



An Open-Source Simulation Tool for Study and Design of Spacecraft Attitude Control Systems

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Feb 2, 2018

Three Audiences for This Talk?

- The User
 - "How do I solve today's problem, today?"
- The Developer
 - "What does a sim look like on the inside?"
- The Modeler
 - "Okay, fine, but what can it *do*?"

42 from the User's Perspective

The User Experience

- 42 is a command-line program
- Setup performed with plain text input files
 - Simulation parameters and settings
 - Spacecraft, orbit parameters and initial conditions
- Runs with or without graphics
 - Graphics adds situational awareness
 - Sim runs faster without graphics
- Plain-text output files produced for post-run analysis
- Graphics frames may be captured
 - Stitched together into movies using other software (eg. ffmpeg)

Rapid Prototyping

- Some studies may be conducted without any C coding
- Simple attitude command profiles may be specified in `Inp_Cmd.txt`
- "Prototype" control law follows that profile
- Sufficient for many concept studies
 - Evaluate instrument fields of regard
 - Size wheels, magnetic torquers for environment

In-Depth Studies

- More in-depth studies will require C coding
 - Write your own control laws, "flight software"
 - Some examples provided as a jumping-off point
 - Add custom sensor and actuator models
 - Add output to files to support your analysis needs

Matlab + 42 = Monte Carlo

- 42 can be called from within Matlab using the `system` command
- Use Matlab as the MC executive
 - Generate initial conditions, parameters
 - Write to 42's input files
 - Run 42
 - Process and save data
 - Repeat
- Use 42 as the high-speed, high-fidelity component

Matlab/42 Example

```
for Irun=1:Nrun,

    % Compute initial attitude
    CRN = TRIAD(tvn(Irun,:),svn,[0 0 1],[1 0 0]);
    qrn = C2Q(CRN);

    % Write target to file
    Outdata = [TrgRA(Irun) TrgDec(Irun)];
    save -ascii ./MOMBIAS/TargetRaDec.inp Outdata

    % Write initial attitude to file
    line = sprintf('%f %f %f %f ! Quaternion\n', qrn(1),qrn(2),qrn(3),qrn(4));
    OverwriteLineInFile('./MOMBIAS/GLAST.inp',21,line);

    % Run 42 for three days.
    system('./42 MOMBIAS');

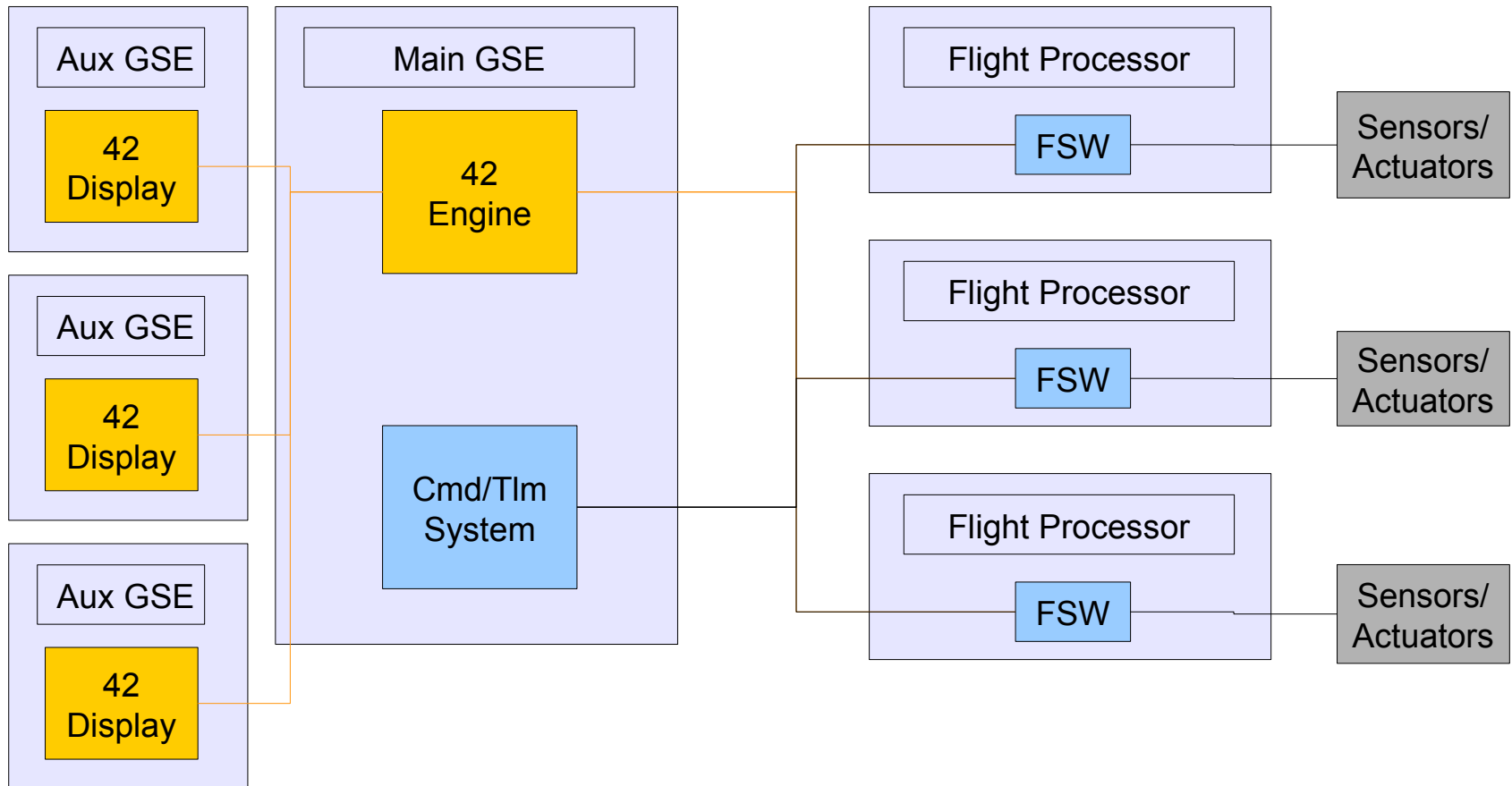
    % Record pointing histogram.
    load ./MOMBIAS/AngleToGo.42
    [HistCount(Irun,:),HistAng(Irun,:)] = hist(AngleToGo,20);

end
```

Flight Software Testing to Operations

- Eventually, the control laws become flight software, running outside 42 on some other computer
- 42 can communicate over sockets
 - Sim "engine" <-> Flight software
 - Sim "engine" -> Sim "display"
- Splitting engine and display enables multiple displays
- For operations support, displays may be driven by flight telemetry instead of engine

Example: Hardware-in-the-Loop Sim with Multiple Spacecraft



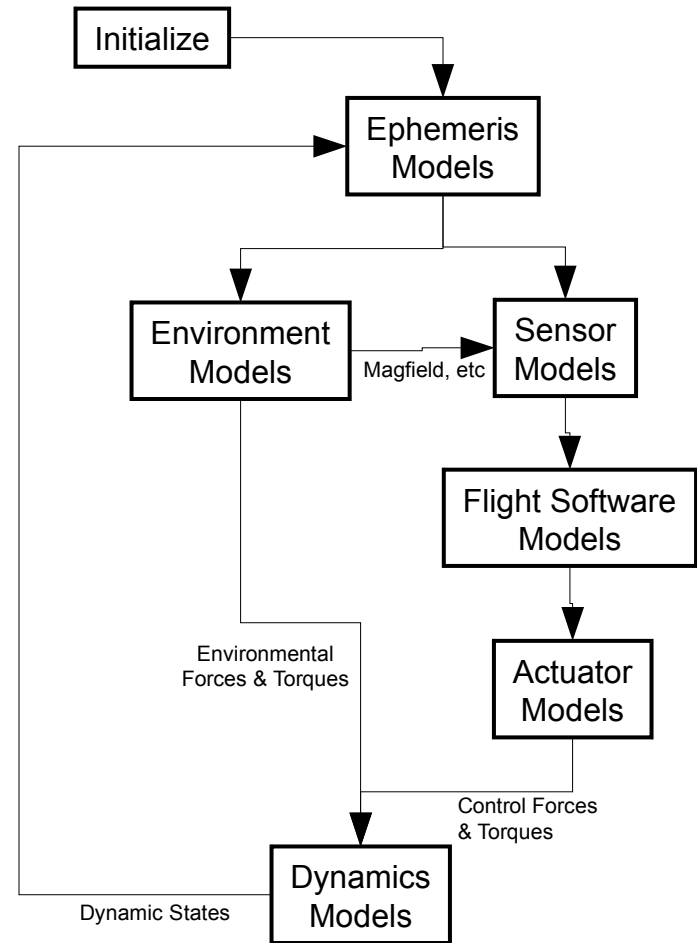
Will It Run On My Computer?

- Most likely
- 42 is open-source, available for download from [Sourceforge.net/projects/fortytwospacecraftsimulation](https://sourceforge.net/projects/fortytwospacecraftsimulation)
- For MacOS and linux, installation is very easy
 - Unzip archive
 - Put 42 folder wherever you want it
 - Edit Makefile to make sure it has your platform correct
 - make and run
- For Windows, there are some external dependencies
 - MinGW, msys provide a linux-style terminal window
 - glew, freeglut required to support graphics
 - Full instructions provided in 42/Docs/Install-msys.txt

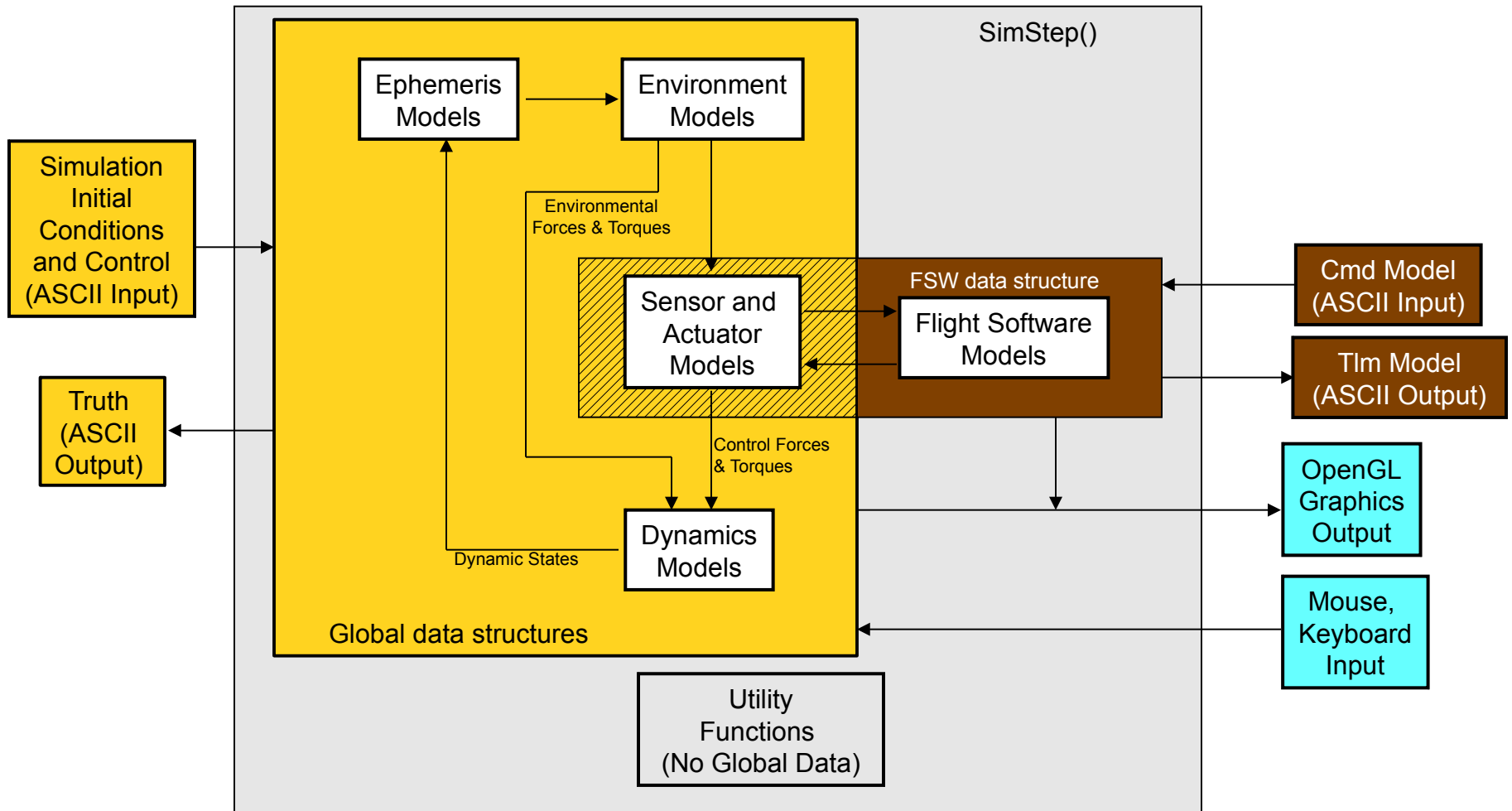
42 from the Developer's Perspective

A Basic Simulation Loop

- Initialize
 - Read user inputs
 - Set up
- Ephemeris: Where is everything?
 - Sun, Earth, Moon, etc
 - Orbits
 - Spacecraft
- Environment Models: What forces and torques exerted by the environment?
- Sensor Models
 - Input truth
 - Output measurements
- Flight Software Models
 - Input Measurements
 - Process Control Laws, etc
 - Output Actuator Commands
- Actuator Models
 - Input Commands
 - Output Forces and Torques
- Dynamics: How does S/C respond to forces and torques?
 - Integrate dynamic equations of motion over a timestep
 - Advance time to next step



42's Software Architecture



Good Conventions Make Code Readable, Debuggable

- Choose standard notation to make code readable, unambiguous
 - Think about how notation morphs from the written page to code
- Make code document itself
 - It's much easier to debug

Table 1: Common Reference Frames

N	Inertial Frame ($N = \text{Newton}$)
L	Local Vertical-Local Horizontal
R	Command Frame ($R = \text{Reference}$)
B	Body Frame

Table 2: Commonly-used Expressions

Written	Spoken	Coded
${}^N\vec{\omega}^B$	Angular velocity of B in N	<code>wbn, SC[i].B[j].wn</code>
B^*	Mass center of B , "B star"	<code>SC[i].B[j].cm</code>
${}^N\vec{v}^{B^*}$	Velocity of B^* in N	<code>SC[i].B[j].vn</code>
${}^B C^N$	DCM of B in N (or from N to B)	<code>CBN, SC[i].B[j].CN</code>
${}^B q^N$	Quaternion of B in N (or from N to B)	<code>qbn, SC[i].B[j].qn</code>
${}^A v$	Components of v in A , v expressed in A	<code>va</code>

Table 3: Common Constructions

Written	Coded
${}^A v = {}^A C^B {}^B v$	<code>MxV(CAB, vb, va)</code>
${}^A v = {}^B v {}^B C^A$	<code>VxM(vb, CBA, va)</code>
${}^A v = ({}^B C^A)^T {}^B v$	<code>MTxV(CBA, vb, va)</code>
${}^A v = {}^B v ({}^A C^B)^T$	<code>VxMT(vb, CAB, va)</code>
Convert ${}^B C^N$ to ${}^B q^N$	<code>C2Q(CBN, qbn)</code>
Convert ${}^B q^N$ to ${}^B C^N$	<code>Q2C(qbn, CBN)</code>
Convert Euler Angles (2-1-3 Sequence) to DCM	<code>A2C(213, ang1, ang2, ang3, C)</code>
${}^N C^R = ({}^R C^N)^T$	<code>MT(CRN, CNR)</code>
${}^B C^R = {}^B C^N ({}^R C^N)^T = {}^B C^N {}^N C^R$	<code>MxMT(CBN, CRN, CBR)</code>
${}^B q^R = {}^B q^N \otimes {}^N q^R$	<code>QxQT(qbn, qrn, qbr)</code>

from 42/Docs/Nomenclature.pdf

Reference Frames are Important!

- In any dynamics problem beyond the spinning top, a systematic approach to reference frames and the relationships between them is vital
- For 42, we define several fundamental reference frames, and notational conventions to keep quaternions and direction cosines sorted out

Reference Frames (1 of 2)

- Heliocentric Ecliptic (H)
 - Planet positions expressed in this frame
- Each world has an inertial (N) and rotating (W) frame
 - For Earth, N = ECI (True of date), W = ECEF
 - N is the bedrock for orbits, S/C attitude dynamics
 - Full Disclosure: Although True-of-Date \leftrightarrow J2000 conversions are provided, the distinction is not always rigorously made
 - Star vectors provided in J2000 (from Skymap), converted to H
 - Planet ephemerides are assumed given in true-of-date H
 - Transformation from N to W is simple rotation, implying N is True-of-Date
 - TOD \leftrightarrow J2000 conversions in envkit.c

Reference Frames (2 of 2)

- Each reference orbit has a reference point R
 - For two-body orbit, R moves on Keplerian orbit
 - For three-body orbit, R propagates under influence of both attracting centers (as point masses)
 - S/C orbit perturbations integrated with respect to R
- Associated with each R is a LVLH frame (L) and a formation frame (F)
 - F is useful for formation-flying scenarios
 - F may be offset from R, may be fixed in N or L
- Each spacecraft has one or more Body (B) frames and one LVLH frame (L)
 - L(3) points to nadir, L(2) points to negative orbit normal
 - SC.L is distinct from Orb.L, since SC may be offset from R

Representing Attitude

- There are several ways to represent the rotation between two reference frames
 - Direction Cosines
 - Euler Angles
 - Quaternions (aka Euler Parameters)
 - and more
- They all have their strengths and weaknesses
 - Learn them all!

Strengths and Weaknesses of Attitude Representations

Representation	Strengths	Weaknesses	Best Used For
Direction Cosines	<ul style="list-style-type: none"> • Work well with vectors • Easy to concatenate rotations • Moderately intuitive (dot products) • No singularities 	<ul style="list-style-type: none"> • 9 params for 3 DOF 	<ul style="list-style-type: none"> • Transforming Vectors
Quaternions	<ul style="list-style-type: none"> • Efficient (4 params for 3 DOF) • No singularities 	<ul style="list-style-type: none"> • Not intuitive 	<ul style="list-style-type: none"> • Propagating Equations of Motion
Euler Angles	<ul style="list-style-type: none"> • Intuitive • 3 params for 3DOF 	<ul style="list-style-type: none"> • Singularities • 24 Variants 	<ul style="list-style-type: none"> • Input, Output • Gimballed Joints

Notation for Quaternions, DCMs

- The rotation from frame A to frame B may be described by the direction cosine matrix

$${}^B C^A_{ij} = \hat{b}_i \cdot \hat{a}_j$$

- Given the components of a vector in A , its components in B may be found by the multiplication

$${}^B \mathbf{v} = {}^B C^A \mathbf{v}$$

- In C, we write the DCM as CBA to preserve order of superscripts, eg

$$\text{MxV}(\text{CBA}, \mathbf{v}_a, \mathbf{v}_b)$$

- Quaternions are another way to describe rotations. We use a parallel notation:

$$\text{QxV}(\text{qba}, \mathbf{v}_a, \mathbf{v}_b)$$

- These and similar conventions promote concise, *unambiguous* code

42 from the Modeler's Perspective

Features

- Multiple spacecraft, anywhere in the solar system
 - Two-body, three-body orbit dynamics
 - One sun, nine planets, 45 major moons
 - Minor bodies (comets and asteroids) added as needed
 - Bennu, Eros, Itokawa, Wirtanen, etc
- Supports precision formation flying
 - Several S/C may be tied to a common reference orbit
 - Encke's method or Euler-Hill equations used to propagate relative orbit states
 - Precision maintained by judicious partitioning of dynamics
 - Add big things to big things, small things to small things
- Clean FSW interface facilitates FSW validation
 - As flight software matures, it can be migrated out of 42
 - Used by GLAST project for independent validation of vendor's (autocoded) GNC flight software

Environment Models

- Planetary Ephemerides
 - From Meeus, “Astronomical Algorithms”
 - Good enough for GNC validation, not intended for mission planning
 - Use GMAT or ODTBX for that
- Gravity Models have coefficients up to 18th order and degree
 - Earth: EGM96
 - Mars: GMM-2B
 - Luna: GLGM2
- Planetary Magnetic Field Models
 - IGRF up to 10th order (Earth only)
 - Tilted offset dipole field
- Earth Atmospheric Density Models
 - MSIS-86 (thanks to John Downing)
 - Jacchia-Roberts Atmospheric Density Model (NASA SP-8021)
 - NRLMSISE00 (Update to MSIS-86, extended down to ground)
- Simple exponential Mars atmosphere density model
 - New models easily incorporated as the state of the art advances

Dynamics Models

- Full nonlinear “6DOF” (actually N-DOF) dynamics
- Attitude Dynamics
 - One or many bodies
 - Tree topology (no kinematic loops)
 - Each body may be rigid or flexible
 - Joints may combine rotational and translational DOFs
 - May be gimballed or spherical
 - Slosh may be modeled as a pendulum (lo-fi, quick to implement and run)
 - 42 may run concurrently with Star-CCM CFD software for hi-fi slosh
 - Wheels embedded in Body[0]
 - Torques from actuators, aerodynamic drag, gravity-gradient, solar radiation pressure, joint torques
- Orbit Dynamics
 - Two- or three-body orbits
 - Encke or Euler-Hill (Clohessy-Wiltshire) for relative orbit motion (good for formation flying, prox ops)
 - Forces from actuators, aerodynamic drag, non-spherical gravity, third-body gravity, solar radiation pressure

The Bleeding Edge

- 42 is under constant development
- Here are some capabilities that are still provisional or under development
 - Contact forces (provisional)
 - Applied to some problems, not robust
 - Self-shadowing (provisional)
 - Passed first sanity checks, but some bugs persist
 - Flight in atmosphere (provisional)
 - Pieces in place, no rigorous test problem yet
 - Fluid slosh using Smoothed Particle Hydrodynamics (under development)
 - Needs parallelization to be practical
 - Interfaces to cFS, COSMOS (under development)
 - cFS is open-source flight software system from GSFC
 - COSMOS is open-source ops (cmd/tlm, etc) from Ball

Conclusion

- 42 is intended to support the ACS design cycle from concept to operations
 - Rapid prototyping for concept studies
 - High fidelity for validation, design
 - Plays well in integration, ops ecologies
- Notation, conventions are the key to building a large software tool over time
- $F = ma$. All the rest is just accounting.