

B. Burchett 5 min. update

Three active M.S. students

- Matt Winter – Hands on experiments for ME506; expects to defend this quarter.
- Austin Nash – Optimal control of indirect fire symmetric projectiles; to complete in May
- Peter Olejnik – Guidance and control of RHIT BeagleBone Quadcopter; just getting started.

Sources of Inspiration

- Reviews for *Aerospace Science and Technology* (14 in past calendar year)
- Catapult projects

Most Recent publication

Burchett, B. T., and Nash, A. L., “Euler-Lagrange Optimal Control for Symmetric Projectiles”, *Proceedings of the AIAA Science and Technology Forum and Exposition 2015*, Kissimmee, FL, 5-9 January, 2015.

$$\begin{Bmatrix} \dot{\xi} \\ \dot{\eta} \\ \ddot{w} \end{Bmatrix} = \begin{bmatrix} \Phi & \Gamma & \mathbf{0} \\ \mathbf{0} & \Xi & \Lambda \\ \mathbf{0} & \mathbf{0} & 0 \end{bmatrix} \begin{Bmatrix} \xi \\ \eta \\ \dot{w} \end{Bmatrix} + \begin{bmatrix} \mathbf{0} \\ \mathbf{b} \\ \mathbf{0} \end{bmatrix} \begin{Bmatrix} C_{Z0} \\ C_{Y0} \end{Bmatrix}$$

$$\dot{\mathbf{x}} = \mathbf{A}\mathbf{x} + \mathbf{B}\mathbf{u}$$

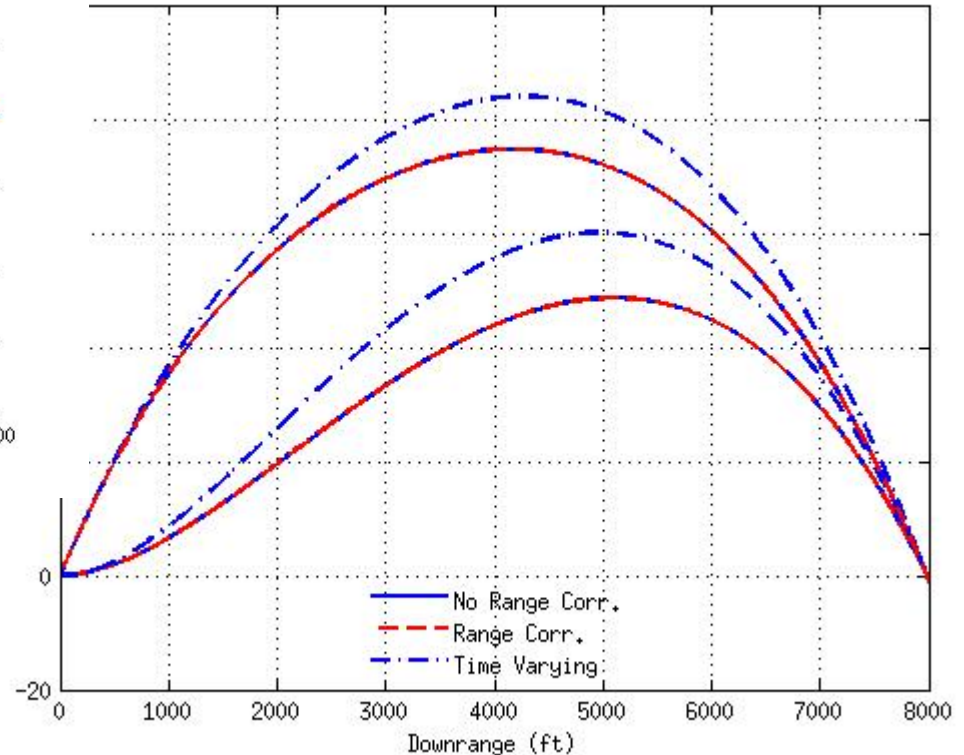
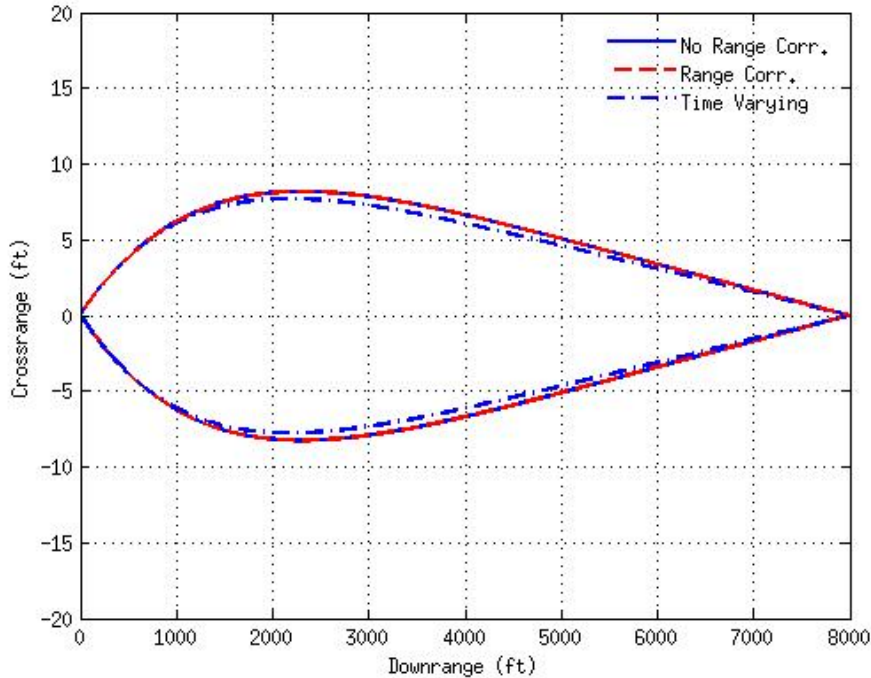
$$\xi = \begin{bmatrix} y & z & \theta & \psi \end{bmatrix}^T, \quad \eta = \begin{bmatrix} v & w & q & r \end{bmatrix}^T, \quad \Lambda = \begin{bmatrix} 0 & 1 & 0 & 0 \end{bmatrix}^T, \quad \Gamma = \frac{D}{V} \mathbf{I}$$

$$\Phi = \begin{bmatrix} 0 & 0 & 0 & D \\ 0 & 0 & -D & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}, \quad \Xi = \begin{bmatrix} -\Xi_1 & 0 & 0 & -D \\ 0 & -\Xi_1 & D & 0 \\ \Xi_2 & \Xi_3 & \Xi_4 & -\Xi_5 \\ -\Xi_3 & \Xi_2 & \Xi_5 & \Xi_4 \end{bmatrix}$$

LTI Finite Horizon Optimal Control, Cont'd

- System matrices are time varying such that $\mathbf{A}(s) = \mathbf{A}(p(s), V(s))$, etc.:
- We present three solutions
 - System matrices treated as constant in the Hamiltonian solution.
 - State / co-state, control found by numerical matrix exponential of Hamiltonian times range to go.
 - Same as previous with 'vacuum trajectory' range correction.
 - System matrices vary with time, and Riccati solution solved recursively backward in time.

- Comparison, typical Controlled trajectories from the three control strategies:



Work in Progress (with A. Nash)

- Allow for high launch angles ($\theta(s)$ assumed small in previous work).
- System matrices become time varying such that $\mathbf{A}(s) = \mathbf{A}(\theta(s), p(s), V(s))$, etc.:
- $\mathbf{N}(s)$ is the solution to the time varying Riccati eqn:

$$\dot{\mathbf{N}}(s) = -\mathbf{N}(s)\mathbf{A}(s) - \mathbf{A}^T(s)\mathbf{N}(s) + \mathbf{N}(s)\mathbf{B}(s)\mathbf{R}^{-1}\mathbf{B}^T(s)\mathbf{N}(s) - \mathbf{Q}$$

- Riccati eqn. Is solved recursively backward in time
- Control is based on the Riccati solution at the current time

$$\mathbf{u}(s) = -\mathbf{R}^{-1}\mathbf{B}^T(s)\mathbf{N}(s)\mathbf{x}(s)$$