

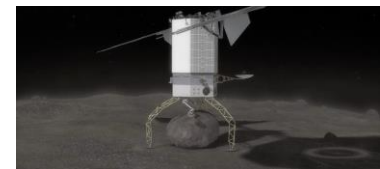
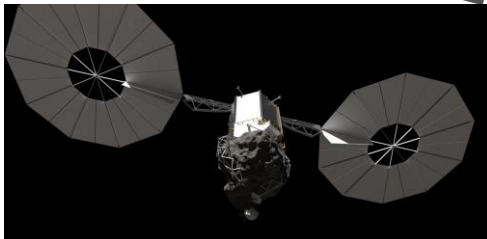
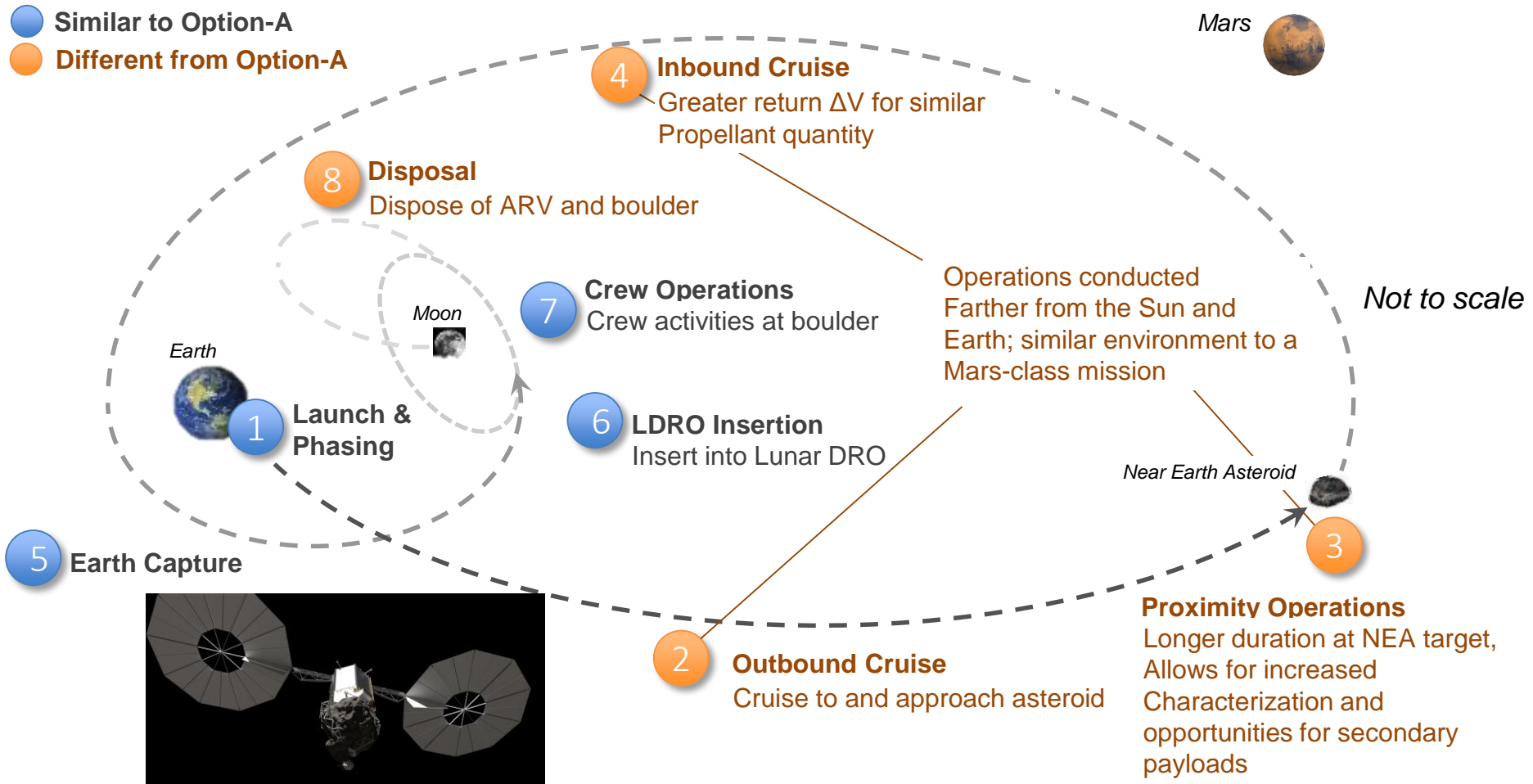


Relative Terrain Imaging Navigation for the Asteroid Redirect Robotic Mission (ARRM)

Cinnamon Wright, John Van Eepoel, Andrew Liounis
Michael Shoemaker, Keith DeWeese, Kenny Getzandanner

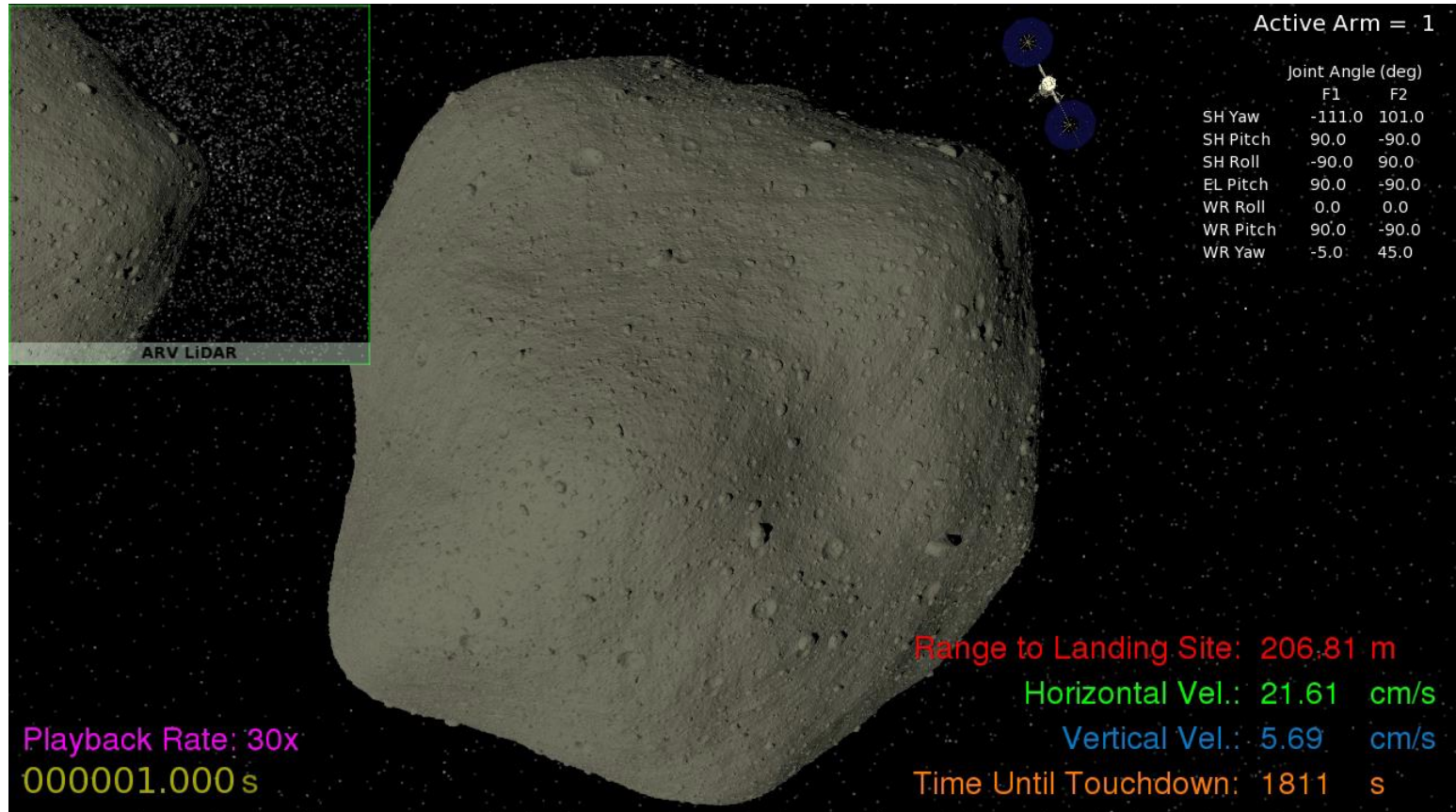


Asteroid Redirect Mission (ARM) Concept



- Planned launch in December 2020 : Arrival at EV5 in October 2022 : Return to Earth (with boulder) in late 2025
- Light times necessitate autonomous landing, boulder retrieval and ascent

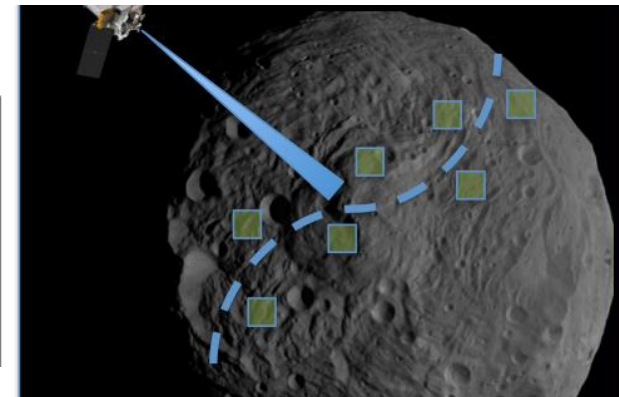
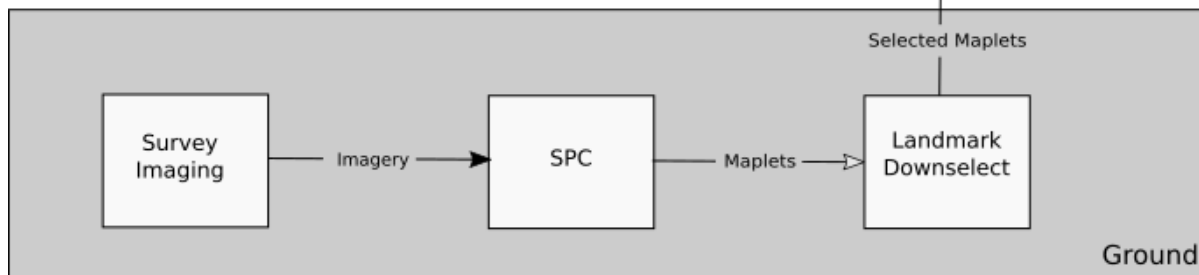
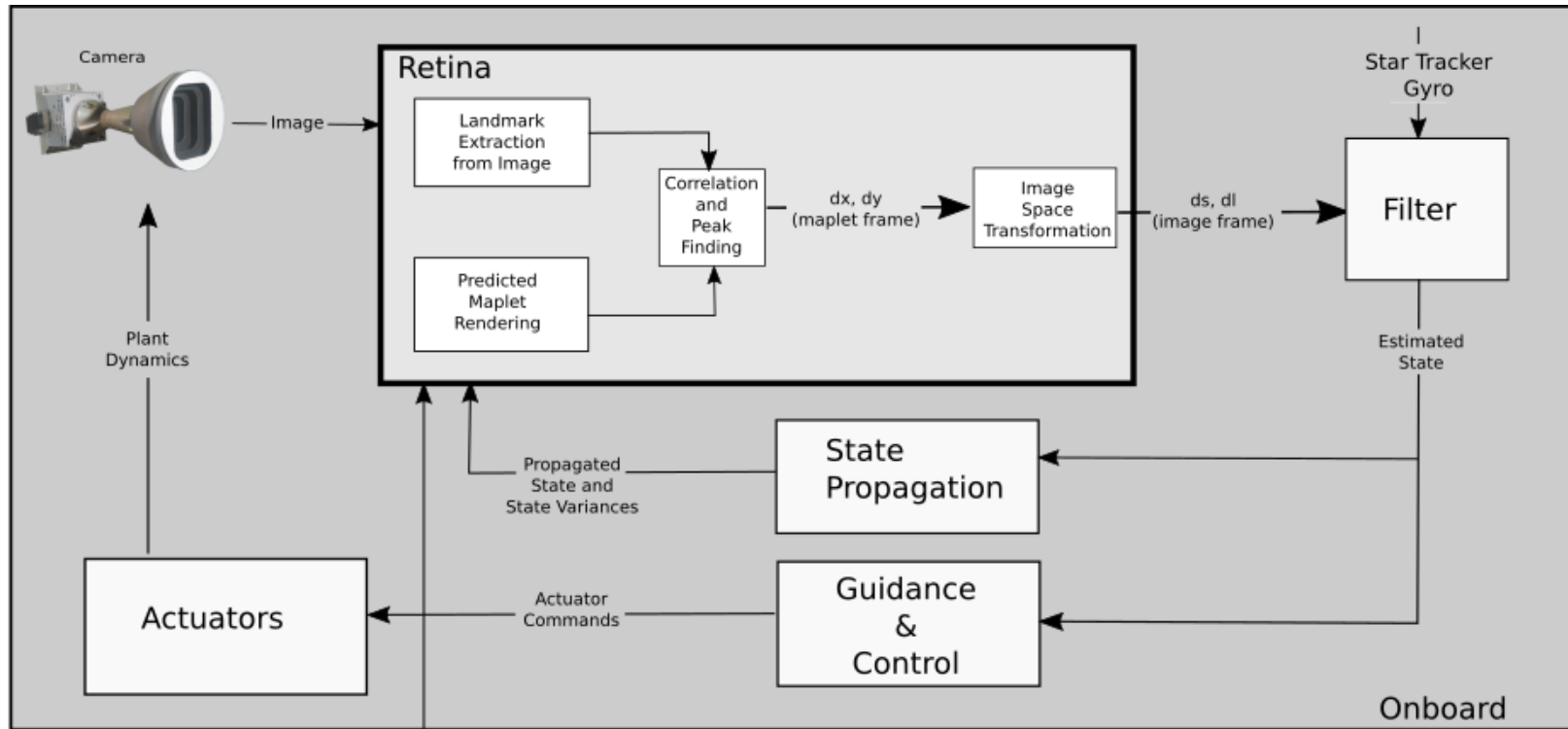
ARRM Proximity Operations



- Key Events in Proximity Operations

- Transition from the 5 km hold point to 200 m waypoint on pre-defined burn
- 200 m waypoint to 50 m also performed on a pre-defined burn
- 50 m to 20 m descent and asteroid spin rate matching performed with closed loop control
- No thrusting towards surface after 20 m

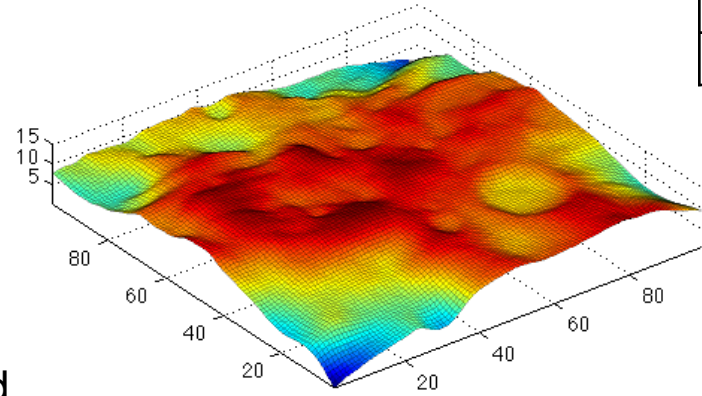
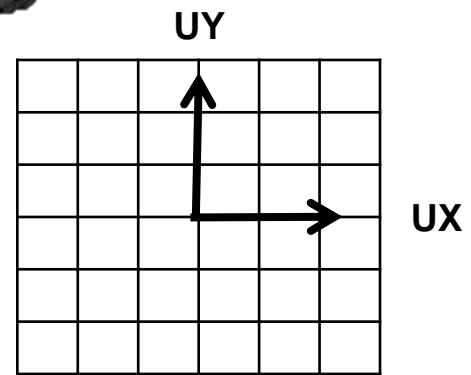
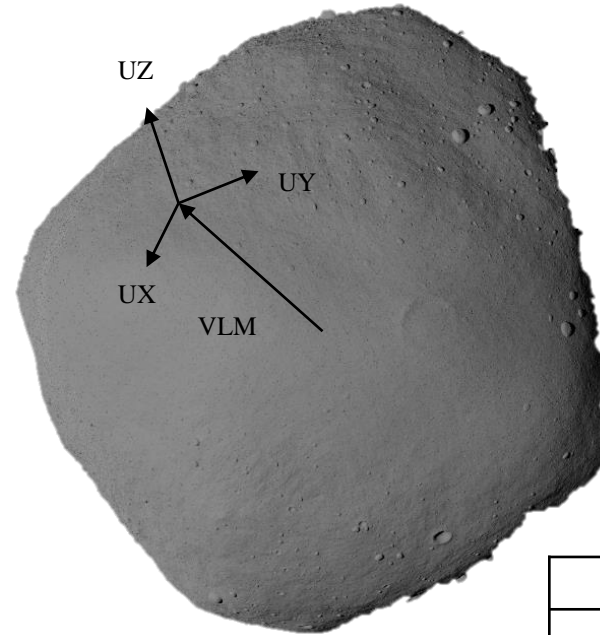
ARRM Proximity Operations GNC Architecture



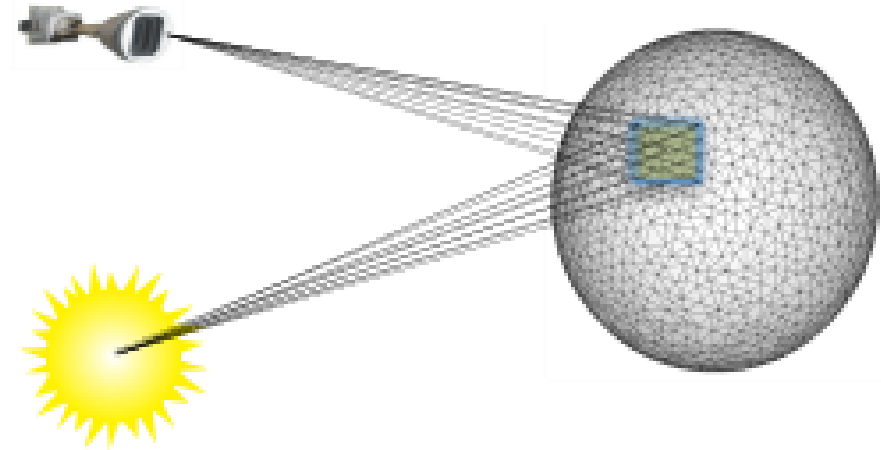
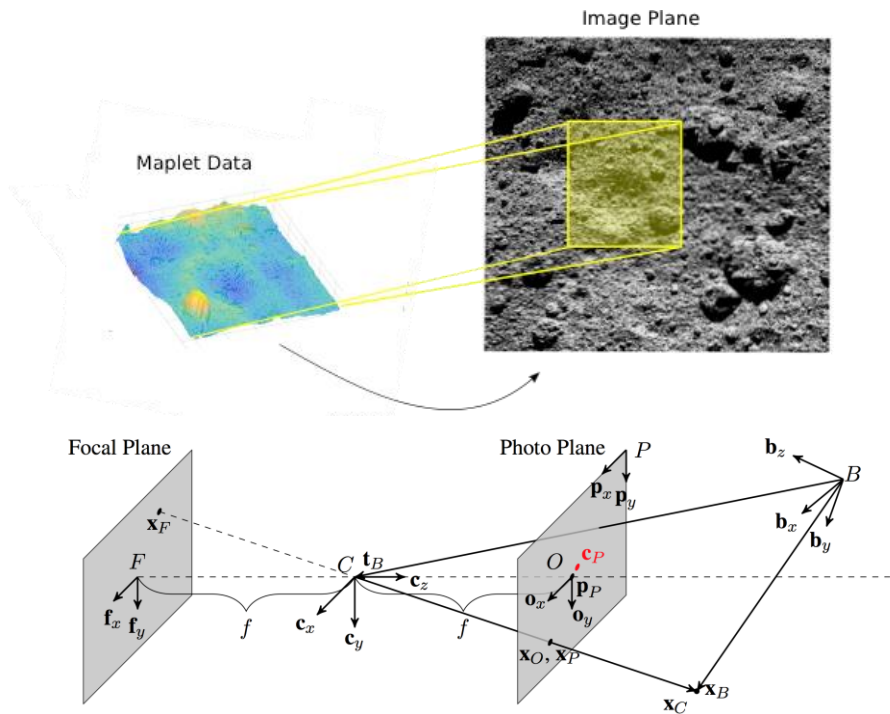
Retina Algorithms: Maplet Preprocessing



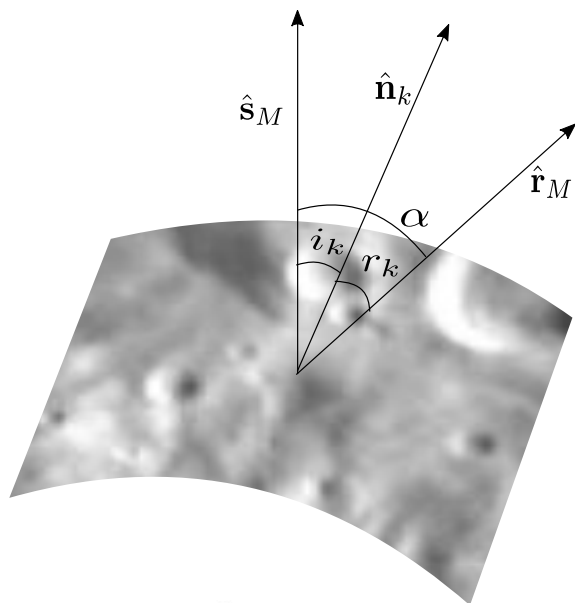
- Landmark
 - Body-fixed surface location
- Maplet
 - Local coordinate system and $n \times n$ grid centered on a landmark
 - Contains height and albedo data
 - Also called a digital elevation map (DEM)
- Tessellation
 - Process of converting maplet into triangles in an efficient manner for intersection testing
 - Surface normal data also computed
 - Albedo data also preserved



Retina Algorithms: Predicted Image Generation



- Camera Model used to project maplet data onto image plane
 - First done to determine range of pixels to render
 - Second to project rays from camera focal plane to the maplet surface
- Rays that intersect surface geometry are then tested for a path to the Sun
- Use of several acceleration techniques used in ray tracing make the implementation tractable for an embedded system



- Definitions

- $\hat{\mathbf{n}}_k$ - surface normal
- $\hat{\mathbf{s}}_M$ - vector to the Sun
- i_k - angle to the Sun
- $\hat{\mathbf{r}}_M$ - vector to vehicle
- r_k - reflectance angle
- α - phase angle

$$I_k = a_k \left((1 - \beta) \cos(i_k) + \beta \frac{\cos(i_k)}{\cos(i_k) + \cos(r_k)} \right)$$

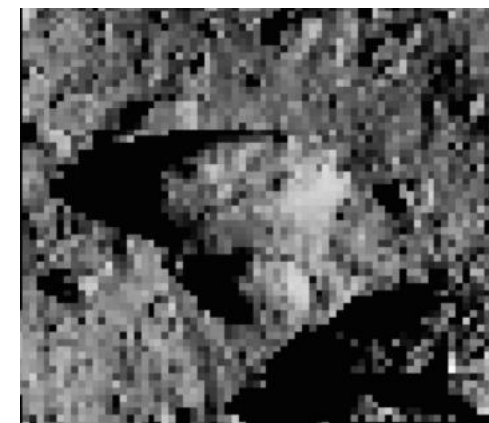
$$\beta = \exp(-\alpha/\alpha_0)$$

- The illumination model above is from McEwen 1991
- Beta is a weighting term to mix the Lambertian and Lommel-Seeliger components of the model
 - The weighting factor, α_0 is chosen from experience.
- The images at right show good agreement between a synthetic image and one rendered with Retina

Synthetic Image



Predicted Image



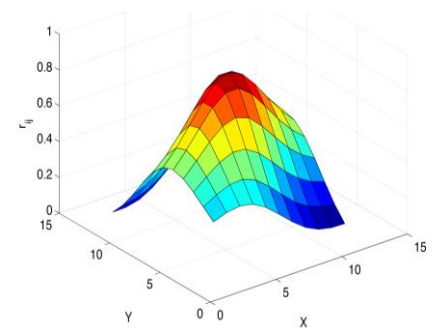
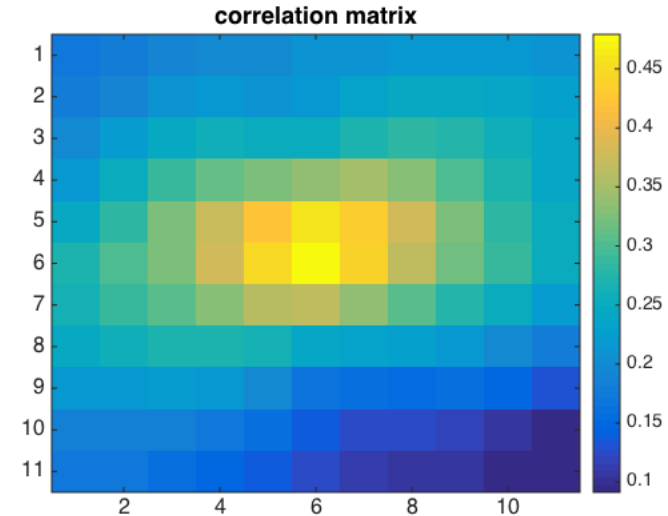
Retina Algorithms: Cross Correlation



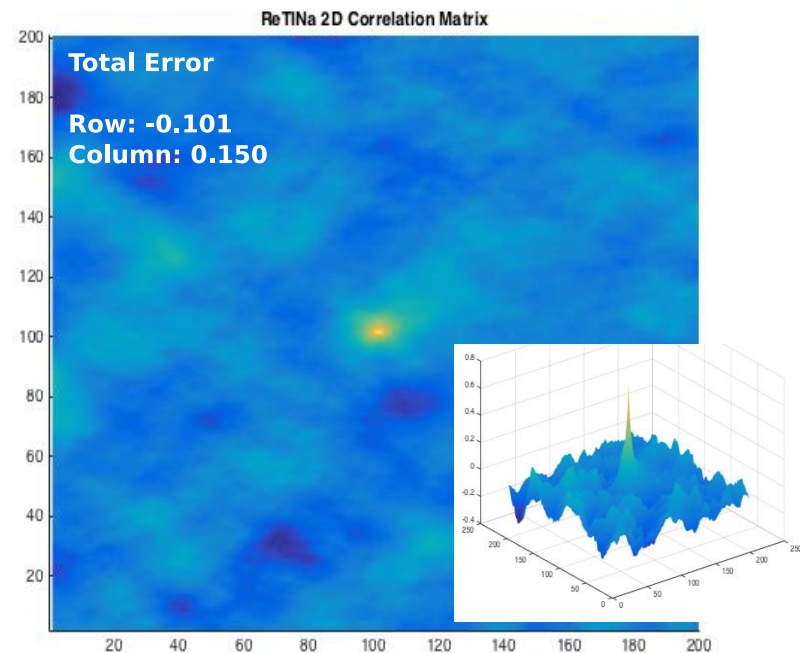
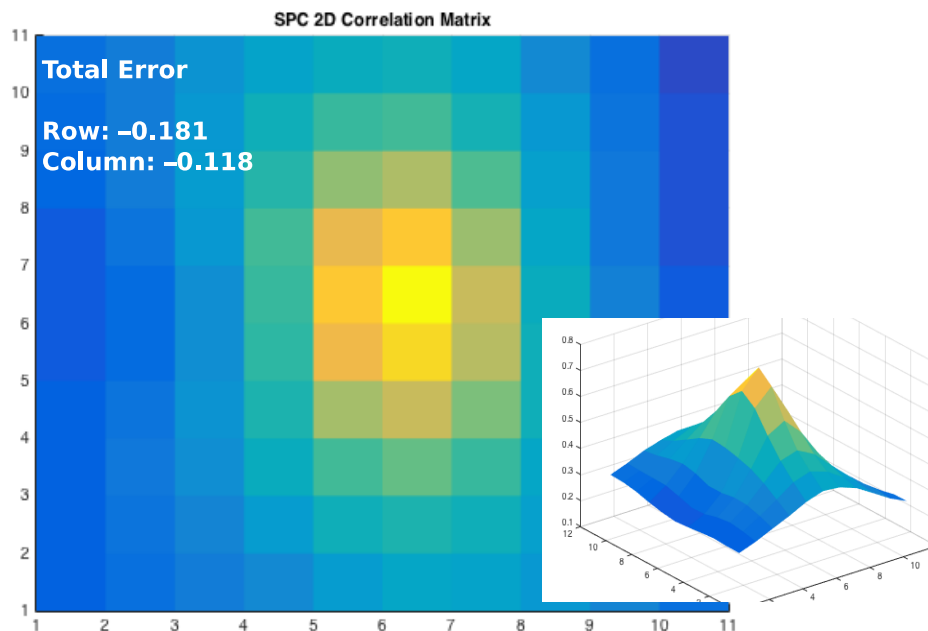
$$C = \frac{\frac{1}{N} \sum_{i=1}^k \sum_{j=1}^l (\mathbf{I}_p(i, j) \mathbf{I}_e(i, j)) - \mu_p \mu_e}{(\mu_{p2} - \mu_p^2) (\mu_{e2} - \mu_e^2)}$$

- i is the row in the image, j is the column
- \mathbf{I}_p is the predicted image pixel at row i , col j
- \mathbf{I}_e is the pixel value in the real image
- μ_p is the mean of pixels in the predicted image
- μ_e is the mean of pixels in the real image
- μ_{p2} is the variance of pixels in the predicted image
- μ_{e2} is the variance of pixels in the real image

- Uses Pearson moment correlation
 - Other correlation methods are being explored to ensure robust performance.
- Correlation matrix created by shifting predicted image
 - Magnitudes of shift determined by filter covariance

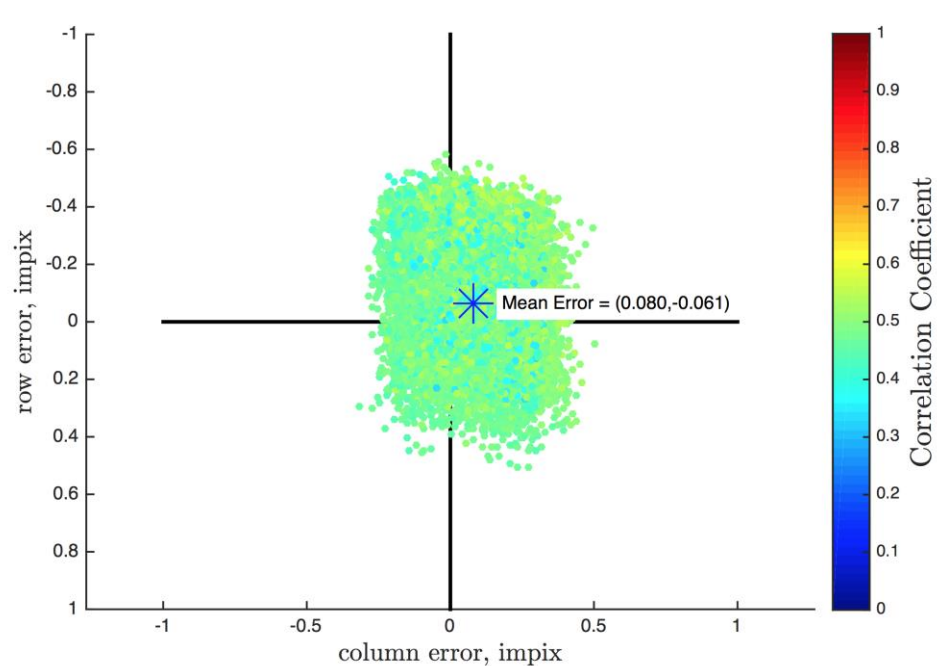
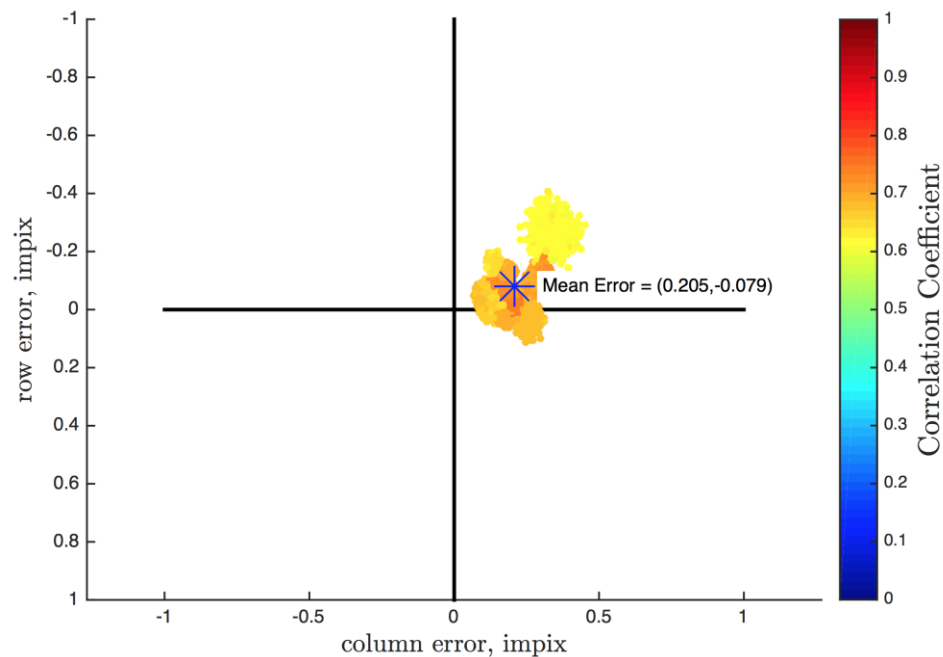


Retina Algorithms: Sub-Pixel Peak Finding



- Comparison of correlation peak finding in SPC and Retina
 - This example had no offset applied so truth is Row = 0.0, Column = 0.0
- Retina peak finding is a 3x3 grid that is linearly interpolated to find the peak to sub-pixel accuracy
 - Current SPC implementations fit a paraboloid to the correlation surface
- Results obtained in Monte Carlo analysis show lower errors with linear peak finding.

Retina Performance

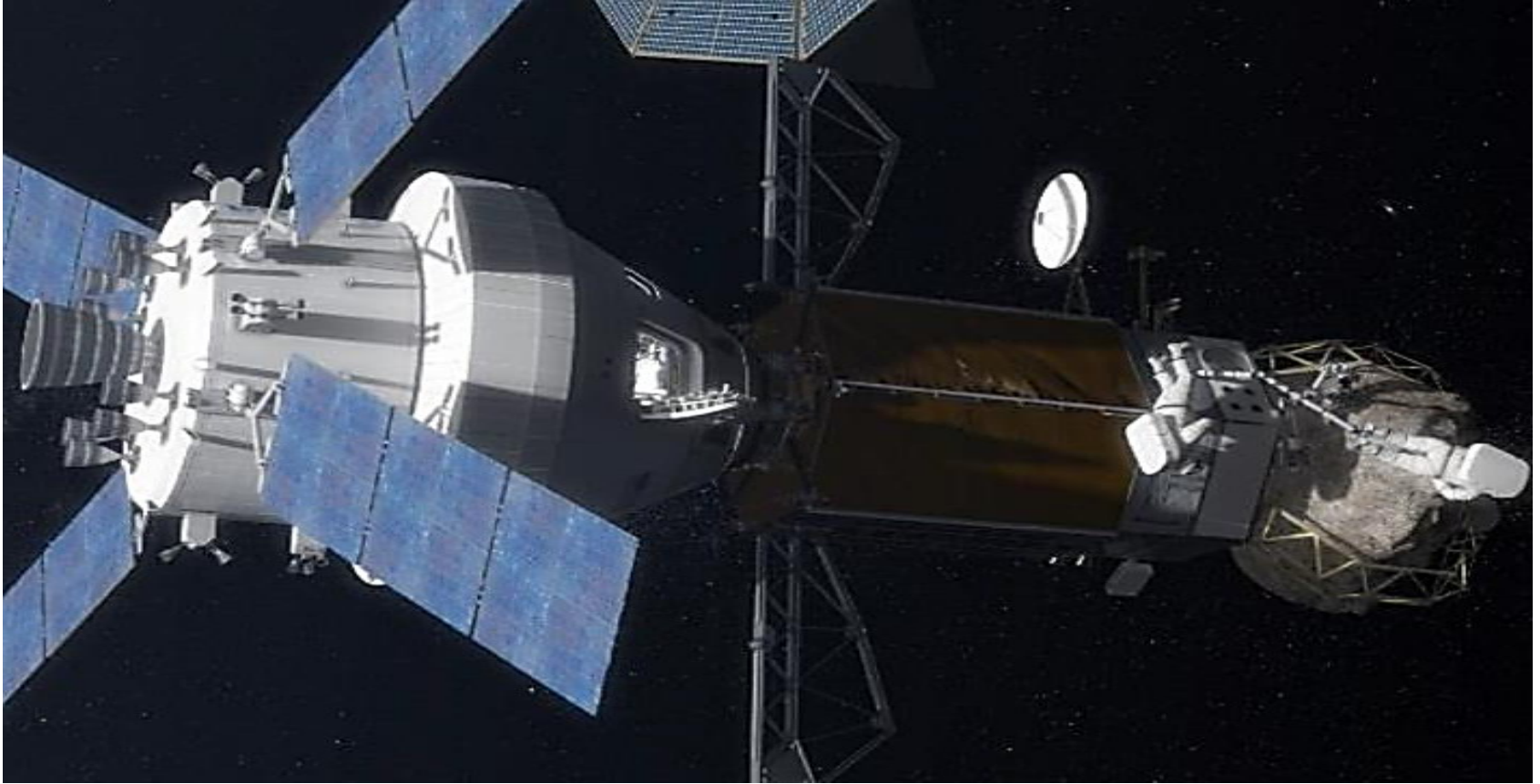


- Performance between SPC and Retina obtained for the ARRM descent from 50 m to 10 m
- Perturbations applied include
 - Position, attitude, camera parameters (focal length, distortion, etc), landmark knowledge, landmark resolution, knowledge of Sun direction
- Retina more robust because
 - Registered every case while SPC did not
 - SPC shows a bias for this scenario – investigating cause



- Further testing implementation on SpaceCube 2.0
 - Testing with 1 MP 10-bit depth images to utilize existing FlatSat
 - Will test with higher resolution imagery to compare performance to the expected performance presented here
- Refine acceleration needs for current implementation
- Exploring improved correlation algorithms
- Continue assessing performance of Retina on additional scenarios

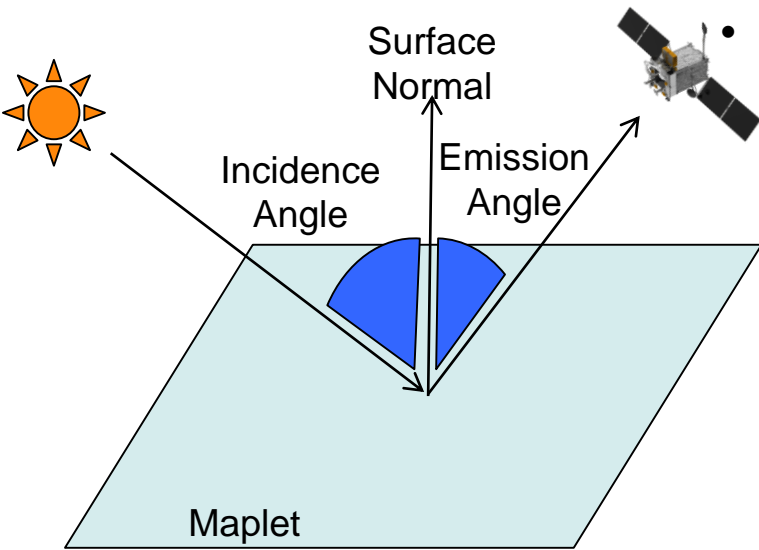
Questions





Backup

Retina Algorithms: Illumination Model



• Definitions

- $\hat{\mathbf{n}}_k$ is the normal to the surface
- i_k is the angle to the Sun
- r_k is the emission angle
- α is the phase angle

$$I_k = a_k \left((1 - \beta) \cos(i_k) + \beta \frac{\cos(i_k)}{\cos(i_k) + \cos(r_k)} \right)$$

$$\beta = \exp(-\alpha/\alpha_0)$$

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Synthetic Image



Retina Image

