# Measuring "Fastness" of AVA vs. Baselines

#### Scope

Compare AVA against a baseline (e.g., Lambert+filter or a shape-based prefilter) on: (1) per-candidate latency, (2) sweep wall-clock to top-K, and (3) solver convergence from seeds.

#### Metrics

- Per-candidate latency  $t_{\text{cand}}$  (ms): median time to score one candidate (e.g., one date).
- Throughput cands/s =  $1/t_{\text{cand}}$ .
- Sweep time  $T_{\text{sweep}}$ : end-to-end wall-clock to evaluate N candidates and return top-K.
- Speedup  $S = T_{\text{baseline}}/T_{\text{AVA}}$  (report for both  $t_{\text{cand}}$  and  $T_{\text{sweep}}$ ).
- Convergence (seed quality): iterations and wall-clock for the high-fidelity solver to converge from each seed.
- Quality-adjusted speed (optional): time to reach a solution within 1% of the best  $\Delta v$ .
- Recall@K: fraction that the final best solution appears in the pre-filter's top-K list.

### Benchmark Protocol (fair & repeatable)

- 1. Fix cases (e.g., LEO $\rightarrow$ TLI with a small plane change; GTO $\rightarrow$ GEO apogee tweak) and the sweep grid (dates, step).
- 2. Same machine and settings for all runs; pin BLAS/threads to 1; warm up (e.g., 50 dummy calls).
- 3. Measure per-candidate latency over  $\geq 1000$  candidates; report median and p90.
- 4. Run full sweep to gather top-K candidates; record  $T_{\text{sweep}}$ .
- 5. Feed each method's top-K to the same high-fidelity solver (GMAT/EMTG/IPOPT); record iterations and wall-clock to convergence.

6. (Optional) Monte-Carlo: thrust  $\pm 2\%$ , pointing  $\pm 0.5^{\circ}$ , nav errors; confirm results are robust.

### Pseudocode: AVA Candidate Scoring (Impulsive)

```
start = now()
for x in candidates:
                                      # e.g., dates or C3 grid
   g = goal_vector(state0, target(x))
                                            # v_req - v_now in RTN
   G,N = metric_and_constraints(state0)
                                            # choose per-leg
   P = projector(G,N)
                                            # G-orthogonal (Cholesky/QR)
   Pg = P * g
    if norm_G(Pg) == 0: continue
   dv = rho * Pg / norm_G(Pg)
                                            # best impulsive arc
    score = cost(dv)
                                            # e.g., |dv|, arrival error
   record(score, x)
t_cand = (now() - start) / len(candidates)
```

### Pseudocode: Lambert Baseline (Comparable Skeleton)

```
start = now()
for x in candidates:
    r1,v1 = state_at_epoch(state0, x)  # parking state
    r2,v2 = target_state(x)  # target conic/state
    dv1,dv2, tof = lambert(r1,r2, mu)  # two-impulse
    score = cost(dv1, dv2)  # same cost function policy
    record(score, x)
t_cand_baseline = (now() - start) / len(candidates)
```

#### Seed Convergence Test (High-Fidelity)

For each case, export the top-K candidates from AVA and the baseline to the same nonlinear program (collocation/pseudospectral or multiple shooting). Record: iterations to tolerance; solver wall-clock; final  $\Delta v$  and constraint margins.

### Result Tables (fill in after runs)

Per-candidate latency

Method	Median $t_{\rm cand}$ (ms)	p90 (ms)	cands/s	Speedup $S$
AVA				
Baseline (Lambert)				

## Sweep wall-clock to top-K

Method	N candidates	$T_{\text{sweep}}$ (s)	Speedup $S$
AVA			
Baseline (Lambert)			

## Solver convergence from seeds (top-K)

Seed	Mean iterations	Median iterations	Mean time (s)	Final $\Delta v \text{ (km/s)}$
AVA seed				
Lambert seed				

## Quality-adjusted speed & Recall

Method	Time to within 1% of best (s)	Recall@K
AVA		
Baseline (Lambert)		

## Reporting Tips

Always state CPU, cores/threads, compiler/interpreter version, and whether JIT or caching was used. Report medians and p90 (not only means). Include the cost function used for ranking (e.g.,  $\Delta v$ , arrival error, or weighted sum).