#### IAA-PDC13-04-27

# Catching a Rolling Stone: Dynamics and Control of a Spacecraft and an Asteroid

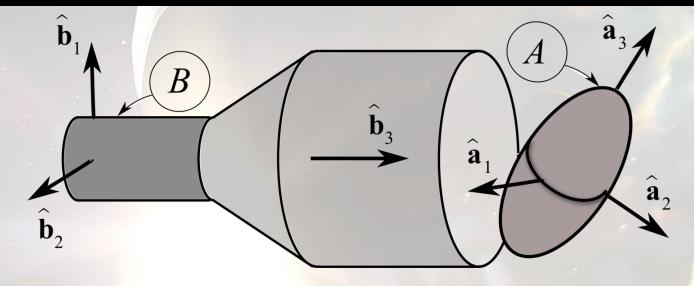
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## Introduction





- NASA is considering the mission proposed by John Brophy et al. in "Asteroid Retrieval Feasibility Study," April 2, 2012
- Spacecraft B (18 × 10<sup>3</sup> kg) collects small asteroid A, ~7 m dia. (~500 × 10<sup>3</sup> kg), or small boulder from a larger asteroid
- Spacecraft transports A to orbit in Earth-Moon system
- Requires solutions to same engineering problems as asteroid deflection

## **Dynamics and Control of:**



## 1. Initial Approach

From a nearby stationary position, spacecraft approaches and begins hover

#### 2. Hover

Spacecraft B moves such that it is fixed in reference frame (rigid body) A

#### 3. Removal of Relative Angular Velocity

Orientation of *B* is changed so that the opening of the container is facing *A* Angular velocity of *B* relative to *A* is eliminated

## 4. Descent (Ascent)

Spacecraft descends to collect *A* into container

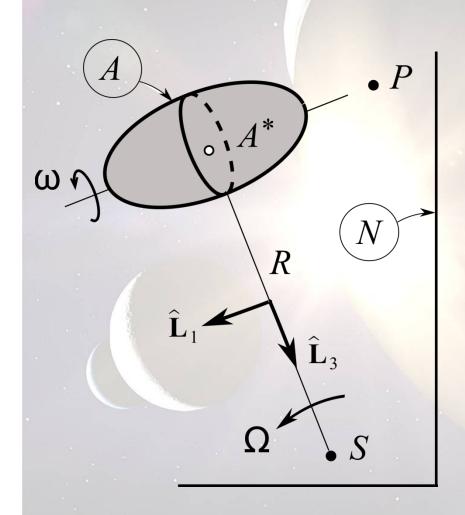
If asteroid is large, spacecraft ascends after collecting small boulder

## 5. Removal of Inertial Angular Velocity

Inertial angular velocity of spacecraft and payload (rigidly connected) is eliminated so that thrust and solar arrays can be aimed properly

## **Asteroid Motion**

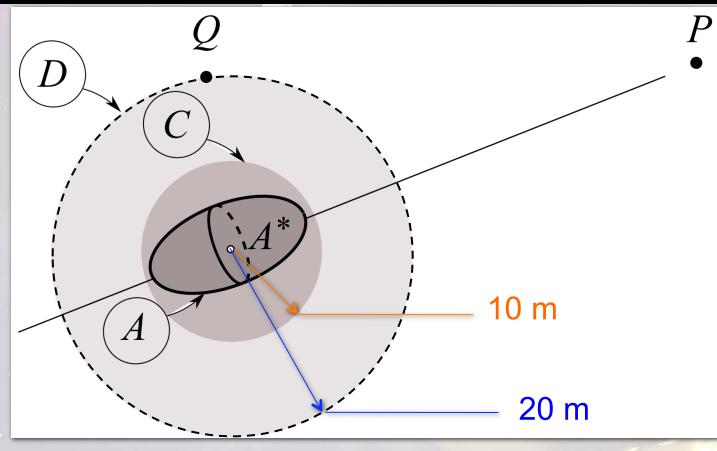




- Assumed asteroid motion for : Approach, Hover, Descent, Ascent
- Heliocentric circular orbit,
   R = 0.9 AU
- Asteroid spin rates
   ω = 0.5, 1, 5, 10, 60 rev/hr

## Initial Approach

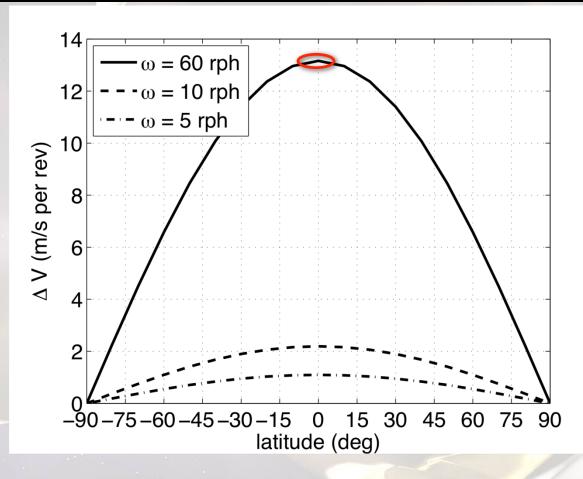




Depart from *P*, stationary relative to *A*\*.

- Minimum ΔV, multi-impulse, trajectories to stations on D
- Keep-out sphere C for collision avoidance
- Relatively inexpensive.  $\Delta V = 2.1$  m/s and  $\Delta m = 14$  kg for  $I_{sp} = 287$  s,  $\omega = 60$  rev/hr, time of flight = 2600 s

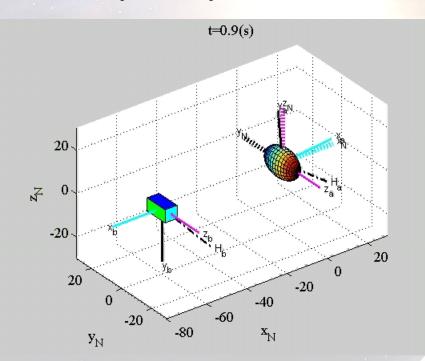




• Hovering can be prohibitively expensive.  $\Delta V = 13$  m/s per minute for  $\omega = 60$  rev/hr;  $\Delta m = 84$  kg after 1 minute

# Removal of Relative Angular Velocity (Spin-up)

- Attitude control algorithm developed to
  - Keep S/C axis of symmetry parallel to a line fixed in A
  - Drive relative angular velocity  ${}^{A}\omega^{B} = {}^{N}\omega^{B} {}^{N}\omega^{A}$  to 0
    - Assume no particular relative orientation is required about the symmetry axis, between A and B



- Example with tumbling asteroid
  - A is unsymmetric:

$$J_1 = 2.5 \times 10^6 \text{ kg-m}^2$$

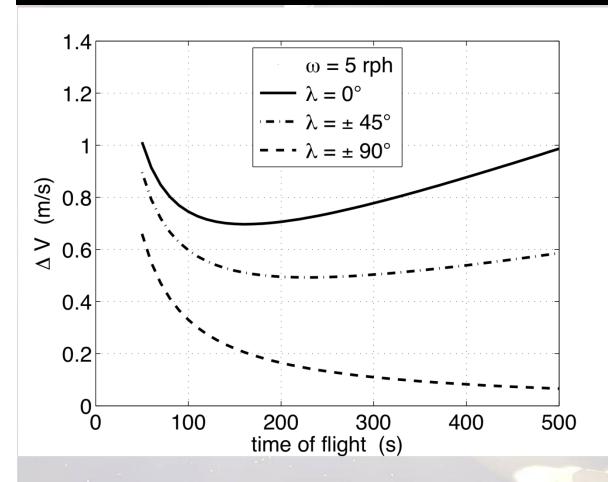
$$J_2 = 4.1 \times 10^6 \text{ kg-m}^2$$

$$J_3 = 3.4 \times 10^6 \text{ kg-m}^2$$

$$- \text{ At } t = 0, \text{ }^{N} \omega^{A} = [0.6 \ 0.6 \ 6.0] \text{ deg/s}$$

## Descent





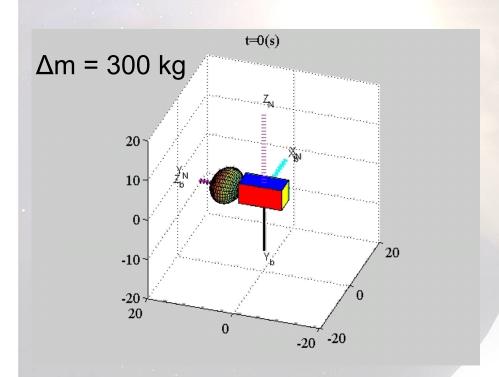
- ΔV is a function of ω,
   λ, and time of flight
- Descending too quickly or too slowly can be expensive

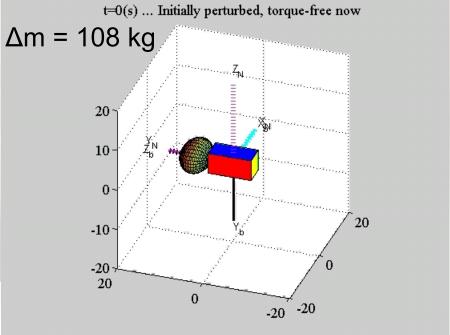
 Curves for ascent have similar character; large payload mass significantly increases propellant mass compared to descent

# Removal of Inertial Angular Velocity (Despin)



- Asymptotically stable attitude control algorithm developed
  - Dissipates rotational kinetic energy; drives <sup>N</sup>ω<sup>B</sup> to **0** without constraining final attitude
  - Use of control energy can be adjusted
- Example, unsymmetric rigid body formed by B and A





## Conclusions



- 1. Initial Approach to a NEA is not expensive
- 2. Hover can be prohibitively expensive
- 3. Removal of Relative Angular Velocity
  - A feedback controller is developed
  - Spin-up is moderately expensive

## 4. Descent (Ascent)

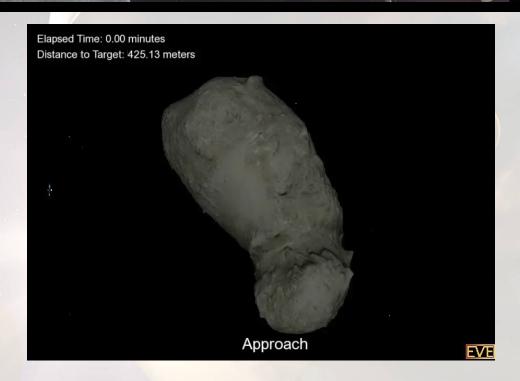
- Descent along a line fixed in the asteroid can be moderately expensive
- Ascending with a massive payload can also be expensive

## 5. Removal of Inertial Angular Velocity

- An asymptotically stable feedback controller is developed
- Inducing tumbling in an unsymmetric body can save much propellant

## Retrieving a Boulder from Itokawa





- Total Δm = 18 kg, of which 17 are used for ascent and despin
- Boulder mass = 250 × 10<sup>3</sup> kg. For planetary defense, contemplate delivering a propulsion system with mass = 250 × 10<sup>3</sup> kg