

Spacecraft Dynamics & Simulation

* "Dynamics"

$$\dot{x} = f(t, x, u)$$

↑ time ↑ state vector ↑ control input vector

- Can always put ODEs in this form (1st order vector ODE)

$$F = ma = m\dot{v} \Rightarrow x = \begin{bmatrix} r \\ v \end{bmatrix}$$

↑ position
↑ velocity

$$\dot{x} = \begin{bmatrix} \dot{r} \\ \dot{v} \end{bmatrix} = \begin{bmatrix} v \\ \frac{1}{m} F \end{bmatrix}$$

* "Simulation"

- Usually we can't solve these ODEs for $x(t)$ analytically:

$$x(t) = x(0) + \underbrace{\int_0^t f(t, x, u) dt}_{\text{this is a nasty integral}}$$

- We use numerical methods to approximate the solution
- Many options but most common are Runge-Kutta
- These fit a polynomial to $x(t)$ over a (short) time step by evaluating f
- "Order" \approx order of polynomial
- "Stages" = number of f evals per time step

- Classic 4th-order Runge-Kutta Method (RK4)

$$K_1 = f(t_n, x_n)$$

$$K_2 = f(t_n + \frac{1}{2}\Delta t, x_n + \frac{1}{2}\Delta t K_1)$$

$$K_3 = f(t_n + \frac{1}{2}\Delta t, x_n + \frac{1}{2}\Delta t K_2)$$

$$K_4 = f(t_n + \Delta t, x_n + \Delta t K_3)$$

$$x_{n+1} = x_n + \frac{1}{6}\Delta t(K_1 + 2K_2 + 2K_3 + K_4)$$

- Lots of extensions (e.g. adaptive step size) that you can find in libraries.

* Spacecraft Dynamics

- Spacecraft can mostly be modeled as rigid body

- Rigid body \Rightarrow ignore flexible dynamics

$$\Rightarrow \omega_{\text{flexible}} \gg \omega_{\text{RB/controller}}$$

- For a cubesat :
 - Orbit dynamics $\approx 1/\text{hour}$
 - Altitude dynamics $\approx 1 \text{ Hz}$
 - Flexible dynamics $\approx 1 \text{ kHz}$

decoupled

ignore

* Orbit Dynamics

- What forces act on a satellite in LEO?

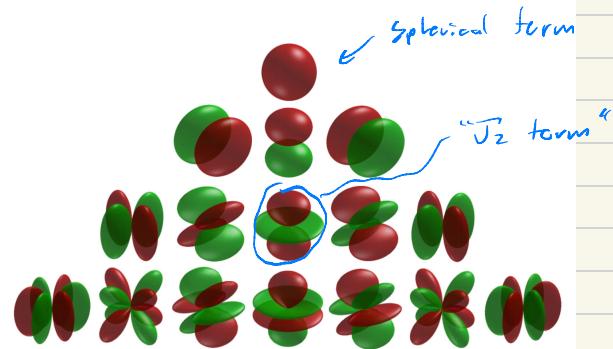
- 1) Gravity (not just spherical)
- 2) Atmospheric Drag
- 3) Solar radiation pressure

- Gravity

$$a_g = \frac{-\mu r}{\|r\|^3} + J_2(r)$$

"Spherical term" "J₂ "doughnut" term

"Standard Gravitational Parameter" = $\mu = GM$
Position $r/2$



- In LEO $\|J_2\| \approx \|F_{\text{drag}}\|$. Next term is $\sim 1000\times$ smaller

"J₂ coefficient" for Earth $\approx 1.756 \times 10^{-10} \text{ km}^3/\text{sec}^2$

$$J_2(r) = \frac{J_2}{r^2} \begin{bmatrix} x (6z^2 - \frac{3}{2}(x^2 + y^2)) \\ y (6z^2 - \frac{3}{2}(x^2 + y^2)) \\ z (3z^2 - \frac{9}{2}(x^2 + y^2)) \end{bmatrix}$$

- Drag:

$$F_{\text{drag}} = -\frac{1}{2} C_D \rho A v \|v\|$$

Air density velocity vector
Drag coefficient Surface Area

$$C_D \approx 2.2 \text{ for spacecraft}$$

$$\rho \approx 10^{-15} - 10^{-14} \text{ kg/m}^3 \text{ (use a model like Harris - Priestler)}$$

- Add up all forces to get the dynamics:

$$\underbrace{\begin{bmatrix} \dot{r} \\ \dot{v} \end{bmatrix}}_{\dot{x}} = \begin{bmatrix} v \\ a_g(r) + \underbrace{\frac{1}{m} F_{\text{drag}}(r, v)}_f \end{bmatrix}$$

- Initial Conditions:

- To simulate, we need a starting position r_0 and velocity v_0

* Vis-Viva Equation:

$$v^2 = \mu \left(\frac{2}{r} - \frac{1}{a} \right)$$

$\underbrace{a}_{\text{"semimajor axis"}}$

$$- \text{Circular orbit} \Rightarrow a = \|r\| \Rightarrow v = \sqrt{\frac{\mu}{a}}$$

Orbital Elements:

- * Assumes perfectly spherical planet with no perturbations
- * Just a way of writing down shape + orientation of an elliptical orbit.

Semimajor Axis (a):

- Units of length (km)
- Defines size of orbit
- For a circular orbit $a = r$
- For ellipse:



(b = "semiminor axis")

Eccentricity (e)

- Unitless
- Measures how "stretched" the ellipse is

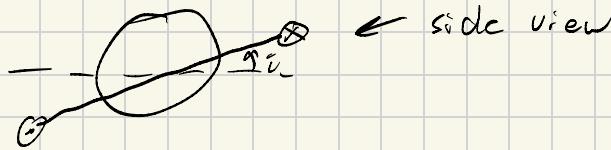
$$e = \sqrt{1 - \frac{b^2}{a^2}}$$

$e = 0$ for a circle

$e < 1$ for ellipse

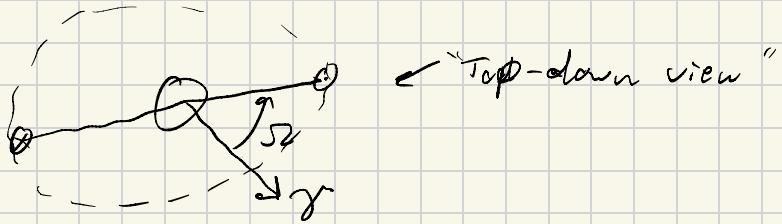
Inclination (i)

- Units of radians or degrees
- Angle between orbital plane and "reference plane" (equator)



Longitude of Ascending Node (RAAN) (Ω):

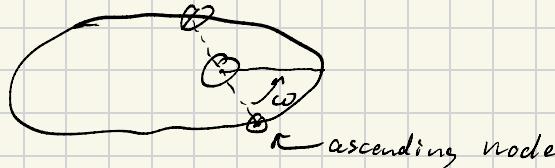
- Units of rad/deg
- Rotation of the orbital plane about \hat{z} axis (north pole)
- Measured relative to a reference direction, "First point of Aries" or "Raven's Head" constellation γ



- Measured in "right hand" direction \checkmark

Argument of Perigee/Periaxis (ω)

- Units of rad / deg
- Rotates orbit about \hat{z} vector (orbit normal defined by satellite motion)
- Measured from the ascending node to periaxis
 - Equator crossing
 - closest point to earth



- Measured in the direction of spacecraft motion

True Anomaly (v)

- Units of rad / deg
- Gives the position of the spacecraft along the orbit at a particular time
- Measured from periaxis

