Autonomous Maneuvering within Chaotic Multi-Body Systems

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Technology transition plan

facilitated by industry:

Advanced Space LLC

Orbit Logic

Research Objectives:

- 1) Offline learning for feasible, efficient maneuvers
- 2) Online learning for robustness and resiliency

New solution geometry

Solution requires too

Solution not robust to uncertainties

maneuvers in uncertain and chaotic environments

Feasible, robust solution with favorable long-term properties,

high a propulsive effort, achieves goal only in short-term

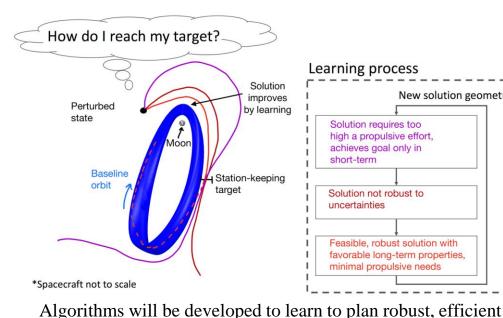
3) Autonomous introspection and machine self-confidence

SOA: Current maneuver planning approaches rely heavily on human-in-the-loop for design and verification

Innovation: 1) Incorporating machine learning into maneuver planning process, 2) advancing machine learning to handle chaos

and self-adapt

TRLs: Autonomous onboard maneuver planning raised from TRL 1 to TRL 2 via development of RL algorithms and study of feasibility.



Approach:

Objective 1:

- Use inverse reinforcement learning to recover behavior of human maneuver planner who can learn and adapt
- Use reinforcement learning (RL) to design efficient and safe maneuvers that achieve station-keeping/reconfiguration goals Objective 2:
- Update RL algorithm to learn to detect off-nominal events, plan under uncertainty, schedule coast/maneuver segments flexibly *Objective 3:*
- Develop principled process-driven framework for machine self-confidence to report and adapt learning competency

Potential Impact:

Result: Development of new technology that will enable autonomous onboard maneuver planning in-orbit **Benefits:**

- Enhances variety of missions by reducing operational cost and complexity
- Enables missions that require rapid response without human-in-the-loop (e.g. those with communication delay)
- Support resiliency of spacecraft in unexpected challenges or uncertain environments