

Preemptive Goal Linear Programming for Torque-Neutral Thruster Firing

1 Thruster Geometry and Model

For each thruster $i = 1, \dots, n$:

- Position in body frame: $\mathbf{r}_i \in \mathbb{R}^3$
- Fixed firing direction: $\mathbf{d}_i \in \mathbb{R}^3$
- Thrust magnitude (decision variable): $t_i \geq 0$

The resultant body-frame force and torque are:

$$\mathbf{F} = \sum_{i=1}^n t_i \mathbf{d}_i, \quad (1)$$

$$\boldsymbol{\tau} = \sum_{i=1}^n t_i (\mathbf{r}_i \times \mathbf{d}_i). \quad (2)$$

Define each thruster's torque arm vector:

$$\mathbf{h}_i := \mathbf{r}_i \times \mathbf{d}_i.$$

2 Linearized Constraints with Goal Variables

To maintain linearity, we introduce positive and negative deviation variables.

Primary goal: Zero torque

$$\sum_i h_{i,k} t_i + e_k^{\tau,-} - e_k^{\tau,+} = 0, \quad k \in \{x, y, z\}. \quad (3)$$

Secondary goal: Desired force

$$\sum_i d_{i,k} t_i + e_k^{F,-} - e_k^{F,+} = F_k^{\text{des}}, \quad k \in \{x, y, z\}. \quad (4)$$

Bounds

$$0 \leq t_i \leq \bar{T}_i, \quad e_k^{\tau,\pm} \geq 0, \quad e_k^{F,\pm} \geq 0. \quad (5)$$

3 Preemptive (Lexicographic) Optimization

We solve a sequence of linear programs where higher-priority goals are strictly preserved.

LP-1: Torque minimization

$$\min \sum_k (e_k^{\tau,+} + e_k^{\tau,-}) \quad (6)$$

$$\text{s.t. All constraints above.} \quad (7)$$

Let the optimal value be Z_τ^* .

LP-2: Force minimization

$$\min \sum_k (e_k^{F,+} + e_k^{F,-}) \quad (8)$$

$$\text{s.t. } \sum_k (e_k^{\tau,+} + e_k^{\tau,-}) \leq Z_\tau^*, \quad (9)$$

$$\text{All previous constraints.} \quad (10)$$

Let the optimal value be Z_F^* .

LP-3: Optional tertiary objective (fuel use)

$$\min \sum_i t_i \quad (11)$$

$$\text{s.t. } \sum_k (e_k^{\tau,+} + e_k^{\tau,-}) \leq Z_\tau^*, \quad (12)$$

$$\sum_k (e_k^{F,+} + e_k^{F,-}) \leq Z_F^*. \quad (13)$$

This *epsilon-constraint* sequence enforces strict preemptive priorities.

4 Single-Shot Weighted LP (Approximation)

For implementation simplicity, one can solve a single LP using large hierarchical weights:

$$\min W_\tau \sum_k (e_k^{\tau,+} + e_k^{\tau,-}) + W_F \sum_k (e_k^{F,+} + e_k^{F,-}) + \sum_i t_i, \quad (14)$$

with $W_\tau \gg W_F \gg 1$. However, the sequential method is numerically more robust.

5 Matrix Formulation

Let $\mathbf{t} \in \mathbb{R}^n$ stack all thruster thrusts. Define:

$$H = \begin{bmatrix} | & & | \\ \mathbf{h}_1 & \dots & \mathbf{h}_n \\ | & & | \end{bmatrix}, \quad D = \begin{bmatrix} | & & | \\ \mathbf{d}_1 & \dots & \mathbf{d}_n \\ | & & | \end{bmatrix}.$$

Then:

$$H\mathbf{t} + \mathbf{e}^{\tau,-} - \mathbf{e}^{\tau,+} = \mathbf{0}, \quad (15)$$

$$D\mathbf{t} + \mathbf{e}^{F,-} - \mathbf{e}^{F,+} = \mathbf{F}^{\text{des}}, \quad (16)$$

$$0 \leq \mathbf{t} \leq \overline{\mathbf{T}}. \quad (17)$$

6 Practical Notes

- **Deadbands:** Replace $= 0$ with inequalities $-\tau_{\max} \leq (H\mathbf{t})_k \leq \tau_{\max}$.
- **Thruster saturation:** Already handled by $0 \leq t_i \leq \bar{T}_i$.
- **Minimum impulse bit:** Add binaries $y_i \in \{0, 1\}$ and constraints $t_i \geq t_i^{\min} y_i$, $t_i \leq \bar{T}_i y_i$.
- **Planar case:** Drop unused axes to reduce LP size.

7 Example: Planar Case

For planar motion (controlling F_x and τ_z):

$$F_x = d_{1x}t_1 + d_{2x}t_2 + d_{3x}t_3, \quad (18)$$

$$\tau_z = h_{1z}t_1 + h_{2z}t_2 + h_{3z}t_3. \quad (19)$$

LP-1:

$$\min \quad e_+^\tau + e_-^\tau \quad (20)$$

$$\text{s.t.} \quad h_{1z}t_1 + h_{2z}t_2 + h_{3z}t_3 + e_-^\tau - e_+^\tau = 0, \quad (21)$$

$$0 \leq t_i \leq \bar{T}_i. \quad (22)$$

LP-2:

$$\min \quad e_+^F + e_-^F \quad (23)$$

$$\text{s.t.} \quad d_{1x}t_1 + d_{2x}t_2 + d_{3x}t_3 + e_-^F - e_+^F = F_x^{\text{des}}, \quad (24)$$

$$e_+^\tau + e_-^\tau \leq Z_\tau^*. \quad (25)$$

Optionally, minimize $\sum_i t_i$ as a tertiary step.