

# Trajectory Design Employing Convex Optimization for Landing on Irregularly Shaped Asteroids

Robin Pinson (presenter)

*NASA Marshall Space Flight Center*

Ping Lu

*San Diego State University*

September 14, 2016

SPACE 2016 Long Beach, CA

# Goal

---

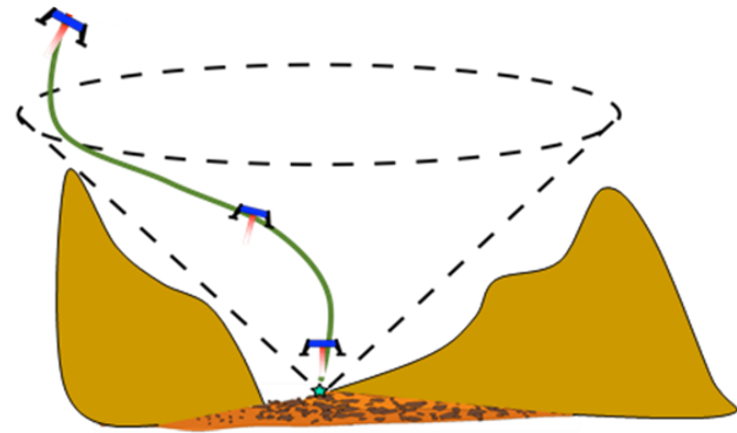
- Goal: Design an optimal powered descent trajectory on-board the spacecraft in order to softly land on an irregularly shaped asteroid.
  - Algorithm needs to be autonomous, reliable, robust, and efficient.
  - Designing on-board facilitates an easy change of parameters.
- Convex optimization is efficient and reliable.
  - Guarantees global minimum in a finite number of steps, if the problem is feasible.
  - Subclasses include Second Order Cone Programming (SOCP).
- ***Can convex optimization be used to design the asteroid powered descent trajectory?***

# Original Problem Formulation

- Asteroid powered descent propellant optimal problem is nonlinear and nonconvex.

$$\begin{aligned}
 & \min -m(t_f) \\
 s.t. \quad & \dot{\vec{r}} = \vec{v}, \quad \dot{\vec{v}} = \frac{\vec{T}}{m} - 2\vec{\omega} \times \vec{v} - \dot{\vec{\omega}} \times \vec{r} - \vec{\omega} \times (\vec{\omega} \times \vec{r}) + \nabla U(\vec{r}), \quad \dot{m} = -\frac{1}{v_{ex}} \|\vec{T}\| \\
 & T_{min} \leq \|\vec{T}\| \leq T_{max}, \quad \|\vec{r} - \vec{r}_f\| \cos\theta - (\vec{r} - \vec{r}_f)^T \hat{n} \leq 0, \quad m \geq m_{dry} \\
 & \vec{r}(0) = \vec{r}_0, \quad \vec{v}(0) = \vec{v}_0, \quad m(0) = m_{wet}, \quad \vec{r}(t_f) = \vec{r}_f, \quad \vec{v}(t_f) = \vec{v}_f, \quad t_f \text{ given}
 \end{aligned}$$

- Fixed final time two point value boundary problem
- State:  $\vec{r}, \vec{v}, m$
- Control:  $\vec{T}$
- Highlighted terms are not permissible for a convex optimization problem.



# Problem Relaxation

Relax the problem by introducing a slack variable,  $T_m$ .

*Original Problem*

$$\min -m(t_f)$$

$$s.t. \quad \dot{\vec{r}} = \vec{v}$$

$$\dot{\vec{v}} = \frac{\vec{T}}{m} - 2\vec{\omega} \times \vec{v} - \dot{\vec{\omega}} \times \vec{r} \\ - \vec{\omega} \times (\vec{\omega} \times \vec{r}) + \nabla U(\vec{r})$$

$$\dot{m} = -\frac{1}{v_{ex}} \left\| \vec{T} \right\|$$

$$T_{min} \leq \left\| \vec{T} \right\| \leq T_{max}$$

$$\left\| \vec{r} - \vec{r}_f \right\| \cos \theta - (\vec{r} - \vec{r}_f)^T \hat{n} \leq 0$$

$$m \geq m_{dry}$$

$$\vec{r}(0) = \vec{r}_0, \vec{v}(0) = \vec{v}_0, m(0) = m_{wet}$$

$$\vec{r}(t_f) = \vec{r}_f, \vec{v}(t_f) = \vec{v}_f, t_f \text{ given}$$

*Relaxed Problem*

$$\min -m(t_f)$$

$$s.t. \quad \dot{\vec{r}} = \vec{v}$$

$$\dot{\vec{v}} = \frac{\vec{T}}{m} - 2\vec{\omega} \times \vec{v} - \dot{\vec{\omega}} \times \vec{r} \\ - \vec{\omega} \times (\vec{\omega} \times \vec{r}) + \nabla U(\vec{r})$$

$$\dot{m} = -\frac{1}{v_{ex}} T_m \quad \text{Slack Variable}$$

$$\left\| \vec{T} \right\| \leq T_m \quad \text{New Constraint}$$

$$T_{min} \leq T_m \leq T_{max}$$

$$\left\| \vec{r} - \vec{r}_f \right\| \cos \theta - (\vec{r} - \vec{r}_f)^T \hat{n} \leq 0$$

$$m \geq m_{dry}$$

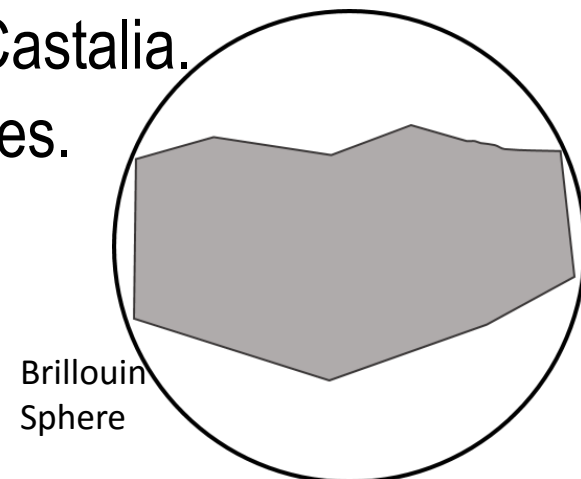
$$\vec{r}(0) = \vec{r}_0, \vec{v}(0) = \vec{v}_0, m(0) = m_{wet}$$

$$\vec{r}(t_f) = \vec{r}_f, \vec{v}(t_f) = \vec{v}_f, t_f \text{ given}$$

Proved the optimal solution of the relaxed problem is the optimal solution of the original.

# Irregularly Shaped Asteroid Gravity Models

- 4x4 Spherical Harmonics Model
  - Maximum Order and Degree 4
  - No symmetry nor coordinate system location and alignment assumptions.
  - High accuracy outside the Brillouin sphere.
  - Not valid inside the Brillouin sphere.
- Interior spherical Bessel gravity model
  - Valid inside the entire Brillouin sphere.
  - Error less than 10% for the binary asteroid Castalia.
  - Published in 2014 by Takahashi and Scheeres.



# 4x4 Bessel

---

- 4x4 spherical harmonics gravity model outside the Brillouin sphere.
- Interior spherical Bessel gravity model inside the Brillouin sphere.
- Both models are summation series.
- Highly nonlinear in terms of spacecraft position vector.
- Computational similarities between the models allows for easy transition between the models.

# Successive Solution Method

- Solve a series of convex optimization problems.

- Equations of motion can be arranged as:

$$\dot{\vec{x}}^{(k)} = A(\vec{r}^{(k-1)}) \vec{x}^{(k)} + B\vec{u}^{(k)} + c(\vec{r}^{(k-1)})$$

- A and c are evaluated using the previous solution (k-1).
- In the (k)<sup>th</sup> iteration, dynamics are linear and time varying.
- Iterations continue until two successive trajectories are within a set tolerance.
- This is not the same as conventional linearization, as there are no approximations in the final iteration.
- Dominant gravity term is placed in A, with the higher order gravity terms in c.

# Successive Solution Method: A, B, c

$$A = \begin{bmatrix} 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ \omega^2 + dom & 0 & 0 & 0 & 2\omega & 0 & 0 \\ 0 & \omega^2 + dom & 0 & -2\omega & 0 & 0 & 0 \\ 0 & 0 & dom & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{bmatrix}^{(k-1)} \quad B = \begin{bmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & -\frac{1}{v_{ex}} \end{bmatrix}$$

$$c = \begin{bmatrix} 0 \\ 0 \\ 0 \\ \frac{\partial U}{\partial r_x} - dom \\ \frac{\partial U}{\partial r_y} - dom \\ \frac{\partial U}{\partial r_z} - dom \\ 0 \end{bmatrix}^{(k-1)}$$

Formulation assumes rotation vector is along the +Z axis,  $\vec{\omega} = \omega \hat{z}$ .

$$dom = \begin{cases} -\frac{\mu}{r^3} & 4 \times 4 \\ \alpha_{0,0} j_1 \left( \frac{\alpha_{0,0} r}{R_b} \right) \bar{A}_{0,0,0} + \alpha_{1,0} j_1 \left( \frac{\alpha_{1,0} r}{R_b} \right) \bar{A}_{1,0,0} + \alpha_{2,0} j_1 \left( \frac{\alpha_{2,0} r}{R_b} \right) \bar{A}_{2,0,0} & Bessel \end{cases}$$



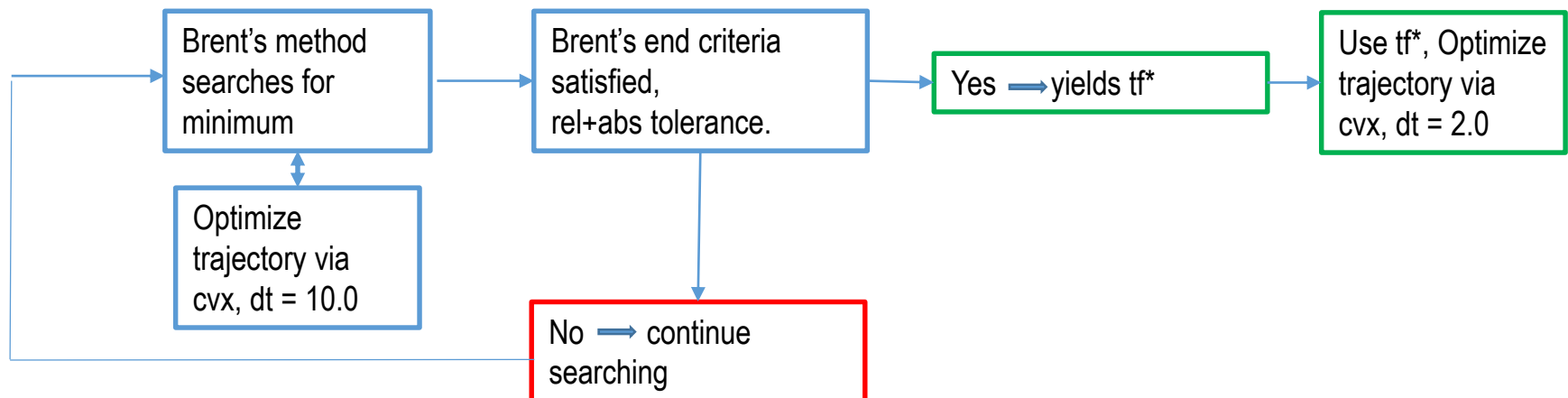
# Additional Techniques

---

- Change of Variables
- Discretization
  - Continuous equation of motion turned into discrete equality constraints.
- Scaling
- Final optimization problem is convex.
  - Linear equality constraints
  - Convex inequality constraints
  - Inequality constraints are second order cone.
  - Actually a SOCP

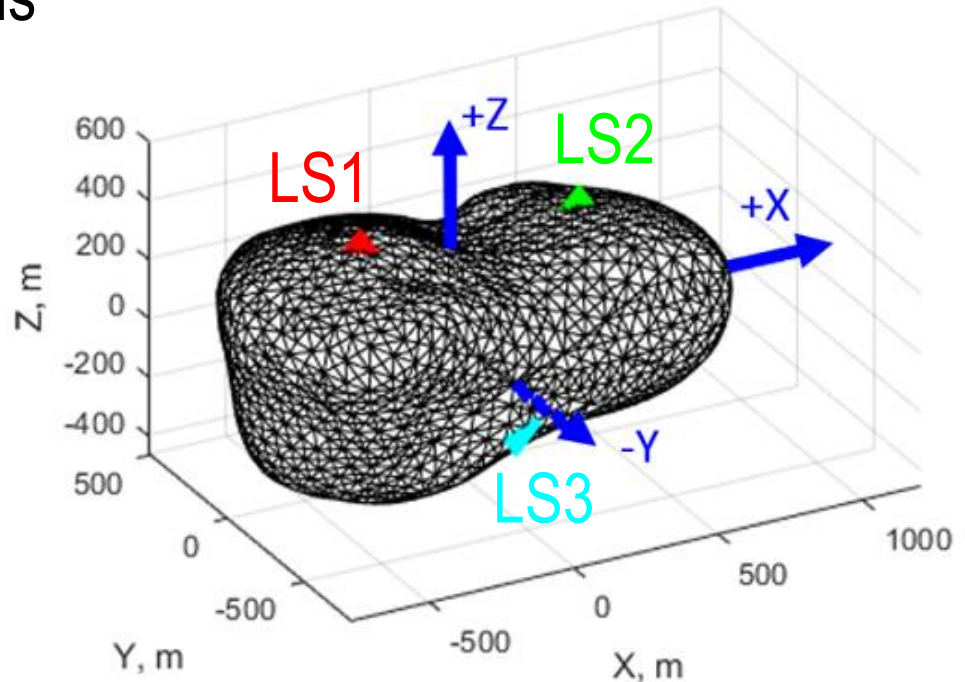
# Optimal Flight Time

- Desire to find the optimal flight time corresponding to smallest propellant usage.
- Propellant usage is unimodal with respect to flight time.
- Create an outer optimization loop using Brent's method to optimize the flight time.
- Use  $dt = 10.0$  sec to find the optimal flight time. Design the final trajectory with  $dt = 2.0$  sec.

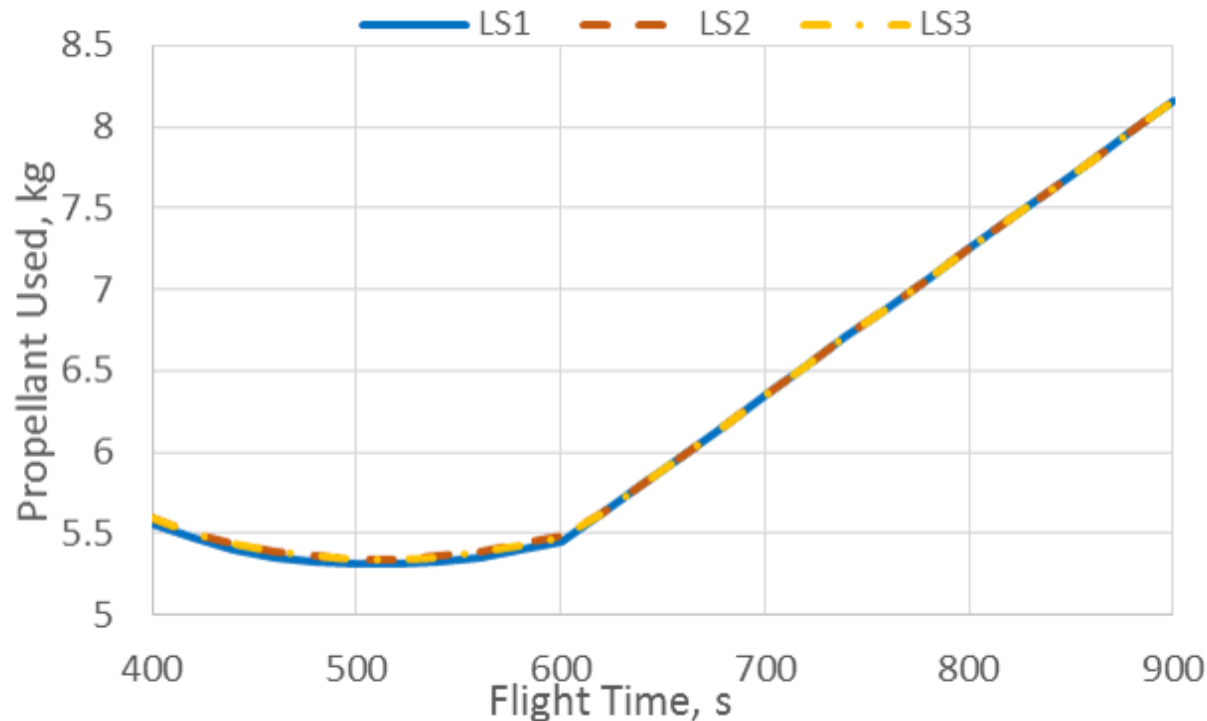


# Simulation Parameters

- Asteroid Castalia
  - Period 4.07 hr along +Z axis
  - Three Landing Sites
- Spacecraft:
  - Mass 1400 kg
    - ◇ 400 kg propellant
  - Thrust 80 N – 20 N
- Initial Conditions
  - 1000 m altitude
  - Out of plane and uprange position and velocity components.
- Using CVX, a publically available Matlab based convex optimization program.



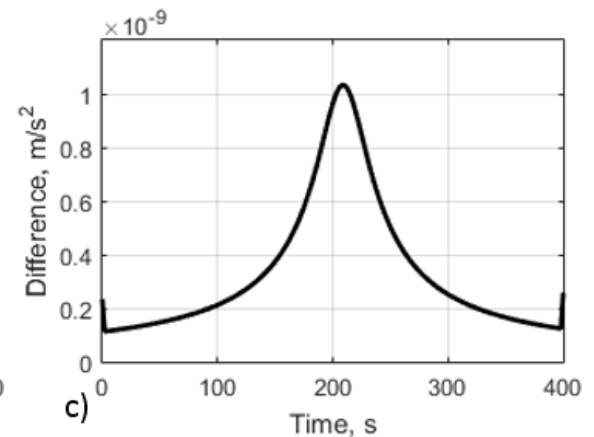
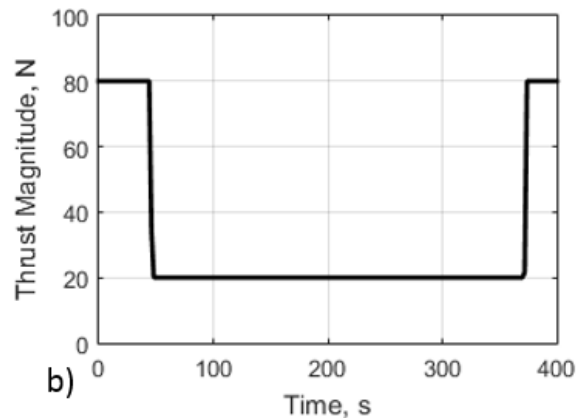
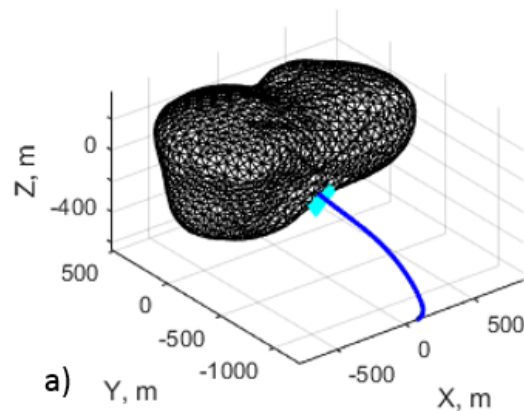
# Flight Time Parameter Sweep



- Typically 3 iterations required in the successive solution method.
  - Range 3 – 7
- Low number of iterations demonstrates stability in the successive solution methodology.

# Inner Loop Trajectory Design

- 400 Second Flight Time landing at LS3
- Thrust profile follows the traditional bang-bang.

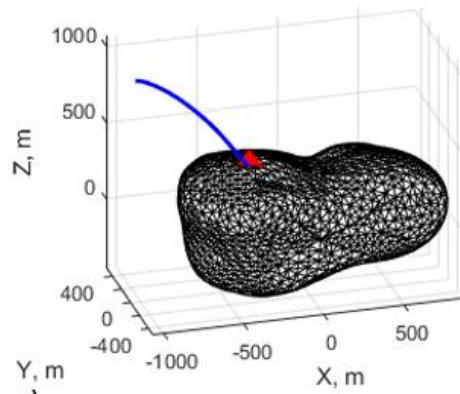


# Optimal Flight Time Optimal Propellant Trajectory

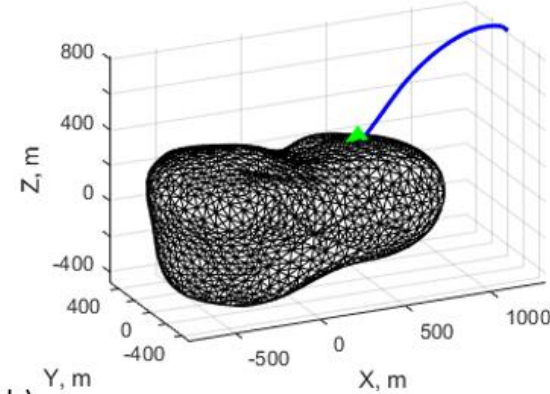
- Combined outer and inner loop executions took 2.2 - 2.5 minutes.

	Optimal Flight Time, s	Propellant Used, kg	Number of Inner Loop Executions
LS1	512.86	5.31	7
LS2	512.27	5.34	7
LS3	513.35	5.34	7

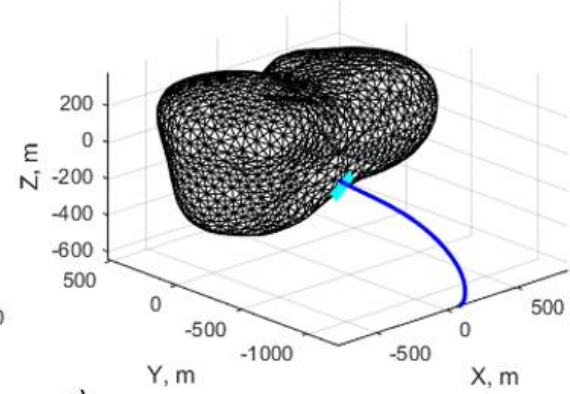
# Optimal Flight Time Optimal Propellant Trajectory Parameters



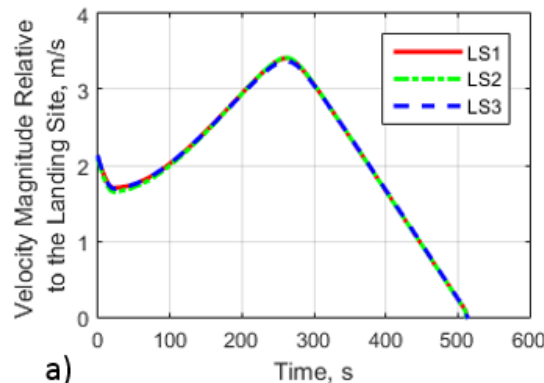
a) LS1



b) LS2

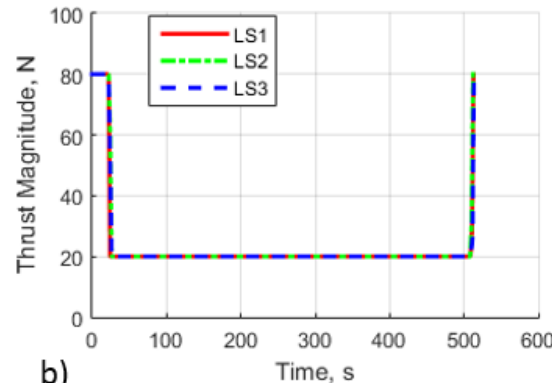


c) LS3



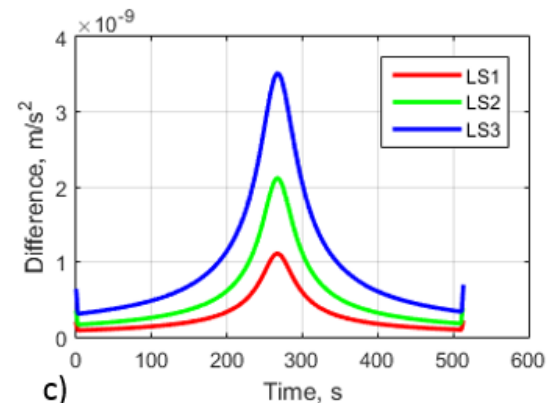
a)

Velocity Magnitude



b)

Thrust Magnitude

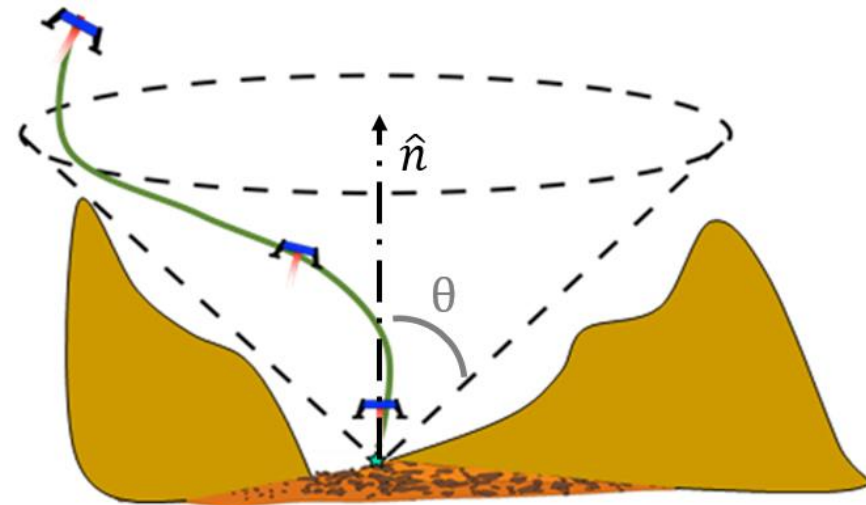


c)

Slack Variable Check

# Glide Slope Constraint

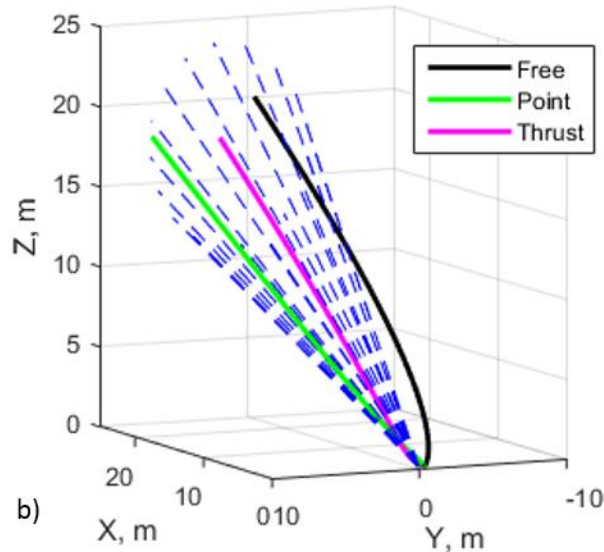
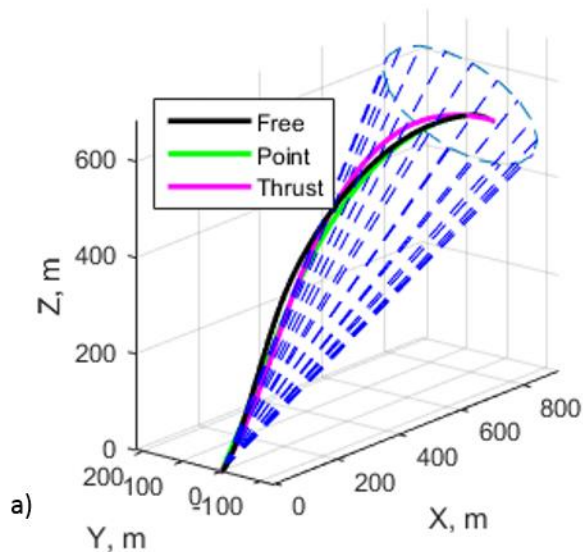
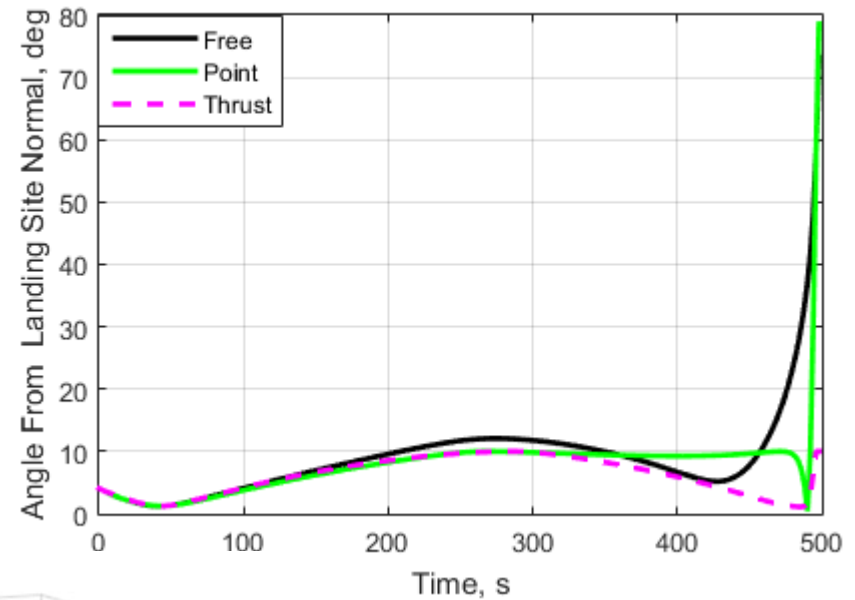
- Glide slope constraint: Constrains the vehicle to fly inside a cone around the landing site.
  - $\|\vec{r} - \vec{r}_f\| \cos \theta - (\vec{r} - \vec{r}_f)^T \hat{n} \leq 0$
- Near the landing site the vehicle must match the landing site velocity to rotate with the landing site.
- Low thrust of the vehicle (80 N) prohibits this.
- Alternate solutions for a 10 deg cone:
  - Increase max thrust to 320 N
  - Enforce the constraint for all, but the last 6 seconds.
    - ◇ Flies slightly outside the cone near the surface.





# Glide Slope Results

- LS2 500 second flight time.
- 10 degree cone enforced.



# Conclusions

---

- Asteroid powered descent trajectory design can be formulated as a convex optimization problem.
- Successive solution methodology is the key to handling a nonlinear gravity model.
- Formulated algorithm handles a wide range of parameters successfully.
- Flight time optimization is completed in an outer loop with Brent's method.
- Inclusion of additional trajectory constraints in the algorithm is feasible.
- Viable algorithm for rapidly designing asteroid powered descent trajectories autonomously on-board the spacecraft for use in a variety of guidance algorithms.

# BACK-UP

---

# Convex Optimization and SOCP Formulation

## ■ Optimization problem formulation

$$\min g(x)$$

$$\text{s.t. } f_i(x) \leq 0 \quad i = 1, \dots, m$$

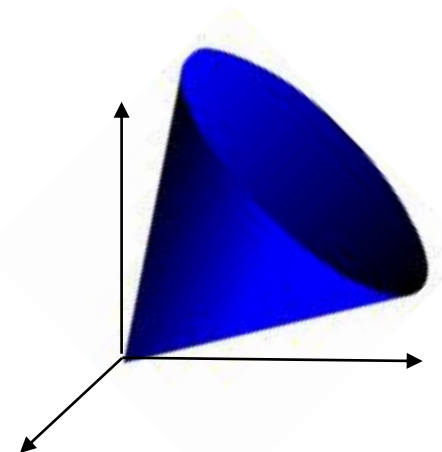
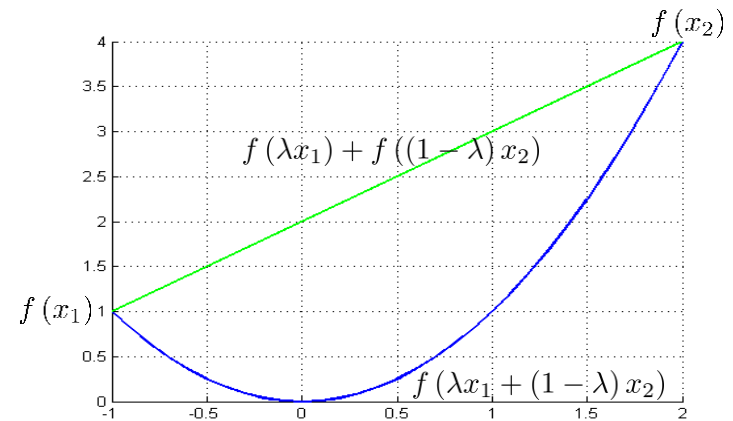
$$h_j(x) = 0 \quad j = 1, \dots, p$$

## ■ Convex Optimization

- $g(x)$  and  $f_i(x)$  are convex functions.
- $h_j(x)$  is linear.
- Convex Function:  $f(\lambda x_1 + (1 - \lambda)x_2) \leq \lambda f(x_1) + (1 - \lambda)f(x_2)$

## ■ Second Order Cone Program (SOCP)

- Subset of convex optimization
- $g(x)$  and  $h_j(x)$  are linear functions.
- $f_i(x)$  is second order cone.
- Second order Cone:  $\|Mx + d\|_2 \leq c$



# Spherical Harmonics Gravity Model

- Fidelity determined by the coefficients and the number of terms in the summation series.

$$N = \begin{cases} 2 & 2 \times 2 \\ 4 & 4 \times 4 \end{cases}$$

- $\nabla U(\vec{r})$  with respect to the Cartesian coordinate system:

$$\begin{aligned} \frac{\partial U}{\partial r_x} &= \frac{\partial U}{\partial r} \frac{\partial r}{\partial x} + \frac{\partial U}{\partial \delta} \frac{\partial \delta}{\partial x} + \frac{\partial U}{\partial \lambda} \frac{\partial \lambda}{\partial x} \\ \frac{\partial U}{\partial r_y} &= \frac{\partial U}{\partial r} \frac{\partial r}{\partial y} + \frac{\partial U}{\partial \delta} \frac{\partial \delta}{\partial y} + \frac{\partial U}{\partial \lambda} \frac{\partial \lambda}{\partial y} \\ \frac{\partial U}{\partial r_z} &= \frac{\partial U}{\partial r} \frac{\partial r}{\partial z} + \frac{\partial U}{\partial \delta} \frac{\partial \delta}{\partial z} + \frac{\partial U}{\partial \lambda} \frac{\partial \lambda}{\partial z} \end{aligned}$$

$P_{l,m}$  associated Legendre function

$l, m$  order, degree

$r, \delta, \lambda$  radius, latitude, longitude

- Partial of the gravitational potential with respect to the position vector in spherical coordinates:

$$\frac{\partial U}{\partial r} = \sum_{l=0}^N \sum_{m=0}^l - (l+1) \frac{\mu}{r^2} \left( \frac{r_0}{r} \right)^l P_{l,m} [\sin \delta] \{C_{l,m} \cos(m\lambda) + S_{l,m} \sin(m\lambda)\}$$

$$\frac{\partial U}{\partial \delta} = \sum_{l=0}^N \sum_{m=0}^l \frac{\mu}{r} \left( \frac{r_0}{r} \right)^l \{C_{l,m} \cos(m\lambda) + S_{l,m} \sin(m\lambda)\} \frac{\partial P_{l,m} [\sin \delta]}{\partial \delta}$$

$$\frac{\partial U}{\partial \lambda} = \sum_{l=0}^N \sum_{m=0}^l \frac{\mu}{r} \left( \frac{r_0}{r} \right)^l m P_{l,m} [\sin \delta] \{-C_{l,m} \sin(m\lambda) + S_{l,m} \cos(m\lambda)\}$$

- Partial of the position vector in spherical coordinate system with respect to the Cartesian:

$$\begin{aligned} \frac{\partial r}{\partial x} &= \frac{r_x}{r}, \quad \frac{\partial r}{\partial y} = \frac{r_y}{r}, \quad \frac{\partial r}{\partial z} = \frac{r_z}{r} \\ \frac{\partial \delta}{\partial x} &= \frac{-r_x r_z}{r^2 \sqrt{r_x^2 + r_y^2}}, \quad \frac{\partial \delta}{\partial y} = \frac{-r_y r_z}{r^2 \sqrt{r_x^2 + r_y^2}}, \quad \frac{\partial \delta}{\partial z} = \frac{1}{\sqrt{r_x^2 + r_y^2}} \left( 1 - \frac{r_z^2}{r^2} \right) \\ \frac{\partial \lambda}{\partial x} &= \frac{-r_y}{r_x^2 + r_y^2}, \quad \frac{\partial \lambda}{\partial y} = \frac{r_x}{r_x^2 + r_y^2}, \quad \frac{\partial \lambda}{\partial z} = 0 \end{aligned}$$

# Interior spherical Bessel Gravity Model

- **Summation Series:**  $l_{max} = 2, n_{max} = 5, m_{max} = 5$

$$\frac{\partial U}{\partial r_x} = \frac{\mu}{R_b} \sum_{l=0}^{l_{max}} \sum_{n=0}^{n_{max}} \sum_{m=0}^n \operatorname{Re} \left[ \frac{\partial}{\partial x} (\bar{\beta}_{n,m}(\alpha_{l,n})) \right] \bar{A}_{l,n,m} + \operatorname{Im} \left[ \frac{\partial}{\partial x} (\bar{\beta}_{n,m}(\alpha_{l,n})) \right] \bar{B}_{l,n,m}$$

$$\frac{\partial U}{\partial r_y} = \frac{\mu}{R_b} \sum_{l=0}^{l_{max}} \sum_{n=0}^{n_{max}} \sum_{m=0}^n \operatorname{Re} \left[ \frac{\partial}{\partial y} (\bar{\beta}_{n,m}(\alpha_{l,n})) \right] \bar{A}_{l,n,m} + \operatorname{Im} \left[ \frac{\partial}{\partial y} (\bar{\beta}_{n,m}(\alpha_{l,n})) \right] \bar{B}_{l,n,m}$$

$$\frac{\partial U}{\partial r_z} = \frac{\mu}{R_b} \sum_{l=0}^{l_{max}} \sum_{n=0}^{n_{max}} \sum_{m=0}^n \operatorname{Re} \left[ \frac{\partial}{\partial z} (\bar{\beta}_{n,m}(\alpha_{l,n})) \right] \bar{A}_{l,n,m} + \operatorname{Im} \left[ \frac{\partial}{\partial z} (\bar{\beta}_{n,m}(\alpha_{l,n})) \right] \bar{B}_{l,n,m}$$

- **Basis Functions:**  $\bar{\beta}_{n,m}(\alpha_{l,n}) = j_n \left[ \frac{\alpha_{l,n} r}{R_b} \right] \bar{H}_{n,m}$

$$\bar{H}_{n,m} = \begin{cases} N_{n,m} P_{n,m} [\sin(\phi)] e^{im\lambda} & n \geq m \geq 0 \\ 0 & \text{otherwise} \end{cases}$$

- **Partials of the Basis Functions:**

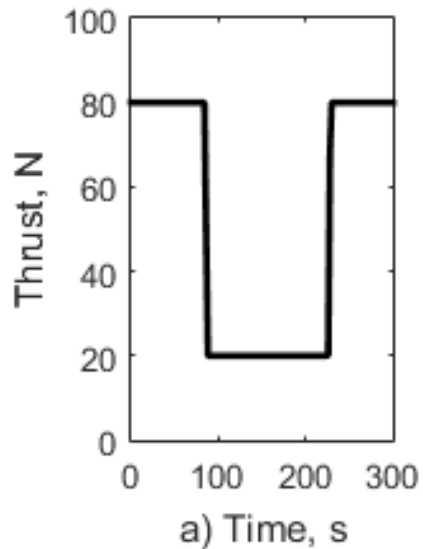
$$\frac{\partial}{\partial x} (\bar{\beta}_{n,m}(\alpha_{l,n})) = \begin{cases} -\frac{\alpha_{l,n} r_x}{R_b r} j_{n+1} \left[ \frac{\alpha_{l,n} r}{R_b} \right] \bar{H}_{n,0} - 2 \mathcal{F}_1(n, m) \frac{1}{r} j_n \left[ \frac{\alpha_{l,n} r}{R_b} \right] N_{n-1,1} P_{n-1,1} [\sin(\phi)] \cos \lambda & m = 0 \\ -\frac{\alpha_{l,n} r_x}{R_b r} j_{n+1} \left[ \frac{\alpha_{l,n} r}{R_b} \right] \bar{H}_{n,m} - \mathcal{F}_1(n, m) \frac{1}{r} j_n \left[ \frac{\alpha_{l,n} r}{R_b} \right] \bar{H}_{n-1,m+1} + \mathcal{F}_2(n, m) \frac{1}{r} j_n \left[ \frac{\alpha_{l,n} r}{R_b} \right] \bar{H}_{n-1,m-1} & m > 0 \end{cases}$$

$$\frac{\partial}{\partial y} (\bar{\beta}_{n,m}(\alpha_{l,n})) = \begin{cases} -\frac{\alpha_{l,n} r_y}{R_b r} j_{n+1} \left[ \frac{\alpha_{l,n} r}{R_b} \right] \bar{H}_{n,0} - 2 \mathcal{F}_1(n, m) \frac{1}{r} j_n \left[ \frac{\alpha_{l,n} r}{R_b} \right] N_{n-1,1} P_{n-1,1} [\sin(\phi)] \sin \lambda & m = 0 \\ -\frac{\alpha_{l,n} r_y}{R_b r} j_{n+1} \left[ \frac{\alpha_{l,n} r}{R_b} \right] \bar{H}_{n,m} + \mathcal{F}_1(n, m) \frac{1}{r} j_n \left[ \frac{\alpha_{l,n} r}{R_b} \right] i \bar{H}_{n-1,m+1} + \mathcal{F}_2(n, m) \frac{1}{r} j_n \left[ \frac{\alpha_{l,n} r}{R_b} \right] i \bar{H}_{n-1,m-1} & m > 0 \end{cases}$$

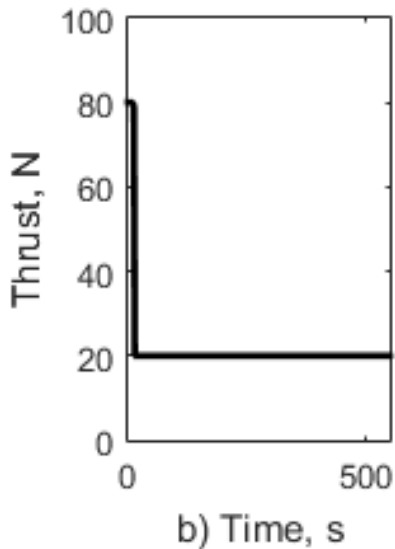
$$\frac{\partial}{\partial z} (\bar{\beta}_{n,m}(\alpha_{l,n})) = -\frac{\alpha_{l,n} r_z}{R_b r} j_{n+1} \left[ \frac{\alpha_{l,n} r}{R_b} \right] \bar{H}_{n,m} + \mathcal{F}_3(n, m) \frac{1}{r} j_n \left[ \frac{\alpha_{l,n} r}{R_b} \right] \bar{H}_{n-1,m}$$

# Thrust Profile

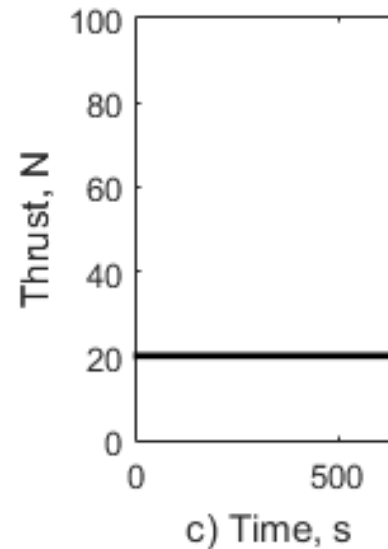
- Three classes of thrust profiles



a) 300 s,



b) 550 s,



c) 650 s