Autonomous Vehicle Simulation (AVS) Laboratory, University of Colorado

Basilisk Technical Memorandum

Document ID: Basilisk-Integrators

MODULAR DYNAMICS INTEGRATOR CAPABILITY

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Status: Initial Document
Scope/Contents
Basilisk has the capability to select a range of integration types when solve the dynamical differential equations of motion. The default integrator is a fixed time step 4th order Runge Kutta integrator. This document outlines the types of implemented integration methods, how they are validated, as well as how they can be setup.

Rev	Change Description	By	Date
1.0	Initial Revision	H. Schaub	07/2017
1.1	Small typo fixes	H. Schaub	10/18/2017

Contents

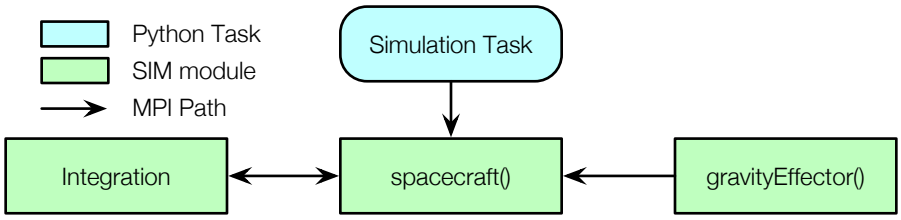

Fig. 1: Illustration of the Integrator Diagram

1 Model Description

1.1 Overview

The Basilisk integration capability is implemented in a modular manner such that different integrators can be assigned to the equations of motion that must be solved. Figure 1 illustrates how the integrator functions relative to a dynamical systems model, here the `spacecraft()` object. The ODE's are provided by a sub-class of `DynamicObject` which must be able to respond to the `equationsOfMotion()` method. Integration of the state vector forward one time step is then handled by the `integrate` method

of the integrator class. By default the `DynamicObject` is integrated using a fixed time step 4th order Runge-Kutta method.

Assume the dynamical system is given by

$$\dot{\boldsymbol{x}} = \boldsymbol{f}(t, \boldsymbol{x}) \tag{1}$$

The initial conditions are specified through $\boldsymbol{x}_0 = \boldsymbol{x}(t_0)$. In integration time step is given through h.

1.2 Implemented Integrators

1.2.1 4th Order Runge Kutta - Default Integrator

A standard fixed time step 4th order Runge Kutta integrator is enabled by default. The 4 k_i values are defined as

$$\boldsymbol{k}_1 = \boldsymbol{f}(t_n, \boldsymbol{x}_n) \tag{2}$$

$$\boldsymbol{k}_2 = \boldsymbol{f}(t_n + \frac{h}{2}, \boldsymbol{x}_n + \frac{h}{2}\boldsymbol{k}_1) \tag{3}$$

$$\boldsymbol{k}_3 = \boldsymbol{f}(t_n + \frac{h}{2}, \boldsymbol{x}_n + \frac{h}{2}\boldsymbol{k}_2) \tag{4}$$

$$\boldsymbol{k}_4 = \boldsymbol{f}(t_n + h, \boldsymbol{x}_n + h\boldsymbol{k}_3) \tag{5}$$

The states at the next integration time $t_{n+1} = t_n + h$ is

$$\boldsymbol{x}_{n+1} = \boldsymbol{x}_n + \frac{h}{6}\left(\boldsymbol{k}_1 + 2\boldsymbol{k}_2 + 2\boldsymbol{k}_3 + \boldsymbol{k}_4\right) \tag{6}$$

1.2.2 2nd Order Runge Kutta (Heun's Method)

A 2nd order Runge-Kutta method is implemented through Heun's method.[1] The 2 k_i values are defined as

$$\boldsymbol{k}_1 = \boldsymbol{f}(t_n, \boldsymbol{x}_n) \tag{7}$$

$$\boldsymbol{k}_2 = \boldsymbol{f}(t_n + h, \boldsymbol{x}_n + h\boldsymbol{k}_1) \tag{8}$$

The states at the next integration time $t_{n+1} = t_n + h$ is

$$\boldsymbol{x}_{n+1} = \boldsymbol{x}_n + \frac{h}{2}\left(\boldsymbol{k}_1 + \boldsymbol{k}_2\right) \tag{9}$$

1.2.3 1st Order Runge Kutta (Euler's Method)

A first order Runge-Kutta method is implemented through Euler's method. The one k_1 value is defined as

$$\boldsymbol{k}_1 = \boldsymbol{f}(t_n, \boldsymbol{x}_n) \tag{10}$$

The states at the next integration time $t_{n+1} = t_n + h$ is

$$\boldsymbol{x}_{n+1} = \boldsymbol{x}_n + h\boldsymbol{k}_1 \tag{11}$$

[1] `http://goo.gl/SWdyBZ`

2 Model Functions

The Basilisk integrator functionality is not a regular BSK module, but rather works in conjunction with the `DynamicalObject` class. The integration functions and goals are:

- **Default Integrator**: The dynamical object should have a default integrator assigned when created. This avoids the user having to add an integrator in Python, unless they want to select an alternate integrator.
- **Works on any equations of motion**: The integrator needs to function on any dynamical system.

3 Model Assumptions and Limitations

3.1 Assumptions

The equations of motion class `DynamicalObject` is assumed to respond to the method `equationsOfMotion`. The integrator then integrates the system forward in time one BSK time step.

3.2 Limitations

Currently only fixed-time step integrators have been implemented. However, the architecture allows for variable time-step integrators to be implemented as long as their integration time step does not exceed the BSK time step setup for the dynamic equations of motion solving task.

4 Test Description and Success Criteria

As the integrator functionality is not a regular BSK module with specified input/output behavior, the integration can only be tested in an integrated test. The integrated test employed is located in:

`src/tests/scenarios/test_scenarioIntegrators.py`

4.1 Test inputs

Each simulation uses the point-mass spacecraft equations of motion

$$\ddot{\boldsymbol{r}} = -\frac{\mu}{r^3}\boldsymbol{r} \tag{12}$$

with the initial orbit elements shown in Table 2. The only gravitational body considered is Earth. The simulation time for each case is 3/4 of an orbit period. Each implemented Integrator method is tested using the above initial conditions and a large time step of 120 seconds. This large time step makes the integrator errors more easily visible between the integration methods.

Table 2: Initial Spacecraft Ephemeris

Element	Description	Value
a	Semi-Major Axis	7000km
e	Eccentricity	0.0001
i	Inclination Angle	33.3°
Ω	Ascending Node	33.3°
ω	Argument of Periapses	48.2°
f	True Anomaly	347.8°

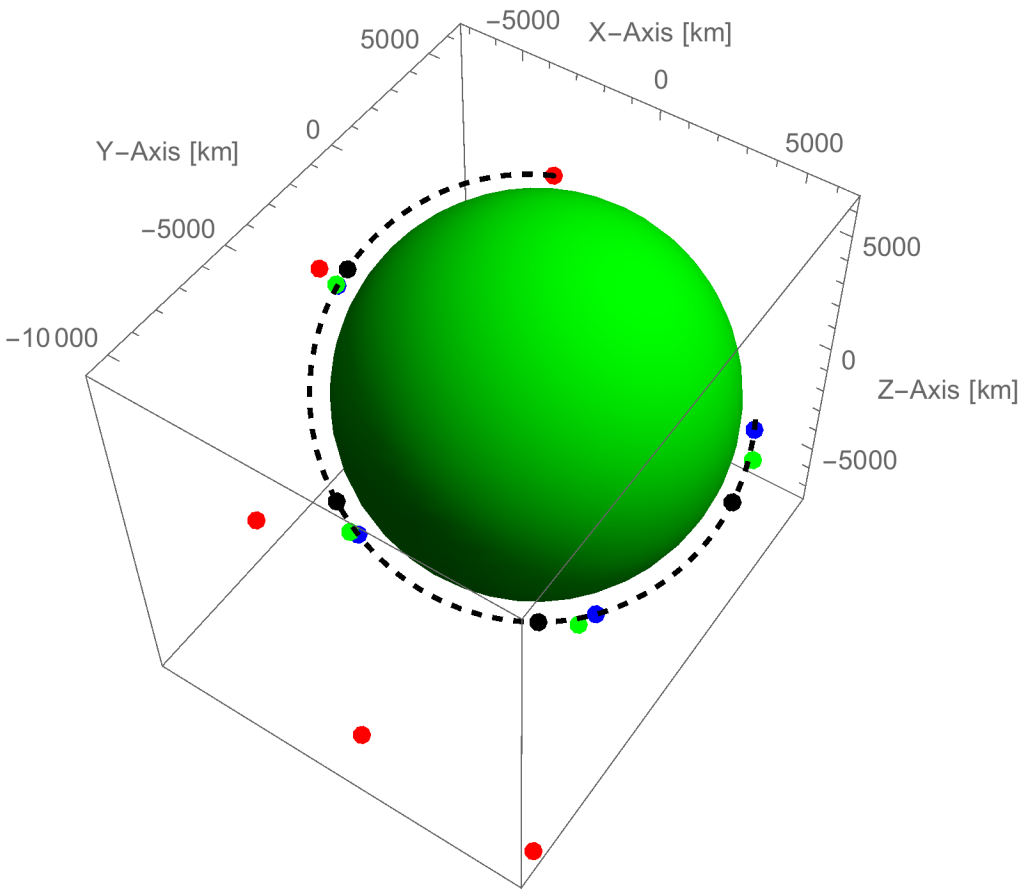

Fig. 2: Illustration of the true orbit position samples (Black) versus the RK4 (Blue), RK2 (Green) and RK1 (Red) integration results.

4.2 Test sections

The same simulation setup is run for each of the integration methods:

1. The first test uses the default RK4 integration method. Here the simulation script does not specify the integration method, testing both that the RK4 integrator is the default integration method, and that that the integrator is implemented correctly.

2. The 2nd test uses the Euler's integration method.

3. the 3rd test uses Heun's integration method.

The resulting data points are illustrated in Figure 2. The large 120 second time step causes all the integration methods to significantly deviate from the truth locations (shown in black). The integrated validation test ensures that the BSK integrations yield the same integration corruptions to validate the mathematical implementation.

4.3 Test success criteria

The integrated position states are checked at 5 even data points along the simulation time again pre-computed truth answers. These truth answers were generated in Mathematica implementing the same

initial conditions, and replicating the integration math. The accuracy threshold is set to 1 meter, a small value compared to the 7,000,000 meter near-circular orbit radius.

5 Test Parameters

Three tests are run controlled through a single test parameter called `integratorCase`. The possible values are shown in Table 3.

Table 3: Error tolerance for each test.

Test	Tolerated Error
"rk4"	1 meter
"euler"	1 meter
"rk2"	1 meter

6 Test Results

All integration checks within the integrated test `scenarios/test_scenarioIntegrators.py` passed. Table 4 shows the test results, while Figure **??** shows the resulting trajectories for each integration test.

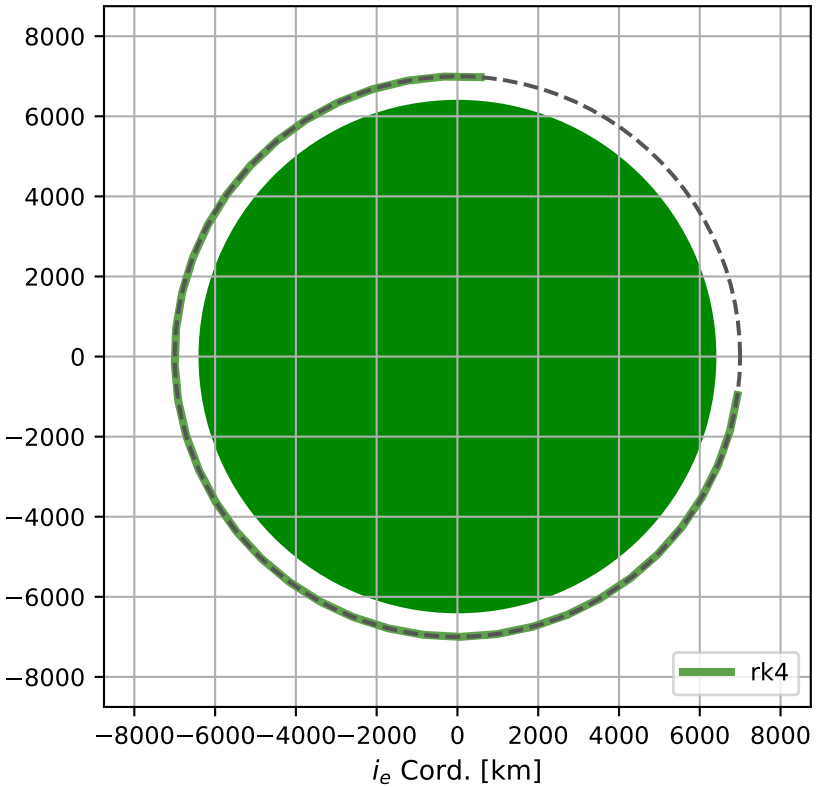

Fig. 3: Illustration of the BSK integrated trajectories

Table 4: Integration test results.

Test	Pass/Fail	BSK Error Notes
"rk4"	PASSED	
"euler"	PASSED	
"rk2"	PASSED	

7 User Guide

7.1 Not Specifying an Integration Method

If a Python BSK simulation is setup without specifying an integration method, then the default behavior is to load the fixed time step 4th order Runge-Kutta (RK4) method. No additional code is required by the user.

7.2 Selecting Alternate Integration Methods

Assume the `DynamicObject` class is the `spacecraft()` object, declared through

```
scObject = spacecraft.spacecraft()
```

To invoke the Euler's integration scheme, the corresponding integration module is created using

```
integratorObject = svIntegrators.svIntegratorEuler(scObject)
```

If the 2nd order Heun's integration method is desired, use instead

```
integratorObject = svIntegrators.svIntegratorRK2(scObject)
```

To force the default RK4 method, use

```
integratorObject = svIntegrators.svIntegratorRK4(scObject)
```

Next, to connect this integrator module to the `DynamicObject` instance (i.e. `spacecraft()` called `scObject`, use the following code

```
scObject.setIntegrator(integratorObject)
```

That is it, the Basilisk simulation is now setup to use the desired numerical integration method.

7.3 Creating New Integration Methods

New integration modules can readily be created for Basilisk. They are all stored in the folder

```
Basilisk/simulation/dynamics/Integrators/
```

The integrators must be created to function on a general state vector and be independent of the particular dynamics being integrated. Note that the default integrator is placed inside the `_GeneralModulesFiles` folder within the dynamics folder.