

**USE OF THE QUASILINEARIZATION ALGORITHM  
FOR THE SIMULATION OF LSS SLEWING**

By

Feiyue Li and P. M. Bainum  
Howard University  
Washington, DC 20059

**ABSTRACT**

The use of the Maximum Principle for the large angle slewing of LSS usually results in the so-called two-point boundary-value problem, in which many requirements (e.g., minimum time, small amplitude, and limited control power, etc.) must be satisfied simultaneously. The successful solution of this problem depends largely on the use of an efficient numerical algorithm. There are many candidate algorithms available for this problem (e.g., quasilinearization, gradient, etc.). Here we discuss only the quasilinearization method which has been used for several cases of large angle slewing of LSS. The basic idea of this algorithm is to make a series of successive approximations of the solution from a particular solvable case (linear or nonlinear) to a more general practical case.

For the rigid spacecraft slewing problem with no constraints on the controls, the solution procedure can be found in the literature. This procedure needs to be modified if a minimum time for the slewing problem is desired with control limits given. Recently, an indirect method for finding the minimum time was developed to meet all these requirements.

For the general mixed (including both rigid and flexible parts) problem, an additional constraint of small vibrational amplitude on the flexible parts is imposed. To solve this problem several steps in which the complexity increases gradually are needed, i.e., from a linearized version to a final nonlinear problem, from a less constrained case for the control to a more constrained one, from a nonminimum-time level to a near-minimum-time slewing in which a trade-off needs to be made between minimum time and small flexural amplitude requirements. Some examples of these algorithms are presented for planar slewing maneuvers of the SCOPE configuration.

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**P. M. BAINUM**

**PROFESSOR OF AEROSPACE ENGINEERING**

**FEIYUE LI**

**GRADUATE RESEARCH ASSISTANT**

**DEPARTMENT OF MECHANICAL ENGINEERING**

**HOWARD UNIVERSITY, WASHINGTON, D.C. 20059**

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for the Simulation of LSS Slewing**

**Feiyue Li**  
Graduate Research Assistant, (202)636-7124  
and  
**P. M. Bainum**  
Professor of Aerospace Engineering, (202)636-6612  
Department of Mechanical Engineering  
Howard University, Washington, D.C. 20059

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The use of the Maximum Principle for the large angle slewing of LSS usually results in the so-called two-point boundary-value problem, in which many requirements (e.g., minimum time, small amplitude, and limited control power, etc) must be satisfied simultaneously. The successful solution of this problem depends largely on the use of an efficient numerical algorithm. There are many candidate algorithms available for this problem (e.g., quasilinearization, gradient, etc.). Here we discuss only the quasilinearization method which has been used for several cases of large angle slewing of LSS. The basic idea of this algorithm is to make a series of successive approximations of the solution from a particular solvable case (linear or nonlinear) to a more general practical case.

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## INTRODUCTION

**MAXIMUM PRINCIPLE IS APPLIED TO  
THE ATTITUDE MANEUVER AND VIBRATION CONTROL  
OF LARGE SPACE STRUCTURES**

- (A) PERFORMANCE INDICES**
- (B) BOUNDARY CONDITIONS**
- (C) CONTROL REQUIREMENTS**

**THIS LEADS TO THE TWO-POINT BOUNDARY-VALUE PROBLEM  
(TPBVP)**

**ONE OF THE METHODS OF SOLVING TPBVP IS THE  
QUASILINEARIZATION ALGORITHM**

## MAXIMUM PRINCIPLE

### STATE EQUATIONS

$$\dot{x} = f(x) + B(x)u, \quad x(0) = x_0, \quad x(t_f) = x_f \quad (1)$$

### PERFORMANCE INDICES

$$J_1 = (1/2) \int_0^{t_f} (x^T Q x + u^T R u) dt \quad (2)$$

$$J_2 = \int_0^{t_f} (1) dt = t_f \quad |u_i| \leq u_{ib}, \quad i=1 \dots n \quad (3)$$

### NECESSARY CONDITIONS

$$H_1 = (1/2)(x^T Q x + u^T R u) + \lambda^T (f(x) + Bu) \quad (4)$$

$$\dot{\lambda} = -(\partial H_1 / \partial x), \quad \lambda(0) \text{ unknown} \quad (5)$$

$$(\partial H_1 / \partial u) = 0, \quad Ru = -B^T \lambda \quad (6)$$

$$H_2 = 1 + \lambda^T (f(x) + Bu) \quad (7)$$

$$\dot{\lambda} = -(\partial H_2 / \partial x), \quad \lambda(0) \text{ unknown} \quad (8)$$

$$u_i = -u_{ib} \text{ sign}(B^T \lambda), \quad i=1 \dots n \quad (9)$$

### TPBVP

$$\dot{z} = g(z), \quad z = [x, \lambda]^T = [z_1, z_2]^T \quad (10)$$

$z_1(0), z_1(t_f)$  known;

$z_2(0), z_2(t_f)$  unknown.

$z_2(0)$  to be determined.

## QUASILINEARIZATION ALGORITHM

### (A) LINEAR DIFFERENTIAL EQUATION:

$$\text{Nonhomogeneous: } \dot{z} = Az + B, \quad z = [z_1, z_2]^T, \quad (11)$$

$z_1(0), z_1(t_f)$  known,  $z_2(0)$  to be determined

$$\text{Homogeneous: } \dot{z} = Az \quad (12)$$

(a)  $n$  solns. of (12) + 1 particular soln. of (11)

(b)  $n + 1$  particular solns. of (11)

### (B) NONLINEAR CASE:

Linearized equation of (10):

$$\dot{z}^{(k+1)} = (\partial g / \partial z) z^{(k+1)} + h(z^{(k)}) \quad (13)$$

where

$z^{(k)}$  is the  $k^{\text{th}}$  approximate solution  
of the nonlinear equation (10),

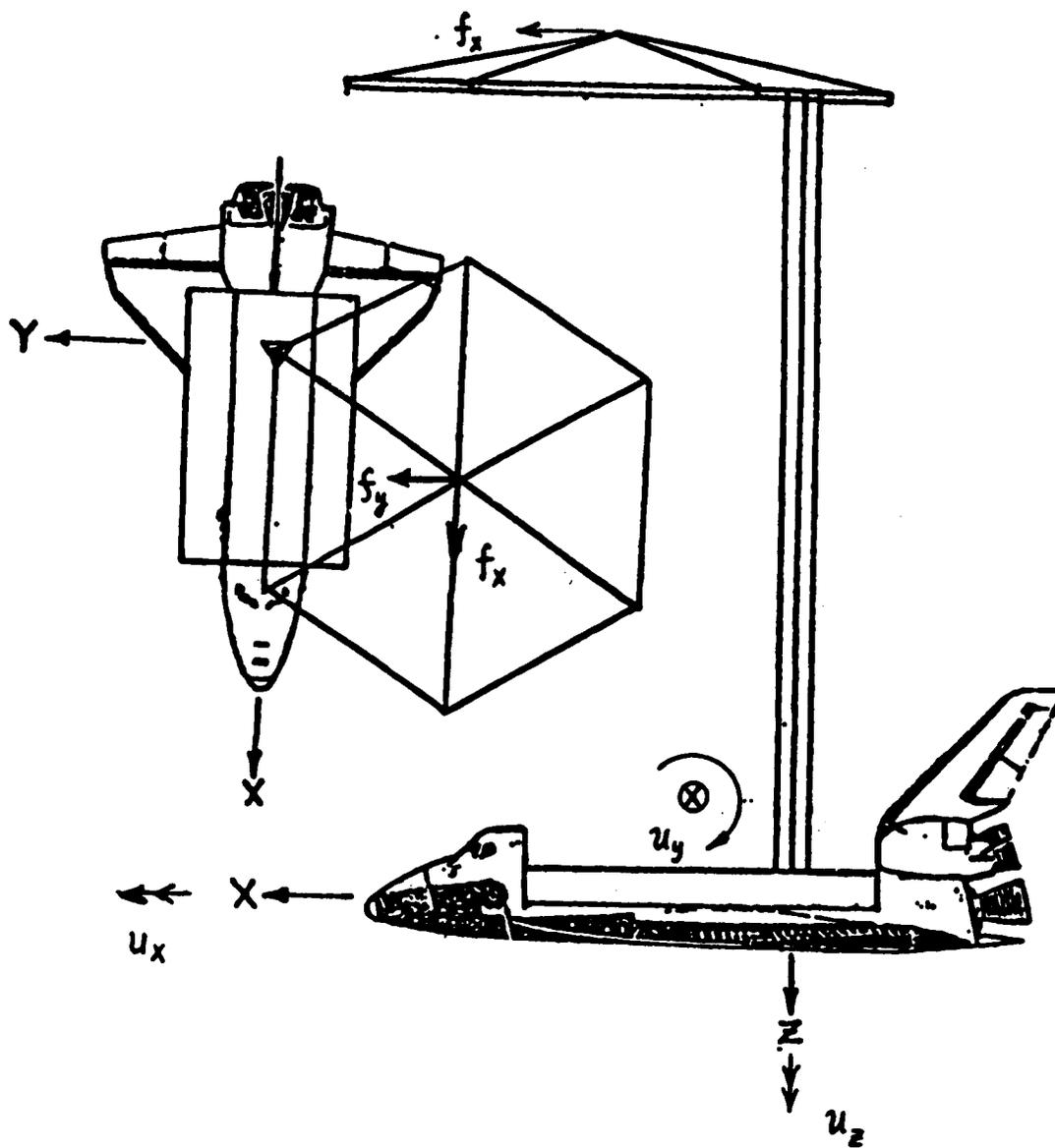
$$z^{(k+1)} = z^{(k)} + \Delta z^{(k)}$$

$$z = [z_1, z_2]^T,$$

$z_1^{(k+1)}(0), z_1^{(k+1)}(t_f)$ , known

$z_2^{(k+1)}(0)$  to be determined

# SPACECRAFT CONTROL LAB EXPERIMENT (SCOLE)



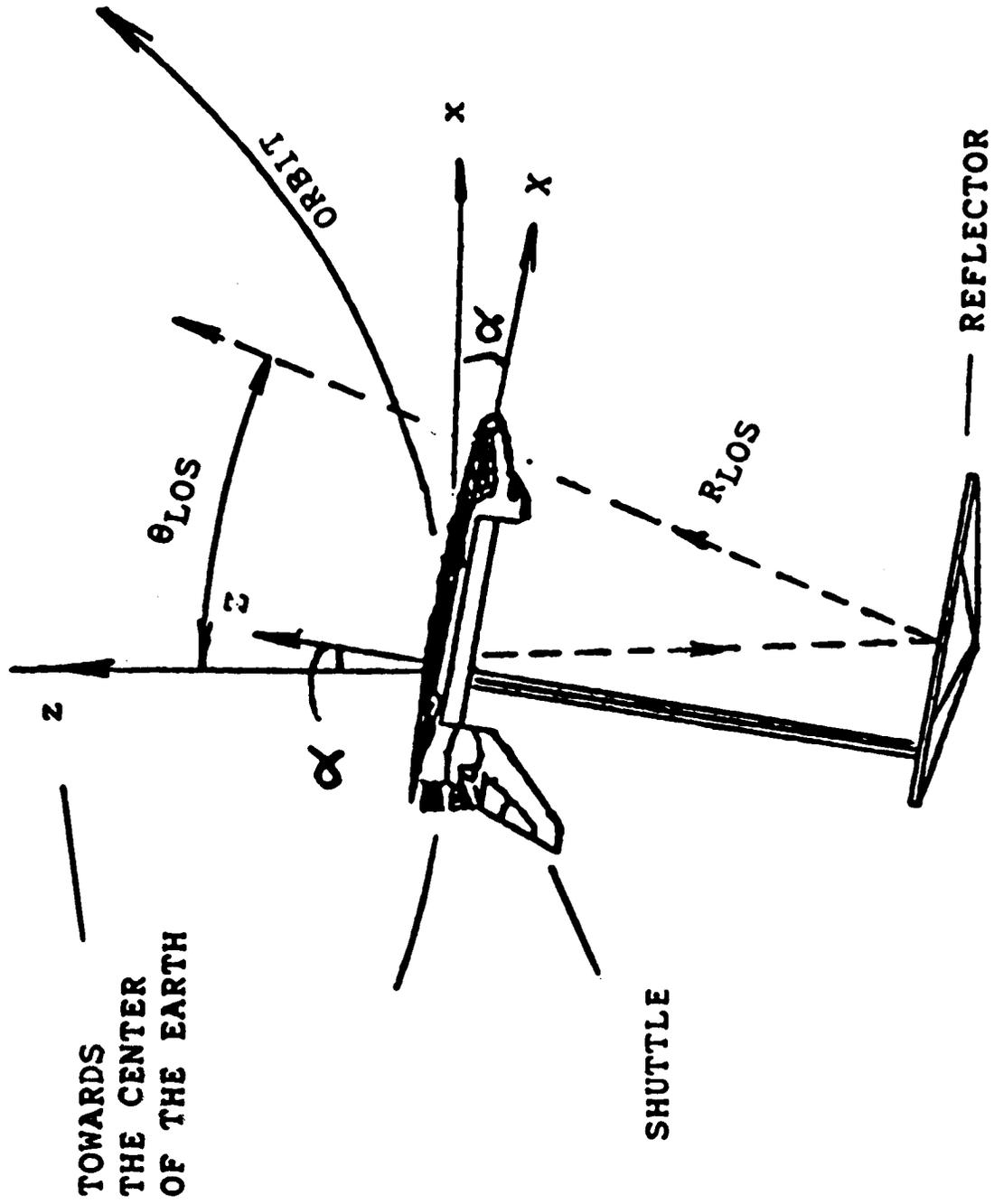
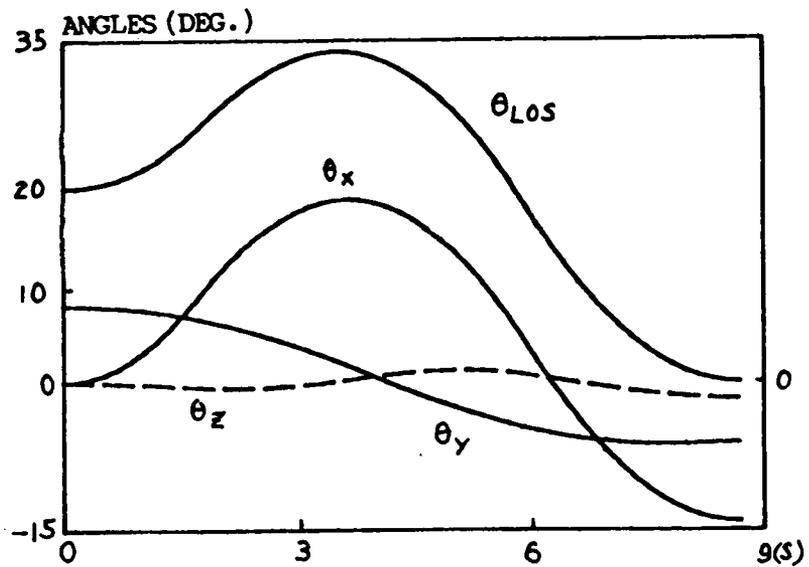
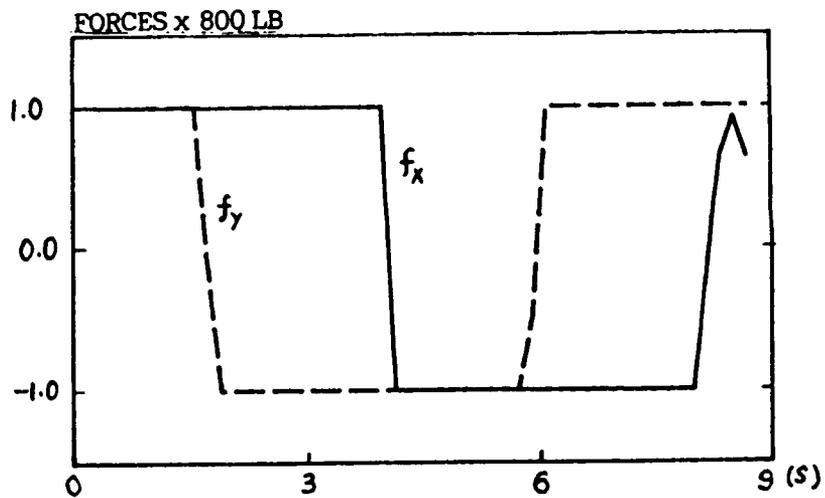
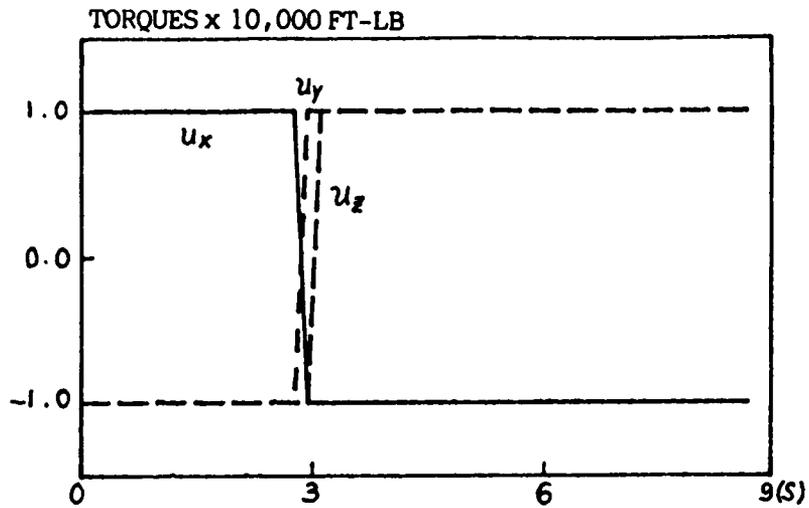


Fig. 1b. Attitude of the SCOLE Showing Antenna Line of Sight



SCALE (rigid) - Example Slewing,  
 $t_f = 8.69434$  (s)

## PLANAR SLEWING OF FLEXIBLE SCOPE

### LINEARIZED EQUATION OF MOTION:

$$\begin{bmatrix} I & \mathbf{m}^T \\ \mathbf{m} & \mathbf{M} \end{bmatrix} \begin{bmatrix} \ddot{\theta} \\ \ddot{\eta} \end{bmatrix} + \begin{bmatrix} \mathbf{0} & \mathbf{Q}^T \\ \mathbf{0} & \mathbf{K} \end{bmatrix} \begin{bmatrix} \theta \\ \eta \end{bmatrix} = \begin{bmatrix} 1 & z_1 & z_2 & L \\ \mathbf{0} & \phi_1 & \phi_2 & \phi_L \end{bmatrix} \begin{bmatrix} u_s \\ u_1 \\ u_2 \\ u_3 \end{bmatrix}$$

where

$\theta$  is the angle of rotation,

$\eta_{n \times 1}$  is the amplitude vector of the flexible modes,

$n$  is the number of mode<sup>s</sup> used,

$I$  is the moment of inertia about the axis of rotation

$\mathbf{m}$ ,  $\mathbf{M}$  are the inertia parameter vector, matrix.

$\mathbf{K}$  is the stiffness matrix,

$\phi(z)$  is the mode shape function vector,

$\phi_i = \phi(z_i)$ ,  $z_i$  is the coordinate along  $z$  axis,

$L$  is the length of the beam,

$u_s$  is the control torque on the Shuttle,

$u_i$  are the control actuators on the beam and the reflector.

## STATE EQUATIONS

$$\dot{s} = As + Bu$$

$$s = \begin{bmatrix} s_1 \\ s_2 \end{bmatrix}, \quad s_1 = \begin{bmatrix} \theta \\ \eta \end{bmatrix}, \quad s_2 = \begin{bmatrix} \dot{\theta} \\ \dot{\eta} \end{bmatrix}$$

## BOUNDARY CONDITIONS FOR s

$$s(0) = \begin{bmatrix} \theta_f \\ \underline{0} \\ \underline{0} \\ \underline{0} \\ \underline{0} \end{bmatrix}, \quad s(t_f) = \begin{bmatrix} 0 \\ \underline{0} \\ \underline{0} \\ 0 \\ \underline{0} \end{bmatrix}_{2(n+1) \times 1}$$

where  $n$  is the number of mode shapes used.

## PERFORMANCE INDEX

$$J = (1/2) \int_0^{t_f} (x^T Q x + u^T R u) dt, \quad x = s$$

## TPBVP

$$\dot{z} = Cz, \quad z = [s, \lambda]^T = [z_1, z_2]^T$$

$\lambda$  is the costate vector,

$z_1(0), z_1(t_f)$  known;

$z_2(0)$  to be determined.

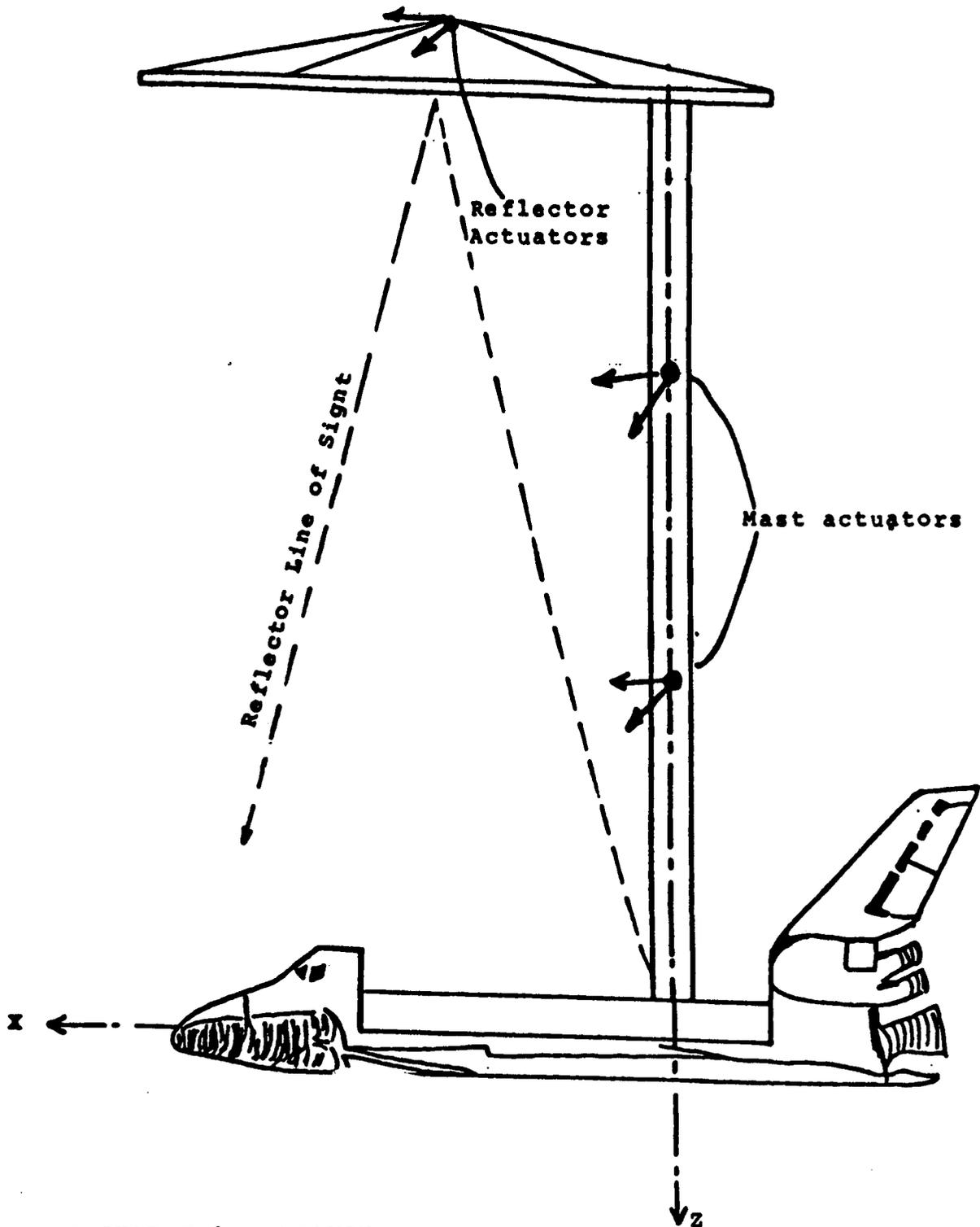


FIGURE I.1: DRAWING OF THE SCOLE CONFIGURATION

## NUMERICAL RESULTS

### (A) SLEWING ABOUT X-AXIS (ROLL)

Only  $\eta_1$  (first mode shape) is used.

$$\theta_f = 20 \text{ (deg)}, \quad t_f = 40 \text{ (s)}$$

$$J = \frac{1}{2} \int_0^{t_f} (s^T Q s + u^T R u) dt, \quad s = [\theta, \eta_1, \dot{\theta}, \dot{\eta}_1]^T$$

$$R = \begin{bmatrix} 1 & & & \\ & 1 & & \\ & & 1 & \\ & & & 1 \end{bmatrix}$$

CASE 1:  $u_1$  is used,

$$Q_1 = \begin{bmatrix} 0 & & & \\ & 0 & & \\ & & 0 & \\ & & & 0 \end{bmatrix}$$

CASE 2:  $u_1$  is used

$$Q_2 = \begin{bmatrix} 0 & & & \\ & 0.001 & & \\ & & 0 & \\ & & & 0 \end{bmatrix}$$

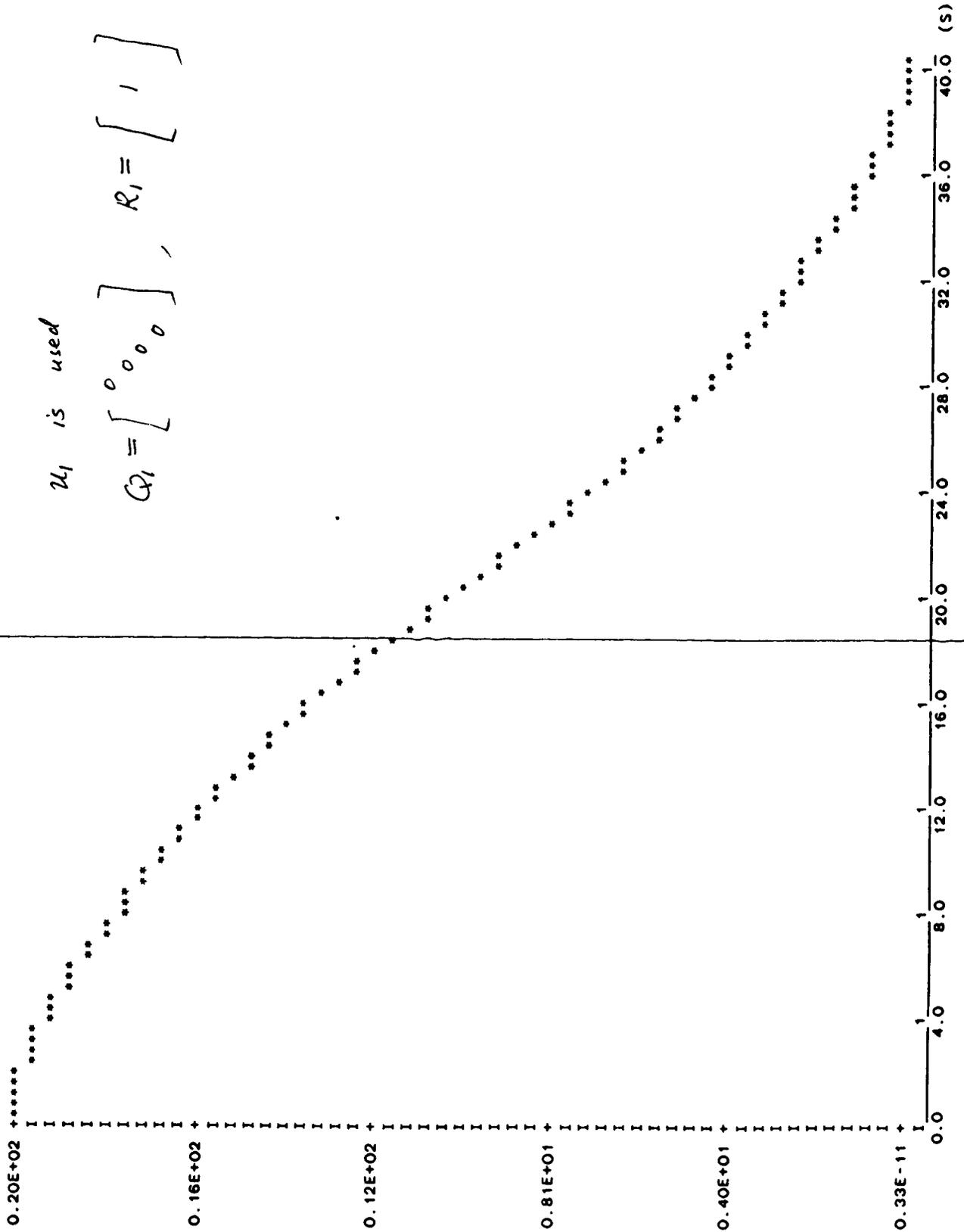
CASE 3:  $u_1, u_2$  are used

$$Q_3 = \begin{bmatrix} 0 & & & \\ & 0.01 & & \\ & & 0.01 & \\ & & & 0.01 \end{bmatrix}$$

CASE 3:  $u_1, u_3$  are used

$$Q_4 = \begin{bmatrix} 0 & & & \\ & 0.01 & & \\ & & 0.01 & \\ & & & 0.01 \end{bmatrix}$$

CETA- (DEG)



$u_1$  is used

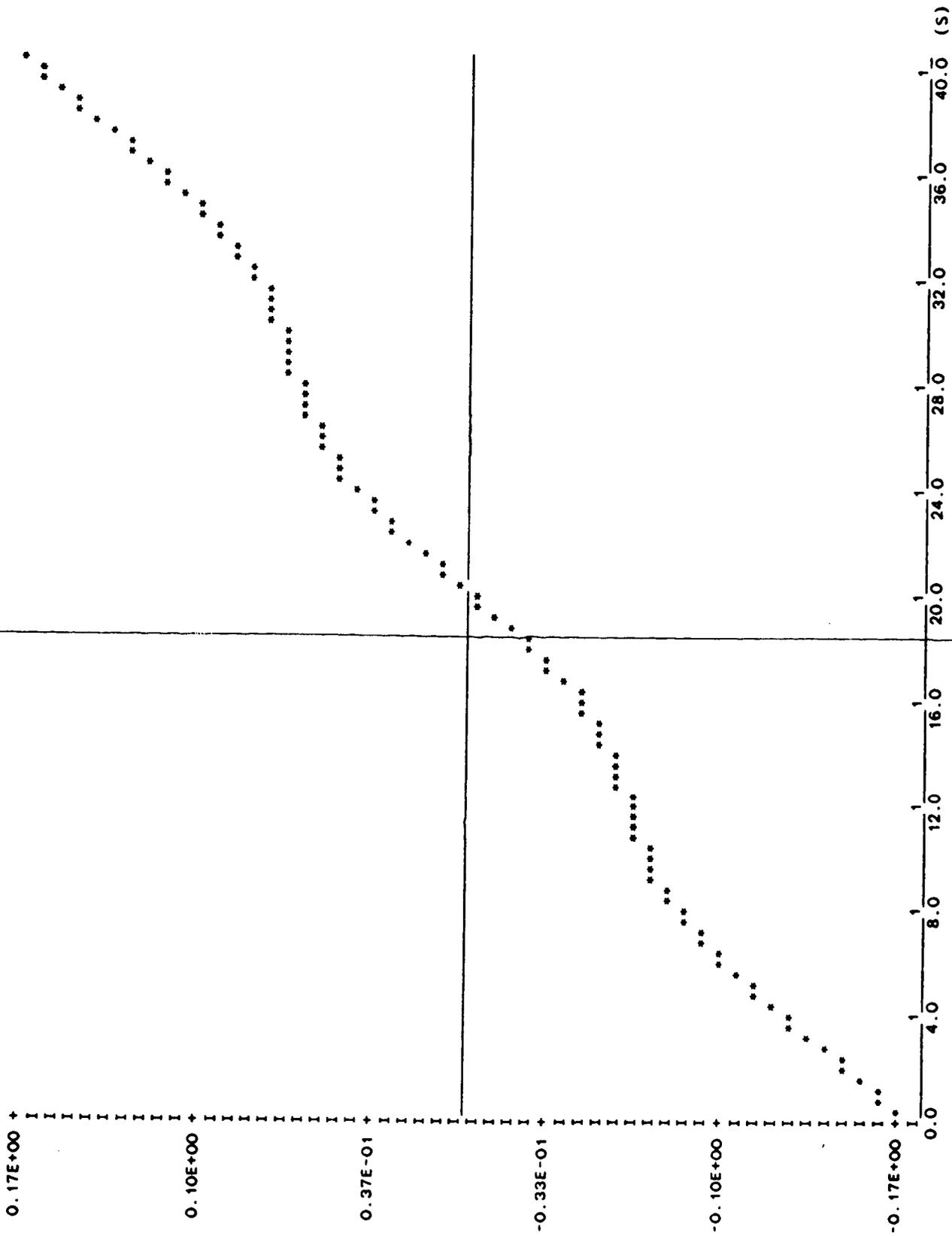
$$R_1 = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}, R_1 = \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}$$

CASE: U1

CONTROLS USED



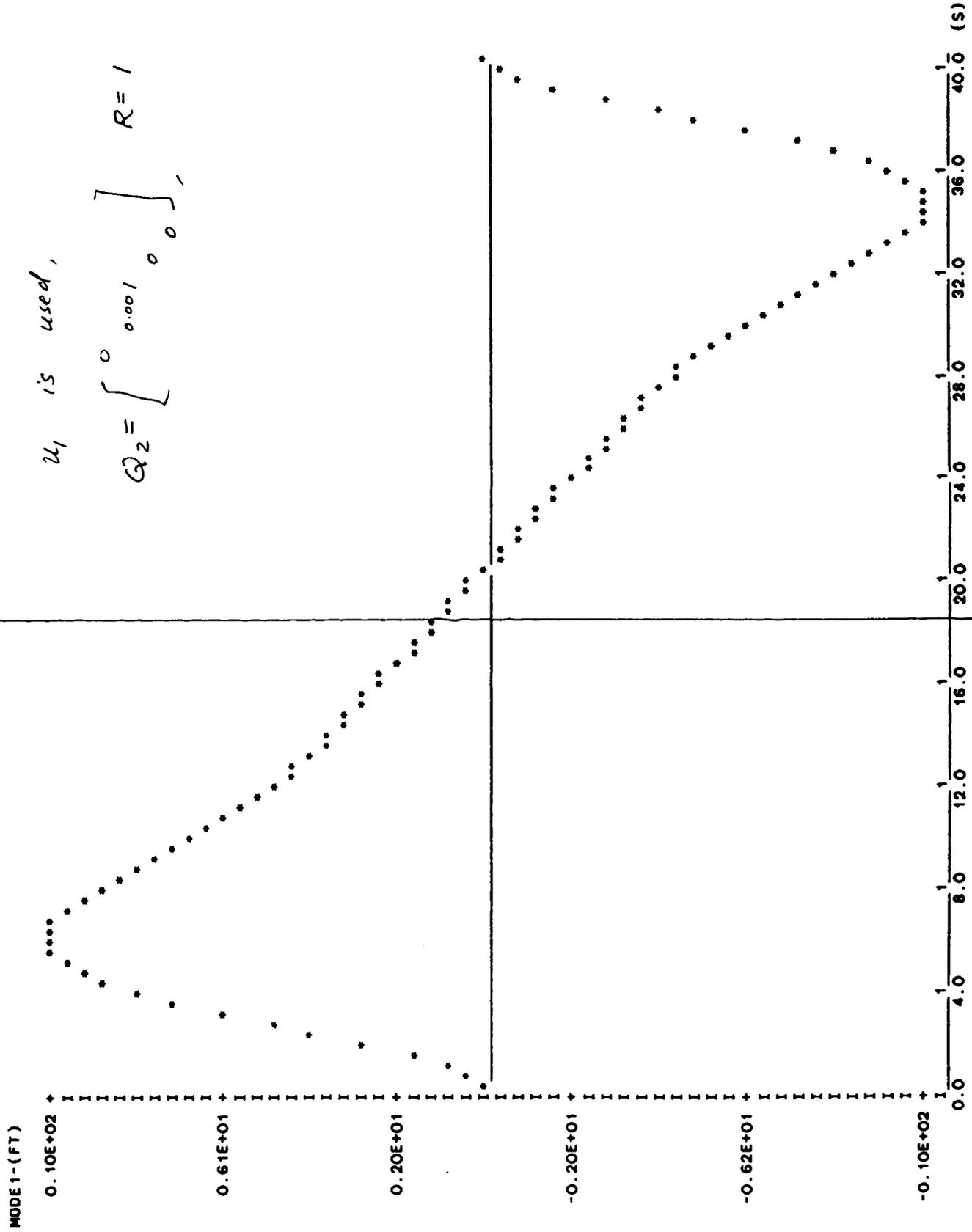
U1-X10000(FT-LB)



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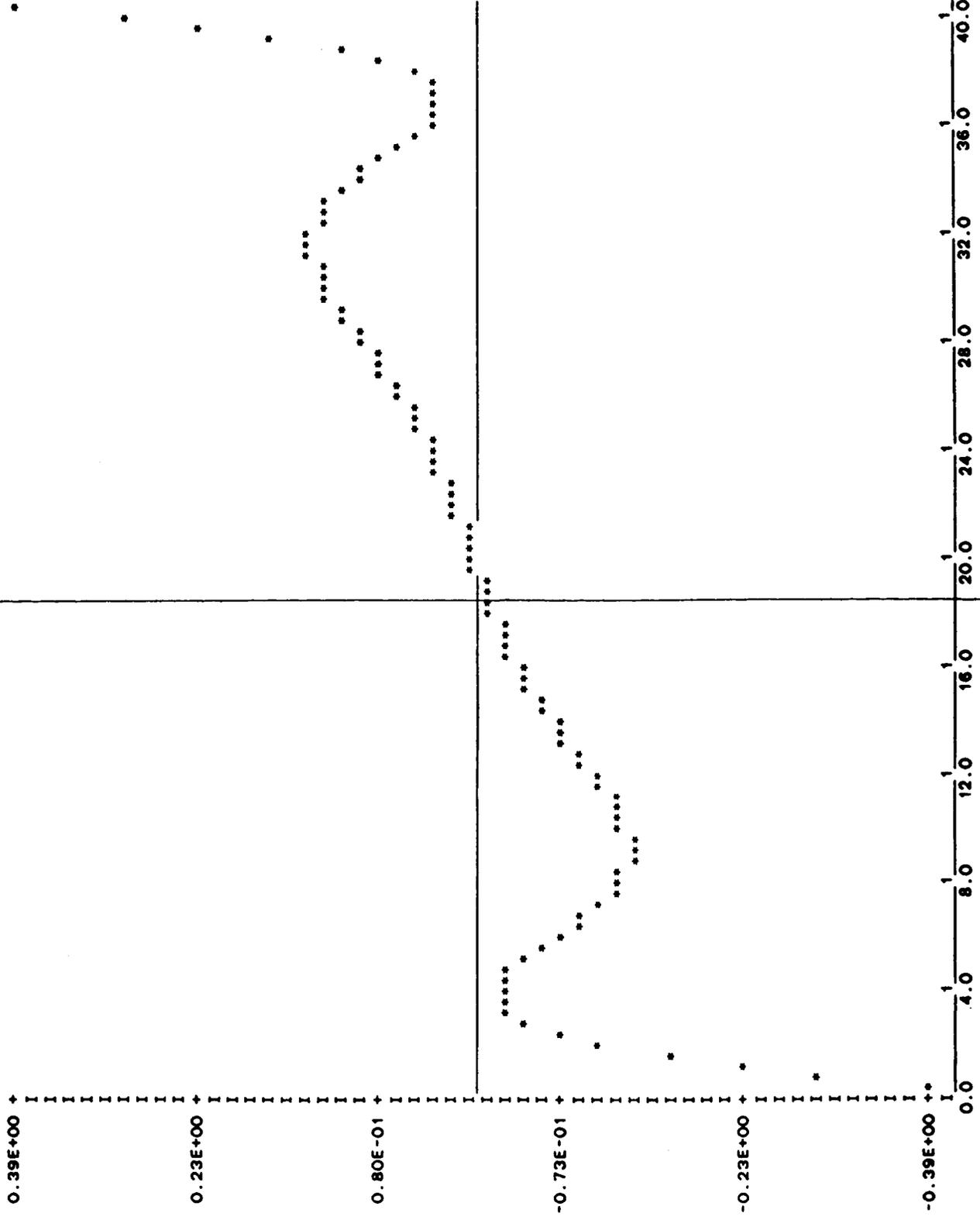
CASE: U=( 1 0 0 0 ), Q=( 0.000 0.000 0.000 0.000 )

$u_1$  is used,  
 $Q_2 = \begin{bmatrix} 0 & 0.001 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}, R=1$



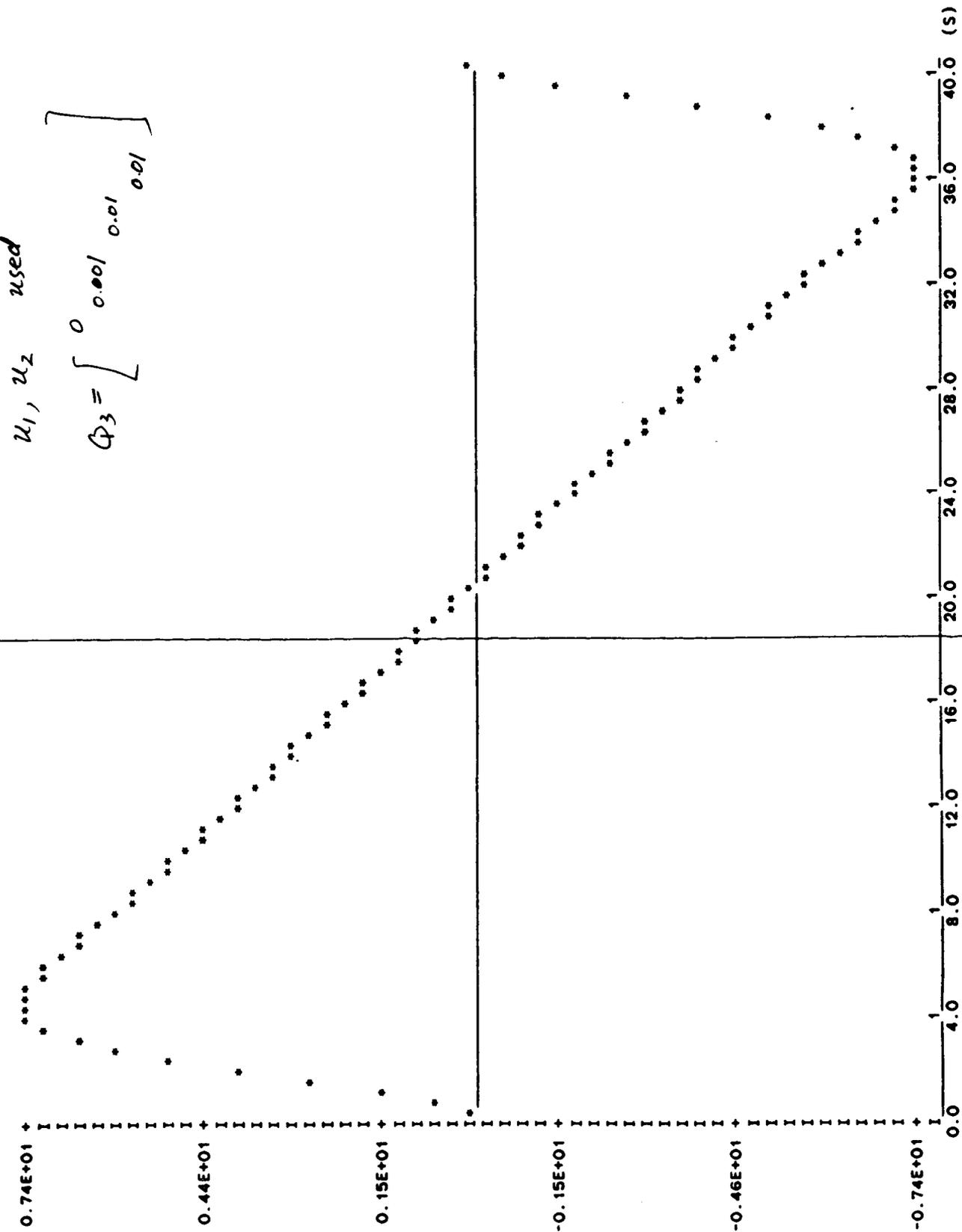
CASE: U=( 1 0 0 0 ), Q=( 0.000 0.001 0.000 0.000 )

U1 - X10000(FT-LB)



CASE: U=( 1 0 0 0 ), Q=( 0.000 0.001 0.000 0.000 )

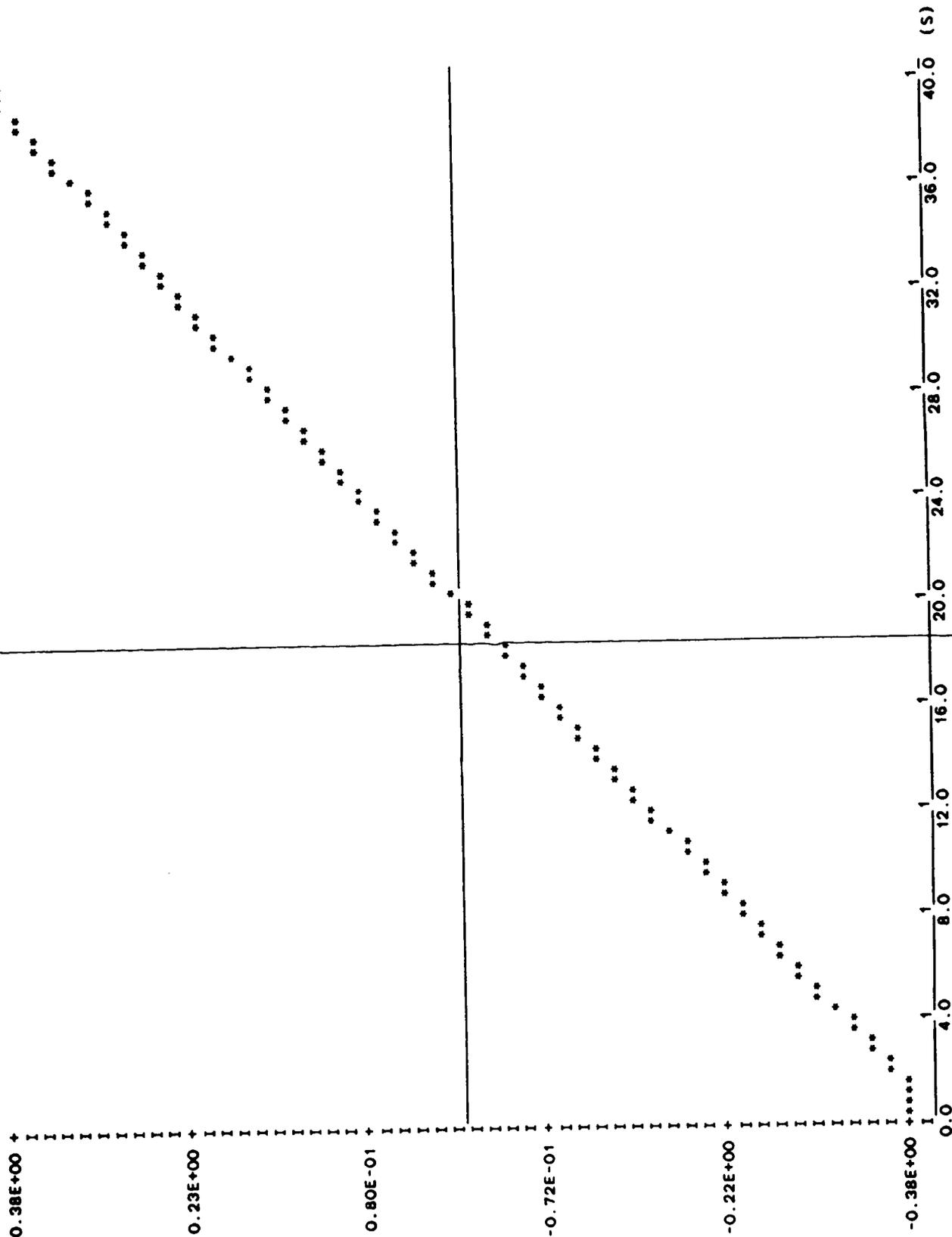
MODE1-(FT)



CASE: U=( 1 2 0 0 ), Q=( 0.000 0.010 0.010 0.010 )



U2 - X 10(LB)



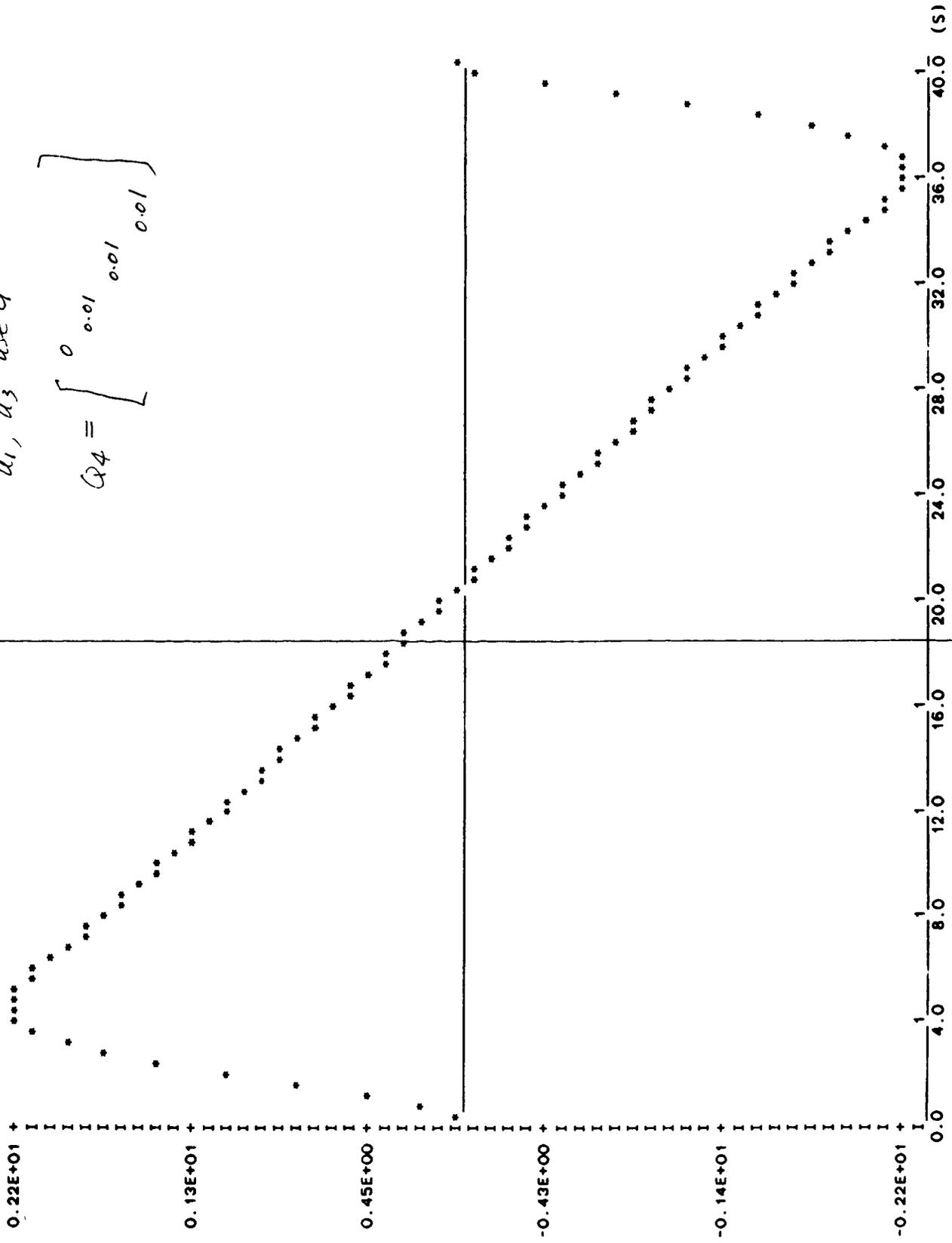
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CASE: U=( 1 2 0 0 ), Q=( 0.000 0.010 0.010 0.010 )

MODE1-(FT)

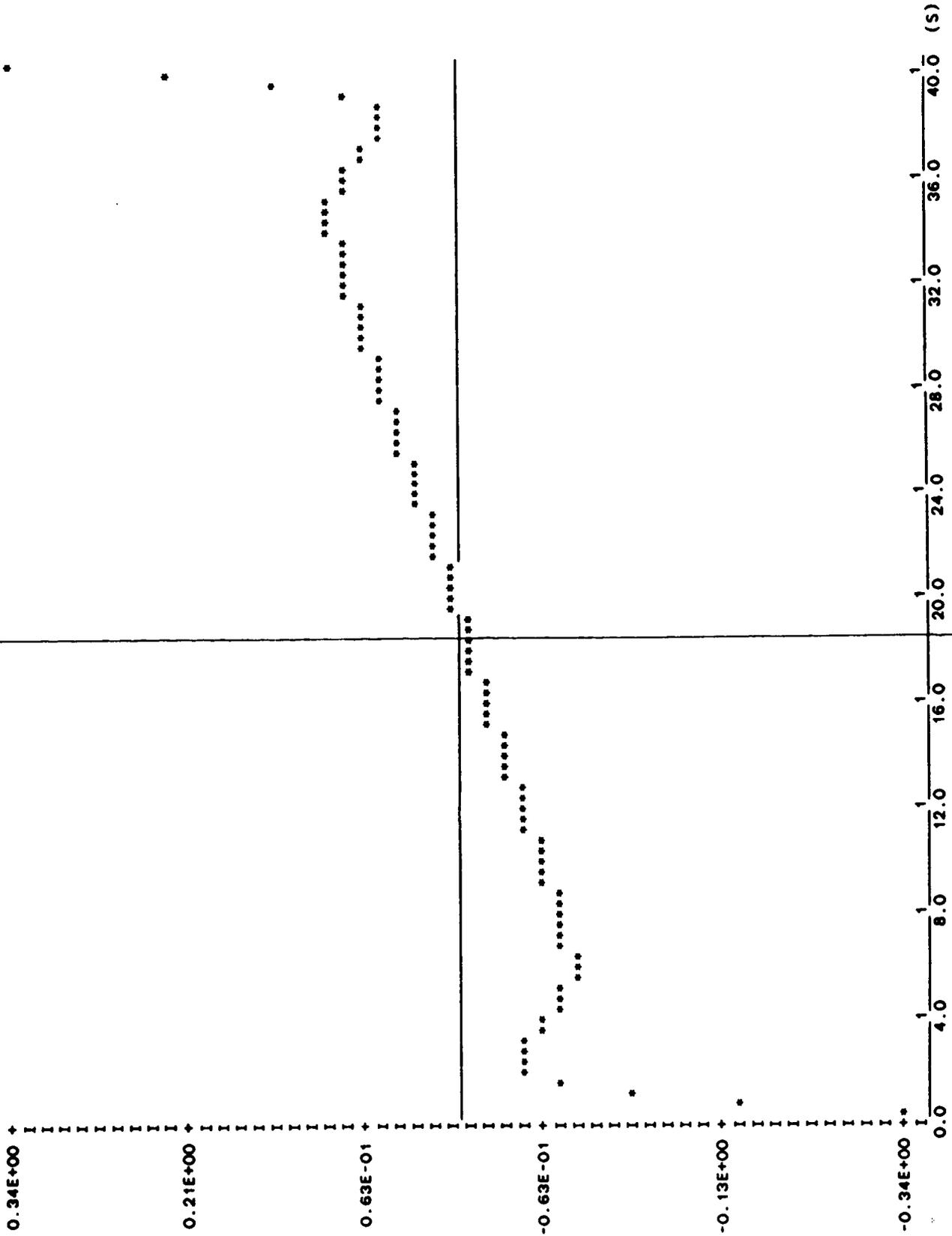
*u1, u3 used*

$$Q4 = \begin{bmatrix} 0 & 0.01 & 0.01 \\ 0.01 & 0.01 & 0.01 \end{bmatrix}$$

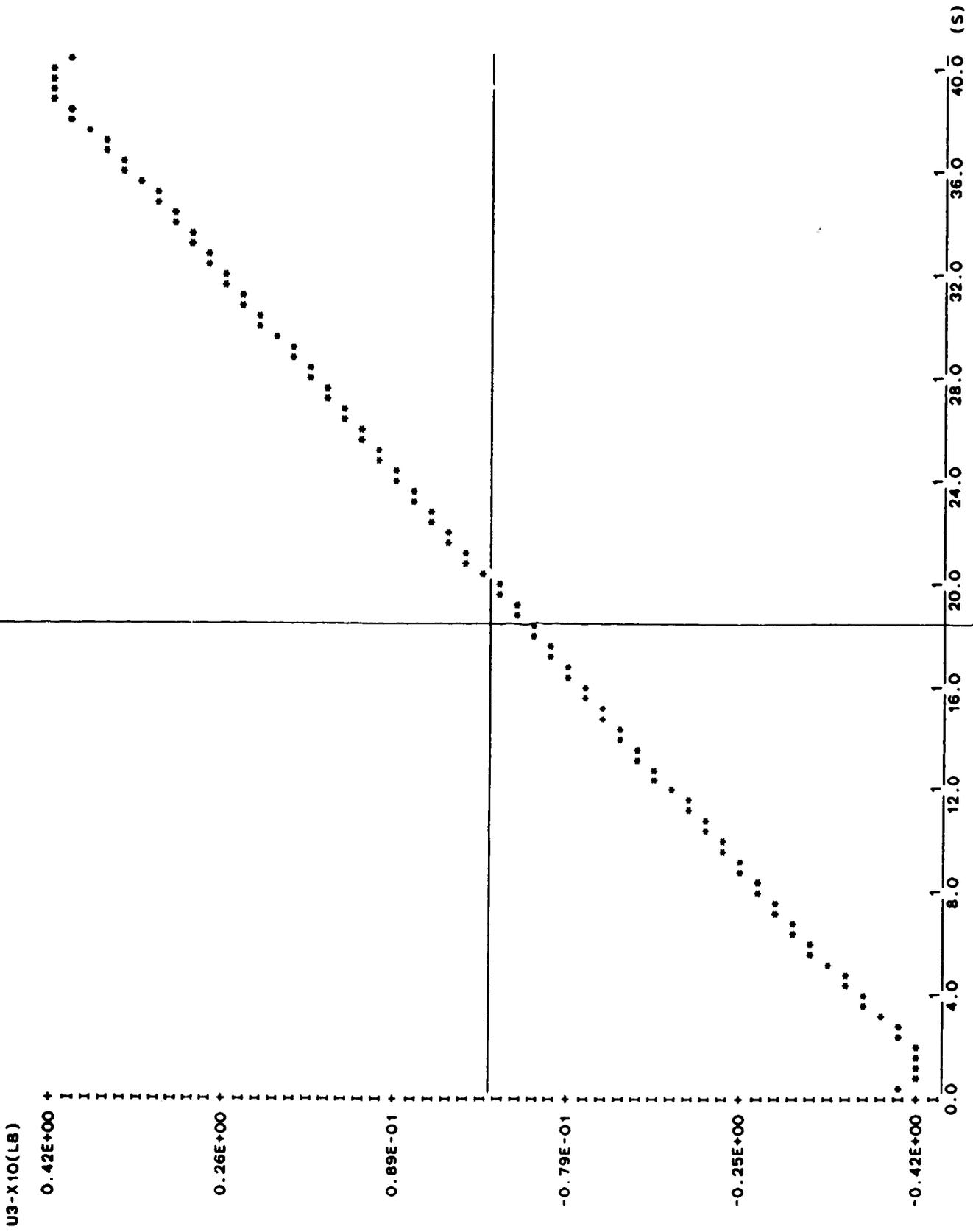


CASE: U=( 1 0 3 0 ), Q=( 0.000 0.010 0.010 0.010 )

U1-X10000(FT-LB)



CASE: U=( 1 0 3 0 ), Q=( 0.000 0.010 0.010 0.010 )



CASE: U=( 1 0 3 0 ), Q=( 0.000 0.010 0.010 0.010 )

## CONCLUDING REMARKS

- 1) Solution has been obtained for nonlinear rigid spacecraft attitude maneuver (including the rigidized SCOLE).**
- 2) Use of the Maximum Principle can make the states satisfy the boundary conditions very well.**
- 3) Due the fact that the costates must be used in the method, the dimension of equations of the system is doubled, and higher computational ability is needed in this method.**
- 4) Further work on more complicated models (nonlinear differential equation) is needed.**
- 5) Need to consider different cost functions and perform parametric studies.**