

Basic Concepts of Guidance

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Basic Concepts of Guidance

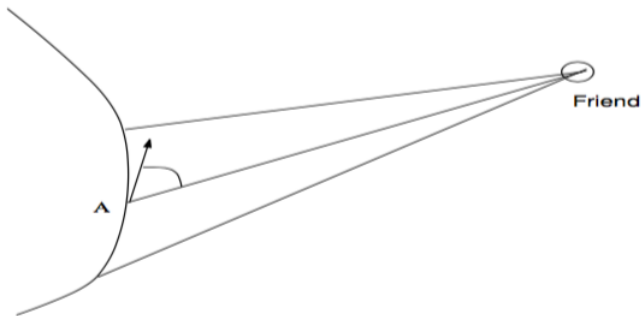
Autopilots in Tactical Missiles

- Flight control system: Autopilot
 - ⇒ Stabilize the missile
 - ⇒ Control of missile in its flight
 - ⇒ Ensure that missile airframe responds effectively to guidance commands.
- Roll, pitch and yaw autopilots
- Pitch and yaw autopilots: lateral autopilots
- Nature of gains in autopilots
 - ⇒ Change in altitude for SAMs.
 - ⇒ Change in missile's velocity and weight
 - ⇒ Atmospheric temperature, pressure.

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Guidance Systems in Tactical Missiles

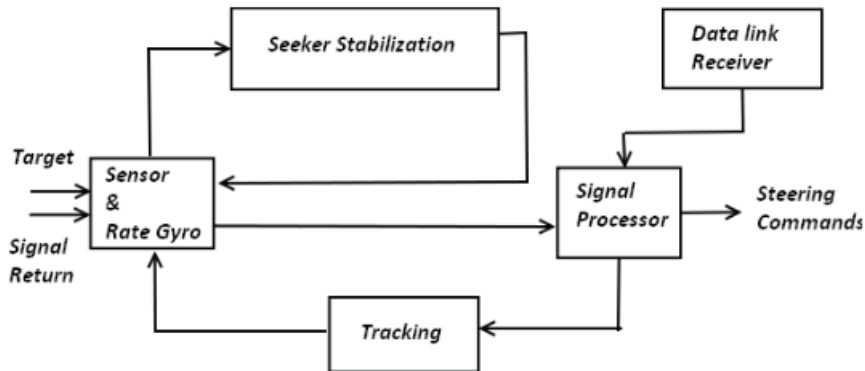
- Guidance system
 - ⇒ Target acquisition
 - ⇒ Target tracking
 - ⇒ Seeker stabilization
 - ⇒ Steering command generation



- Seeker stabilization: Decoupling of seeker from body motion.

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Guidance Systems



Data link receiver is not always necessary (as in a purely homing guidance system). similarly, the seeker in a command guidance system may not be present onboard

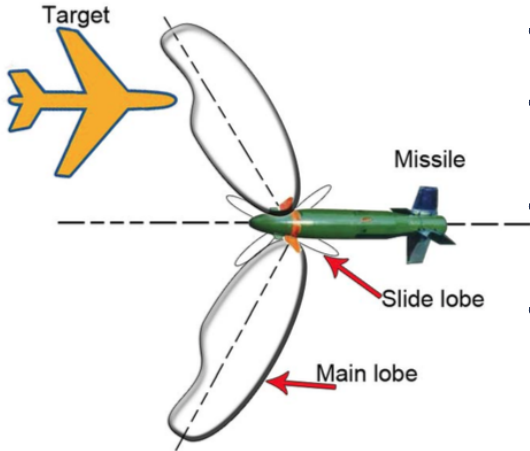
Basic Concepts of Guidance

Proximity Fuze

- Direct hit of target happens rarely.
- Usually missile comes very close to target, the missile senses this event and detonate its fuze.
- Proximity fuze:
 - ⇒ RF proximity fuze
 - ⇒ Laser proximity fuze
- **RF proximity fuze:**
 - ⇒ Two CW radars placed diametrically opposite on two sides of missile behind guidance system.
 - ⇒ When target enters this pattern, receiving antennas receives reflected energy.
 - ⇒ Doppler frequency is extracted from this signal and is used to generate the fuze pulse.
 - ⇒ An in-built range cut-off which suppresses reflected signals from objects at larger distance.
 - ⇒ Avoidance of detonation due to signals reflected from ground or sea or nearby objects like buildings, etc.

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Proximity Fuze



- Two other checks to prevent a false alarm.
- Doppler signal is passed through a bandpass filter to check signal bandwidth.
- A threshold detector to check the minimum level of reflected signal.
- Threshold detector also eliminates the possibility of ambiguous range measurements.

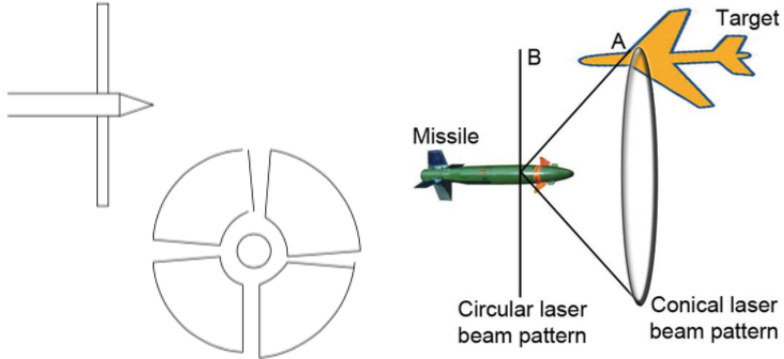
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Proximity Fuze

- Laser proximity fuze uses a **laser source** as the active transmitter and an **infrared detector** as the receiver.
- High frequency energy helps in obtaining very accurate information about the target position.
- Four emitters and receivers are mounted on the missile at 90 degrees from each other.
- Each produces a sector-shaped pattern with 90 degrees angular spread.
- Combination of four patterns produces a **circular pattern** of a definite radius and very small thickness.
- Received signal is passed through some simple circuitry to extract the necessary information to generate the fuze pulse.
- **Possibility of false alarm in laser fuzes is very small compared to the RF fuze.**

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Proximity Fuze

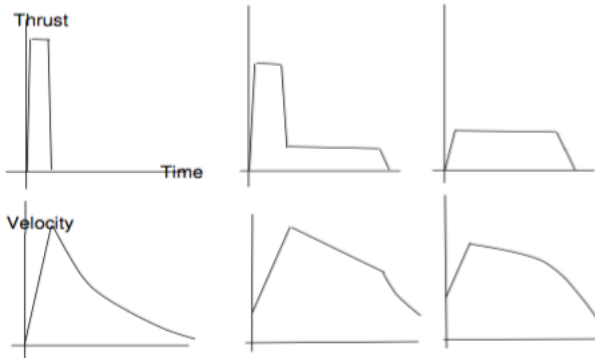


What is the advantage of using circular conical beam pattern?

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Propulsion System

- Propulsion system: Provides required initial thrust to missile and make it fly with sufficient velocity during subsequent engagement period.
- Phases in missile propulsion
 - ⇒ Boost: **high level of missile acceleration** over a relatively short period of time.
 - ⇒ Sustain: **maintain missile at a desired speed** for majority of remaining flight.

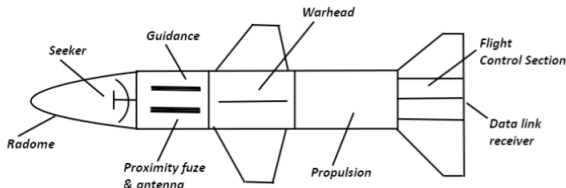


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Warhead

- **Warhead:** payload of the missile

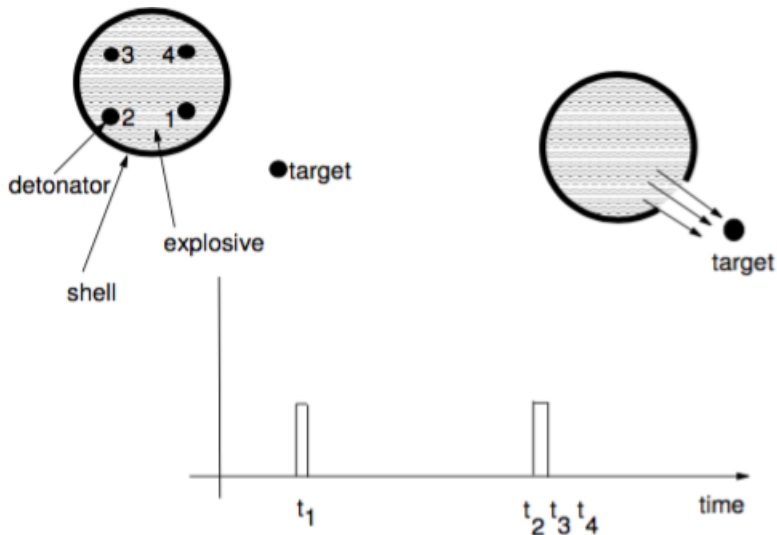
- ⇒ A shell
- ⇒ Explosives
- ⇒ Detonator



- Weight of the warhead depends on the size of the missile.
- Fuze pulse activates detonator, which triggers the explosive.
- Shell breaks into numerous fragments, propelled outward in a 60-90 degrees spread and achieves target kill by penetrating target components.

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Warhead



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Guidance

- **Guidance:** To direct one object to move in such a way as to enable it to come as close as possible to another object.
- **Interception:** An interception or capture is said to have taken place if the positions of the two objects coincide.
- Can we still call it an interception if the exact positions of two objects do not coincide?
- If the closest distance is within the lethal radius then target can be destroyed.
- This results into “target interception”.
- Effect of guidance on relative motion of an object with respect to another object: study of kinematics of engagement
- Interception and avoidance: Two sides of similar concept

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Missile-Target Engagement

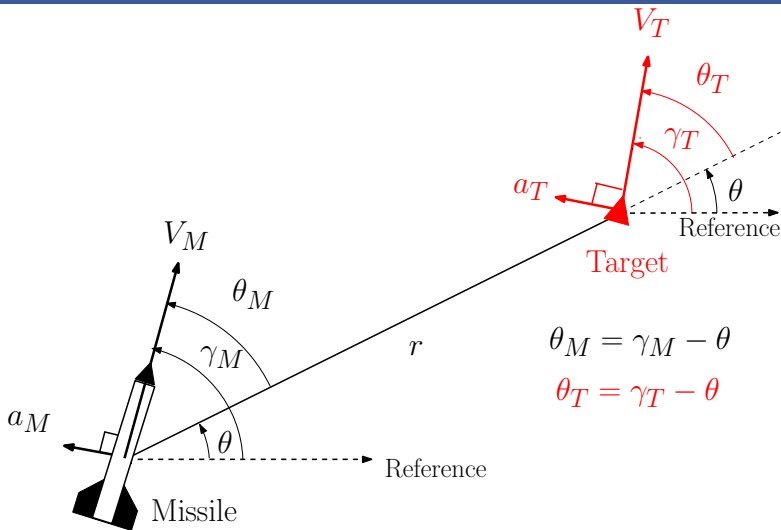


Figure: Planar missile-target engagement

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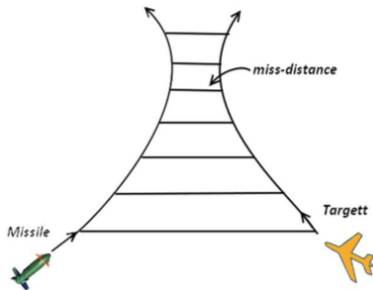
Lateral Acceleration

- **Missile lateral acceleration:** Acceleration that missile needs to apply in order to achieve a **desired turn rate**.
- It is usually applied in a direction close to the **normal to the missile velocity vector**.
- In fact, the guidance command generated by the guidance law is usually expressed as a lateral acceleration.
- It is also called as **commanded lateral acceleration** and is given as an **input to the missile autopilots**.
- As the autopilot are dynamical systems, there may be a difference in achieved and commanded lateral accelerations.
- Difference in acceleration may also result due to **saturation effect**.
- **Why saturation of lateral acceleration occurs in missile?**

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Line-of-Sight Components

- **Line-of-sight:** Imaginary line joining the missile and the target at any given instant in time is called the instantaneous line-of-sight (LOS).
- LOS may **change in both length and orientation** as the engagement proceeds.
- The change in its angular orientation is given by its angular velocity or rate of turn, usually expressed in units of radians/sec.
- This rate is called as line-of-sight rate (**LOS rate**).



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Line-of-Sight Components

- **Closing velocity:** It is the velocity with which the missile **closes** on to the target.
- This is measured as the rate at which the length of the LOS or the LOS separation **shrinks**.
- Hence, it is the **negative** of the rate of change of the LOS separation or range rate.

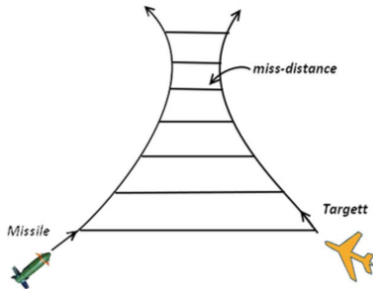
$$V_c = -\dot{r}$$

- It is also the doppler relative velocity of the target with respect to the missile **along the line-of-sight** (LOS).

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Miss distance

- **Miss distance:** Distance of closest approach of the missile to the target.
- When missile directly **hits** target, the miss distance is **zero**.
- When missile **passes close** to target, the miss distance is **non-zero**.
- Proximity fuze detonates the warhead and the engagement comes to an end.
- **Guidance system tries to achieve direct hit.**
- If it is not possible to obtain direct hit then try to minimize miss-distance.



- **Can miss distance be a negative quantity?**

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Missile-Target Engagement

- The distance between the missile and target is denoted by r and is also referred to as the **LOS separation**.
- Angles are measured w.r.t. some fixed reference, called as LOS angle, θ .
- Engagement dynamics

$$\dot{r} = V_r = V_T \cos(\gamma_T - \theta) - V_M \cos(\gamma_M - \theta)$$

$$r\dot{\theta} = V_\theta = V_T \sin(\gamma_T - \theta) - V_M \sin(\gamma_M - \theta)$$

$$\dot{\gamma}_M = \frac{a_M}{V_M}$$

$$\dot{\gamma}_T = \frac{a_T}{V_T}$$

- Consider the engagement when there is **no guidance system** and target is assumed to have constant velocity.

$$a_M = 0, \quad a_T = 0.$$

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Missile-Target Engagement

- V_r and V_θ are components of relative velocity of target w.r.t. missile.
- Speeds of missile and target are constant during engagement.
- On differentiating V_r with respect to time

$$\begin{aligned}\dot{V}_r &= -V_T \sin(\gamma_T - \theta)(\dot{\gamma}_T - \dot{\theta}) + V_M \sin(\gamma_M - \theta)(\dot{\gamma}_M - \dot{\theta}) \\ &= -V_T \sin(\gamma_T - \theta)(-\dot{\theta}) + V_M \sin(\gamma_M - \theta)(-\dot{\theta}) \\ &= \dot{\theta} [V_T \sin(\gamma_T - \theta) - V_M \sin(\gamma_M - \theta)] \\ &= \dot{\theta} V_\theta\end{aligned}$$

- On differentiating V_θ with respect to time

$$\begin{aligned}\dot{V}_\theta &= V_T \cos(\gamma_T - \theta)(\dot{\gamma}_T - \dot{\theta}) - V_M \cos(\gamma_M - \theta)(\dot{\gamma}_M - \dot{\theta}) \\ &= V_T \cos(\gamma_T - \theta)(-\dot{\theta}) - V_M \cos(\gamma_M - \theta)(-\dot{\theta}) \\ &= -\dot{\theta} [V_T \cos(\gamma_T - \theta) - V_M \cos(\gamma_M - \theta)] \\ &= -\dot{\theta} V_r\end{aligned}$$

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Missile-Target Engagement

- From \dot{V}_r and \dot{V}_θ , we can write

$$\dot{\theta} = \frac{\dot{V}_r}{V_\theta} = -\frac{\dot{V}_\theta}{V_r}$$

- We can obtain the relation

$$V_r \dot{V}_r = -V_\theta \dot{V}_\theta \Rightarrow V_r \dot{V}_r + V_\theta \dot{V}_\theta = 0$$

- On integrating above equation, we get

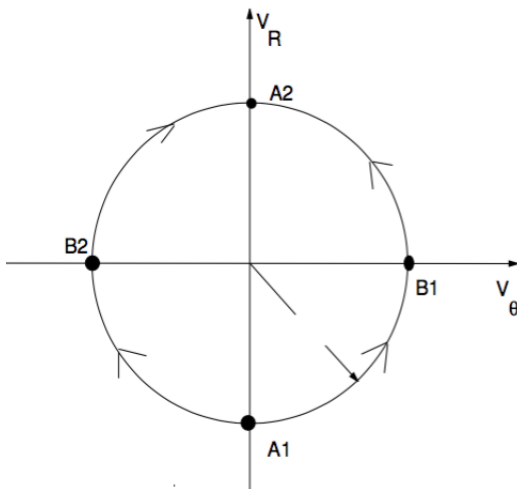
$$V_r^2 + V_\theta^2 = c^2 (\text{constant})$$

- Equation of a circle in (V_r, V_θ) space with radius c and centre at origin.
- If initial values of V_r , V_θ are

$$V_r(0) = V_{r_0}, \quad V_\theta(0) = V_{\theta_0} \Rightarrow c = \sqrt{V_{r_0}^2 + V_{\theta_0}^2}$$

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Missile-Target Engagement



How to find direction of movement?

Missile-Target Engagement

- Dynamics of V_r and V_θ

$$\dot{V}_r = \dot{\theta}V_\theta, \quad \dot{V}_\theta = -\dot{\theta}V_r$$

- On multiplying LOS separation, r , on both equations, we get

$$r\dot{V}_r = r\dot{\theta}V_\theta = V_\theta^2, \quad r\dot{V}_\theta = -r\dot{\theta}V_r = -V_rV_\theta$$

- As LOS separation is always positive, that is, $r > 0$,

$$r\dot{V}_r = V_\theta^2 > 0 \Rightarrow \dot{V}_r > 0$$

- If V_r and V_θ are of opposite signs

$$\dot{V}_\theta > 0 \quad \text{if} \quad V_rV_\theta < 0$$

- If V_r and V_θ are of same signs

$$\dot{V}_\theta < 0 \quad \text{if} \quad V_rV_\theta > 0$$

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Missile-Target Engagement

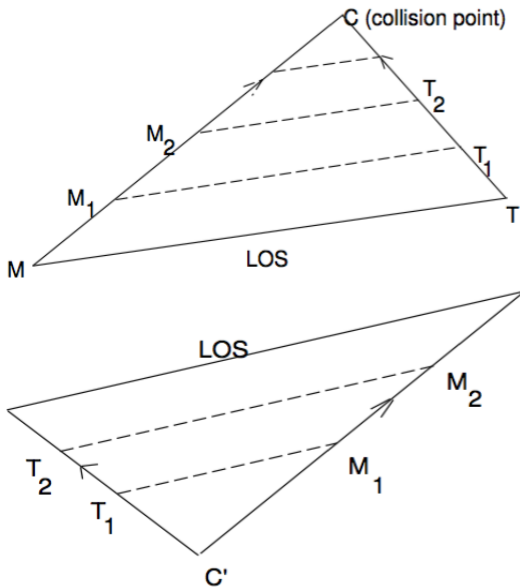
- When $V_\theta = 0$, we also have $\dot{V}_\theta = 0$.
- These conditions correspond to the stationary points A_1, A_2 .

$$\dot{V}_r = 0, \quad \dot{V}_\theta = 0$$

- At point A_1 , $V_r < 0$. **What does it mean?**
 - ⇒ LOS separation shrinks at constant rate if state is on A_1 and after finite time it becomes zero leading to the collision of missile and target.
 - ⇒ **Collision condition:** $V_\theta = 0, \quad V_r < 0$.
- At point A_2 , $V_r > 0$, LOS separation increases with constant rate.
- For $V_\theta = r\dot{\theta} = 0$, LOS angle θ remains constant with time.
 - ⇒ LOS does not rotate in space.
- **Collision triangle:** A triangle which the trajectories of missile and target make in case of non-rotating LOS.
- Point A_2 corresponds to inverse collision triangle.

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Collision Course



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Miss Distance

- At points B_1, B_2 , we have $V_r = 0, V_\theta \neq 0$. **What does it mean?**
- In the neighbourhood of these points, $V_r < 0$ just prior to these points and $V_r > 0$ immediately after these points.
- It defines the distance of closest approach, that is, miss distance.
- How to get expressions for the time and the distance of closest approach?
- Consider the trajectories in (V_r, V_θ) -space.

$$V_r^2 + V_\theta^2 = c^2$$

- Using $r\dot{V}_r = V_\theta^2$,

$$V_r^2 + r\dot{V}_r = c^2 \implies \dot{r}^2 + r\ddot{r} = c^2$$

- How to proceed further?

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Miss Distance

- Using the fact that $\frac{dr\dot{r}}{dt} = \dot{r}^2 + r\ddot{r}$, we can write

$$\frac{dr\dot{r}}{dt} = c^2 \Rightarrow r\dot{r} = c^2 t + b, \quad b = r_0 V_{r_0},$$

where r_0 is the initial separation between missile and target and V_{r_0} is initial value of range rate.

- At points B_1 and B_2 , range rate $V_r = 0$, $r = r_{\text{miss}}$, $t = t_{\text{miss}}$

$$c^2 t_{\text{miss}} + b = 0 \Rightarrow t_{\text{miss}} = -\frac{b}{c^2}$$

- On substituting for b and c , we get

$$t_{\text{miss}} = -\frac{r_0 V_{r_0}}{c^2} = -\frac{r_0 V_{r_0}}{V_{r_0}^2 + V_{\theta_0}^2}$$

- How to obtain miss distance?

Miss Distance

- As we know that

$$r\dot{r} = c^2t + b$$

- On integration, we get

$$\frac{r^2}{2} = \frac{c^2t^2}{2} + bt + a, \quad a = \frac{r_0^2}{2}$$

- Expression for range

$$r = \sqrt{c^2t^2 + 2bt + 2a}$$

- Miss distance

$$r_{\text{miss}} = \sqrt{c^2t_{\text{miss}}^2 + 2bt_{\text{miss}} + 2a} = r_0 \sqrt{\frac{V_{\theta_0}^2}{V_{r_0}^2 + V_{\theta_0}^2}}$$

Reference

- 1 D. Ghose, *Lecture notes on Navigation, Guidance and Control*, Indian Institute of Science, Bangalore.