

Optimal Impulsive Orbital Maneuver Synthesis Through Direct Optimization

Pedro Kuntz Puglia¹ Willer Santos² Emilien Flayac³

¹ITA, Student

²ITA, Professor (AESP)

³ISAE-SUPAERO, Professor (DISC)



Plan

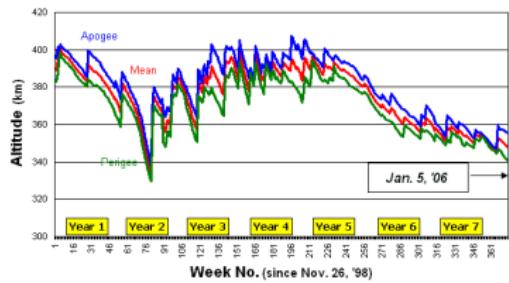
1 Introduction

2 Theory

3 Methodology

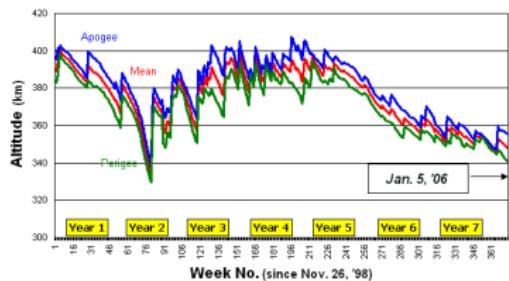
4 Results

Context

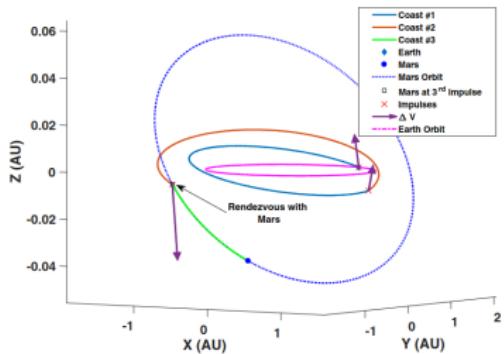


(a) ISS reboost [11]

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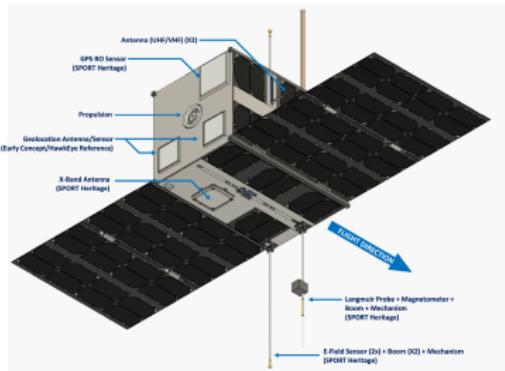


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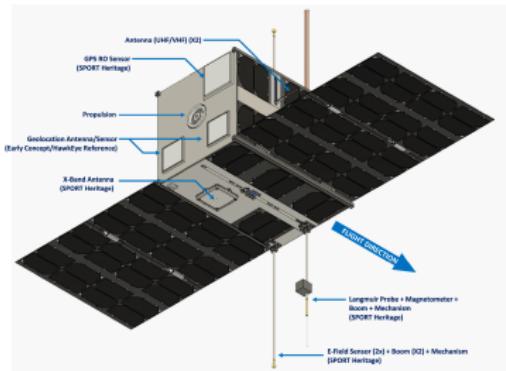
(b) Impulsive transfer [13]

Context



(a) ITASAT2 [9]

Context



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(b) Amazonia 1 PMM [8]

Problem Statement

Central Question

What is the most efficient sequence of impulses that takes a spacecraft from an initial state to a final state in a given time?



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What is the most efficient sequence of impulses that takes a spacecraft from an initial state to a final state in a given time?

- LEO environment: applicability & perturbations
- General case in mind (no particular analytical solutions)
- Compare maneuvers with different perturbation models
- Local solutions backed by optimal control theory: **primer vector**
 - How many impulses?
 - Develop theory for perturbations

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Orbital mechanics

Two-Body Motion

Keplerian dynamics:

$$\ddot{\mathbf{r}} = -\frac{\mu}{\|\mathbf{r}\|^3} \mathbf{r} \quad (1)$$

Closed, planar, periodic elliptical trajectory for negative energy (bound satellite).

J2 perturbation

- Largest LEO perturbation [7]
- Earth's oblateness
- Conservative force
 - $\ddot{\mathbf{r}} = g(\mathbf{r})$
- Nonplanar trajectory

Drag perturbation

- Second largest LEO perturbation
- Needs atmospheric model
- Dissipative force
 - $\ddot{\mathbf{r}} = g(\mathbf{r}) + d(\mathbf{r}, \mathbf{v})$



Optimal control

Optimal control

Generic optimal control problem

Given a dynamical system $\dot{\mathbf{x}} = f(\mathbf{x}, \mathbf{u})$, a fixed initial condition $\mathbf{x}(0) = \mathbf{x}_i$, a total time t_f and a final condition $\mathbf{x}(t_f) = \mathbf{x}_f$, find control trajectory $\mathbf{u}(t)$ minimizing objective $J[\mathbf{x}(t), \mathbf{u}(t)] = h(\mathbf{x}(t_f)) + \int_0^{t_f} L(x(t), u(t)) dt$.

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Indirect method

- Hamiltonian with Pontryagin's Minimum Principle [2]:

$$H = L(\mathbf{x}, \mathbf{u}) + \boldsymbol{\lambda}^T f(\mathbf{x}, \mathbf{u}) \quad (2)$$

$$\dot{\boldsymbol{\lambda}} = - \left(\frac{\partial H}{\partial \mathbf{x}} \right)^T \quad (3)$$

$$\mathbf{u}^*(t) \in \arg \min_{\mathbf{u} \in \mathcal{U}} H[\mathbf{x}(t), \mathbf{u}, \boldsymbol{\lambda}(t)] \quad (4)$$

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Direct method

- Multiple shooting
- Numerical integration
- Trajectories $\rightarrow \mathbf{x}_k, \mathbf{u}_k$
- Solve for \mathbf{x}, \mathbf{u}



OC Solution Hierarchy

TODO



Orbital Maneuvering



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Extended dynamics

$$\ddot{\mathbf{r}} = g(\mathbf{r}) + \Gamma. \quad (5)$$

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Control input is acceleration $\boldsymbol{\Gamma} = \boldsymbol{\Gamma}\hat{\mathbf{u}}$. Objective: $\min \int_0^{t_f} \boldsymbol{\Gamma}(t) dt$

Orbital Maneuvering

Extended dynamics

$$\ddot{\mathbf{r}} = g(\mathbf{r}) + \boldsymbol{\Gamma}. \quad (5)$$

Control input is acceleration $\boldsymbol{\Gamma} = \Gamma \hat{\mathbf{u}}$. Objective: $\min \int_0^{t_f} \Gamma(t) dt$

- Impulsive thrust
 - Engineering: independent of propulsive plant
 - Physics: high thrust \approx impulse
 - Mathematics: minimum is unattainable with bounded acceleration
- Velocity discontinuities, *coasting arcs*

$$\mathbf{v}(t_i^+) = \mathbf{v}(t_i^-) + \Delta \mathbf{v} \quad (6)$$

- Hamiltonian results: *primer vector* theory

Primer vector theory

- Hamiltonian [6]

$$H = (1 + \boldsymbol{\lambda}_v^T \hat{\mathbf{u}}) \Gamma + \dots \quad (7)$$

- $(1 + \boldsymbol{\lambda}_v^T \hat{\mathbf{u}})$ as small as possible when $\Gamma > 0$
- $\therefore \hat{\mathbf{u}} \parallel -\boldsymbol{\lambda}_v$
- Define primer vector $\mathbf{p} = -\boldsymbol{\lambda}_v$: optimal direction of impulse
- Necessary conditions for optimal Γ^* :
 - $\mathbf{p}(t)$ and $\dot{\mathbf{p}}(t)$ are continuous;
 - $\|\mathbf{p}\| \leq 1$;
 - $\|\mathbf{p}\| = 1$ at the impulse instants ($\mathbf{p} = \hat{\mathbf{u}}$);
- Suboptimal trajectory:
 - $(\|\mathbf{p}(0)\| = 1)$ and $\partial_t \|\mathbf{p}\| |_{t=0} > 0$, adding an initial coast will lower the cost;
 - $\|\mathbf{p}(t)\| > 1$ for some $t \in [0, t_f]$, adding an impulse will lower the cost.

Primer Vector Calculation

- Conservative model

$$\begin{bmatrix} \dot{\mathbf{p}} \\ \ddot{\mathbf{p}} \end{bmatrix} = \begin{bmatrix} \mathbf{0}_3 & \mathbf{I}_3 \\ \left[\frac{\partial g}{\partial \mathbf{r}} \right]^T & \mathbf{0}_3 \end{bmatrix} \begin{bmatrix} \mathbf{p} \\ \dot{\mathbf{p}} \end{bmatrix} = \mathbf{A}_p(\mathbf{r}) \begin{bmatrix} \mathbf{p} \\ \dot{\mathbf{p}} \end{bmatrix} \quad (8)$$

- **ODE method:** numerical integration
- Linear ODE: Primer vector transition matrix (PVTM) $\Phi_p(t)$
- Same as ODE for variational perturbations: use state transition matrix (STM) $\Phi_\delta(t)$
- **STM method:** $\Phi_p(t) = \Phi_\delta(t) = \frac{\partial \mathbf{x}(t)}{\partial \mathbf{x}_0}$
- Keplerian model:
 - **Glandorf method:** analytical form of $\Phi_p(t) = \Phi_\delta(t)$
- **STM, Glandorf** widely used in literature [4][12][6]

Primer Vector Calculation

- Non-conservative model

$$\begin{bmatrix} \dot{\mathbf{p}} \\ \ddot{\mathbf{p}} \end{bmatrix} = \begin{bmatrix} \mathbf{0}_3 \\ \left[\frac{\partial}{\partial \mathbf{r}} (g(\mathbf{r}) + d(\mathbf{r}, \mathbf{v})) \right]^T - \left(\frac{\partial d(\mathbf{r}, \mathbf{v})}{\partial \mathbf{v}} \right)^T \end{bmatrix} \begin{bmatrix} \mathbf{p} \\ \dot{\mathbf{p}} \end{bmatrix} = \mathbf{A}_p(\mathbf{r}, \mathbf{v}) \begin{bmatrix} \mathbf{p} \\ \dot{\mathbf{p}} \end{bmatrix}. \quad (9)$$

- Not found in the literature
- Not** the same as variational perturbation ODE
- Only **ODE method** available

Model and primer vector summary

Model	Class	Primer vector method		
		Glandorf	STM	ODE
Two-Body	Keplerian	✓	✓	✓
J2	Conservative	✗	✓	✓
J2+Drag	Non-conservative	✗	✗	✓

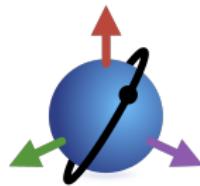
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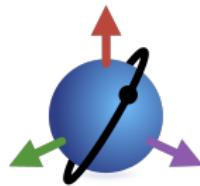
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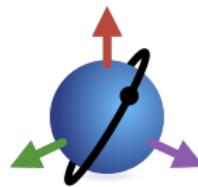
Numerical Tools

- Julia [3] language



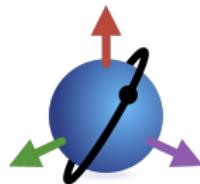
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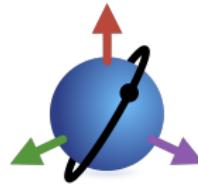
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Numerical Tools

- Julia [3] language
- SatelliteToolbox [5]: auxiliary orbit propagation
- CasADi [1]: optimization interface
- Ipopt [14]: robust nonlinear optimizer. Local, deterministic, gradient-based





Algorithms

Algorithms

- Maneuver representation
 - C: coasting arc
 - I: impulse
 - ICI, CICIC, CICICIC, etc
- Impulse: boundary condition between coasting arcs
- Coasting arc
 - Optimization: RK8 Cartesian multiple shooting
 - Propagation: integration or SatelliteToolbox
- Primer vector calculation
 - Solve two point boundary value problem between consecutive impulses with PVTM
- Search for **number of impulses** [10]
 - ① Solve ICI
 - ② Solve CICIC
 - ③ Primer vector calculation
 - ④ Add impulses when $\max\|\mathbf{p}\| > 1$
 - ⑤ Repeat 3-5 until all necessary conditions satisfied

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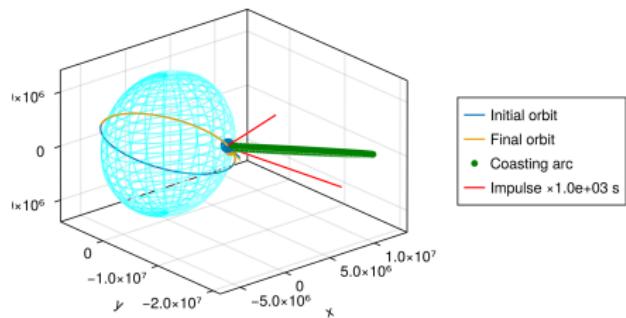
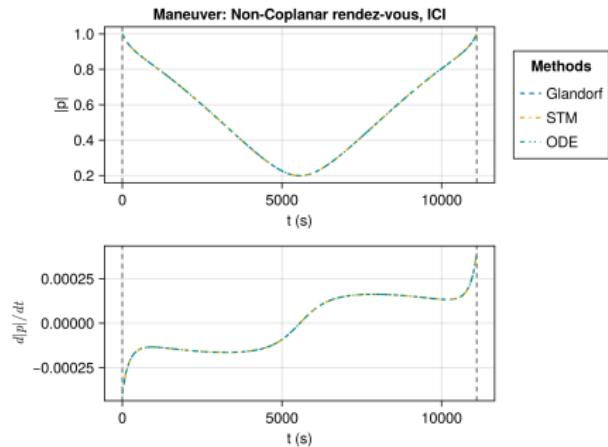
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Maneuver Scenarios

Element	Circle to Circle		Noncoplanar rendez-vous	
	Initial	Final	Initial	Final
a	7000.0 km	9000.0 km	6748.1 km	6778.1 km
e	0.0	0.0	0.0	0.0
i	51.0°	51.0°	42.1°	42.0°
Ω	0.0°	0.0°	120.2°	120.0°
ω	0.0°	0.0°	0.0°	0.0°
θ	0.0°	180.0°	175.0°	180.0°
Maneuver time	3560.541		11107.158	

- Circle to circle
 - Keplerian model: Hohmann transfer
- Noncoplanar rendez-vous
 - Keplerian model: results in the literature [10]

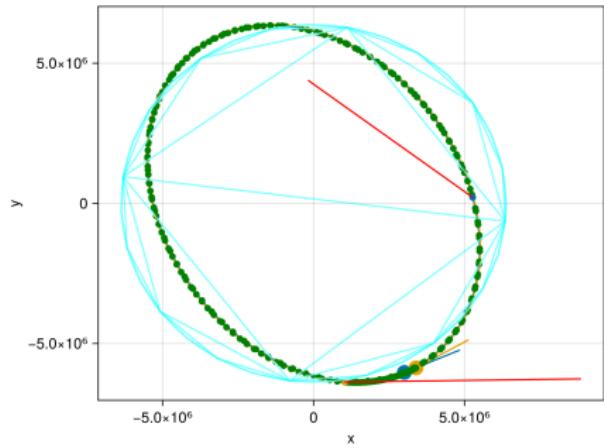
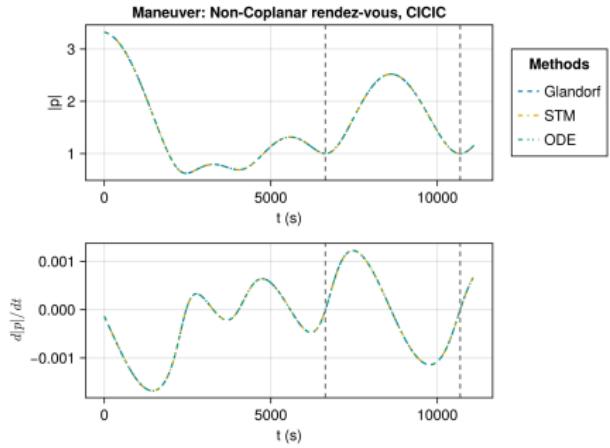
Keplerian Noncoplanar Rendez-vous



Local Extremum

Impulse	1	2	Total
t (s)	0.0	11107.1576	11107.1576
Δv (m/s)	11740.94035	11708.69678	23449.63713

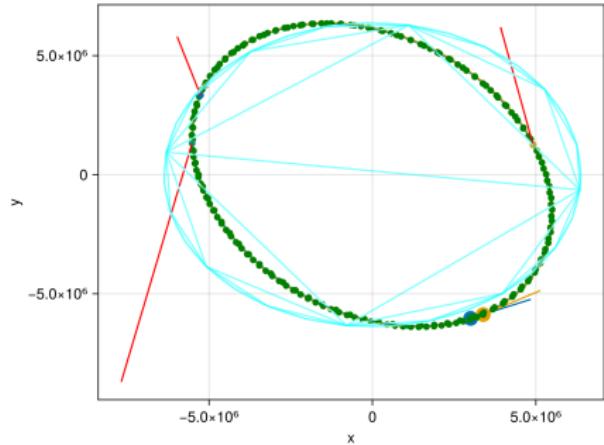
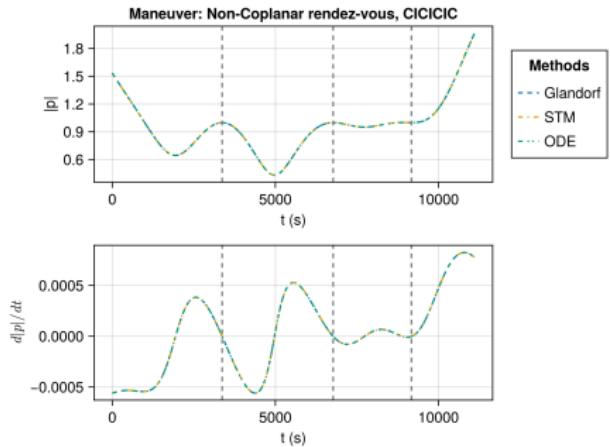
Keplerian Noncoplanar Rendez-vous



Addition of impulse

Impulse	1	2	Total
t (s)	6644.30733	10689.86179	11107.1576
Δv (m/s)	37.29252	16.20984	53.50237

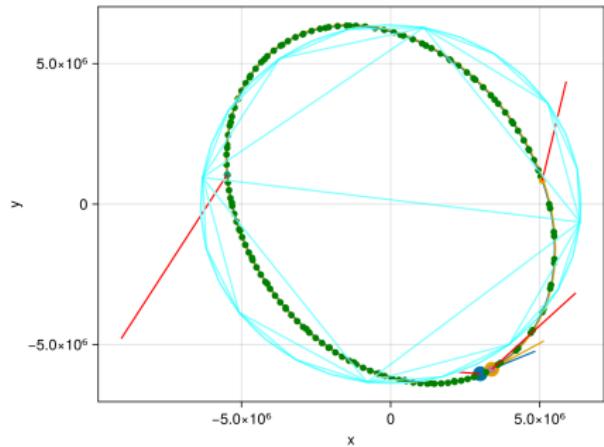
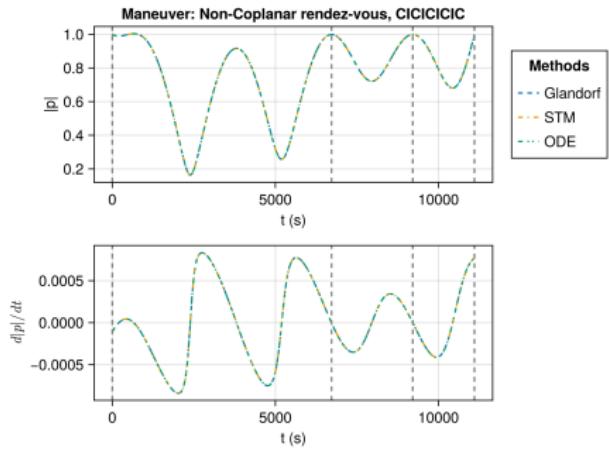
Keplerian Noncoplanar Rendez-vous



Addition of impulse

Impulse	1	2	3	Total
t (s)	3370.1071	6774.61652	9176.42663	11107.1576
Δv (m/s)	11.76294	10.56494	20.74554	43.07342

Keplerian Noncoplanar Rendez-vous



Local extremum

Impulse	1	2	3	4	Total
t (s)	0.00394	6724.60052	9217.50949	11107.15747	11107.1576
Δv (m/s)	3.58823	9.34687	15.01486	8.19599	36.14596

J2+Drag circle to circle



Model Comparison

Scenario	Keplerian		J2		J2+Drag	
	n_i	Δv (m/s)	n_i	Δv (m/s)	n_i	Δv (m/s)
Circle to circle	2	887.56199	3	893.05336	3	893.05339
Noncoplanar rendez-vous	4	36.14596	3	56.00653	3	56.01418

- Perturbations alter cost, and **number of impulses** as well
 - Planar Keplerian \rightarrow nonplanar J2(+Drag)
- Primer vector algorithm can offer $>100x$ increase in performance
- Short time frame: drag has little effect
- Conjecture:
 $J2+Drag$ maneuver \neq J2 maneuver \iff STM \neq ODE method?
 - Long timespans
 - High drag: aerobraking, Very Low Earth Orbit



Conclusions

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