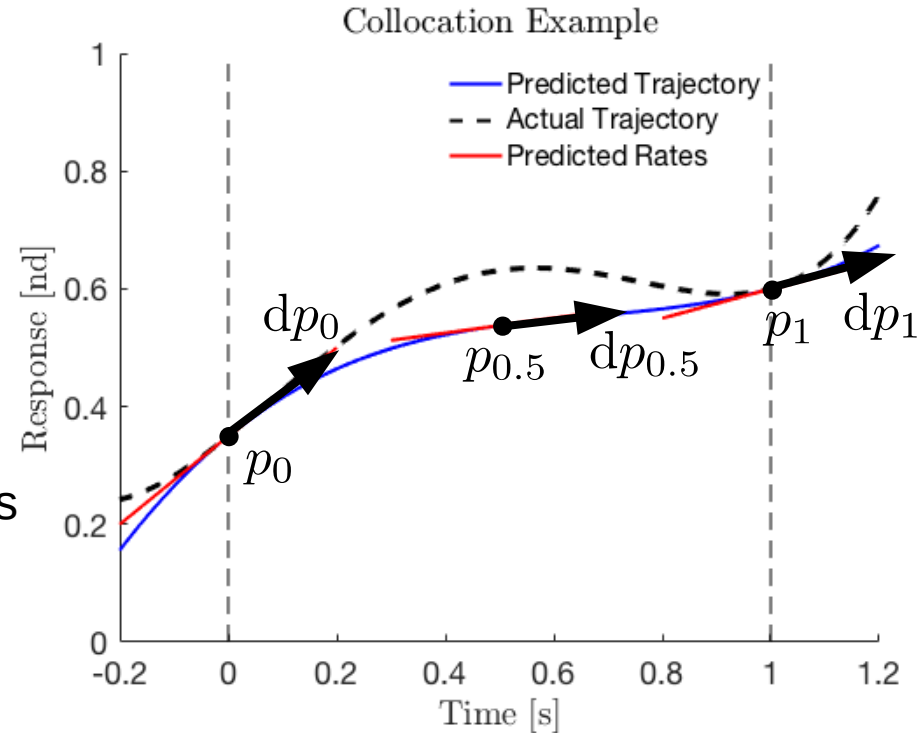
$$\tilde{p}_{0.5} = \frac{1}{2}(p_0 + p_1) + \frac{t_f(dp_0 - dp_1)}{8(N-1)}$$

$$d\tilde{p}_{0.5} = -\frac{3(N-1)(p_0 - p_1)}{2t_f} - \frac{1(dp_0 + dp_1)}{4}$$

$$dp_{0.5} = f(t, \tilde{p}_{0.5})$$

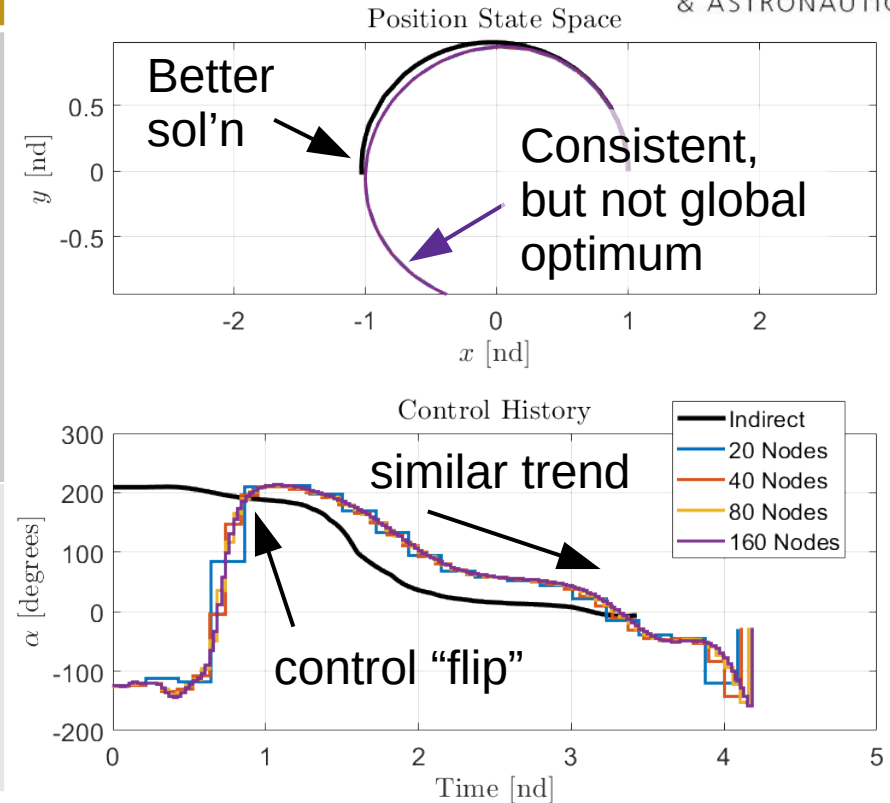
Constraint: $dp_{0.5} - d\tilde{p}_{0.5} = 0 \quad \forall$ polynomial midpoints

Driven by Sequential Quadratic Programming
(SQP from MATLAB's *fmincon*)



Indirect vs. Direct Optimization

	Direct	Indirect
Pros	<ul style="list-style-type: none"> No variational calculus Easy to make initial guess (no costates) Easy to find a potential (suboptimal) solution 	<ul style="list-style-type: none"> Root-solver is simpler Solution guaranteed locally optimal Convincing global optimum with engineering judgement
Cons	<ul style="list-style-type: none"> Unsure if solution is optimal, or even real Numerical optimizer is more complicated 	<ul style="list-style-type: none"> Initial guess hard to make Sensitive to initial guess



Estimation Problem Definition

Collin

Extended Kalman Filter

Collin

Unscented Kalman Filter

Waqar

Estimation Method Comparison

Waqar

Example: Indirect + EKF Results

Collin

Contributions

Andrew: Dynamics derivation, integration of components into mission loop

Michael: Direct optimization implementation, optimizer comparison

Collin: EKF implementation, indirect optimization implementation

Waqar: UKF implementation, estimator comparison

Comparing Optimization and Estimation Techniques for Low-Thrust Spacecraft Rendezvous

Cox, A., Sparapany, M., York, C., Zaidi, W.
April 25, 2018

AAE 568 Course Project, Purdue University