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Lyapunov control for attitude maneuvers with restricted areas



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Introduction

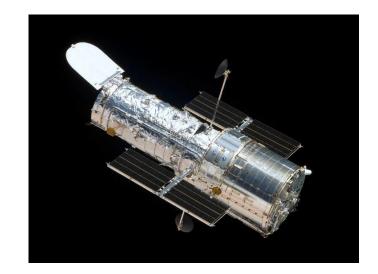
We want to change satellite attitude

Restrictions:

- Camera cannot be aimed at bright objects
- Solar panels are directed to the Sun

Possible approaches:

- Optimal control
 - 🗸 Fast
 - Complicated for on-board computation
- Direct Lyapunov method
 - ✓ Rather simple control expressions
 - Asymptotic stability (robust)
 - × Not time optimal

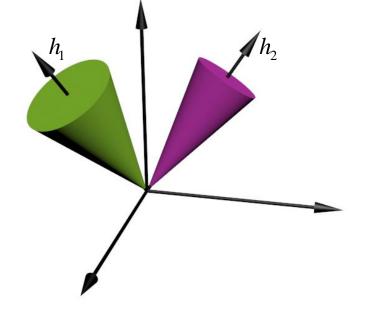




Problem statement

What do we know?

- Satellite parameters
- Restricted areas (fixed in Inertial Frame cones)
- Camera axis
- Initial and desired attitude
- Initial and desired angular velocity equal to zero



What do we want?

- Perform slew maneuver
- Avoid restricted cones



Lyapunov-based control

- Simple control expressions
- Ensures asymptotic stability of the reference motion
- Robust

Main idea:

- Positive definite function (Lyapunov function)
- Control ensures Barbashin-Krasovsky-LaSalle principle satisfaction



Examples

Single-axis attitude control

Function:

$$V_{0} = \frac{1}{2} \left(\boldsymbol{\omega}_{rel}, \mathbf{J} \boldsymbol{\omega}_{rel} \right) + k_{a} \left(1 - \left(\mathbf{D} \mathbf{n}_{ref}, \mathbf{n} \right) \right)$$
$$\boldsymbol{\omega}_{rel} = \boldsymbol{\omega}_{abs} - \mathbf{D} \left(\mathbf{n}_{ref} \times \dot{\mathbf{n}}_{ref} + \Omega \mathbf{n}_{ref} \right) = \boldsymbol{\omega}_{abs} - \mathbf{D} \boldsymbol{\omega}_{ref}$$

Control:

$$\mathbf{M}_{ctrl} = -k_{\omega}\boldsymbol{\omega}_{rel} - k_{a}\mathbf{D}\mathbf{n}_{ref} \times \mathbf{n} + \boldsymbol{\omega}_{abs} \times \mathbf{J}\boldsymbol{\omega}_{abs} - \mathbf{J}\boldsymbol{\omega}_{abs} \times \mathbf{D}\boldsymbol{\omega}_{ref} + \mathbf{J}\mathbf{D}\dot{\boldsymbol{\omega}}_{ref} - \mathbf{M}_{ext}$$

Three-axis attitude control

Function:

$$V_{0} = \frac{1}{2} (\boldsymbol{\omega}_{rel}, \mathbf{J}\boldsymbol{\omega}_{rel}) + k_{q} (1 - q_{0})$$
$$\boldsymbol{\omega}_{rel} = \boldsymbol{\omega}_{abs} - \mathbf{A}\boldsymbol{\omega}_{ref}$$

Control:

$$\mathbf{M}_{ctrl} = -\mathbf{M}_{ext} + \mathbf{\omega}_{abs} \times \mathbf{J}\mathbf{\omega}_{abs} + \mathbf{J}\mathbf{A}\dot{\mathbf{\omega}}_{ref} - \mathbf{J}[\mathbf{\omega}_{rel}]_{\times} \mathbf{A}\mathbf{\omega}_{ref} - k_q \mathbf{q} - k_{\omega}\mathbf{\omega}_{rel}$$

 $(q_0, \mathbf{q}), \mathbf{A}$ – quaternion and DCM from Reference to Body Frame \mathbf{D} – DCM from Inertial Frame to Body Frame $\boldsymbol{\omega}_{abs}, \boldsymbol{\omega}_{rel}, \boldsymbol{\omega}_{ref}$ – absolute, relative and reference angular velocity



Principal Idea

- We will use single axis attitude control
- It does not include restriction avoidance
- Modify Lyapunov function, so in restricted area it is very large
- Control ensures that Lyapunov function always decreases, hence we will never enter restricted areas
- Similar to the potential barrier introduction



Modification of Lyapunov Function

We will use this modification

$$V = \frac{1}{2} \begin{pmatrix} \boldsymbol{\omega}_{rel}, \mathbf{J}\boldsymbol{\omega}_{rel} \end{pmatrix} + k_a \left(1 - (\mathbf{D}\mathbf{n}_{ref}, \mathbf{n}) \right) f$$

$$f = 1 + \sum_{k=1}^n f_i, \quad f_i = \begin{cases} H_i & \lambda_i < 0\\ H_i \left(-3\lambda_i^2 + 2\lambda_i^3 + 1 \right) & 0 \le \lambda_i \le 1, \quad \lambda_i = \frac{\operatorname{acos}\left(\mathbf{n}, \mathbf{h}_i\right) - a_i}{b_i - a_i} \\ 0 & 1 < \lambda_i \end{cases}$$

- Additional control will affect the motion only near restricted areas
- *f* is cubic Hermit spline, continuously differentiable
- Depend only on angle λ_i between cone axis \mathbf{h}_i and camera axis \mathbf{n}
- a_i, b_i, H_i correspond to the size and "height" of the cone

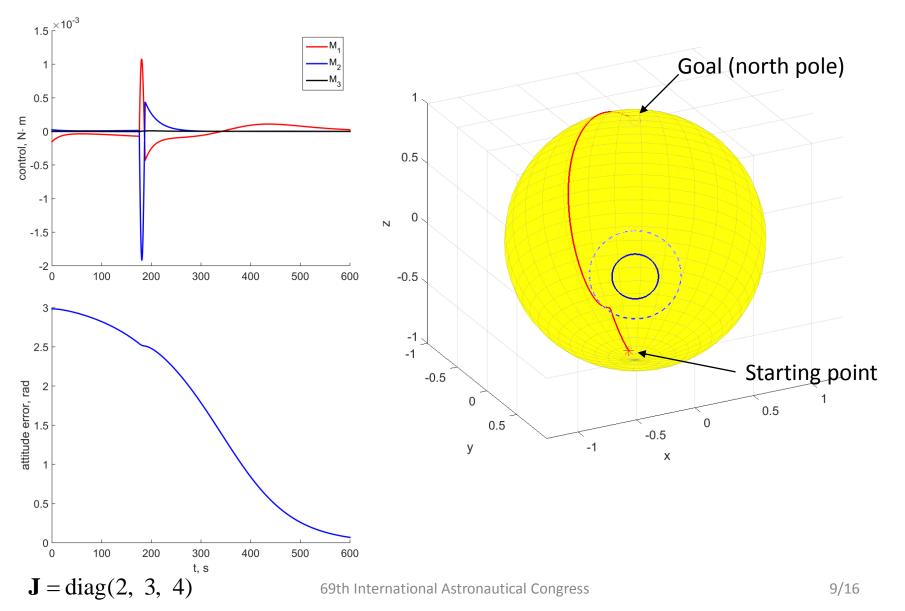


Attitude control

- Reference motion is inertial stabilization, $\omega_{rel} = \omega_{abs}$
- Take time derivative of V and ensure satisfaction of B.-K.-L. theorem
- Expression for the control torque

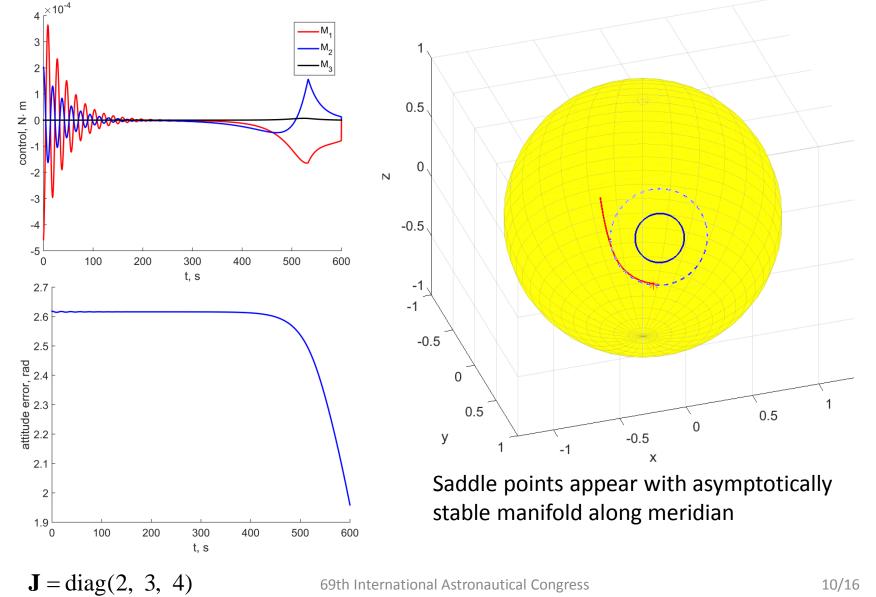
Simulation results







Pecularities





Saddle point avoidance

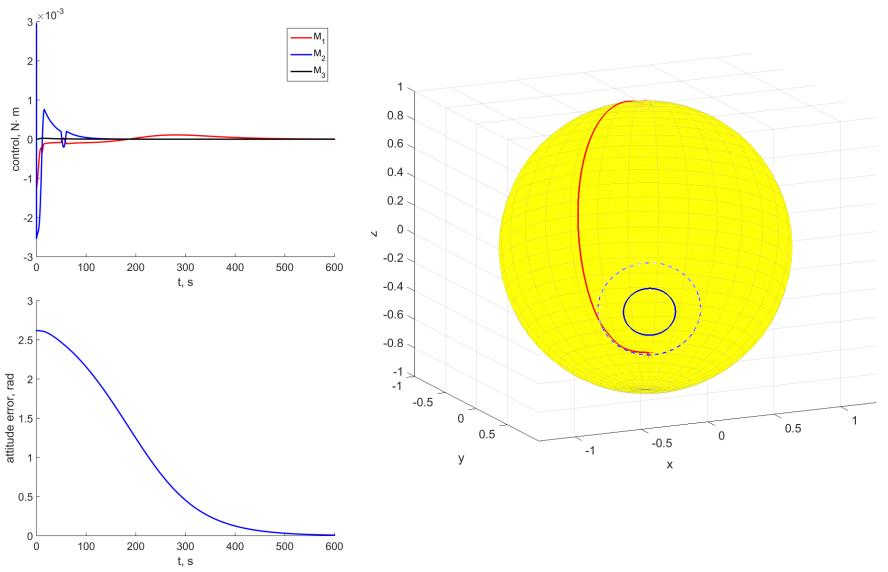
- Saddle point might greatly affect convergence time
- We will add disturbance in the vicinity of saddle point
- Principal idea is to increase angular velocity along the lattitude
- Disturbance torque (s is unit vector to a saddle point on a sphere):

$$\mathbf{M}_{dist} = \operatorname{sign}\left(\left(\boldsymbol{\omega}_{abs}, \mathbf{n}_{ref} \times \mathbf{n}\right)\right) \mathbf{J} \frac{\mathbf{n}_{ref} - \mathbf{n}\left(\mathbf{n}_{ref}, \mathbf{n}\right)}{\left|\mathbf{n}_{ref} - \mathbf{n}\left(\mathbf{n}_{ref}, \mathbf{n}\right)\right|} g,$$

$$g = \begin{cases} G\left(2\mu^3 - 3\mu^2 + 1\right) & \mu \le 1\\ 0 & \mu > 1 \end{cases}, \quad \mu = \frac{\operatorname{acos}(\mathbf{n}, \mathbf{s})}{d} \end{cases}$$

Saddle point avoidance



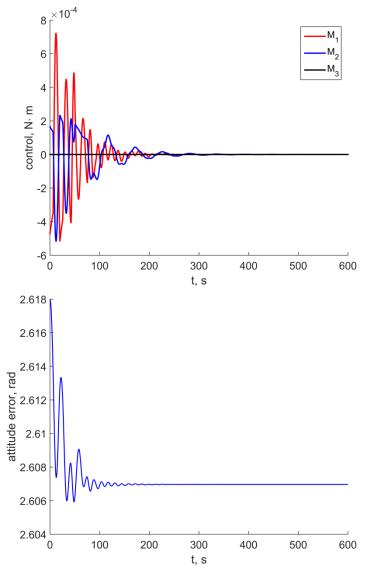


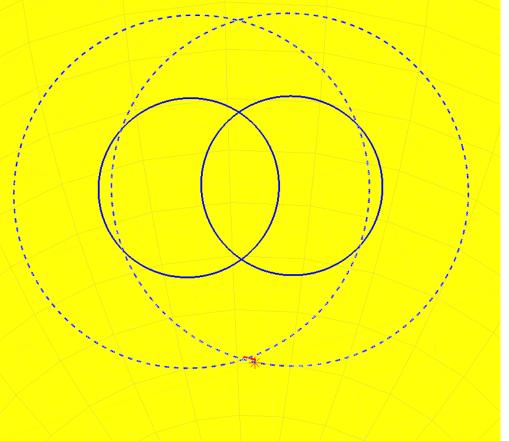
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Several keep-out cones







When two cones intersect new asymptotically stable equilibrium might appear



Avoidance of as. stable equilibriums

- We cannot apply suggested control in case of two intersected cones
- It is necessary to "cover" intersected cones by something else
- We suggest to use ellipses: it is the locus of points for which the following is satisfied:

$$|\mathbf{P}| = 1$$
, $\operatorname{acos}(\mathbf{P}, \mathbf{F}_1) + \operatorname{acos}(\mathbf{P}, \mathbf{F}_2) = L$

 $\mathbf{F}_1, \mathbf{F}_2$ are the ellipse focuses

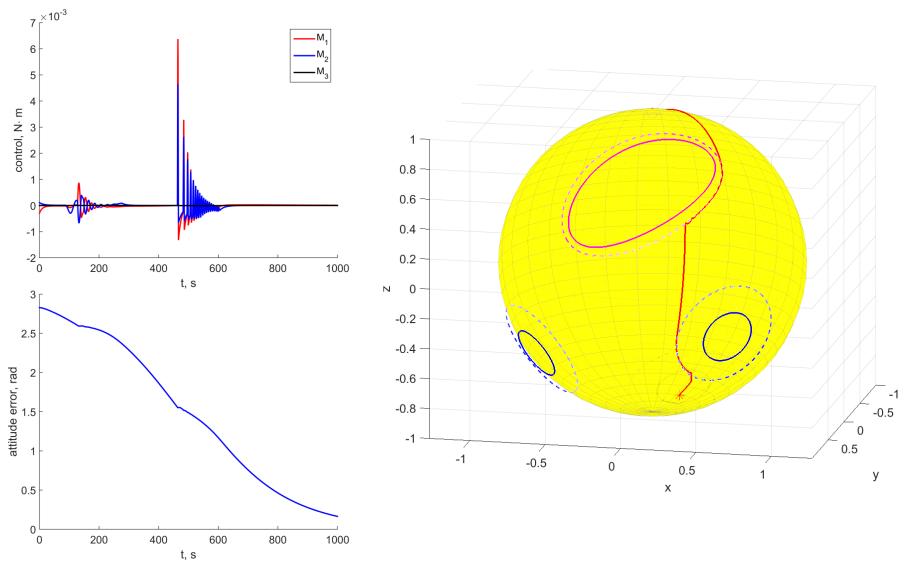
Control torque

$$\mathbf{M}_{ctrl} = -M_{ext} - k_{\omega} \mathbf{\omega}_{abs} + \mathbf{\omega}_{abs} \times \mathbf{J} \mathbf{\omega}_{abs} - k_{a} \left[\mathbf{n}_{ref} \times \mathbf{n} \right] + k_{a} \left(1 - \left(\mathbf{n}_{ref}, \mathbf{n} \right) \right) \sum_{i=1}^{n} \frac{H_{i} \left(6V_{i}^{2} - 6V_{i} \right)}{B_{i} - A_{i}} \left(\frac{\mathbf{n} \times \mathbf{F}_{1}^{i}}{\sqrt{1 - \left(\mathbf{n}, \mathbf{F}_{1}^{i} \right)^{2}}} + \frac{\mathbf{n} \times \mathbf{F}_{2}^{i}}{\sqrt{1 - \left(\mathbf{n}, \mathbf{F}_{2}^{i} \right)^{2}}} \right) - k_{a} \left[\mathbf{n}_{ref} \times \mathbf{n} \right] (f - 1)$$

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Simulation in general case



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Conclusion

- The attitude control algorithm that takes into account keep-out cones is suggested
- Several cases when this approach might fail or give unsatisfying results are considered, and solution for them is suggested
- Control torques are find analytically, they can be easily calculated onboard
- Control law can be used in two ways: "as is" during the mission, or as a tool of reference motion construction

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