

Lobe dynamicsにもとづく カオス的遷移軌道の設計

Design of Chaotic Transfers Based on Lobe Dynamics

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Background

Trajectory Design and Optimization

- Spacecraft dynamics: highly nonlinear and chaotic
- Desiging a fuel-optimal trajectory



Leveraging the dynamical structure



- . Tube dynamics : Transported by the manifolds of libration point orbits
- 2. Lobe dynamics : Transported by the manifolds of resonant orbits

Background

Tube dynamics vs. Lobe dynamics

Tube dynamics

- Large transport structure
- Developed well in the literature



Lobe dynamics

- Transport structure in chaotic sea
- Numerical difficulty in calculation



Research Purpose

Design low-energy chaotic transfer trajectories based on lobe dynamics

- Lobe dynamics reveals the structure of chaotic transport in the CR3BP
- Effectively combine lobe dynamics of various periodic orbits
- Construct low-energy transfer to deep space



Methodology

Overview

Poincaré map in CR3BP

- Chaos in the hamiltonian system
- Complex structure



Standard map

- Discrete system
- Simple example of chaos



Standard Map

- A two-dimensional discrete map
- Basic model for chaotic dynamics

$$\begin{cases} \theta_{n+1} = \theta_n + p_{n+1} \\ p_{n+1} = p_n + K \sin \theta_n \end{cases} \pmod{2\pi}$$

Fixed point: $(\theta_n, p_n) = (0, 0)$ Unstable

 $(\theta_n, p_n) = (\pi, 0)$ Stable



Standard Map

• Focus on three periodic orbits and their stable and unstable manifolds



Period 3







Definition of lobe

Lobe : Region bounded by the manifolds of resonant orbits
on the Poincaré map



 p_i : Fixed point (resonant orbit)

E : Stable manifold

: Unstable manifold

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- Lobe : Region bounded by the manifolds of resonant orbits on the Poincaré map
- Primary intersection point : A heteroclinic point q_i

if $U[p_1, q_i]$ and $S[p_2, q_i]$ intersects only in q_i



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Poincaré map

Lobe Dynamics

- Each periodic orbit has 4 lobe sequences
- Transfer occurs along the direction of unstable manifolds









Selected Lobe Sequences

 Lobes are represented by their center of gravity for the preliminaly design

 \times : center of gravity

 For excluding explicit solutions, control input *u* should be small enough

 $\|\boldsymbol{u}\| \leq u^*$

- $\|\boldsymbol{u}\|$: the norm of \boldsymbol{u}
 - = the distance between lobes
- *u* : control input vector



Selected Lobe Sequences

Large lobes are better for manuvers

 $r \ge r^*$

r : minimum distance from the center to the border

• In this case, $0.01 \le r^* (\le 0.03)$

Difficult to find lobes with $r^* < 0.01$

No good solutions when $r^* \ge 0.03$



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Transfer Problem

- Design transfers between stable periodic orbits using lobe sequences
 - ▲ : Departure orbit (period 8)
 - ★ : Arrival orbit (period 5)



Transfer Problem

- Design transfers between stable periodic orbits using lobe sequences
 - ▲ : Departure orbit (period 8)
 - \star : Arrival orbit (period 5)

• The order of lobe sequences is designed





Formulation

• Problem:



Formulation



• Pick up low-cost paths from the graph and find the optimal transfer



Graph Analysis



Graph Analysis



Graph Analysis



Graph Analysis

Example: $u^* = 0.88$, $r^* = 0.02$



Graph Analysis



Graph Analysis



Graph Analysis





Graph Analysis



Graph Analysis

• Example: $u^* = 0.52$, $r^* = 0.02$



Optimal transfer (J = 2.1673)



Graph Analysis

 Betweenness: Measure how often each graph node appears on a shortest path between two nodes



Graph Analysis



Graph Analysis

 Betweenness: Measure how often each graph node appears on a shortest path between two nodes



Relation to CR3BP

• The proposed method can be applied to Poincaré map in the CR3BP



Optimal transfer with lobes

- Standard map → Poincaré map
- *u* is yield by solving the two-point boundary value problem



Summary

Conclusion

 Developed the method to find the optimal transfer using lobe sequences in the standard map

Future Work

- Apply our method to desinging transfers in the CR3BP
- Confirm that transfers obtained by our method become a good initial guess



 u_{k+1}