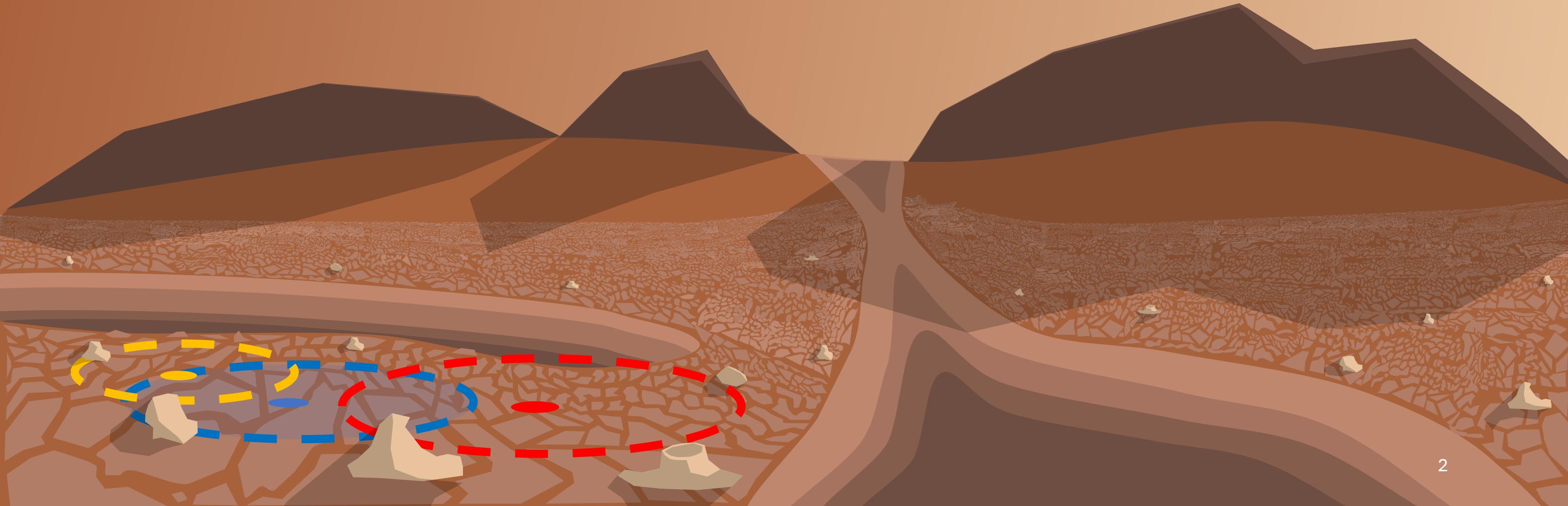
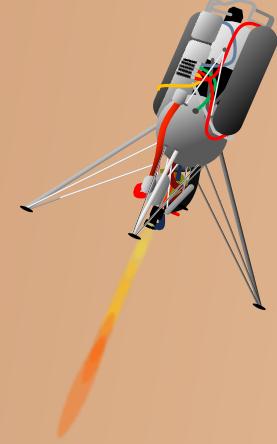


Agile and Aware: Joint Perception and Motion Planning for Highly Dynamic Autonomous Systems

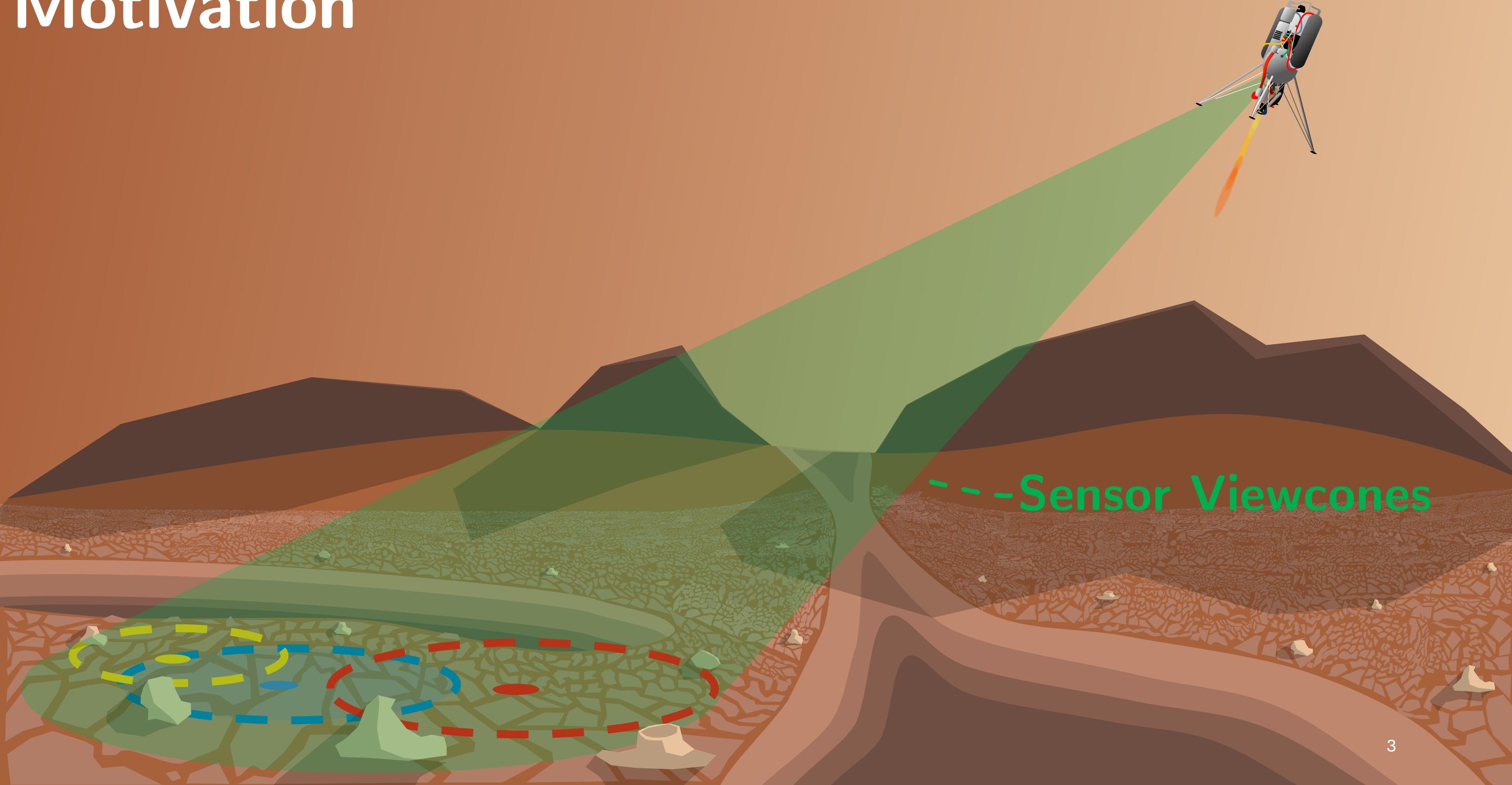
Chris Hayner

January 9, 2026

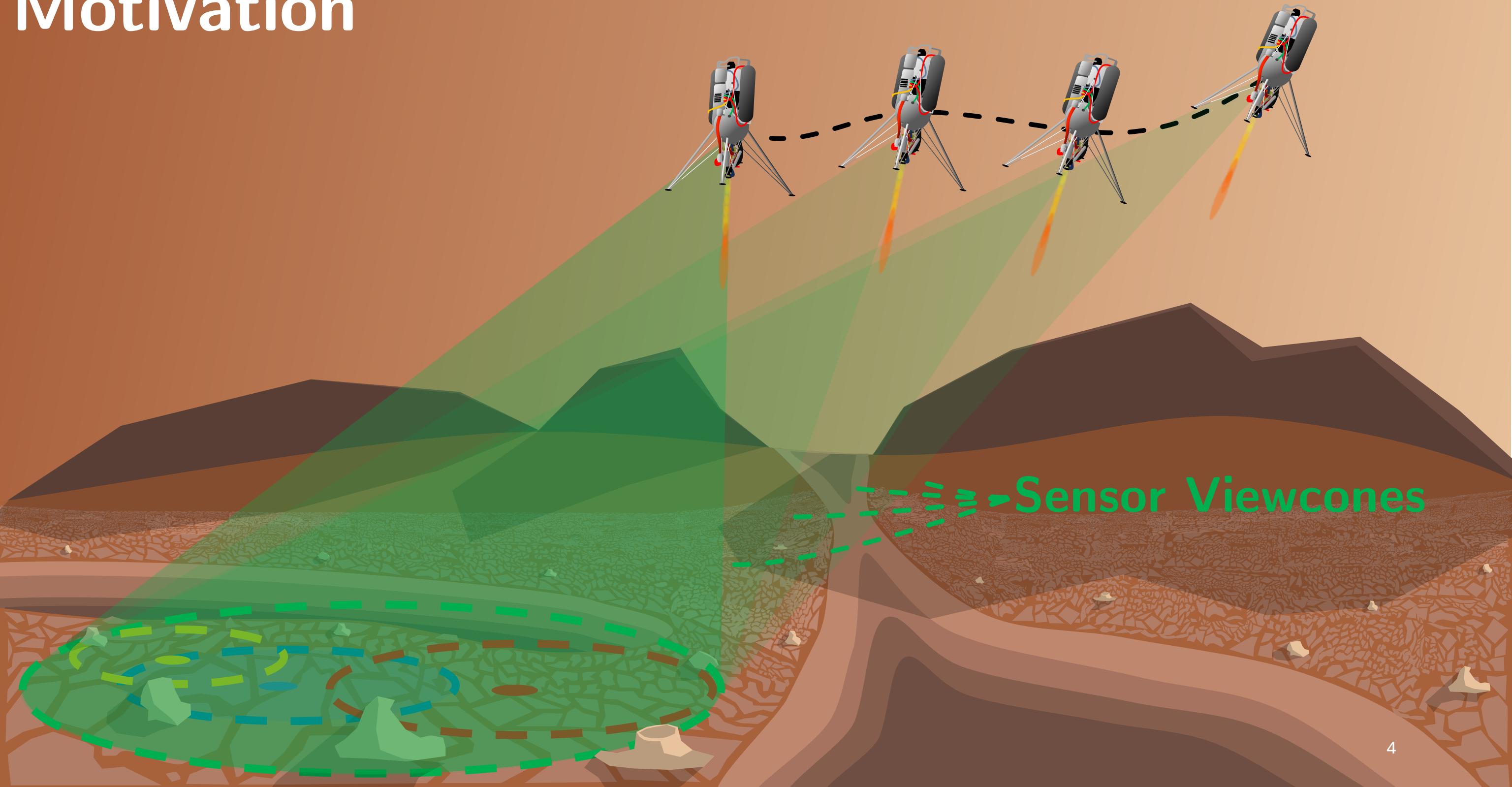
Motivation



Motivation



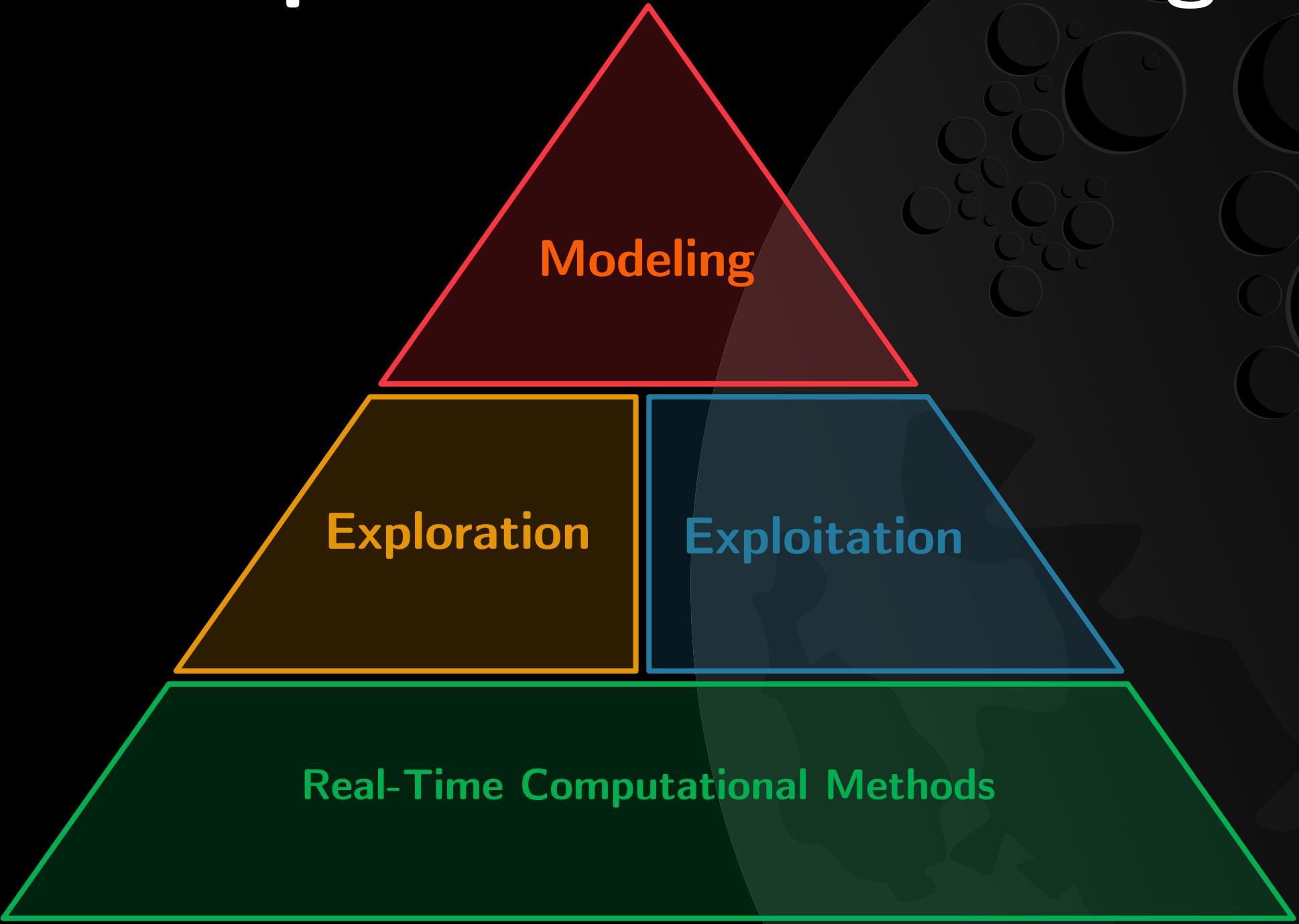
Motivation



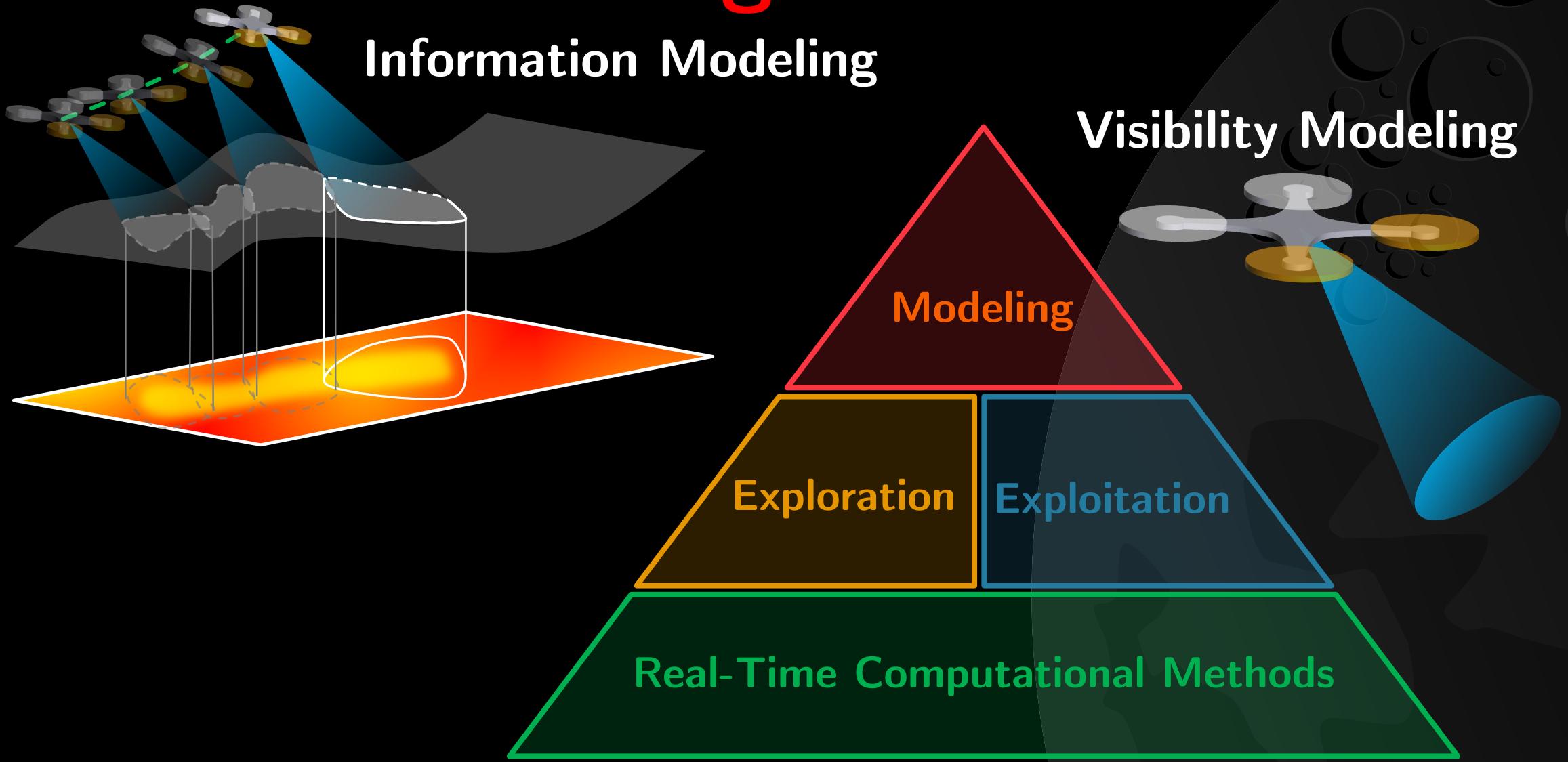
Motivation

[Hayner 2023]

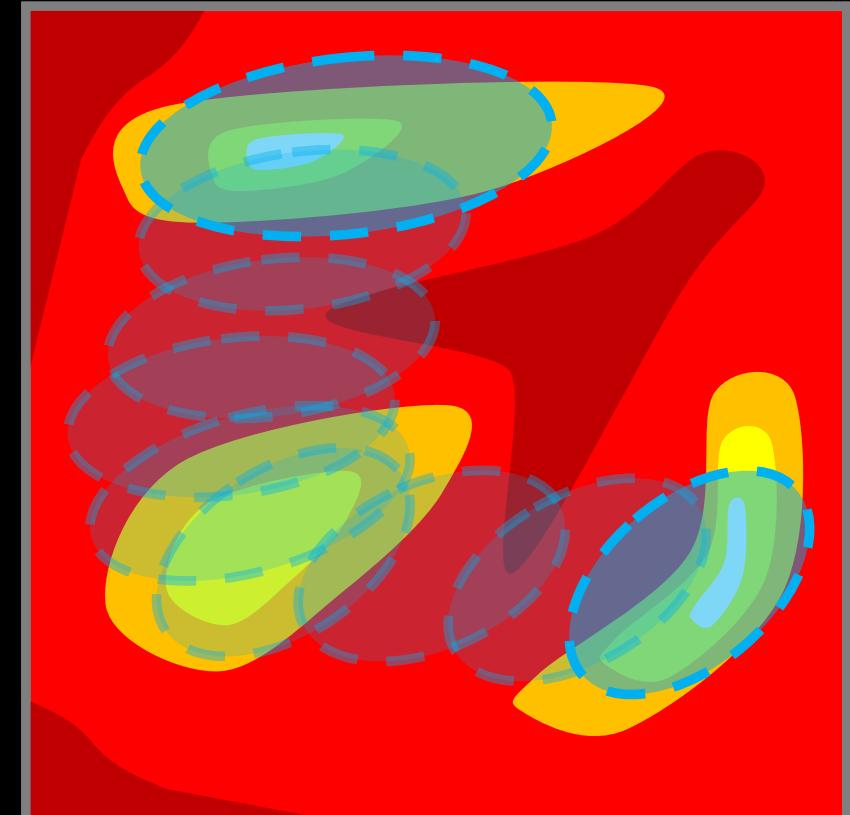
Context: Perception-Aware Planning



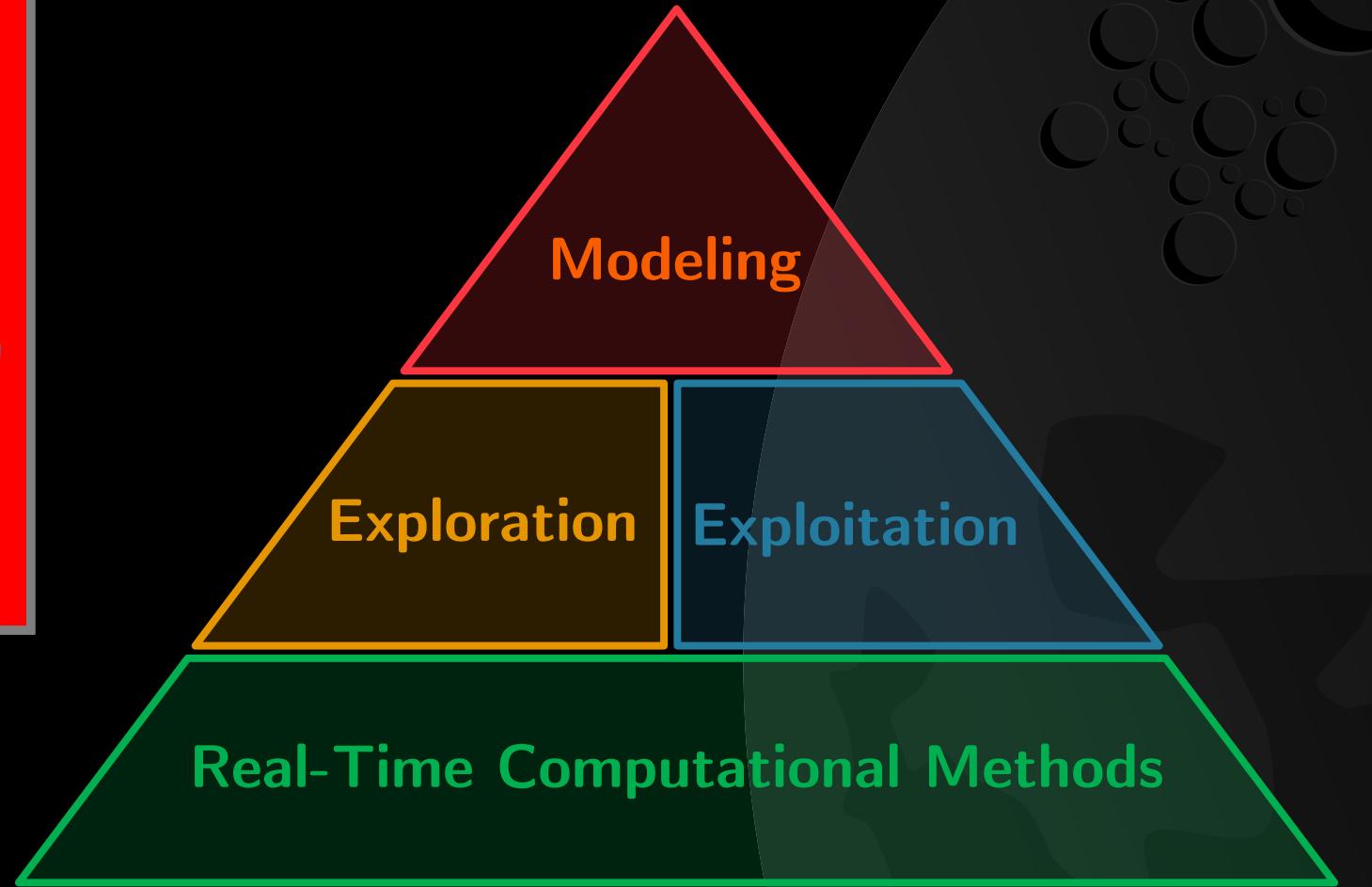
Context: Modeling



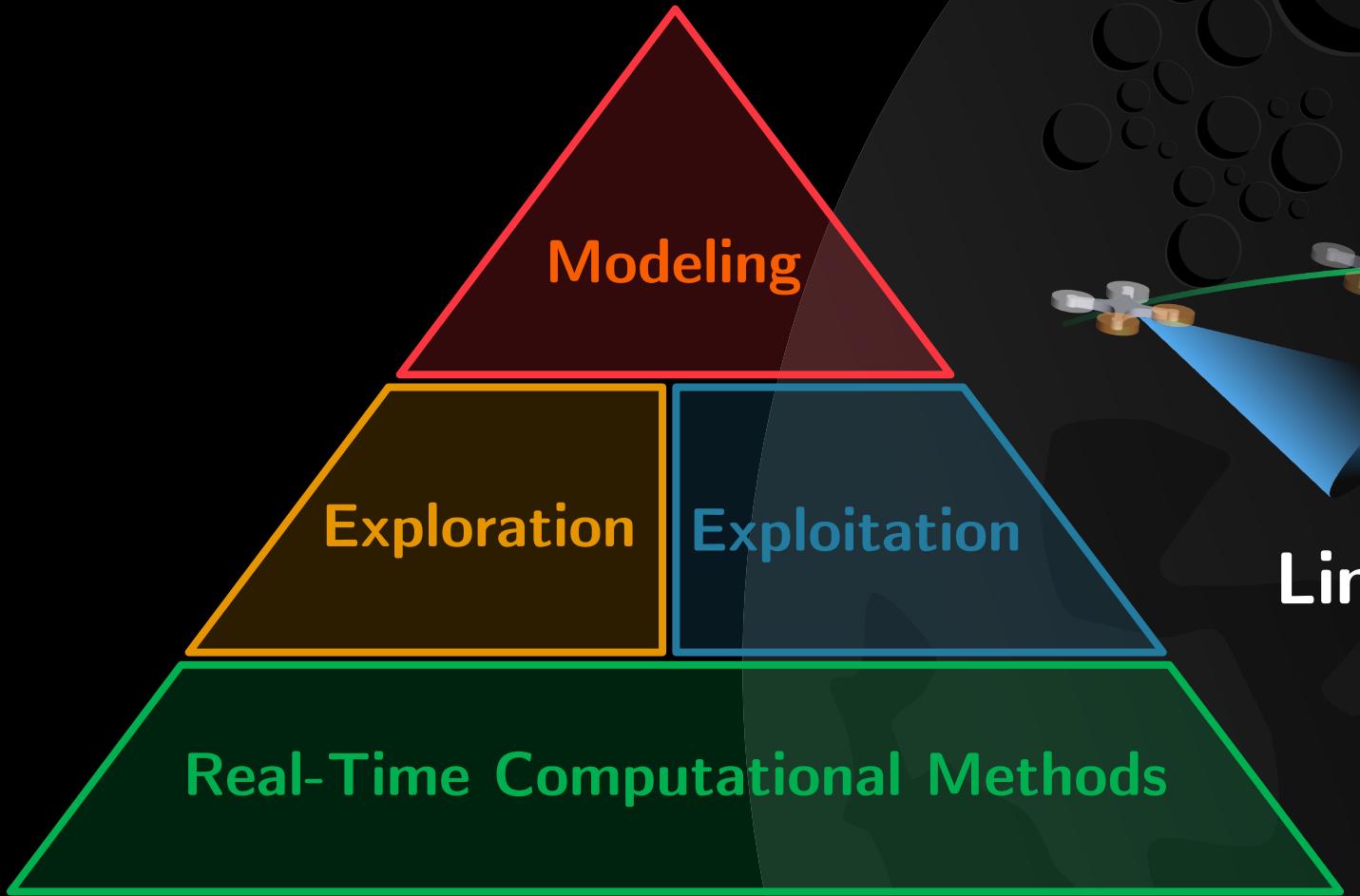
Context: Exploration



Coverage Planning

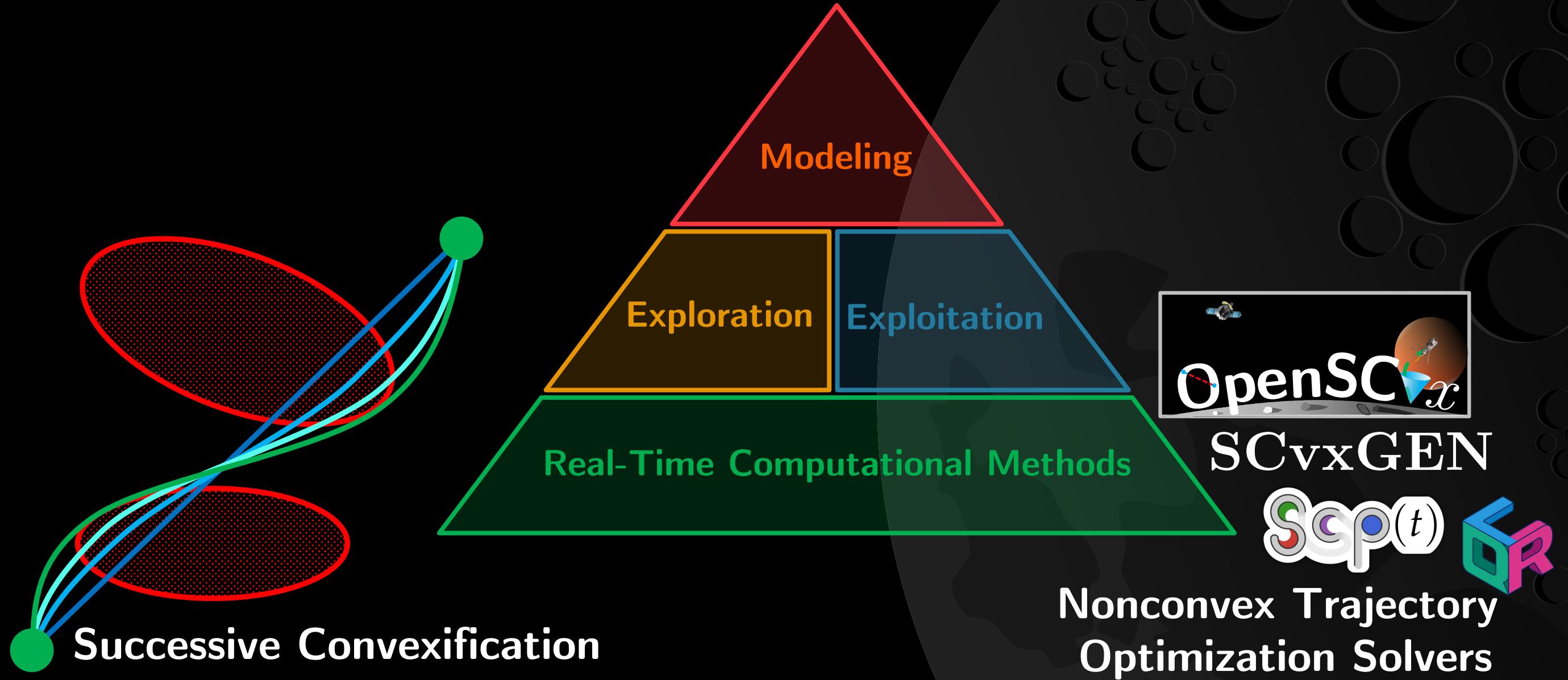


Context: Exploitation



Line-of-Sight Planning

Context: Real-Time Computational Methods



Current Relevant Papers



SciTech 2025

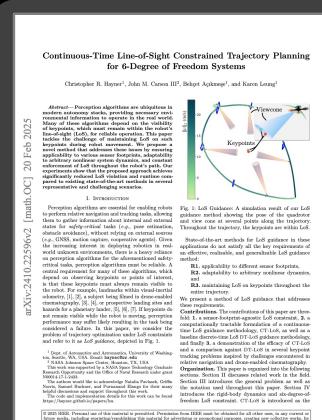
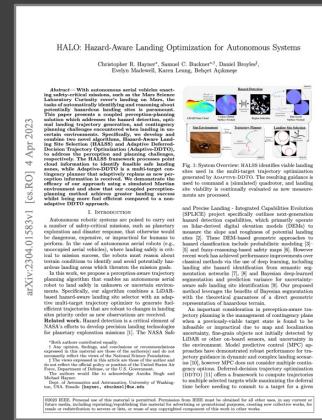
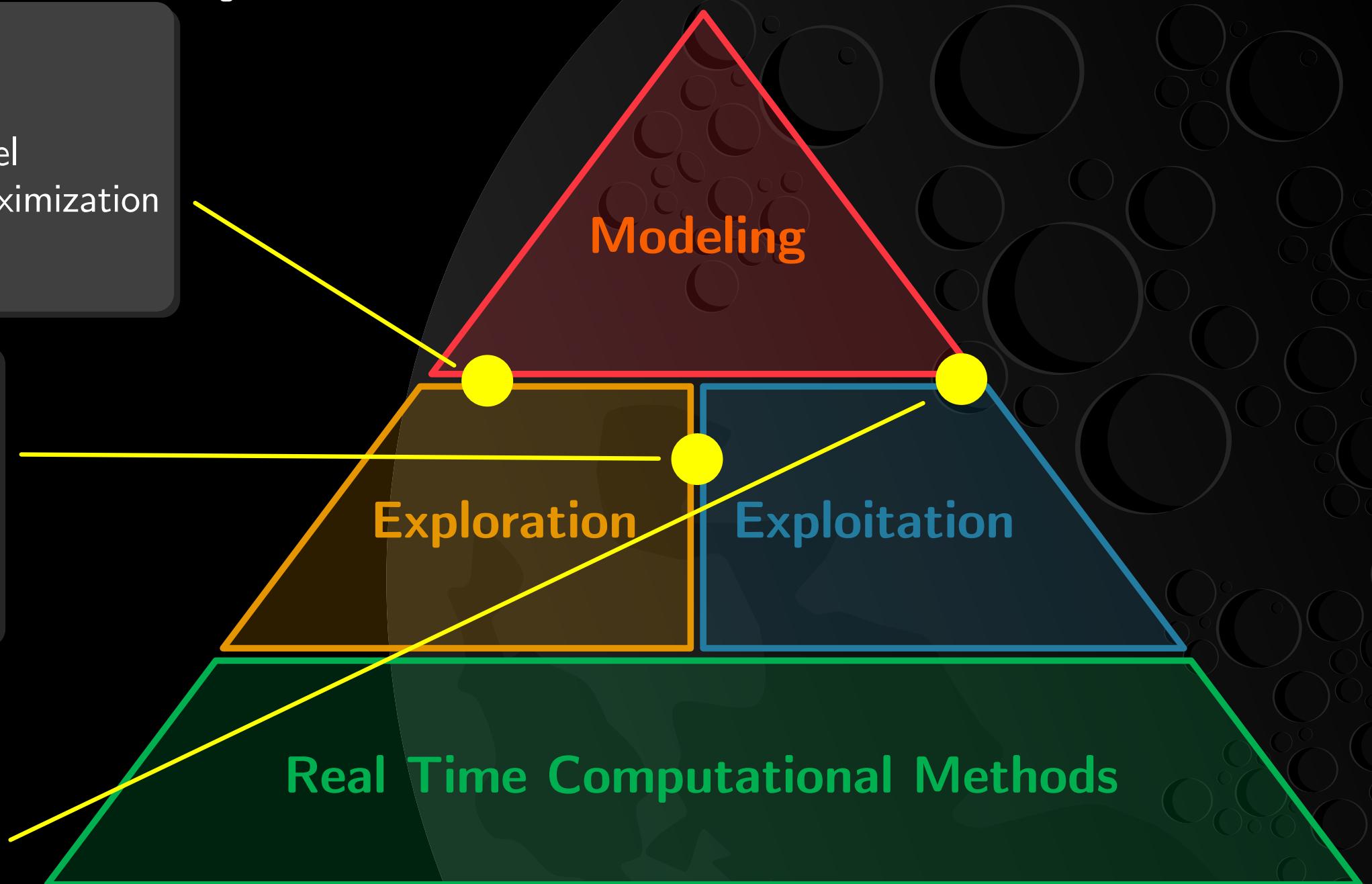
- Information Rate Model
- Direct Information Maximization

ICRA 2023

- Hazard Modeling
- Multitarget Trajectory Optimization

RA-L 2025

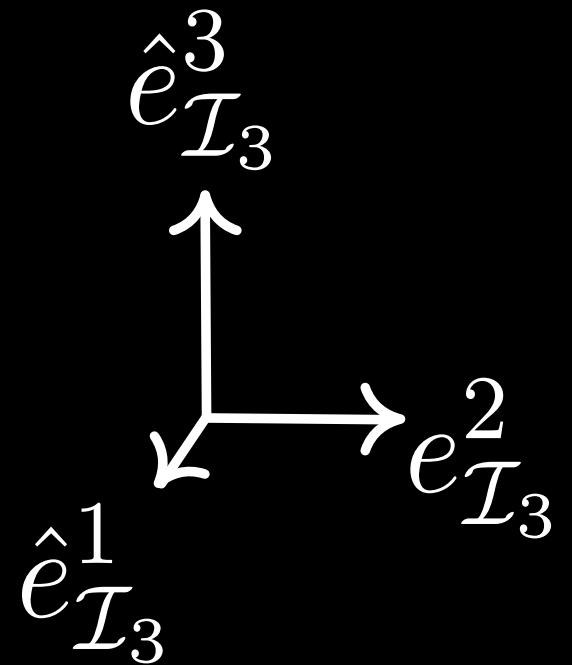
- Visibility Model
- Exploitation Methods



Real Time Computational Methods

Preliminaries: Frames

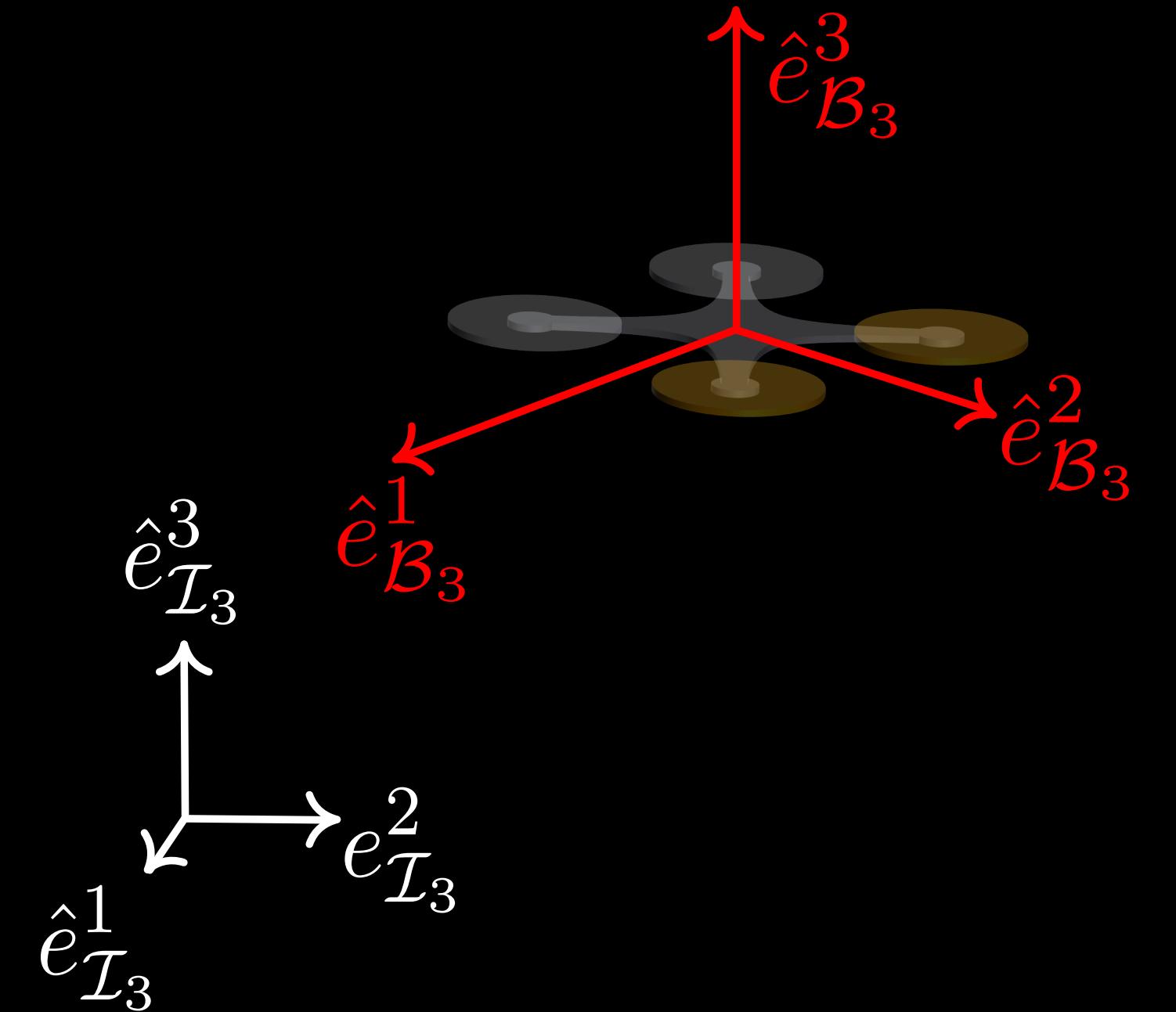
Preliminaries: Frames



\mathcal{I}_N - Inertial Frame,

in \mathbb{R}^N .

Preliminaries: Frames

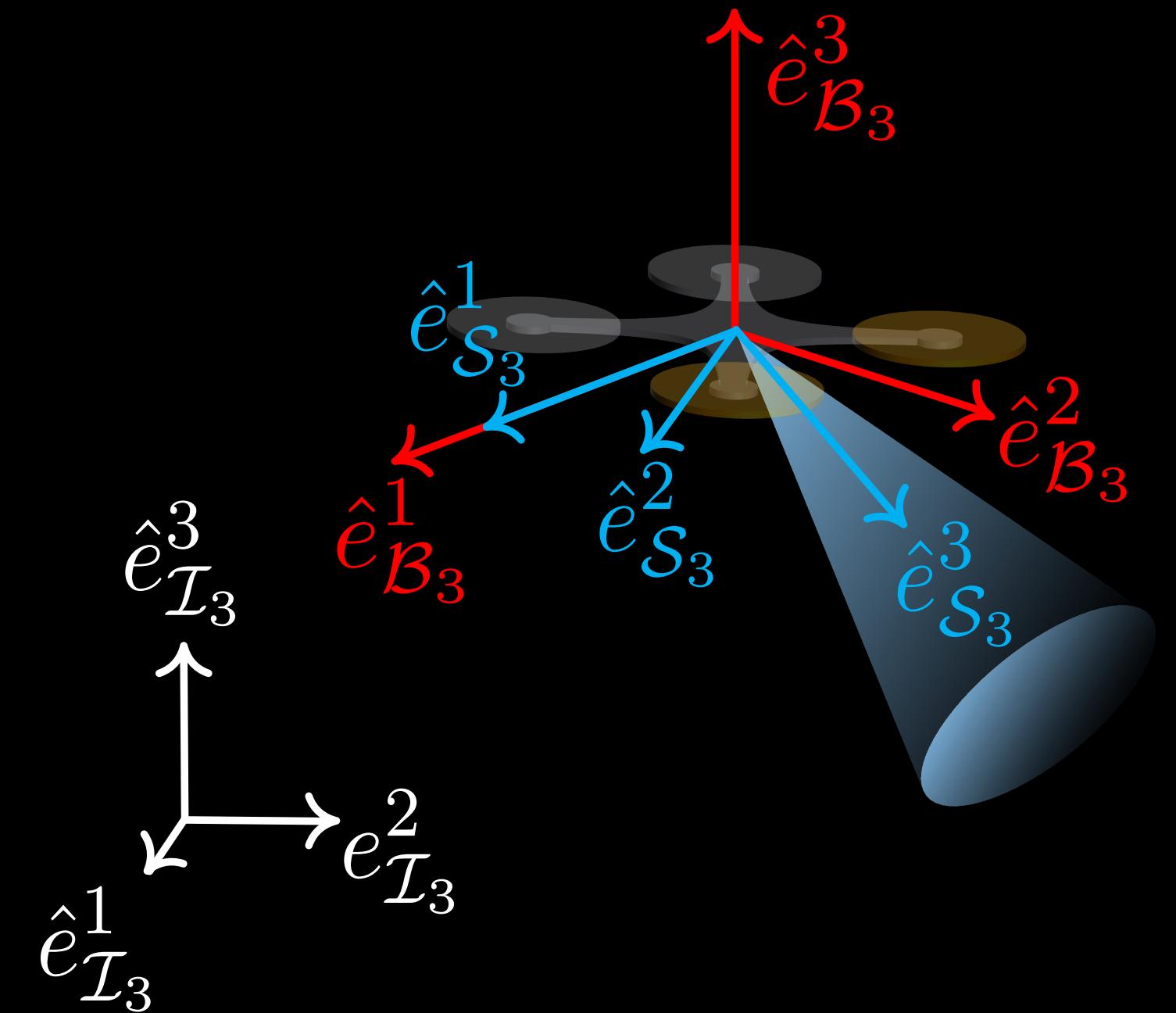


\mathcal{I}_N - Inertial Frame,

\mathcal{B}_N - Body frame,

in \mathbb{R}^N .

Preliminaries: Frames



\mathcal{I}_N - Inertial Frame,
 \mathcal{B}_N - Body frame,
 \mathcal{S}_N - Sensor frame,
in \mathbb{R}^N .

Preliminaries: Optimal Control

Definition: Bolza Form

$$\min_{x,u,t_f} \quad \int_{t_0}^{t_f} L_r(t, x(t), u(t)) dt + L(t_f, x(t_f))$$

Running Cost **Terminal Cost**

subject to $\dot{x}(t) = f(t, x(t), u(t)), \quad t \in [t_0, t_f]$

$$g(t, x(t), u(t)) \leq 0_{n_g}, \quad t \in [t_0, t_f]$$

$$h(t, x(t), u(t)) = 0_{n_h}, \quad t \in [t_0, t_f]$$

$$P(t_0, x(t_0), t_f, x(t_f)) \leq 0_{n_P}$$

$$Q(t_0, x(t_0), t_f, x(t_f)) = 0_{n_Q}$$

Preliminaries: Optimal Control

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$$g(t, x(t), u(t)) \leq 0_{n_g}, \quad t \in [t_0, t_f]$$
 Inequality Constraints

$$h(t, x(t), u(t)) = 0_{n_h}, \quad t \in [t_0, t_f]$$

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Preliminaries: Optimal Control

Definition: Bolza Form

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Running Cost **Terminal Cost**

subject to $\dot{x}(t) = f(t, x(t), u(t)), \quad t \in [t_0, t_f]$ **Dynamics**

$$g(t, x(t), u(t)) \leq 0_{n_g}, \quad t \in [t_0, t_f] \quad \text{Inequality Constraints}$$

$$h(t, x(t), u(t)) = 0_{n_h}, \quad t \in [t_0, t_f] \quad \text{Equality Constraints}$$

$$P(t_0, x(t_0), t_f, x(t_f)) \leq 0_{n_P}$$

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Preliminaries: Optimal Control

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Preliminaries: Optimal Control

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Preliminaries: Optimal Control

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Preliminaries: Optimal Control

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$$\begin{aligned}\dot{\xi} &= L_r(t, x(t), u(t)), \quad \xi(t_0) = 0, \\ \dot{\tilde{x}} &= \begin{bmatrix} f(t, x(t), u(t)) \\ L_r(t, x(t), u(t)) \end{bmatrix} = \tilde{f}(t, x(t), u(t))\end{aligned}$$

Preliminaries: Optimal Control

Bolza Form

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$$\int_{t_0}^{t_f} L_r(t, x(t), u(t)) dt = \xi(t_f)$$

Preliminaries: Optimal Control

Mayer Form

$$\min_{x,u,t_f} \quad \xi(t_f) + L(t_f, x(t_f))$$

subject to $\dot{x}(t) = \tilde{f}(t, x(t), u(t)), \quad t \in [t_0, t_f]$

$$g(t, x(t), u(t)) \leq 0_{n_g}, \quad t \in [t_0, t_f]$$
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Preliminaries: Optimal Control

Mayer Form

$$\min_{x,u,t_f} \xi(t_f) + L(t_f, x(t_f))$$

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$$P(t_0, x(t_0), t_f, x(t_f)) \leq 0_{n_P}$$

$$Q(t_0, x(t_0), t_f, x(t_f)) = 0_{n_Q}$$

It's desirable to express general problems in this form as the majority effort of gradient computation is consolidated in one place, leading to efficient numerical implementations.

Preliminaries: Optimal Control

Solvers for Nonlinear Programs (NLP's) expressed in the Mayer Form can be split up into the following:

Direct NLP Solvers

IPOPT [Wachter 2006]

SNOPT [Gill 2006]

Knitro [Byrd 2006]

Sequential Convex Programming

GuSTO [Bonalli 2019]

SCvx [Malyuta 2022]

CT-SCvx [Elango 2025]

Preliminaries: Optimal Control

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Shortcomings:

- Lack convergence guarantees
- Require 2nd Order Information
- Unsuitable for real-time applications
- No or limited continuous time constraint satisfaction

Sequential Convex Programming

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CT-SCvx [Elango 2025]

Shortcomings:

- Requires decent initial guess
- Many tuning parameters
- Requires models to be locally near linear

Preliminaries: Optimal Control

Solvers for Nonlinear Programs (NLP's) expressed in the Mayer Form can be split up into the following:

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Shortcomings:

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- Require 2nd Order Information
- Unsuitable for real-time applications
- No or limited continuous time constraint satisfaction

Benefits:

- Less Tuning
- Higher accuracy from 2nd Order info

Sequential Convex Programming

GuSTO [Bonalli 2019]

SCvx [Malyuta 2022]

CT-SCvx [Elango 2025]

Shortcomings:

- Requires decent initial guess
- Many tuning parameters
- Requires models to be locally near linear

Benefits:

- Only requires C1 functions
- Can have continuous time constraint satisfaction
- Real-time capable

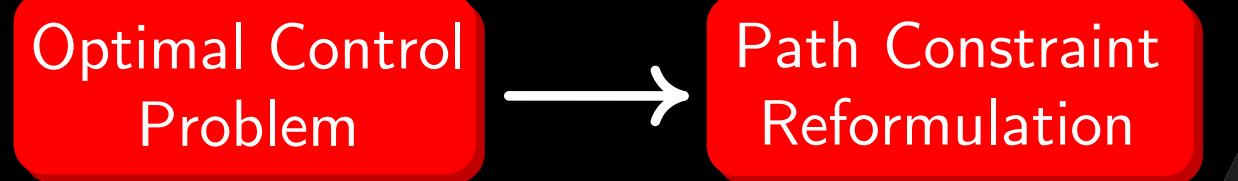
Preliminaries: Optimal Control

As I am concerned with problems that require real-time computation and continuous time constraint satisfaction, I used CT-SCvx to solve the problems modeled in this work.

Preliminaries: CT-SCvx

Optimal Control
Problem

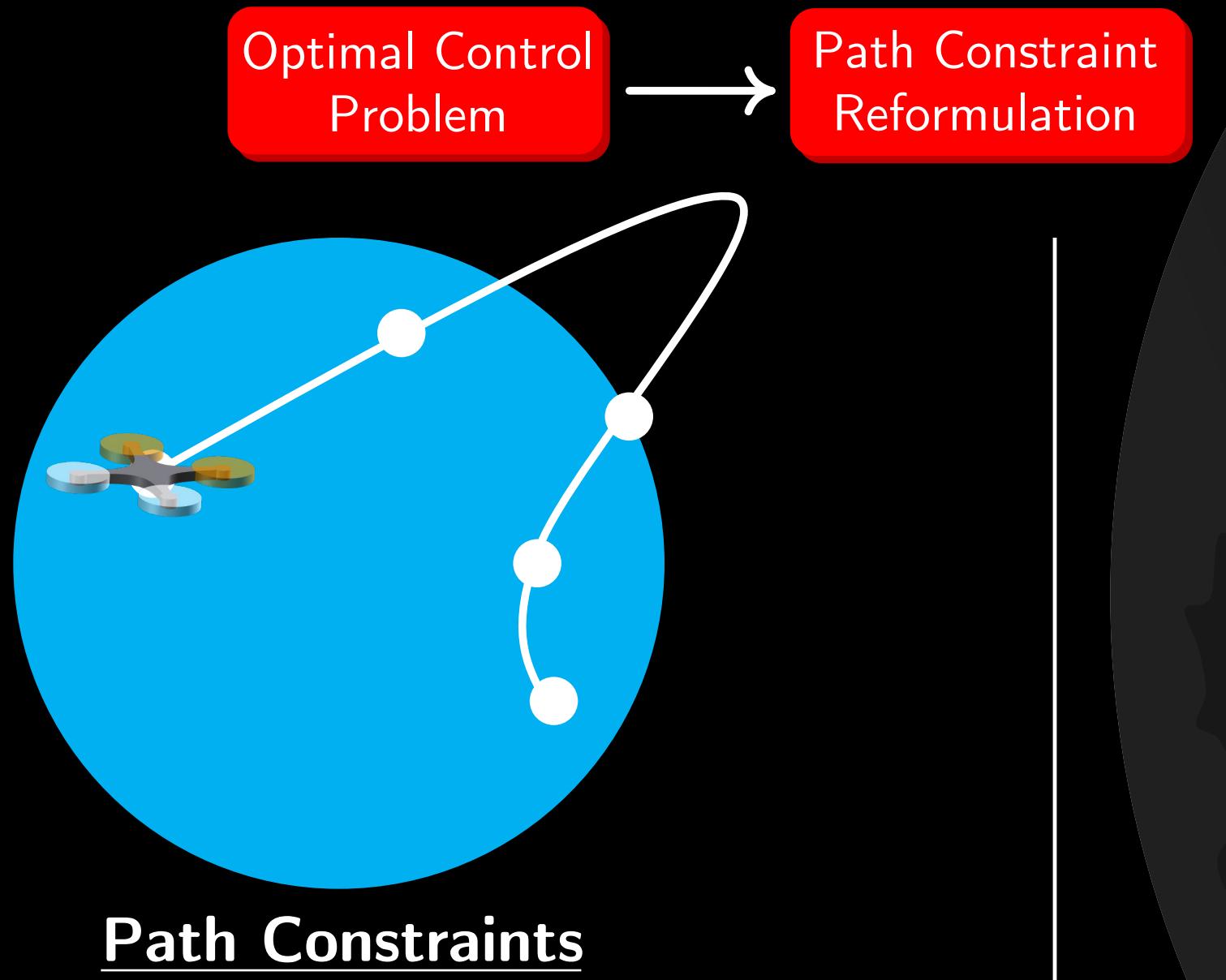
Preliminaries: CT-SCvx



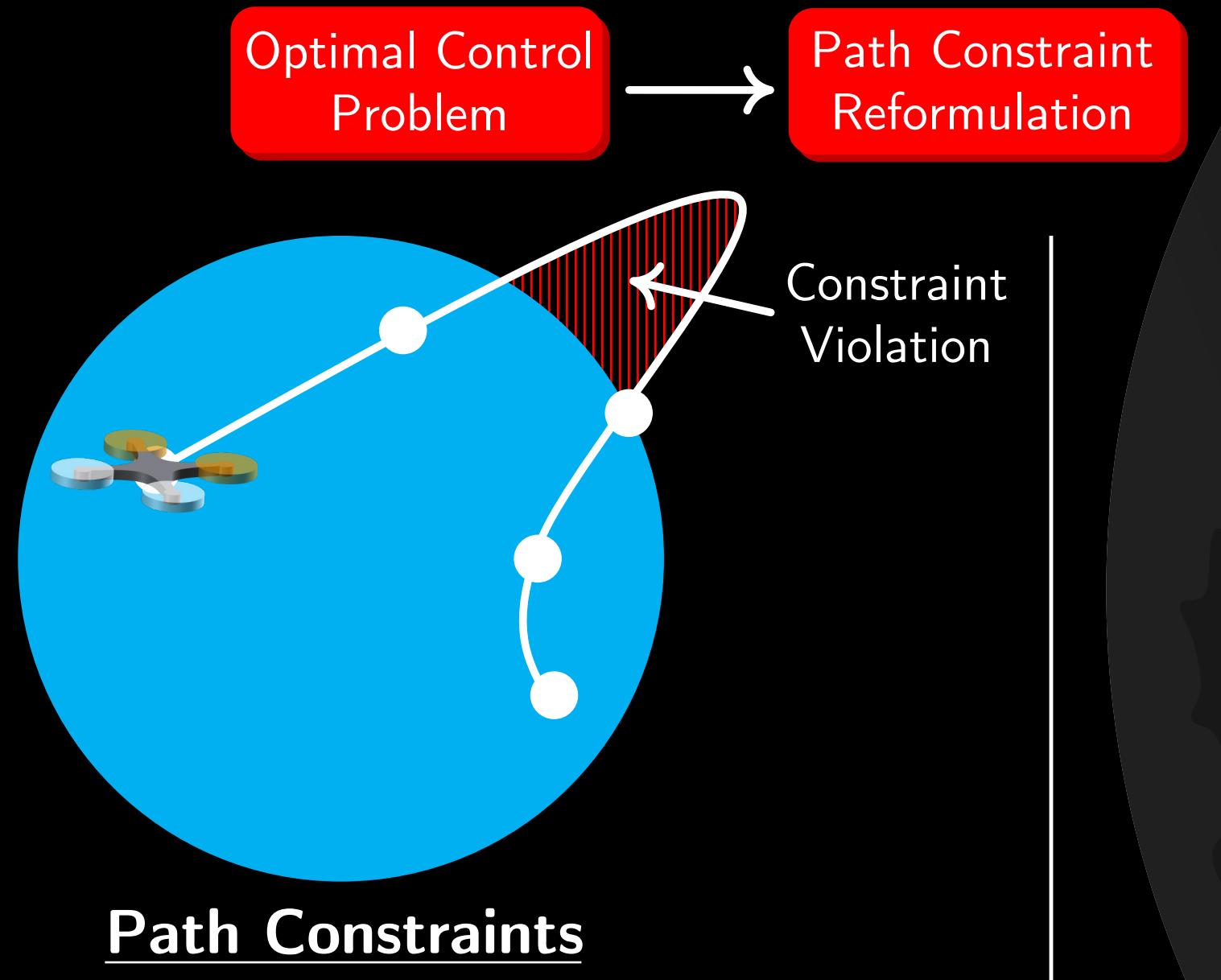
Path Constraints

Discrete Constraints

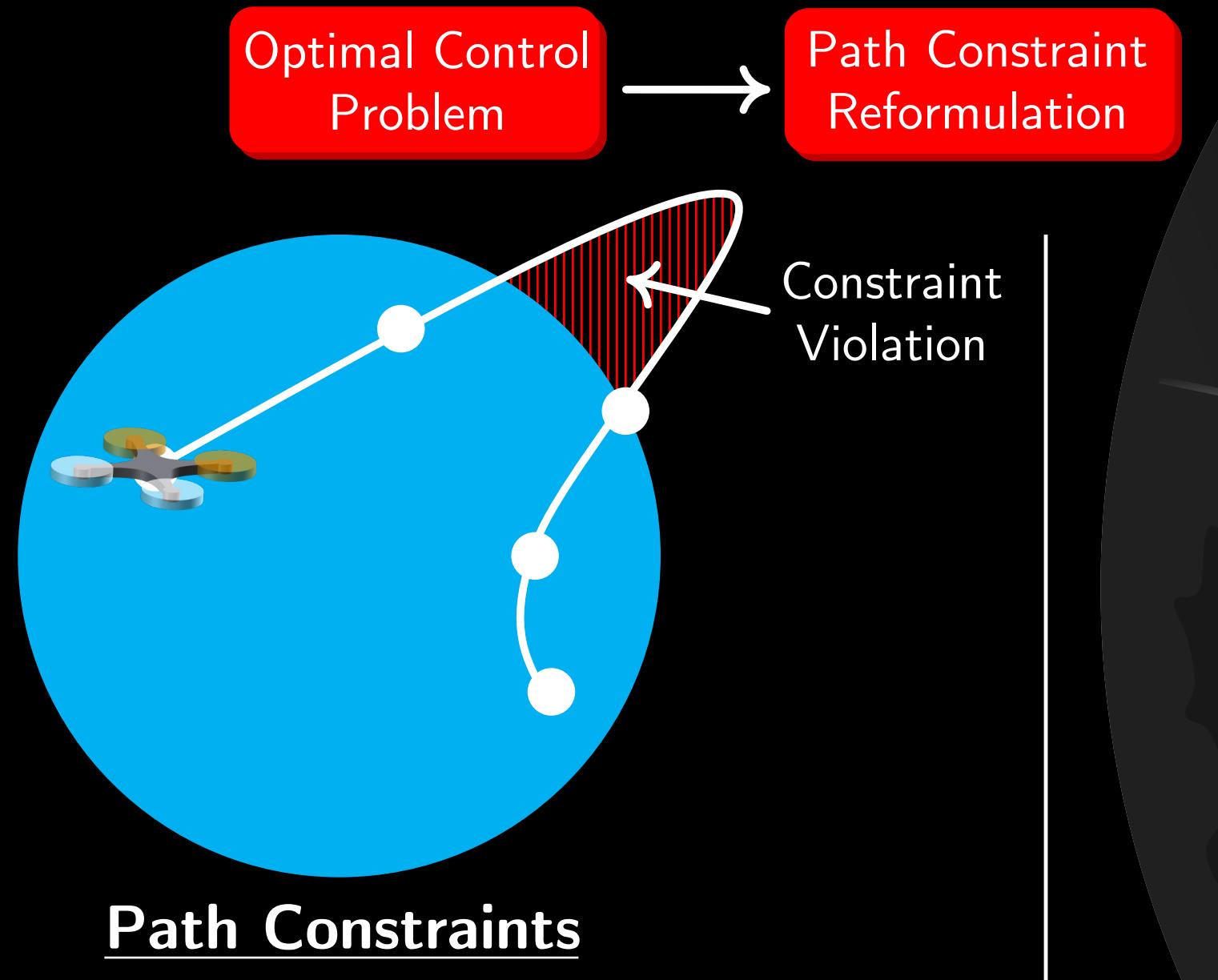
Preliminaries: CT-SCvx



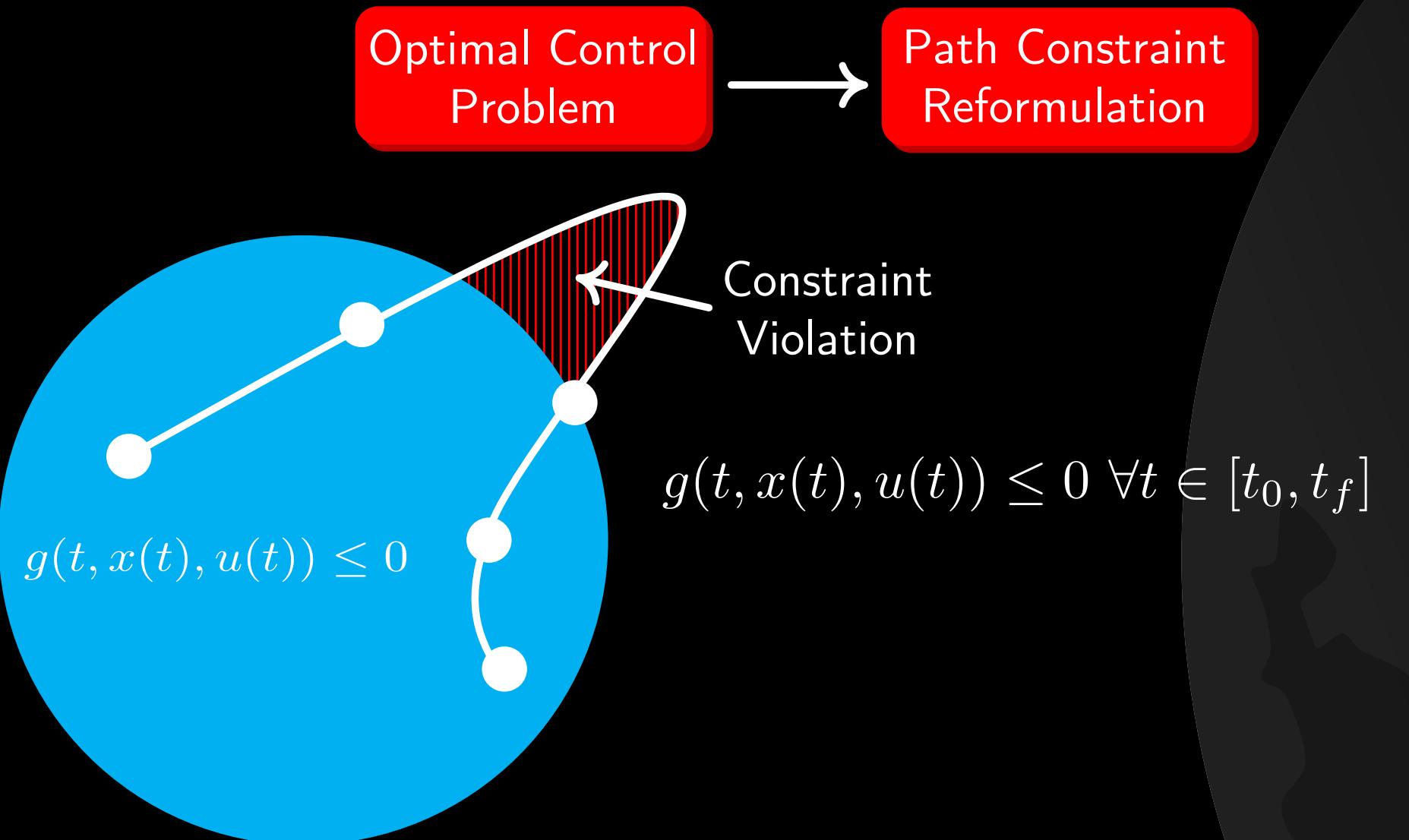
Preliminaries: CT-SCvx



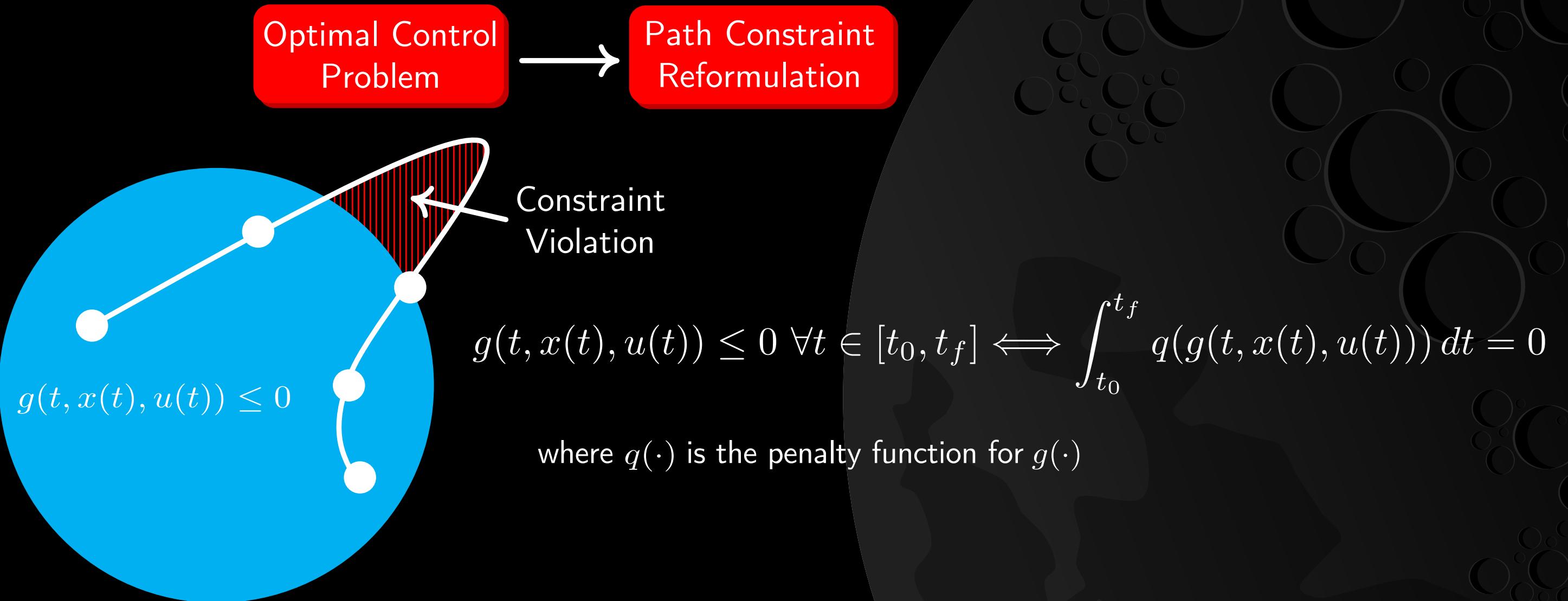
Preliminaries: CT-SCvx



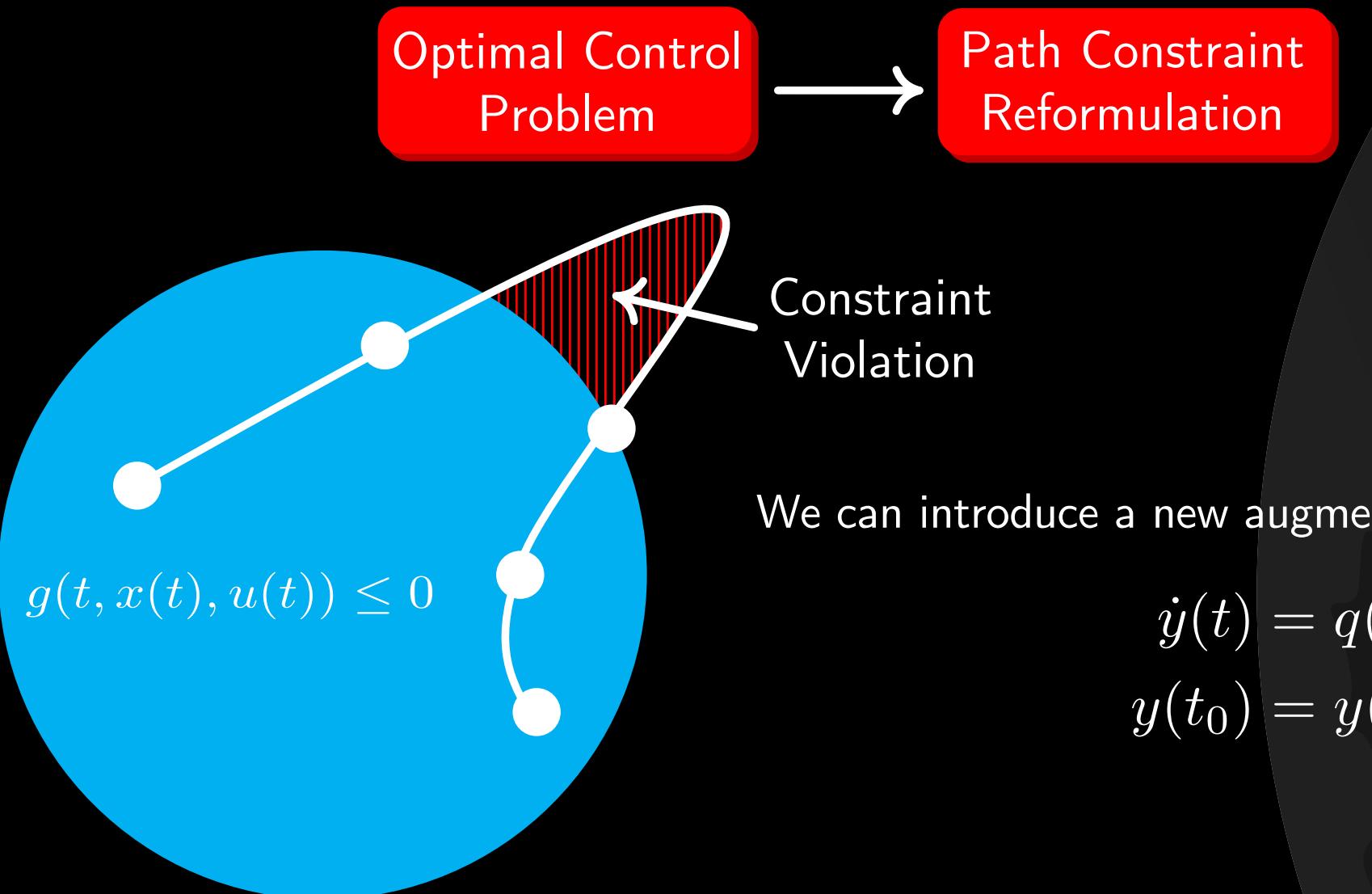
Preliminaries: CT-SCvx



Preliminaries: CT-SCvx



Preliminaries: CT-SCvx

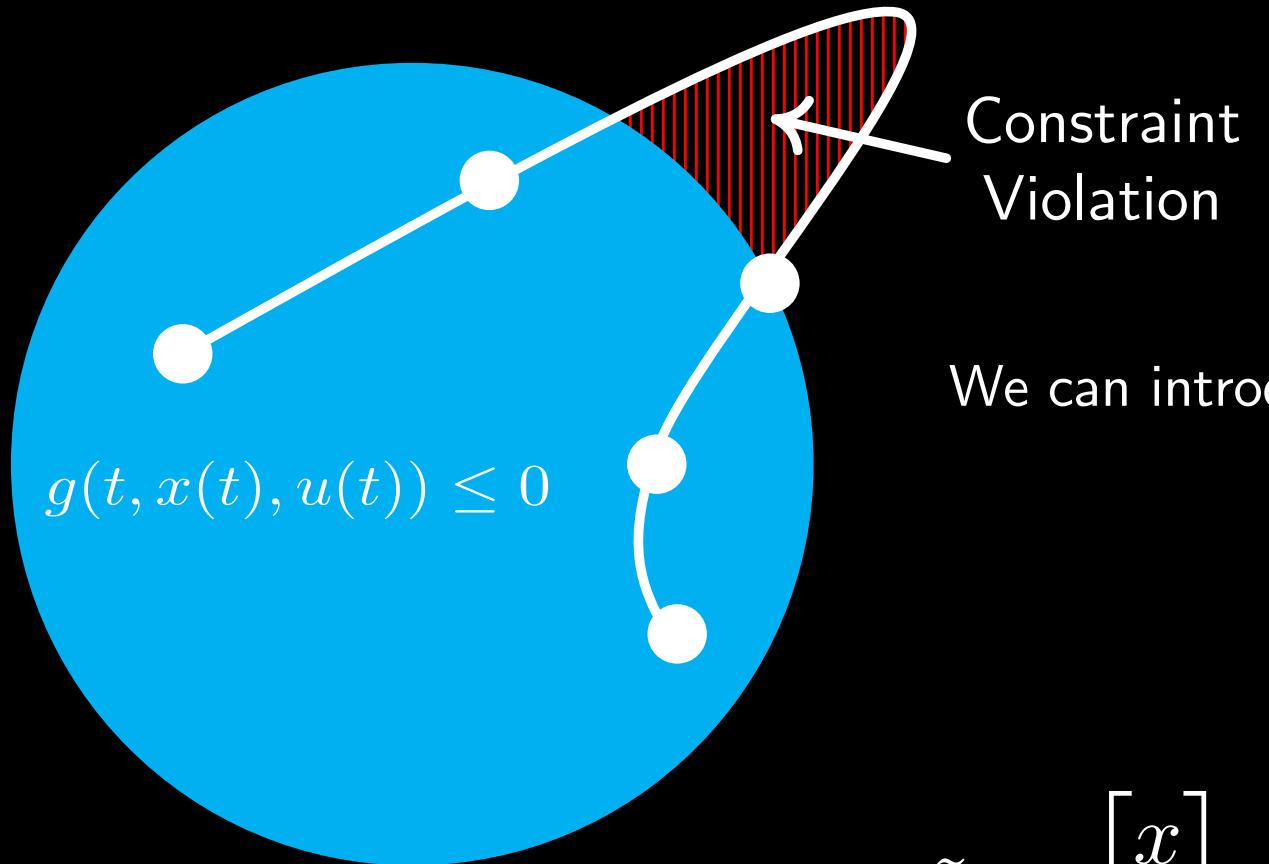
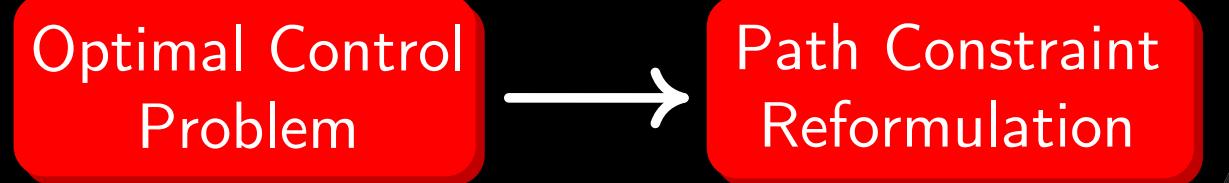


We can introduce a new augmented state,

$$\dot{y}(t) = q(g(t, x(t), u(t)))$$

$$y(t_0) = y(t_f)$$

Preliminaries: CT-SCvx

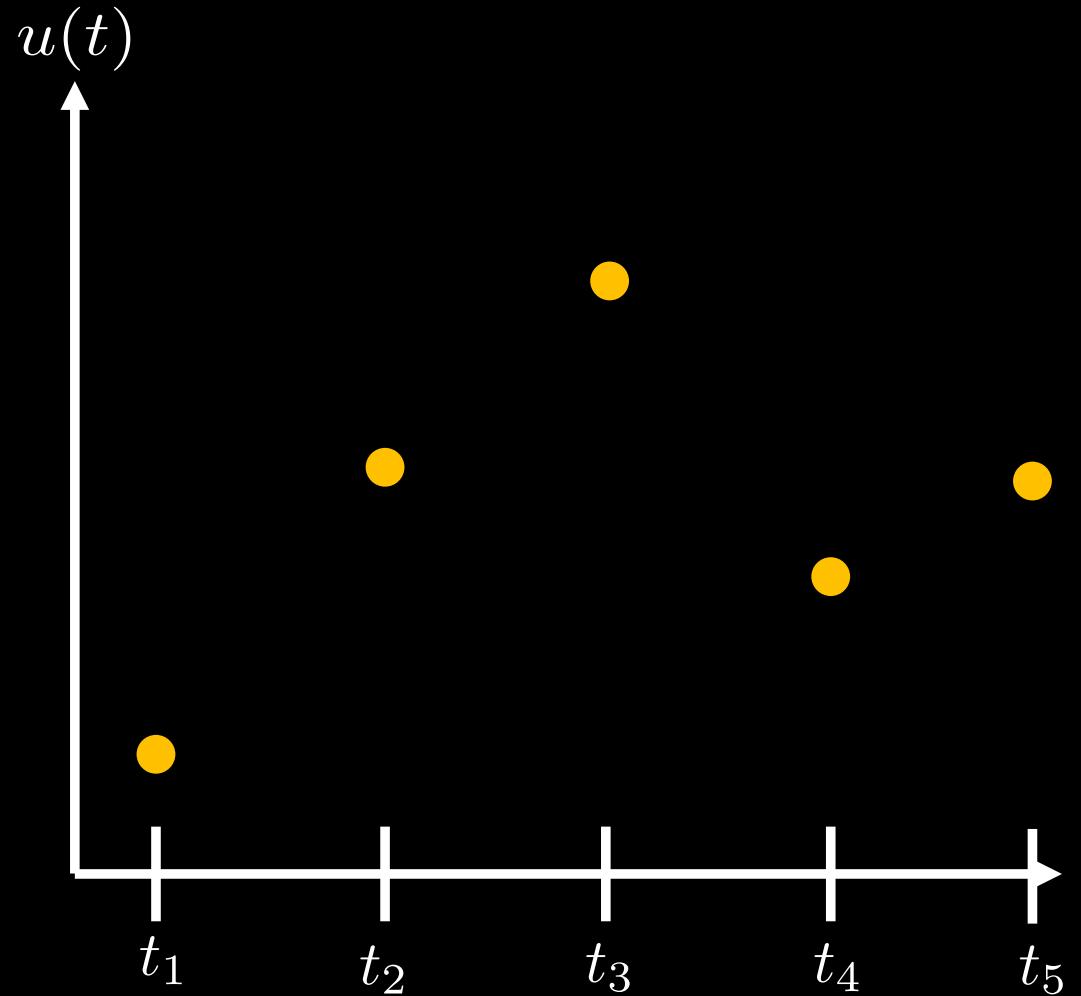


We can introduce a new augmented state,

$$\begin{aligned}\dot{y}(t) &= q(g(t, x(t), u(t))) \\ y(t_0) &= y(t_f)\end{aligned}$$

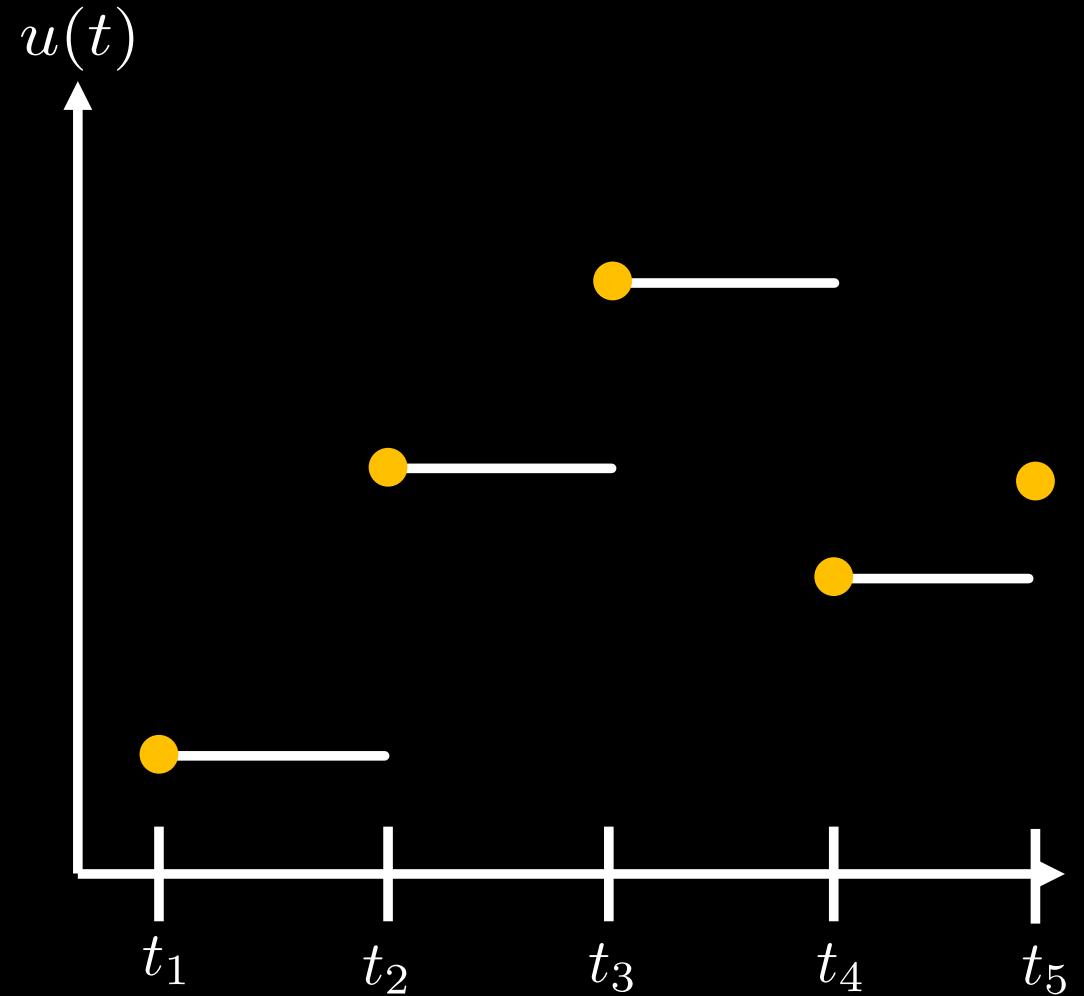
$$\tilde{x} = \begin{bmatrix} x \\ y \end{bmatrix} \quad \frac{d\tilde{x}}{dt} = \begin{bmatrix} \frac{dx}{dt} \\ \frac{dy}{dt} \end{bmatrix} = \begin{bmatrix} f(x, u) \\ q(g(t, x(t), u(t))) \end{bmatrix}$$

Preliminaries: CT-SCvx



We need some way to parameterize our control in continuous time.

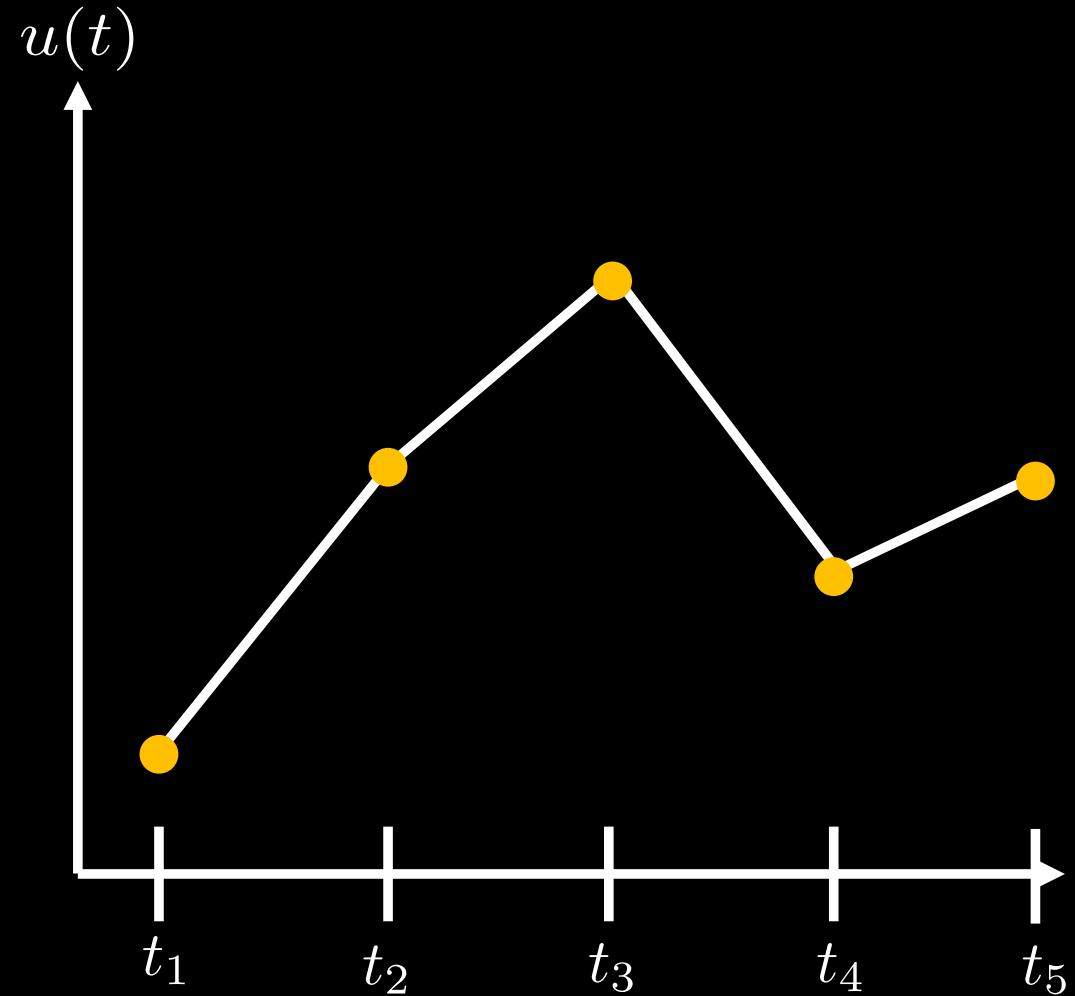
Preliminaries: CT-SCvx



We need some way to parameterize our control in continuous time.

Zero Order Hold (ZOH) keeps the control signal constant for the window.

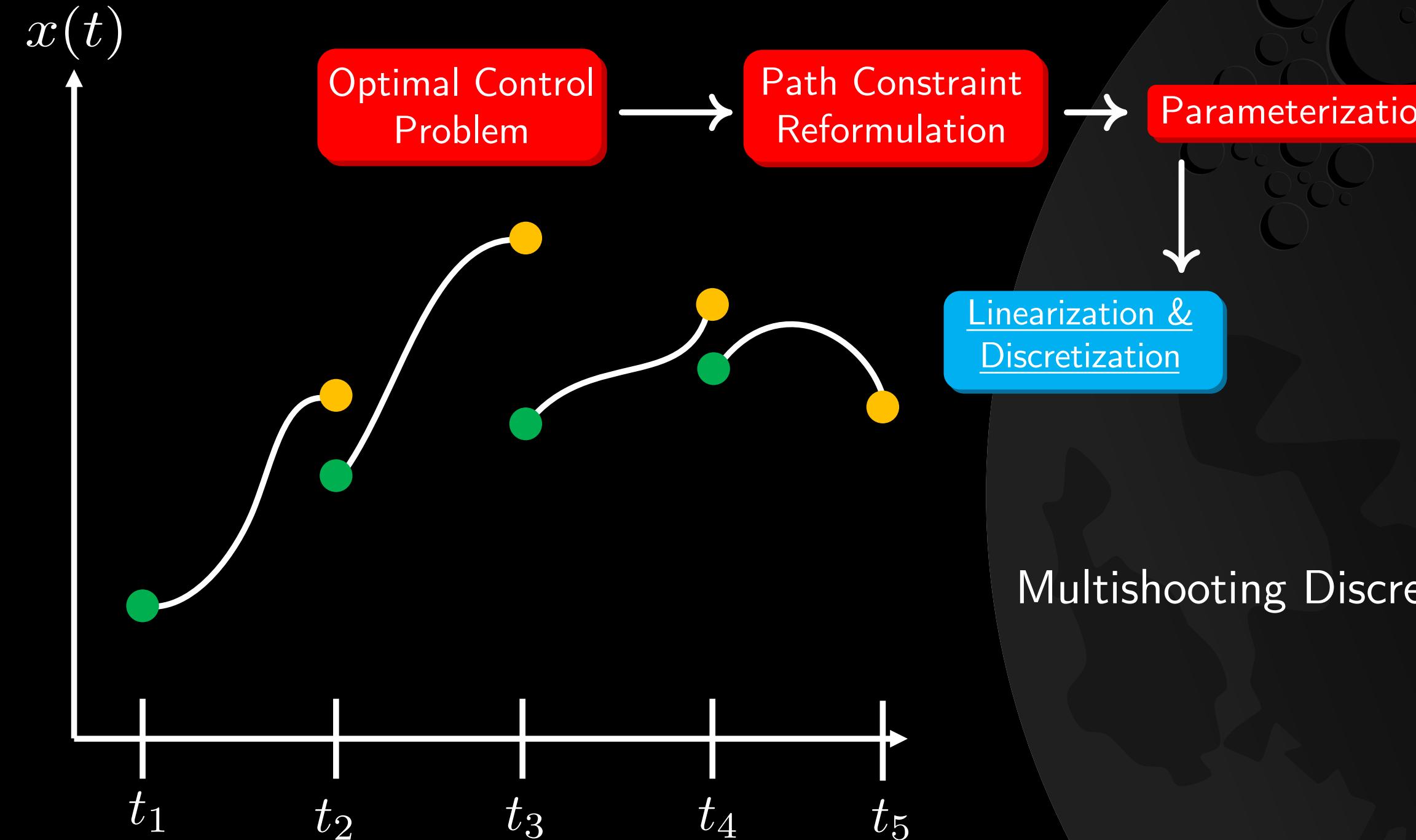
Preliminaries: CT-SCvx



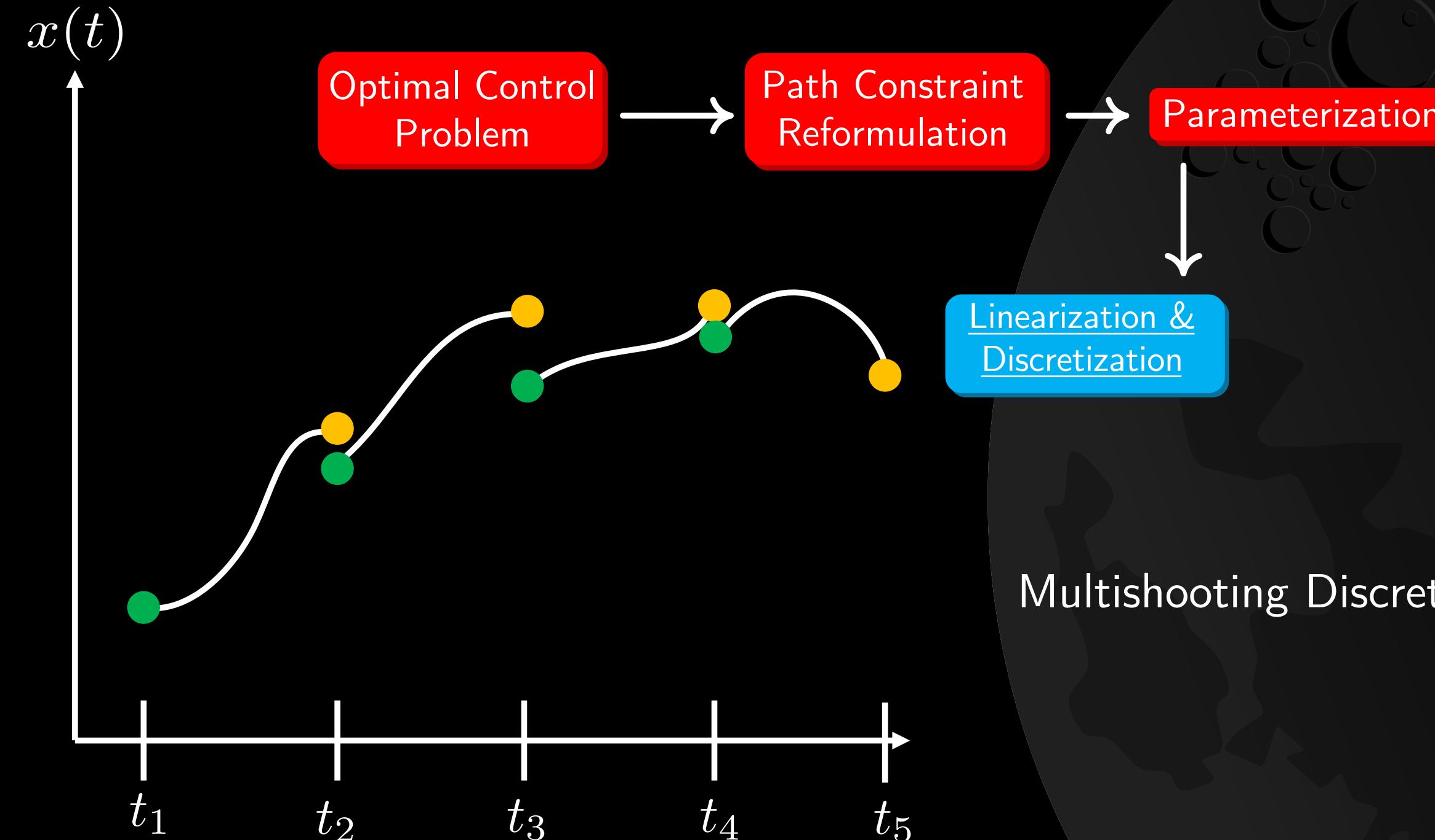
We need some way to parameterize our control in continuous time.

First Order Hold (FOH) is a piecewise linear interpretation.

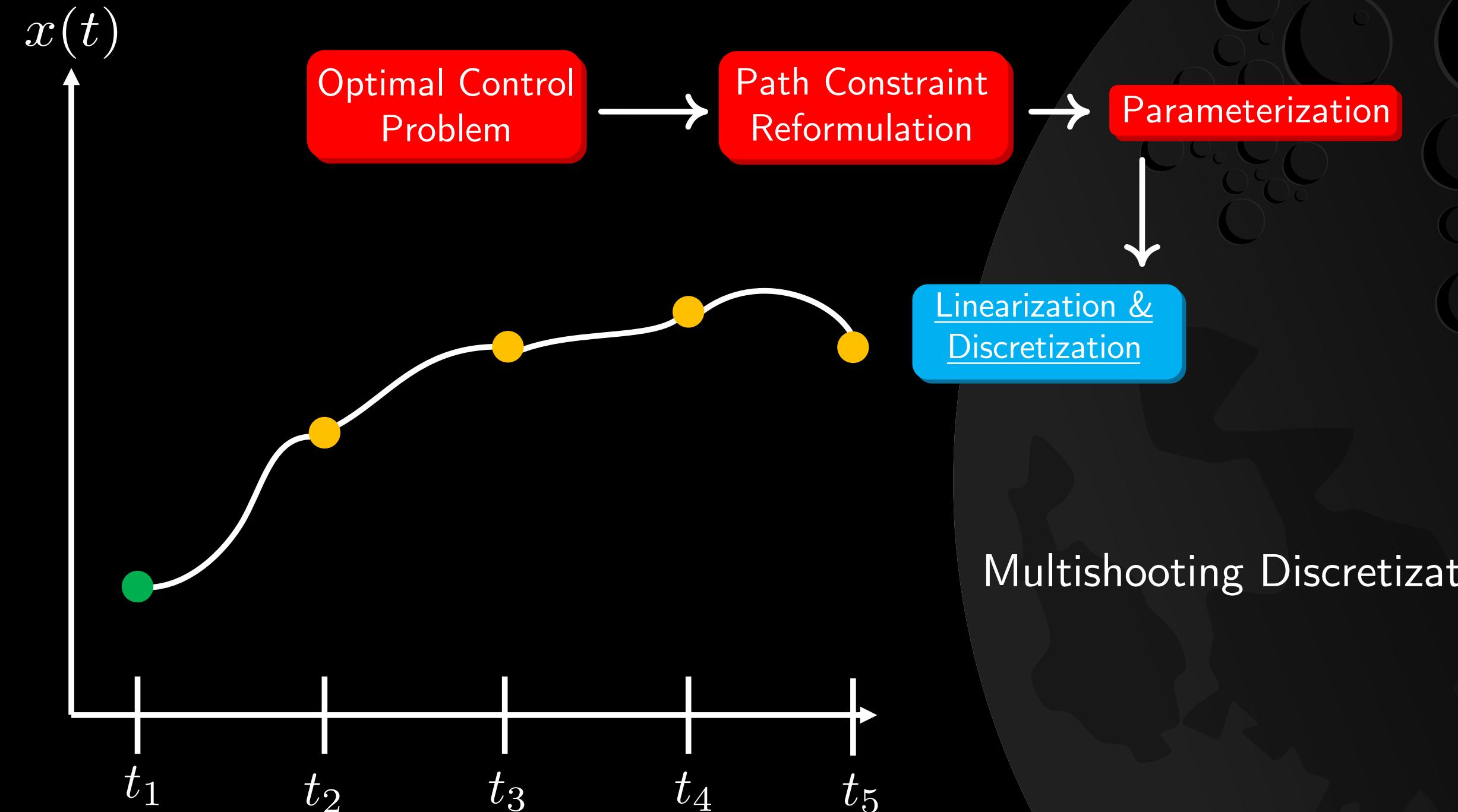
Preliminaries: CT-SCvx



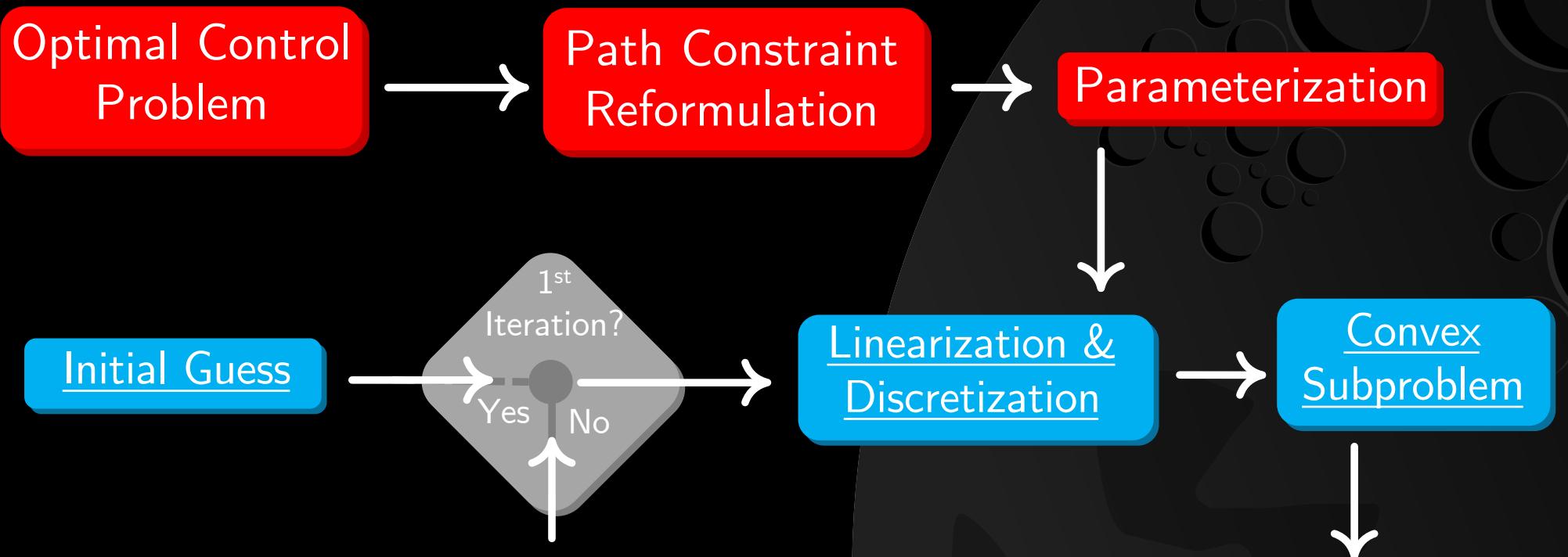
Preliminaries: CT-SCvx



Preliminaries: CT-SCvx



Preliminaries: CT-SCvx



Preliminaries: CT-SCvx - Convexity

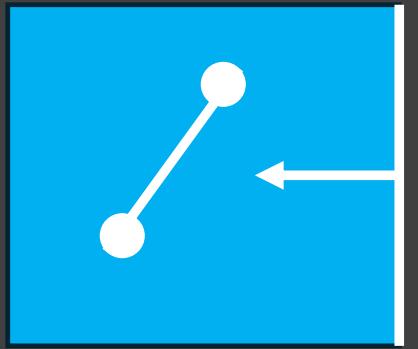
Convex

$$\|x\|_p \leq 1$$



P-Norm Ball

$$Ax \leq b$$



Halfspace

$$\|Ax - b\|_2 \leq c^\top x + d$$



Second Order Cone

Preliminaries: CT-SCvx - Convexity

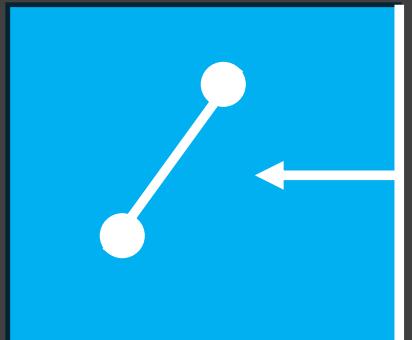
Convex

$$\|x\|_p \leq 1$$



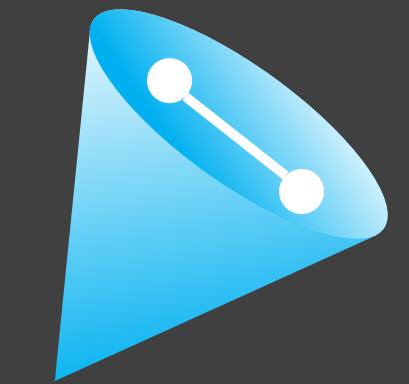
P-Norm Ball

$$Ax \leq b$$



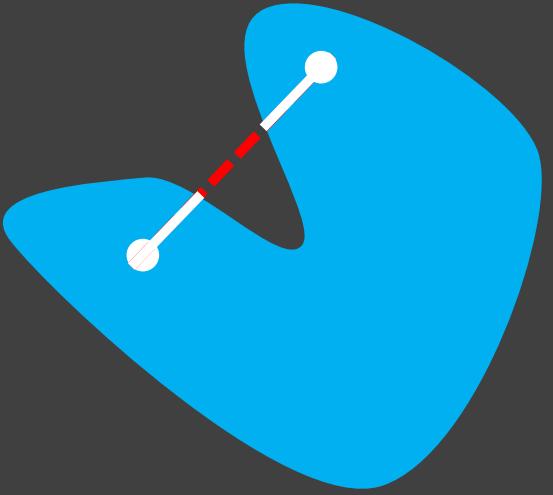
Halfspace

$$\|Ax - b\|_2 \leq c^\top x + d$$



Second Order Cone

Nonconvex



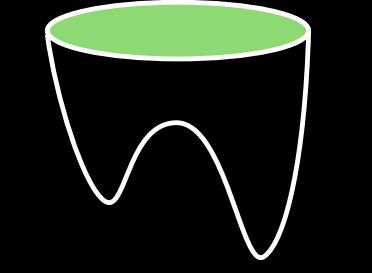
Preliminaries: CT-SCvx - Convex Optimization

No guarantee of...

Convergence

Optimality

Non-Convex
Cost Function



Non-Convex
Constraints

"Convexification"

Convex
Cost Function



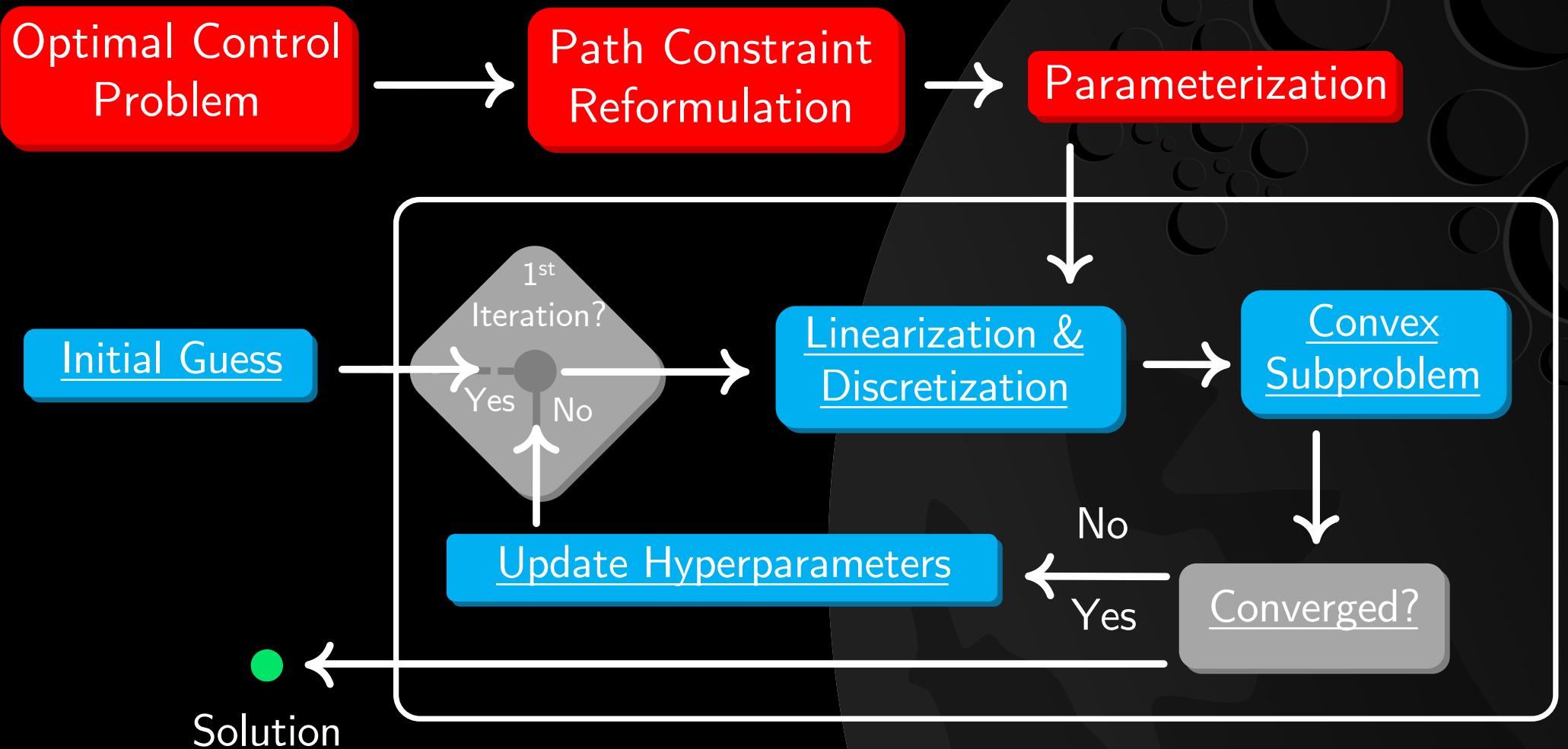
Convex
Constraints

Speed

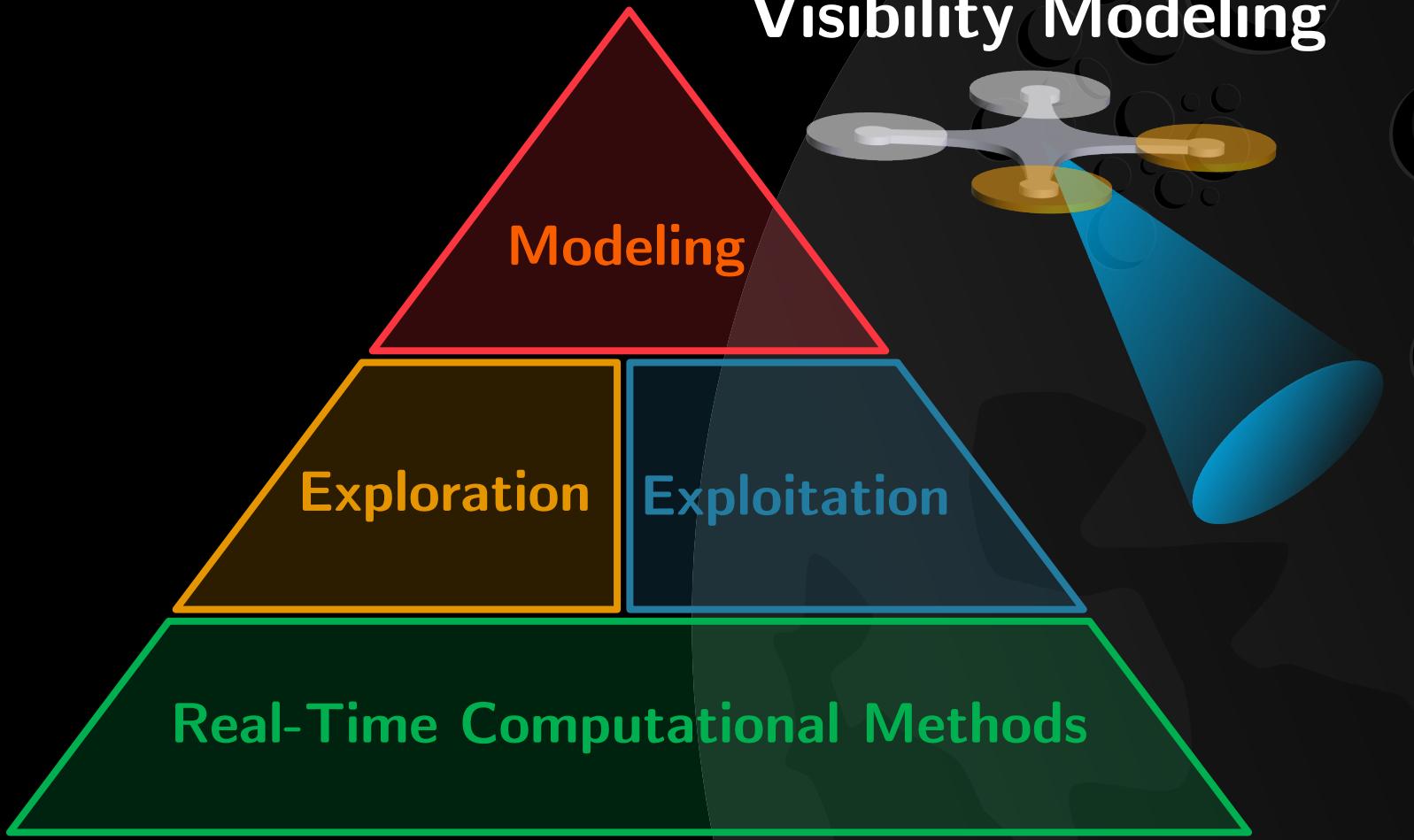
Reliability

Optimality

Preliminaries: CT-SCvx



Roadmap: Visibility Modeling



Visibility Modeling: Goal

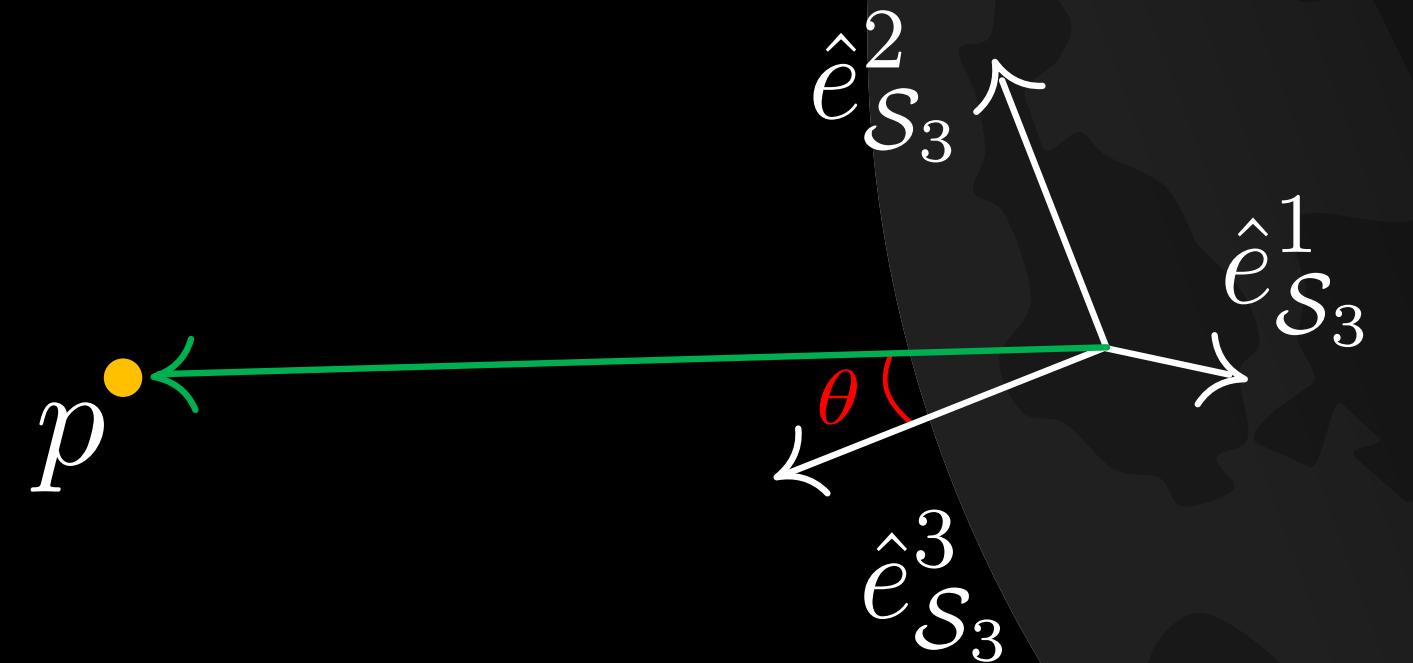
Visibility modeling aims to establish a **sensor-agnostic** mathematical model that determines if a spatial element is within the line-of-sight of a sensor.

Visibility Modeling: Literature

Visibility Modeling has been studied in the context of drones and other aerial platforms

Using cameras under the pinhole assumption, minimize the angle between the boresight vector of the sensor and the point to be contained within the LoS [Papanikolopoulos 1993, Hurak 2012, Falanga 2018].

- ***Limitations:*** Doesn't offer guarantees of containing the target point within LoS, overly conservative

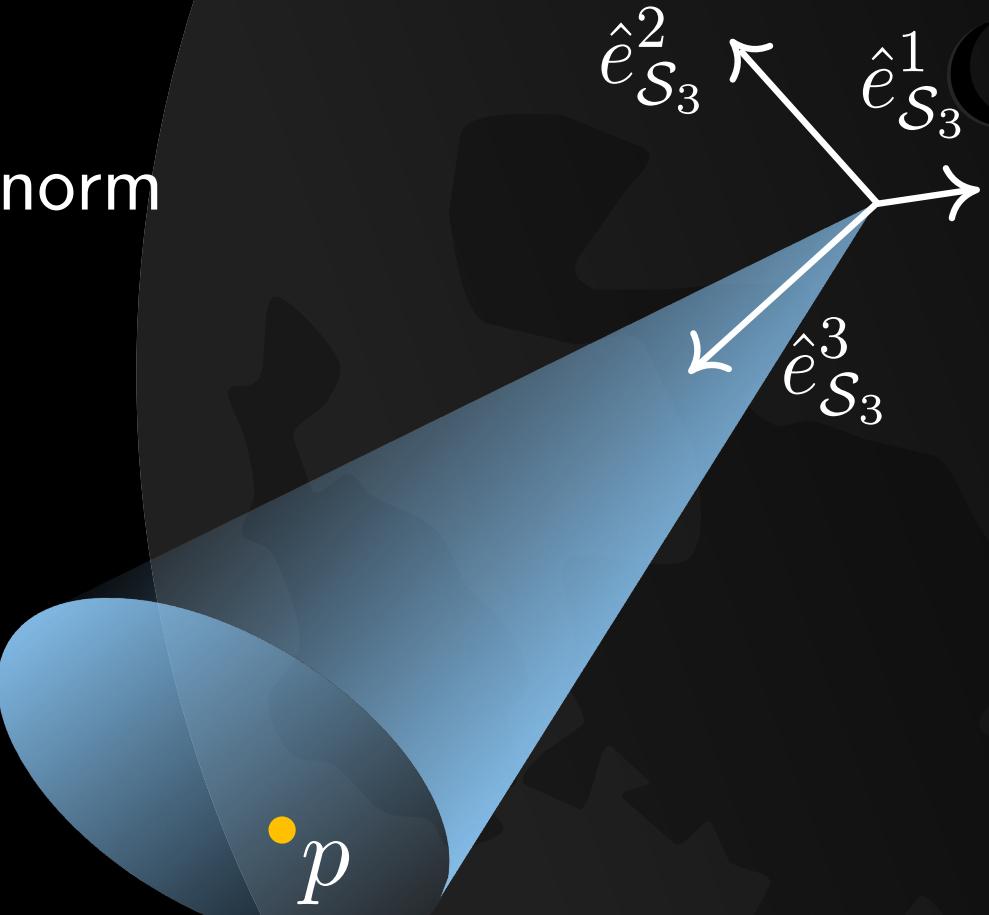


Visibility Modeling: Literature

Visibility Modeling has been studied in the context of drones and other aerial platforms

Using the dual quaternion [Reynolds 2019] and dot product [Malyuta 2023, Buckner 2024] forms of a symmetric L2 norm strictly, these works constrain a point to reside within the LoS of the view cone

- ***Limitations:*** Restricted to symmetric 2-norm



Visibility Modeling

We will define a view cone, \mathcal{K} , as the region of Euclidean space that is visible to a sensor.

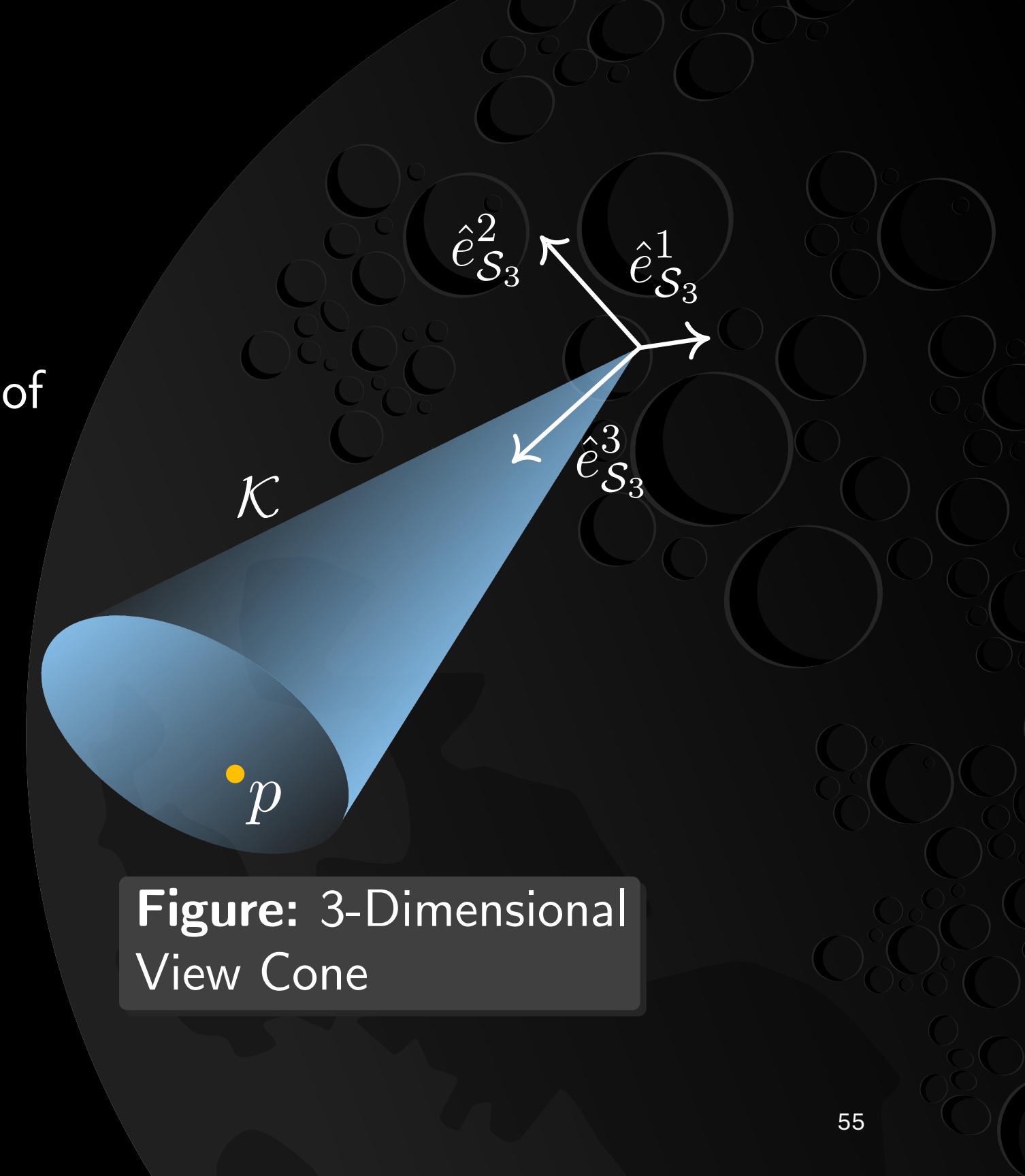


Figure: 3-Dimensional
View Cone

Visibility Modeling: Norm Cone

Mathematically we can express the cone, \mathcal{K} , as follows,

Definition: N-Dimensional Norm Cone

$$\mathcal{K}(\alpha) = \{(p_{\mathcal{S}_N}^{1:N-1}, p_{\mathcal{S}_N}^N) | \|\text{diag}(\alpha)p_{\mathcal{S}_N}^{1:N-1}\| \leq p_{\mathcal{S}_N}^N\}$$

where,

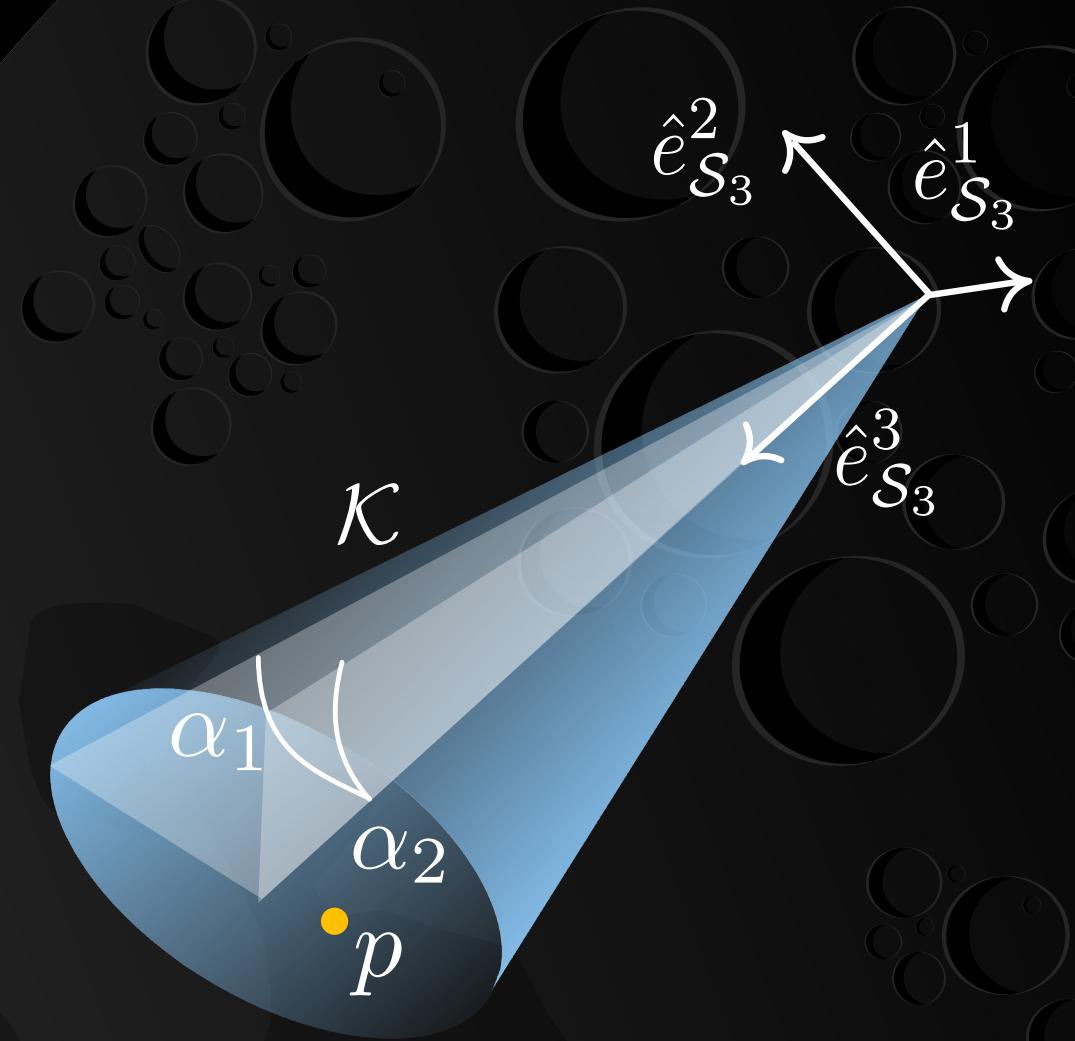


Figure: 3-Dimensional
Second-Order Cone

Visibility Modeling: Norm Cone

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where,

$p = (p^{1:N-1}, p^N) \in \mathbb{R}^N$, a point in Euclidean space contained within $\mathcal{K}(\alpha)$

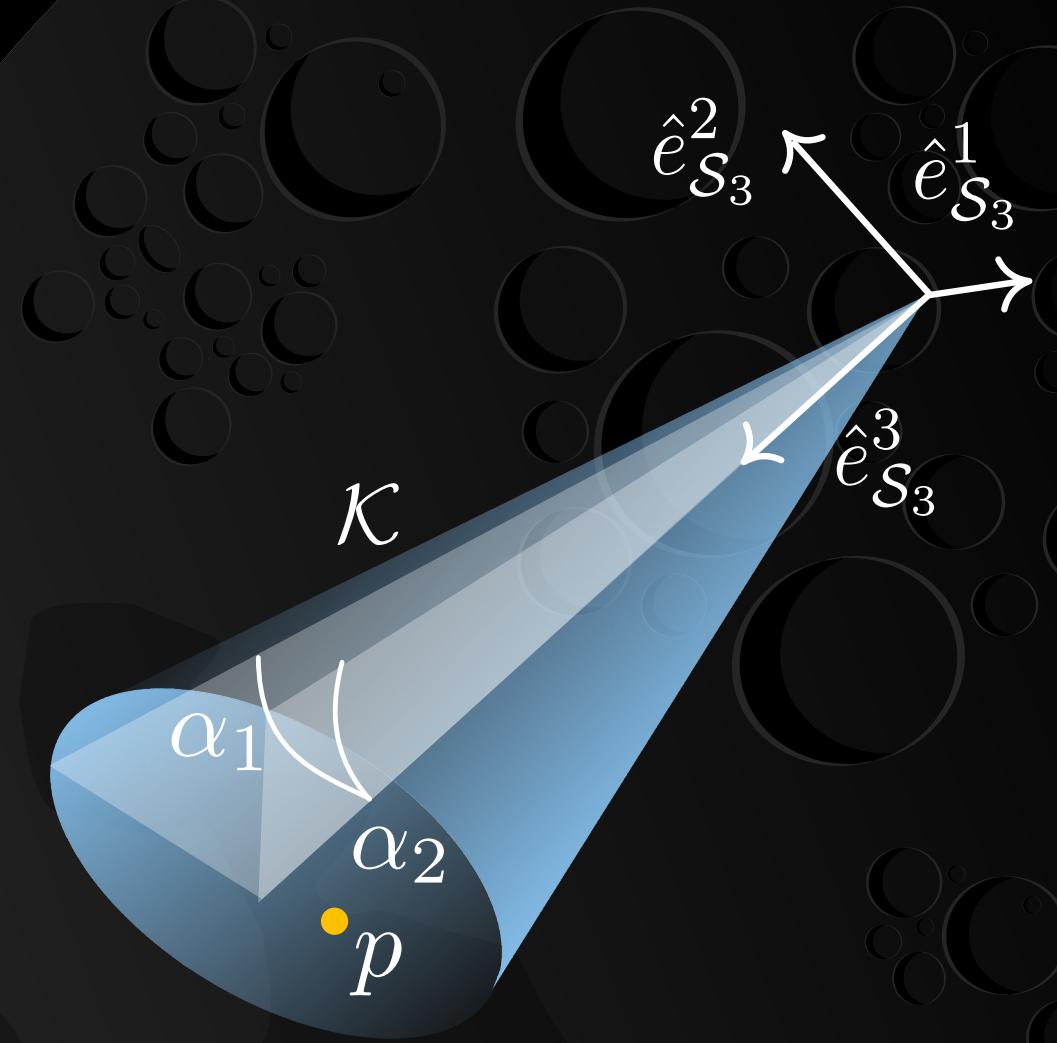


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$\alpha \in \mathbb{R}^{N-1}$, each element of α is the angle of the cone in the corresponding lateral direction

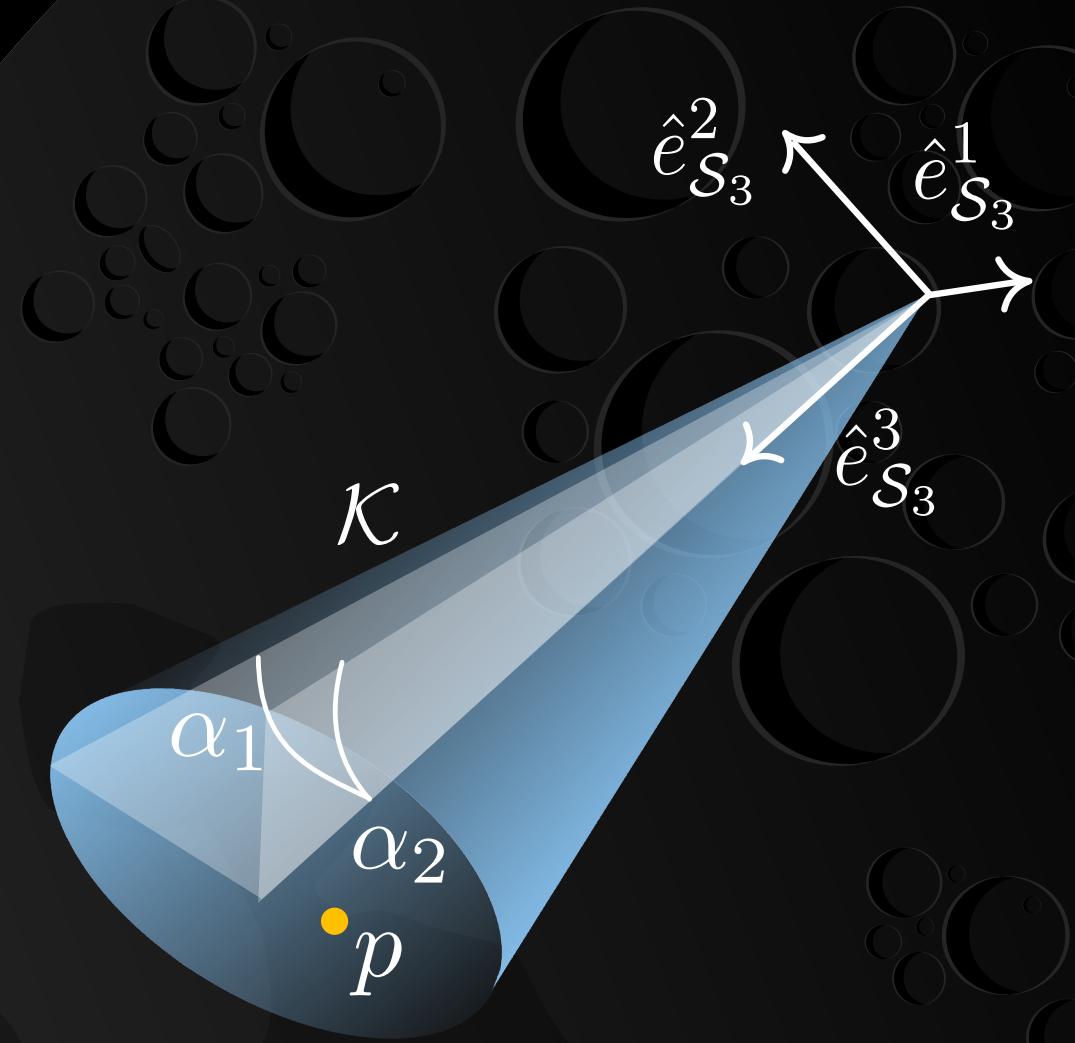


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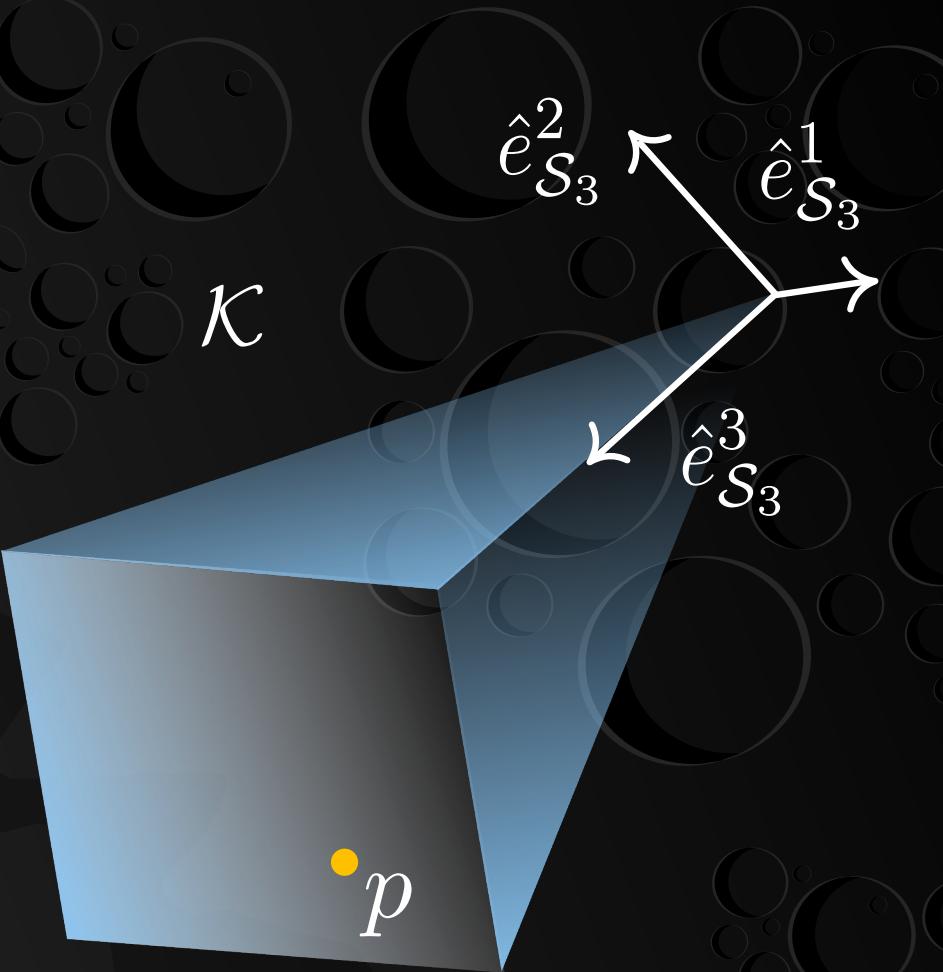


Figure: 3-Dimensional
Infinity-Order Cone

Visibility Modeling: Transformation

Since points of interest are defined in the inertial frame, they must be resolved in the sensor frame to apply the visibility model.

Definition: Inertial to Sensor Transformation

$$p_{\mathcal{S}_N} = R_{\mathcal{I}_N \rightarrow \mathcal{S}_N} (p_{\mathcal{I}_N} - r_{\mathcal{I}_N})$$

where,

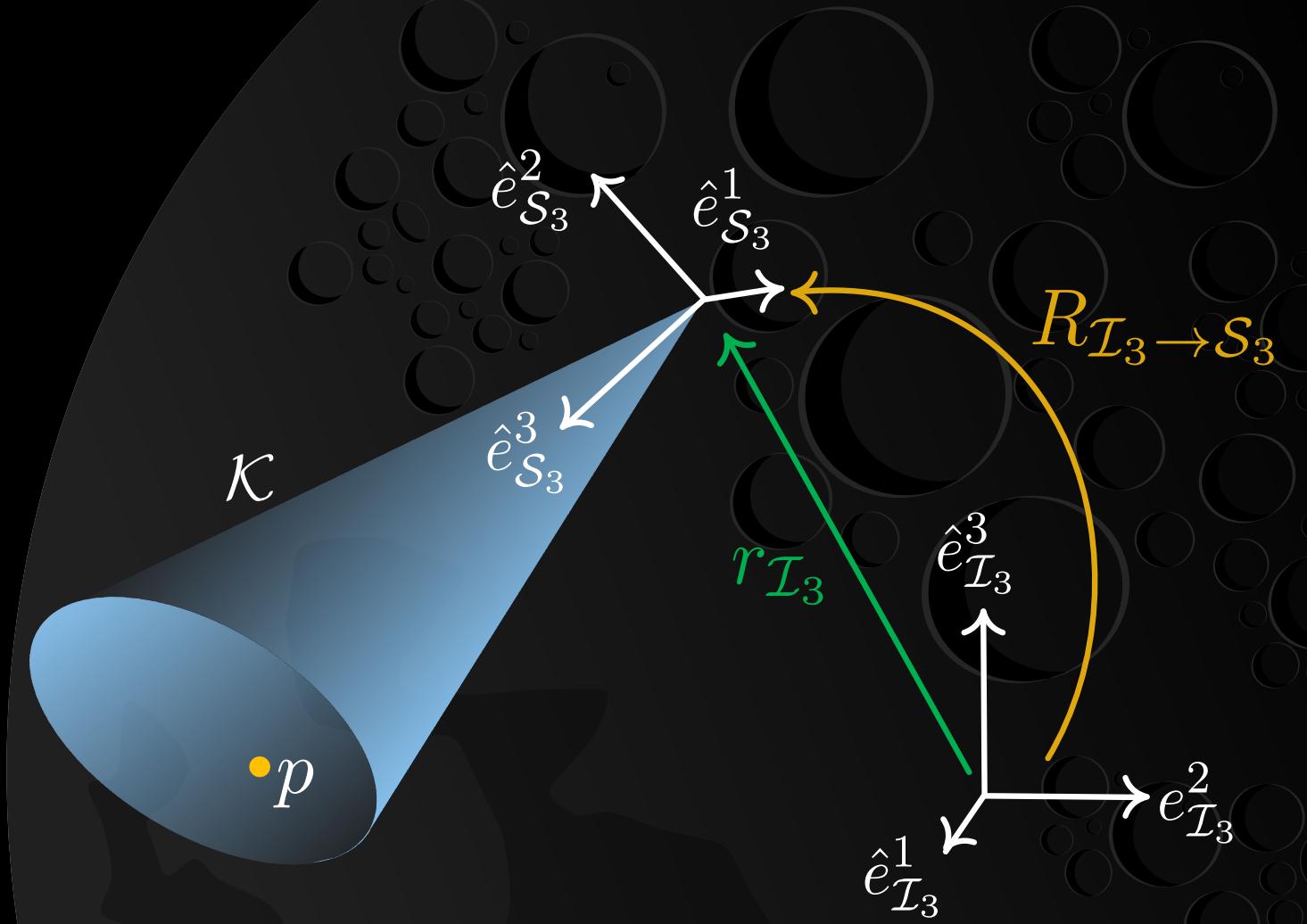


Figure: 3-Dimensional Inertial to Sensor Transformation

Visibility Modeling: Transformation

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where,

$r_{\mathcal{I}_N} \in \mathbb{R}^N$, the position of the sensor in the inertial frame

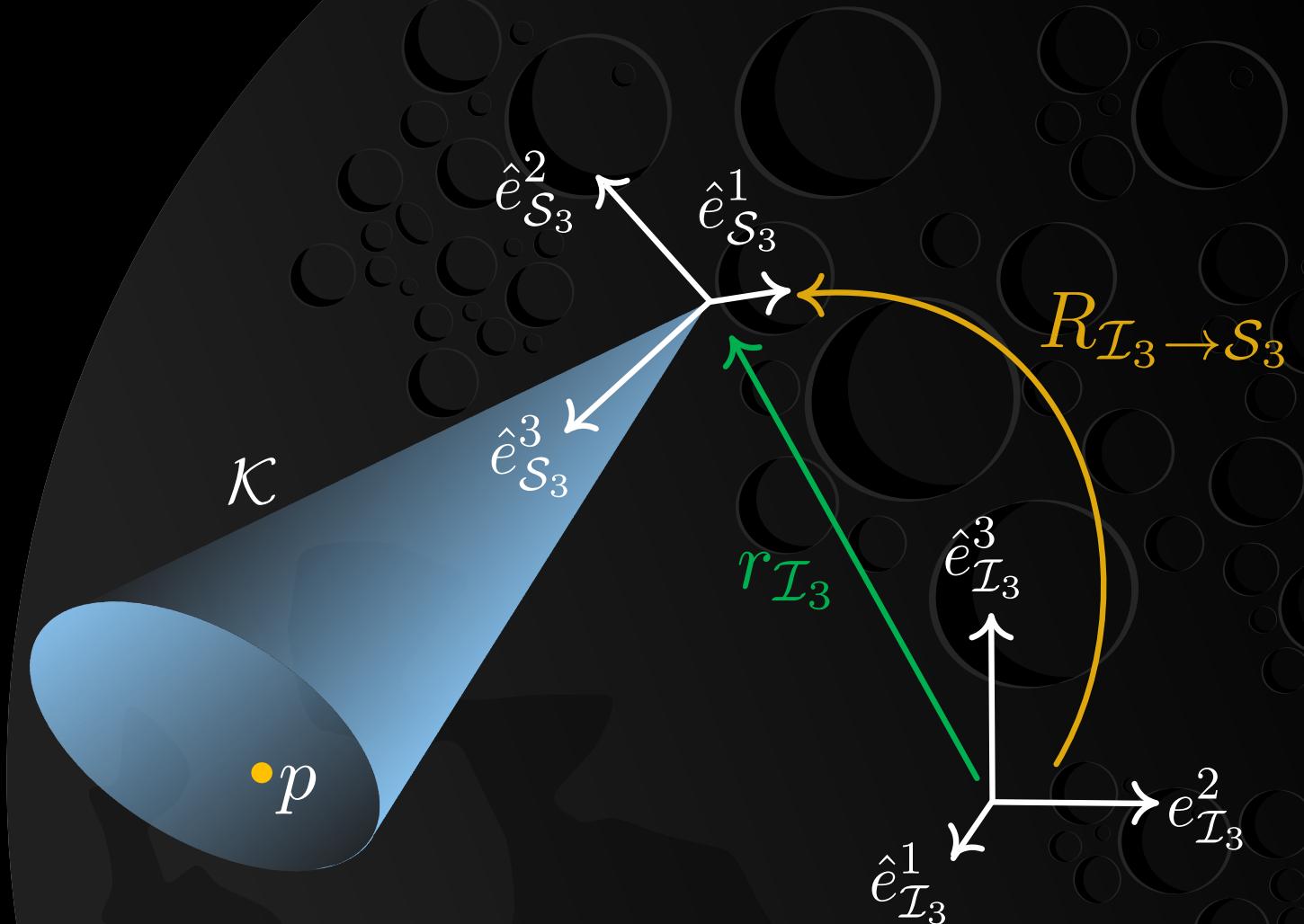


Figure: 3-Dimensional Inertial to Sensor Transformation

Visibility Modeling: Transformation

Since points of interest are defined in the inertial frame, they must be resolved in the sensor frame to apply the visibility model.

Definition: Inertial to Sensor Transformation

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where,

$r_{\mathcal{I}_N} \in \mathbb{R}^N$, the position of the sensor in the inertial frame

$R_{\mathcal{I}_N \rightarrow \mathcal{S}_N} \in SO(N)$, the attitude of the sensor frame to the inertial frame

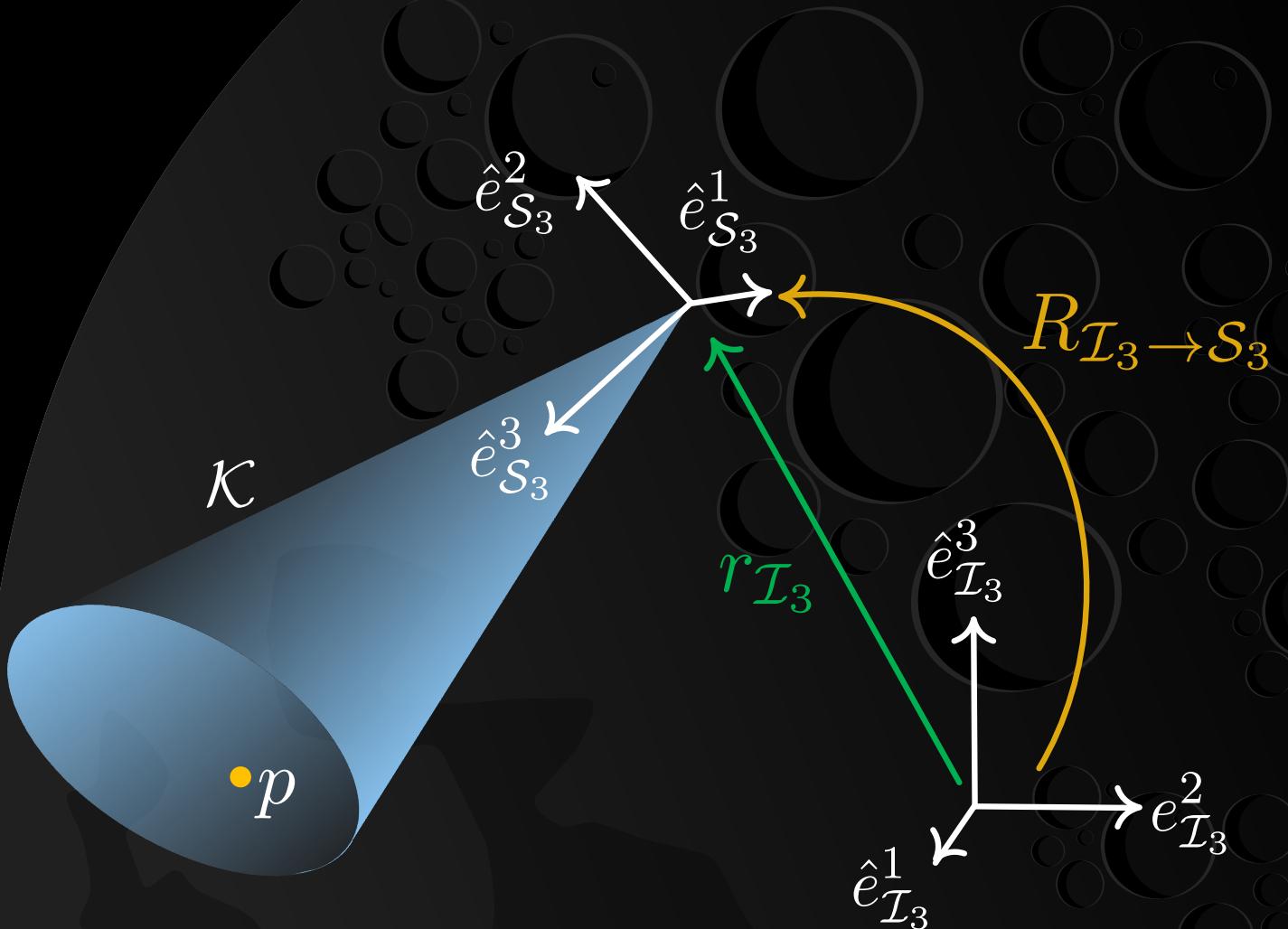


Figure: 3-Dimensional Inertial to Sensor Transformation

Visibility Modeling: Full Model

Definition: Full Line-of-Sight Constraint

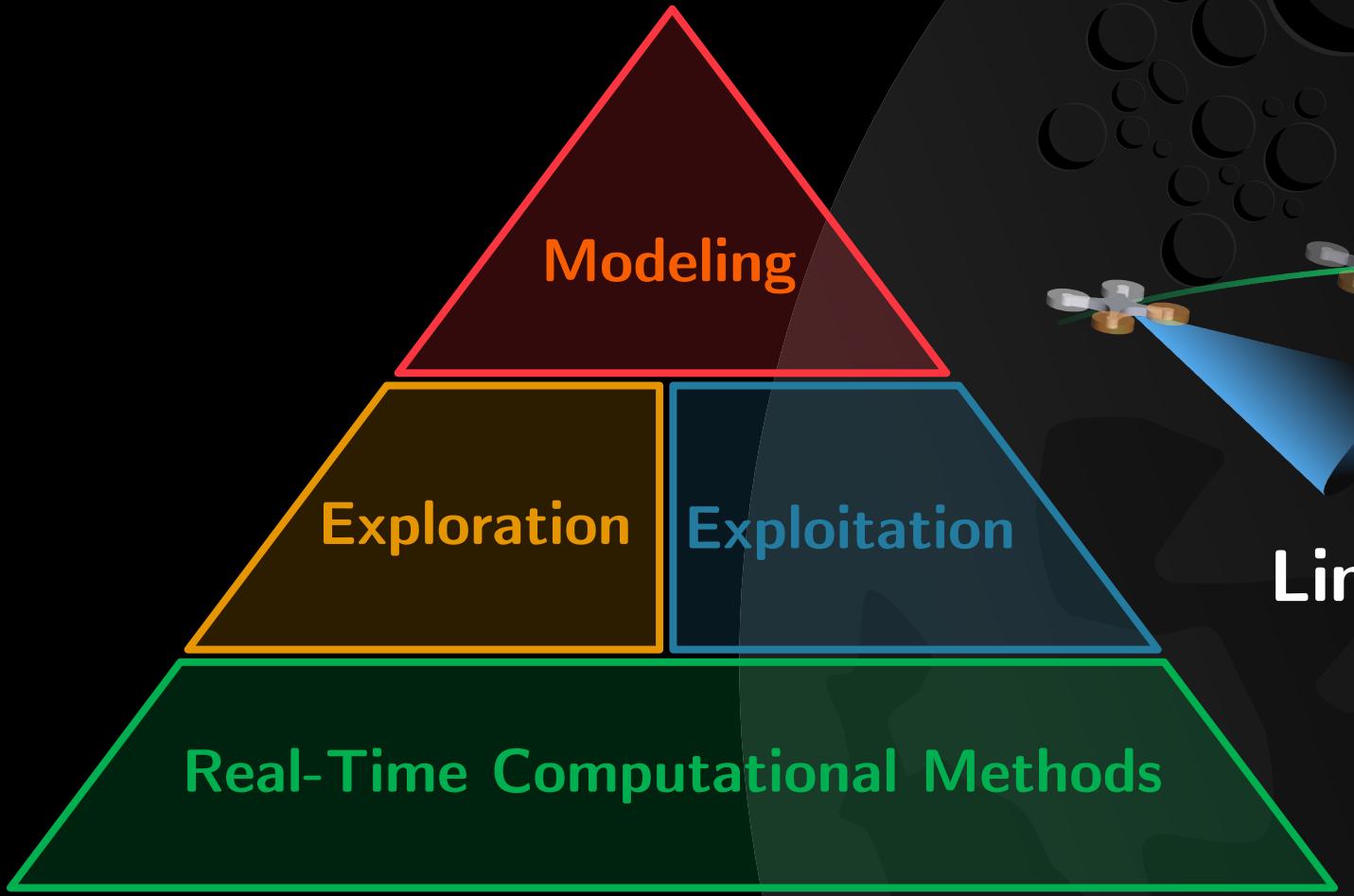
$$g_{\text{LoS}} \triangleq \|\mathbf{diag}(\alpha)[R_{\mathcal{I}_N \rightarrow \mathcal{S}_N}(p_{\mathcal{I}_N} - r_{\mathcal{I}_N})]^{1:N-1}\| - [R_{\mathcal{I}_N \rightarrow \mathcal{S}_N}(p_{\mathcal{I}_N} - r_{\mathcal{I}_N})]^N \leq 0$$

When the above constraint is satisfied, a point p , is in LoS

Visibility Modeling: Primary Takeaway

Key Contribution: This model parameterizes the norm type and lateral FOV angles to fit sensor requirements, allowing for a single unified visibility model to be used for cameras, LiDARs, and other exteroceptive sensors.

Roadmap: Exploitation



Line-of-Sight Planning

Exploitation: Goal

Exploitation methods aim to leverage specific *a priori* information within an environment to achieve a goal.

Exploitation: Literature

Trajectory planning under LoS constraints has been explored extensively,

[Mellinger 2011] introduces the differentially flat form for quadrotors, parameterized by position and a yaw or heading angle. **[Murali 2019, Spasojevic 2020]** leverage this heavily for its speed, and optimize first for a position trajectory and then a yaw angle trajectory.

- ***Limitation:*** The decoupled position *then* yaw scheme leads to sub-optimal results as the position trajectory is blind to the needs of perception.

Exploitation: Literature

Trajectory planning under LoS constraints has been explored extensively,

[Zhou 2021, Tordesillas 2022] introduces a coupled position/yaw methods which still leverage the differentially flat quadrotor model. **[Penin 2018]** further leverages differential flatness and ensures the vehicle maintains LoS using a symmetric 2-norm and avoids occlusion from spherical obstacles.

- **Limitations:** Restricted to differentially flat systems and symmetric 2-norm cones

Exploitation: Drone Racing under LoS

Drone racing with relative navigation presents a challenge where *continuous* landmark visibility is critical for state estimation, necessitating the use of the visibility model.

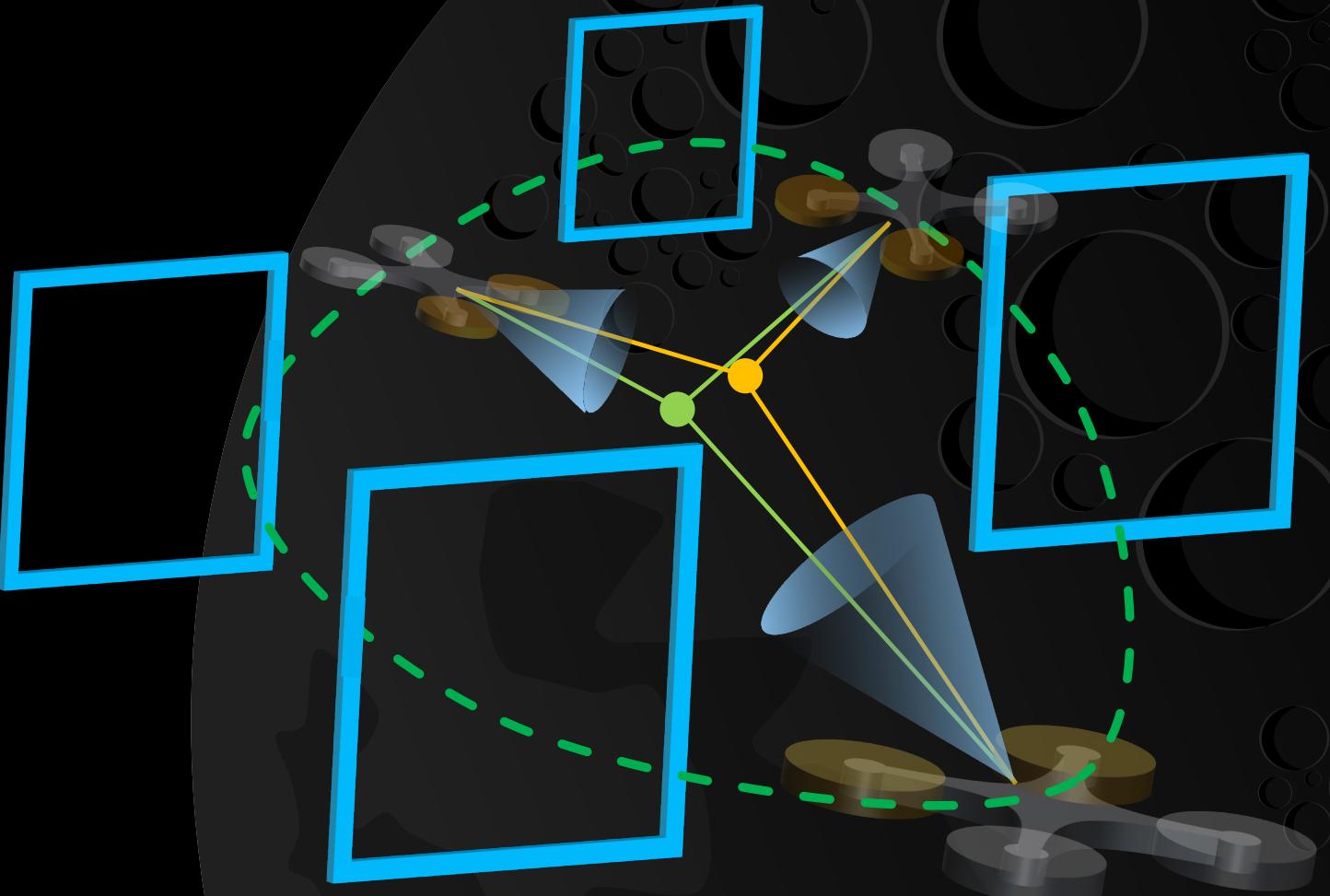


Figure: Drone Racing under LoS Constraints

Exploitation: 6 DoF Rigid Body Dynamics

[Szmuk 2019]

State

$$x = [r_{\mathcal{I}_3}^\top \in \mathbb{R}^3 \quad v_{\mathcal{I}_3}^\top \in \mathbb{R}^3 \quad q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}^\top \in \mathcal{S}^3 \quad \omega_{\mathcal{B}_3}^\top \in \mathbb{R}^3]^\top \in \mathbb{R}^{13}$$

Exploitation: 6 DoF Rigid Body Dynamics

[Szmuk 2019]

State

$$x = [r_{\mathcal{I}_3}^\top \in \mathbb{R}^3 \quad v_{\mathcal{I}_3}^\top \in \mathbb{R}^3 \quad q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}^\top \in \mathcal{S}^3 \quad \omega_{\mathcal{B}_3}^\top \in \mathbb{R}^3]^\top \in \mathbb{R}^{13}$$

Control $u = [T_{\mathcal{B}_3}^\top \in \mathbb{R}^3 \quad M_{\mathcal{B}_3}^\top \in \mathbb{R}^3]^\top \in \mathbb{R}^6$

Exploitation: 6 DoF Rigid Body Dynamics

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Control $u = [T_{\mathcal{B}_3}^\top \in \mathbb{R}^3 \quad M_{\mathcal{B}_3}^\top \in \mathbb{R}^3]^\top \in \mathbb{R}^6$

Dynamics

Position:

$$\dot{r}_{\mathcal{I}_3}(t) = v_{\mathcal{I}_3}(t),$$

Velocity:

$$\dot{v}_{\mathcal{I}_3}(t) = \frac{1}{m} C(q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}(t)) T_{\mathcal{B}_3}(t) + g_{\mathcal{I}_3},$$

Attitude:

$$\dot{q}_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}(t) = \frac{1}{2} \Omega(\omega_{\mathcal{B}_3}(t)) q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}(t),$$

Angular Rate:

$$\dot{\omega}_{\mathcal{B}_3}(t) = J_{\mathcal{B}_3}^{-1} (M_{\mathcal{B}_3}(t) - [\omega_{\mathcal{B}_3}(t)]_\times J_{\mathcal{B}_3} \omega_{\mathcal{B}_3}(t)),$$

Drone Racing under LoS

Objective: Minimum Time

Constraints: Line-of-sight on keypoints

Gates

Boundary Constraints

Box Constraints

Viewcone: Symmetric 2-Norm cone

Number of Keypoints: 10

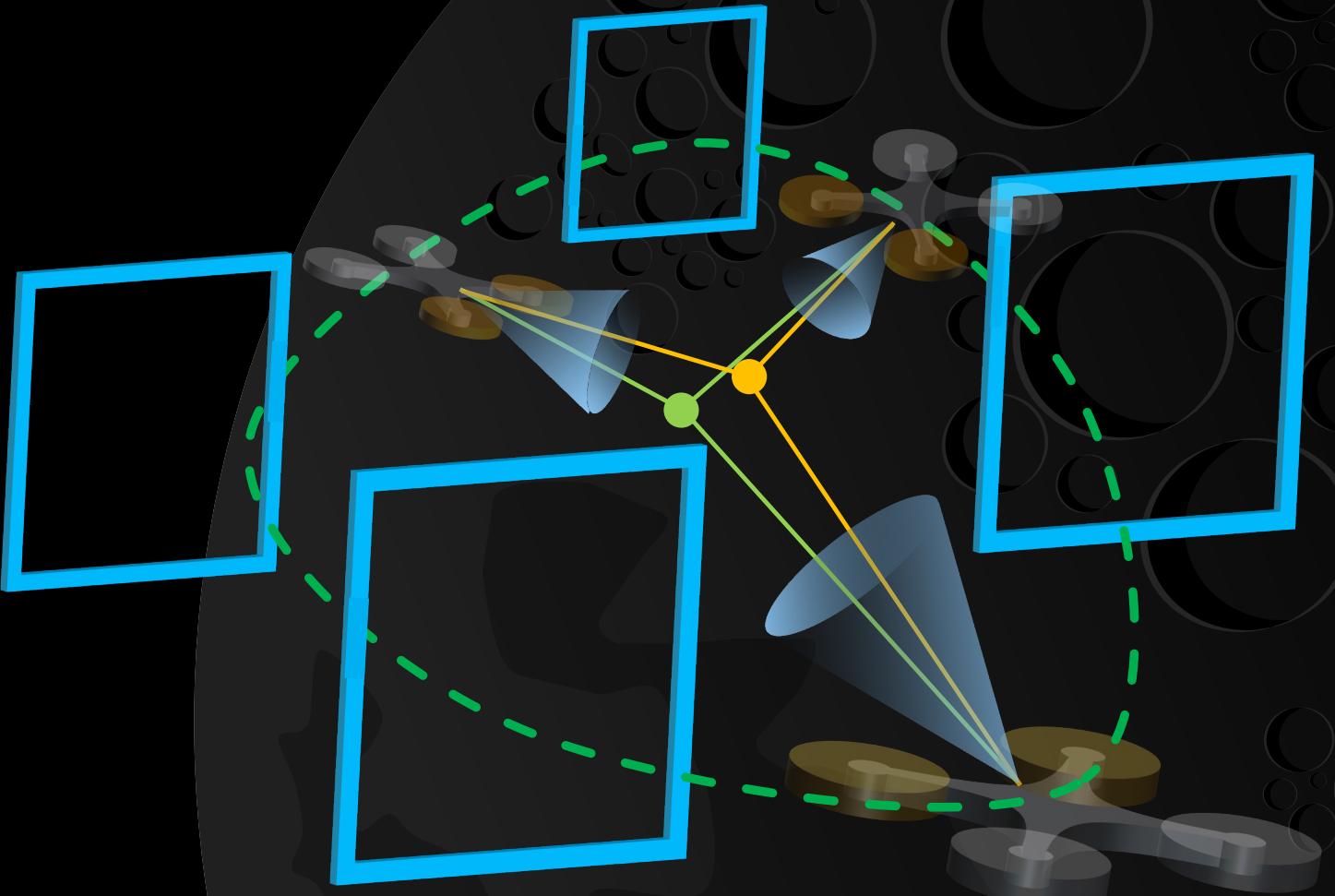


Figure: Drone Racing under
LoS Constraints

Drone Racing under LoS: Problem Form

$$\min_{r_{\mathcal{I}_3}, v_{\mathcal{I}_3}, q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}, \omega_{\mathcal{B}_3}, T_{\mathcal{B}_3}, M_{\mathcal{B}_3}, t_f} \quad t_f$$

subject to $r_{\mathcal{I}_3}(0) = r^0, \quad v_{\mathcal{I}_3}(0) = v^0$

$$q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}(0) = q^0, \quad \omega_{\mathcal{B}_3}(0) = \omega^0$$

$$r_{\mathcal{I}_3}(t_f) = r_f$$

$$\dot{x}(t) = f_{6\text{DoF}}(t, x(t), u(t))$$

$$g_{\text{LoS}}(p_{\mathcal{I}_3}^i, r_{\mathcal{I}_3}(t), q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}(t), \alpha) \leq 0, \quad \forall i \in \{1, \dots, N_k\}$$

$$\|A^j(r_{\mathcal{I}_3}(t) - r_{\text{gate}, \mathcal{I}_3}^j)\|_\infty \leq 1, \quad \forall j \in \{1, \dots, N_g\}$$

$$r_{\min} \leq r_{\mathcal{I}_3}(t) \leq r_{\max}, \quad v_{\min} \leq v_{\mathcal{I}_3}(t) \leq v_{\max}$$

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where constraints without explicit time indices hold for all $t \in [0, t_f]$.

Drone Racing under LoS: Problem Form

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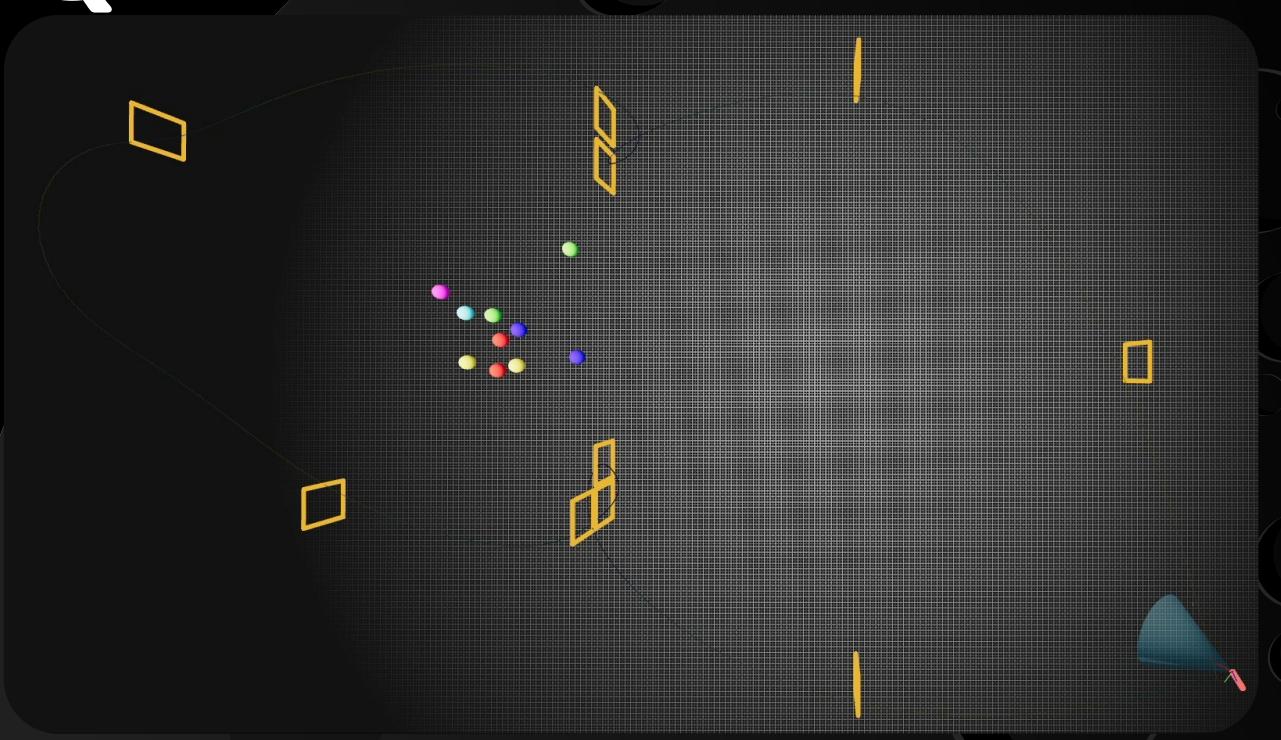
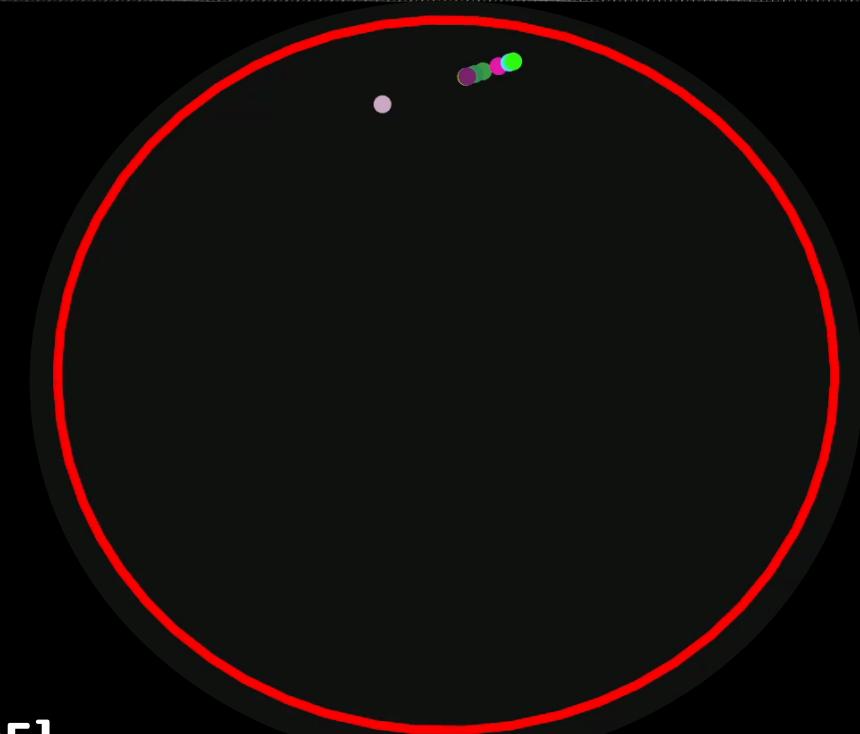
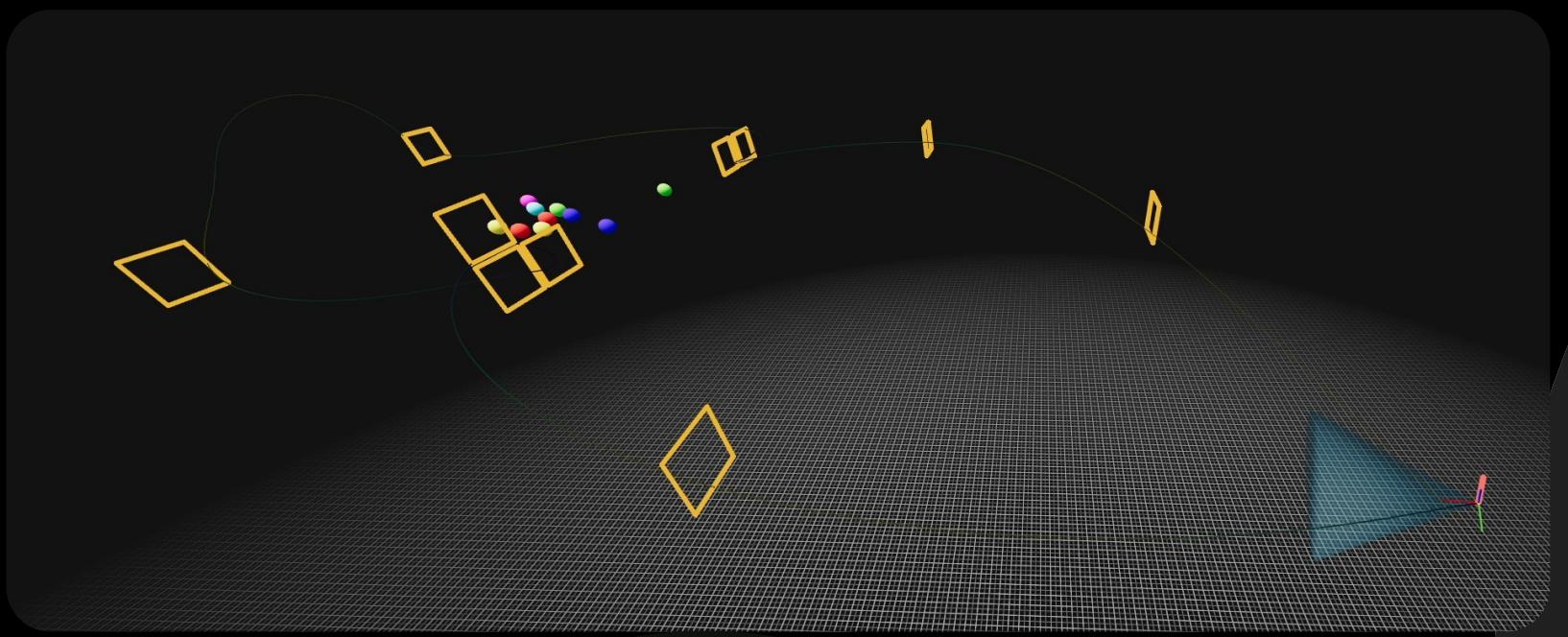
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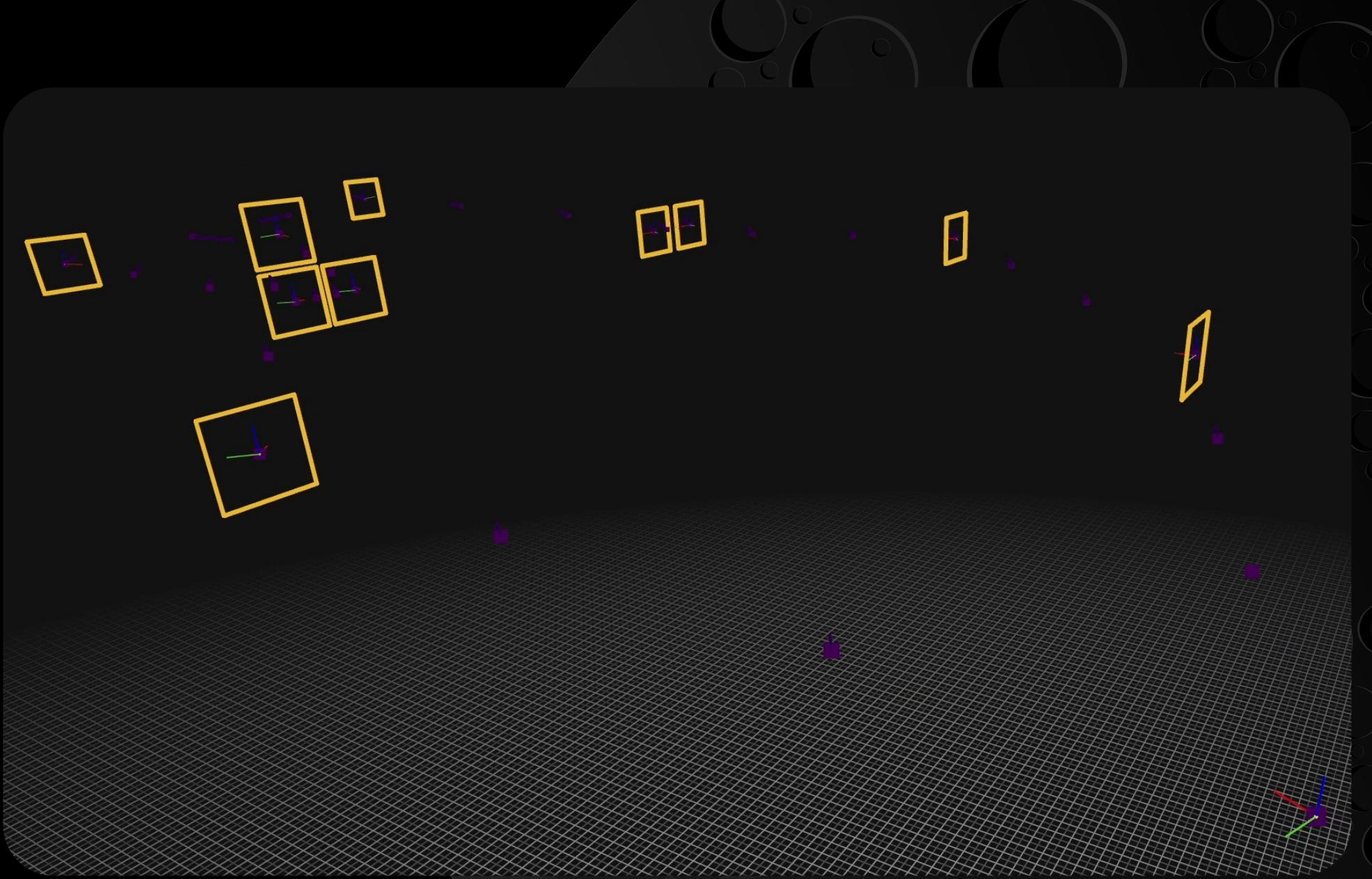
where constraints without explicit time indices hold for all $t \in [0, t_f]$.

Drone Racing under LoS: Qualitative Results



Drone Racing under LoS: Qualitative Results

Time of Flight: 38.78s
Iterations: 12
Solve Time: 0.491s



Drone Racing under LoS: Quantitative Results

We sought to address the following questions in our experiments

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Q1. How well does Continuous satisfy the LoS constraint throughout the entire trajectory compared to the baseline?

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1. LoS constraint violation over the full trajectory

Drone Racing under LoS: Quantitative Results

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We used the following metric to address the above questions

- 1. LoS constraint violation over the full trajectory
- 2. The total runtime

Drone Racing under LoS: Quantitative Results

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- 2. The total runtime
- 3. Original objective cost

Drone Racing under LoS: Quantitative Results

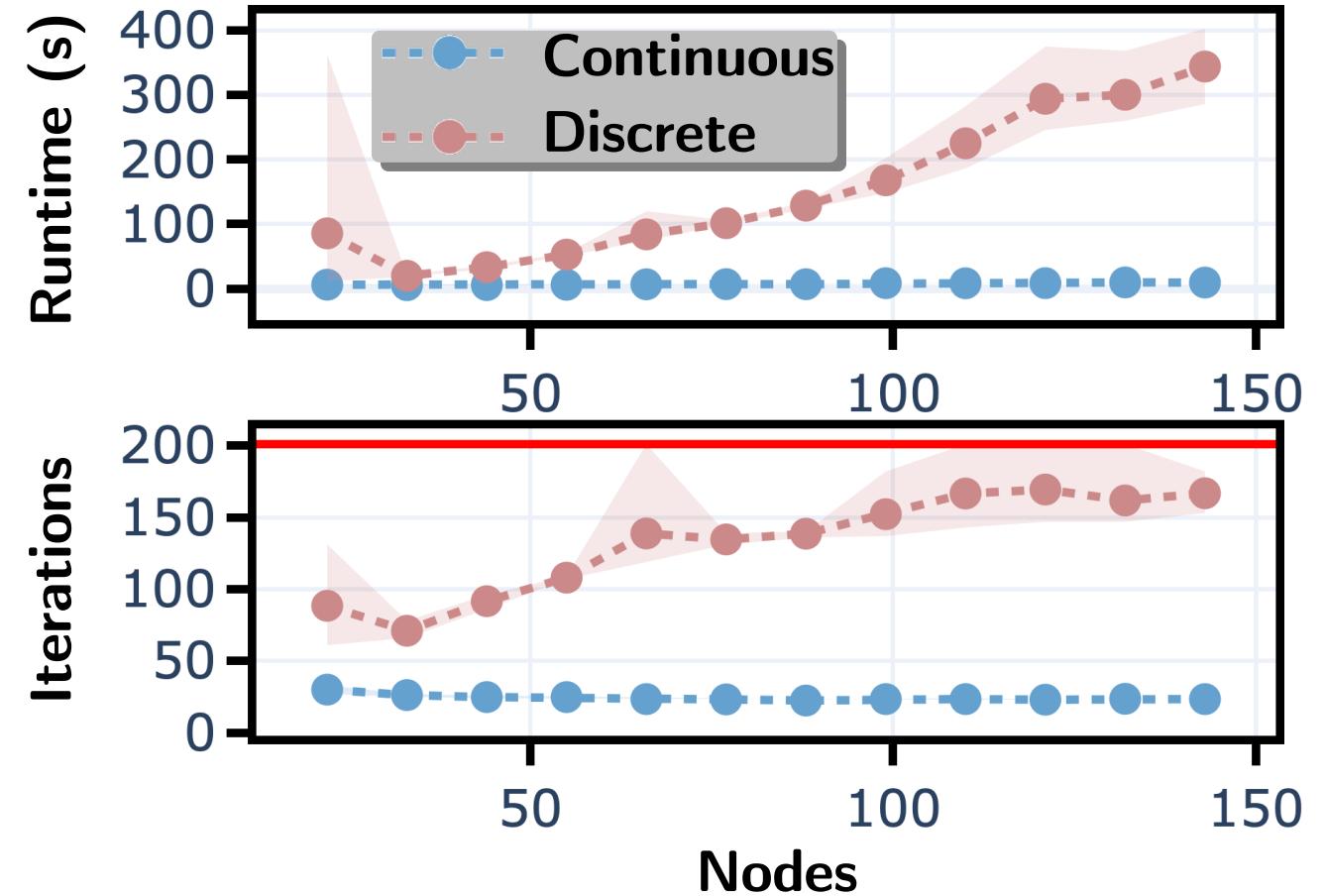
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2. The total runtime
3. Original objective cost
4. The number of iterations

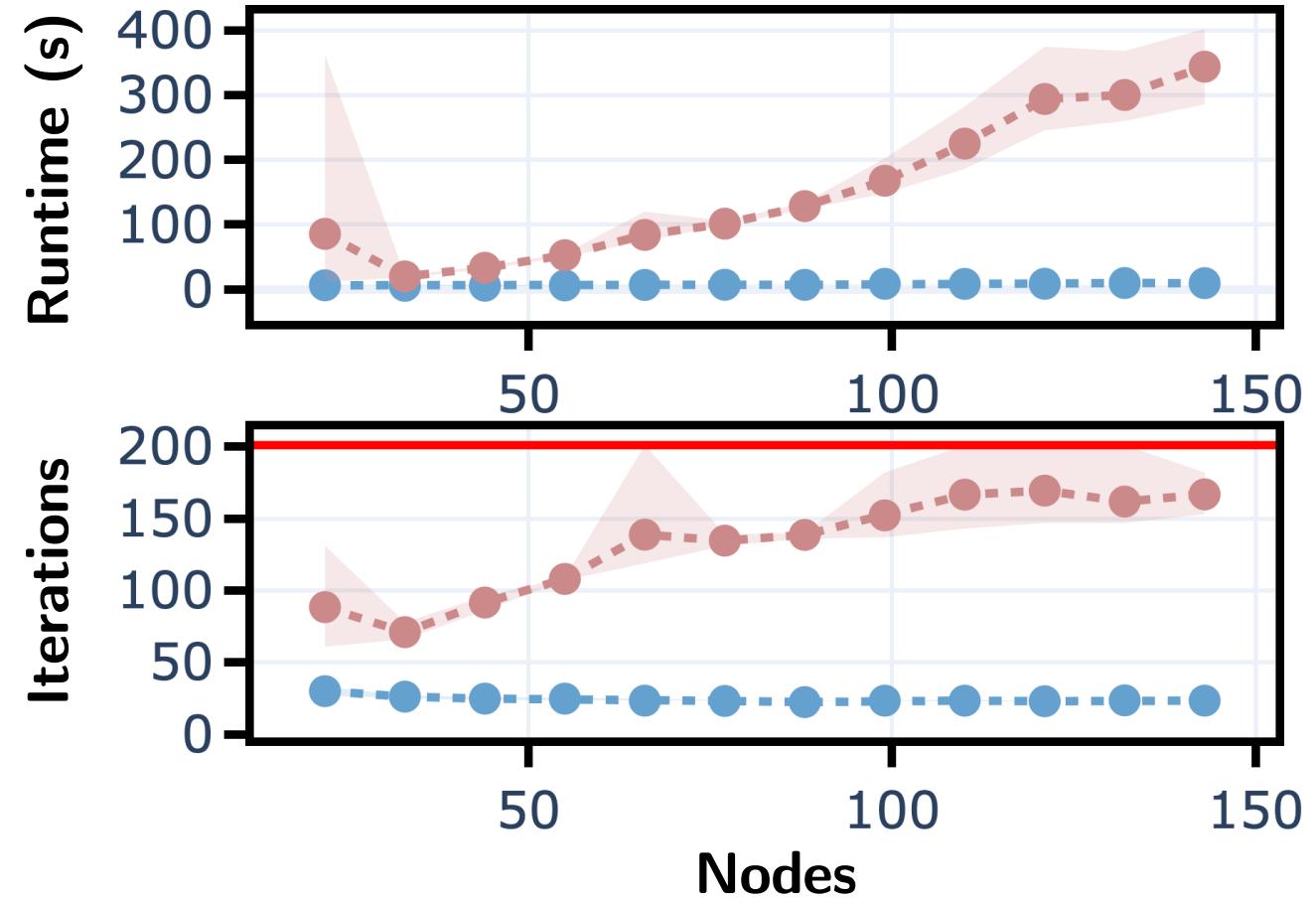
Drone Racing under LoS: Quantitative Results



Main Takeaway

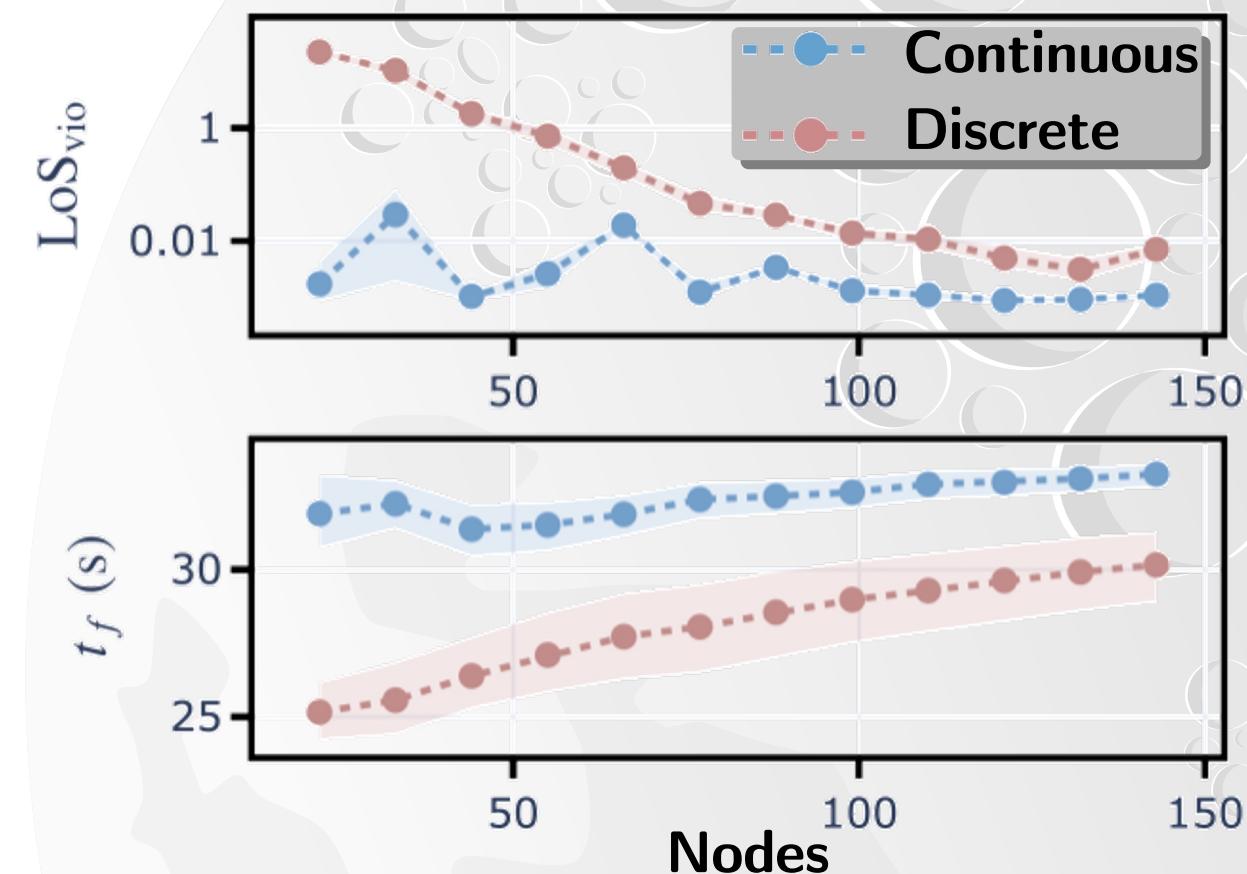
Continuous scales much better with respect to the discretization grid size

Drone Racing under LoS: Quantitative Results



Main Takeaway

Continuous scales much better with respect to the discretization grid size.

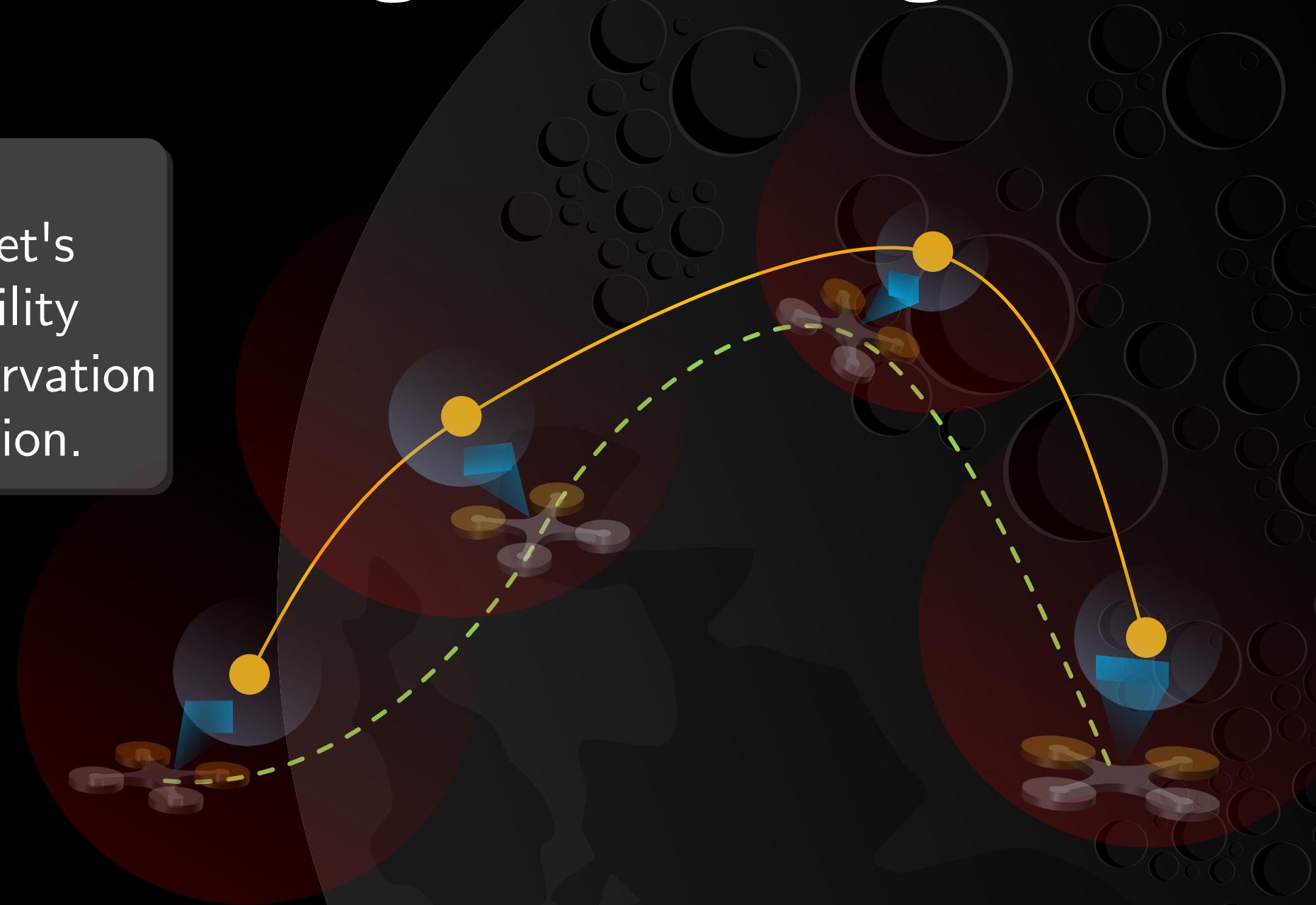


Main Takeaway

Continuous prevents LoS violation better than discrete. However, it sacrifices objective performance

Exploitation: Dynamic Target Tracking

Dynamic target tracking also demonstrates how exploiting a target's kinematic info depends on the visibility model to ensure the persistent observation needed for accurate motion estimation.



Dynamic Target Tracking

Objective: Minimum Fuel

Constraints: Line-of-sight on keypoint

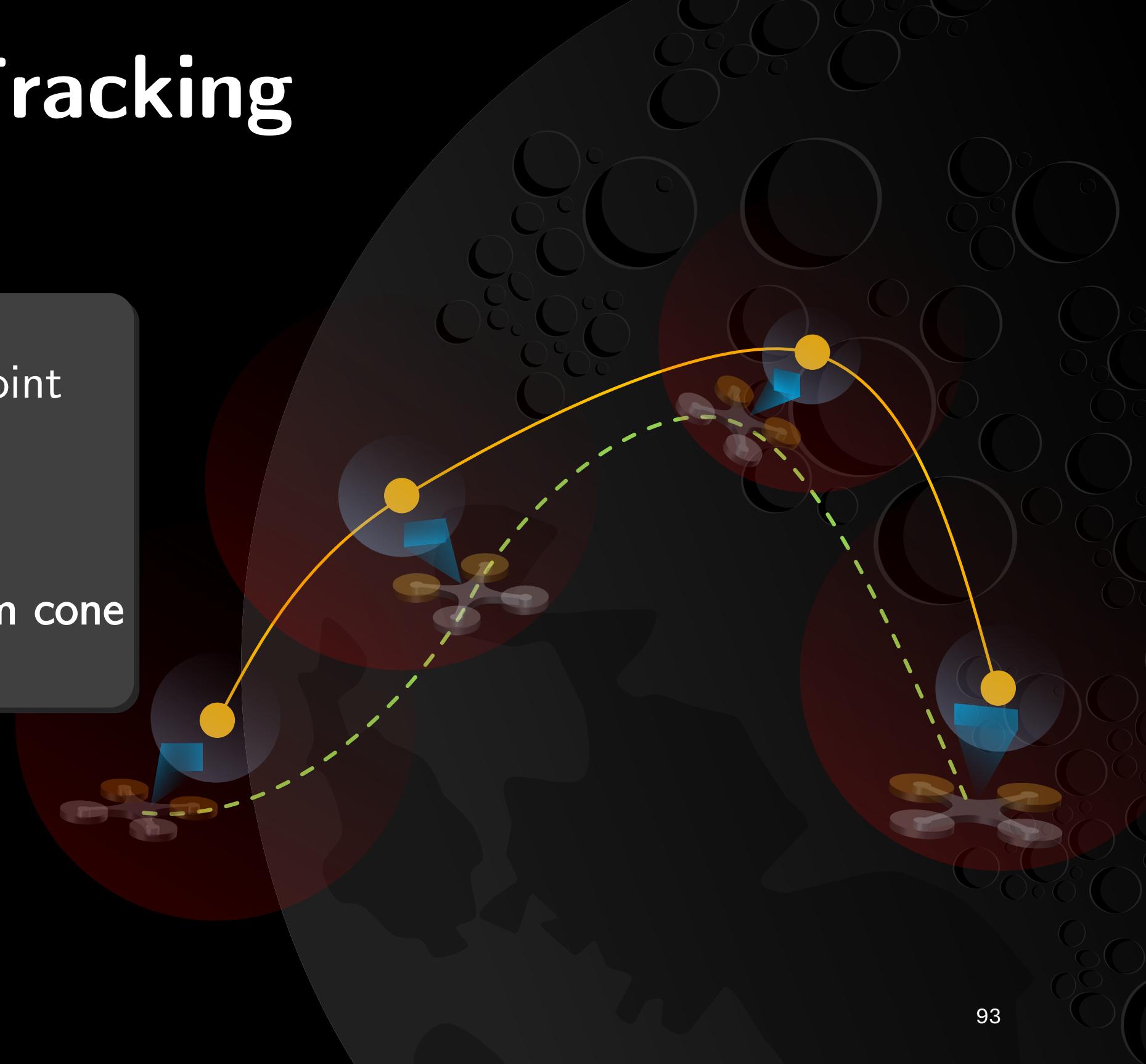
Min-Max range

Boundary constraints

Box constraints

Viewcone: Non-symmetric ∞ -Norm cone

Number of Keypoints: 1



Dynamic Target Tracking: Augmented Fuel Dynamics

[Hayner 2025]

We can augment the 6-DoF rigid body dynamics with the 2-Norm of fuel to model the problem in the Mayer form.

Dynamics

Position:

$$\dot{r}_{\mathcal{I}_3}(t) = v_{\mathcal{I}_3}(t),$$

Velocity:

$$\dot{v}_{\mathcal{I}_3}(t) = \frac{1}{m} C(q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}(t)) T_{\mathcal{B}_3}(t) + g_{\mathcal{I}_3},$$

Attitude:

$$\dot{q}_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}(t) = \frac{1}{2} \Omega(\omega_{\mathcal{B}_3}(t)) q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}(t),$$

Angular Rate:

$$\dot{\omega}_{\mathcal{B}_3}(t) = J_{\mathcal{B}_3}^{-1} (M_{\mathcal{B}_3}(t) - [\omega_{\mathcal{B}_3}(t)]_{\times} J_{\mathcal{B}_3} \omega_{\mathcal{B}_3}(t)),$$

Fuel:

$$\dot{f}(t) = \left\| \begin{bmatrix} T_{\mathcal{B}_3}(t) & M_{\mathcal{B}_3}(t) \end{bmatrix} \right\|_2$$

Dynamic Target Tracking: Problem Form

$$\min_{r_{\mathcal{I}_3}, v_{\mathcal{I}_3}, q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}, \omega_{\mathcal{B}_3}, f, T_{\mathcal{B}_3}, M_{\mathcal{B}_3}, t_f} f(t_f)$$

subject to $r_{\mathcal{I}_3}(0) = r^0, \quad v_{\mathcal{I}_3}(0) = v^0,$
 $q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}(0) = q^0, \quad \omega_{\mathcal{B}_3}(0) = \omega^0$
 $f(0) = 0$

$$\begin{aligned}\dot{x} &= f_{6\text{DoF}}(t, x(t), u(t)) \\ \dot{f}(t) &= \left\| \begin{bmatrix} T_{\mathcal{B}_3}(t) & M_{\mathcal{B}_3}(t) \end{bmatrix} \right\|_2\end{aligned}$$

$$g_{\text{LoS}}(p_{\mathcal{I}_3}(t), r_{\mathcal{I}_3}(t), q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}(t), \alpha) \leq 0,$$

$$d_{\min} \leq \|r_{\mathcal{I}_3}(t) - p_{\mathcal{I}_3}(t)\|_2 \leq d_{\max},$$

$$\begin{aligned}r_{\min} &\leq r_{\mathcal{I}_3}(t) \leq r_{\max}, & v_{\min} &\leq v_{\mathcal{I}_3}(t) \leq v_{\max} \\ q_{\min} &\leq q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}(t) \leq q_{\max}, & \omega_{\min} &\leq \omega_{\mathcal{B}_3}(t) \leq \omega_{\max}\end{aligned}$$

where constraints without explicit time indices hold for all $t \in [0, t_f]$.

$$\begin{aligned}0 &\leq f(t) \leq f_{\max}, & T_{\min} &\leq T_{\mathcal{B}_3}(t) \leq T_{\max}, \\ M_{\min} &\leq M_{\mathcal{B}_3}(t) \leq M_{\max},\end{aligned}$$

Dynamic Target Tracking: Problem Form

$$\min_{r_{\mathcal{I}_3}, v_{\mathcal{I}_3}, q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}, \omega_{\mathcal{B}_3}, f, T_{\mathcal{B}_3}, M_{\mathcal{B}_3}, t_f} f(t_f)$$

subject to $r_{\mathcal{I}_3}(0) = r^0, \quad v_{\mathcal{I}_3}(0) = v^0,$
 $q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}(0) = q^0, \quad \omega_{\mathcal{B}_3}(0) = \omega^0$
 $f(0) = 0$

$$\dot{x} = f_{6\text{DoF}}(t, x(t), u(t))$$

$$\dot{f}(t) = \| [T_{\mathcal{B}_3}(t) \quad M_{\mathcal{B}_3}(t)] \|_2$$

$$g_{\text{LoS}}(p_{\mathcal{I}_3}(t), r_{\mathcal{I}_3}(t), q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}(t), \alpha) \leq 0,$$

$$d_{\min} \leq \|r_{\mathcal{I}_3}(t) - p_{\mathcal{I}_3}(t)\|_2 \leq d_{\max},$$

$$r_{\min} \leq r_{\mathcal{I}_3}(t) \leq r_{\max}, \quad v_{\min} \leq v_{\mathcal{I}_3}(t) \leq v_{\max}$$

$$q_{\min} \leq q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}(t) \leq q_{\max}, \quad \omega_{\min} \leq \omega_{\mathcal{B}_3}(t) \leq \omega_{\max}$$

$$0 \leq f(t) \leq f_{\max}, \quad T_{\min} \leq T_{\mathcal{B}_3}(t) \leq T_{\max},$$

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where constraints without explicit time indices hold for all $t \in [0, t_f]$.

Dynamic Target Tracking: Problem Form

$$\min_{r_{\mathcal{I}_3}, v_{\mathcal{I}_3}, q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}, \omega_{\mathcal{B}_3}, f, T_{\mathcal{B}_3}, M_{\mathcal{B}_3}, t_f} f(t_f)$$

subject to $r_{\mathcal{I}_3}(0) = r^0, \quad v_{\mathcal{I}_3}(0) = v^0,$
 $q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}(0) = q^0, \quad \omega_{\mathcal{B}_3}(0) = \omega^0$
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$$\dot{x} = f_{6\text{DoF}}(t, x(t), u(t))$$

$$\dot{f}(t) = \| [T_{\mathcal{B}_3}(t) \quad M_{\mathcal{B}_3}(t)] \|_2$$

$$g_{\text{LoS}}(p_{\mathcal{I}_3}(t), r_{\mathcal{I}_3}(t), q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}(t), \alpha) \leq 0,$$

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where constraints without explicit time indices hold for all $t \in [0, t_f]$.

Dynamic Target Tracking: Problem Form

$$\begin{aligned}
 & \min_{r_{\mathcal{I}_3}, v_{\mathcal{I}_3}, q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}, \omega_{\mathcal{B}_3}, f, T_{\mathcal{B}_3}, M_{\mathcal{B}_3}, t_f} && f(t_f) \\
 & \text{subject to} && r_{\mathcal{I}_3}(0) = r^0, \quad v_{\mathcal{I}_3}(0) = v^0, \\
 & && q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}(0) = q^0, \quad \omega_{\mathcal{B}_3}(0) = \omega^0 \\
 & && f(0) = 0
 \end{aligned}$$

$$\begin{aligned}
 \dot{x} &= f_{6\text{DoF}}(t, x(t), u(t)) \\
 \dot{f}(t) &= \| [T_{\mathcal{B}_3}(t) \quad M_{\mathcal{B}_3}(t)] \|_2
 \end{aligned}$$

$$g_{\text{LoS}}(p_{\mathcal{I}_3}(t), r_{\mathcal{I}_3}(t), q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}(t), \alpha) \leq 0,$$

$$d_{\min} \leq \|r_{\mathcal{I}_3}(t) - p_{\mathcal{I}_3}(t)\|_2 \leq d_{\max},$$

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 r_{\min} &\leq r_{\mathcal{I}_3}(t) \leq r_{\max}, & v_{\min} &\leq v_{\mathcal{I}_3}(t) \leq v_{\max} \\
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where constraints without explicit time indices hold for all $t \in [0, t_f]$.

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$$\min_{r_{\mathcal{I}_3}, v_{\mathcal{I}_3}, q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}, \omega_{\mathcal{B}_3}, f, T_{\mathcal{B}_3}, M_{\mathcal{B}_3}, t_f} f(t_f)$$

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$$d_{\min} \leq \|r_{\mathcal{I}_3}(t) - p_{\mathcal{I}_3}(t)\|_2 \leq d_{\max},$$

$$r_{\min} \leq r_{\mathcal{I}_3}(t) \leq r_{\max}, \quad v_{\min} \leq v_{\mathcal{I}_3}(t) \leq v_{\max}$$

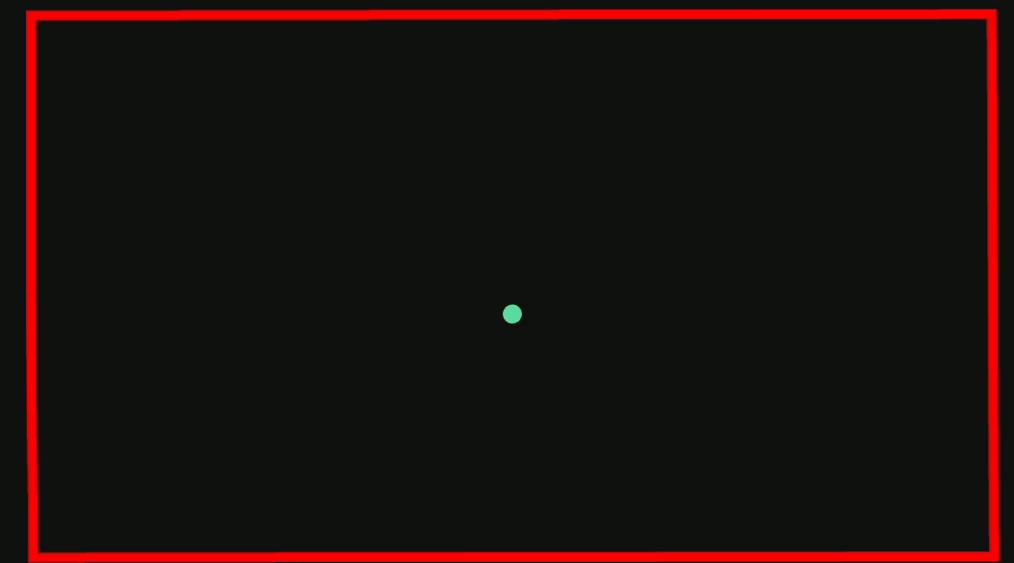
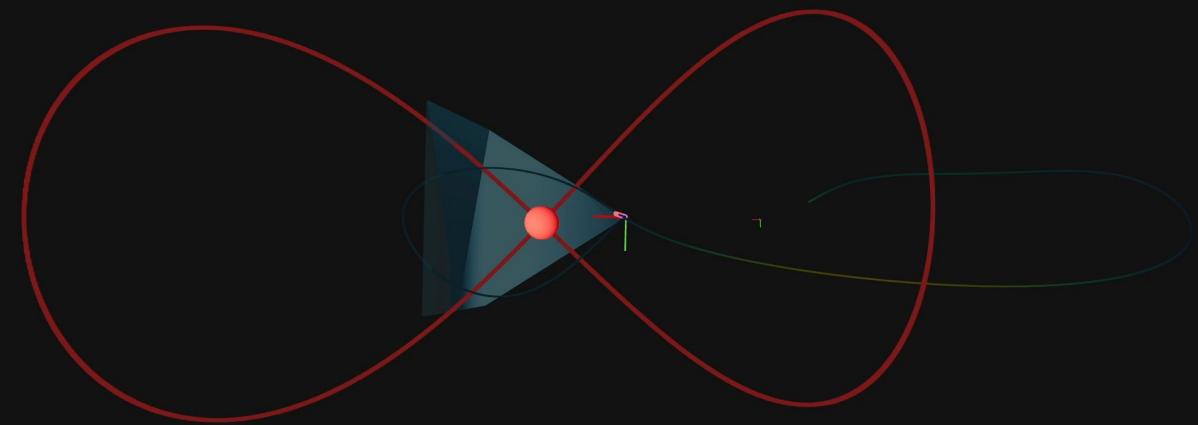
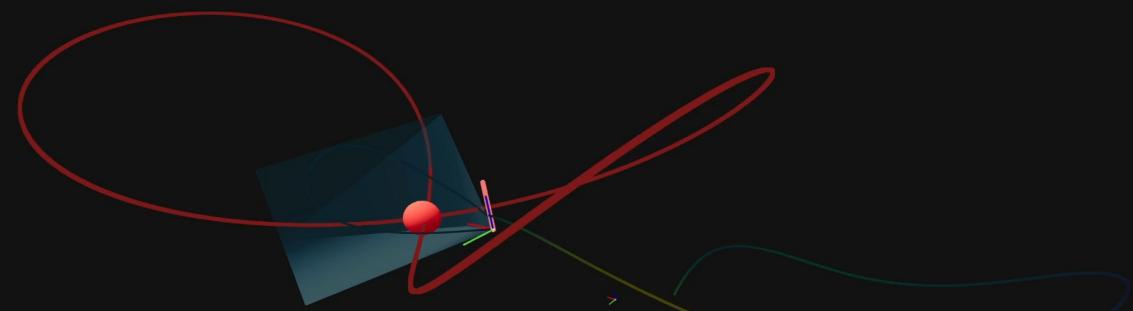
$$q_{\min} \leq q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}(t) \leq q_{\max}, \quad \omega_{\min} \leq \omega_{\mathcal{B}_3}(t) \leq \omega_{\max}$$

$$0 \leq f(t) \leq f_{\max}, \quad T_{\min} \leq T_{\mathcal{B}_3}(t) \leq T_{\max},$$

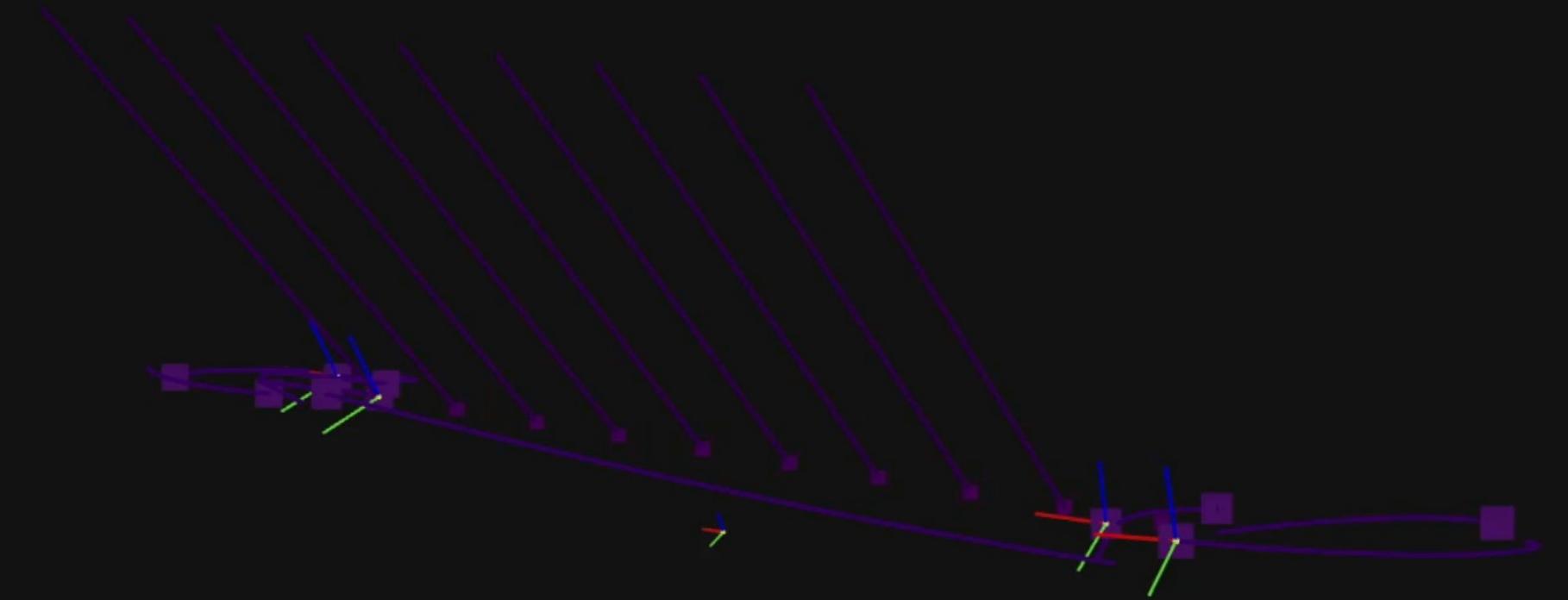
$$M_{\min} \leq M_{\mathcal{B}_3}(t) \leq M_{\max},$$

where constraints without explicit time indices hold for all $t \in [0, t_f]$.

Dynamic Target Tracking: Qualitative Results

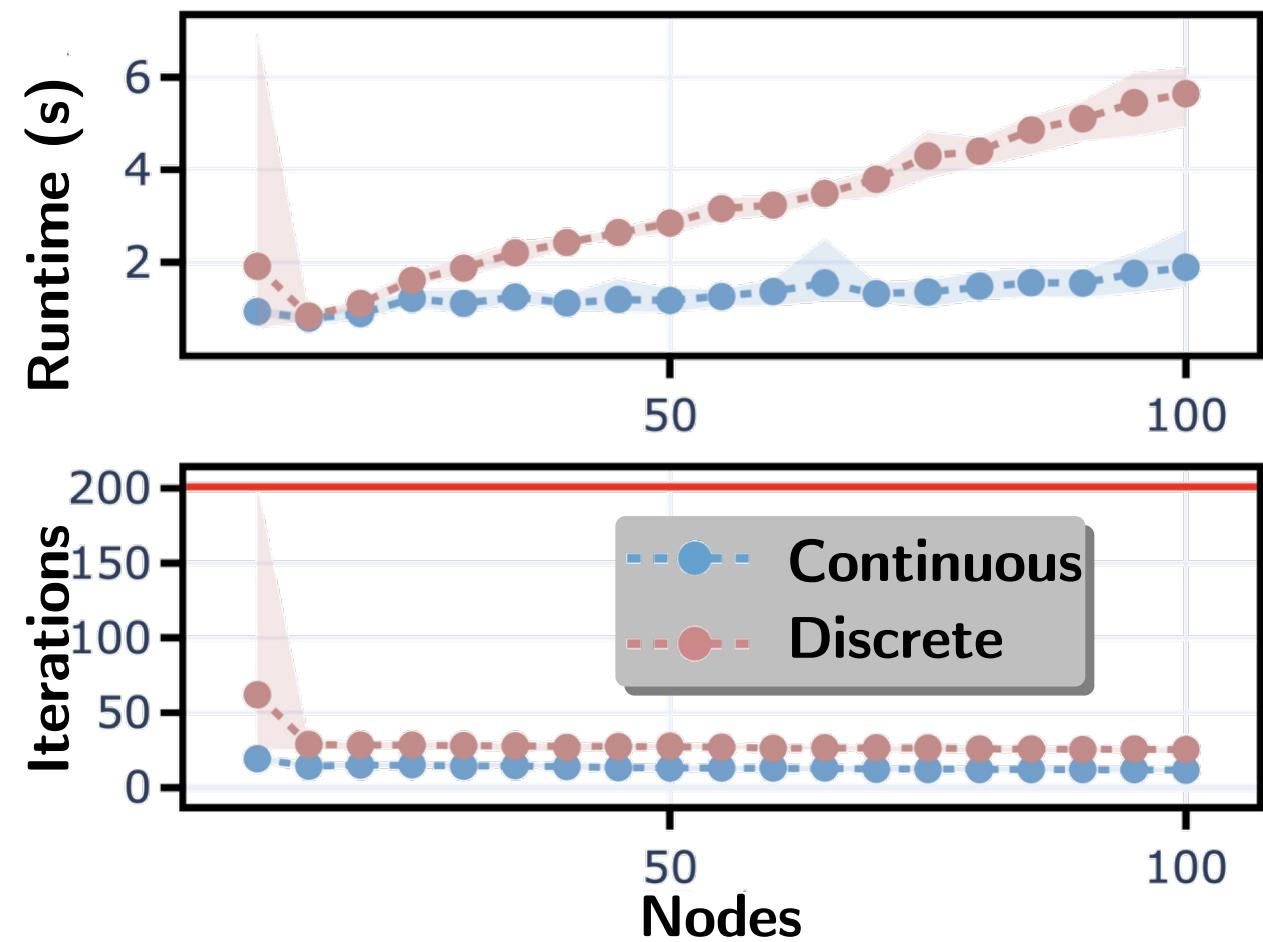


Dynamic Target Tracking: Qualitative Results



Total Fuel: 364.72
Iterations: 17
Solve Time: 0.316s

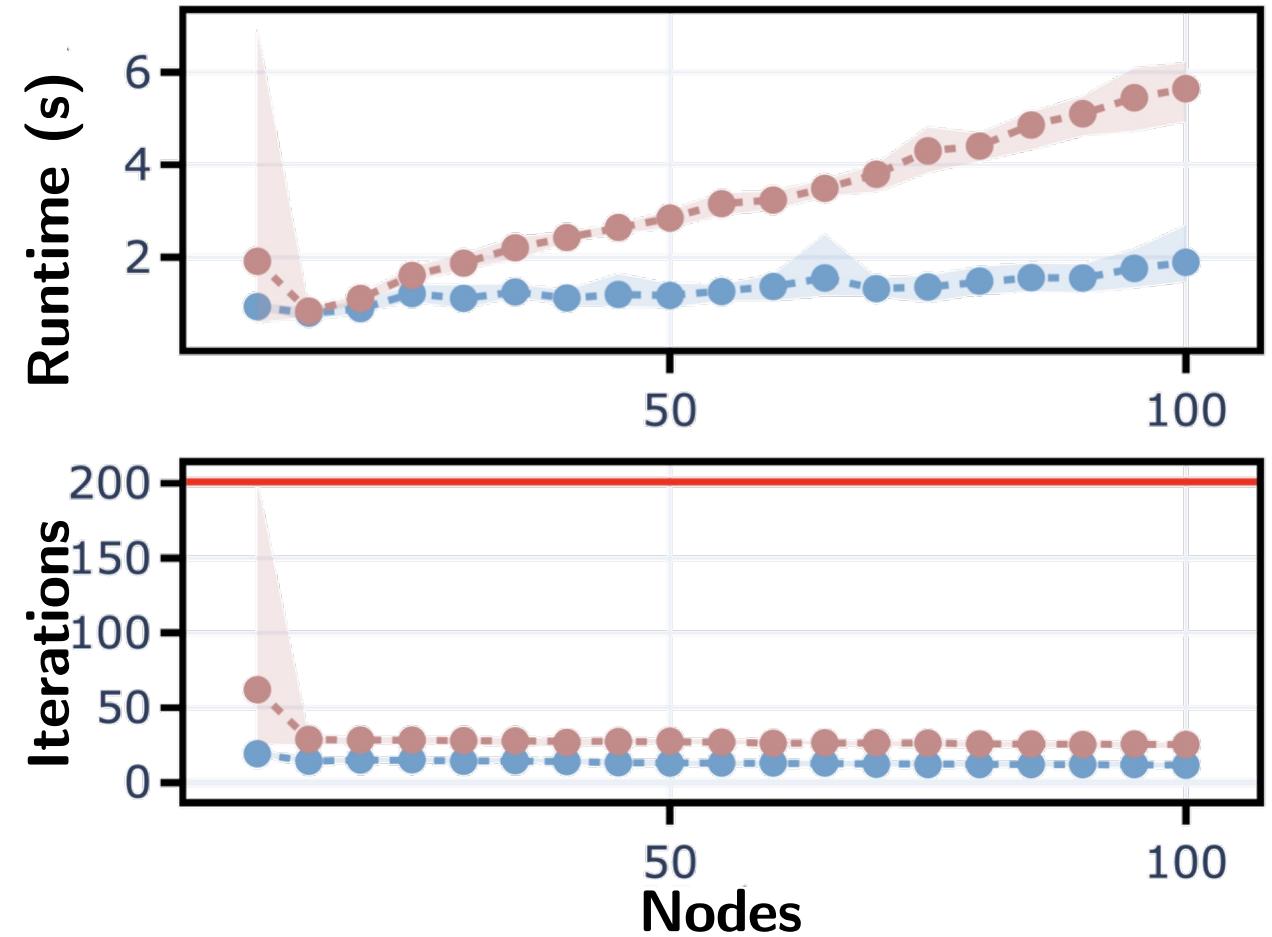
Dynamic Target Tracking: Quantitative Results



Main Takeaway

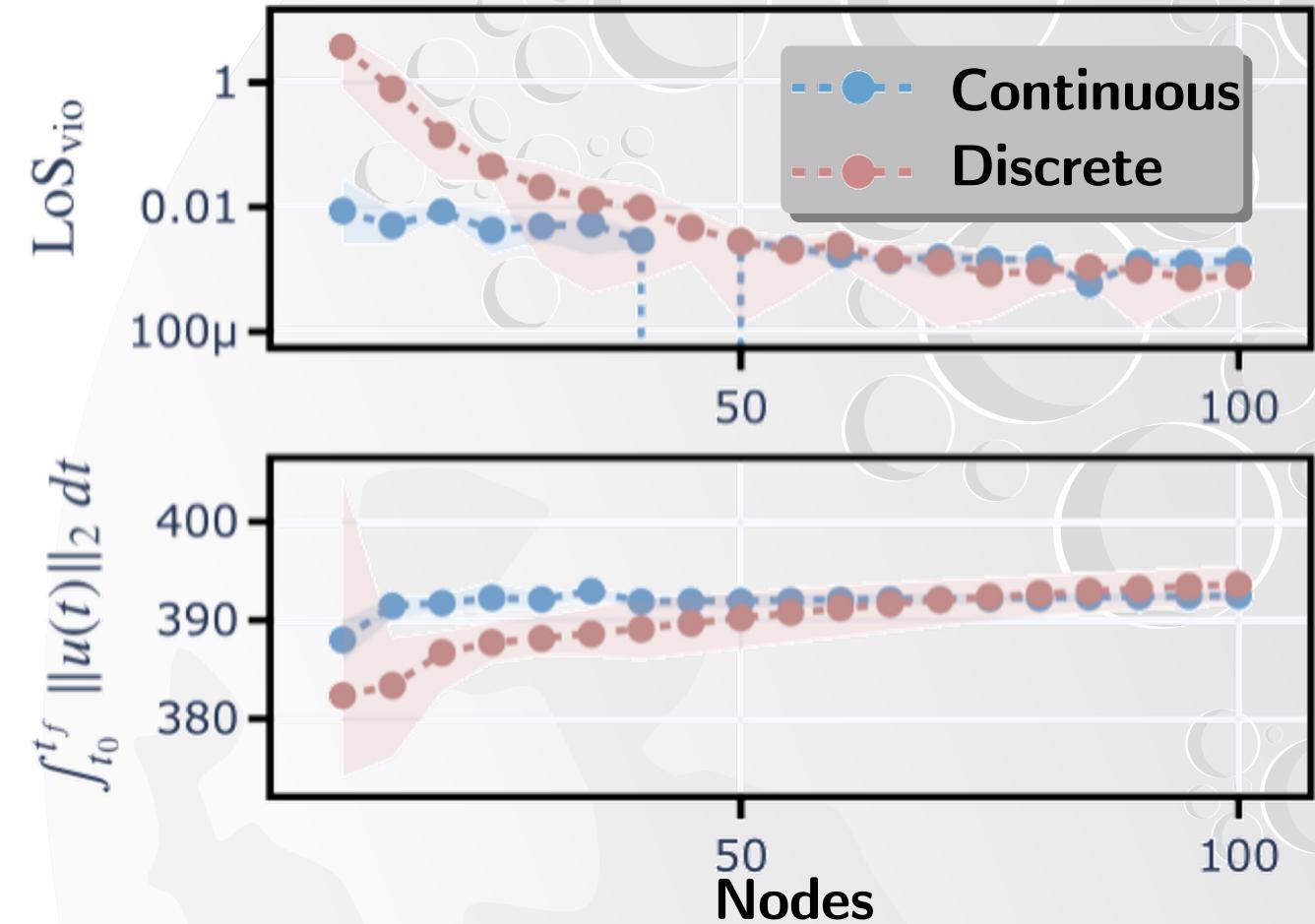
Continuous scales better with respect to the discretization grid size.

Dynamic Target Tracking: Quantitative Results



Main Takeaway

Continuous scales better with respect to the discretization grid size.



Main Takeaway

Continuous prevents LoS violation better than discrete. However, it sacrifices objective performance

Exploitation Takeaways

Q1. How well does Continuous satisfy the LoS constraint throughout the entire trajectory compared to the baseline?

A1. Across both scenarios, the proposed method consistently shows either lower or equivalent LoS Violation to the baseline.

Exploitation Takeaways

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Q2. What tradeoffs are made to achieve better LoS violation performance?

A2. Discrete better objective performance as it inherently solves a less constrained approximation of the original nonconvex problem

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A1. Across both scenarios, the proposed method consistently shows either lower or equivalent LoS Violation to the baseline.

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A2. Discrete better objective performance as it inherently solves a less constrained approximation of the original nonconvex problem

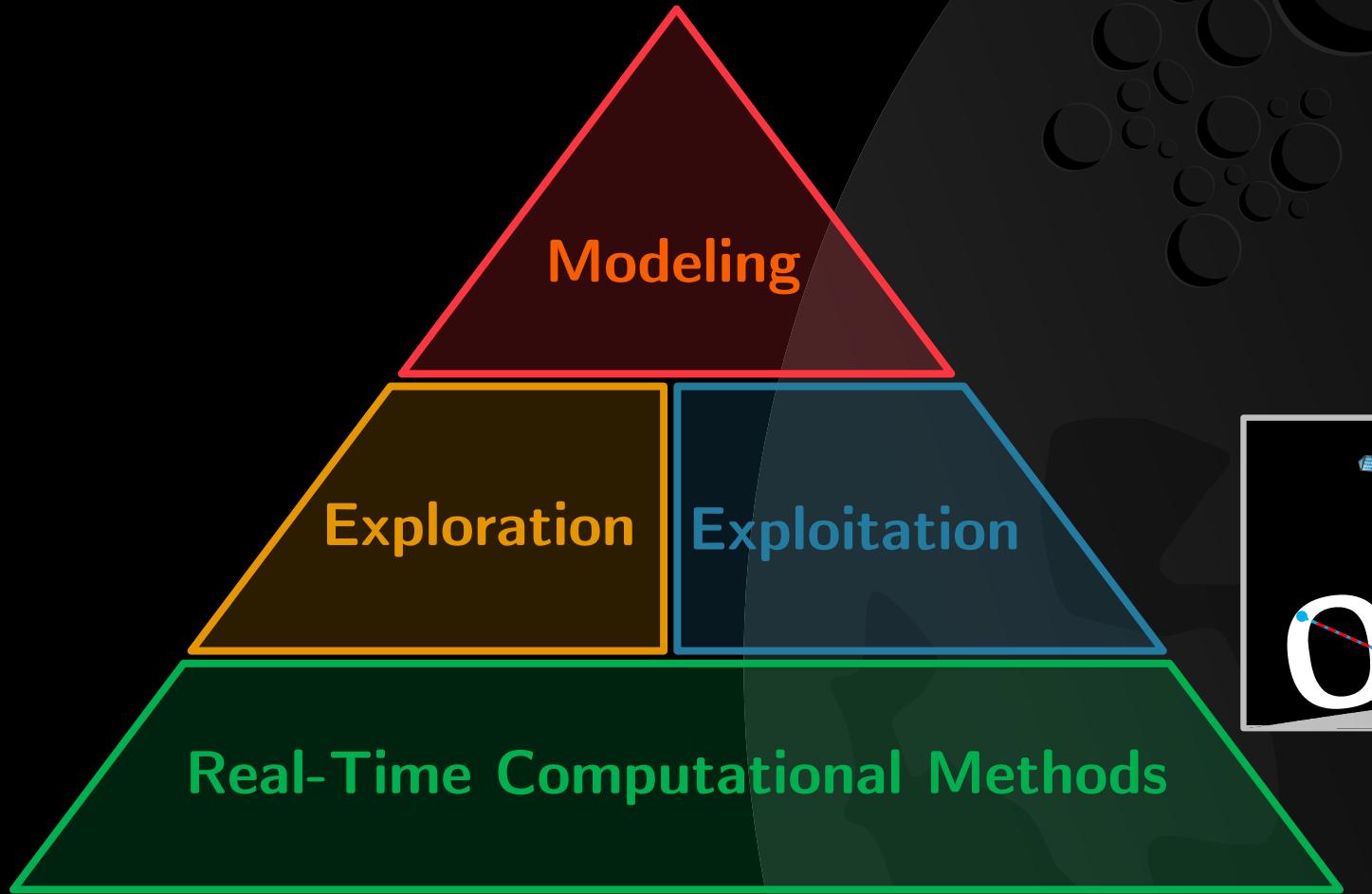
Q3. How does Continuous scale as the problem size increase?

A3. As the discretization grid size increases, Continuous is significantly less affected than Discrete as the convex subproblem has significantly fewer nodal constraints

Exploitation

Key Contribution: These formulations jointly optimize the full 6-DoF dynamics under line-of-sight constraints while avoiding differential flatness and decoupled planning limitations.

Roadmap: Real-Time Computational Methods



OpenSCvx: Requirements

An effective general nonconvex trajectory optimization software should include:

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R1. Easy for non-expert users to express problems,

OpenSCvx: Requirements

An effective general nonconvex trajectory optimization software should include:

- R1.** Easy for non-expert users to express problems,
- R2.** Handle the largest set of problems as possible.

OpenSCvx: Requirements

An effective general nonconvex trajectory optimization software should include:

- R1.** Easy for non-expert users to express problems,
- R2.** Handle the largest set of problems as possible.
- R3.** Real-time performance,

OpenSCvx: Requirements

An effective general nonconvex trajectory optimization software should include:

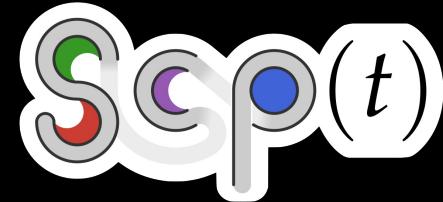
- R1.** Easy for non-expert users to express problems,
- R2.** Handle the largest set of problems as possible.
- R3.** Real-time performance,
- R4.** Agnostic to hardware backend.

OpenSCvx Comparison

- R1. Easy for non-expert users to express problems,
- R2. Handle the largest set of problems as possible,
- R3. Real-time performance,
- R4. Agnostic to hardware backend.



SCvxGEN



GPOPS-II

	R1	R2	R3	R4	Availability
OpenSCvx	✓	✓	✓	✓	Open source
SCvxGEN	✓	✓	✓	✗	Unreleased
Scp(t)	✗	✗	✓	✗	Open source
QR	✗	✗	✓	✓	Open source
GPOPS-II	✓	✓	✗	✗	Paid

OpenSCvx: Problem Expression

Brachistochrone Problem

$$\min_{r,v,\theta,t} t_f$$

$$\text{s.t. } r(t_0) = r_0, r(t_f) = r_f$$

$$v(t_0) = v_0$$

$$\dot{r}_x = v \sin(\theta)$$

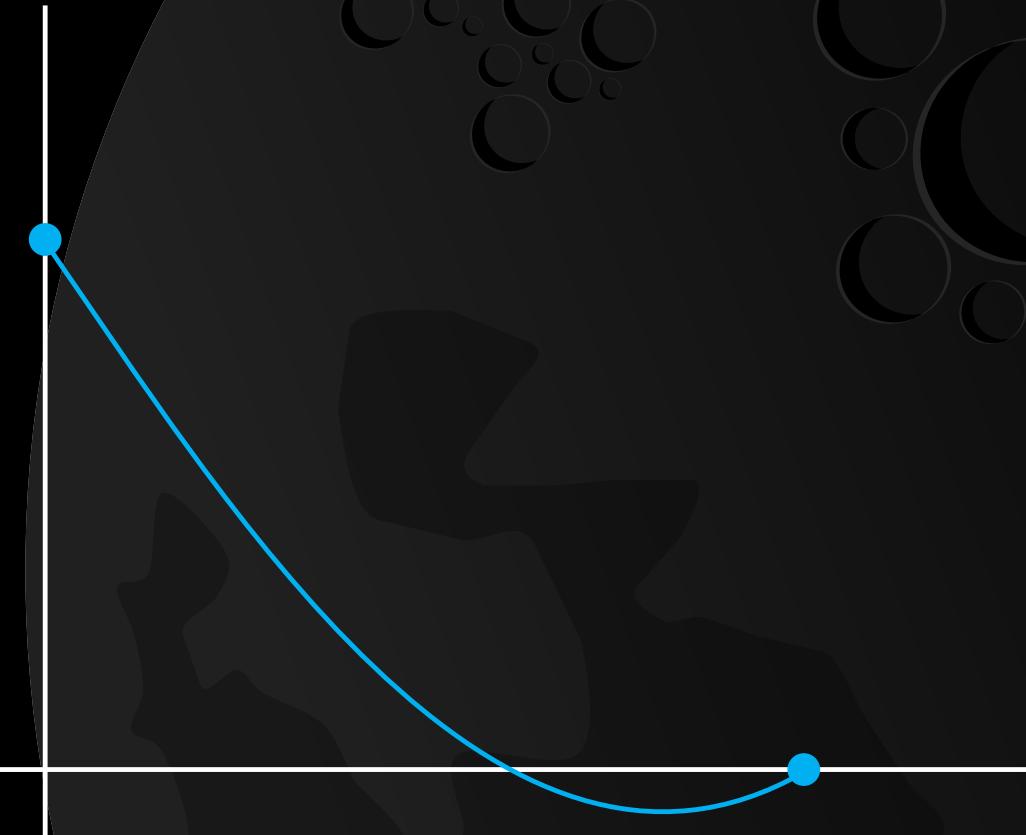
$$\dot{r}_y = -v \cos(\theta)$$

$$\dot{v} = g \cos(\theta)$$

$$r_{\min} \leq r \leq r_{\max}$$

$$v_{\min} \leq v \leq v_{\max}$$

$$\theta_{\min} \leq \theta \leq \theta_{\max}$$



OpenSCvx: Problem Expression

State, Control, and Time Instantiation

$$\min_{r,v,\theta,t} t_f$$

s.t. $r(t_0) = r_0, r(t_f) = r_f$

$$v(t_0) = v_0$$

$$\dot{r}_x = v \sin(\theta)$$

$$\dot{r}_y = -v \cos(\theta)$$

$$\dot{\theta} = g \cos(\theta)$$

$$r_{\min} \leq r \leq r_{\max}$$

$$v_{\min} \leq v \leq v_{\max}$$

$$\theta_{\min} \leq \theta \leq \theta_{\max}$$

```
r = ox.State("position", shape=(2,))
```

```
v = ox.State("velocity", shape=(1,))
```

OpenSCvx: Problem Expression

$$\min_{r,v,\theta,t} t_f$$

s.t. $r(t_0) = r_0, r(t_f) = r_f$

$$v(t_0) = v_0$$

$$\dot{r}_x = v \sin(\theta)$$

$$\dot{r}_y = -v \cos(\theta)$$

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$$r_{\min} \leq r \leq r_{\max}$$

$$v_{\min} \leq v \leq v_{\max}$$

$$\theta_{\min} \leq \theta \leq \theta_{\max}$$

State, Control, and Time Instantiation

```
r = ox.State("position", shape=(2,))  
r.max = [10.0, 10.0]  
r.min = [0.0, 0.0]
```

```
v = ox.State("velocity", shape=(1,))  
v.max = [10.0]  
v.min = [0.0]
```

OpenSCvx: Problem Expression

$$\min_{r,v,\theta,t} t_f$$

s.t. $r(t_0) = r_0, r(t_f) = r_f$

$$v(t_0) = v_0$$

$$\dot{r}_x = v \sin(\theta)$$

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$$\dot{\theta} = g \cos(\theta)$$

$$r_{\min} \leq r \leq r_{\max}$$

$$v_{\min} \leq v \leq v_{\max}$$

$$\theta_{\min} \leq \theta \leq \theta_{\max}$$

State, Control, and Time Instantiation

```
r = ox.State("position", shape=(2,))  
r.max = [10.0, 10.0]  
r.min = [0.0, 0.0]  
r.initial = [0.0, 10.0]  
r.final = [10.0, 5.0]
```

```
v = ox.State("velocity", shape=(1,))  
v.max = [10.0]  
v.min = [0.0]  
v.initial = [0.0]  
v.final = [ox.Free(10.0)]
```

OpenSCvx: Problem Expression

State, Control, and Time Instantiation

$$\min_{r,v,\theta,t} t_f$$

s.t. $r(t_0) = r_0, r(t_f) = r_f$

$$v(t_0) = v_0$$

$$\dot{r}_x = v \sin(\theta)$$

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$$r_{\min} \leq r \leq r_{\max}$$

$$v_{\min} \leq v \leq v_{\max}$$

$$\theta_{\min} \leq \theta \leq \theta_{\max}$$

```
theta = ox.Control("theta", shape=(1,))
```

OpenSCvx: Problem Expression

$$\min_{r,v,\theta,t} t_f$$

s.t. $r(t_0) = r_0, r(t_f) = r_f$

$$v(t_0) = v_0$$

$$\dot{r}_x = v \sin(\theta)$$

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$$r_{\min} \leq r \leq r_{\max}$$

$$v_{\min} \leq v \leq v_{\max}$$

$$\theta_{\min} \leq \theta \leq \theta_{\max}$$

State, Control, and Time Instantiation

```
theta = ox.Control("theta", shape=(1,))  
theta.max = [100.5]  
theta.min = [0.0]
```

OpenSCvx: Problem Expression

$$\min_{r,v,\theta,t} t_f$$

s.t. $r(t_0) = r_0, r(t_f) = r_f$

$$v(t_0) = v_0$$

$$\dot{r}_x = v \sin(\theta)$$

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$$r_{\min} \leq r \leq r_{\max}$$

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$$\theta_{\min} \leq \theta \leq \theta_{\max}$$

State, Control, and Time Instantiation

```
theta = ox.Control("theta", shape=(1,))  
theta.max = [100.5]  
theta.min = [0.0]  
theta.guess = linspace(5, 100.5, n)
```

OpenSCvx: Problem Expression

$$\min_{r,v,\theta,t} t_f$$

s.t. $r(t_0) = r_0, r(t_f) = r_f$

$$v(t_0) = v_0$$

$$\dot{r}_x = v \sin(\theta)$$

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$$r_{\min} \leq r \leq r_{\max}$$

$$v_{\min} \leq v \leq v_{\max}$$

$$\theta_{\min} \leq \theta \leq \theta_{\max}$$

State, Control, and Time Instantiation

```
theta = ox.Control("theta", shape=(1,))  
theta.max = [100.5]  
theta.min = [0.0]  
theta.guess = linspace(5, 100.5, n)  
  
time = ox.Time()
```

OpenSCvx: Problem Expression

$$\min_{r,v,\theta,t} t_f$$

s.t. $r(t_0) = r_0, r(t_f) = r_f$

$$v(t_0) = v_0$$

$$\dot{r}_x = v \sin(\theta)$$

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$$v_{\min} \leq v \leq v_{\max}$$

$$\theta_{\min} \leq \theta \leq \theta_{\max}$$

State, Control, and Time Instantiation

```
theta = ox.Control("theta", shape=(1,))  
theta.max = [100.5]  
theta.min = [0.0]  
theta.guess = linspace(5, 100.5, n)
```

```
time = ox.Time()  
time.initial = 0.0  
time.final = ox.Minimize(total_time)
```

OpenSCvx: Problem Expression

$$\min_{r,v,\theta,t} t_f$$

s.t. $r(t_0) = r_0, r(t_f) = r_f$

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$$\theta_{\min} \leq \theta \leq \theta_{\max}$$

State, Control, and Time Instantiation

```
theta = ox.Control("theta", shape=(1,))  
theta.max = [100.5]  
theta.min = [0.0]  
theta.guess = linspace(5, 100.5, n)
```

```
time = ox.Time()  
time.initial = 0.0  
time.final = ox.Minimize(total_time)  
time.min = 0.0  
time.max = total_time
```

OpenSCvx: Problem Expression

$$\min_{r,v,\theta,t} t_f$$

s.t. $r(t_0) = r_0, r(t_f) = r_f$

$$v(t_0) = v_0$$

$$\dot{r}_x = v \sin(\theta)$$

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$$r_{\min} \leq r \leq r_{\max}$$

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Dynamics

```
dynamics = {
    "position": ox.Concat(
        velocity[0] * ox.Sin(theta[0]),
        -velocity[0] * ox.Cos(theta[0]),
    )
}
```

OpenSCvx: Problem Expression

$$\min_{r,v,\theta,t} t_f$$

s.t. $r(t_0) = r_0, r(t_f) = r_f$

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Dynamics

```
dynamics = {
    "position": ox.Concat(
        velocity[0] * ox.Sin(theta[0]),
        -velocity[0] * ox.Cos(theta[0]),
    ),
    "velocity": g * ox.Cos(theta[0]),
}
```

OpenSCvx: Problem Expression

$$\min_{r,v,\theta,t} t_f$$

$$\text{s.t. } r(t_0) = r_0, r(t_f) = r_f$$

$$v(t_0) = v_0$$

$$\dot{r}_x = v \sin(\theta)$$

$$\dot{r}_y = -v \cos(\theta)$$

$$\dot{\theta} = g \cos(\theta)$$

$$r_{\min} \leq r \leq r_{\max}$$

$$v_{\min} \leq v \leq v_{\max}$$

$$\theta_{\min} \leq \theta \leq \theta_{\max}$$

Constraints

```
constraint_exprs = []
for state in states:
    constraint_exprs.extend([ox.ctcs(state <= state.max),
                            ox.ctcs(state.min <= state)])
```

OpenSCvx: Problem Expression

$$\min_{r,v,\theta,t} t_f$$

s.t. $r(t_0) = r_0, r(t_f) = r_f$

$$v(t_0) = v_0$$

$$\dot{r}_x = v \sin(\theta)$$

$$\dot{r}_y = -v \cos(\theta)$$

$$\dot{\theta} = g \cos(\theta)$$

$$r_{\min} \leq r \leq r_{\max}$$

$$v_{\min} \leq v \leq v_{\max}$$

$$\theta_{\min} \leq \theta \leq \theta_{\max}$$

Constraints

```
constraint_exprs = []
for state in states:
    constraint_exprs.extend([ox.ctcs(state <= state.max),
                            ox.ctcs(state.min <= state)])
```

By default, the package will apply the box constraint to controls.

OpenSCvx: Problem Expression

While this package focuses on minimizing the number of required inputs, an expert user can selectively override the symbolic expression interface and replace any algorithmic component (e.g. discretization, integration, SCvx) to fit their specific needs.

OpenSCvx: Broad Problem Class Applicability

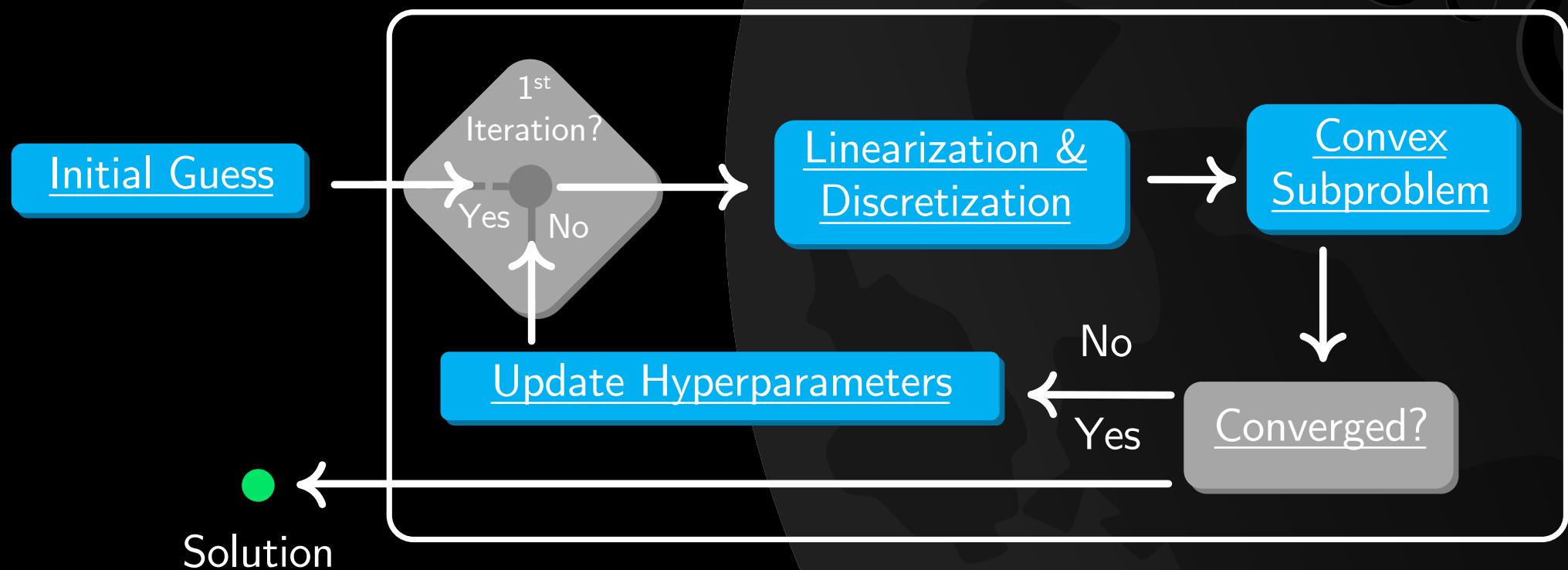
To ensure **broad** applicability across problem classes, this package utilizes the CT-SCvx algorithm, which solves problems posed in the Mayer Form.

Mayer Form

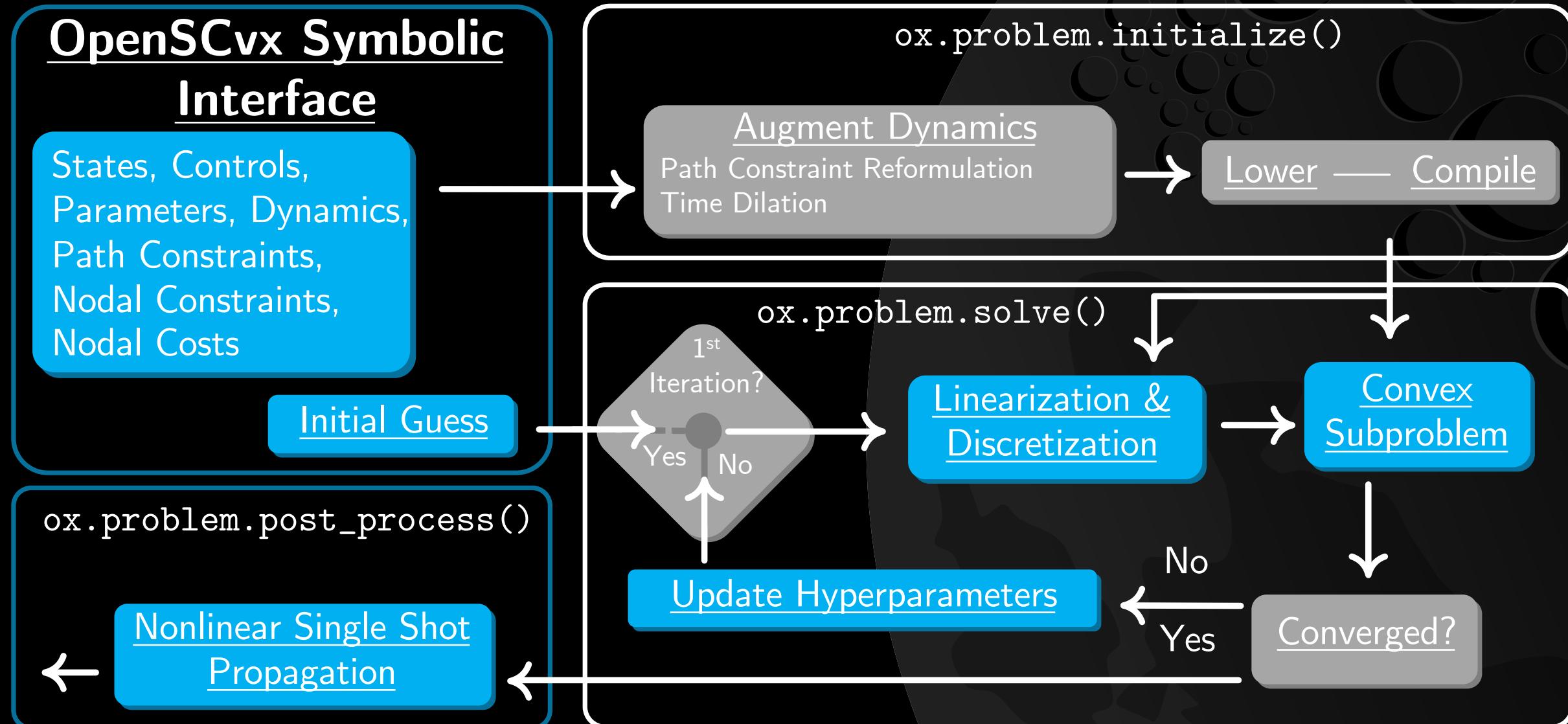
$$\min_{x,u,t_f} \quad y(t_f) + L(t_f, x(t_f))$$

$$\begin{aligned} & \text{subject to } \dot{x}(t) = f(t, x(t), u(t)), \quad t \in [t_0, t_f] \\ & \quad g(t, x(t), u(t)) \leq 0_{n_g}, \quad t \in [t_0, t_f] \\ & \quad h(t, x(t), u(t)) = 0_{n_h}, \quad t \in [t_0, t_f] \\ & \quad P(t_0, x(t_0), t_f, x(t_f)) \leq 0_{n_P} \\ & \quad Q(t_0, x(t_0), t_f, x(t_f)) = 0_{n_Q} \end{aligned}$$

OpenSCvx: CT-SCvx

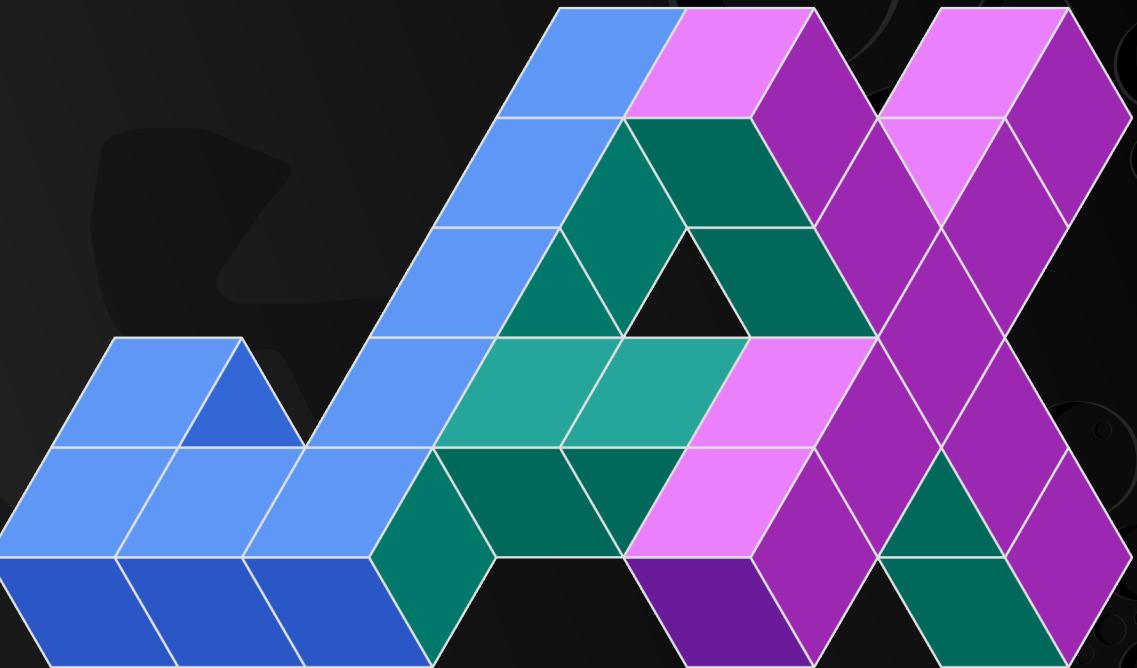
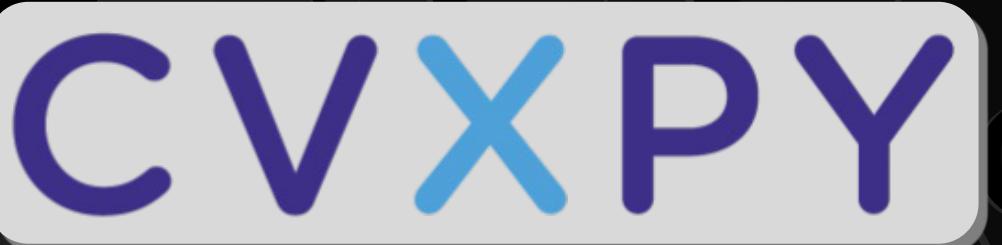


OpenSCvx: Overview



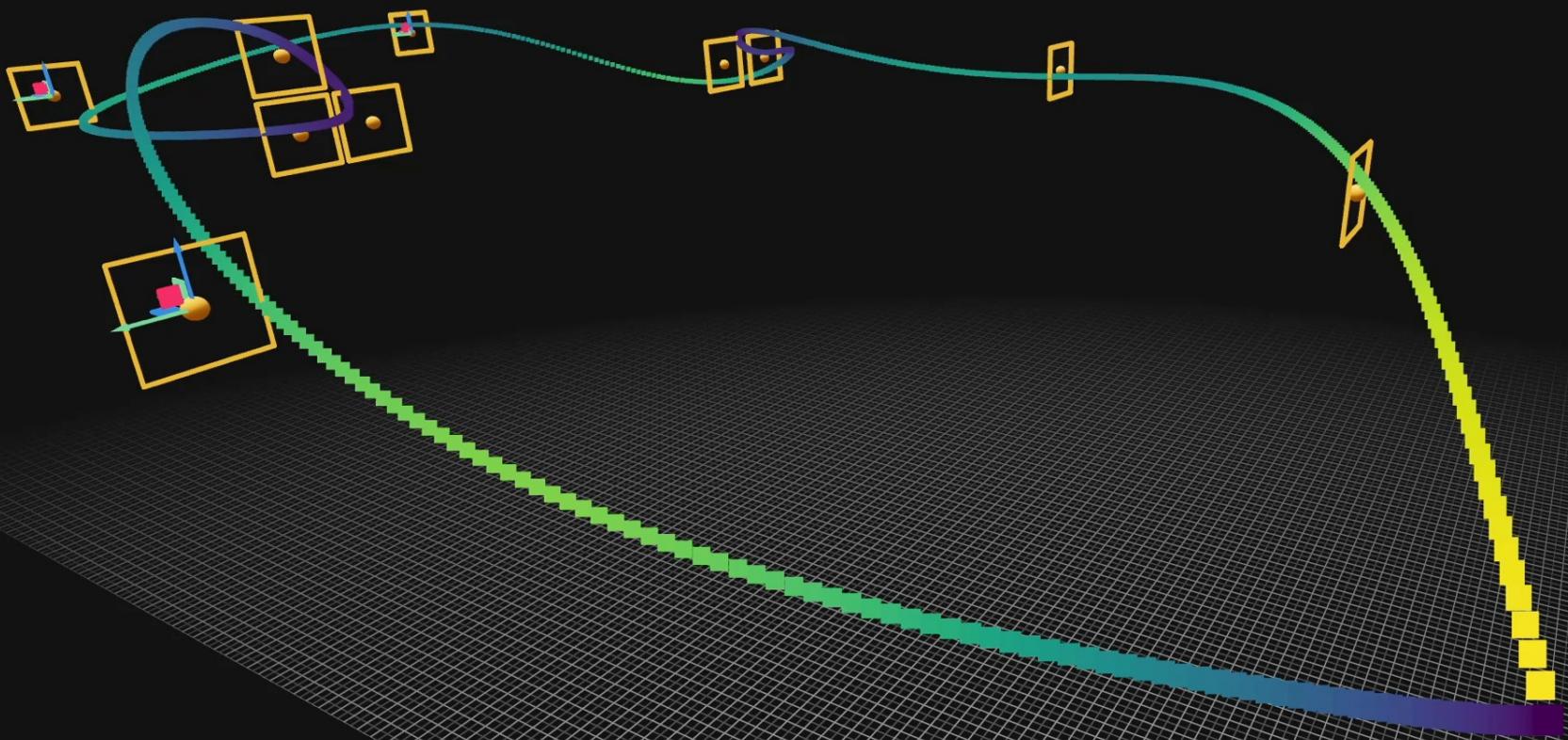
OpenSCvx: Real-time Performance

Uses Python with a CVXPY and JAX backend to provide **fast convex solvers**, efficient **automated vectorization**, and a **differentiable linear algebra library**.



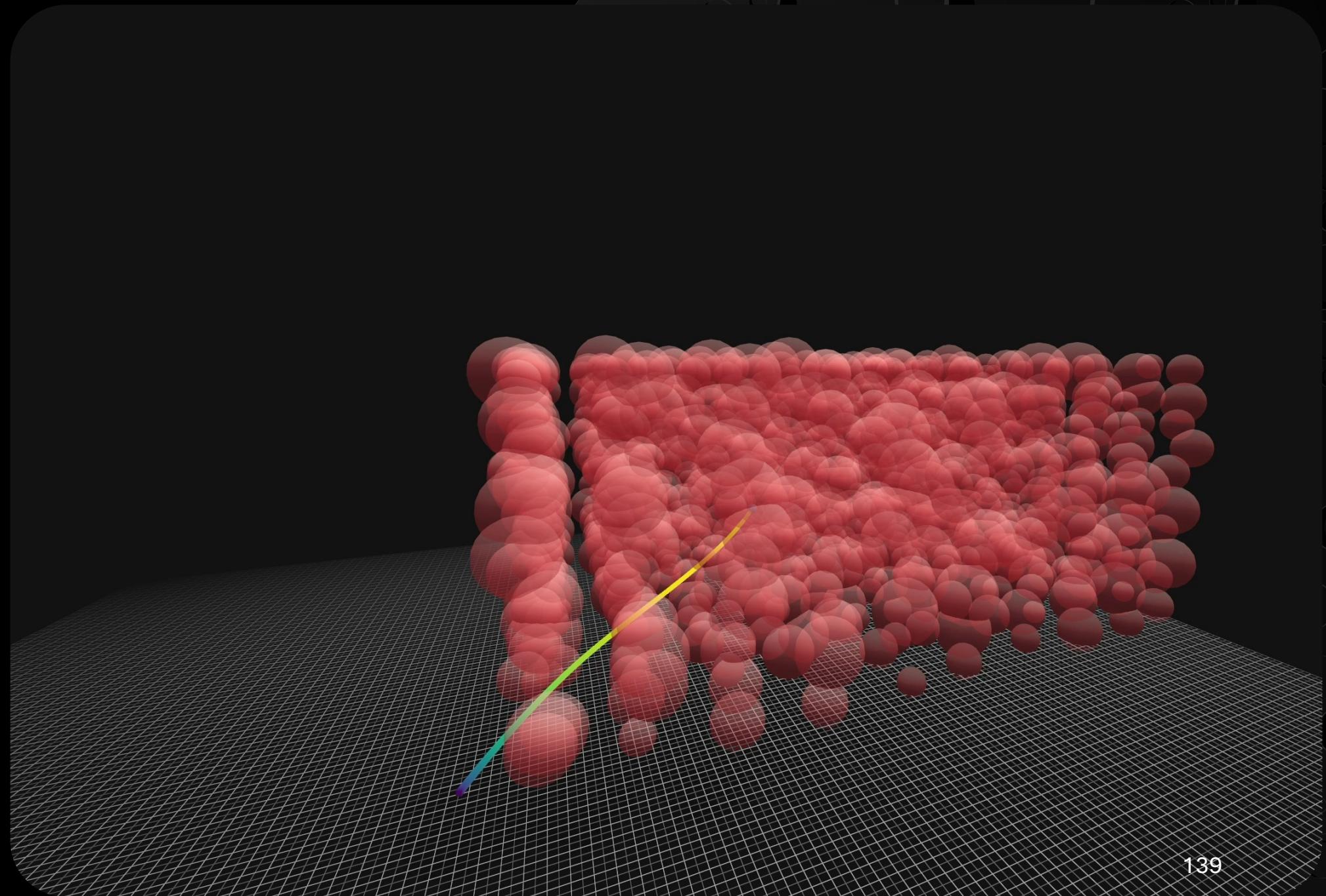
OpenSCvx: Live Real-time Drone Racing

Objective: Min Time
Dynamics: 6DoF Drone
Constraints: Gates
Boundary
Box



OpenSCvx: Vectorized Real-Time Obstacle Avoidance

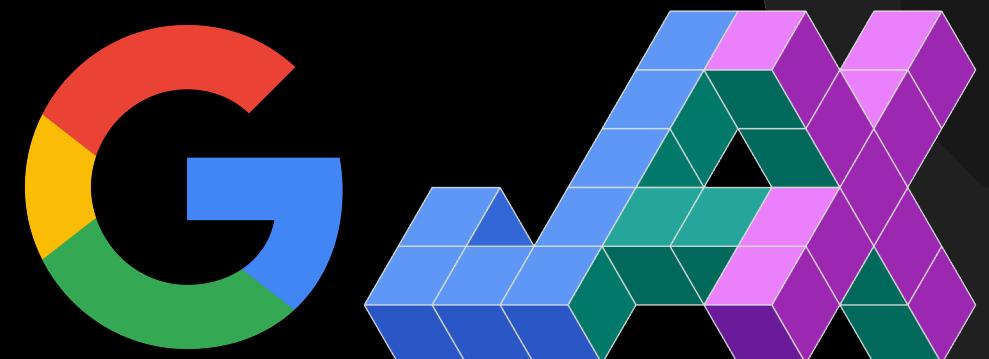
Time of Flight: 8.26
Iterations: 8
Solve Time: 0.064s
Obstacles: 1000



OpenSCvx: Hardware/Software Agnostic

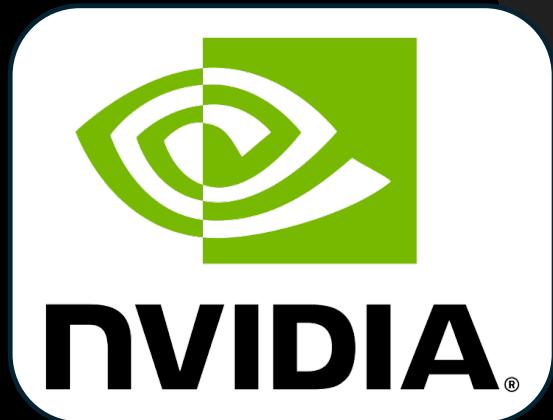
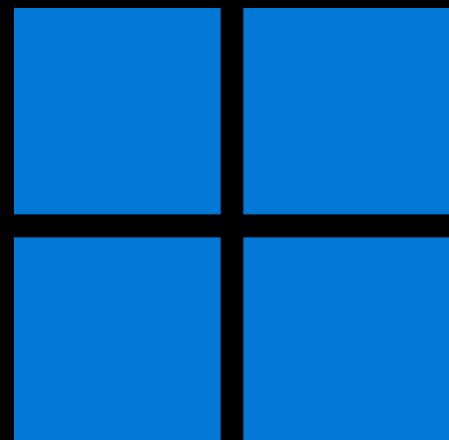
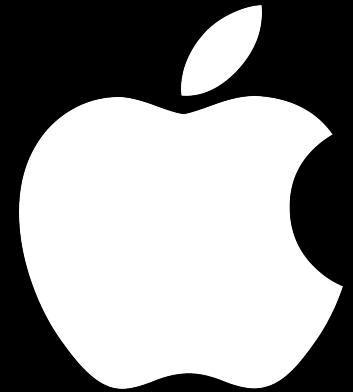
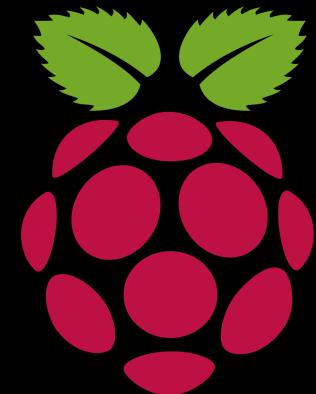
Since OpenSCvx heavily leverages JAX, we inherit lots of the benefits of being agnostic to the hardware backend, meaning we can seamlessly leverage GPU's, allowing for problems to scale very large while remaining tractable.

Furthermore, JAX is an extremely widely adopted numerical computing engine, backed by Google, with over 800 unique contributors and is a dependency in over 45k repositories on GitHub.

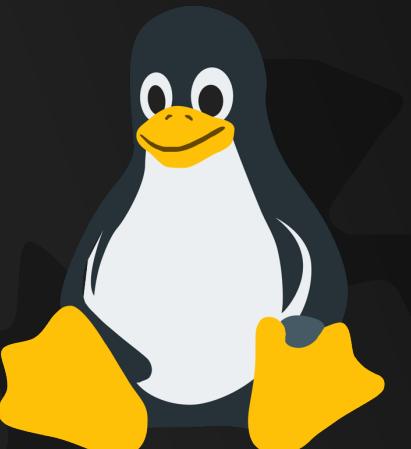


OpenSCvx: Hardware/Software Agnostic

OpenSCvx has been used on:



ROS



OpenSCvx

Key Contributions: This package provides a high-performance, scalable, non-convex trajectory optimization solver underneath an intuitive symbolic user interface.

My Publications

C. R. Hayner, J. M. Carson III, B. Açıkmeşe and K. Leung, "Continuous-Time Line-of-Sight Constrained Trajectory Planning for 6-Degree of Freedom Systems," in *IEEE Robotics and Automation Letters*, vol. 10, no. 5, pp. 4332-4339, May 2025

C. R. Hayner, S. C. Buckner, D. Broyles, E. Madewell, K. Leung and B. Açıkmeşe, "HALO: Hazard-Aware Landing Optimization for Autonomous Systems," 2023 *IEEE International Conference on Robotics and Automation (ICRA)*, London, United Kingdom, 2023, pp. 3261-3267

C. R. Hayner, N. Pavlasek, K. Leung, B. Acikmese and J. M. Carson III. "Information-Aware Powered Descent Guidance for Entry, Descent and Landing" AIAA 2025-1896. *AIAA SCITECH 2025 Forum*. January 2025.

K. Echigo, **C. R. Hayner**, A. Mittal, S. B. Sarsilmaz, M. W. Harris and B. Açıkmeşe, "Linear Programming Approach to Relative-Orbit Control With Element-Wise Quantized Control," in *IEEE Control Systems Letters*, vol. 7, pp. 3042-3047, 2023

K. Echigo, **C. R. Hayner**, A. Mittal, S. B. Sarsilmaz, M. Harris and B. Acikmese."Convex Trajectory Planning for Proximity Operations using Electric Propulsion with Quantized Thrust," AIAA 2023-0493. *AIAA SCITECH 2023 Forum*. January 2023.

D. Broyles, **C. R. Hayner** and K. Leung, "WiSARD: A Labeled Visual and Thermal Image Dataset for Wilderness Search and Rescue," 2022 IEEE/RSJ International Conference on Intelligent Robots and Systems (IROS), Kyoto, Japan, 2022, pp. 9467-9474

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Any Questions?

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