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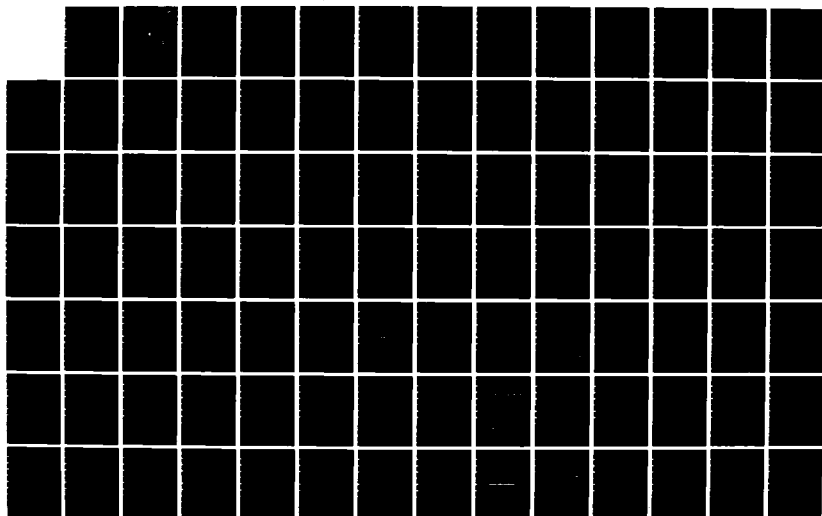
OPTIMAL DIGITAL CONTROL OF A BANK-TO-TURN MISSILE(U)  
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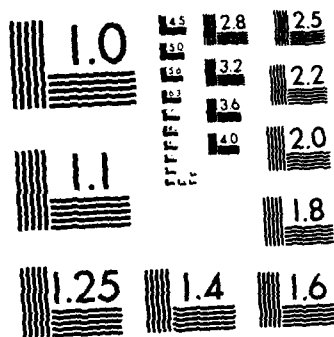
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Monterey, California



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THESIS

OPTIMAL DIGITAL CONTROL  
OF  
A BANK-TO-TURN MISSILE

by

Carlos A. L. Velloso  
March 1984

Thesis Advisor:

Daniel J. Collins

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Optimal Digital Control  
of  
a Bank-to-Turn Missile

by

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Submitted in partial fulfillment of the  
requirements for the degree of

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# ABSTRACT

This work addresses the application of digital optimum control theory to a bank-to-turn missile.

A optimal guidance law has been developed and tested in several scenarios, using a 2-D model. Effects of sample rate, pitch angle, gravity and approximations for small and large roll excursions are discussed.

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## I. INTRODUCTION

Because of threats from highly maneuverable high performance aircrafts and the need for increase standoff ranges, major improvements are needed in guidance and control capabilities of missiles.

The high maneuverability of targets, has led to defense missiles capable of develop higher lift accelerations and to more complex control laws, able to improve performance over well know laws as proportional navegation.

In order to accomplish these new requirements with large standoff ranges, propulsion systems using airbreathing engines has been studied and developed in recent years.

The advent of airbreathing engines leads natural to a consideration of bank-to-turn missiles in order to minimize the angle of attack of the inlets.

The necessity of more complex control laws, leads in a general way, to the application of modern control and estimation theory, since more complete informations of the states of missile and target are necessary than those states informed by sensors commonly in use in missiles today. This leads to the use of a airborne computer.

The present work adresses the design and evaluation of a optimal digital control for application to terminal guidance in a bank-to-turn missiles.

One continuous two dimensional model was adopted, in the following form:

$$\dot{X}(t) = A(t) X(t) + B(t) u(t) + E g \quad (1.1)$$

where the effect of gravity appears explicitly in the third term on the right hand side of expression 1.1.

After the development of a equivalent discrete model, the optimal control problem has been solved, using a modified Ricatti equation due to the existence of the third term representing to the gravity effect.

Next, several analysis has been made in order to check the effects of small and large roll excursions, the effect of the sample rate on the system, and the effect of the initial pitch angle, in order to check the validity of such two dimensional model, when applied in some scenarios of interest.

## II. MODEL OF THE SYSTEM

### A. INTRODUCTION

In the present work the problem of terminal guidance for long range, bank-to-turn missiles with ramjet engines, using a digitalized system has been investigated.

The model developed in reference 1 is used as the base for this work. After the digitalization of that model, an optimal control law was developed.

### B. ASSUMPTIONS

Keeping the same assumptions as in ref.1, one has:

The missile is limited to  $-2g$ 's and  $+15g$ 's of commanded acceleration in the pitch plane, with zero lag. Also its yaw auto pilot has zero lag, yaw regulator maintains zero sideslip.

Missile thrust exactly cancels drag.

The angle of attack is assumed to be very small, which leads to the commanded acceleration acting normal to the velocity vector.

The missile will not have to roll through a large angle. (Further considerations will give to this at the end of the derivation of the control law).

### C. THE CONTINUOUS MODEL

Using the same reference frames as in ref.1, one assumes:

-Body frame with  $x_b$  axis parallel to the longitudinal missile axis, positive  $y_b$  axis out of the left wing, and positive  $z_b$  axis upward. (see fig.2.1)

-Flight path axis with  $x_r$  axis parallel to the velocity vector, positive  $z_r$  axis pointing upwards and  $y_r$  axis pointing to the left. (see fig. 2.2)

In fig 2.1 and 2.2, the angles  $\phi$  and  $\theta$  are the Eulerian roll and pitch angles.

The state vector is given as

$$\underline{\dot{x}} = [\dot{y}_r \quad \dot{y}_r \quad Aty \quad \dot{z}_r \quad \dot{z}_r \quad Atz \quad \Delta\phi]^T \quad (2.1)$$

where  $y_r$  and  $z_r$  are the components of the relative target position,  $\dot{y}_r$  and  $\dot{z}_r$  are the relative target velocity,  $Aty$  and  $Atz$  are the components of target acceleration, which is exponentially decaying with a time constant  $\bar{G}$ .

$$\Delta\phi = \phi - \phi_0 \quad (2.2)$$

where  $\phi_0$  is the initial roll angle (at  $t=0$ ).

The control vector is given as:

$$\underline{u} = [Ac \quad Pc]^T \quad (2.3)$$

where  $Ac$  is the commanded acceleration and  $Pc$  is the commanded roll rate.

The nonlinear plant equation is

$$\underline{\dot{x}} = f(\underline{x}, \underline{u}) + \underline{G} \quad (2.4)$$

or

$$\dot{\underline{x}} = \begin{bmatrix} \dot{y}_F \\ Aty + Ac \sin \phi \\ -Aty/\bar{g} \\ \dot{z}_F \\ Atz - Ac \cos \phi \\ -Atz/\bar{g} \\ \rho_c \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \\ -g \cos \theta \\ 0 \\ 0 \end{bmatrix} \quad (2.5)$$

where  $g$  is gravity's acceleration and  $\theta$  is the pitch angle as seen in fig.2.2

Linearizing and setting

$$\underline{g} = \underline{E} \underline{g} \quad (2.6)$$

one has

$$\dot{\underline{x}} = \begin{bmatrix} \dot{y}_F \\ Aty + A'_c(\cos \phi_0) \Delta \phi \\ -Aty/\bar{g} \\ \dot{z}_F \\ Atz + A'_c(\cos \phi_0) \Delta \phi \\ -Atz/\bar{g} \\ 0 \end{bmatrix} + \begin{bmatrix} 0 & 0 \\ \sin \phi_0 & 0 \\ 0 & 0 \\ 0 & 0 \\ -\cos \phi_0 & 0 \\ 0 & 0 \\ 0 & 0 \end{bmatrix} \quad (2.7)$$

where

$$\underline{z} = \begin{bmatrix} 0 & 0 & 0 & 0 & -\cos \theta & 0 & 0 \end{bmatrix}^T \quad (2.3)$$

in eqn. 2.7, we have set

$$\cos \phi = \cos(\phi_0 + \Delta\phi) = \cos \phi_0 \cos \Delta\phi - \sin \phi_0 \sin \Delta\phi$$

$$\sin \phi = \sin(\phi_0 + \Delta\phi) = \sin \phi_0 \cos \Delta\phi + \cos \phi_0 \sin \Delta\phi$$

and expanded in  $\Delta\phi$  which is considered small.

Now assuming that  $\dot{A}c$ , which is actually the desired control  $A_c$ , can be expressed in the form of:

$$\dot{A}c = Aco \left[ 1 - \frac{t}{T_i} \right] \quad (2.9)$$

with  $Aco = A_c$  at  $t=0$ , one has

$$\dot{\underline{x}} = \underline{A} \underline{x} + \underline{B} \underline{u} + \underline{E} \underline{g} \quad (2.10)$$

where

$$\underline{A} = \begin{bmatrix} 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & Aco \left[ 1 - \frac{t}{T_i} \right] \cos \phi_0 \\ 0 & 0 & -1/\delta & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & Aco \left[ 1 - \frac{t}{T_i} \right] \sin \phi_0 \\ 0 & 0 & 0 & 0 & 0 & -1/\delta & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{bmatrix} \quad (2.11)$$

(2.12)

$$\underline{B} = \begin{bmatrix} 0 & 0 \\ \sin \phi_0 & 0 \\ 0 & 0 \\ 0 & 0 \\ -\cos \phi_0 & 0 \\ 0 & 0 \\ 0 & 1 \end{bmatrix}$$

$$\underline{E} = \begin{bmatrix} 0 & 0 & 0 & 0 & -\cos \theta & 0 & 0 \end{bmatrix}^T \quad (2.13)$$

$$\underline{g} = g \quad (2.14)$$

#### D. THE DISCRETE MODEL

##### 1. Introduction

With the introduction of a digital computer to control the continuous-time system, one has to have some kind of interface in order to take care of the communication between the discrete and continuous-time systems. In this case it will be considered, A-to-D and D-to-A converters as samplers and zero-order holders as in reference 2.

In such case, considering the system:

$$\dot{\underline{x}}(t) = \underline{A}(t) \underline{x}(t) + \underline{B}(t) \underline{u}(t) + \underline{E}(t) \underline{z}(t) \quad (2.15)$$

one can write the state of the system at time  $t(k+1)$  as :

$$x(t_{k+1}) = \phi(t_{k+1}, t_k) x(t_k) + \int_{t_k}^{t_{k+1}} \phi(t_{k+1}, \eta) B(\eta) d\eta u(t_k) \quad (2.16) \\ + \int_{t_k}^{t_{k+1}} \phi(t_{k+1}, \eta) E(\eta) d\eta g(t_k)$$

where  $\phi(t, t_0)$  is the transition matrix of the system represented by eqn. 2.13.

Furthermore, we will consider that the sampling instants are equally spaced, or:

$$t_{k+1} - t_k = T \quad (2.17)$$

$$t_{k+1} = kT + T \quad (2.18)$$

so one can replace

$$t_k = kT$$

thus,

$$x(kT+T) = \phi(kT+T) x(kT) \quad (2.19)$$

$$+ \int_{kT}^{kT+T} \phi(kT+T, \eta) B(\eta) d\eta u(kT) \\ + \int_{kT}^{kT+T} \phi(kT+T, \eta) E(\eta) d\eta g(kT)$$

or in a simplified notation:

$$x(k+1) = A_d(k) x(k) + B_d(k) u(k) \quad (2.20)$$

$$+ E_d(k) g(k)$$

where,

$$A_d(k) = \phi(kT+T, kT) \quad (2.21)$$

$$B_d(k) = \int_{kT}^{kT+T} \phi(kT+T, \eta) B(\eta) d\eta \quad (2.22)$$

$$E_d(k) = \int_{kT}^{kT+T} \phi(kT+T, \eta) B(\eta) d\eta \quad (2.23)$$

## 2. Calculation of the Matrices A(k), B(k) and E(k)

It is straightforward to show, using the sparseness of the matrix A(t), that the transition matrix of equation 2-19 is :

$$\phi(kT+T) = \begin{bmatrix} 1 & T & A_{d_{13}} & 0 & 0 & 0 & A_{d_{17}} \\ 0 & 1 & A_{d_{23}} & 0 & 0 & 0 & A_{d_{27}} \\ 0 & 0 & e^{-T/\delta} & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & T & A_{d_{46}} & A_{d_{47}} \\ 0 & 0 & 0 & 0 & 1 & A_{d_{56}} & A_{d_{57}} \\ 0 & 0 & 0 & 0 & 0 & e^{-T/\delta} & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix} \quad (2.24)$$

where:

$$A_{d_{1,3}} = A_{d_{4,6}} = \bar{C} T - \bar{C}^2 (1 - e^{-T/\bar{C}})$$

$$A_{d_{2,3}} = A_{d_{5,6}} = (1 - e^{-T/\bar{C}})$$

For the calculation of the others terms one may make use of the property of the transition matrix that:

$$\frac{d\phi(t_2, t_1)}{dt_2} = A(t_2) A_d(t_2, t_1)$$

so,

$$\frac{dA_d(kT+T, kT)}{d(kT+T)} = A(kT+T) A_d(kT+T, kT)$$

For A (2,7) :

$$\frac{dA_{d_{2,7}}(kT+T, kT)}{d(kT+T)} = A_{d_{2,7}}(kT+T) = A_{CO} \left[ 1 - \frac{t}{T_i} \right] \cos \phi_0 \Big|_{kT+T}$$

$$\frac{dA_{d_{4,7}}(kT+T, kT)}{d(kT+T)} = A_{CO} \left[ 1 - \frac{kT+T}{T_i} \right] \cos \phi_0$$

$$A_{d_{2,7}} = A_{CO} \cos \phi_0 \int_{kT}^{kT+T} \left[ 1 - \frac{kT+T}{T_i} \right] d(kT+T)$$

$$A_{d_{2,7}} = A_{CO} \cos \phi_0 \left[ T - \left[ \frac{2k+1}{2T_i} \right] T^2 \right]$$

For A (1,7) :

$$\frac{dA_{d_{1,7}}(kT+T, kT)}{d(kT+T)} = A_{d_{2,7}}(kT+T, kT)$$

$$A_{d_{1,7}}(kT+T, kT) = \int_{kT}^{kT+T} A_{d_{2,7}} d(kT+T)$$

$$A_{d,7} = \left[ T^2 - \left[ \frac{2k+1}{2T_i} \right] T^3 \right] A_{c0} \cos \phi_0$$

Doing the same process for  $A_d(5,7)$  and  $A_d(4,7)$  one has:

$$A_{d,7} = A_{c0} \sin \phi_0 \left[ T^2 - \left[ \frac{2k+1}{2T_i} \right] T^3 \right]$$

$$A = A_{c0} \sin \phi_0 \left[ T - \left[ \frac{2k+1}{2T_i} \right] T^2 \right]$$

For the derivation of the matrix  $B_d(k)$  one needs according to eqn. 2-22

$$\phi(kT+T) B(\eta) = A_d(kT+T, \eta) B(\eta)$$

where,

$$A_d(kT+T, \eta) = \begin{bmatrix} 1 & A_{\eta_{1,2}} & A_{\eta_{1,3}} & 0 & 0 & 0 & A_{\eta_{1,7}} \\ 0 & 1 & A_{\eta_{2,3}} & 0 & 0 & 0 & A_{\eta_{2,7}} \\ 0 & 0 & A_{\eta_{3,3}} & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & A_{\eta_{4,5}} & A_{\eta_{4,6}} & A_{\eta_{4,7}} \\ 0 & 0 & 0 & 0 & 1 & A_{\eta_{5,6}} & A_{\eta_{5,7}} \\ 0 & 0 & 0 & 0 & 0 & A_{\eta_{6,6}} & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$

where  $A_\eta$  represents  $A_d(kT+T, \eta)$ , and

$$B(\eta) = \begin{bmatrix} 0 & 0 \\ \sin \phi_0 & 0 \\ 0 & 0 \\ 0 & 0 \\ -\cos \phi_0 & 0 \\ 0 & 0 \\ 0 & 0 \end{bmatrix}$$

thus

$$A_d(kT+T, \eta) B(\eta) = \begin{bmatrix} A\eta_{1,2} \sin \phi_0 & A\eta_{1,7} \\ \sin \phi_0 & A\eta_{2,7} \\ 0 & 0 \\ -A\eta_{4,5} \cos \phi_0 & A\eta_{4,7} \\ -\cos \phi_0 & A\eta_{5,7} \\ 0 & 0 \\ 0 & 0 \end{bmatrix}$$

where

$$A\eta_{1,2} = kT+T - \eta = A\eta_{4,5}$$

$$A\eta_{2,7} = \left[ kT+T - \frac{(kT+T)^2}{2Ti} - \eta + \frac{\eta^2}{2Ti} \right] A\cos \cos \phi_0$$

$$A\eta_{1,7} = \left[ T(kT+T) - \left[ \frac{2k+1}{2Ti} \right] (kT+T) T^2 - \right. \\ \left. - T\eta + \left[ \frac{2k+1}{2Ti} \right] T^2 \eta \right] A\cos \cos \phi_0$$

$$A\eta_{4,7} = \left[ T(kT+T) - \left[ \frac{2k+1}{2Ti} \right] (kT+T) T^2 - \right. \\ \left. - T\eta + \left[ \frac{2k+1}{2Ti} \right] T^2 \eta \right] A\cos \sin \phi_0$$

$$A\eta_{5,7} = \left[ kT+T - \frac{(kT+T)^2}{2Ti} - \eta + \frac{\eta^2}{2Ti} \right] A\cos \sin \phi_0$$

and for  $B_d(k)$ :

$$B_d = \begin{bmatrix} B_{d_{1,1}} & B_{d_{1,2}} \\ \sin \phi_0 & B_{d_{2,2}} \\ 0 & 0 \\ B_{d_{4,1}} & B_{d_{4,2}} \\ -\cos \phi_0 & B_{d_{5,2}} \\ 0 & 0 \\ 0 & T \end{bmatrix} \quad (2.25)$$

where

$$B_{d_{1,1}} = \int_{kT}^{kT+T} (kT+T-\eta) d\eta \sin \phi_0 = -\frac{T^2}{2} \sin \phi_0$$

$$B_{d_{4,1}} = -\frac{T^2}{2} \cos \phi_0$$

$$B_{d_{2,2}} = \int_{kT}^{kT+T} A\eta_{2,7} d\eta$$

which after some algebraic work has been found

$$B(k) = \left[ \frac{T^2}{2} - \frac{(kT+T)^3}{3Ti} - \frac{(kT+T)^2}{2Ti} kT - \frac{(kT)^2}{6Ti} \right] Acc \cos \phi_0$$

and

$$B_{d_{1,2}}(k) = \int_{kT}^{kT+T} A\eta_{1,7} d\eta$$

which can be found to be:

$$B_{d_{4,2}}(k) = \left[ \frac{T^3}{2} - \frac{1}{2} - \left[ \frac{2k+1}{2Ti} \right] T \right] Aco \cos \phi$$

thus

$$B_{d_{4,2}}(k) = \left[ \frac{T^3}{2} - \frac{1}{2} - \left[ \frac{2k+1}{2Ti} \right] T \right] Aco \sin \phi$$

$$B_{d_{5,2}}(k) = \left[ \frac{T^2}{2} - \frac{(kT+T)^3}{3Ti} + \frac{(kT+T)^2}{2Ti} kT - \frac{(kT)^2}{6Ti} \right] Aco \sin \phi$$

In the same way:

$$\phi(kT+T, \eta) E(\eta) = \begin{bmatrix} 0 \\ 0 \\ 0 \\ -T \cos \theta \\ -\cos \theta \\ 0 \\ 0 \end{bmatrix}$$

thus  $\underline{E}(k)$  is equal to

$$\underline{E} = \begin{bmatrix} 0 & 0 & 0 & 0 & -\frac{T^2}{2} \cos \theta & -T \cos \theta & 0 & 0 \end{bmatrix}$$

where we have considered  $\theta$  as a constant angle. (Further comments on this after development of the control law).

Notice that throughout this work, the commanded acceleration has been considered an unknown and the assumption has been made that it will be in the form of eqn. 2.9. One will need in further developments to consider the control  $A_c$  as a known  $A_c(k)$ , which will be a constant between  $kT$  and  $kT+T$ . With such assumptions, the discrete representation of the system is easily found to be :

$$\underline{x}(k+1) = \underline{A}(k) \underline{x}(k) + \underline{B}(k) \underline{u}(k) + \underline{E} g$$

(2.26)

where

$$A_d = \begin{bmatrix} 1 & T & A_{d_{1,3}} & 0 & 0 & 0 & A_{d_{1,7}} \\ 0 & 1 & A_{d_{2,3}} & 0 & 0 & 0 & A_{d_{2,7}} \\ 0 & 0 & e^{-T/6} & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & T & A_{d_{4,6}} & A_{d_{4,7}} \\ 0 & 0 & 0 & 0 & 1 & A_{d_{5,6}} & A_{d_{5,7}} \\ 0 & 0 & 0 & 0 & 0 & e^{-T/6} & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix} \quad (2.27)$$

with

$$A_{d_{1,3}} = 3T - 3^2 (1 - e^{-T/6}) = A_{d_{4,6}}$$

$$A_{d_{2,3}} = 3(1 - e^{-T/6}) = A_{d_{5,6}}$$

$$A_{d_{1,7}} = -\frac{T^2}{2} AC \cos \phi_0$$

$$A_{d_{2,7}} = T AC \cos \phi_0$$

$$A_{d_{4,7}} = -\frac{T^2}{2} AC \sin \phi_0$$

$$A_{d_{5,7}} = T AC \sin \phi_0$$

and

$$B_d(k) = \begin{bmatrix} \frac{T^2}{2} \sin \phi_0 & \frac{T^3}{6} A_c \cos \phi_0 \\ T \sin \phi_0 & \frac{T^2}{2} A_c \cos \phi_0 \\ 0 & 0 \\ -\frac{T^2}{2} \cos \phi_0 & \frac{T^3}{6} A_c \sin \phi_0 \\ -T \cos \phi_0 & \frac{T^2}{2} A_c \sin \phi_0 \\ 0 & 0 \\ 0 & T \end{bmatrix}$$

and

$$E_d(k) = \begin{bmatrix} 0 \\ 0 \\ 0 \\ -\frac{T^2}{2} \cos \theta \\ -T \cos \theta \\ 0 \\ 0 \end{bmatrix}$$

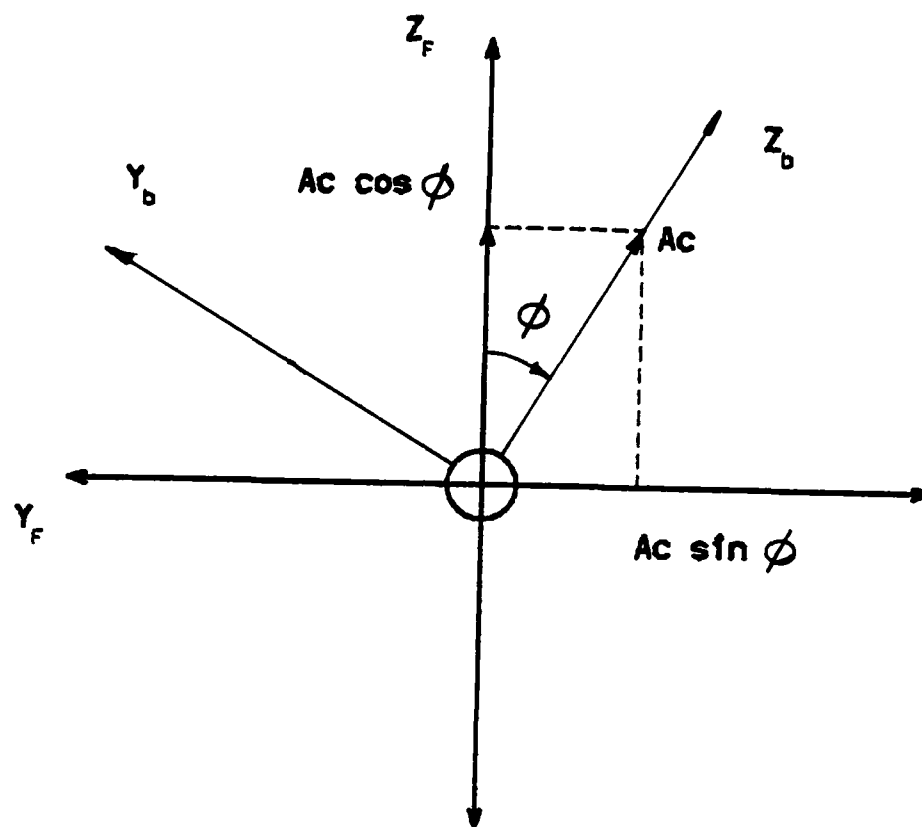


Figure 2.1 Reference Frames.

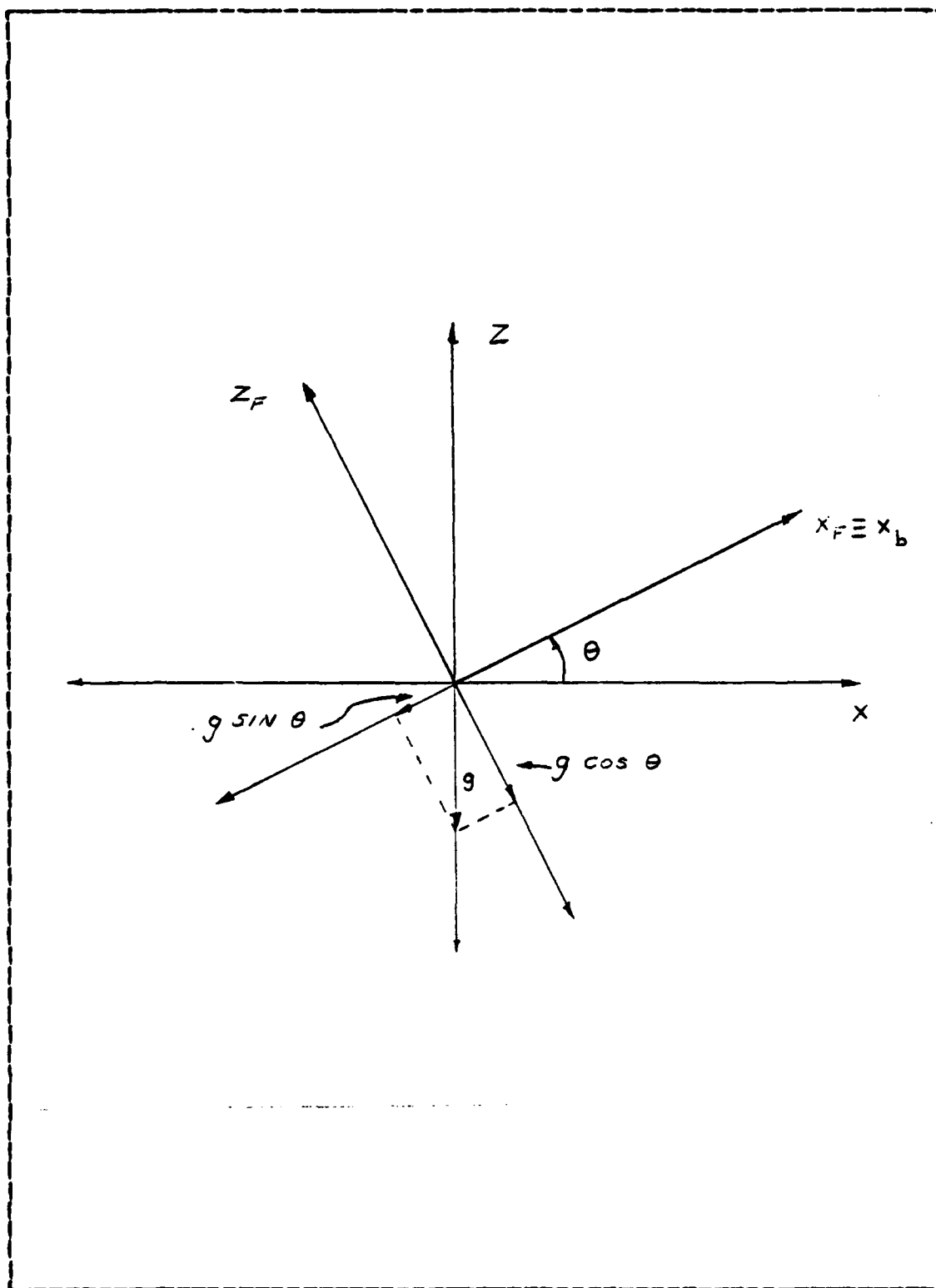


Figure 2.2 Reference Frames.

### III. THE OPTIMAL CONTROLLER

#### A. DERIVATION OF THE OPTIMAL CONTROLLER

In order to have a suitable guidance law to implement the control commands, we will minimize the following performance index:

$$J = -\frac{1}{2} x^T(N) W(N) x(N) + \sum_{k=0}^{N-1} -\frac{1}{2} u^T(k) Q(k) u(k) \quad (3.1)$$

where  $x(N)$  is the final state at  $t=T$

As we want to minimize the final miss distance, the weighting matrix  $W(N)$  is taken as

$$\begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{bmatrix} \quad (3.2)$$

and  $Q(k)$  is a two by two positive definite symmetric weighting matrix to be chosen.

In the derivation of the solution, reference 3 has been followed keeping in mind that the state equation has the form:

$$\underline{x}(k+1) = \underline{A}(k) \underline{x}(k) + \underline{B}(k) \underline{u}(k) + \underline{E} \quad (3.3)$$

or

$$\underline{x}(k+1) = f(\underline{x}(k), \underline{u}(k), g) \quad (3.4)$$

where the third term, which represents the effect of the gravity has been considered constant.

Considering that the performance index is in the form:

$$J = \phi[x(N)] + \sum_{k=0}^{N-1} L(k) \left[ x(k), u(k), g(k) \right] \quad (3.5)$$

we need to find a sequence of  $u(k)$  that minimizes  $J$ .

Adjoin the system equation to  $J$  with a multiplier  $\lambda(k)$

$$J = \phi[x(N)] + \sum_{k=0}^{N-1} \left\{ L(k) \left[ x(k), u(k), g \right] + \right. \\ \left. + \lambda^T(k+1) \left\{ f_k[x(k), u(k), g] - x(k+1) \right\} \right\} \quad (3.6)$$

and defining a scalar sequence  $H(k)$

$$H(k) = L(k) \left[ x(k), u(k), g \right] + \\ + \lambda^T(k+1) f_k \left[ x(k), u(k), g \right] \\ k=0, 1, 2, \dots, n-1 \quad (3.7)$$

one has:

$$J = \phi[x(N)] - \lambda^T(N) x(N) + \sum_{k=1}^{N-1} [H(k) - \lambda^T(k) x(k)] + H(0) \quad (3.8)$$

Considering differential changes in J:

$$dJ = \left[ \frac{\partial \phi}{\partial x(N)} - \lambda^T(N) \right] dx(N) + \quad (3.9)$$

$$\begin{aligned} &+ \sum_{k=1}^{N-1} \left\{ \left[ \frac{\partial H(k)}{\partial x(k)} - \lambda^T(k) \right] dx(k) + \right. \\ &\quad \left. + \frac{\partial H(k)}{\partial u(k)} du(k) \right\} + \frac{\partial H(0)}{\partial x(0)} dx(0) + \\ &\quad + \frac{\partial H(0)}{\partial u(0)} du(0) \end{aligned}$$

choosing the multiplier  $\lambda(k)$  so that

$$\lambda^T(k) - \frac{\partial H(k)}{\partial x(k)} = 0 \quad (3.10)$$

thus

$$\frac{\partial L(k)}{\partial x(k)} + \lambda^T(k+1) \frac{\partial f_k}{\partial x(k)} = \lambda^T(k)$$

and

$$\frac{\partial H(k)}{\partial u(k)} = 0 \quad (3.11)$$

with boundary condition

$$\lambda^T(N) = \frac{\partial \phi}{\partial x(N)} \quad (3.12)$$

we obtain the minimization of the performance index.

In the present case we have:

$$J = \frac{1}{2} x^T(N) W(N) x(N) + \sum_{k=0}^{N-1} u^T(k) Q(k) u(k) + \lambda^T(k+1) [A(k)x(k) + B(k)u(k) + E g - x(k+1)] \quad (3.13)$$

and  $H(k)$  :

$$H(k) = \frac{1}{2} u^T(k) Q(k) u(k) + \lambda^T(k+1) [A(k)x(k) + B(k)u(k) + E g] \quad (3.14)$$

then in order to minimize  $J$ :

$$\frac{\partial H(k)}{\partial u(k)} = u^T(k) Q(k) + \lambda^T(k+1) B(k) = 0 \quad (3.15)$$

or considering that  $Q^T(k) = Q(k)$

$$Q(k) u(k) = - B^T(k) \lambda(k+1)$$

and

$$\lambda^T(k) = \frac{\partial H(k)}{\partial x(k)} \quad (3.16)$$

$$\lambda^T(k) = \lambda^T(k+1) A(k)$$

and

$$\lambda^T(N) = x^T(N) W(N) \quad (3.17)$$

Notice that we are not weighting the states in the performance index, except the last state. A more general form could be obtained, with all states being weighting, if we change the eqn 3.16 to:

$$\lambda^T(k) = \lambda^T(k+1) A(k) + x^T(k) W1(k) \quad (3.18)$$

where  $W1(k)$  is the weighting matrix of the states.

With equations 3.15, 3.16 and 3.17 one is able to find the sequence of  $u(k)$  that will give the minima controls.

Such set of equations can be solved by the sweep method as in ref. 2 .

We will look for a solution of the form:

$$u(k) = -F(k)x(k) - FG(k)g(k) \quad (3.19)$$

what means that the commanded acceleration and roll rate, will have a correction due to the effect of gravity.

Placing:

$$\lambda(k) = S(k) x(k) + SG(k) g(k) \quad (3.20)$$

from eqn. 3.15

$$Q(k) u(k) = -B^T(k) [S(k+1) x(k+1) + SG(k+1) g(k+1)]$$

from eqn. 3.3

$$Q(k) u(k) = -B^T(k) S(k+1) [A(k) x(k) + \quad (3.21)$$

$$+B(k) u(k) + E g] - B^T(k) SG(k+1) g(k+1)$$

so

$$\begin{aligned} [Q(k) + B^T(k) S(k+1) B(k)] u(k) = \\ -B^T(k) S(k+1) A(k) x(k) - B^T(k) S(k+1) E g(k) - \\ -B^T(k) SG(k+1) g(k+1) \end{aligned}$$

considering that  $g$  is a constant

$$u(k) = -[Q(k) + B^T(k) S(k+1) B(k)]^{-1} \quad (3.22)$$

$$\begin{bmatrix} B^T(k) & S(k+1) & A(k) & x(k) + \\ + [B^T(k) & S(k+1) & E + B^T(k) & SG(k+1)] & g \end{bmatrix}$$

so:

$$u(k) = -F(k)x(k) - FG(k)g$$

where

$$F = [Q(k) + B^T(k) S(k+1) B(k)]^{-1} \quad (3.23)$$

$$\cdot B^T(k) S(k+1) A(k)$$

$$FG = [Q(k) + B^T(k) S(k+1) B(k)]^{-1} \quad (3.24)$$

$$[B^T(k) S(k+1) E + B^T SG(k+1)]$$

from eqn. 3.16 and 3.19

$$\begin{aligned} \lambda(k) &= A^T(k) \lambda(k+1) = A^T(k) [S(k+1)x(k+1) + SG(k+1)g(k+1)] = \\ &= A^T(k) S(k+1) A(k) x(k) + A^T(k) S(k+1) B(k) u(k) \\ &+ A^T(k) S(k+1) Eg + A^T(k) SG(k+1) g(k+1) \end{aligned}$$

from eqn. 3.19

$$\begin{aligned} \lambda(k) &= A^T(k) S(k+1) A(k) x(k) + A^T(k) S(k+1) B(k) \cdot \\ &\cdot [-F(k)x(k) - FG(k)g] + A^T(k) S(k+1) Eg + \\ &+ A^T(k) SG(k) g(k+1) \end{aligned}$$

so, as  $g$  is a constant:

$$S(k)x(k) + SG(k)g = [A^T(k)S(k+1)A(k) - A(k)S(k+1)B(k)F(k)] +$$

$$+ \left[ A^T(k) S(k+1) E - A^T(k+1) B(k) F(k) \right. \\ \left. + A(k) SG(k+1) \right] g$$

thus

$$S(k) = A^T(k) S(k+1) A(k) - A^T(k) S(k+1) B(k) F(k) \quad (3.25)$$

and

$$SG(k) = A^T(k) S(k+1) E - A^T(k) S(k+1) B(k) F(k) + \\ + A^T(k) SG(k+1) \quad (3.26)$$

These equations, 3.25, 3.26, 3.23 and 3.24 can be solved backwards with the final condition:

$$S(N) = W(N)$$

$$SG(N) = 0$$

Notice that this satisfies our previous boundary condition in eqn. 3.17 where:

$$(N) = W(N) x(N)$$

$$S(N) x(N) = W(N) x(N)$$

so

$$S(N) = W(N)$$

## B. EXTENSION OF THE MODEL FOR LARGE ROLL ANGLES

Up to this point, one has to take into account that throughout the development of this work, the angle has been considered small, it is necessary to relax this restriction.

In order to do that, the system has been broken in two blocks as in figure 3.1.

The first block is a representation of the algorithm which will calculate the optimal commands. The algorithm has contain with itself an exact model of the system or missile. The model of the missile is initialized from the information on the initial states, the initial input command  $A_{c0}$  and initial roll angle (at  $t=0$ ); and computes the optimal gains and further the optimal commands which will be feed to the missile.

The method adopted in computing the optimal commands is more easily understood if one considers figure 3.2.

In figure 3.2, the lines numbered as 0 in the graph for  $A_c$  and for  $P_c$  are the optimal commands for a given initial roll angle ( $\phi_0$ ). Lines number 1 are the commands for a second initial roll angle ( $\phi_1$ ) larger than  $\phi_0$ , and so on. Thus in figure 3.2 one has a family of optimal commands for any initial roll angle.

Notice that the upper line of the graph of  $A_c$  represents the accelerations of a missile which had at  $t=0$  a correct initial roll angle in order to hit the target with no comands in roll rate.

In the present method the computer performs the calculation of the commands only for the first step of time and then feeds these commands to the missile. The missile is then driven to the next state ( $x(k+1)$ ) and feed-backs to the computer the information on the roll angle at that step. The roll angle feed-backs from the missile is considered by the algorithm as the initial roll angle at  $t=0$  and the next commands are calculated. Notice that at this second step the algorithm will feed to the system the second command (at  $t=t_1$ ). This process is then repeated until  $t$  is equal to the intercepted time.

It is important to realize that with this method of calculation, since the algorithm was developed with the assumption of small roll excursions some error is expected due to the fact that in computing the gains by solving a Ricatti equation backwards, as has been done, it is necessary to update the system from  $t=0$  to  $t=T_i$  at each step, and in this process the roll angle is not small. Notice however that we are applying the commands only in one step, and if one expects that the roll rate will decrease to zero, as we are increasing in time, the variation of the roll angle will tend to decrease, so, we can expect that the error will decrease as the time increases.

Another important point to be studied is how the missile itself (second block in fig. 3.2) has to be implemented in order to be valid for small and large roll excursions.

It is considered that one has the perfect knowledge of the commands, thus the missile is modeled as a state variable system as in eqn 2.26 with the initial roll angle being update at each step. In this way the system will take the initial roll angle as the summation of all previous initial roll angles. (see fig 3.4)

From the original variables one has for the state  $\Delta\phi$ , the following:

$$\Delta\phi(k+1) = \Delta\phi(k) + P_c(k) T \quad (3.27)$$

which is show in figg. 3.3, where the initial roll angle is kept constant and  $\Delta\phi$  is update each step.

Notice however that considering large roll excursions (see fig. 3.4) and keeping in mind that the angle  $\phi$  has been defined as

$$\phi = \phi_0 + \Delta\phi$$

the expression 3.27 is not valid, since in modeling the system it was assumed that  $\Delta\phi$  would be small.

This leads to a change in the expression for the variation of  $\Delta\phi$  as in fig. 3.4. In fig. 3.4, the angle  $\Delta\phi$  is update at each step, so one has:

$$\Delta\phi(k+1) = P_c(k) T \quad (3.28)$$

By consideration of the equation 2.27 it can be seen that by setting the element  $A(7,7)$  to zero, one can obtain equation 3.28.

Thus the missile model for large roll excursions will be represented by the following equation.

$$x(k+1) = A(k) x(k) + B(k) u(k) + E g$$

where

$$A(k) = \begin{bmatrix} 1 & T & A_{1,3} & 0 & 0 & 0 & A_{1,7} \\ 0 & 1 & A_{2,3} & 0 & 0 & 0 & A_{2,7} \\ 0 & 0 & e^{-T/c} & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & T & A_{4,6} & A_{4,7} \\ 0 & 0 & 0 & 0 & 1 & A_{5,6} & A_{5,7} \\ 0 & 0 & 0 & 0 & 0 & e^{-T/c} & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & A_{7,7} \end{bmatrix} \quad (3.29)$$

where  $A(7,7)=0$  , for large roll excursions

$A(7,7)=1$  , for small roll excursions

$$B = \begin{bmatrix} \frac{T^2}{2} \sin \phi_0 & \frac{T^3}{6} A_c \cos \phi_0 \\ T \sin \phi_0 & \frac{T^2}{2} A_c \cos \phi_0 \\ 0 & 0 \\ -\frac{T^2}{2} \cos \phi_0 & \frac{T^3}{6} A_c \sin \phi_0 \\ -T \cos \phi_0 & \frac{T^2}{2} A_c \sin \phi_0 \\ 0 & 0 \\ 0 & T \end{bmatrix} \quad (3.30)$$

$$E = \begin{bmatrix} 0 \\ 0 \\ 0 \\ -\frac{T^2}{2} \cos \theta \\ -T \cos \theta \\ 0 \\ 0 \end{bmatrix} \quad (3.31)$$

We will redefine the states  $x_1$ , as the relative position,  $x_2$  as the relative velocity in the Y direction and  $x_3$  as the target acceleration in Y direction. The states  $x_4$ ,  $x_5$  and  $x_6$  has the same meaning, but in the Z direction and

$x_1$  is  $\Delta\phi$ . In this representation of the system,  $x_1(k)$  is equal to the component of the miss distance along the Y direction and:

$$x_1(k+1) = y_p(k+1) = y_p(k) + \dot{y}_p(k) T + \quad (3.32)$$

$$+ \left[ \zeta T - \zeta^2 (1 - e^{-T/\zeta}) \right] \Delta y(k) + \frac{T^2}{2} \dot{A}c(k) \cos\phi_0 \Delta\phi(k) \\ + \frac{T^2}{2} \sin\phi_0 \dot{A}c(k) + \frac{T^3}{6} \dot{A}c(k) \cos\phi_0 \dot{P}c(k)$$

The first three terms in the RHS of eqn.3.32, are easily seen as the contribution to the miss distance of respectively the previous miss distance, relative velocity and target acceleration. The following two terms represents the contribution of the commanded acceleration and the last term represents the effect of coupled  $\dot{A}c$  and  $\dot{P}c$ , and tends to be small due to the cube of the sample period.

For the component of miss distance in the Z direction, one has:

$$x_4(k+1) = z_p(k+1) = z_p(k) + \dot{z}_p(k) T + \\ + \left[ \zeta T - \zeta^2 (1 - e^{-T/\zeta}) \right] \Delta z(k) + \frac{T^2}{2} \dot{A}c(k) \sin\phi_0 \Delta\phi(k) - \\ - \frac{T^2}{2} \cos\phi_0 \dot{A}c(k) + \frac{T^3}{6} \dot{A}c(k) \sin\phi_0 \dot{P}c(k) - \frac{T^2}{2} \cos\theta g$$

where its terms have the same physical meaning as in the expression for  $x(k+1)$ , with the effect of the gravity added to the expression.

Since one can notice that in the representation of the miss distance in Y direction appear two terms as a function of  $\cos\phi_0$ , and in the representation of the miss distance in Z direction appear two terms as function of  $\sin\phi_0$ , it is

interesting to verify that the fourth term in the RHS of both expressions acts like a correction for the fifth term. Referring to fig. 3.4b, one can see that at any step of time, the commanded acceleration is actually,

$$Ac \cos \phi_0 - \Delta Ac$$

and considering small angles:

$$\begin{aligned} \Delta Ac &= Ac \cos \phi_0 - Ac \cos(\phi_0 + \Delta \phi) = \\ &= Ac \cos \phi_0 - Ac [\cos \phi_0 \Delta \phi - \sin \phi_0 \sin \Delta \phi] = \\ &= Ac \sin \phi_0 \Delta \phi \end{aligned}$$

The same idea can be applied to the expression for  $x(k+1)$ .

The terms  $x_2$  and  $x_r$ , represent the relative velocity, and are:

$$\begin{aligned} x_2(k+1) &= \dot{y}_r(k) + \sigma(1 - e^{-T/\tau}) Aty(k) + Ac(k) \cos \phi_0 T \\ &+ Ac(k) \sin \phi_0 T + \frac{T^2}{2} Ac(k) \cos \phi_0 Pc(k) \end{aligned}$$

$$\begin{aligned} x_3(k+1) &= \dot{z}_r(k) + \sigma(1 - e^{-T/\tau}) Atz(k) + Ac(k) \sin \phi_0 T - \\ &- Ac(k) \cos \phi_0 T + \frac{T^2}{2} Ac(k) \sin \phi_0 Pc(k) - T \cos \theta g \end{aligned}$$

Where the two first terms in the RHS represents the effect of the velocity and acceleration at a previous step, and the other three terms has the same meaning as previously stated.

The terms  $x_3$  and  $x_4$  are the target accelerations, in this model being exponentially decaying.

#### 1. Effects on the Miss Distance of the Extension of the Model

In previous subsection, a extension of the model for large roll excursions has been performed. Notice that there are two models of the system being used. The first one, used

in the algorithm is valid only for small roll excursions, and a second model, valid for small and large roll excursions used as a representation of the missile.

The algorithm with the first model, as explained before, is initialized at each step with the actual roll angle of the missile, and performs the calculation of the commands.

In order to check the effect of the extension of the model on the miss distance, one can define a ideal initial roll angle ( $\phi_{0,ideal}$ ), as the roll angle at  $t=0$  in order to have the commanded acceleration vector pointing to the projected final target's position. This means that the missile would not have to roll to hit the target (see fig 3.5), thus the commanded roll rate calculated by the algorithm will be equal to zero. This implies that from that point ahead, the roll angle is constant and equal to  $\phi_{0,ideal}$ , and that the time history of the control  $A_c$  will be a straight line.

The fact that the roll angle will tend to this limit deserves an investigation. Notice that, as shown in fig. 3.2, at the moment the missile reaches its maximum roll angle, the control  $A_c$  will be the required acceleration to hit the target if the missile initial roll angle was  $\phi_{0,ideal}$ . This means that the control  $A_c$  computed would be correct only if the missile would have turned immediately to this angle.

For very small angles, the previous comment would be acceptable, but in a normal situation, as showed in figure 3.5, the missile will only reach the ideal initial roll angle after some time, and due to the vertical component of the acceleration, when this occurs the missile would be in a position above the ideal trajectory, which means that it would follow a course parallel to the ideal trajectory to intercept.

One can see that such problem will lead to a large miss distance, in the case that the target acceleration it is not small. Thus, some correction is necessary in order to improve the missile performance.

Figure 3.5b shows the missile at some point of its trajectory where it has reached its maximum roll angle, thus it is at a parallel course with its ideal trajectory to intercept. At this point, since all the states are known, it is possible to recompute a new  $\phi_{ideal}$ . So, if at this point the computer is fed with the states at this point it will compute the commands in order to drive the missile to the new  $\phi_{ideal}$ , which will introduce the desired correction. Notice that such correction can be made during all the flight, from  $t=0$ , to  $t=T_i$ .

In the present work this method has been accomplished by feeding-back to the computer the roll angle and all the states of the missile. With this information the computer is able to perform the calculation of the corrected commands at each step of time. However as the states are being updated, it is also necessary to update the time to intercept, which has been done using the time to go to intercept, or:

$$T_i(k) = T_i - k T$$

where  $T_i$  is the nominal time to intercept.

### C. SIMULATION

In order to keep the same assumptions as reference 1, the matrix  $Q$  (weighting the control) has been put as suggested in such reference or:

$$\begin{bmatrix} b_1 & 0 \\ 0 & b_2 \end{bmatrix} \quad (3.33)$$

with

$$b_1 = 5.78 \cdot 10^3$$

$$b_2 = 5.0 \text{ meters}$$

Five different cases were run:

Case 0, tested with one simple model valid only for small roll angles begins with missile and target on parallel courses to the inertial x axis, the target 100 meters above the missile and with an evasive manoeuvre exponentially decaying with time constant of 20 seconds. The initial acceleration of target was  $-0.5 \text{ g's}$  in y direction. (see fig. 3.6)

Case 1, with the same scenarios as case 0, but was run using the algorithm for large roll excursions.

Case 2, is the same scenario as in case 1, except that the initial acceleration of target was  $-1.0 \text{ g's}$  in the y direction. (Same as case 1 in ref. 1).

Case 3, the same as case 2, with target acceleration of  $-4 \text{ g's}$ . (Same as case 2 in the reference 1)

Case 4, same as case 3 but with target at initial position 600 meters below the missile. (Same as case 3 in reference 1.)

#### D. COMMENTS AND CONCLUSIONS

##### 1. Results

In case 0, the missile begins its trajectory commanding  $26.5 \text{ m/sec}^2$  and the time history of the control  $A_c$  follows exactly a straight line in the form suggested in

ref. 1, as seen in fig.3.7 The control  $P_c$ , beginning at .35 rad per second, is decaying and reaches zero at  $k=80$  (see fig.3.8). Figures 3.9 and 3.10 show the miss distance, where one can see that the missile is crossing the target with a CG-to-CG distance of 1.5 meters.

Figure 3.11, shows the time history for the roll angle, which as expected, reaches a constant value, with the missile crossing target at  $t=T_i$ , with a bank of .44 radians.

In case 1, which was run with the model for large roll excursions, the missile kept the same  $A_{co}$ , but there is a very small increase in further commanded acceleration in order to correct the effect of the roll angle on the vertical component of the control  $A_c$ , as seen in fig.3.12, and table I.

Figure 3.13 shows that the roll rate decreases almost as before, and the final roll angle is .42 rds, as shown in fig.3.15 and table I. Referring to figure 3.14 there is a change in the final miss distance, which is better than case 0, due to a improvement in its Z component (see table I). This results in a final CG-to-CG miss distance of .65 meters.

In case 2, the missile has the same  $A_c$  at  $t=0$ , but with the correction for roll angle being increased due to the increase of target acceleration (see fig.3.16), the commanded  $A_c$  reaches a larger peak value.

The initial value of the commanded roll rate is .69 radians, which is larger than case 1, due to the increase in the target acceleration. In figure 3.18, there is no noticeable change in the shape of the curve for Z direction, and in the Y direction the final distance is about the same as in case 1. The CG-to-CG distance at  $t=T_i$  is .73 meters. The larger roll rate leads to larger roll angles as seen in fig. 3.19, where the final roll angle is .72 radians.

The effect of target acceleration can be easily seen in case 3, where one can see that with the same  $A_{co}$ , the accelerations are largely increased from this point, and the missile begins its trajectory with very high roll rate (see figures 3.20 and 3.21). There is a change in the Z component of the miss distance, that decreases its final value to .05 meters, but now the miss distance in Y direction is made worse as shown in figure 3.22, which leads to a final CG-to-CG distance of 1.5 meters. In fig. 3.23 one can see that the missile crosses the target with a bank angle of 1.26 radians.

In case 4, due to the position of target 600 meters under the missile, the initial commanded acceleration is negative and reaches the limit of -2 g's. The initial roll rate begins at a smaller value than in case 3 but increases during the initial part of the flight reaching its peak value at 1.75 seconds when again as in the previous cases begins to decay. As the missile banks to roll angles larger than 90 degrees, the acceleration goes to positive values, as seen in figures 3.24 and 3.25. Figure 3.26, shows the worse case among these in respect to the miss distance, mainly in the Z direction, and in the final cg-to-cg distance, which is equal to 4.43 meters. Also the final roll angle of 3.0 radians is the largest among all these cases, as seen in fig. 3.27.

## 2. Comments

Defining the projected zero effort miss distance (ZEM) as the miss distance the missile cross the target with no commands. It can be calculated at  $t=0$  as the initial distance between target and missile plus the miss distance due to the gravity or:

$$ZEM = z(0) + \frac{1}{2} g t^2 \quad (3.34)$$

which is equal in all the three first cases.

In the first three cases, the initial missile's commanded acceleration is the same as seen in table 3.1. Considering that the control  $A_c$  necessary to correct the initial miss distance can be calculated as:

$$A_{c_{ZEM_0}} = \left\{ \frac{ZEM_z}{\frac{T_i^4}{2} - \frac{T_i^2}{6}} \right\} = 26.7 \quad (3.35)$$

which is close to the initial control  $A_c$ .

This suggests that the initial  $A_c$ , would be that one necessary to correct the initial ZEM in Z direction, which agrees with reference 1. Notice however that in all cases the initial  $A_c$  is less than the calculated value of  $A_{c_0}$ , which agrees with the previous statement that some error was expected in the initial part of the computations.

Considering the ideal initial roll angle as defined before, one has:

$$\phi_{o,ideal} = \tan^{-1} \left[ \frac{ZEM_y}{ZEM_z} \right] \quad (3.36)$$

From table I, and figures showing roll angles, it can be verified that the missile is banking to reach angles larger than  $\phi_{o,ideal}$ , in order to correct its trajectory to hit the target.

Therefore, in all cases, the missile begins its trajectory with an  $A_{c_0}$  (discussed before), and a roll rate

which is proportional to the target acceleration in the Y direction. As the missile rolls at decreasing roll rates, the commanded acceleration is changed in order for to compensate the effect of the roll angle on its Z direction component. At some time when the control  $P_c$  is zero or near zero, the control  $A_c$  begins to follow a linear law, as suggested in eqn. 2.7:

$$A_c = A_{c0} \left[ 1 - \frac{t}{T_1} \right]$$

Notice however that the term  $A_{c0}$  in this equation is no more the actual initial commanded acceleration, but that one the missile would have if its initial roll angle was equal to the final .

Such behavior defines a boundary in the control  $A_c$  which is clearly seen in 3.29, where the commanded acceleration is bounded by the curve of the control  $A_c$  the missile would have if its initial  $\phi_0$  was equal to  $\phi_{0,ideal}$  (or, if no commanded roll was necessary to reach the target).

Although the missile commands roll angles larger than the ideal initial roll angle, it is possible to do a prediction- with no no computer work- of an approximation for the maximum acceleration the missile would experience during its flight, as following (see fig. 3.32):

$$A_c = \left[ \frac{ZEM_z}{\frac{T_1^2}{2} - \frac{T_1^2}{6}} \right] \frac{1}{\cos \phi_{0,ideal}} \quad (3.37)$$

where  $\phi_{0,ideal}$  comes from eqn. 3.50, and  $A_c$  is a straight line as in fig 3.32.

Other interesting point is that the missile is commanding to reach roll angles about twice of  $\phi_{0,ideal}$  when the target is at small accelerations, and when at large

accelerations, the missile is making a small correction on its roll angle, as shown in table I.

One can see from the figures showing miss distance, that the relative position of missile to target is about the same in all three initial cases. Thus, the new  $\phi_{ideal}$  at each point is the same. As the  $\phi_{ideal}$  computed at  $t=0$  is smaller when the target is at small accelerations, the correction has to be larger in order to hit the target, as seen in figure 3.30.

In table I, one can see the final miss distances, the final miss distance cg to cg and the final roll angle. Such results show that with this digitalized model, good results has been obtained.

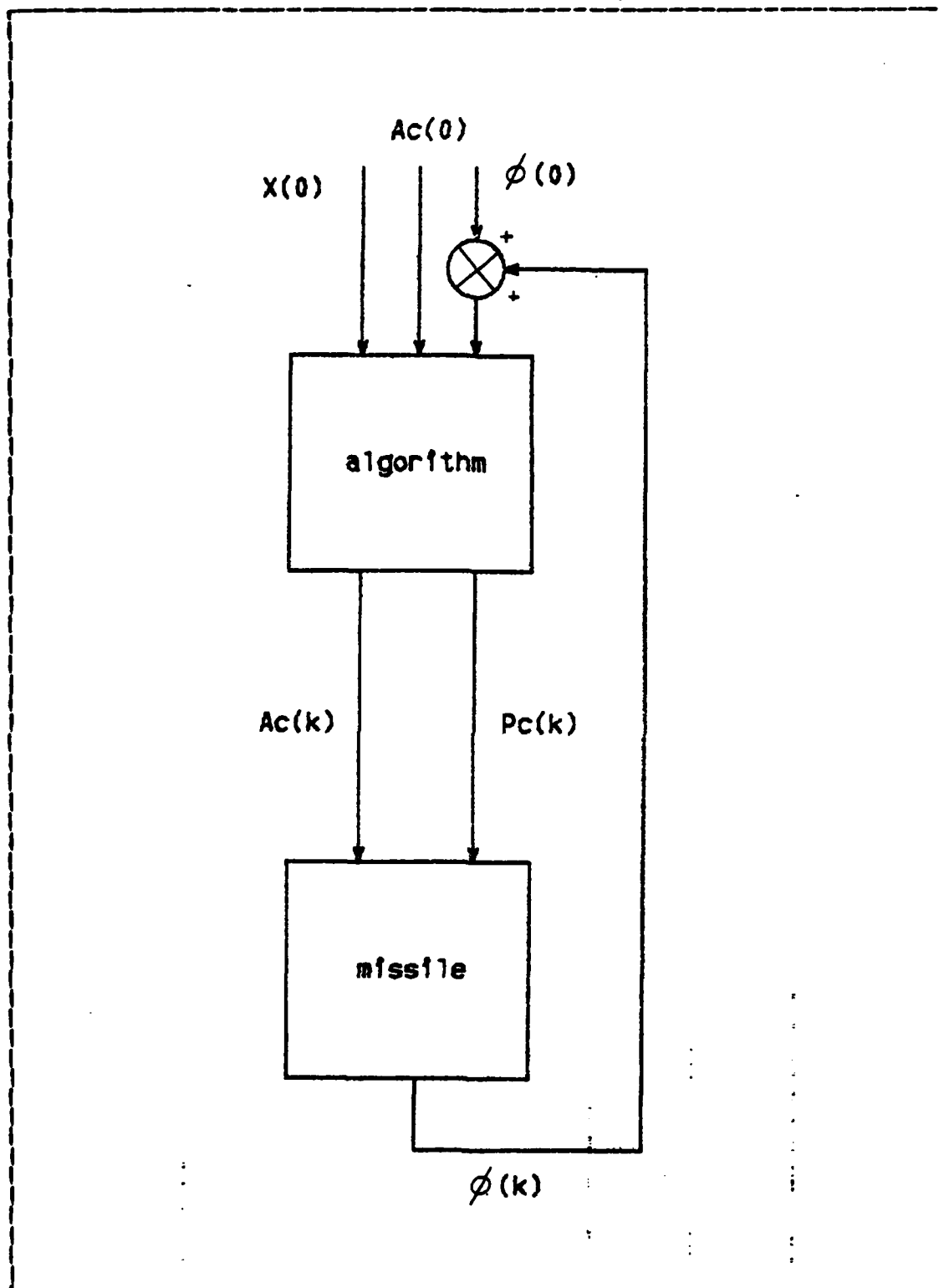


Figure 3.1 Representation of the System.

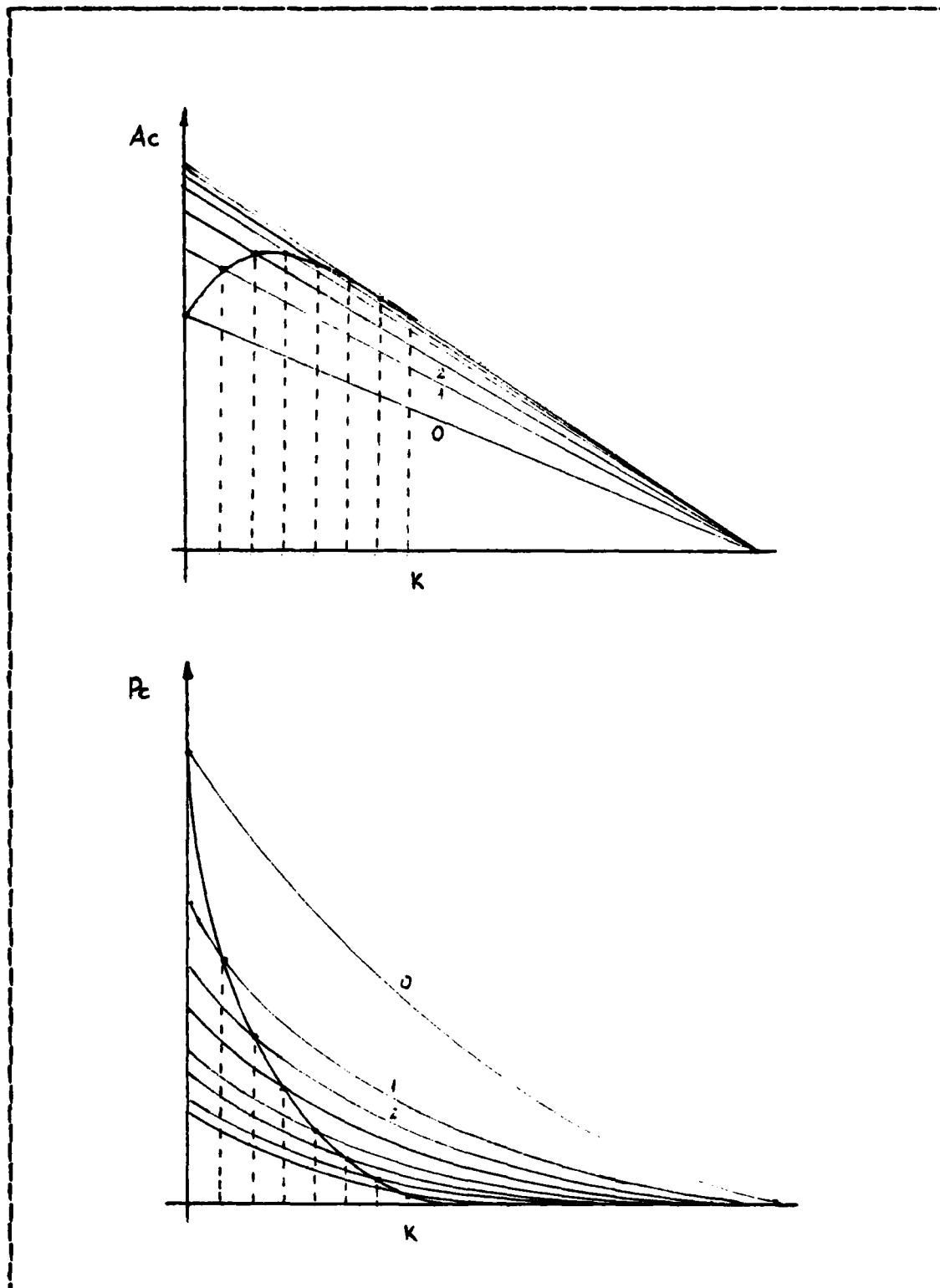


Figure 3.2 Variation of Commands with Initial Roll Angle.

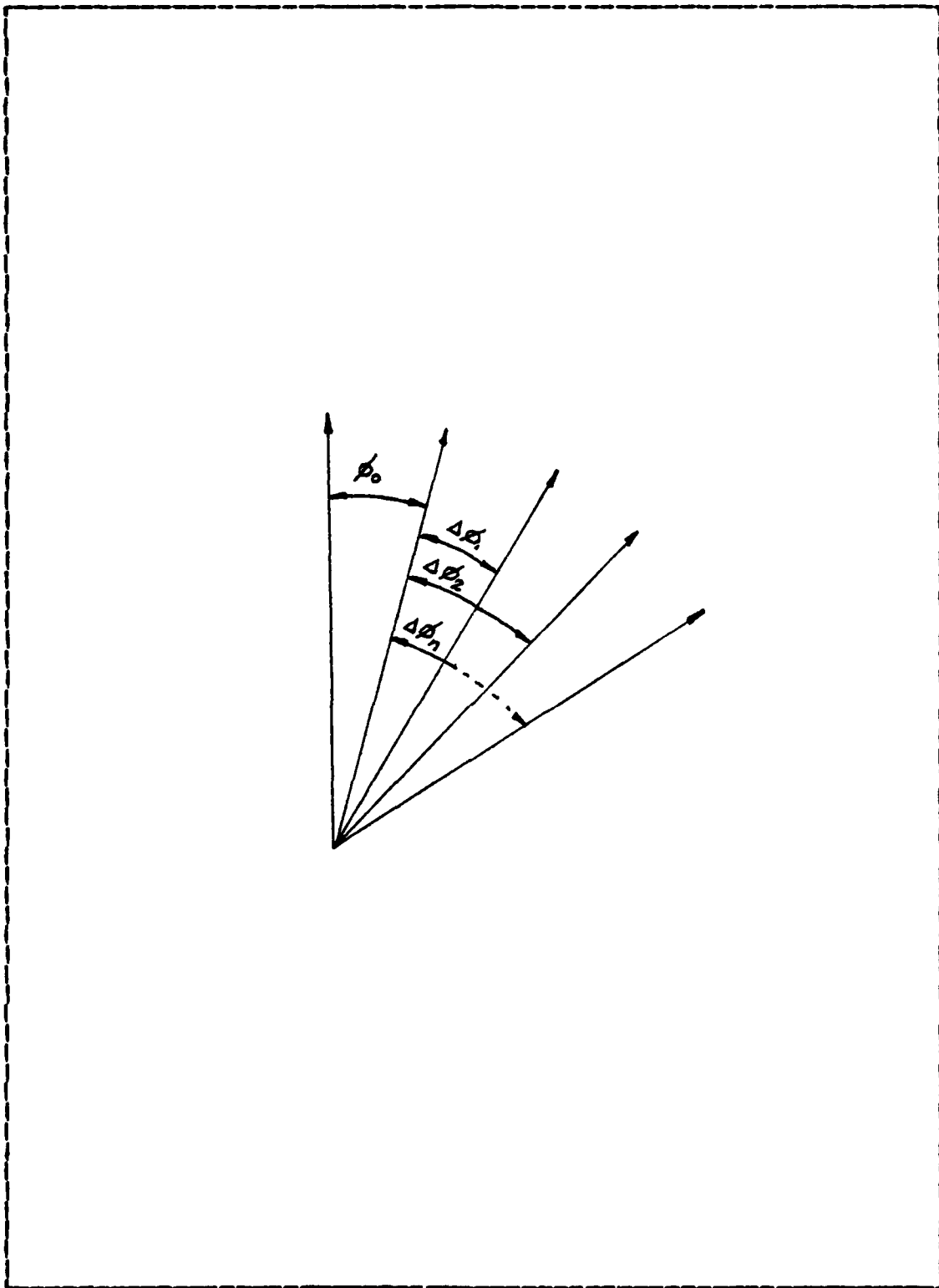


Figure 3.3 Variation of Roll Angle - Small Angles.

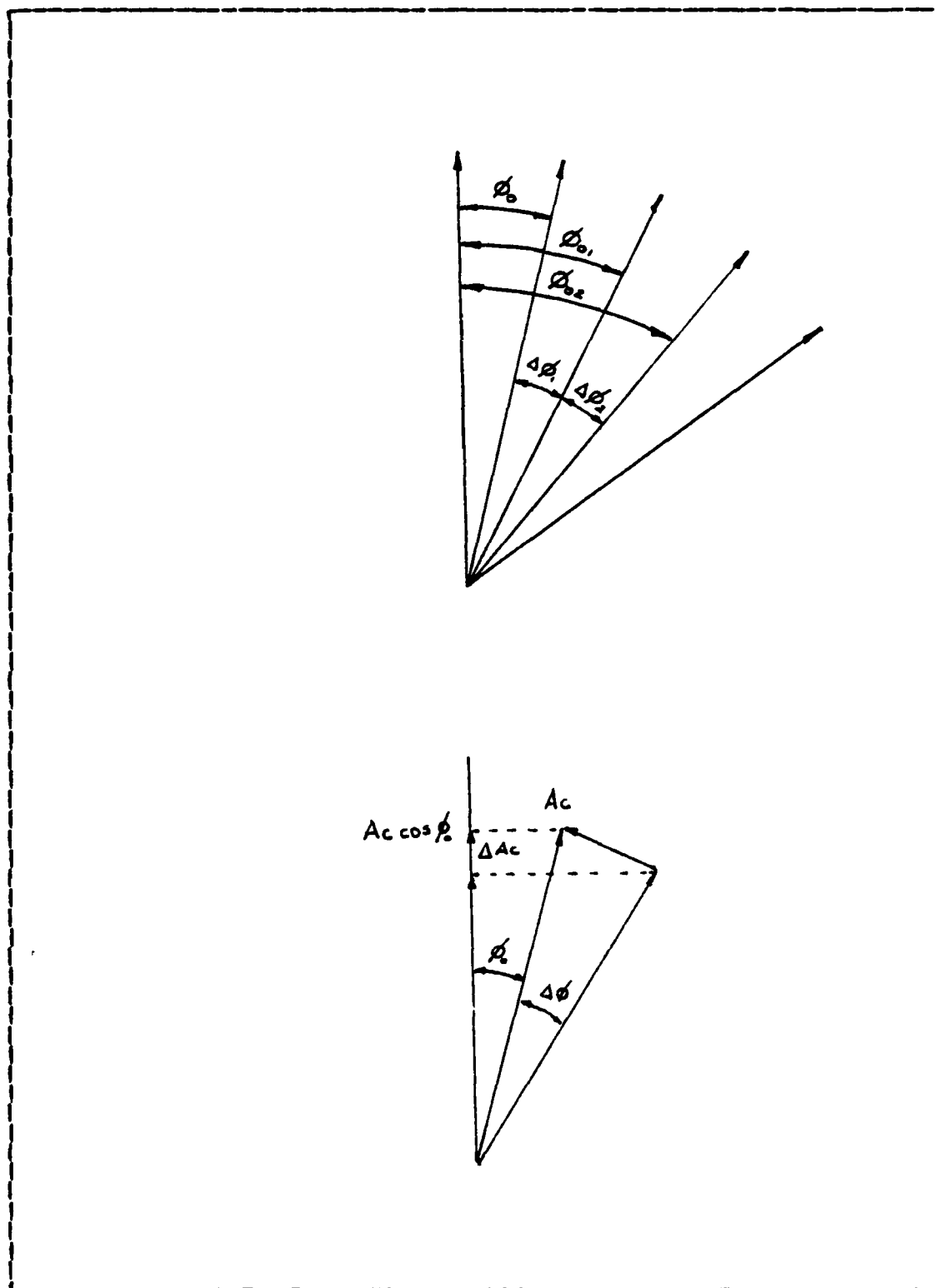


Figure 3.4 Variation of Roll Angle - Large Angles.

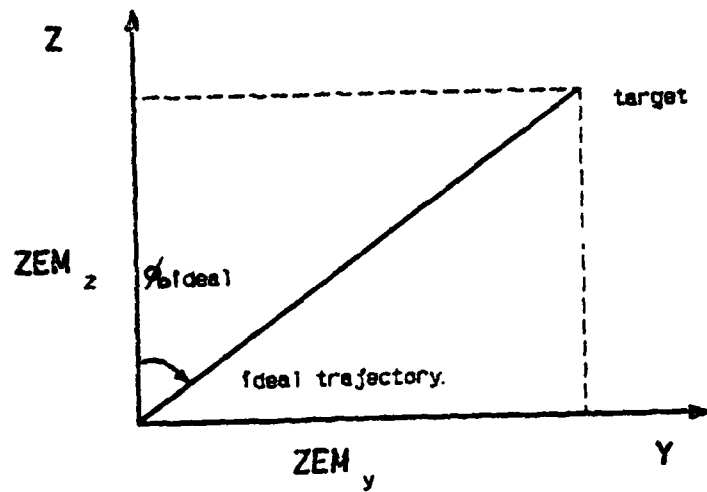


Figure 3.5a

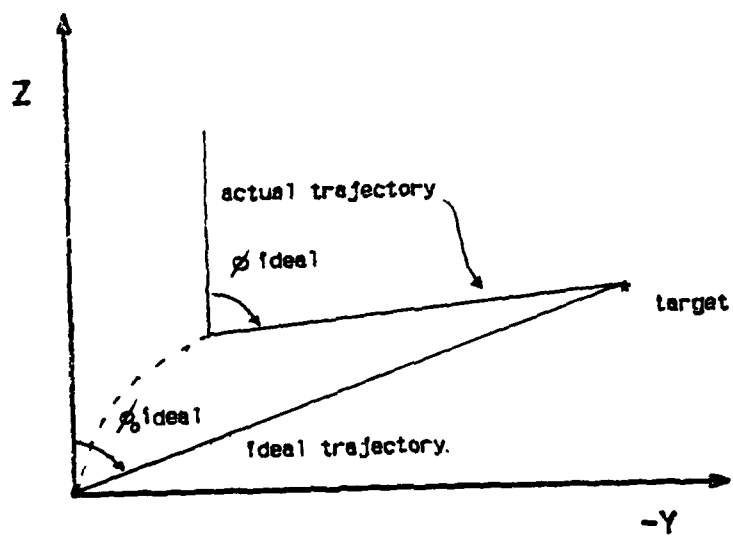


Figure 3.5b

Figure 3.5 Ideal Initial Roll Angles.

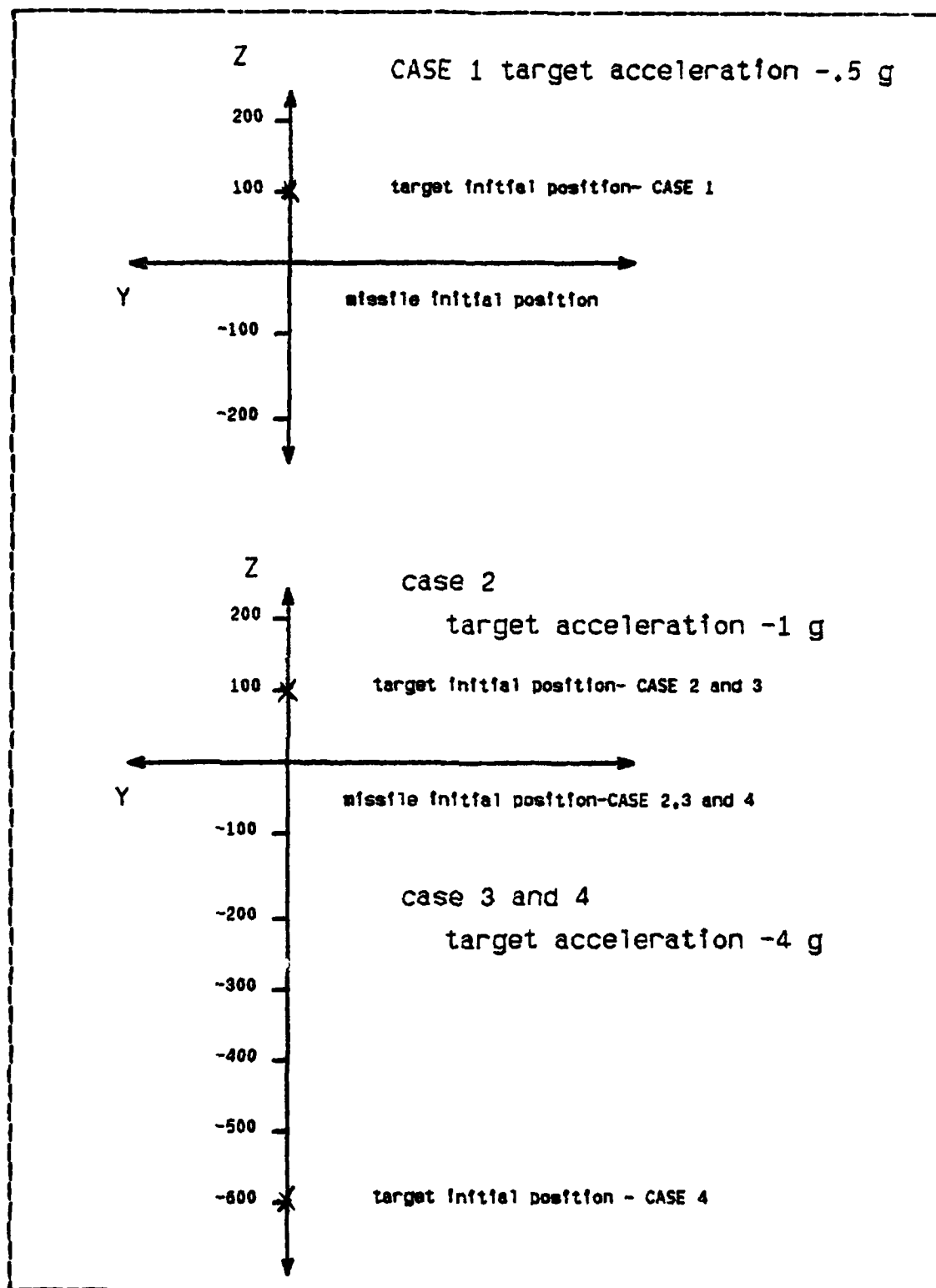


Figure 3.6 Scenarios for Simulation.

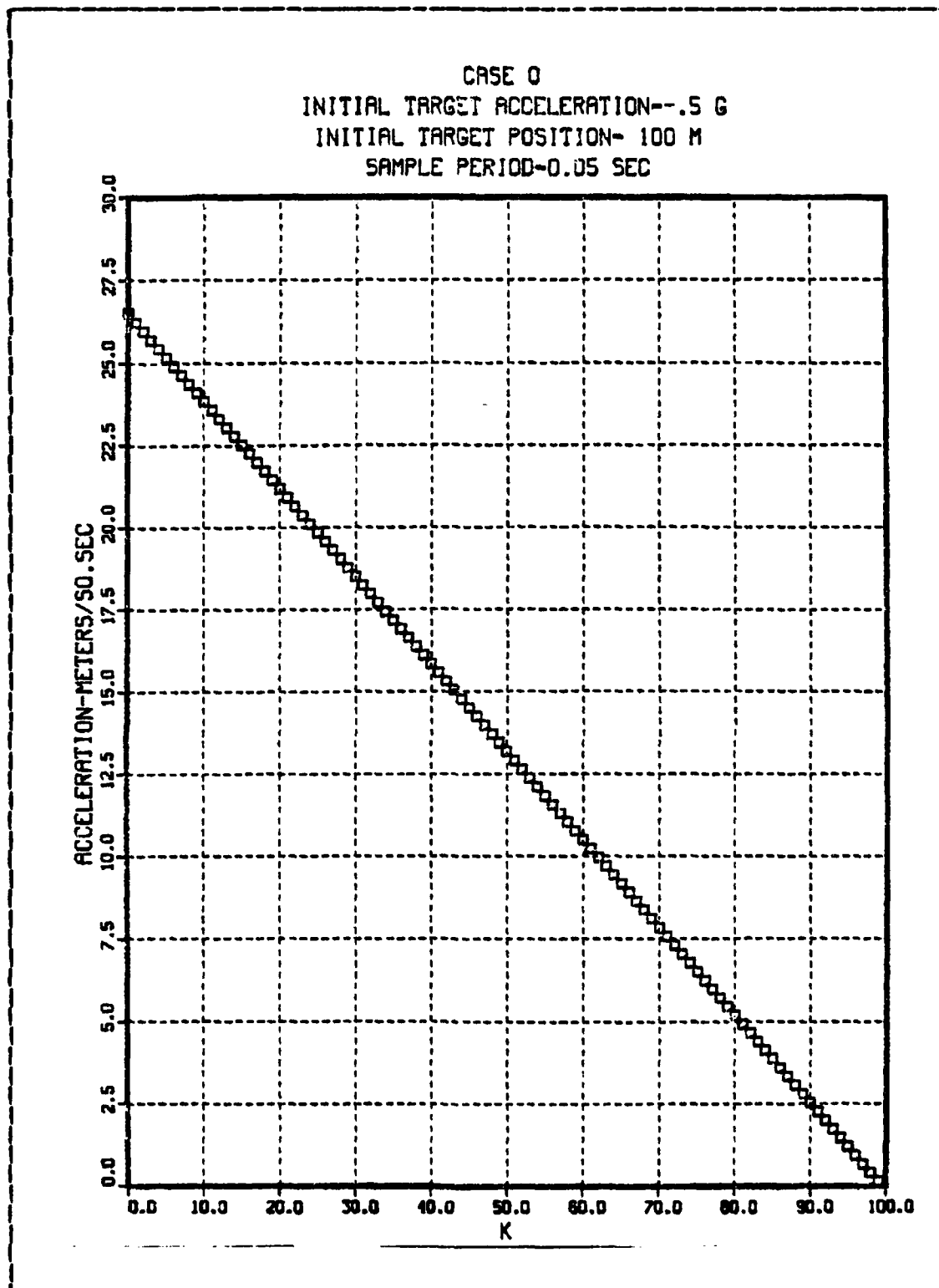


Figure 3.7 Commanded Acceleration- Case 0.

CASE 0  
INITIAL TARGET ACCELERATION--.5 G  
INITIAL TARGET POSITION- 100 M  
SAMPLE PERIOD-0.05 SEC

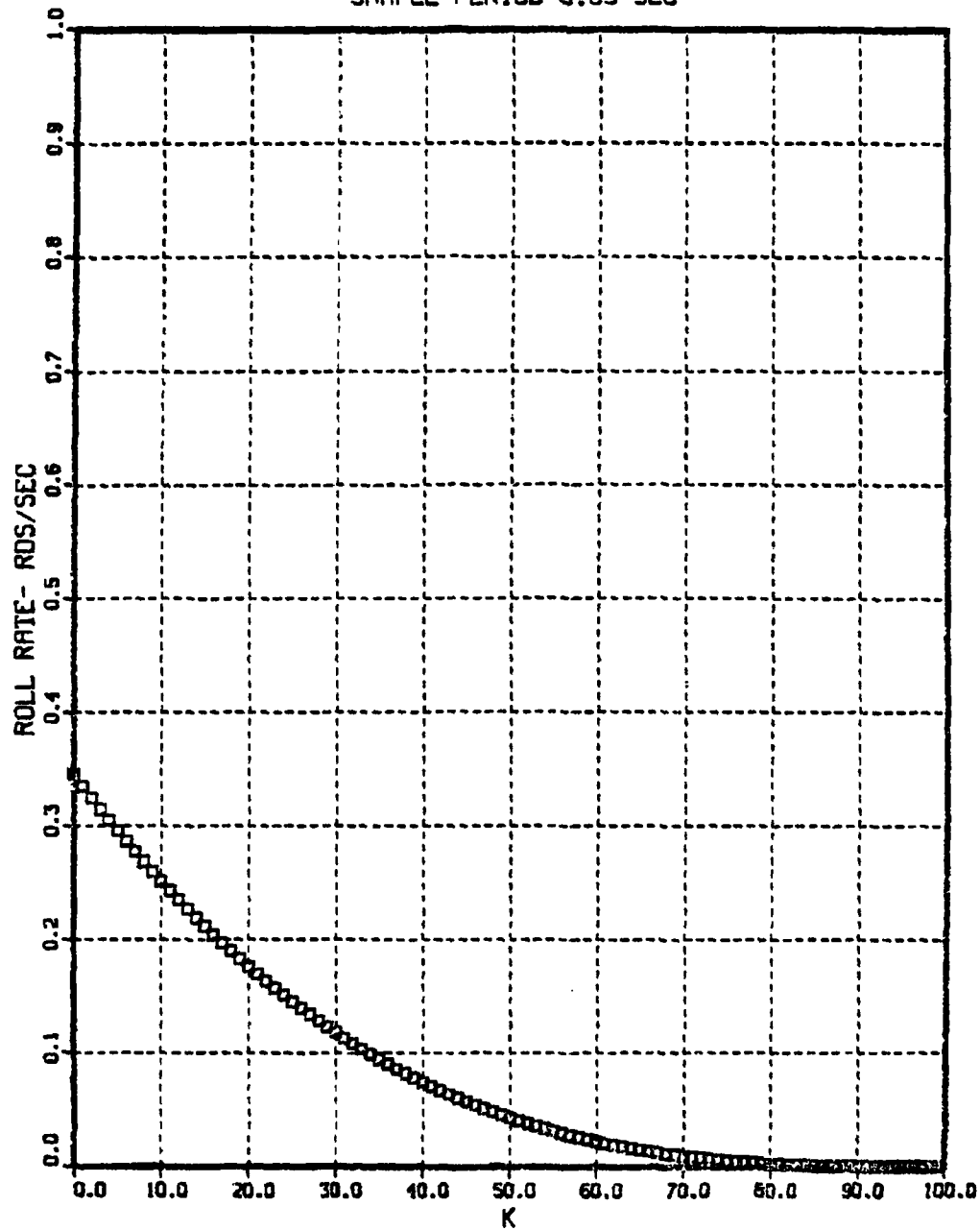


Figure 3.8 Commanded Roll Rate- Case 0.

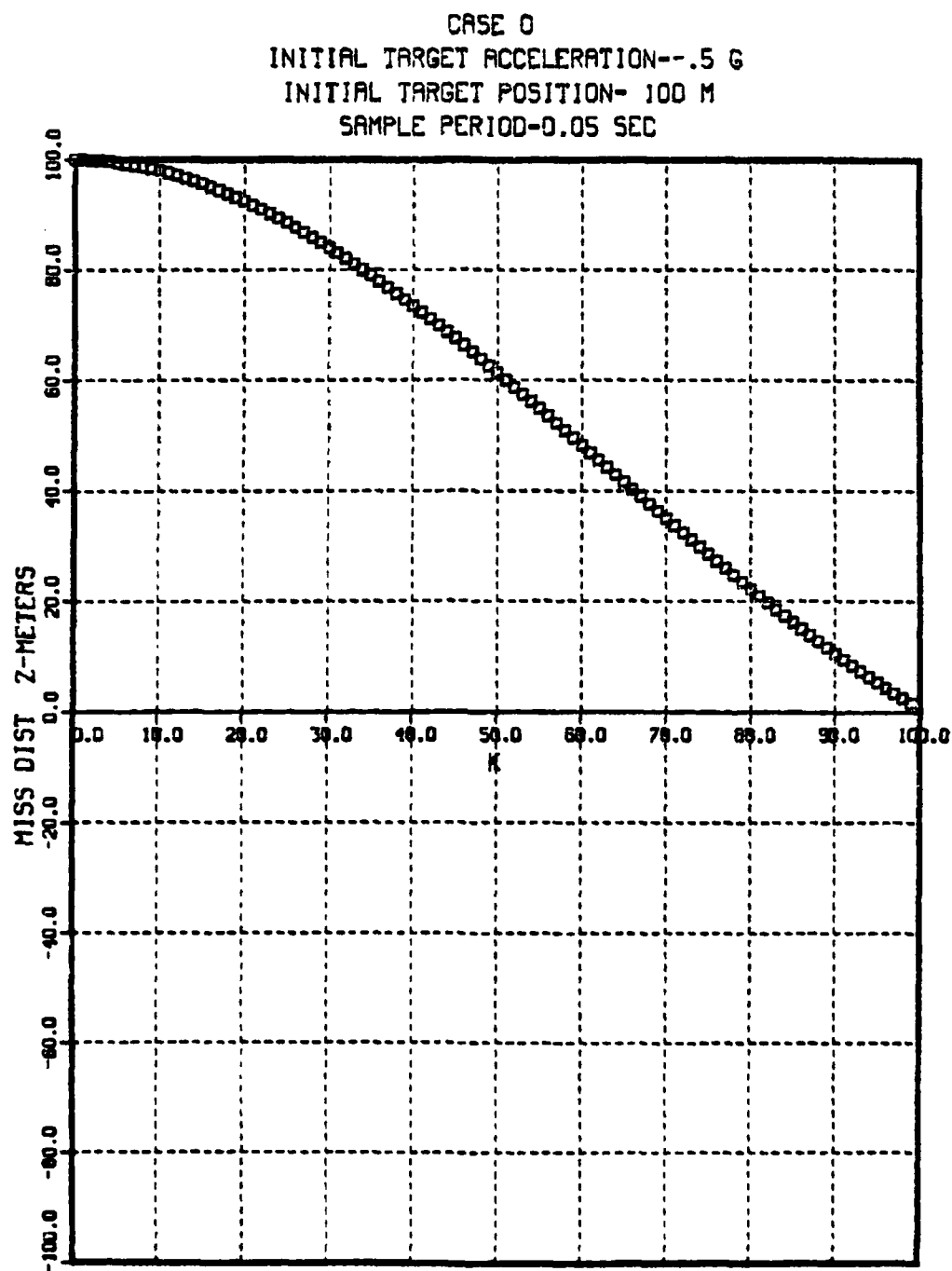


Figure 3.9 Miss Distance in Z Direction- Case 0.

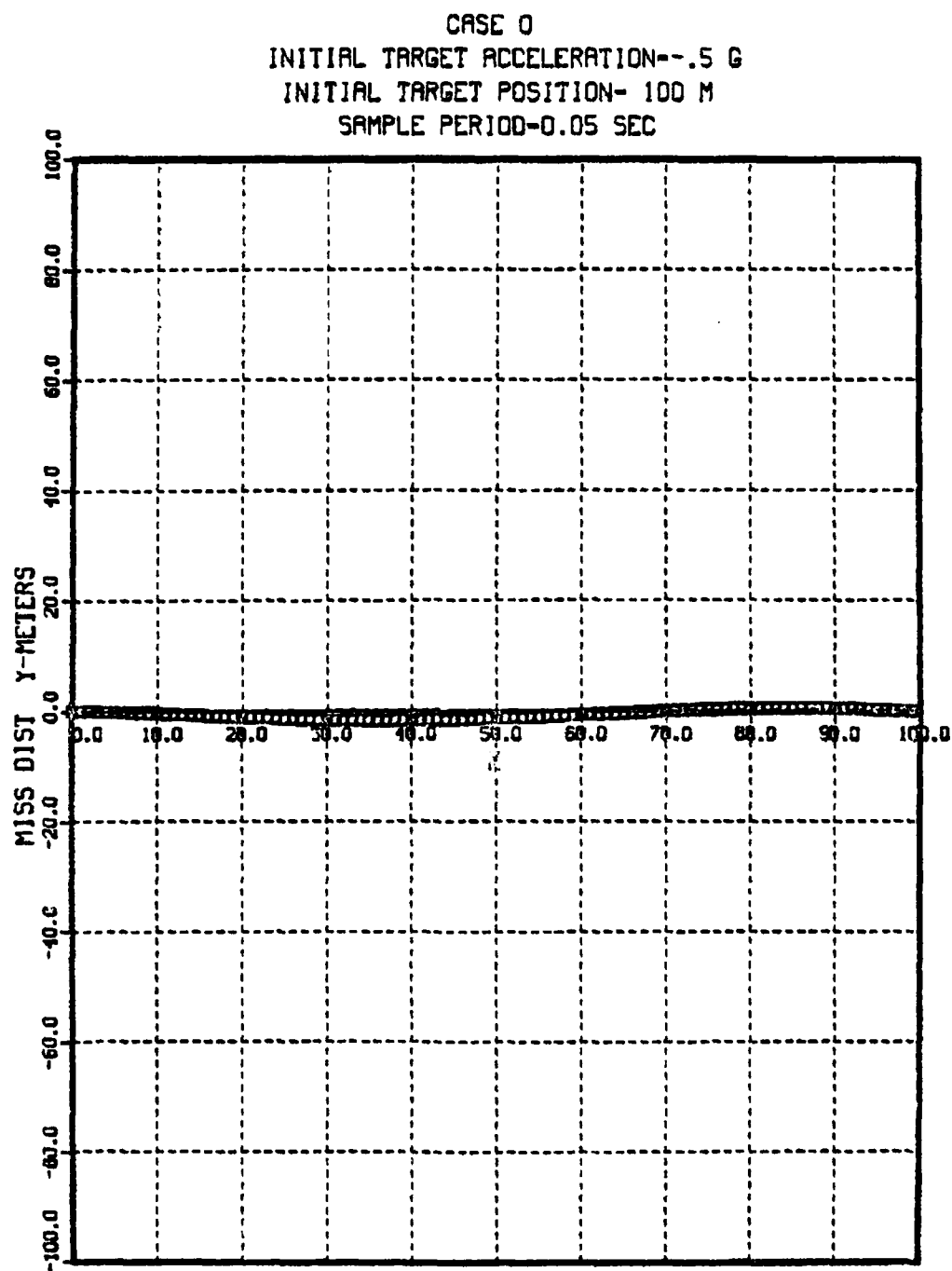


Figure 3.10 Miss Distance in Y Direction- Case 0.

CASE 0  
INITIAL TARGET ACCELERATION--.5 G  
INITIAL TARGET POSITION- 100 M  
SAMPLE PERIOD-0.05 SEC

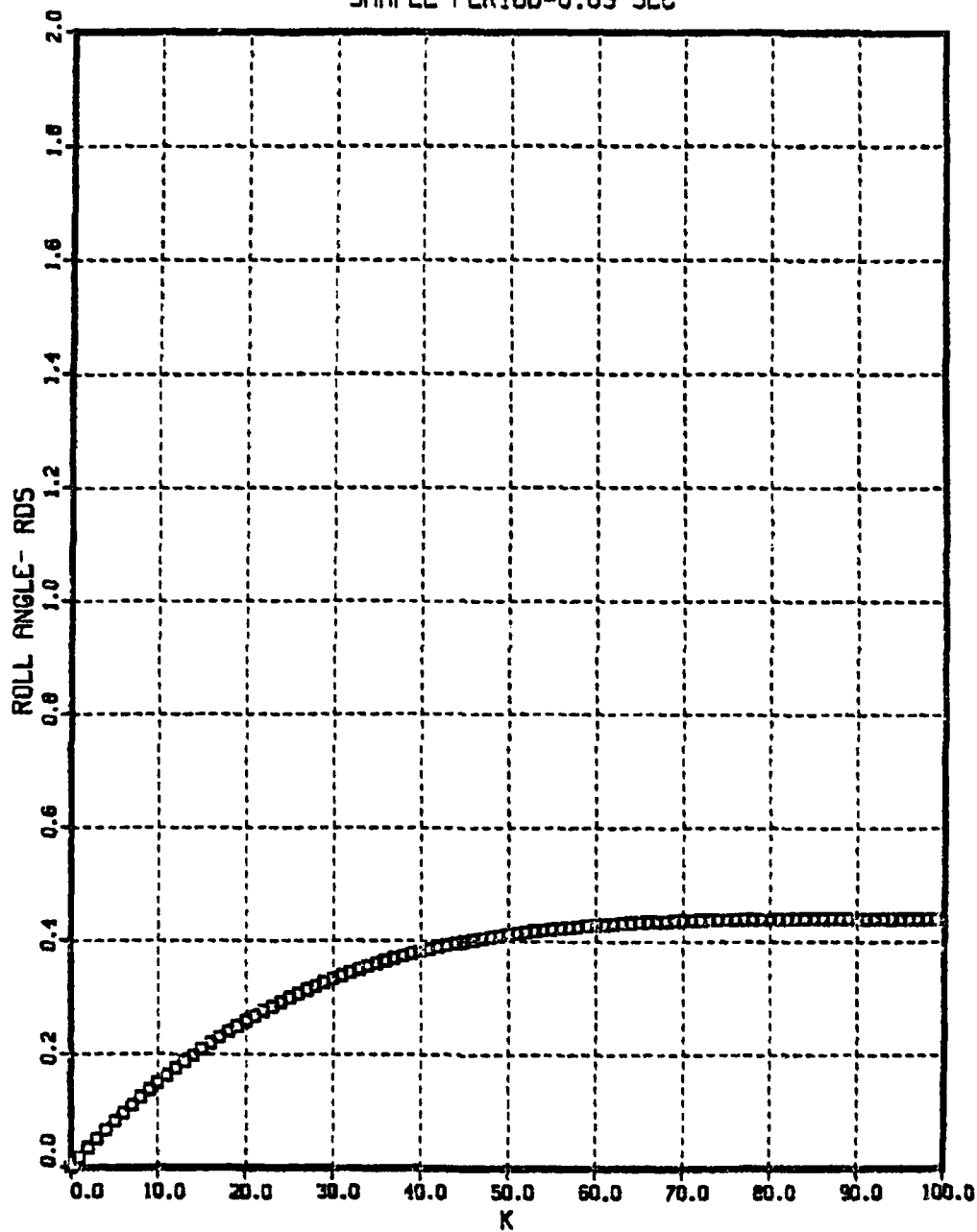


Figure 3.11 Roll Angle- Case 0.

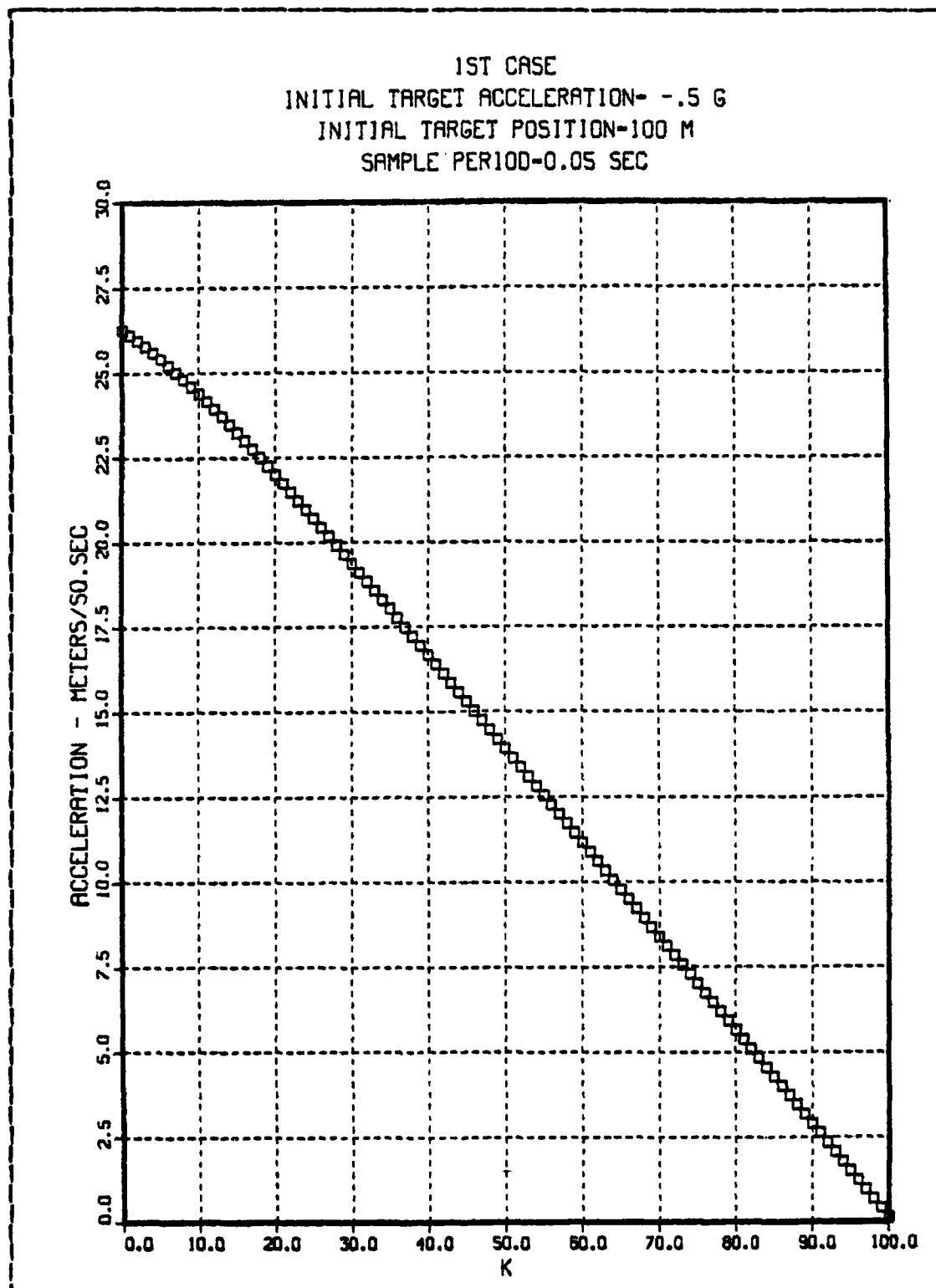


Figure 3.12 Commanded Acceleration- Case 1.

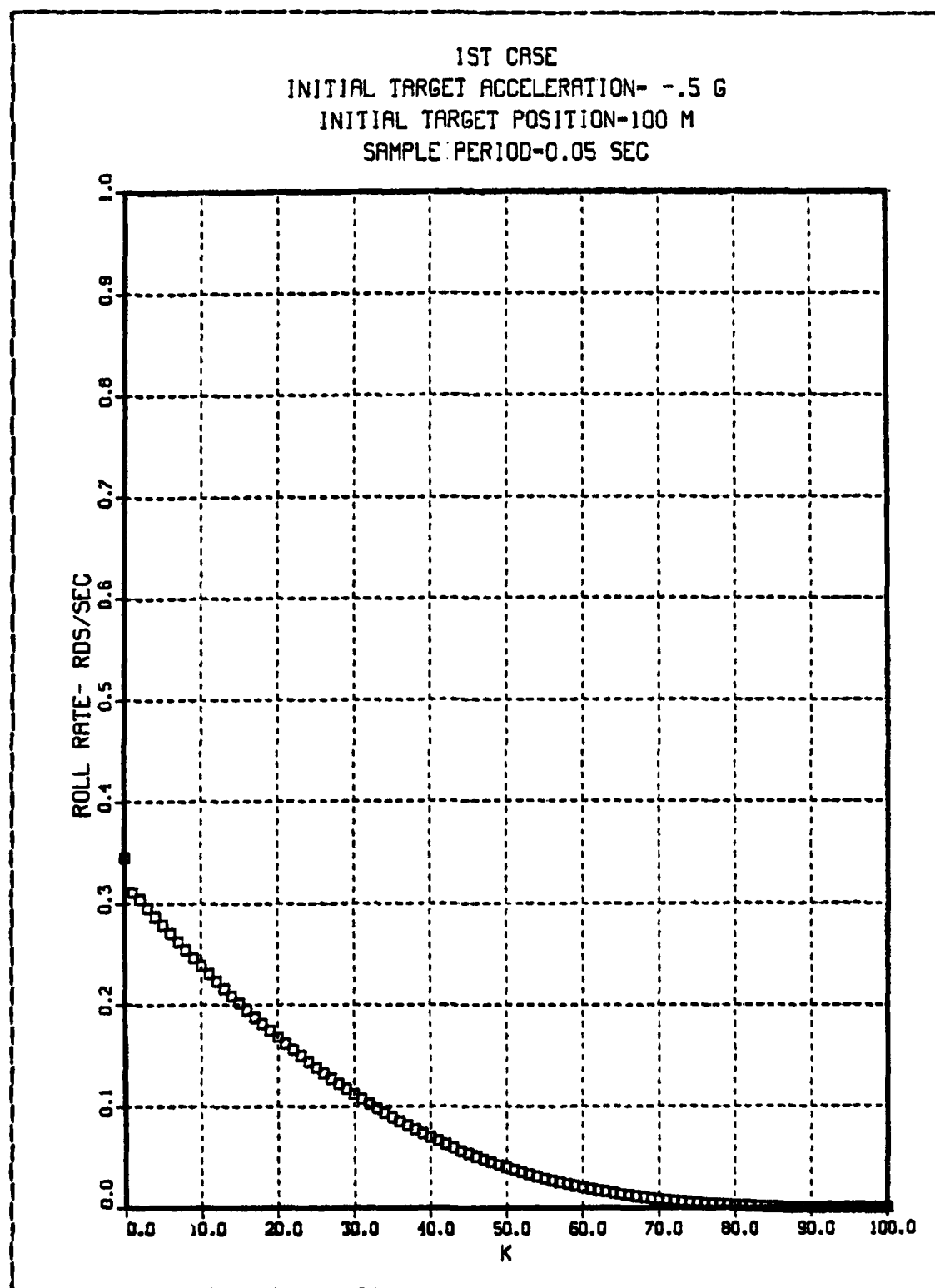


Figure 3.13 Commanded Roll Rate- Case 1.

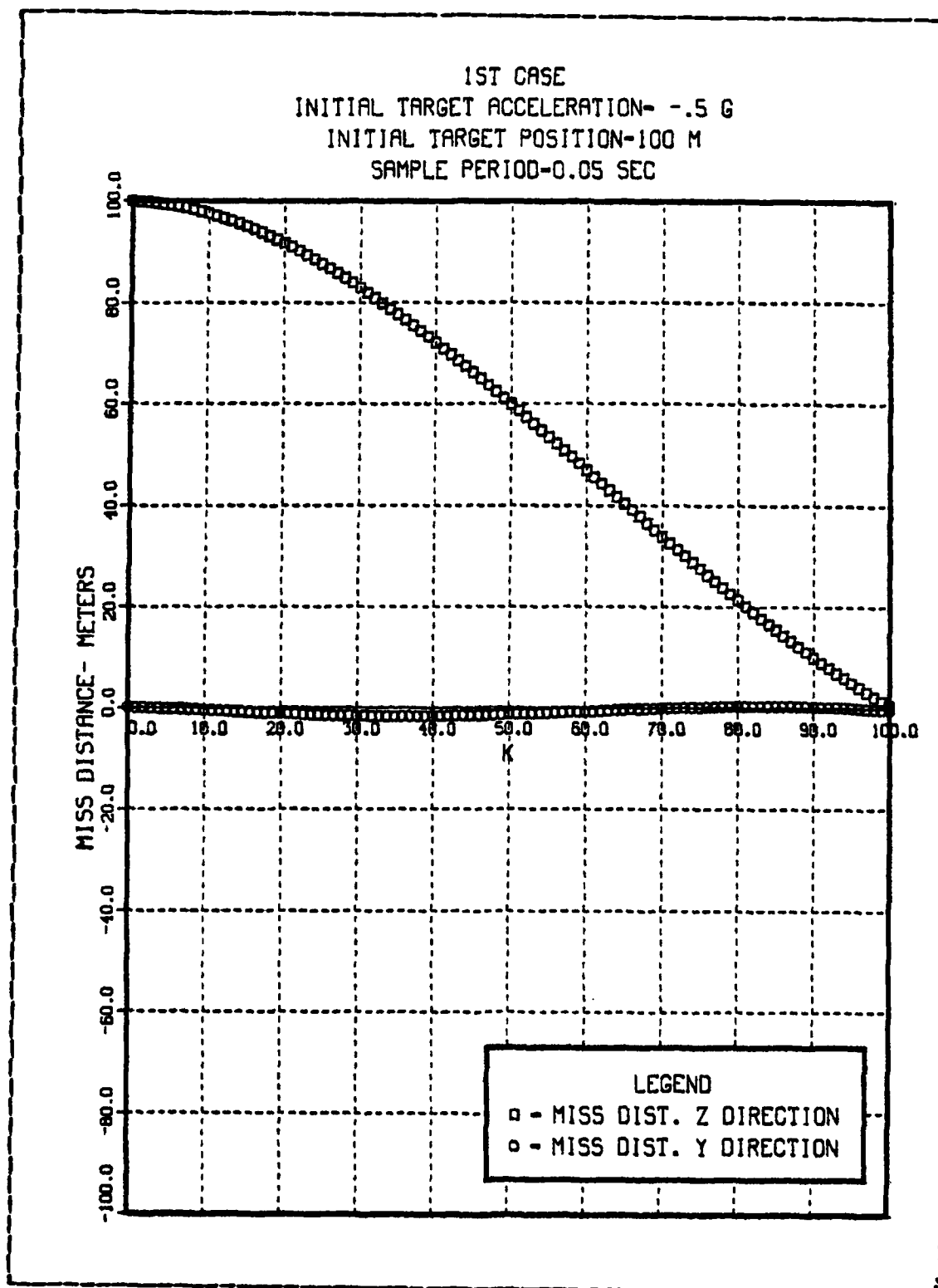


Figure 3.14 Miss Distance- Case1.

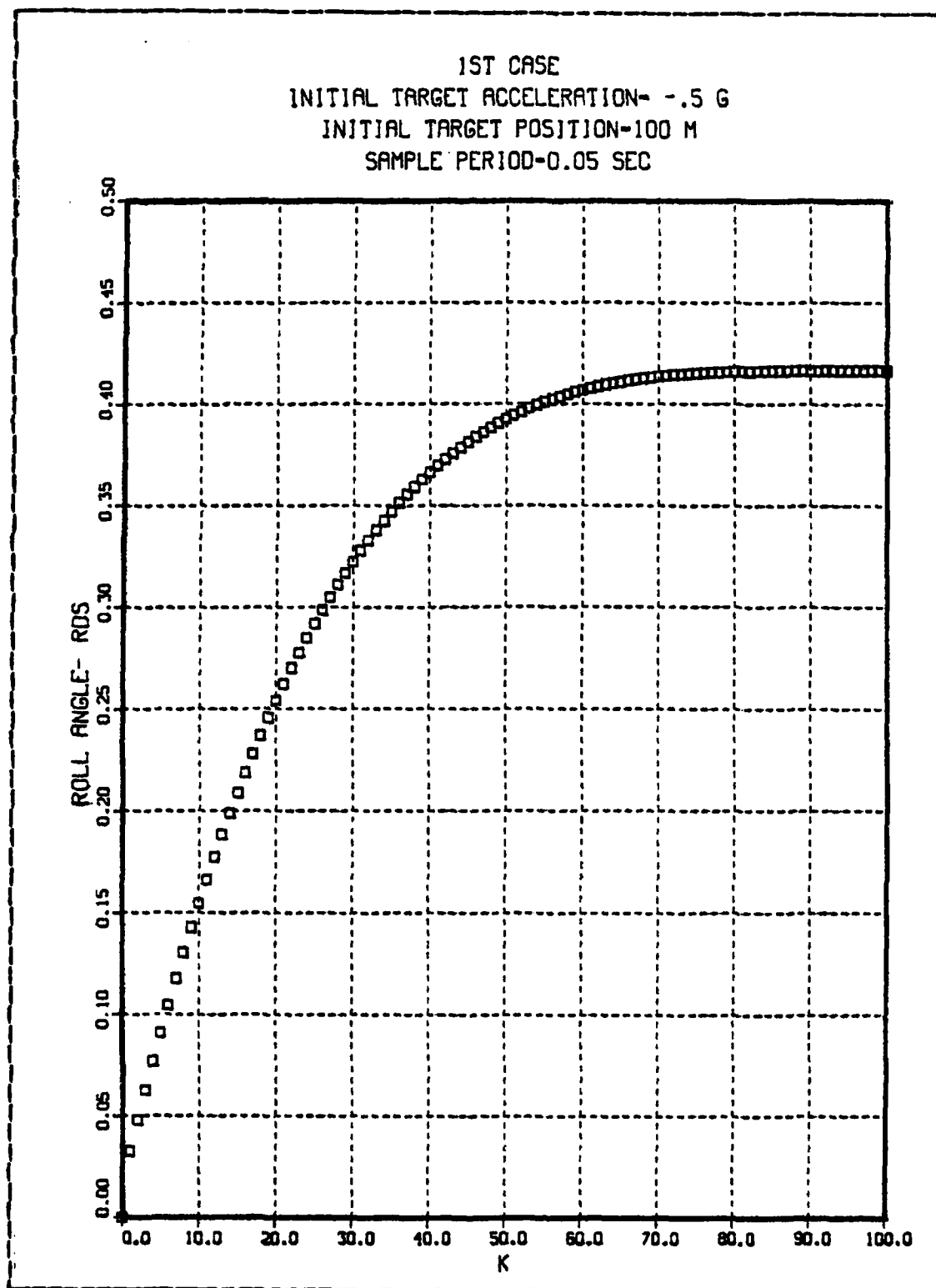


Figure 3.15 Roll Angle- Case 1.

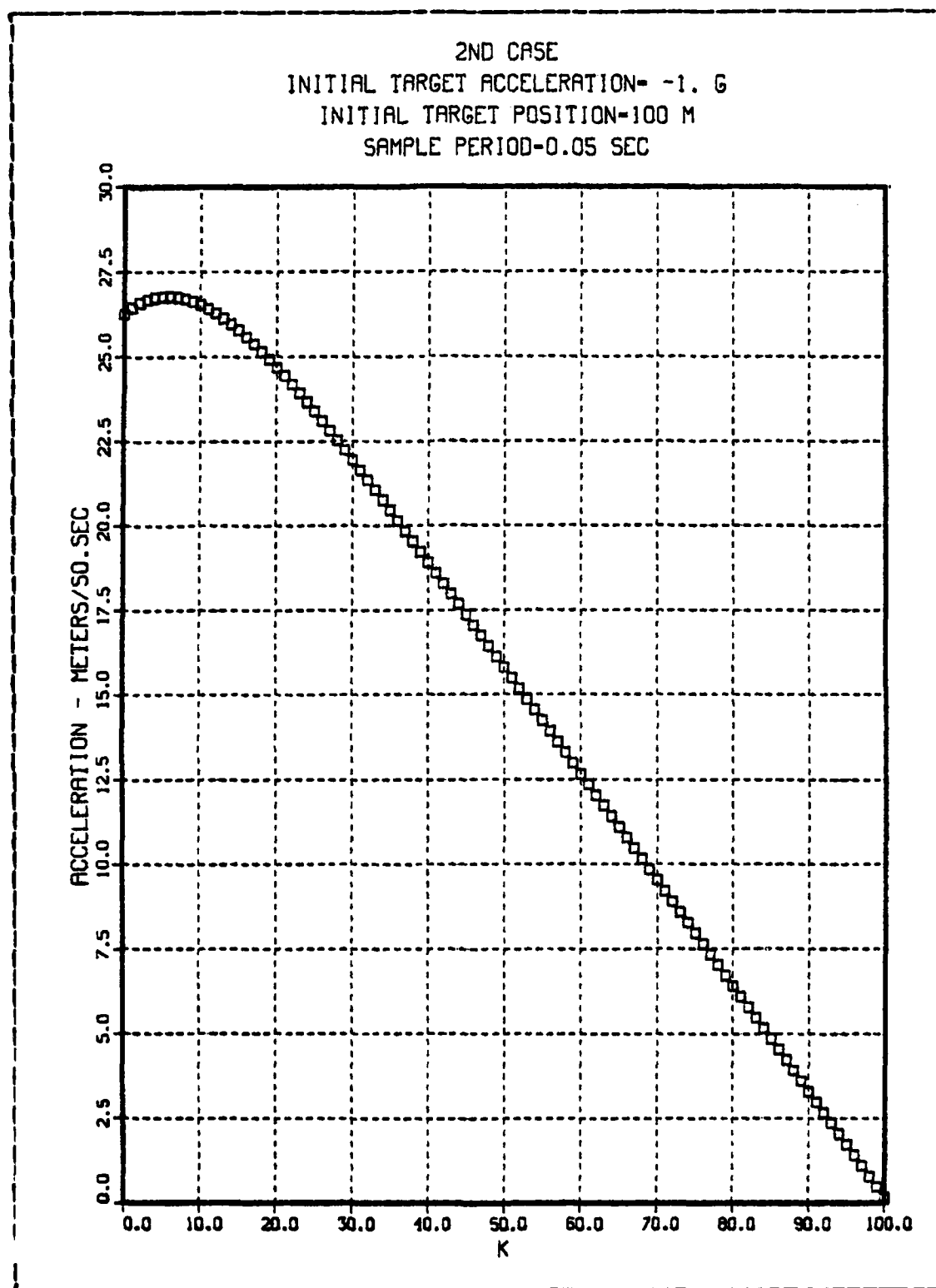


Figure 3.16 Commanded Acceleration- Case 2.

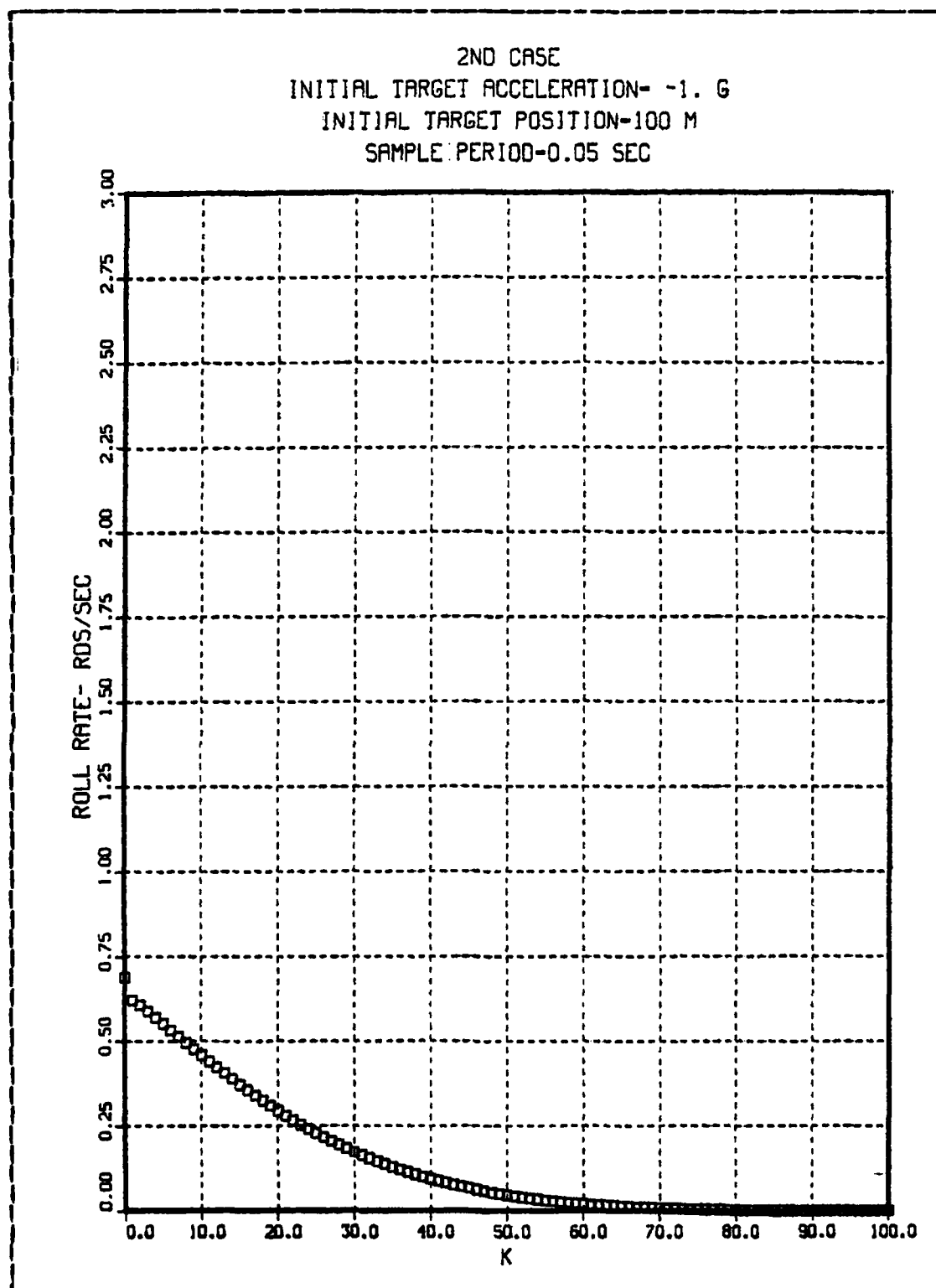


Figure 3.17 Commanded Roll Rate- Case 2.

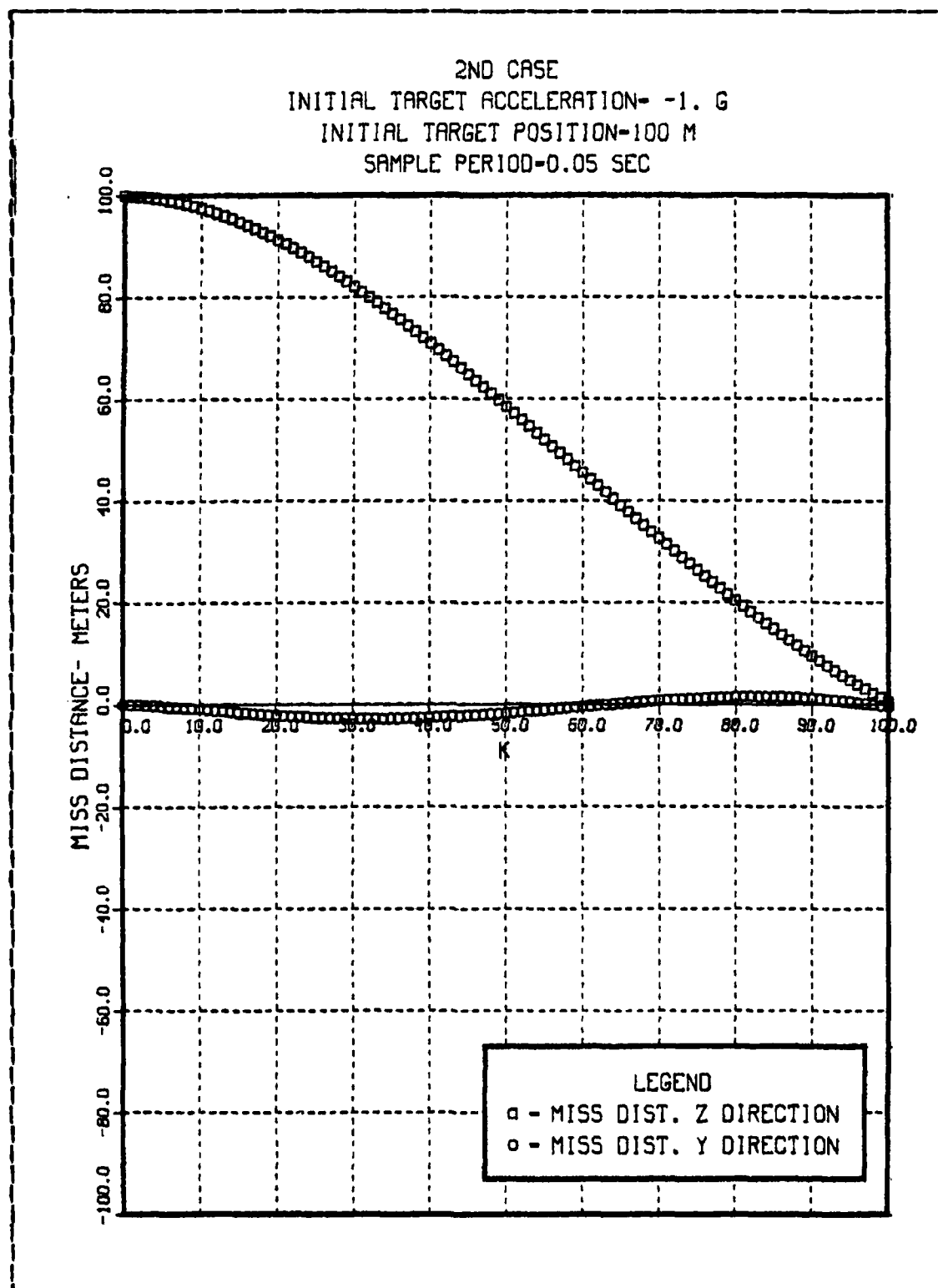


Figure 3.18 Miss Distance- Case 2.

2ND CASE  
INITIAL TARGET ACCELERATION- -1. G  
INITIAL TARGET POSITION-100 M  
SAMPLE PERIOD-0.05 SEC

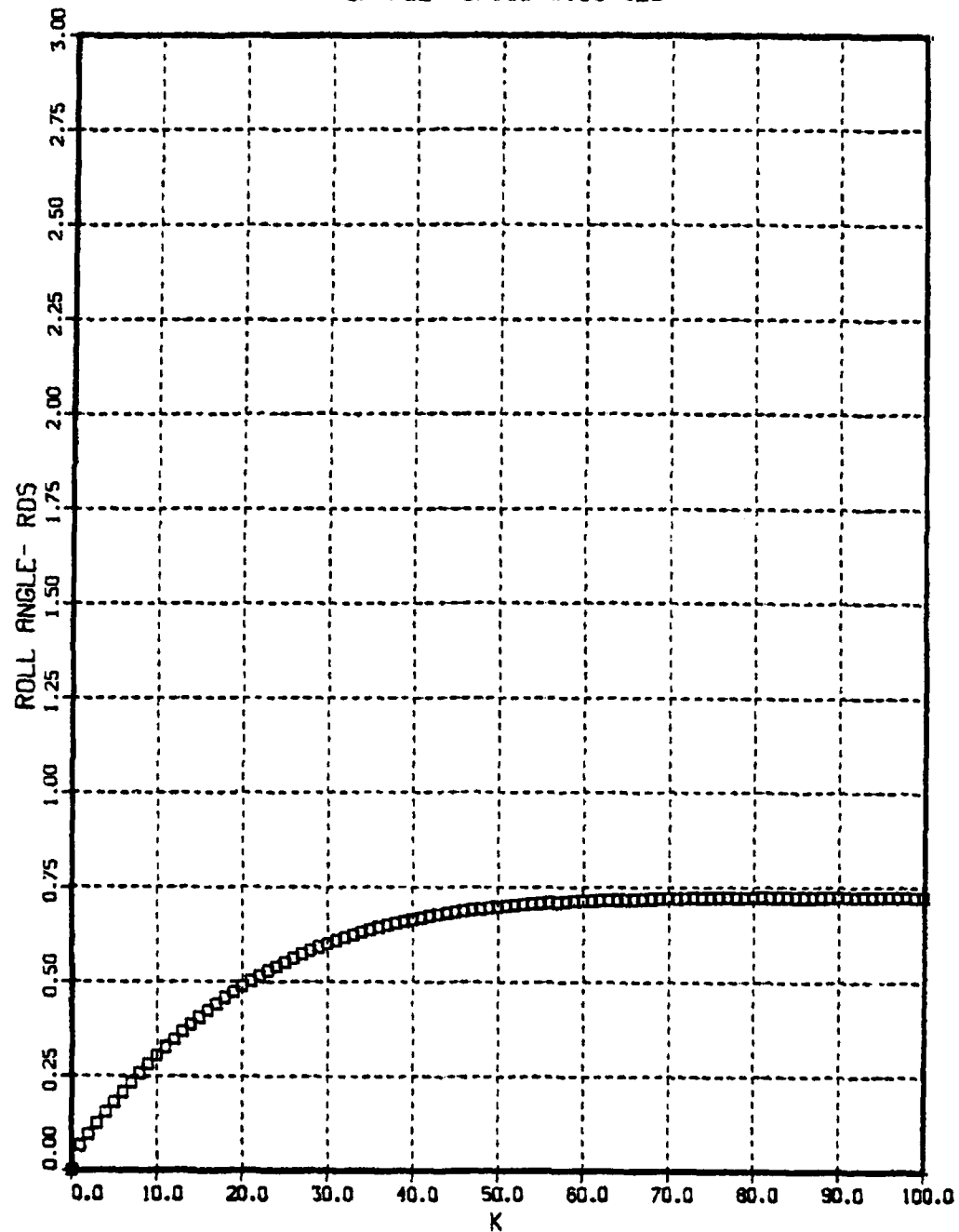


Figure 3.19 Roll Angle- Case 2.

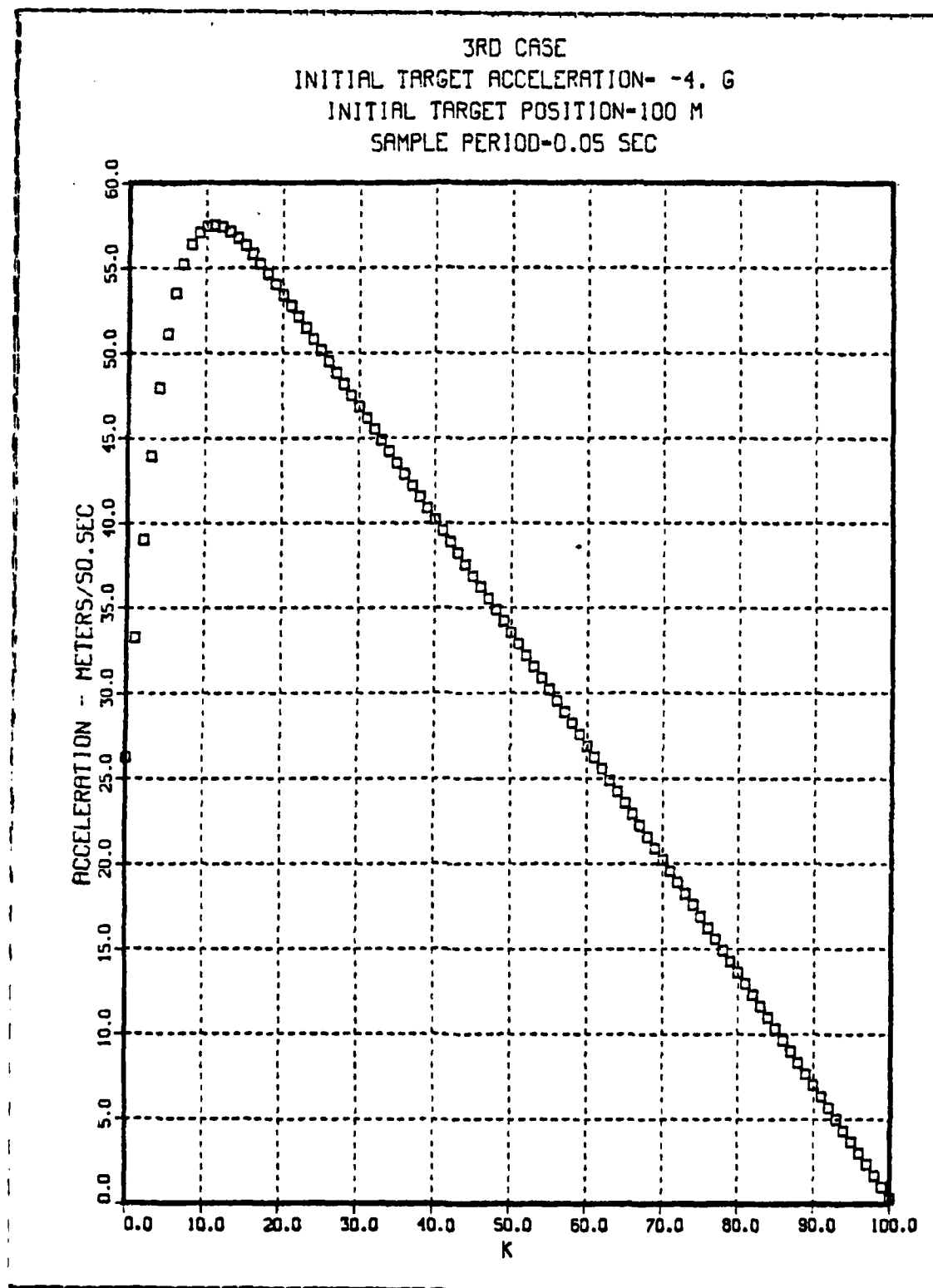


Figure 3.20 Commanded Acceleration- Case 3.

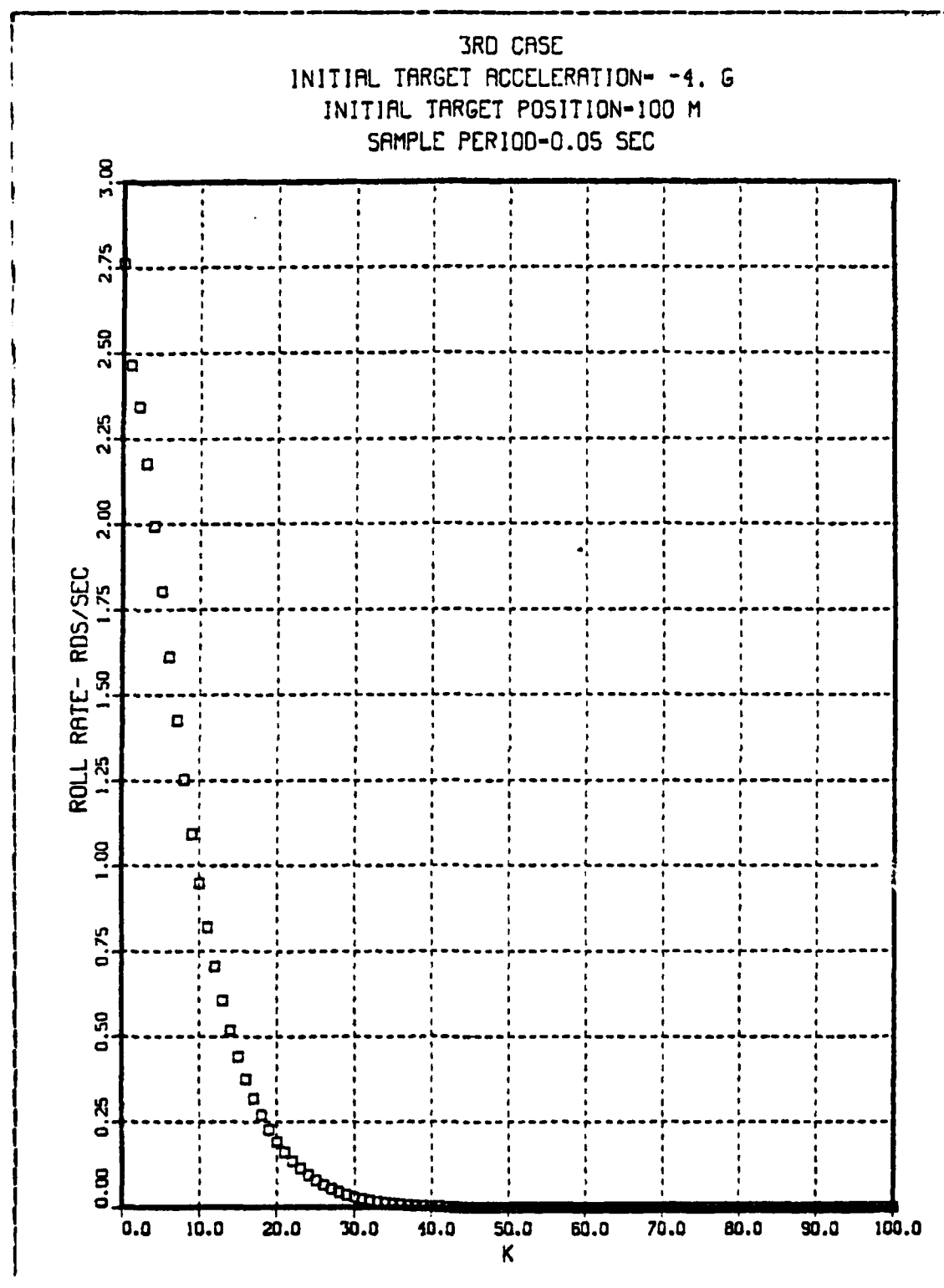


Figure 3.21 Commanded Roll Rate- Case 3.

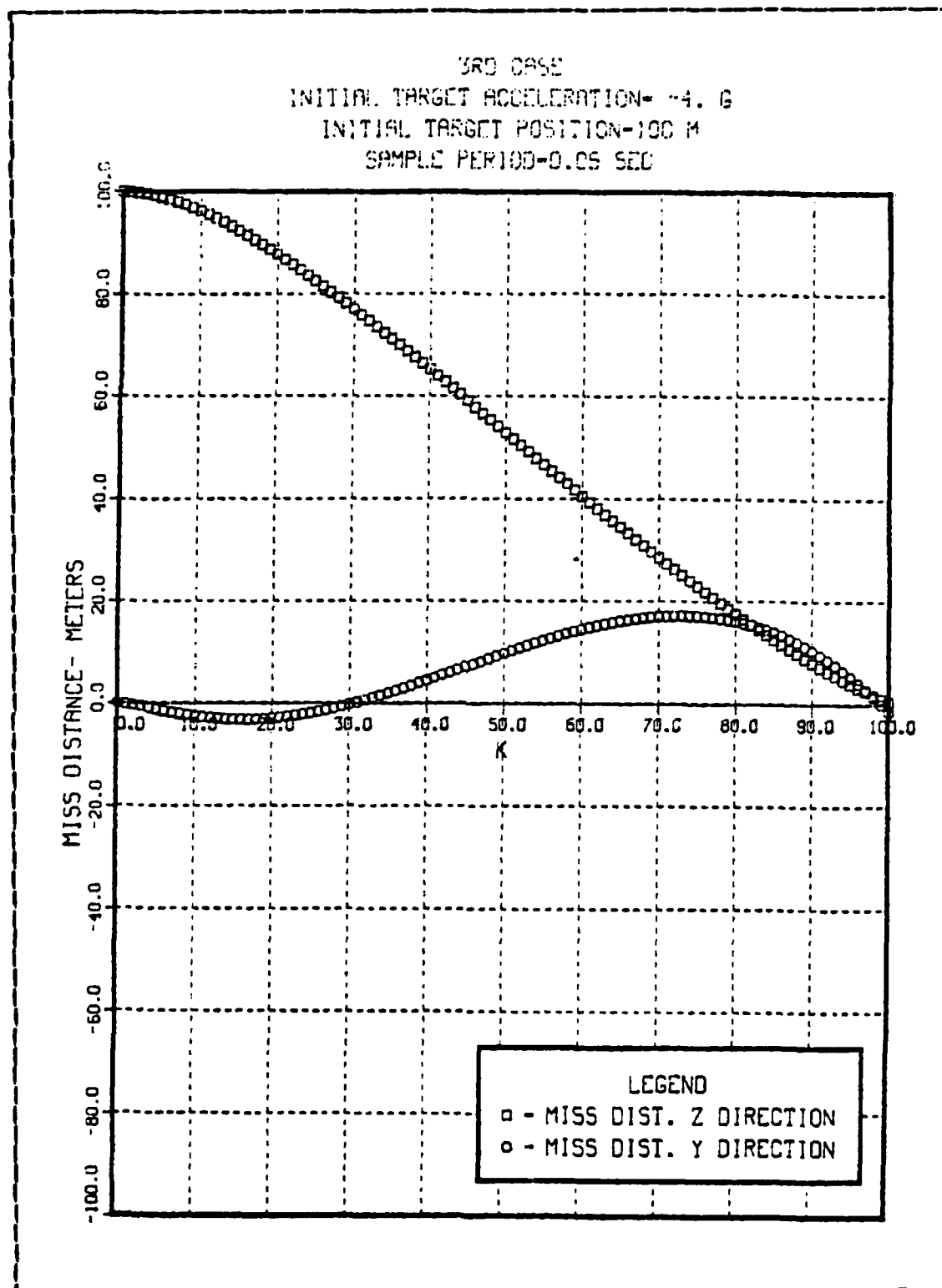


Figure 3.22 Miss Distance- Case3.

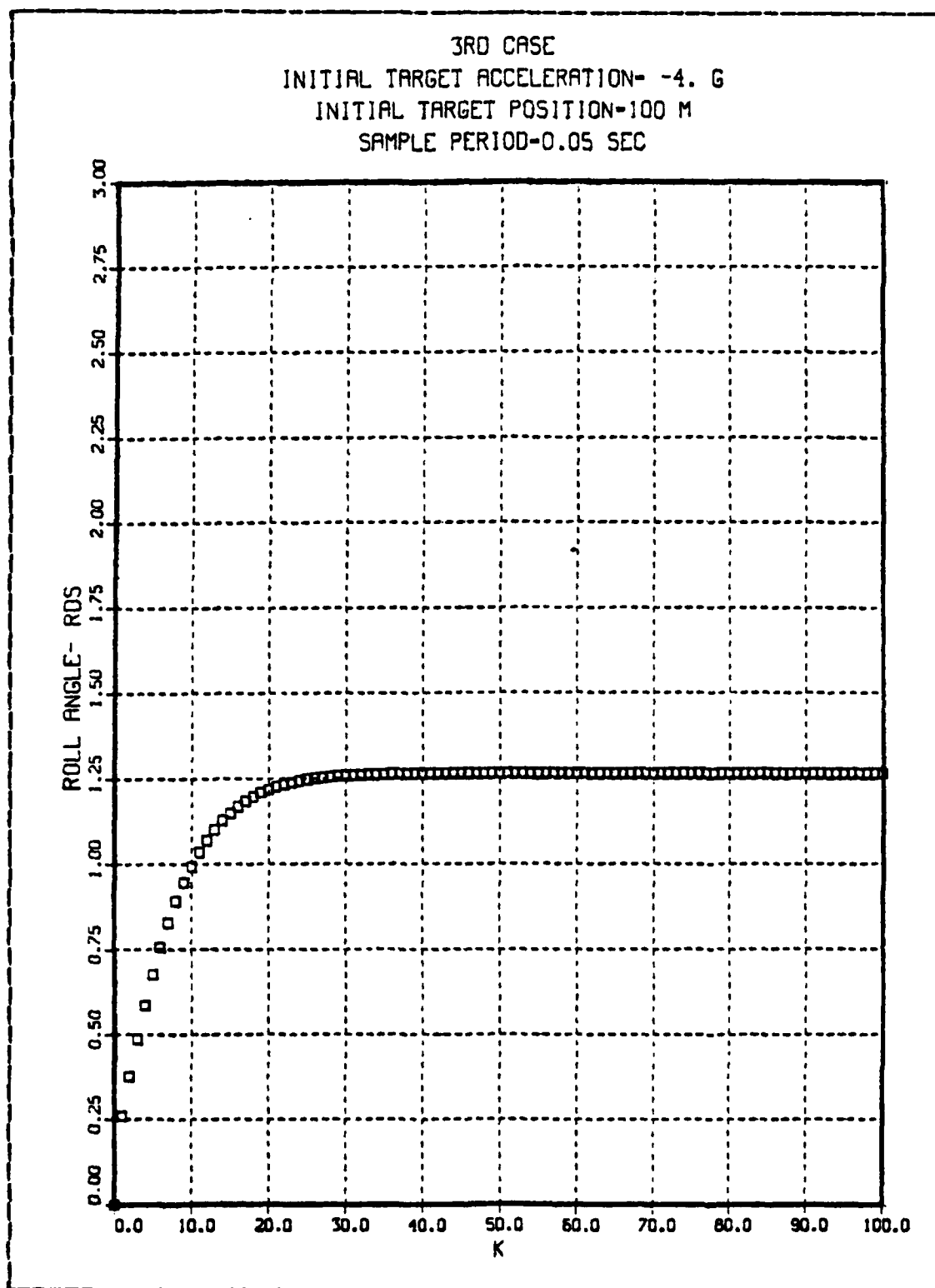


Figure 3.23 Roll Angle- Case 3.

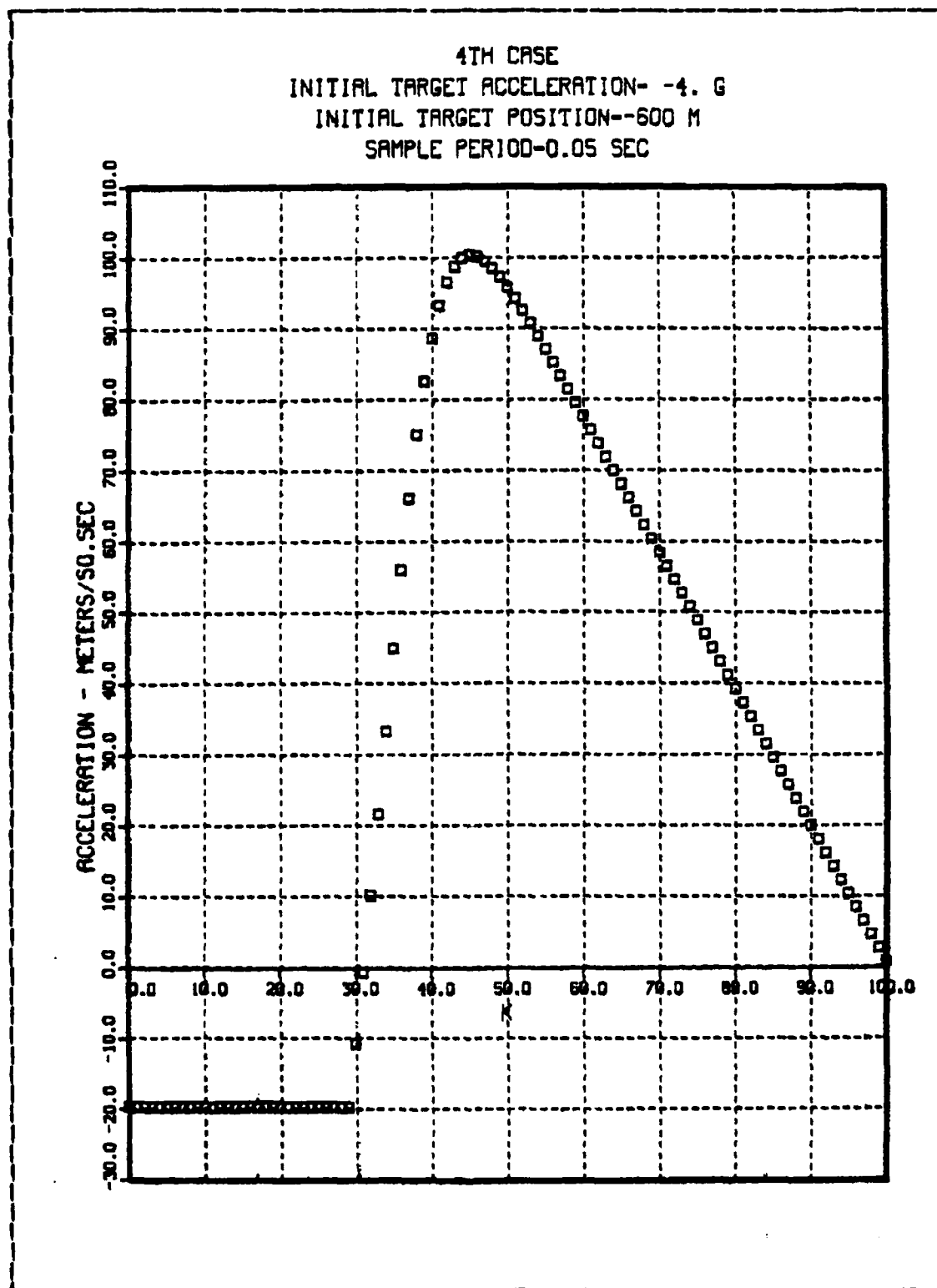


Figure 3.24 Commanded Acceleration- Case 4.

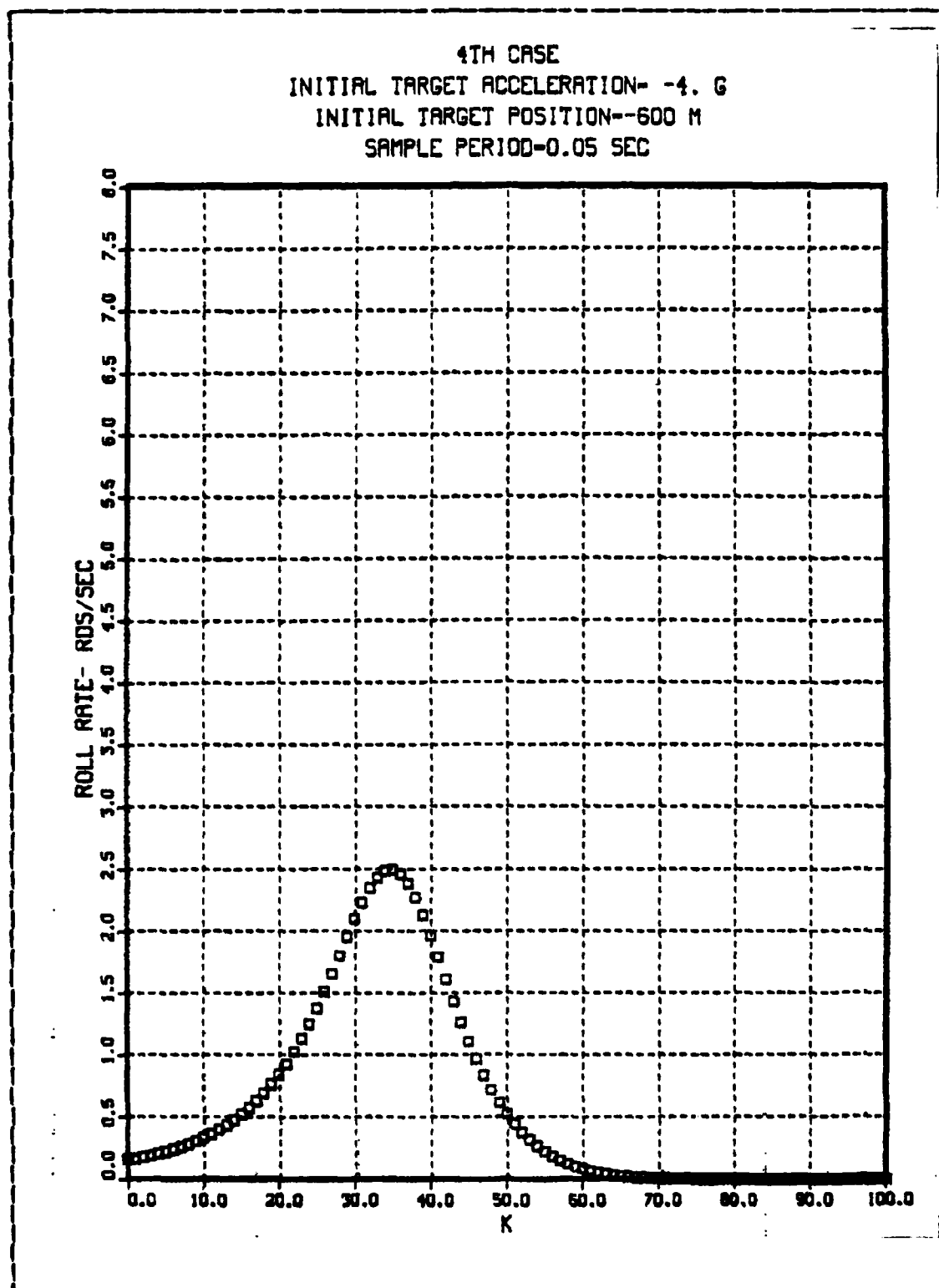


Figure 3.25 Commanded Roll Rate- Case 4.

4TH CASE  
INITIAL TARGET ACCELERATION- -4. G  
INITIAL TARGET POSITION--600 M  
SAMPLE PERIOD-0.05 SEC

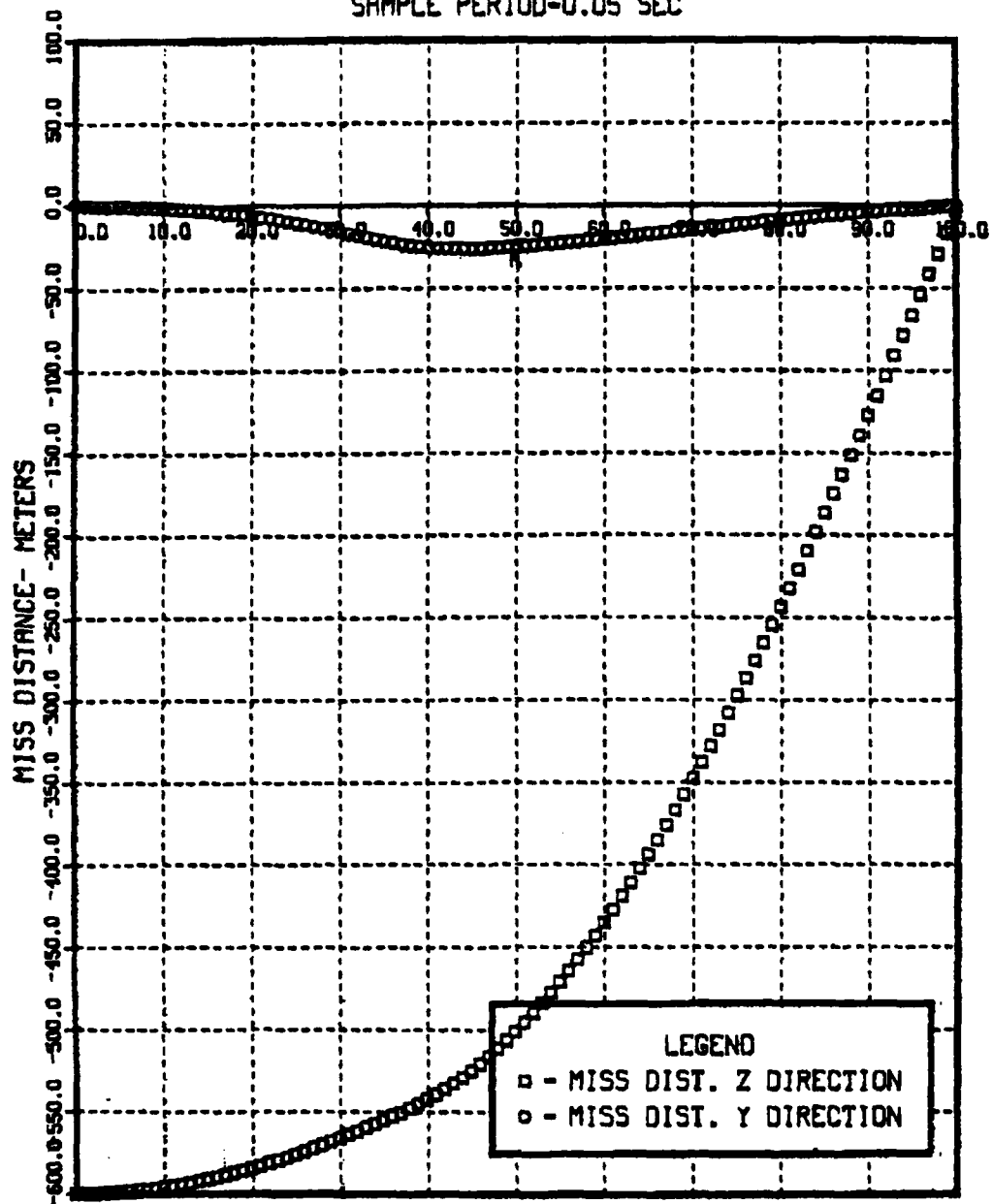


Figure 3.26 Miss Distance- Case 4.

4TH CASE  
INITIAL TARGET ACCELERATION- -4. G  
INITIAL TARGET POSITION--600 M  
SAMPLE PERIOD-0.05 SEC

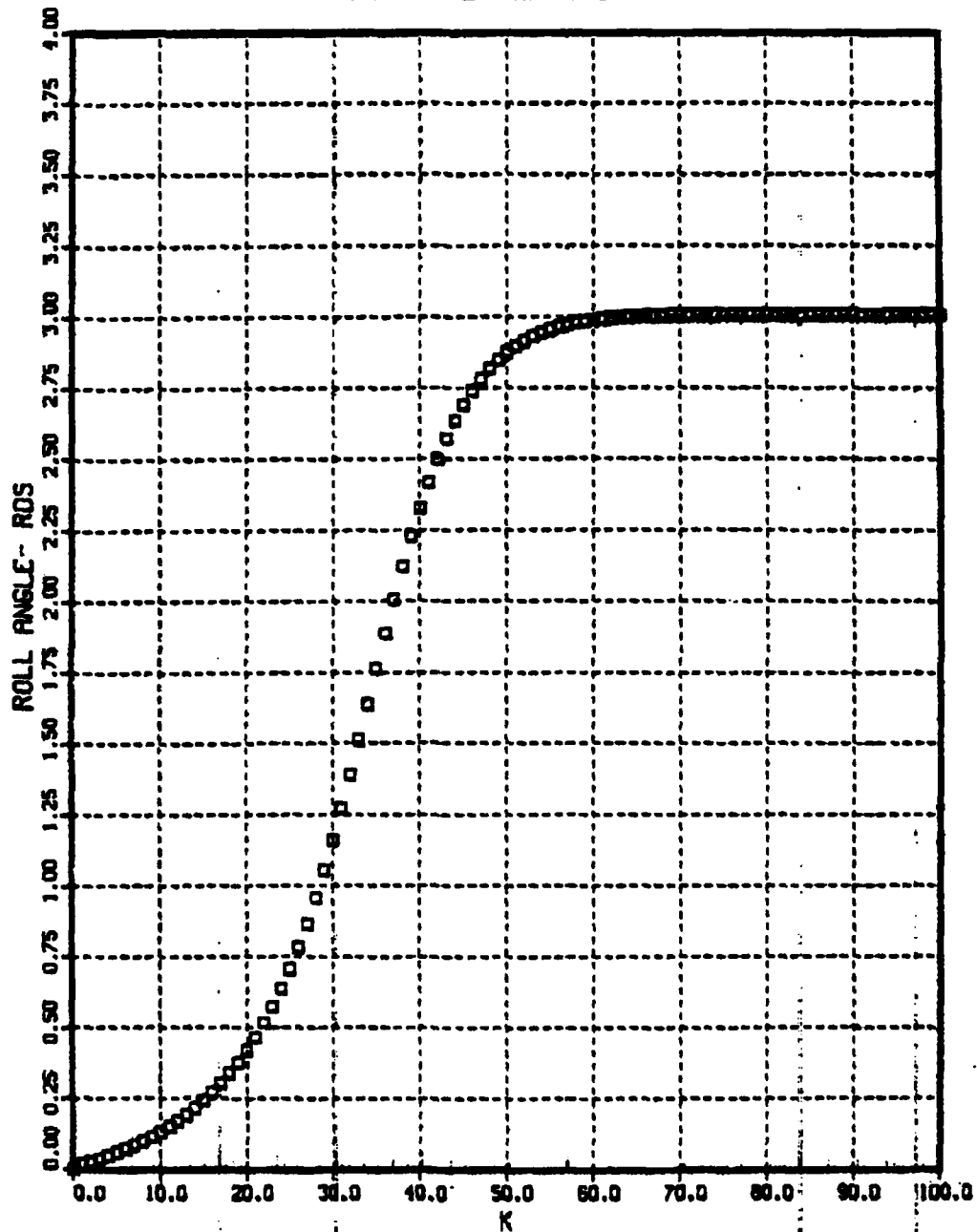


Figure 3.27 Roll Angle- Case 4.

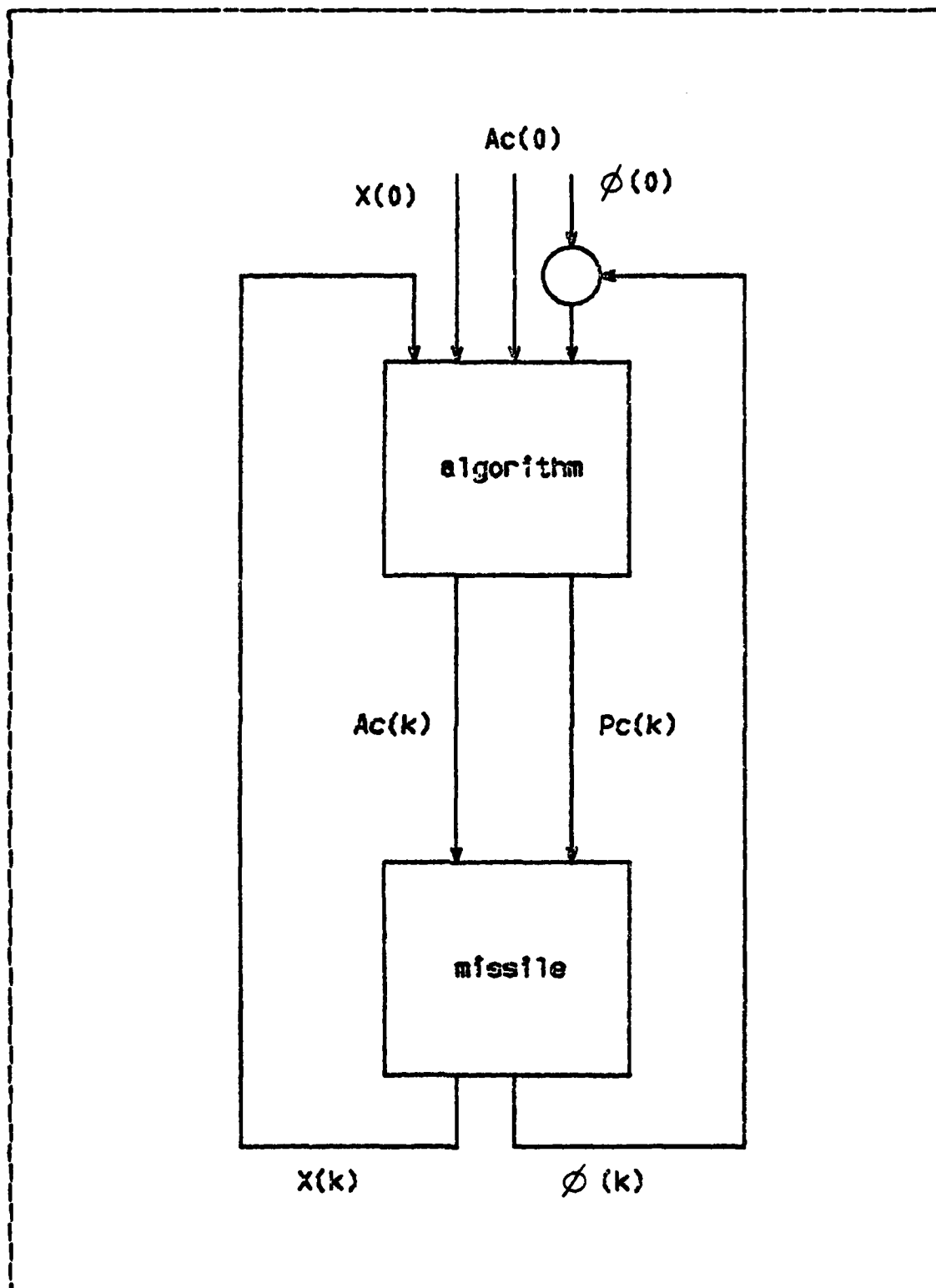


Figure 3.28 Corrected Model.

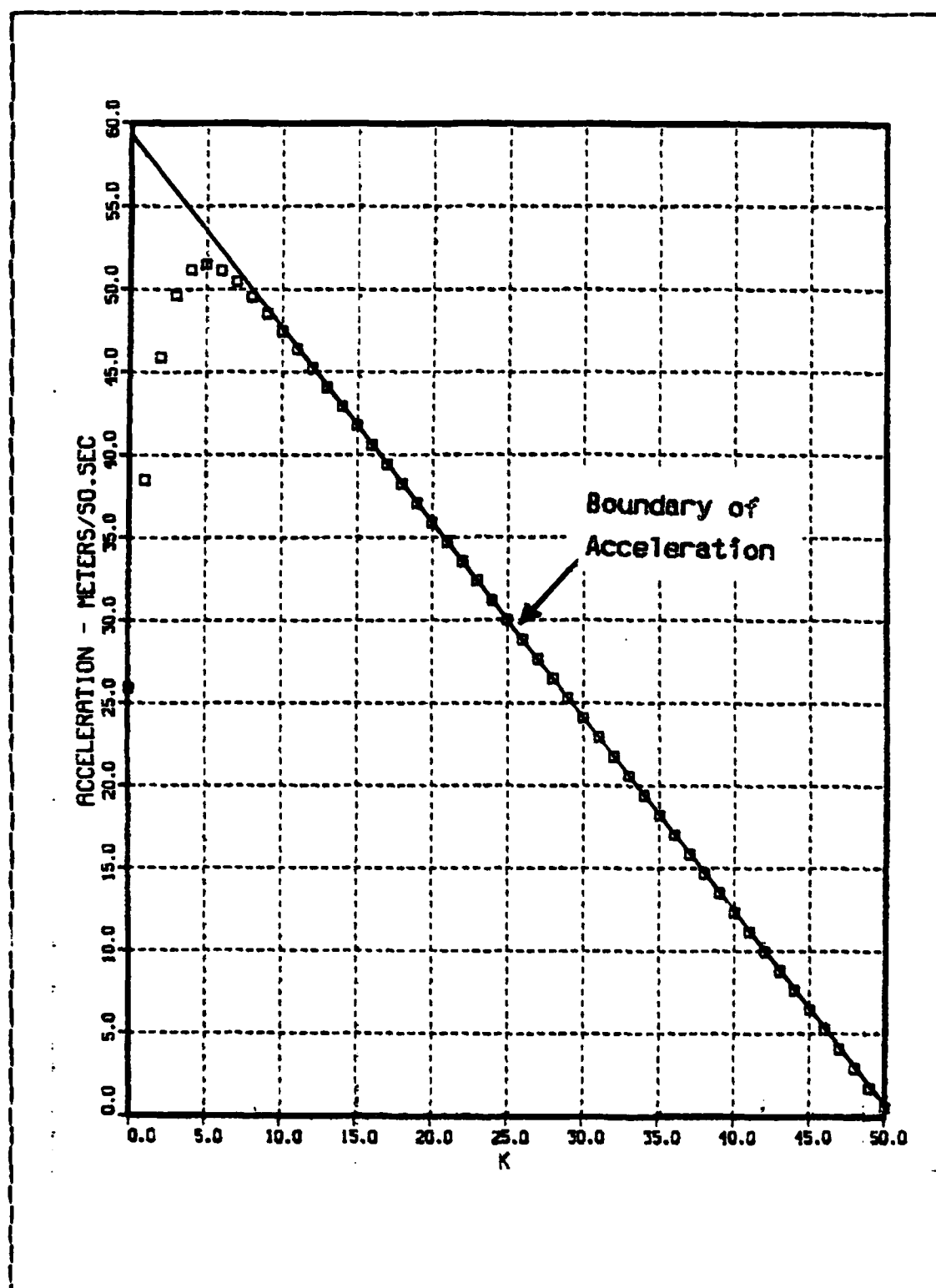


Figure 3.29 Boundary of the Commanded Acceleration.

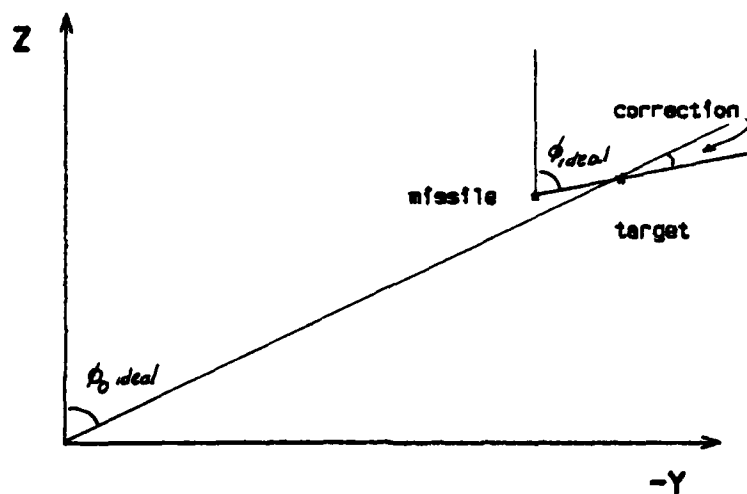


Fig. 3.30 a Large target accelerations

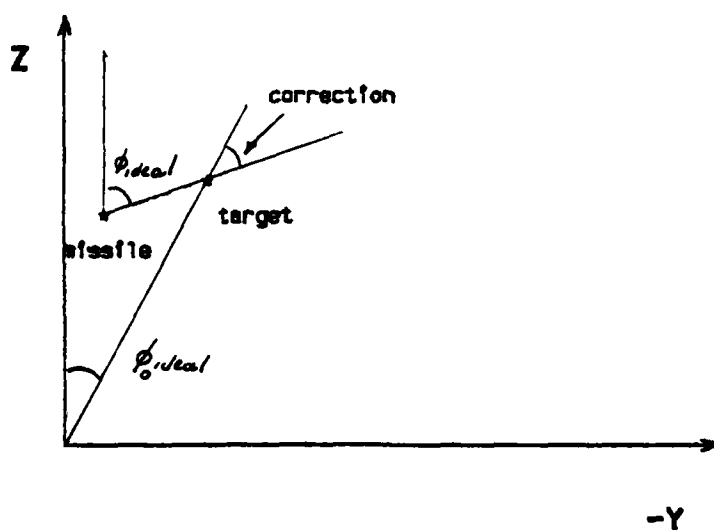


Fig. 3.30 b Small target accelerations

Figure 3.30 Corrections on the Roll Angle.

TABLE I  
Results From Tests

| case | t  | AC<br>(m/sec) | PC<br>(rad/sec) | miss<br>distance<br>y deflection<br>(m) | miss<br>distance<br>z deflection<br>(m) | $\phi$<br>(rad) | CG-to-CG<br>miss<br>distance<br>(m) |
|------|----|---------------|-----------------|-----------------------------------------|-----------------------------------------|-----------------|-------------------------------------|
| 0    | 0  | 26.47         | .345            | 0.0                                     | 100.                                    | 0.0             | 100.                                |
|      | Tf | .133          | 0.0             | -.542                                   | 1.50                                    | .439            | 1.51                                |
| 1    |    | 26.47         | .345            | 0.0                                     | 100.                                    | 0.0             | 100.                                |
|      |    | .138          | 0.0             | -.383                                   | .528                                    | .416            | .652                                |
| 2    | 0  | 26.47         | .691            | 0.0                                     | 100.                                    | 0.0             | 100.                                |
|      | Tf | .157          | 0.0             | -.575                                   | .458                                    | .724            | .735                                |
| 3    | 0  | 26.47         | 2.76            | 0.0                                     | 100.                                    | 0.0             | 100.                                |
|      | Tf | .332          | 0.0             | -1.47                                   | .046                                    | 1.27            | 1.54                                |
| 4    | 0  | -19.6         | .167            | 0.0                                     | -600.                                   | 0.0             | 600.                                |
|      | Tf | .959          | 0.0             | .592                                    | -4.39                                   | 3.01            | 4.44                                |

#### IV. ANALYSIS OF GAINS, SAMPLE RATE AND PITCH ANGLE

##### A. ANALYSIS OF THE GAINS

In chapter 3 has been developed a solution for the optimal control of a system as:

$$x(k+1) = A(k) x(k) + B(k) u(k) + E g$$

It would be interesting to check if the optimal gains reach steady state, but at the moment that the extension for large roll excursions has been introduced, and the system is being feed with optimal commands which are varying each step of time, such idea can not be applied. However one can do such check in the model for small roll excursions, which is actually used to compute the optimal commands.

Doing this, one has the time history of those gains as in 4.1 and 4.2

One can notice in fig. 4.1 that the gain  $FG(2,1)$  associated with the effect of gravity has no effect on the commanded roll rate, and that  $FG(1,1)$ , as shown in fig. 4.2, has a large effect on the commanded acceleration. Furthermore, this gain reaches steady state very fast, thus it can be assumed that the gain  $FG$  will be equal to the steady state value during all time.

From eqn. 3.19, and assuming steady state:

$$u(k) = -F(k) x(k) - FG(k) g \quad (4.1)$$

and substituting  $g$ :

$$u(k) = -F(k) x(k) - C \quad (4.2)$$

where the second term in the right hand side is a constant, and its value is exactly equal to the value of the commanded acceleration necessary at  $t=0$  to correct the gravity fall of the missile (or to correct the initial ZEM due to gravity).

It might be supposed that one could solve the optimal control problem for the system represented by eqn. 4.1, just considering one reduced system represented by:

$$x(k+1) = A(k) x(k) + B(k) u(k) \quad (4.3)$$

with a bias in the control as:

$$u(k) = -F(k) x(k) + C \quad (4.4)$$

But as showed in the following analysis, this is not possible.

The constant term in the right hand side of eqn. 4.4 is calculated as follows:

from eqn.:

$$\text{initial ZEM due to gravity} = ZEM = \frac{1}{2} g t^2$$

$$C = \frac{ZEM_g}{\left[ \frac{t^2}{2} - \frac{t^3}{6T_1} \right] \cos \phi_0}$$

and the gains  $F(k)$  are calculated using a Ricatti equation as usual.

Case 5 was tested using the above considerations, and using the same scenario of case 3.

Figures 4.3 and 4.4, show the time history of the controls. One can see that the commanded acceleration has begun at same values as in case 3, but the commanded acceleration reaches a peak considerable higher, then decreases does not following a linear law, with a final at 14.7 meters per second square, being this terminal value due to the constant term representing the effect of the gravity.

Referring to fig. 4.4, the commanded roll rate begins at a same value as in case 3, but as the control  $A_c$  is too high, it reaches negative values, going to zero almost at the end of the running time. This behaviour of the control leads to a large miss distance as seen in figure 4.5, and table II.

Figure 4.6 shows the time history of the roll angle, which rises to values close to 1.5 radians. As the acceleration at this point is larger than the correct value, the corrections are excessive and the roll angle decreases at the end of the running time to the value of .12 radians.

Thus, one can see that the gain due to the gravity's acceleration can not be replaced by its steady state value. This kind of simplification can thus not be done in the system being studied.

#### B. EFFECT OF THE SAMPLE RATE

Throughout all the simulations a sample period of .05 seconds has been used. In this section a brief study of the effect of the change of this sample rate is given.

Two best cases have been selected to illustrate the effect of the sample period.

The first case, case 6, has been run with a sample period of .1 seconds and consists of the same scenario as case 3.

As one can see in figure 4.7 and table III, there is no noticeable change in the commanded acceleration, but the commanded roll rate begins at smaller value than in case 3, as is seen in fig. 4.8. This initial decrease in roll rate, leads to a large miss distance in Y direction as shown in fig. 4.9, and to a small value of roll angle (see fig. 4.10).

The second case, case 7, has a sample period of 0.025 seconds. There is no noticeable change in the time history of the control  $A_c$  as shown in fig. 4.11. The commanded roll rate begins at a higher value than in case 3 as shows fig. 4.12, which leads to a final miss distance in Y direction of -2.22 meters and in Z direction smaller than case 6 (see fig. 4.13). Figure 4.14 shows that the final roll angle is increased and the missile cross the target with 1.28 radians and with a CG-to-CG distance of 2.5 meters.

In both cases, the miss distance was increased over the nominal value obtained with a sampling rate of 0.05 seconds. Thus, it would appear that there is an optimal value for the sampling rate, which may be connected with the geometry of the scenario and with time to go.

### C. EFFECT OF THE INITIAL PITCH ANGLE

It is important at this step to remember that throughout this work has we have been discussing a dimensional model, where there is no information on the X coordinate, so it is impossible to verify the behavior of the pitch angle.

In this work, since in all the previous scenarios the initial angle  $\theta$  was equal to zero, this value has been kept as a constant during all time, and considering that without any information of a third dimension it was not possible to correct the time to intercept, this time was also kept constant and equal to the nominal value of 5 seconds.

Notice that this assumption is likely to be correct if one has the horizontal initial distance from target to missile compared with the initial vertical distance between target and missile large enough in order to have small angles.

The question that rises is, how could this pitch angle affect the system if it was not small?

As seen in fig.4.15, the missile velocity in the X direction would be:

$$V_{mx} = V_m \cos\theta + g \cos\theta \sin\theta t \quad (4.5)$$

which has an effect not only from the pitch angle, represented by the  $\cos\theta$ , but also from the gravity's acceleration, which will leads to a different time to intercept.

Considering the same physical scenario as in case 4, but changing the initial pitch angle, in order to have the missile pointing to the target (see fig.4.16), and keeping the missiles velocity of 1000 m/sec in the X direction, one has a completely different geometry of the problem as seen from the flight path reference frame.

With this new situation (see fig. 4.16), case 8 has been run. Figures 4.17 and 4.18 show that now the missile is comanding large positive accelerations, and the roll rate at the begining of the flight is too high, going to zero in a very small period of time. The miss distance as seen in fig.4.19 are increased in the initial part of the flighth and as the missile corrects its trejectory it is decreased to reach a final CG-to-CG miss distance of 2.17 m. The roll angle, due to the large control Pc is oscilatory in the begining and becomes constant with a value of .57 radians (see fig.4.20 and table IV).

Notice that the high values of acceleration needed are in some part due to a vertical component of target's velocity, which is seen from the flight path frame as the target was manouvering in the Z direction with constant velocity. These large accelerations leads to roll rates too large for the physical integrity of the missile. This means that although although the good results obtained, if compared with case 4, they are not practical.

In order to get rid of the vertical manouever of the target, case 9 has been run. In this case, the scenario is the same as before with the target also pointing down, with the same pitch angle as the missile, and has a X velocity equal to the previous case (see fig.4.16).

From fig.4.21, one can see that the decrease in the control  $A_c$  is substantial if compared with case 8, but the commanded roll rate is still too large as shows fig.4.22 The time history of the miss distance is better, resulting in a final CG-to-CG distance of about 50% of case 8 (see fig.4.23). The roll angle is not oscillatory as seen in fig.4.24 and the missile cross the target with 1.3 radians in roll. (see tableIV).

The results obtained in the two previous cases, suggests that the algorithm developed in this work could be readily applied to air-to-surface missiles. In the latter, the scenario would be favorable to the missile than in either previous cases, since one can consider that the target could be essentially stationary in comparison with the missile speed.

Case 10 has been run with this assumption, and the scenario as in fig. 4.16. The target is with zero velocity and acceleration, and the missile begins its flight 600 meters above it, with the same initial pitch angle as before.

Fig.4.25 shows the time history of the commanded acceleration, where one can see that as there is no roll rate to

be commanded, the acceleration is following a straight line with very reasonable values. The miss distance is shown in figure 4.27, which shows the final CG-to-CG distance of .31 meters.

Based in the results of these tests, one can see that there will be some effect of the pitch angle on the miss distance, not only due to its effect on the time to intercept, but also because at the moment that there is a pitch angle different from zero, even if the target is keeping its flight level, in the flight path frame a component of the target's velocity will show up leading the missile to command large accelerations and roll rates. Although this results harm the performance in an air-to-air missile, in the case of air-to-surface missiles, when the target has been considered with no motion, good results have been obtained.

#### D. EFFECT OF TIME TO INTERCEPT

In the simulation of case 1 and 2 in chapter 3, it has been observed that when the target was at small accelerations, the missile did larger corrections on its roll angle, with respect to the ideal initial roll angle, than when the target was with large accelerations. One can think that must be some kind of compromise between the velocity rate of target and missile (which will be reflected on the time to intercept), and the relative position between them, which will affect the miss distance.

In order to do a brief analysis on this, case 11 and 12 has been run.

In case 11, the scenario of case 2 has been kept, with the exception that the missile's velocity was changed to 2000 m/sec., which means that  $T_i$  was changed to 2.5 seconds.

Figure 4.29 shows that the acceleration is largely increased due to the small time required to correct the ZEM, and the commanded roll rate is almost twice of case 2 (see fig. 4.30). The final miss distance is more than four times the value obtained in case 2, as seen in fig. 4.31 and table V. The final roll angle is about half as in case 2, since the projected final position of the target in the Y direction is less than in case 2 (see fig. 4.32).

Case 12 was run with a scenario less favorable to the missile, where all the conditions of the previous case was kept, except the target position that has been increased to 200 meters above the missile.

Now, the commanded acceleration are much larger, with a initial  $A_{co}$  of  $103 \text{ m/sec}^2$ , being almost impossible to see the difference of the time history of the acceleration from one straight line, as shown in fig. 4.33. The commanded roll rate is small, about the same as in case 2 (see fig. 4.34). The change in the miss distance is noticeable, with a final CG-to-CG distance of 4.8 meters as in table V, and figure 4.35. The final roll angle explain the shape of the acceleration curve, since with the small roll angle as shown in fig. 4.36, the system is behaving as for small roll excursions.

Notice that from this analysis, one has to realize that there is some kind of envelope where the 2-D system is valid. And in order to determine this envelope, one has to take in account not only the geometry of the scenario, but also the time to intercept, which is determined not only by the relation of velocities of missile and target, but the pitch angle too.

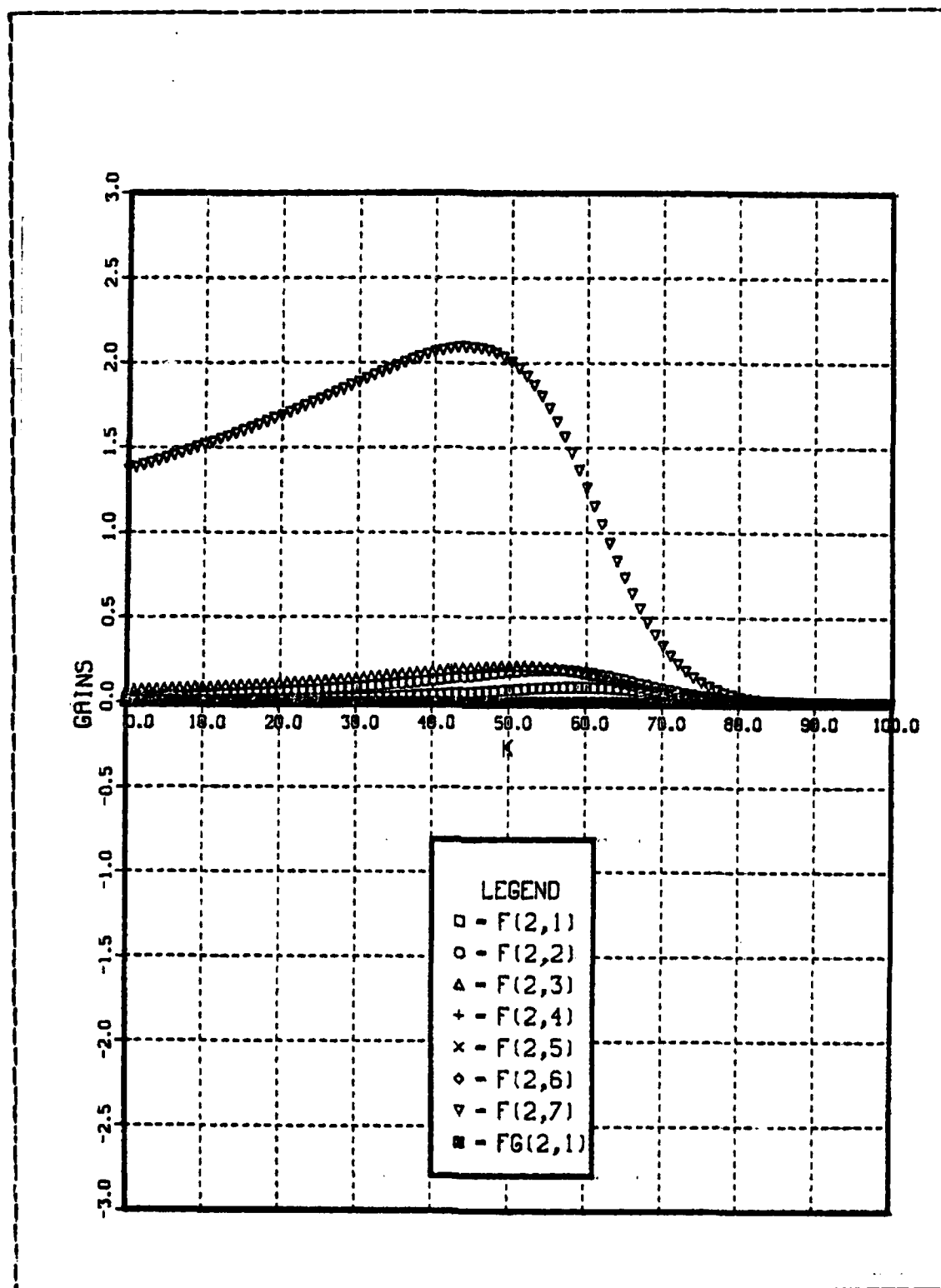


Figure 4.1 Gains affecting the commanded acceleration.

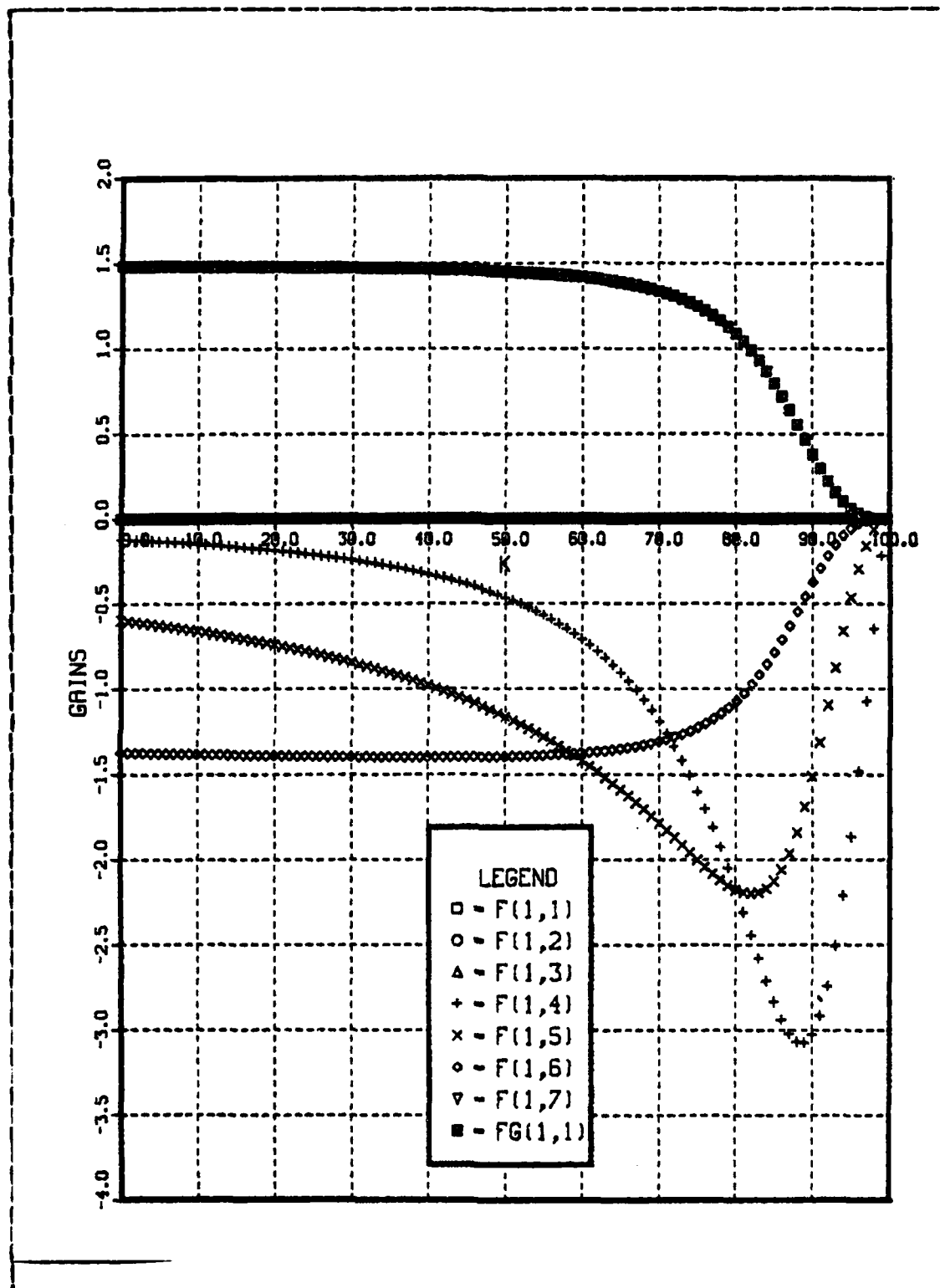


Figure 4.2 Gains Affecting the Commanded Roll Rate.

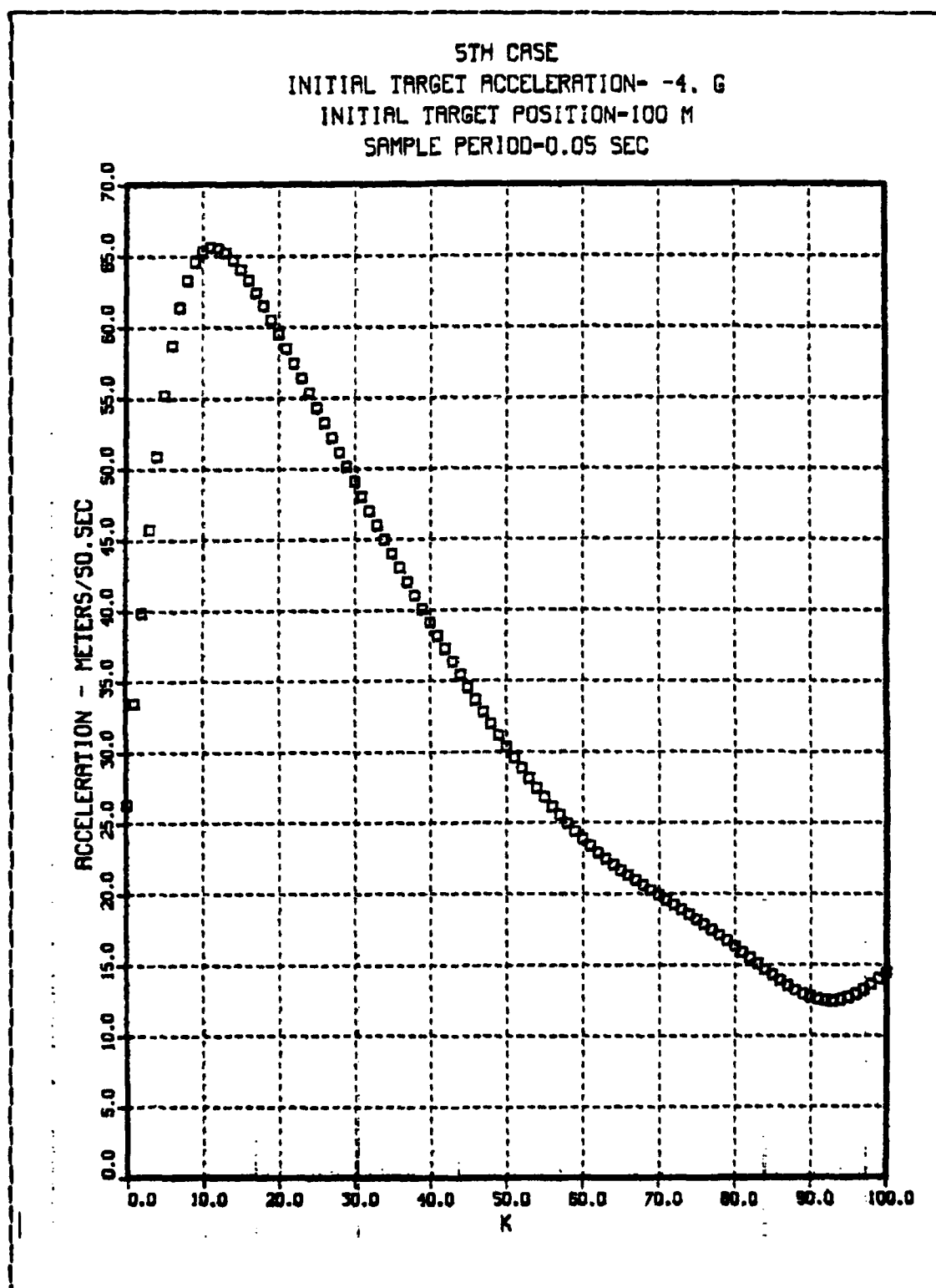


Figure 4.3 Commanded Acceleration-Case 5.

5TH CASE  
INITIAL TARGET ACCELERATION- -4. G  
INITIAL TARGET POSITION-100 M  
SAMPLE PERIOD-0.05 SEC

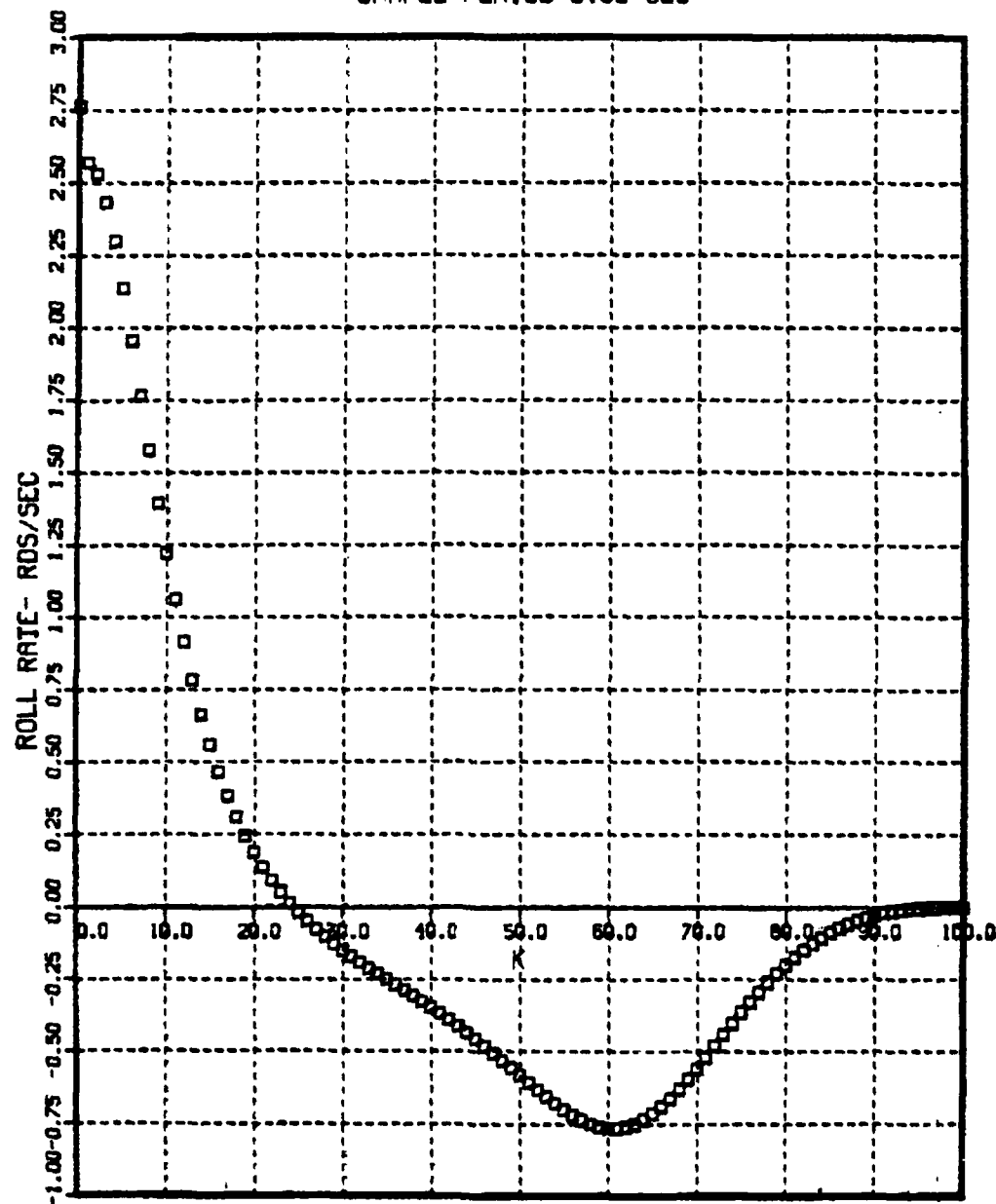


Figure 4.4 Commanded Roll Rate-Case 5.

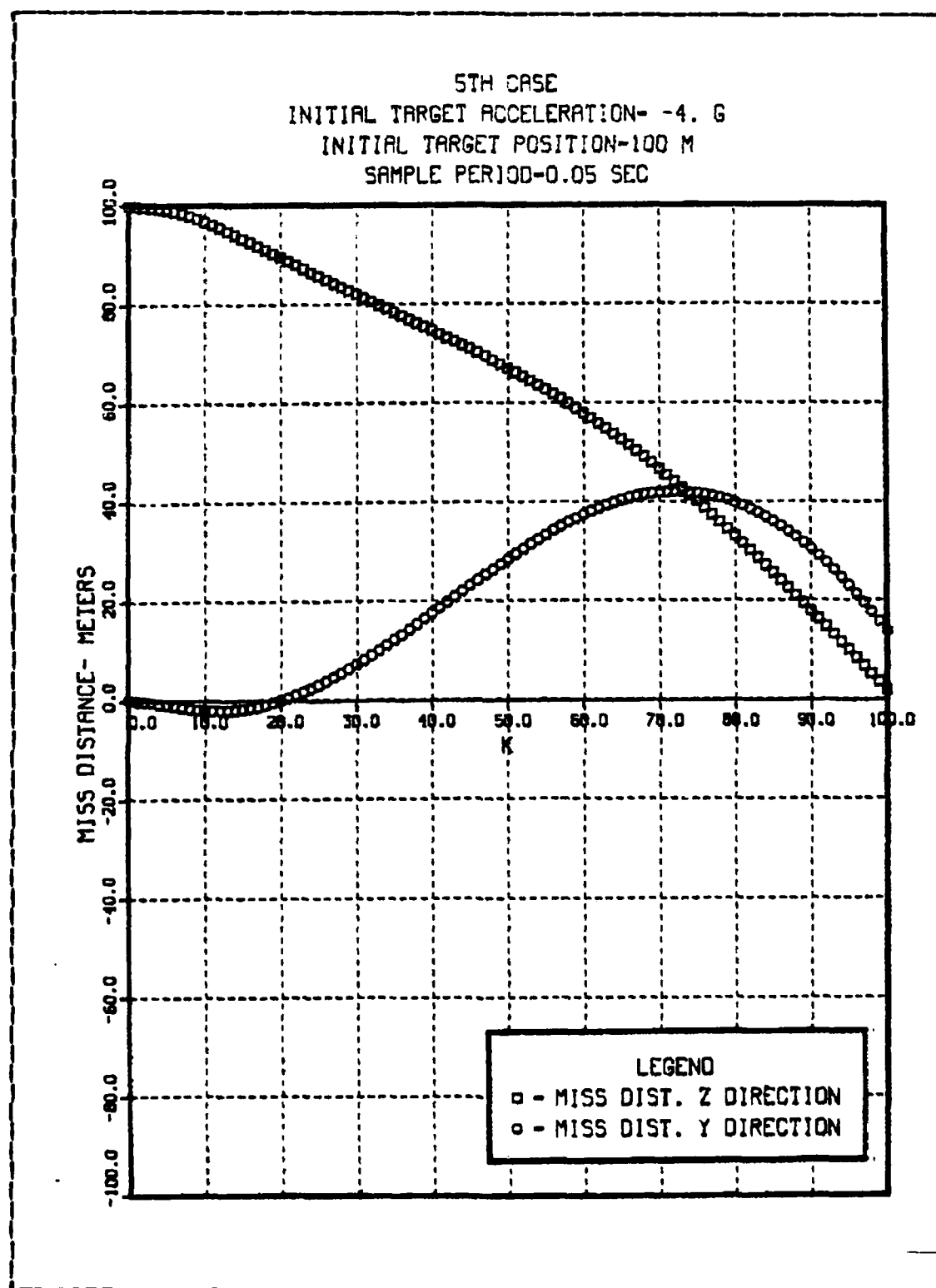


Figure 4.5 Miss Distance-Case 5.

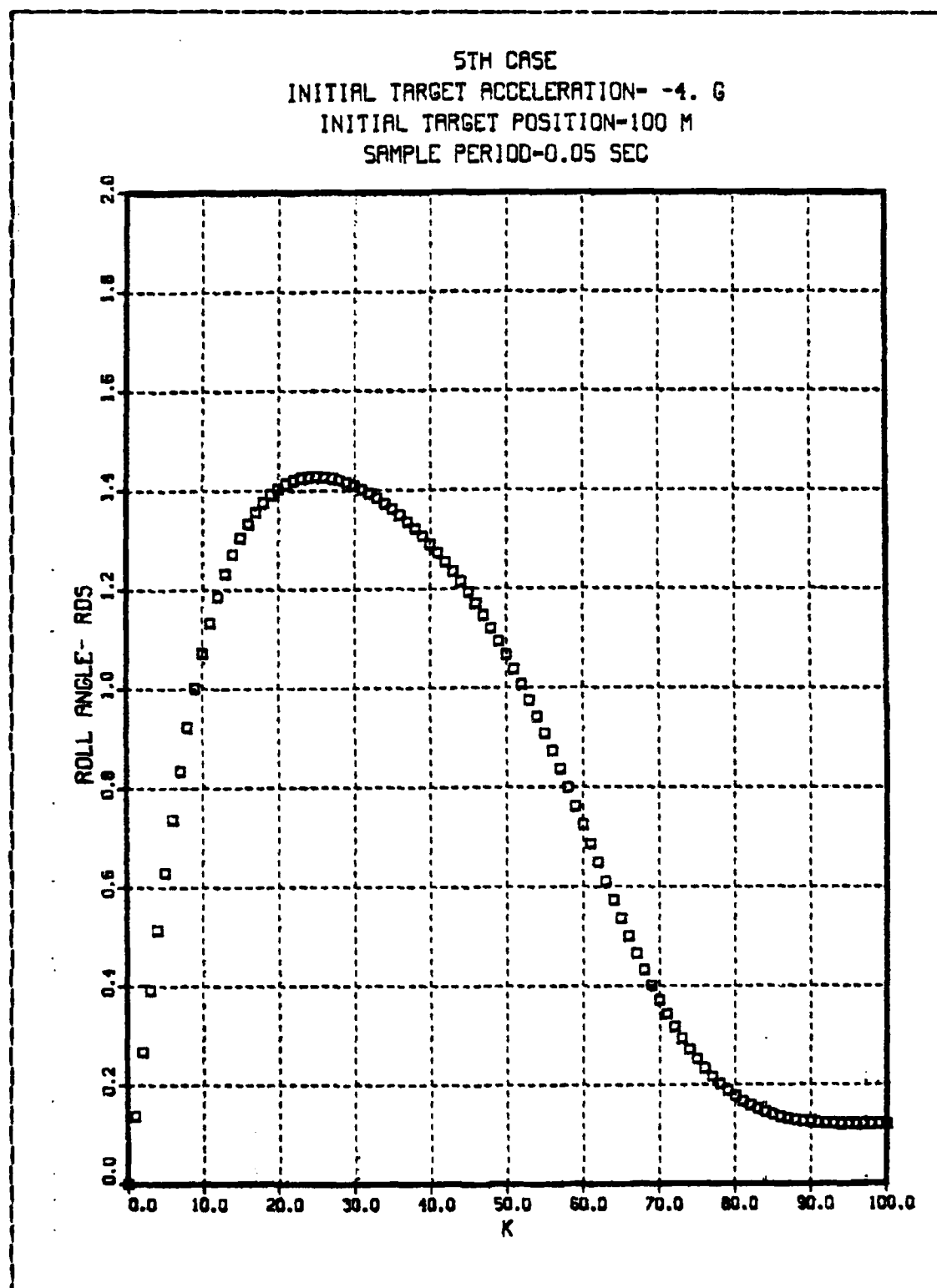


Figure 4.6 Roll Angle-Case 5.

AD-A144 043

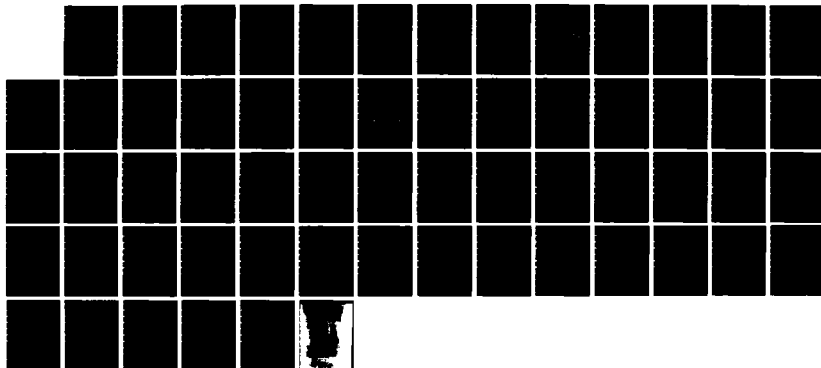
OPTIMAL DIGITAL CONTROL OF A BANK-TO-TURN MISSILE(U)  
NAVAL POSTGRADUATE SCHOOL MONTEREY CA C A VELLOSO  
MAR 84

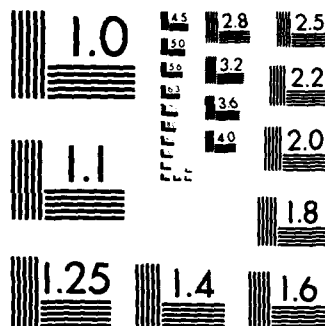
2/2

UNCLASSIFIED

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MICROCOPY RESOLUTION TEST CHART  
NATIONAL BUREAU OF STANDARDS-1963-A

**TABLE II**  
Results from Biased Control

| t  | Ac<br>(m/sec) | Pc<br>(rad/sec) | miss<br>distance<br>Y direction<br>(m) | miss<br>distance<br>Z direction<br>(m) | $\phi$<br>(rad) | CG-to-CG<br>miss<br>distance<br>(m) |
|----|---------------|-----------------|----------------------------------------|----------------------------------------|-----------------|-------------------------------------|
| 0  | 26.37         | 2.76            | 0.0                                    | 100.                                   | 0.0             | 100.                                |
| Tf | 14.47         | 0.0             | 13.78                                  | 2.00                                   | .119            | 13.93                               |

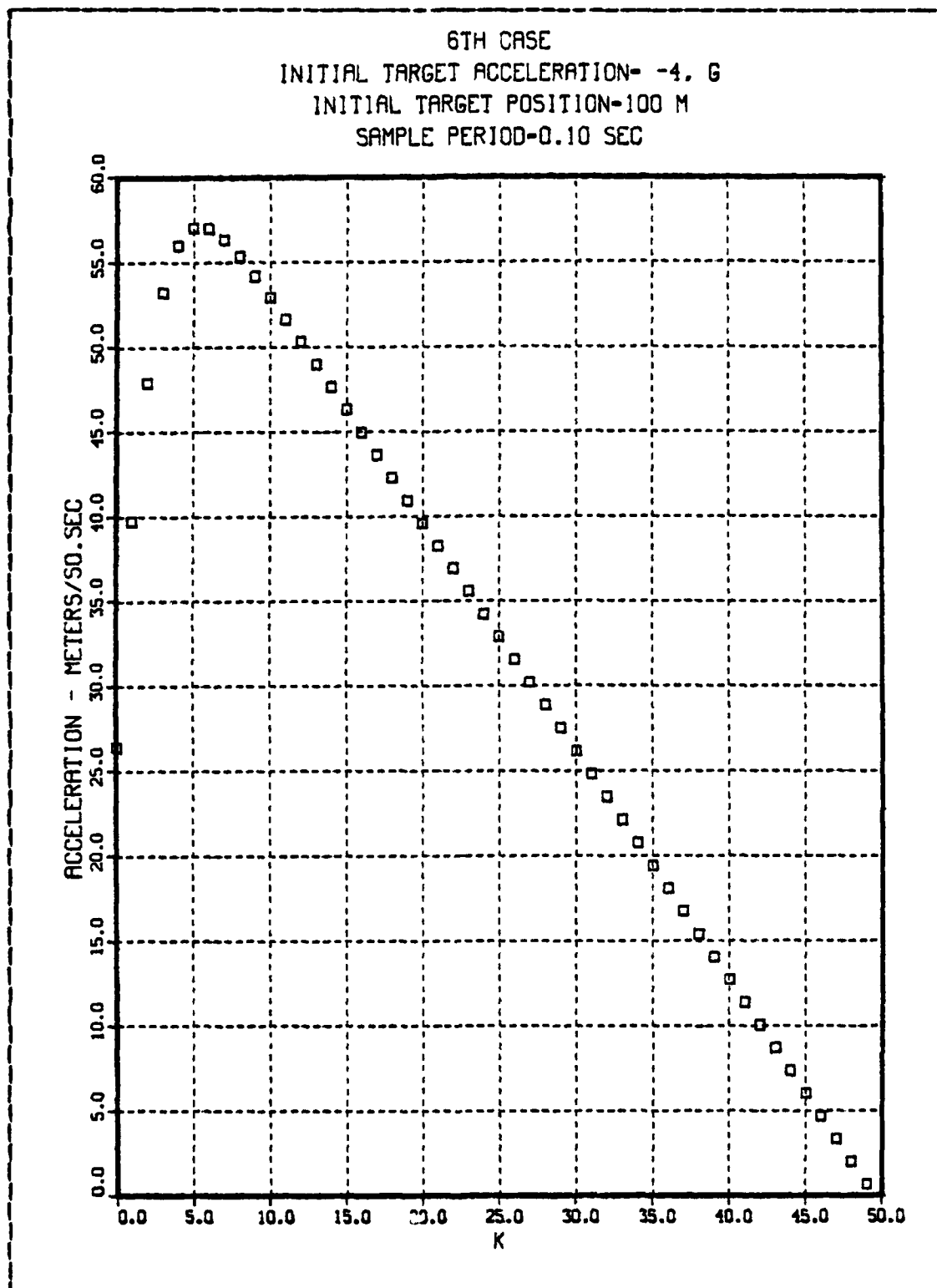


Figure 4.7 Commanded Acceleration-Case 6.

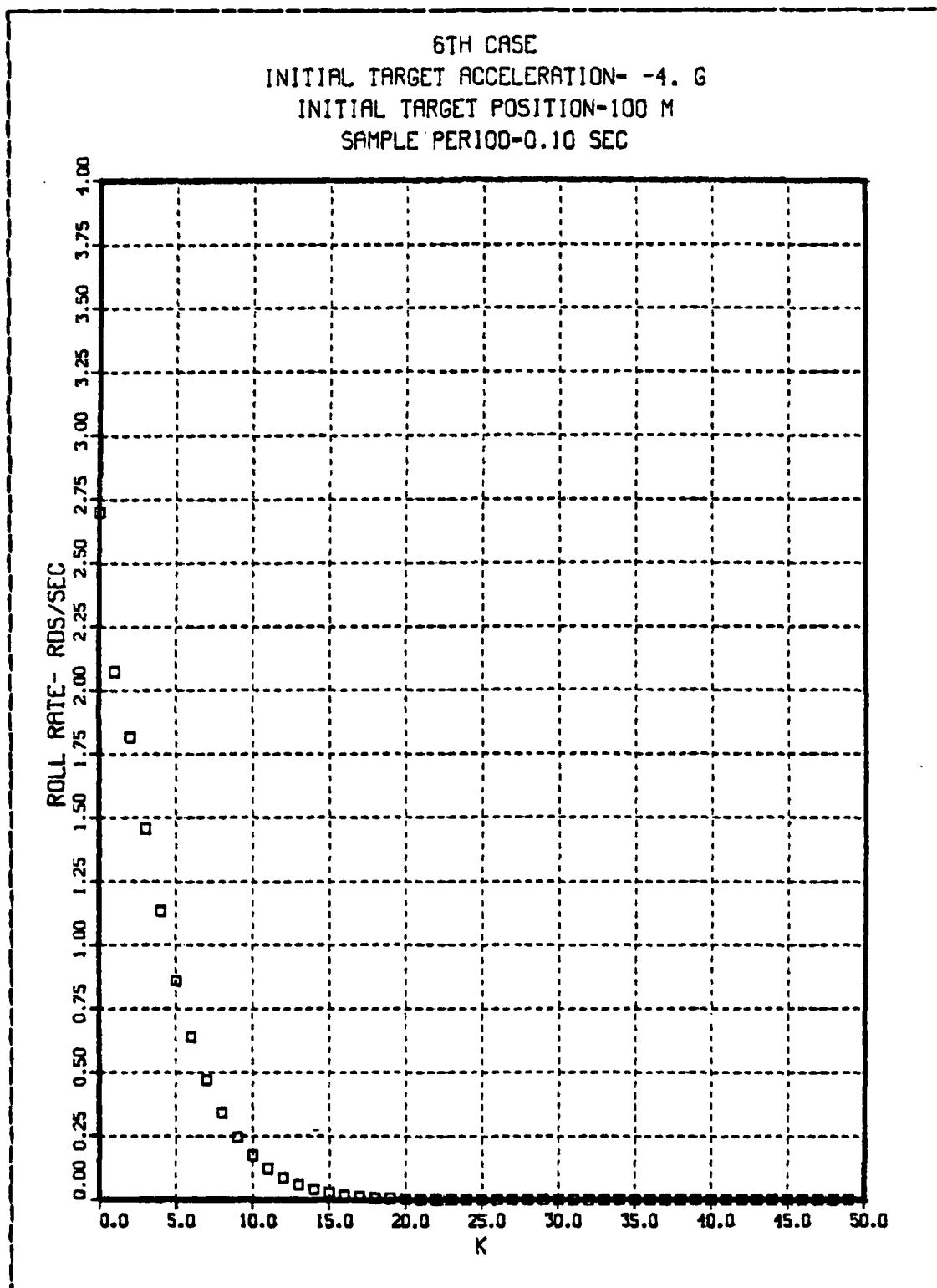


Figure 4.8 Commanded Roll Rate-Case 6.

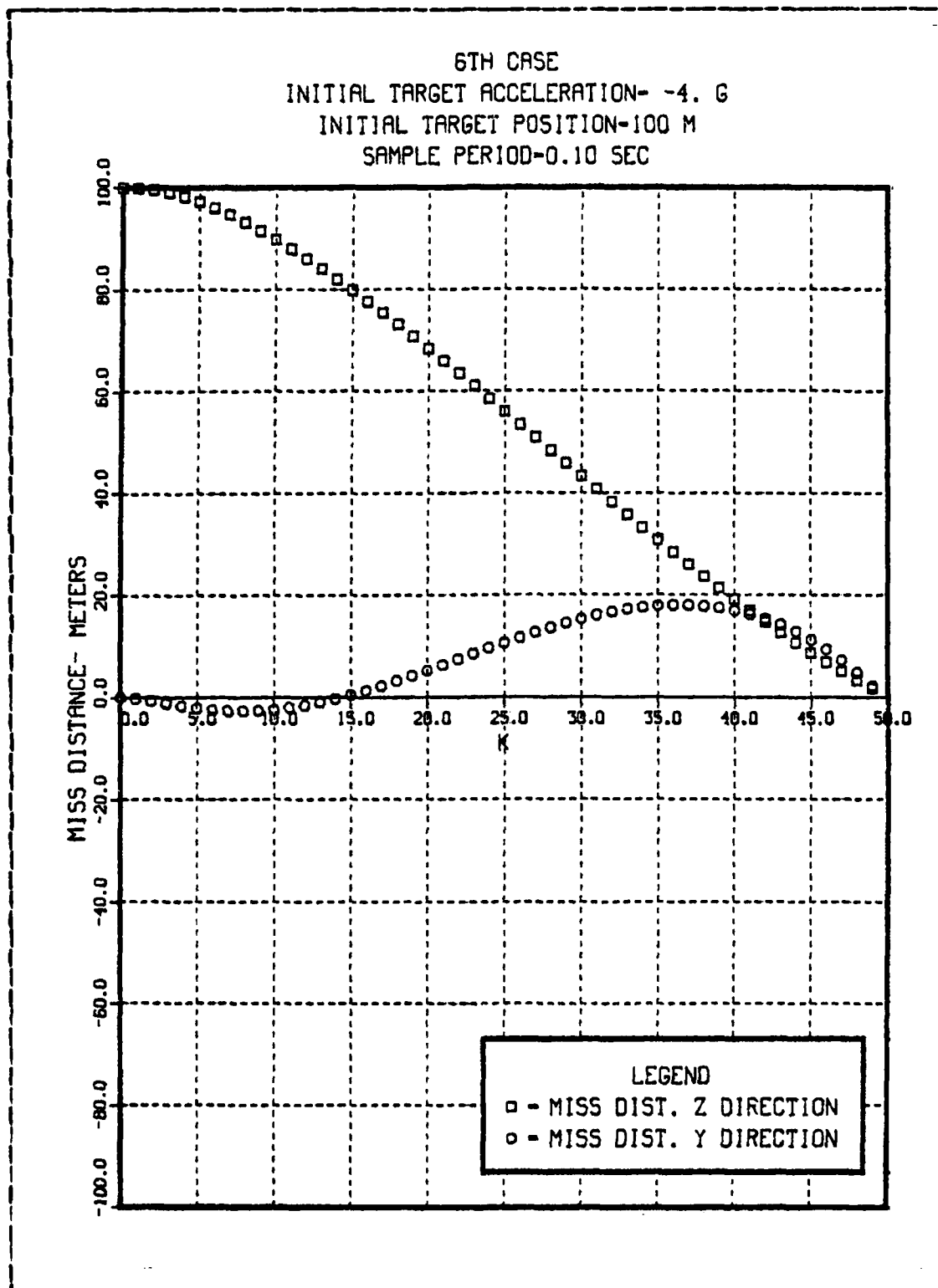


Figure 4.9 Miss Distance-Case 6.

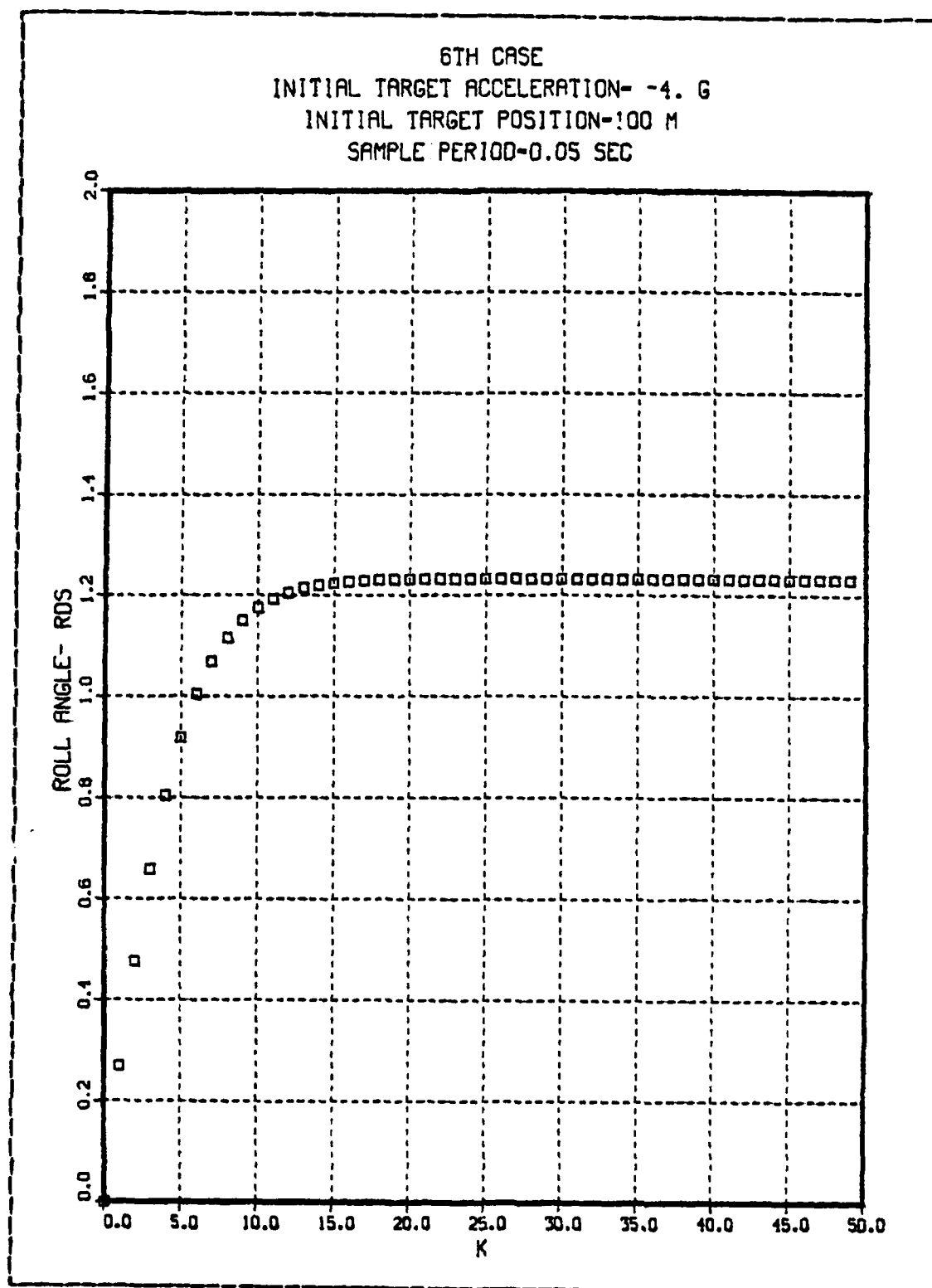


Figure 4.10 Roll Angle-Case 6.

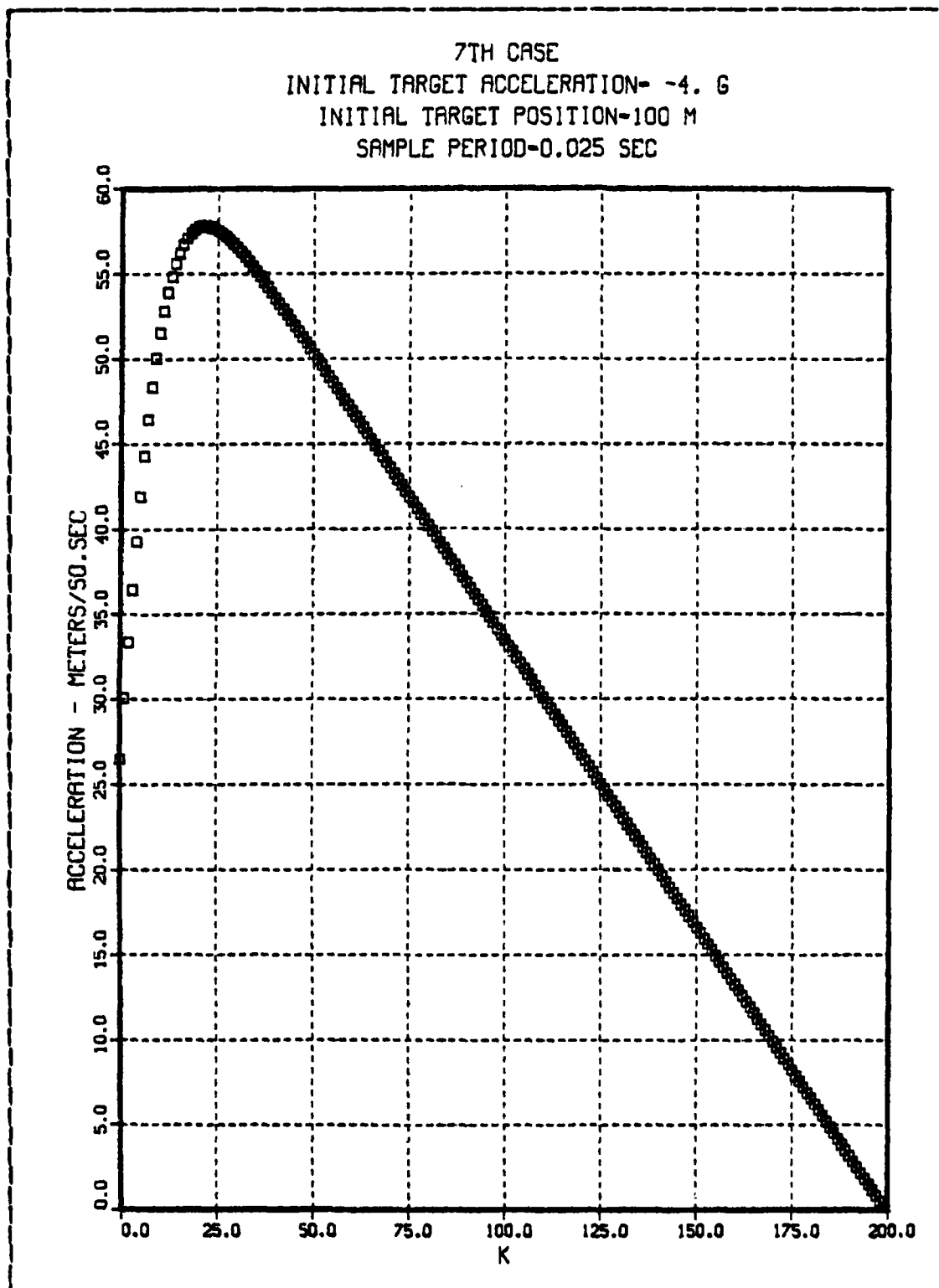


Figure 4.11 Commanded Acceleration-Case 7.

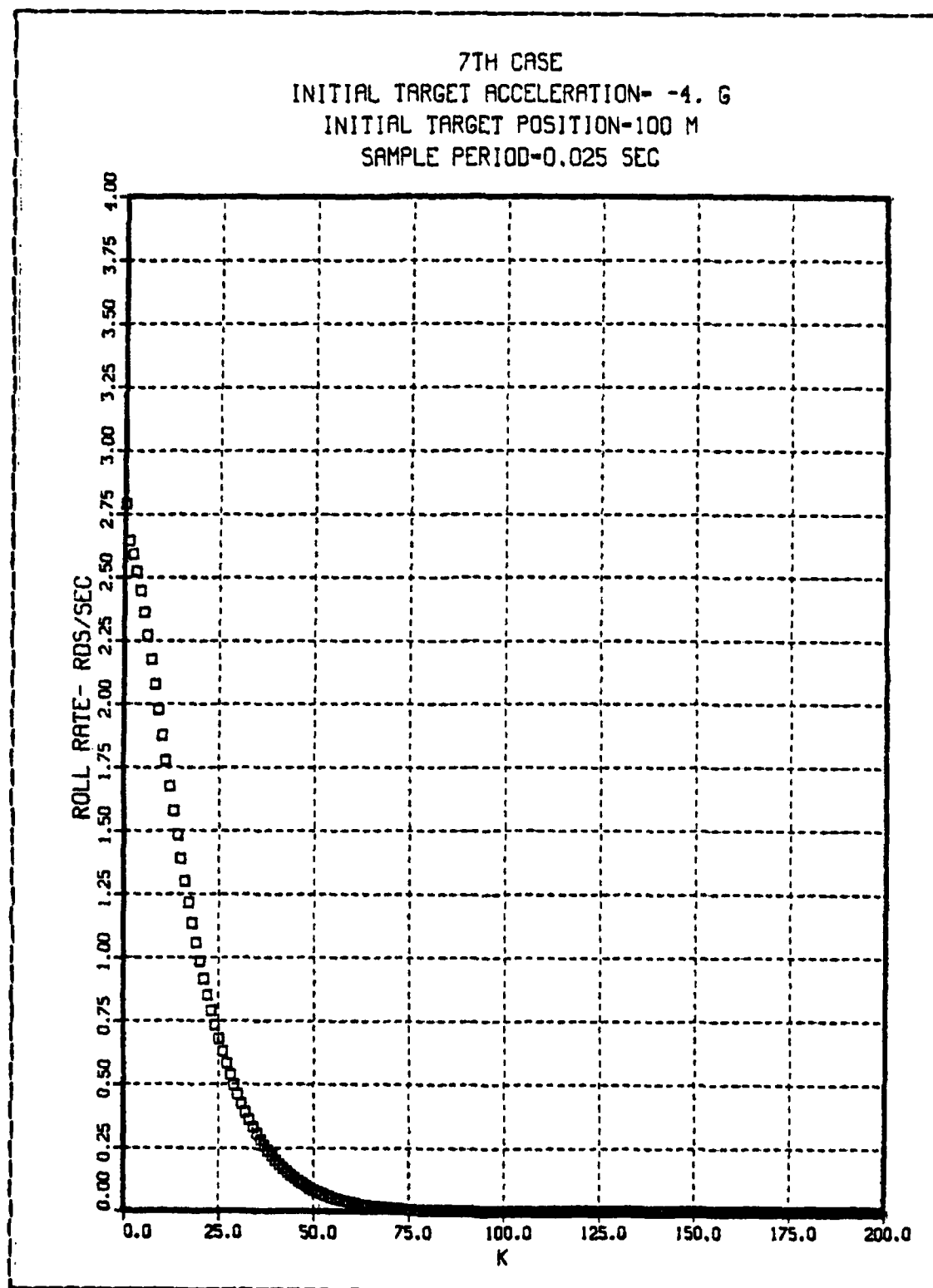


Figure 4.12 Commanded Roll Rate-Case 7.

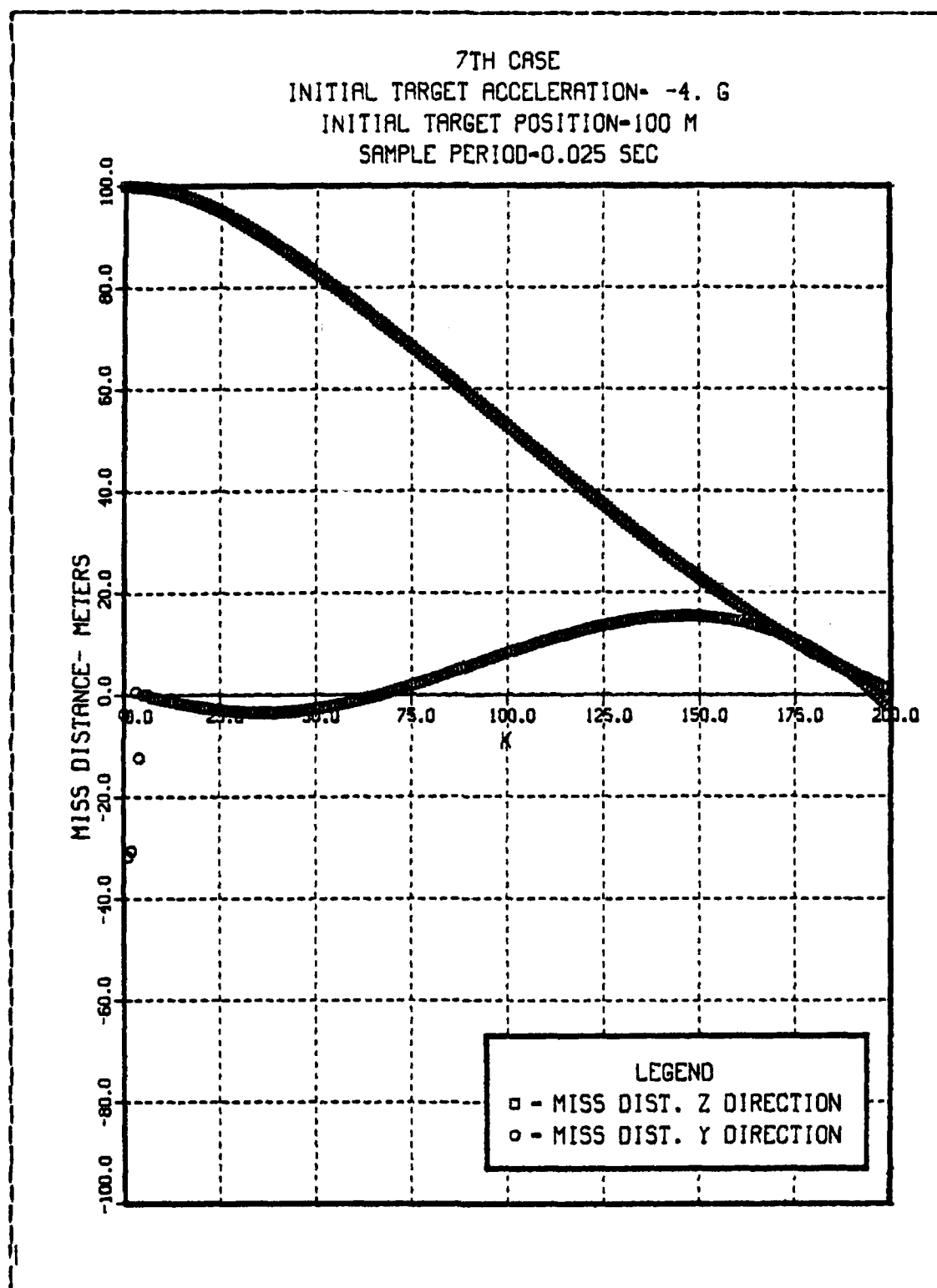


Figure 4.13 Miss distance-Case 7.

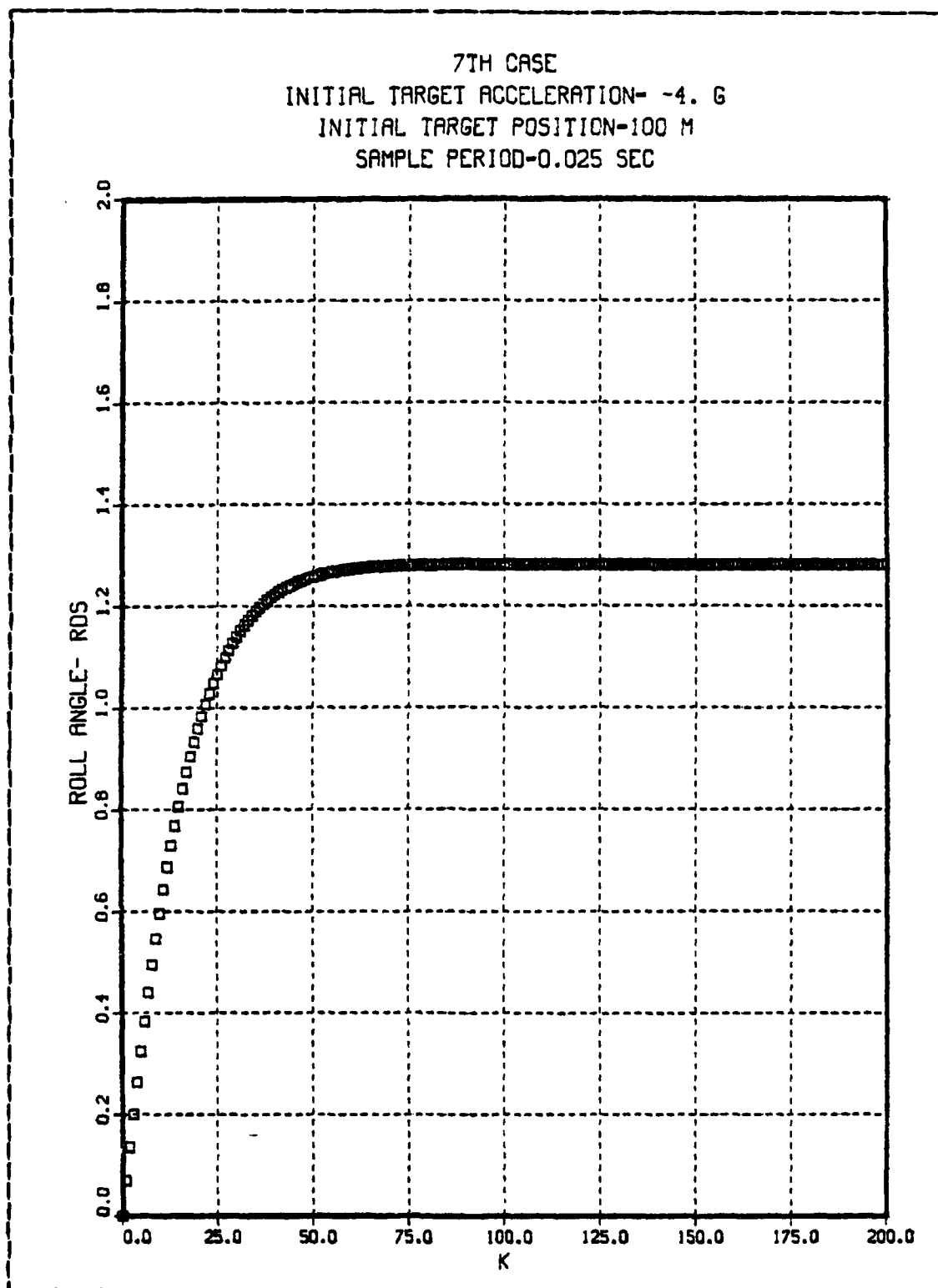


Figure 4.14 Roll Angle-Case 7.

TABLE III  
Results for Differents Sample Periods

| T<br>(sec) | case | t  | AC<br>(m/sec) | PC<br>(rad/sec) | miss<br>distance<br>y direction<br>(m) | miss<br>distance<br>z direction<br>(m) | $\phi$<br>(rad) | CG-to-CG<br>miss<br>distance<br>(m) |
|------------|------|----|---------------|-----------------|----------------------------------------|----------------------------------------|-----------------|-------------------------------------|
| .1         | 6    | 0  | 26.40         | 2.70            | 0.0                                    | 100.                                   | 0.0             | 100.                                |
|            |      | Tf | .67           | 0.0             | 2.23                                   | 1.77                                   | 1.23            | 2.85                                |
| .025       | 7    | 0  | 26.48         | 2.79            | 0.0                                    | 100.                                   | 0.0             | 100.                                |
|            |      | Tf | .68           | 0.0             | 2.22                                   | 1.20                                   | 1.28            | 2.53                                |
| .05        | 3    | 0  | 26.47         | 2.76            | 0.0                                    | 100.                                   | 0.0             | 100.                                |
|            |      | Tf | .33           | 0.0             | -1.47                                  | .046                                   | 1.27            | 1.54                                |

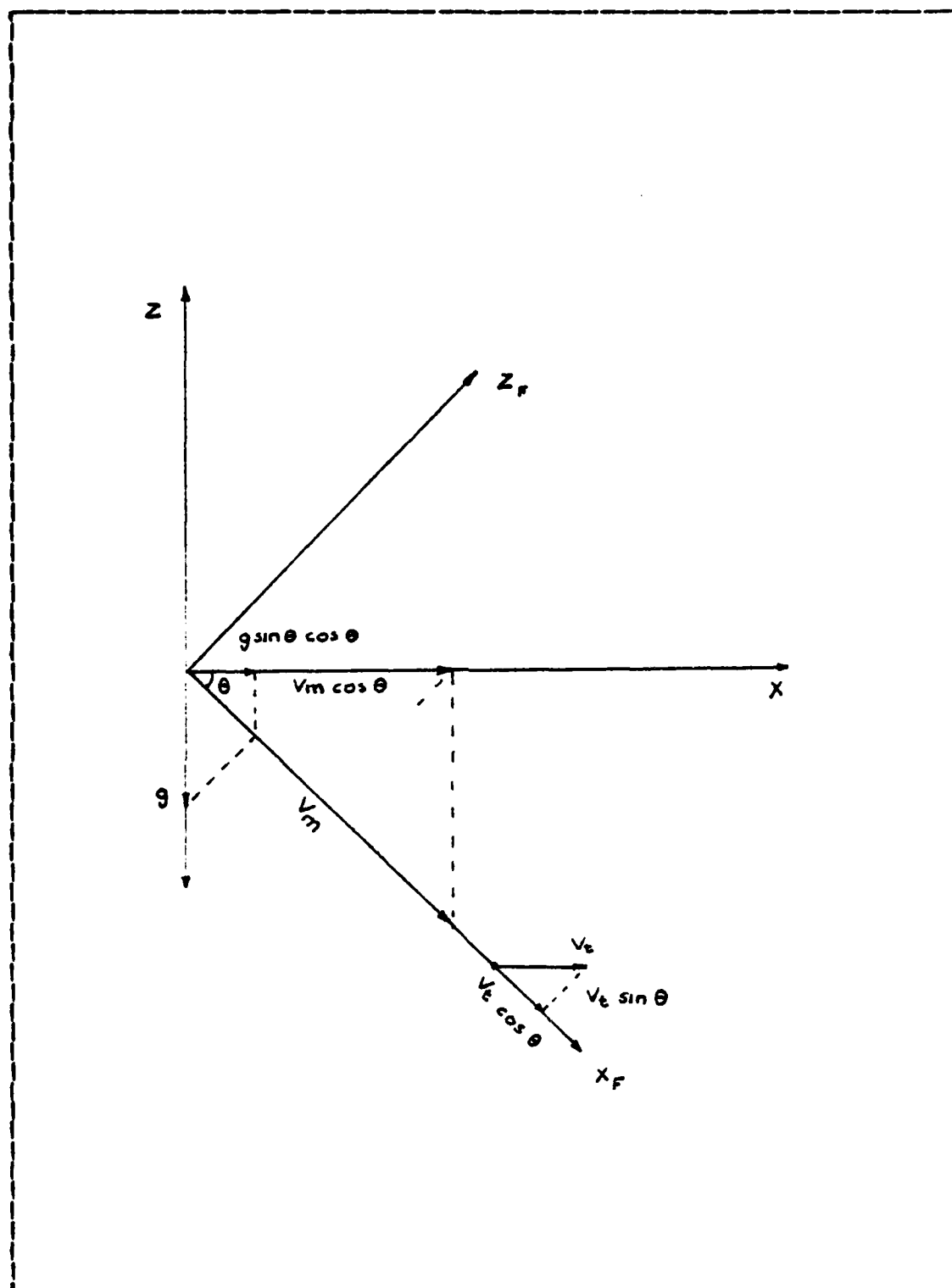


Figure 4.15 Effect of Initial Pitch Angle.

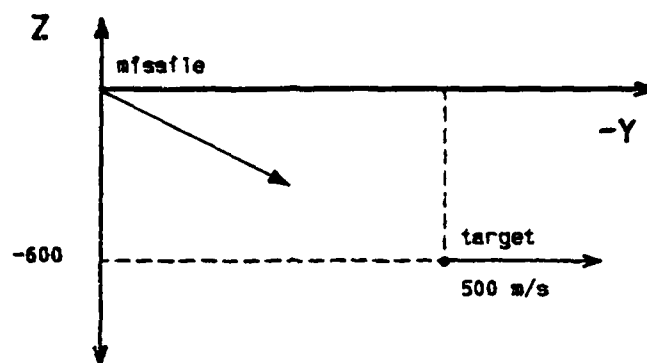


Figure 4.16a Case 8

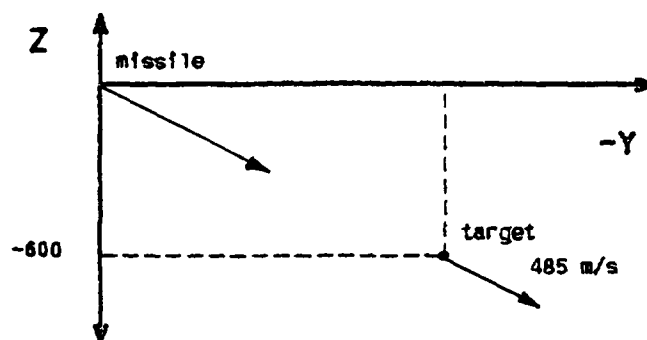


Figure 4.16b Case 9

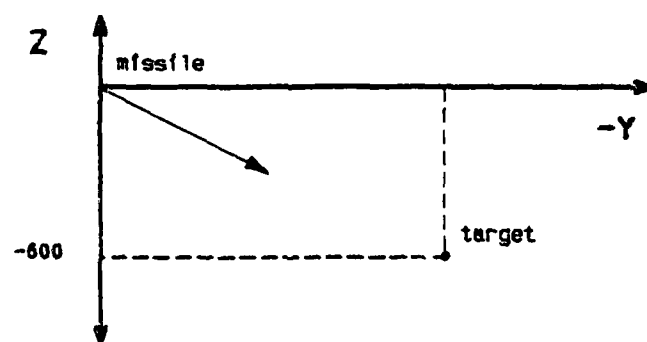


Figure 4.16c Case 10

Figure 4.16 Scenarios With Pitch Angle.

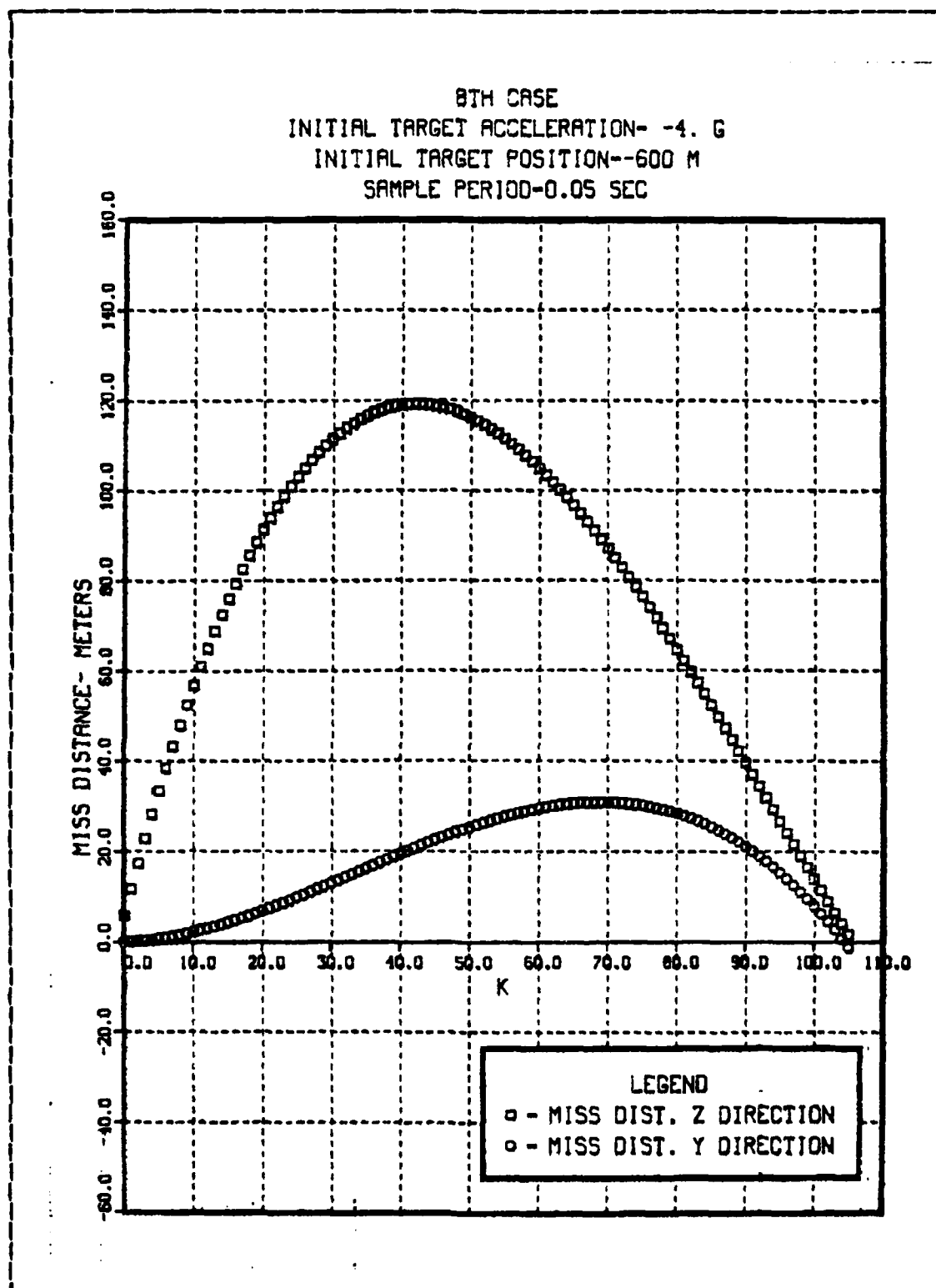


Figure 4.17 Commanded Acceleration-Case 8.

8TH CASE  
INITIAL TARGET ACCELERATION- -4. G  
INITIAL TARGET POSITION--600 M  
SAMPLE PERIOD-0.05 SEC

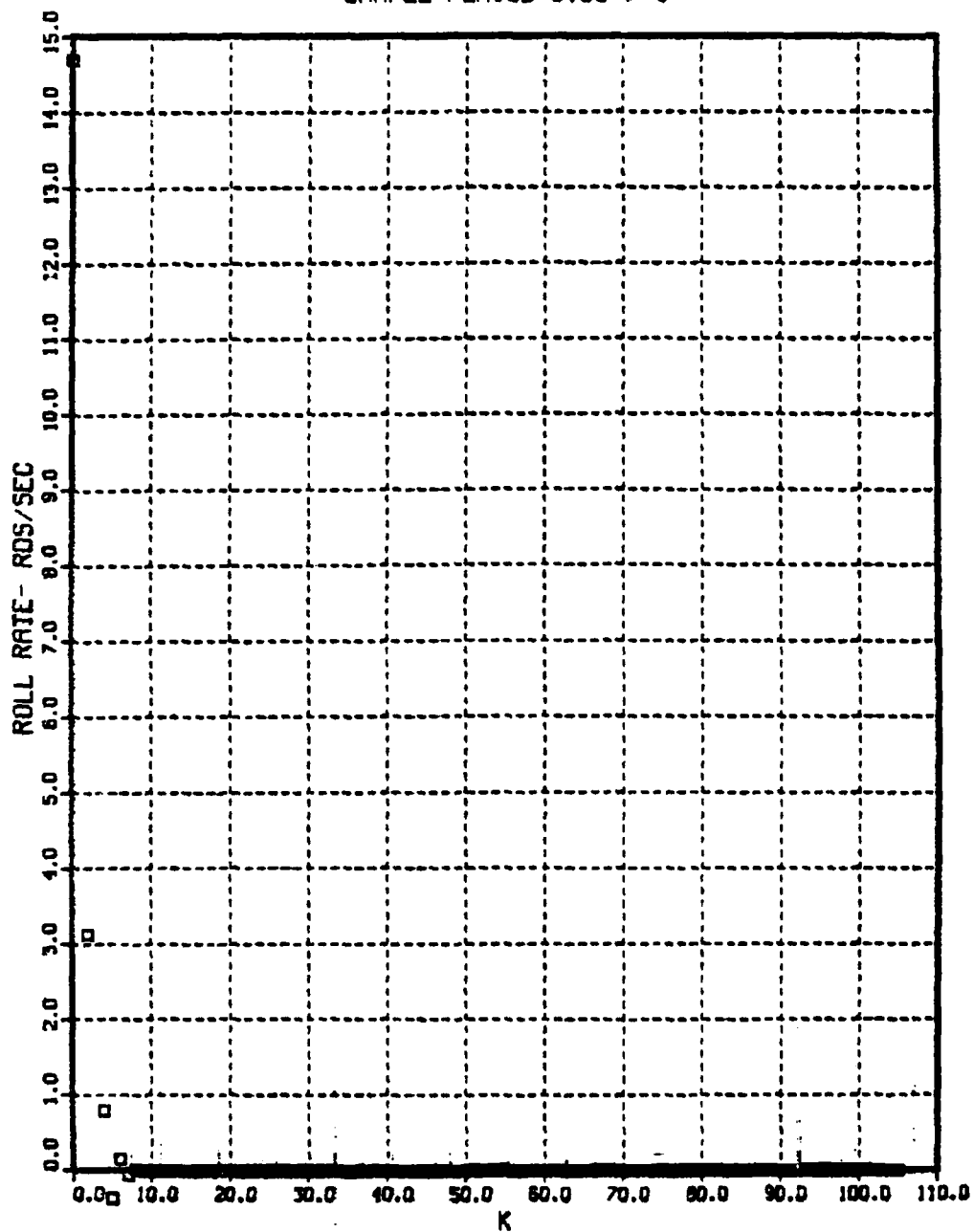


Figure 4.18 Commanded Roll Rate-Case 8.

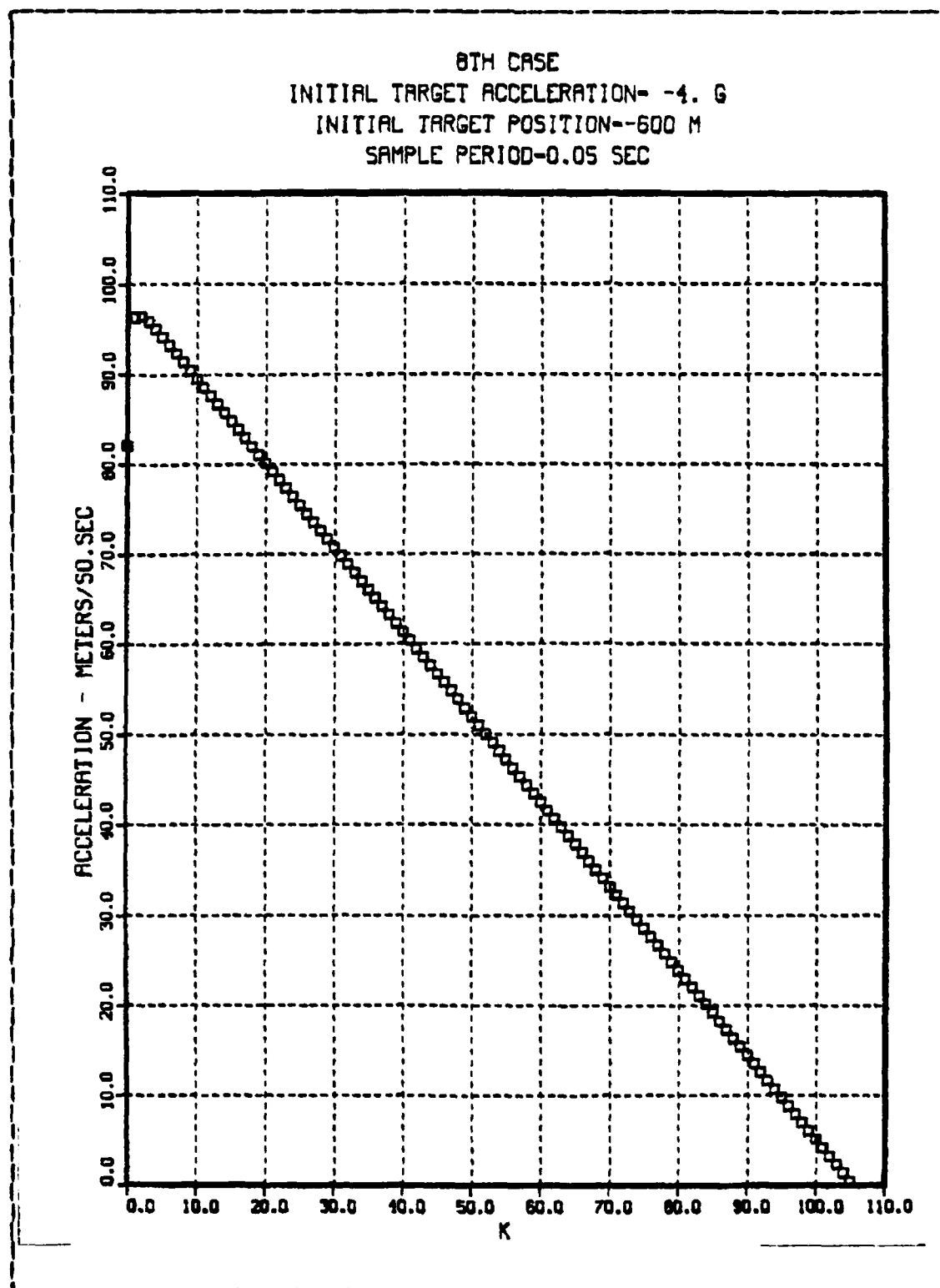


Figure 4.19 Miss Distance-Case 8.

8TH CASE  
INITIAL TARGET ACCELERATION= -4. G  
INITIAL TARGET POSITION=-600 M  
SAMPLE PERIOD=0.05 SEC

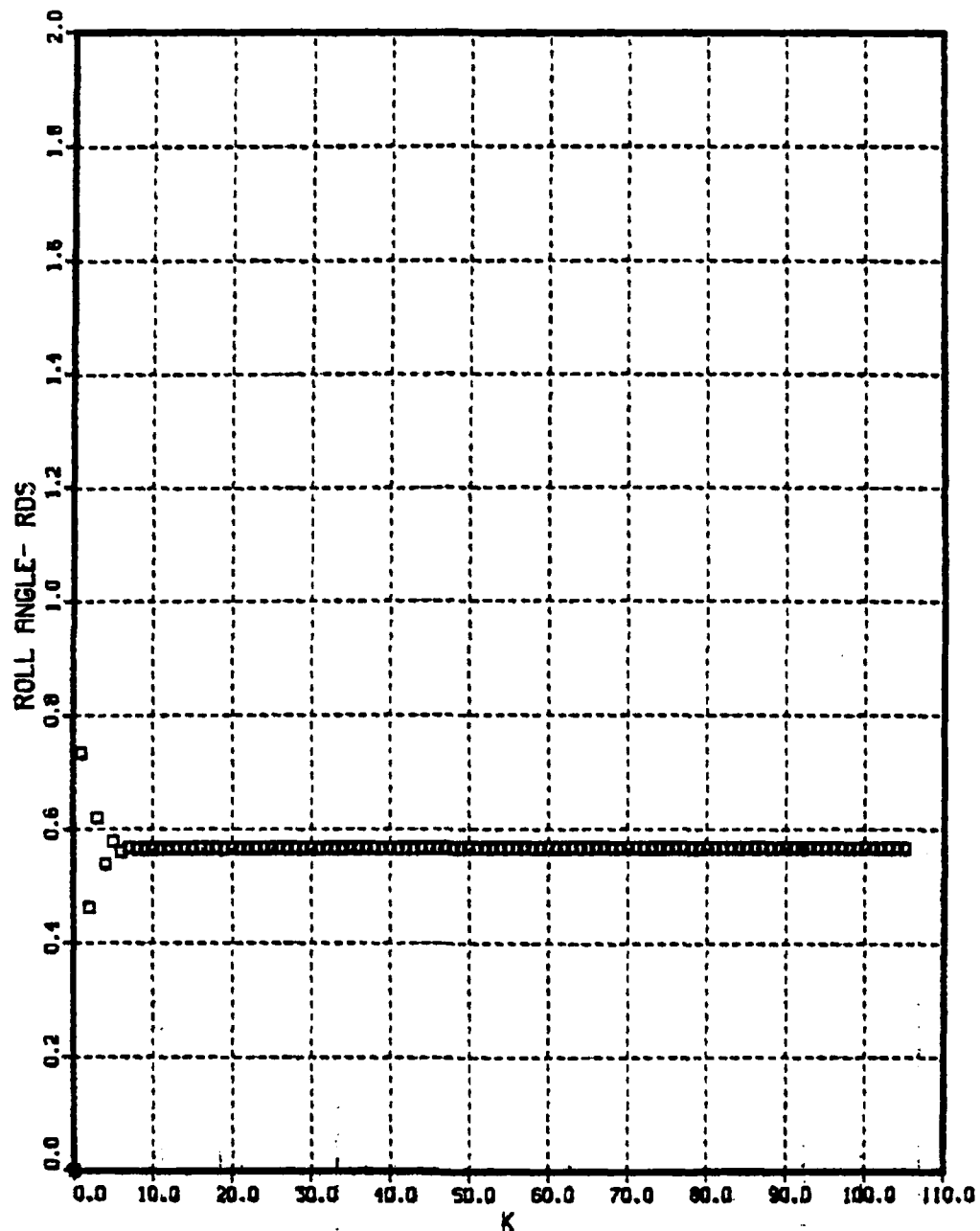


Figure 4.20 Roll Angle-Case 8.

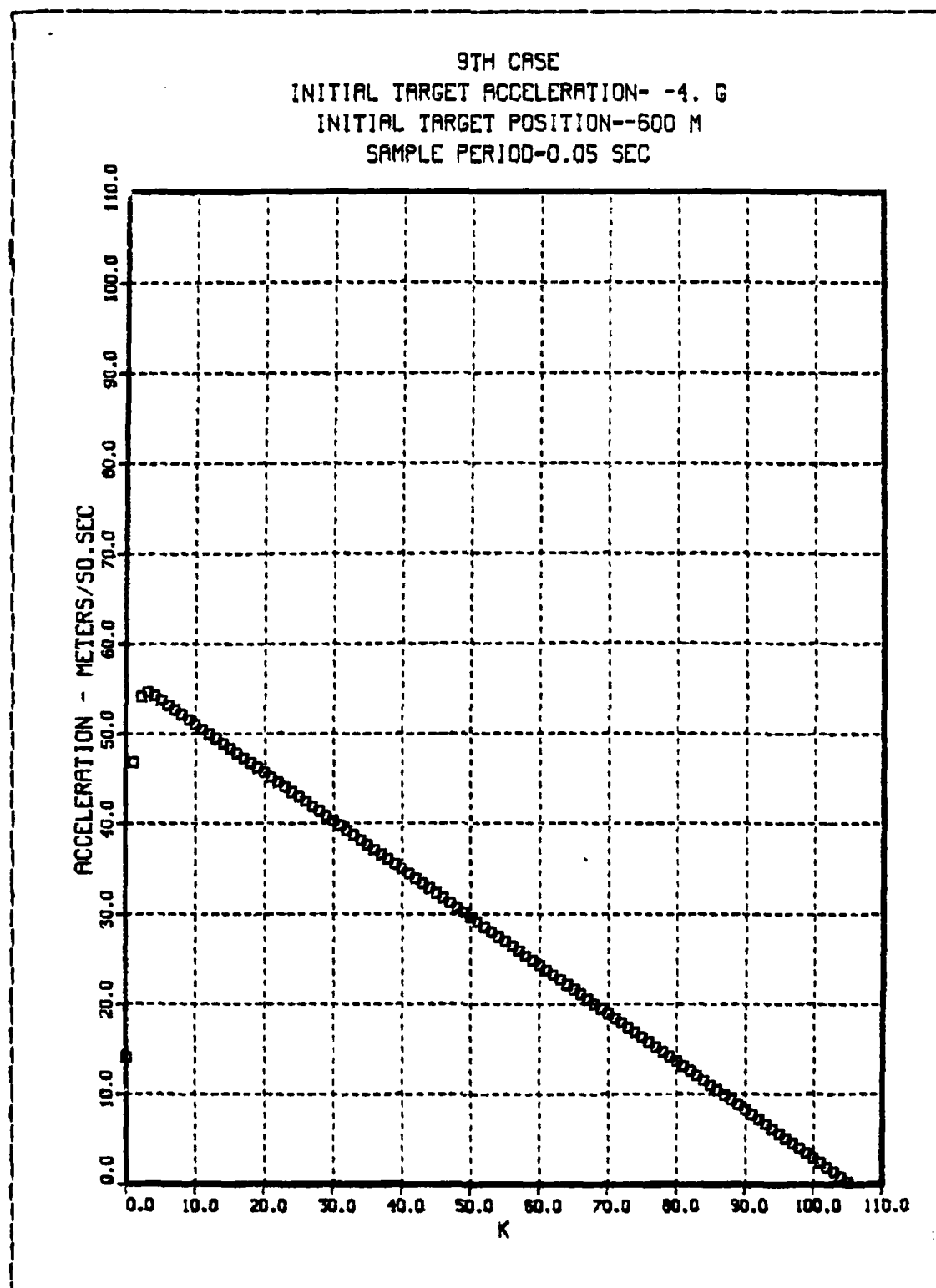


Figure 4.21 Commanded Acceleration-Case 9.

9TH CASE  
INITIAL TARGET ACCELERATION= -4. G  
INITIAL TARGET POSITION=-600 M  
SAMPLE PERIOD=0.05 SEC

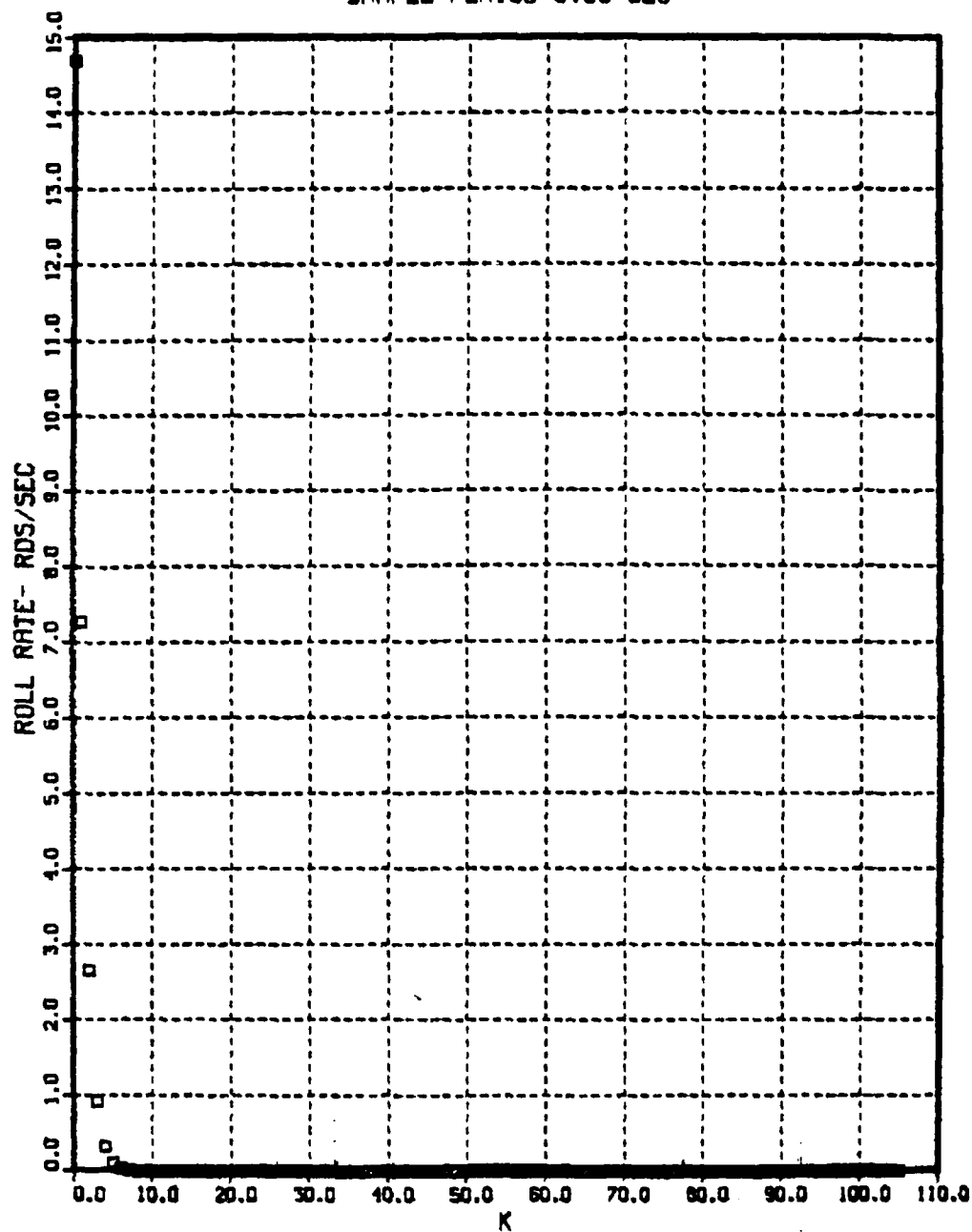


Figure 4.22 Commanded Roll Rate-Case 9.

9TH CASE  
INITIAL TARGET ACCELERATION- -4. G  
INITIAL TARGET POSITION--600 M  
SAMPLE PERIOD-0.05 SEC

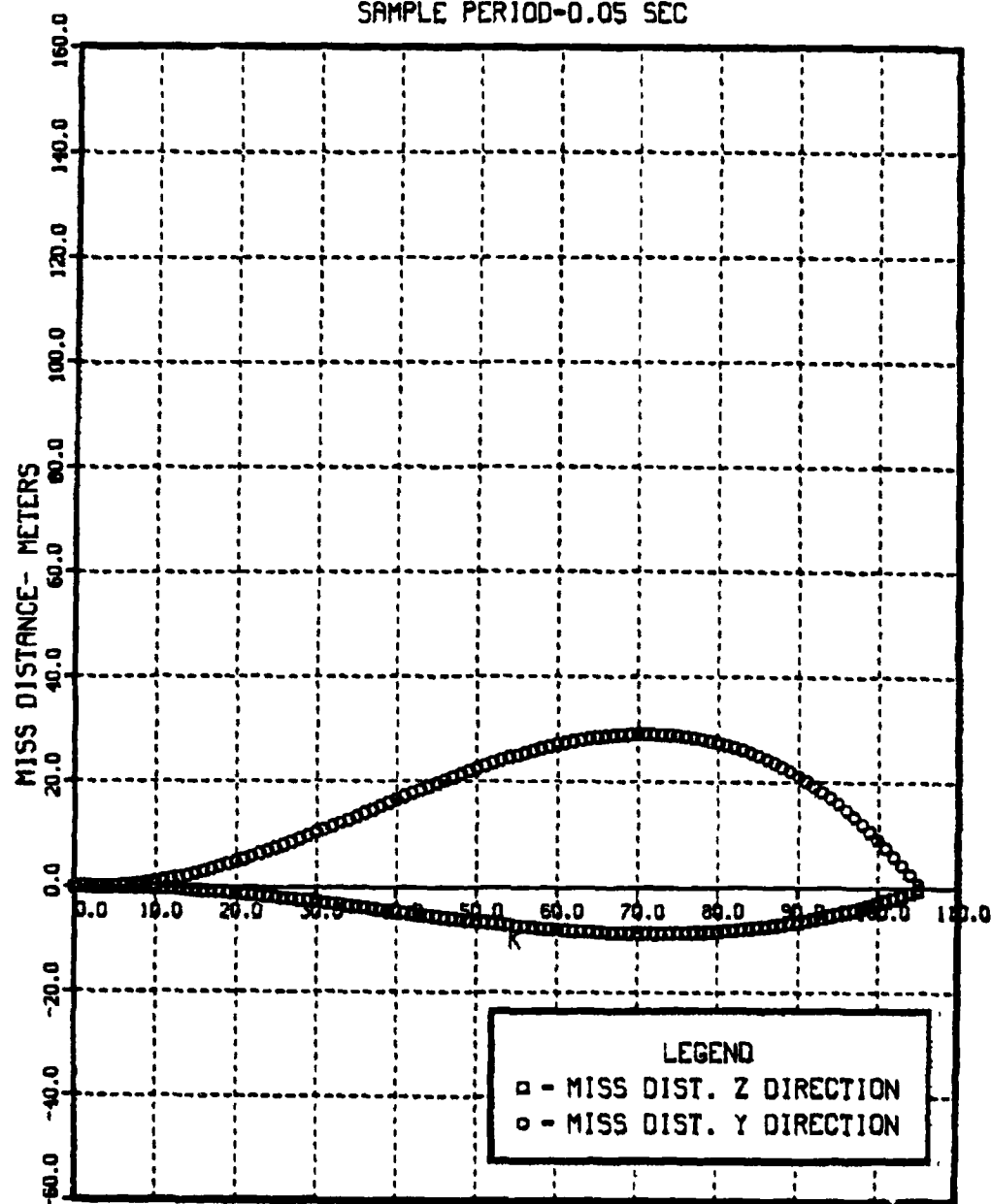


Figure 4.23 Miss Distance-Case 9.

9TH CASE  
INITIAL TARGET ACCELERATION- -4. G  
INITIAL TARGET POSITION--600 M  
SAMPLE PERIOD-0.05 SEC

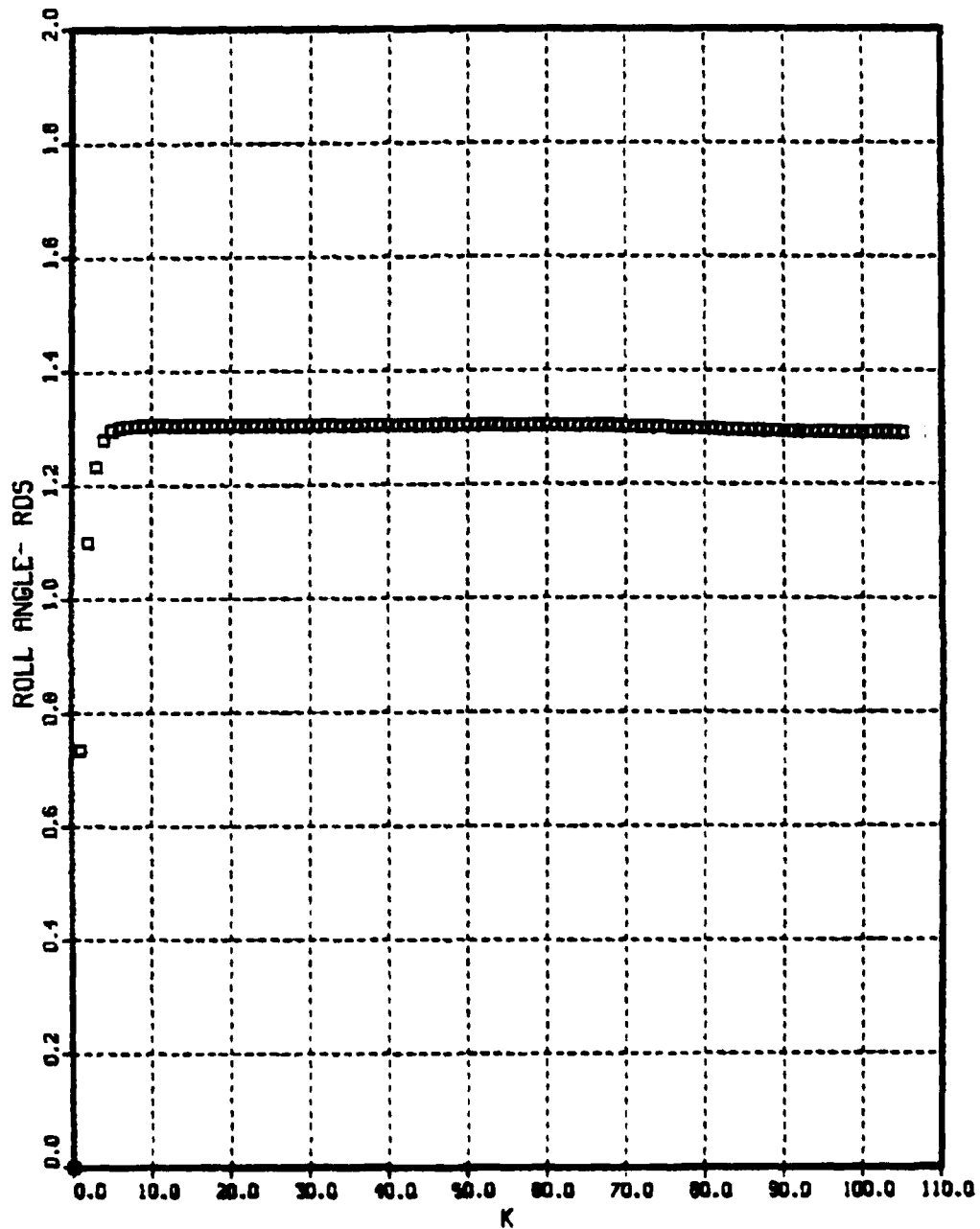


Figure 4.25 Roll Angle-Case 9.

10TH CASE  
INITIAL TARGET ACCELERATION- -4. G  
INITIAL TARGET POSITION--600 M  
SAMPLE PERIOD-0.05 SEC

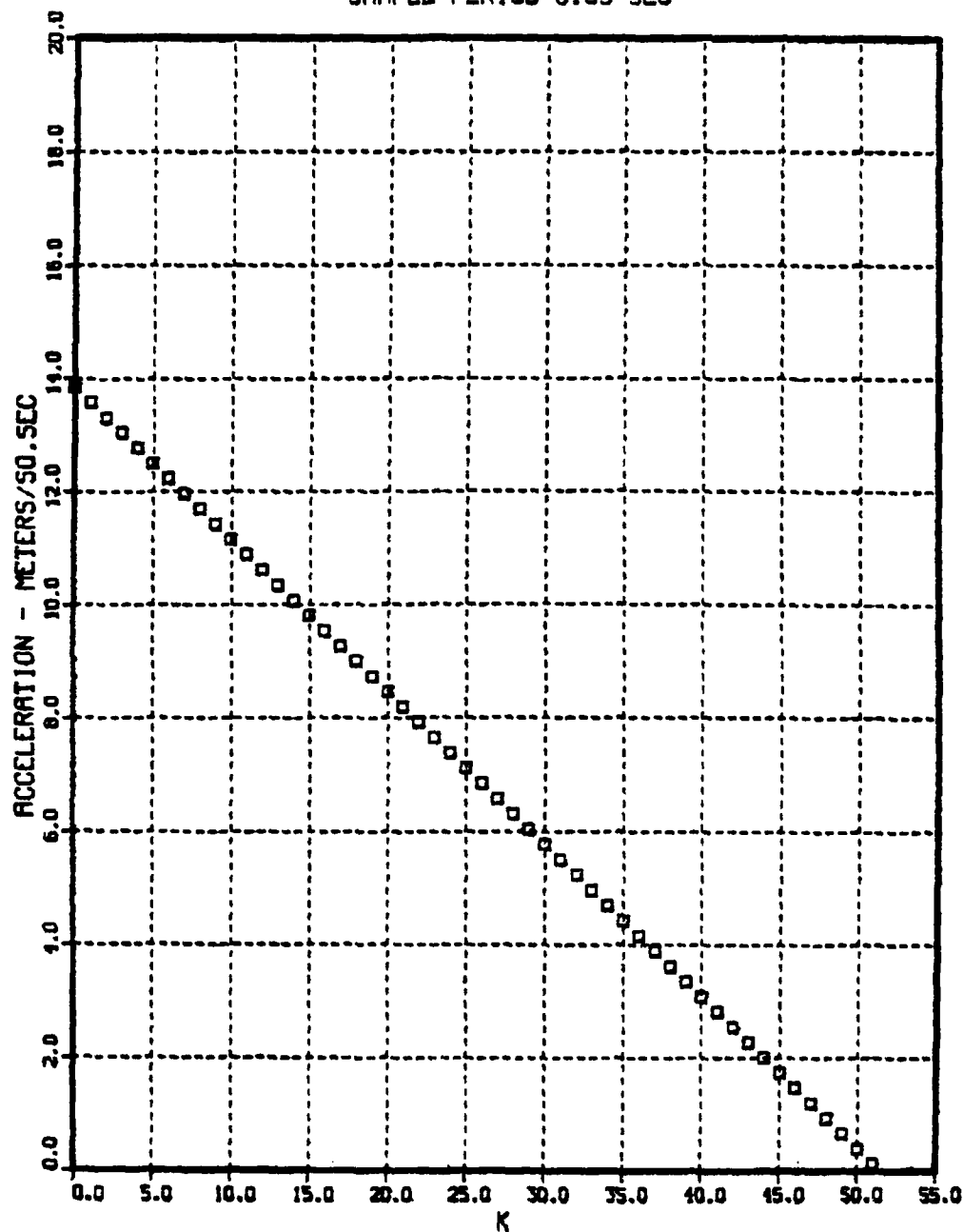


Figure 4.25 Commanded Acceleration-Case 10.

10TH CASE  
INITIAL TARGET ACCELERATION-- -4. G  
INITIAL TARGET POSITION--600 M  
SAMPLE PERIOD-0.05 SEC

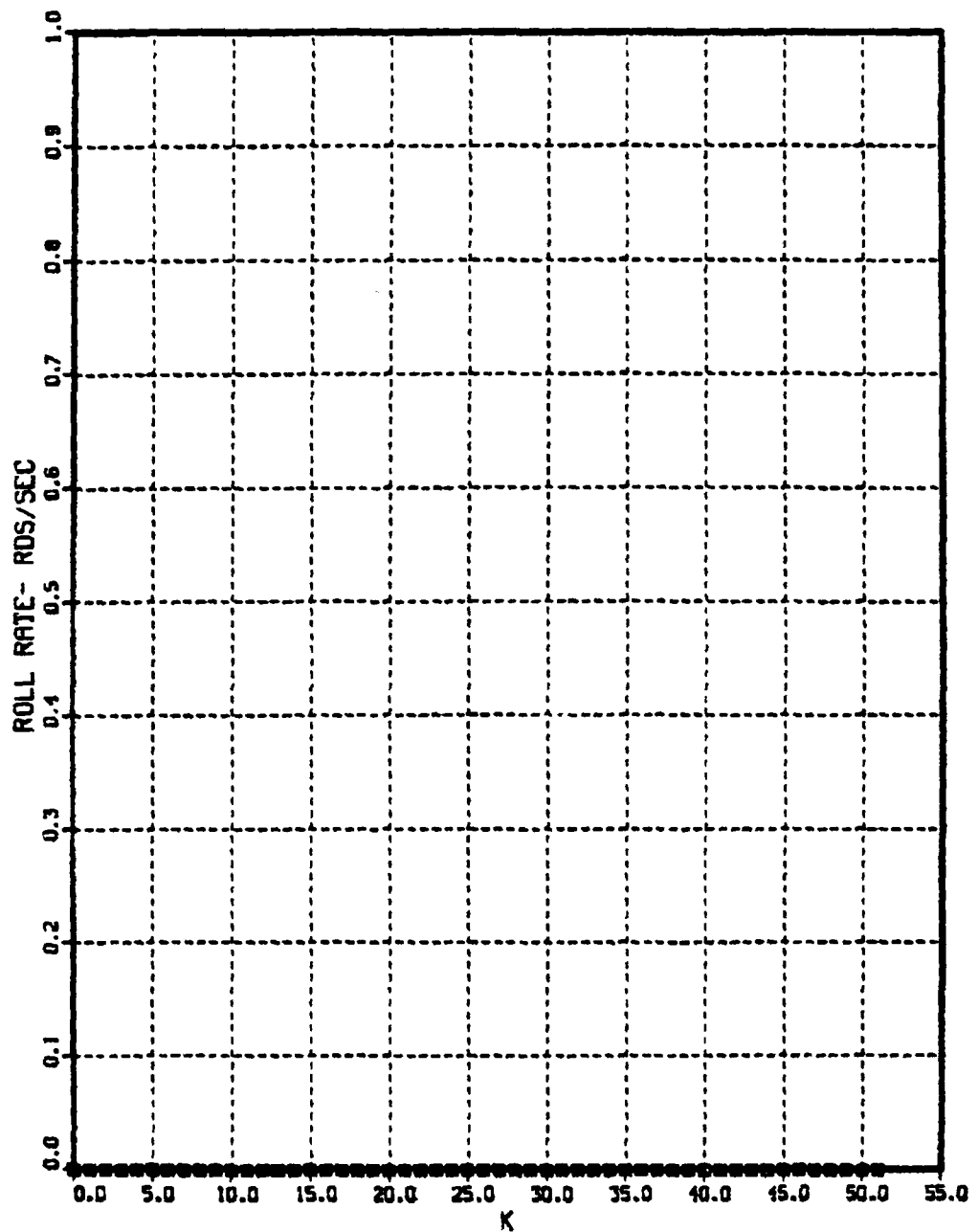


Figure 4.26 Commanded Roll Rate-Case 10.

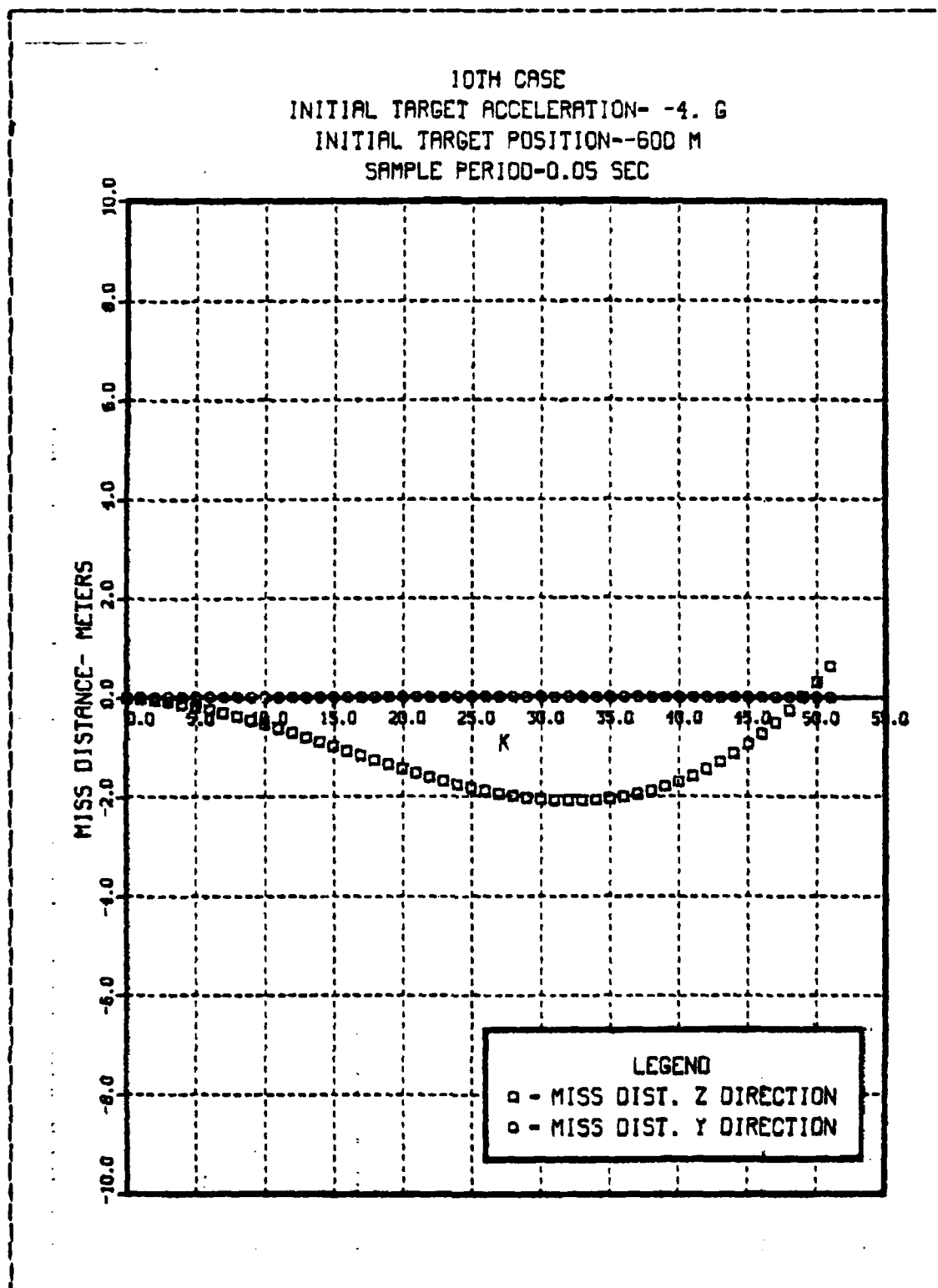


Figure 4.27 Miss Distance-Case 10.

10TH CASE  
INITIAL TARGET ACCELERATION- -4. G  
INITIAL TARGET POSITION--600 M  
SAMPLE PERIOD-0.05 SEC

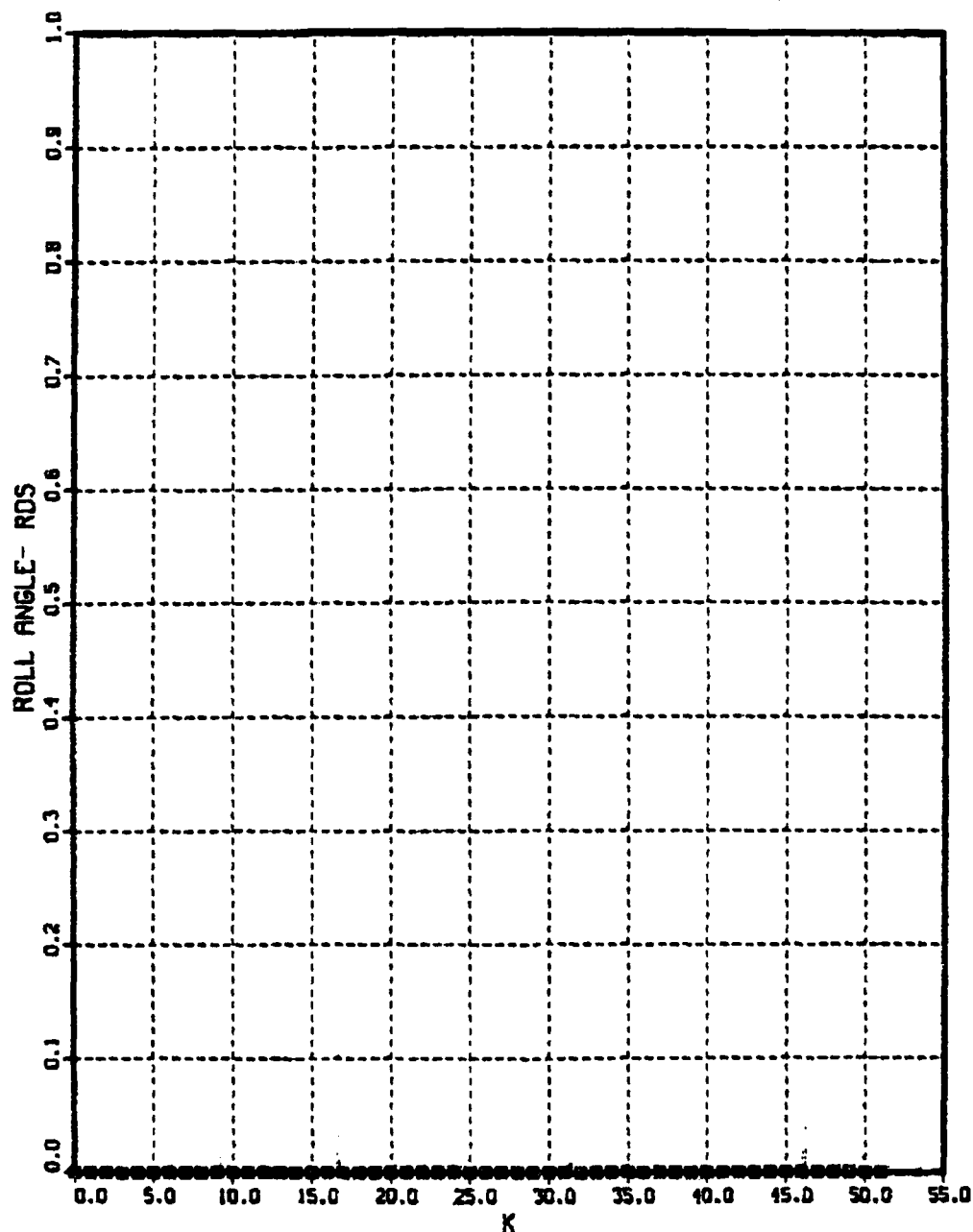


Figure 4.28 Roll Angle-Case 10.

**TABLE IV**  
**Results Using Pitch Angle**

| case | t  | AC<br>(m/sec) | PC<br>(rad/sec) | miss<br>distance<br>y direction<br>(m) | miss<br>distance<br>z direction<br>(m) | (rad) | CG-to-CG<br>miss<br>distance<br>(m) |
|------|----|---------------|-----------------|----------------------------------------|----------------------------------------|-------|-------------------------------------|
| 8    | 0  | 82.13         | 14.71           | 0.0                                    | -600                                   | 0.0   | 600                                 |
|      | Tf | .466          | 0.0             | -1.17                                  | .188                                   | .562  | 2.17                                |
| 9    | 0  | 14.16         | 14.71           | 0.0                                    | -600                                   | 0.0   | 600                                 |
|      | Tf | .268          | 0.0             | -1.12                                  | .176                                   | 1.29  | 1.249                               |
| 10   | 0  | 13.83         | 0.0             | 0.0                                    | -600                                   | 0.0   | 600                                 |
|      | Tf | .135          | 0.0             | 0.0                                    | .307                                   | 0.0   | .307                                |

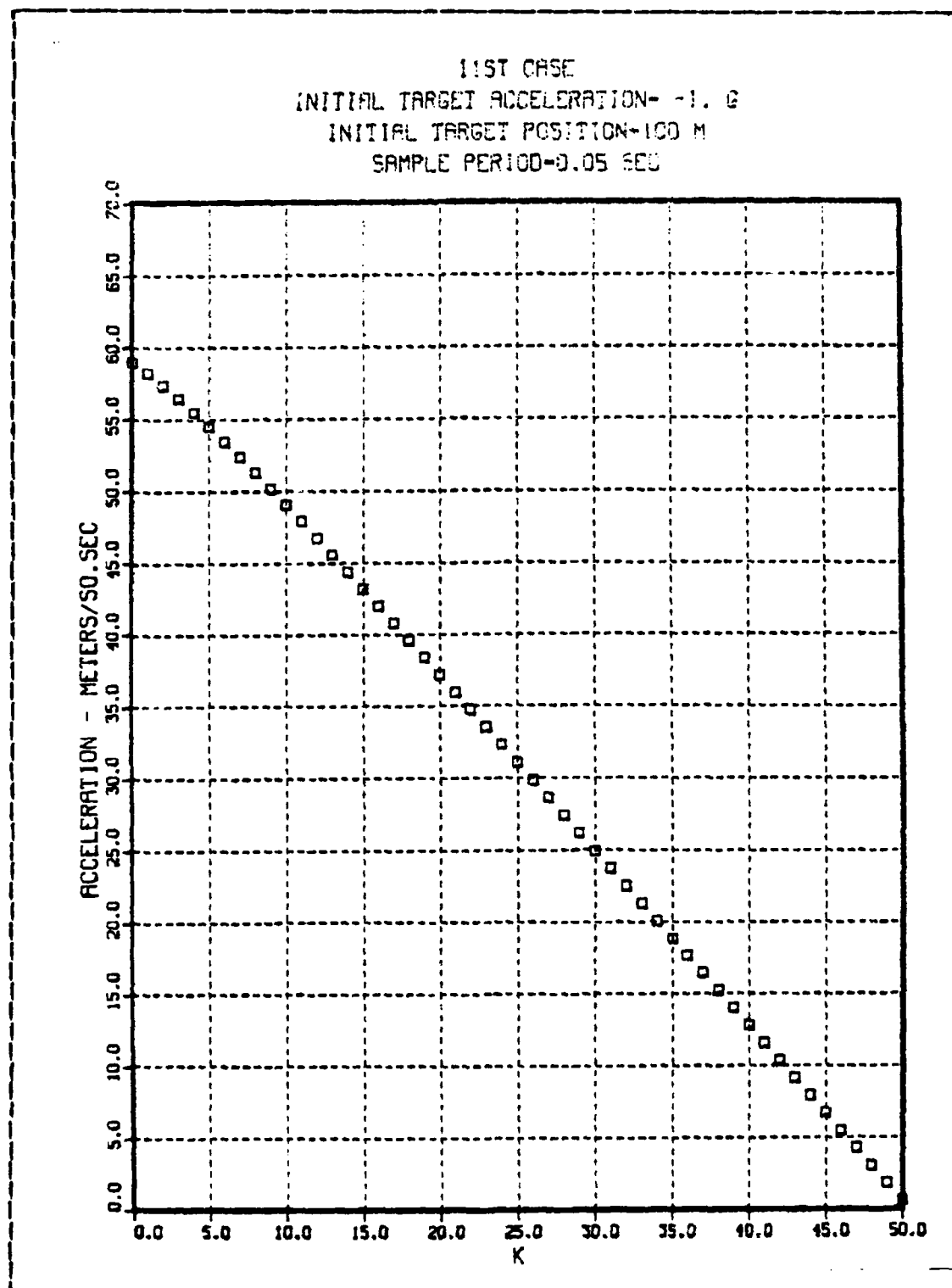


Figure 4.29 Commanded Acceleration-Case 11.

11ST CASE  
INITIAL TARGET ACCELERATION= -1. G  
INITIAL TARGET POSITION=100 M  
SAMPLE PERIOD=0.05 SEC

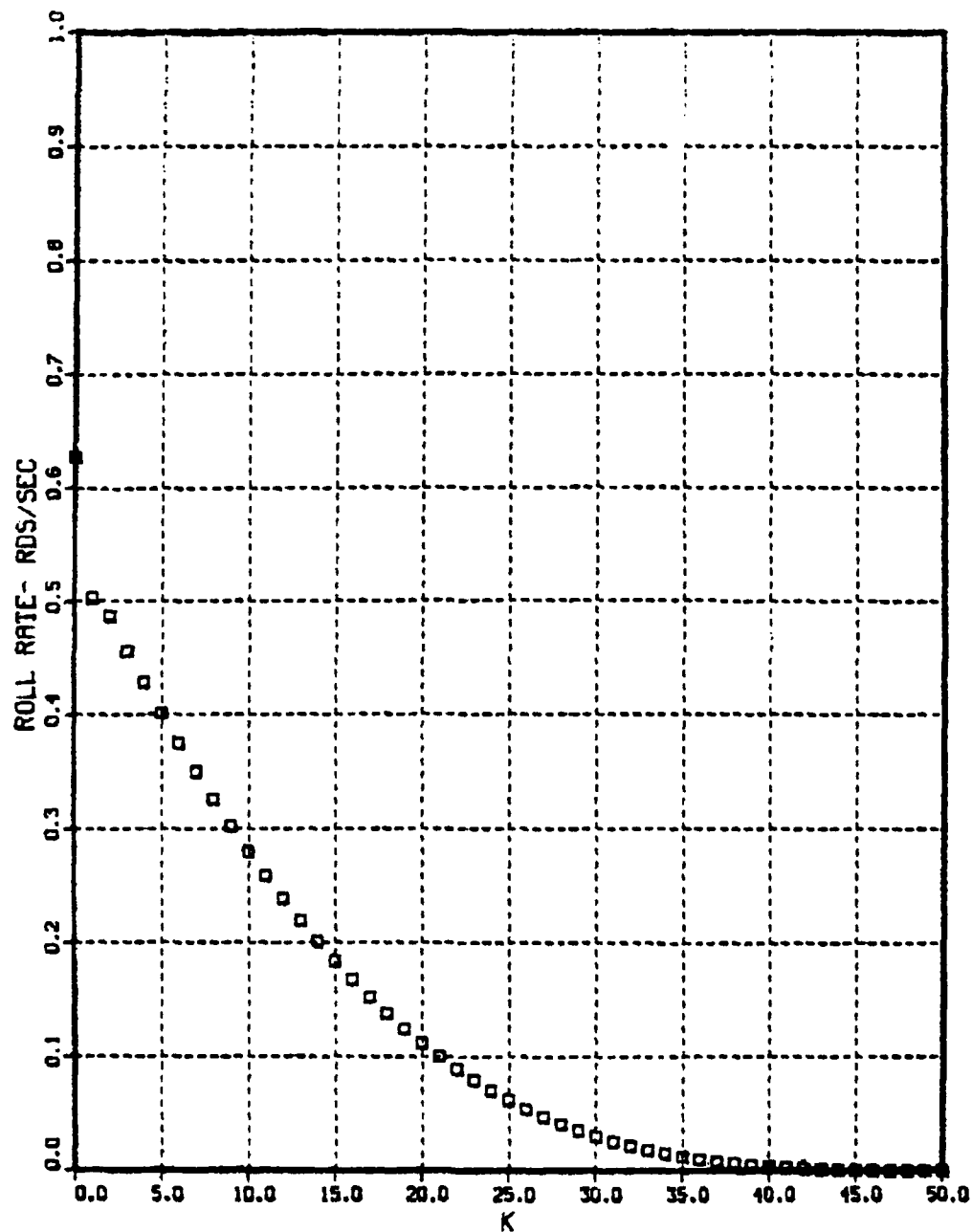


Figure 4.30 Commanded Roll Rate-Case 11.

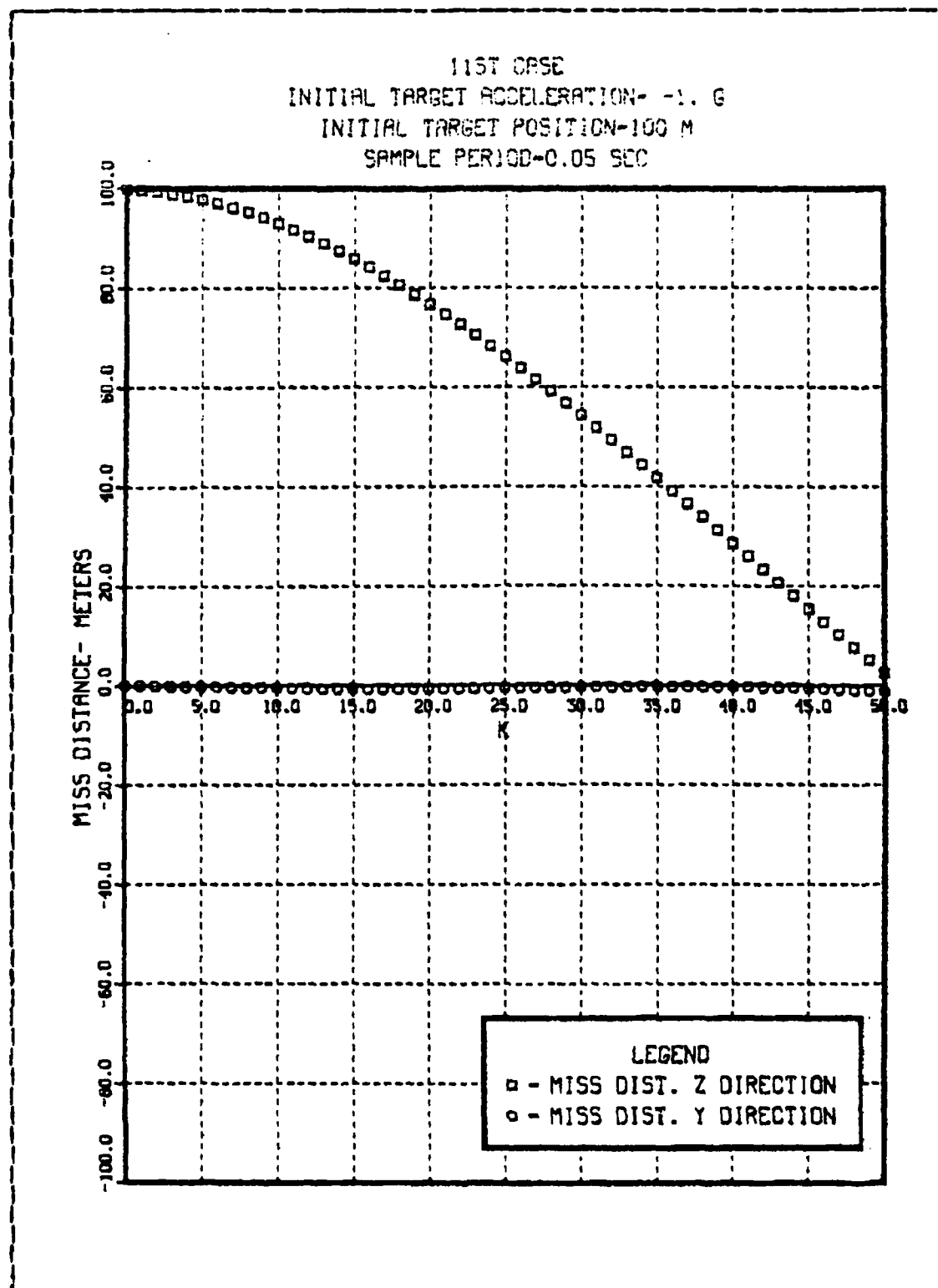


Figure 4.31 Miss Distance-Case 11.

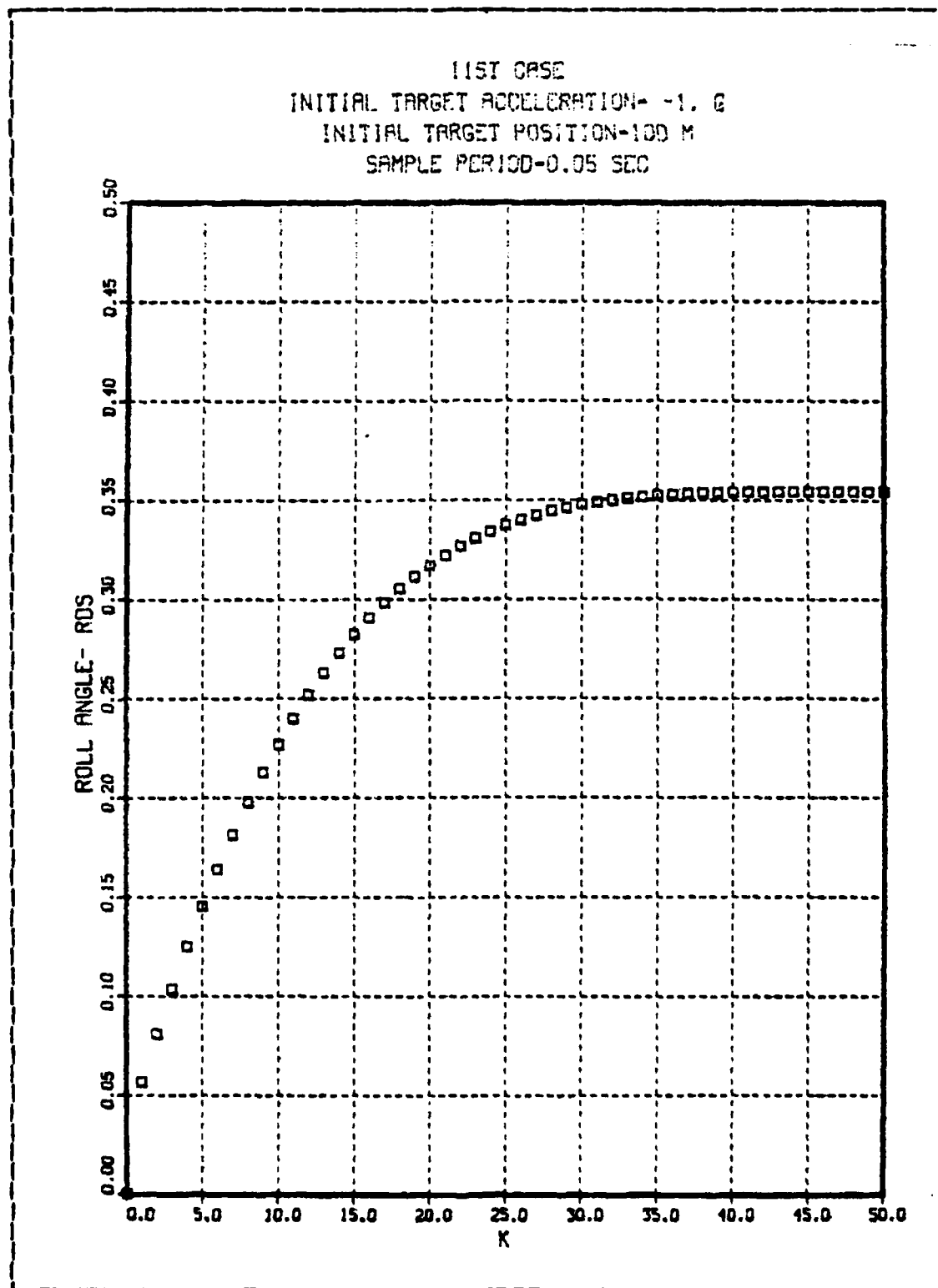


Figure 4.32 Roll Angle-Case 11.

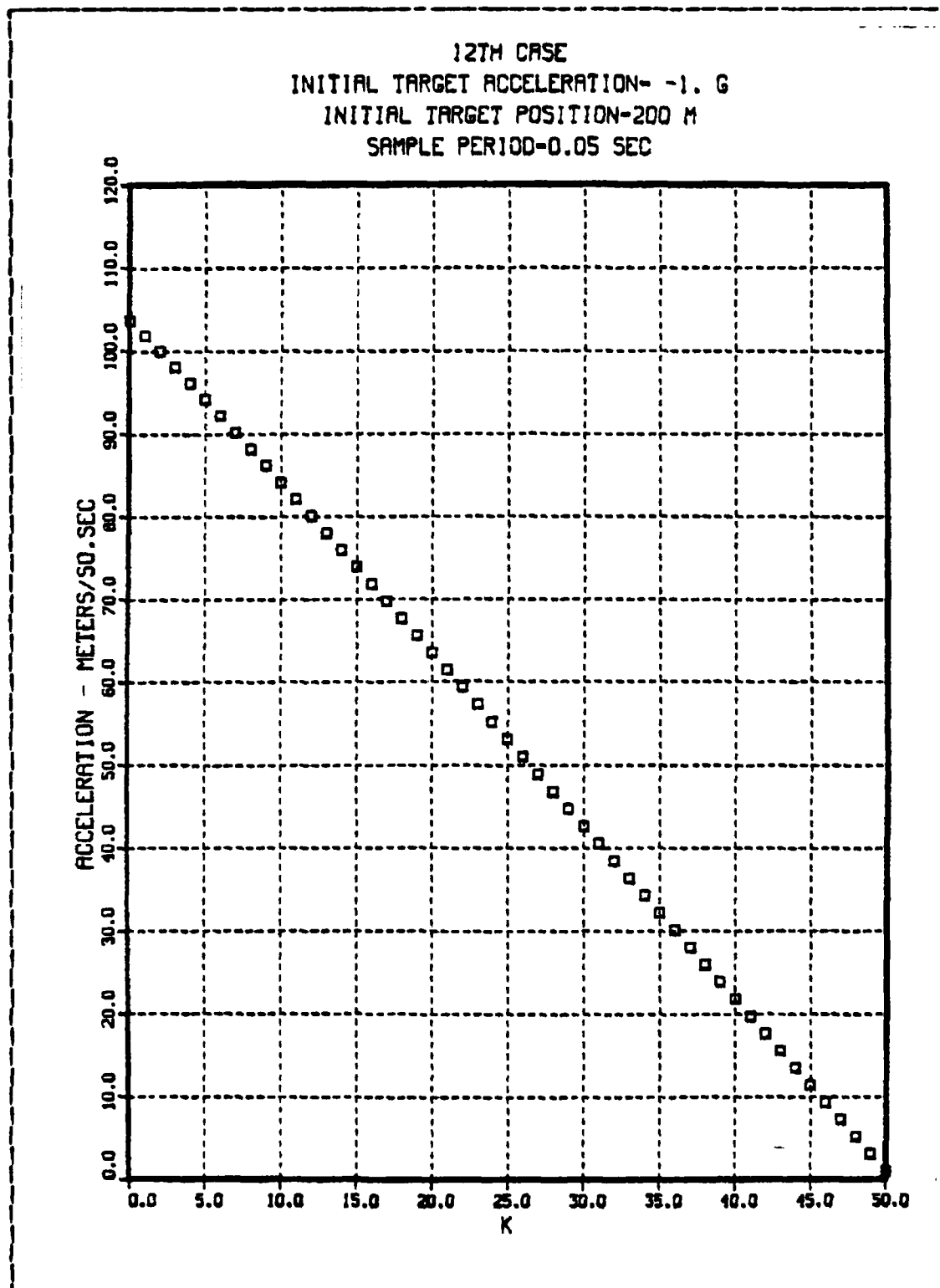


Figure 4.33 Commanded Acceleration-Case 12.

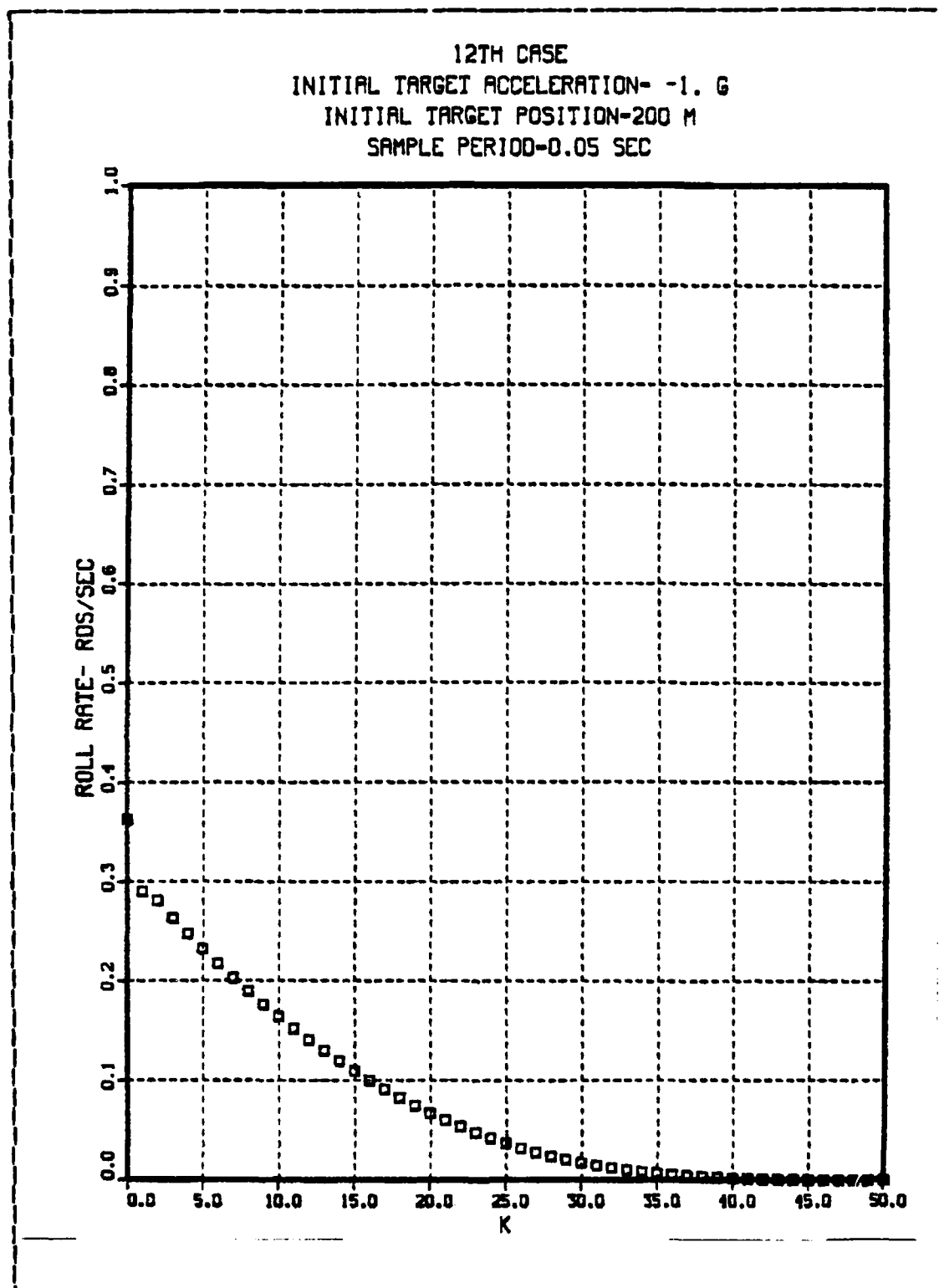


Figure 4.34 Commanded Roll Rate-Case 12.

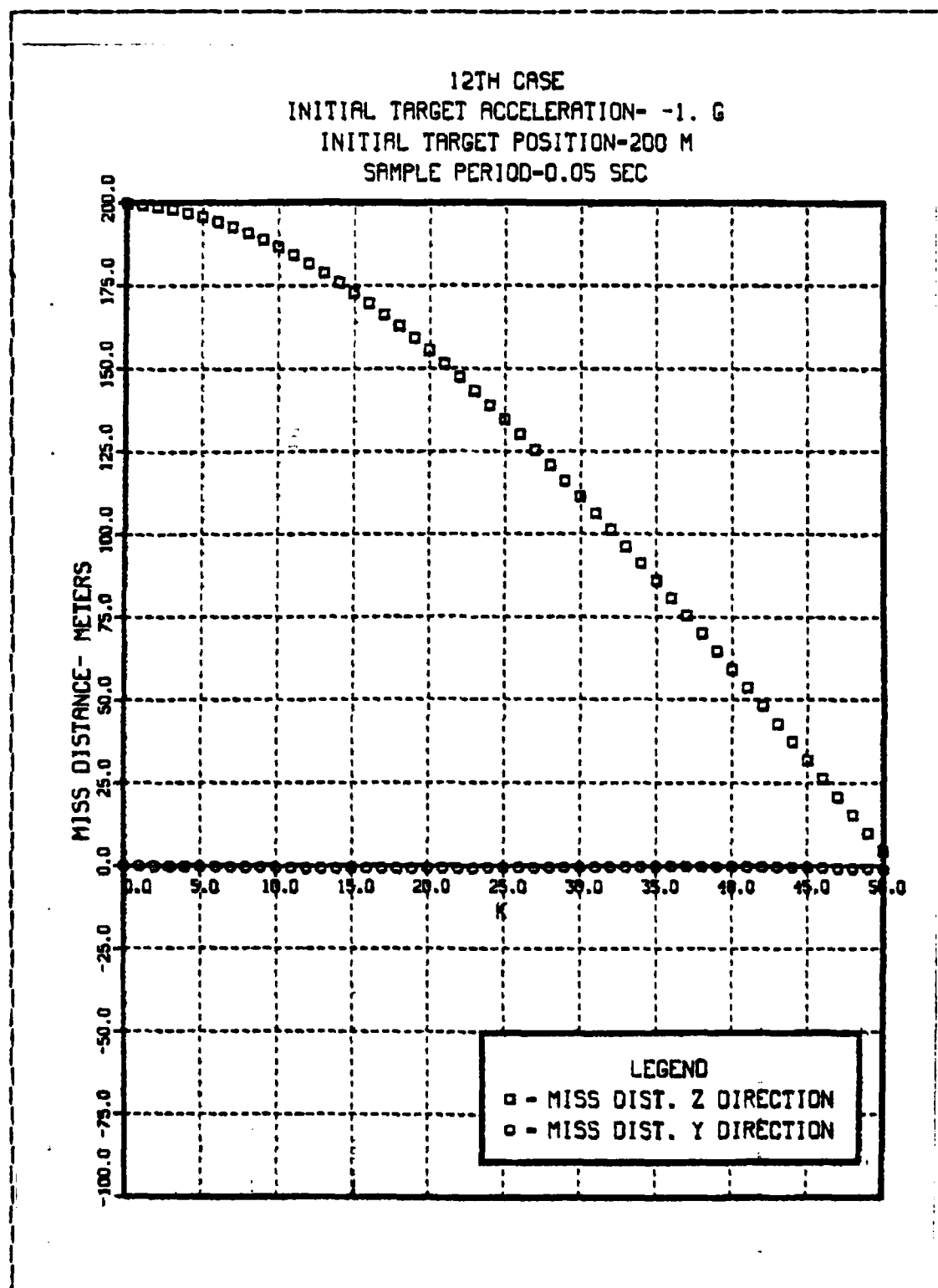


Figure 4.35 Miss Distance-Case 12.

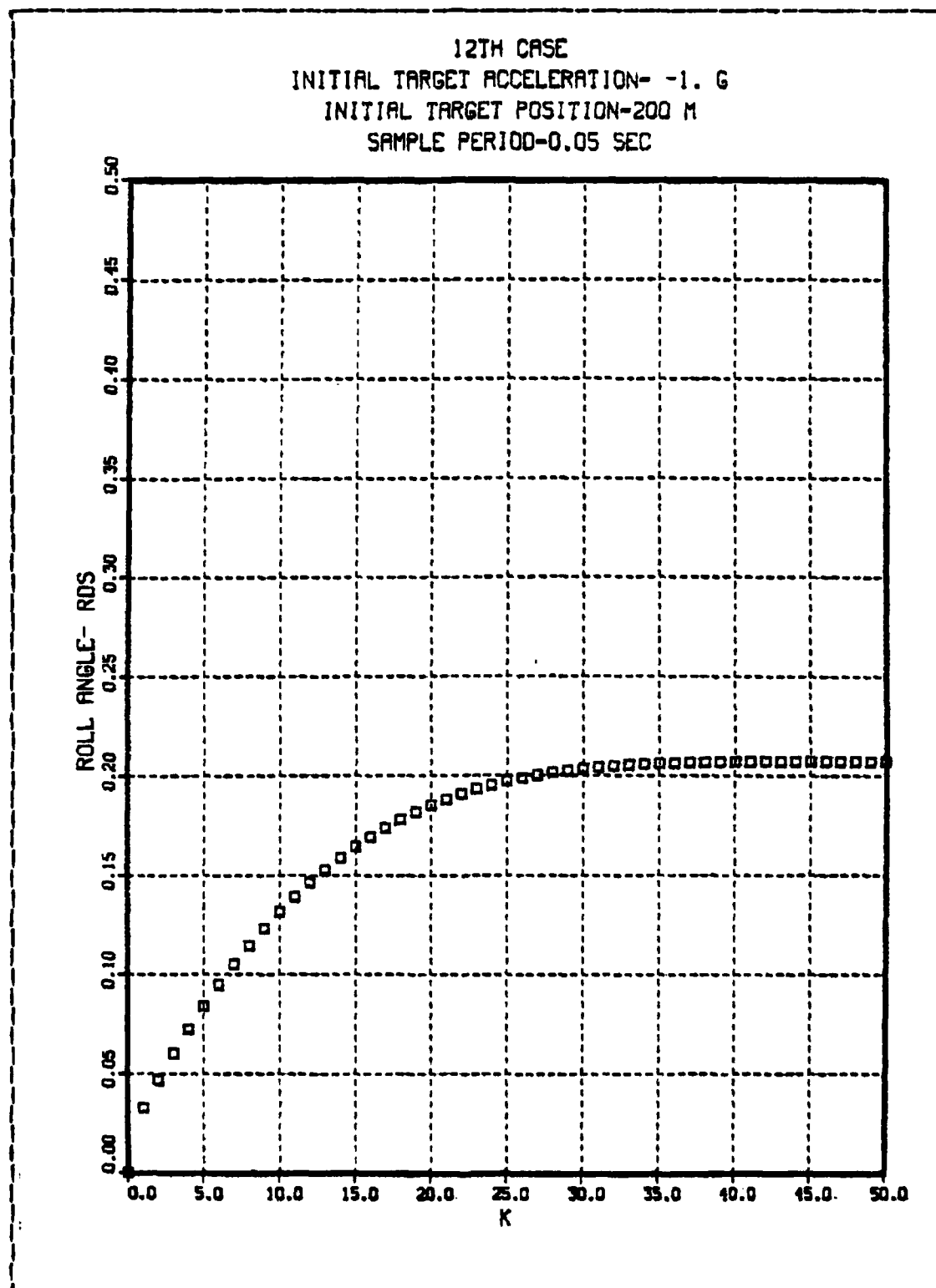


Figure 4.36 Roll Angle-Case 12.

TABLE V  
Effect of Time to Intercept

| case | t  | AC<br>(m/sec) | PC<br>(rad/sec) | miss<br>distance<br>y direction<br>(m) | miss<br>distance<br>z direction<br>(m) | (rad) | CG-to-CG<br>miss<br>distance<br>(m) |
|------|----|---------------|-----------------|----------------------------------------|----------------------------------------|-------|-------------------------------------|
| 11   | 0  | 59.01         | .627            | 0.0                                    | 100.                                   | 0.0   | 100.                                |
|      | 11 | .608          | 0.0             | -1.31                                  | 2.53                                   | .354  | 2.85                                |
| 12   | 0  | 103.78        | .363            | 0.0                                    | 200.                                   | 0.0   | 200.                                |
|      | 11 | 1.04          | 0.0             | -1.01                                  | 4.69                                   | .207  | 4.82                                |

## V. FINAL CONCLUSIONS AND COMMENTS

The scope of the present work was the development of an optimal digital control to be applied on a bank-to turn missile.

A two dimensional model, as suggested in reference 1, was adopted. After the digitalization of the continuous model it was necessary to solve a modified Ricatti equation since in the state equation there was a third term representing the gravity's effect. The approach that has been adopted is new, and although good results were obtained for the scenarios considered in this work, is necessary that the algorithm be further tested and evaluated in similar problems due to its novelty.

The optimal was solved with an initial restriction to small angles. This condition was later relaxed so that large roll angles could be analyzed.

It is difficult to compare the present work with previous results since Stallard has indicated a mistake in his original paper, and further works in this area was not found.

However some comparison with Stallard work is possible. The commanded acceleration of the missile are such as to correct the ZEM at each point, this agrees with that reference. There is a proportional relationship between the commanded roll rate and the commanded acceleration, and the commanded roll rate is proportional to the defined  $\phi_{ideal}$  at each point, which again agrees with reference 1.

The algorithm developed in this work requires extensive computation at each step, and is clear that some software optimization will be needed. The motivation for considering the constant steady-state gain due to gravity was to decrease this computational burden. This approach however resulted in unacceptable miss distance.

Another point of investigation that could reflect on the period available to the computer to perform its calculations was a change in the sample rate. Two different sample rates were investigated, both lead to larger errors than the nominal period of .05 seconds. A detailed study on this issue is left as suggestion for future works, since some optimal value of the sampling rate is clearly indicated.

It is important to keep in mind that the model adopted is two dimensional, while the actual problem is three dimensional, thus some brief studies were conducted in order to check the region of validity of the 2-D.

In the analysis of the pitch angle, one can see that is necessary to have small variations in pitch in order to approximate it as a constant. However, at the moment that this angle is different from zero, as explained in chapter 4, it is possible to have in the flight path reference frame a target maneuver in the Z direction that will lead to large acceleration commands, leading the missile to large miss distances, when considering a movable target. When the present system was tested against fixed targets, the results were quite good, this suggests the application of the model in air-to-surface missiles.

Further investigation were made on the effect of time-to-go. As expected, decreased time to go, results in increased miss distance. A detailed analysis of more complex scenarios is needed in order to properly define the effect of time to go.

Also, it would be interesting to extend the model to three dimensions and include the effects of lags on the system in future works. Finally, in appendix A, the computer model used in this work is enclosed. Some improvements in this program can be done, mainly in the data introduction, and in some optimization of the running time.

APPENDIX A  
FORTRAN PROGRAM

These appendix provides a listing of the computer program used in the present study.

Since the routines used are non-IMSL, and a small change to double-precision was necessary, they are also being provided.



TES00490  
 TES00500  
 TES00510  
 TES00520  
 TES00530  
 TES00540  
 TES00550  
 TES00560  
 TES00570  
 TES00580  
 TES00590  
 TES00600  
 TES00610  
 TES00620  
 TES00630  
 TES00640  
 TES00650  
 TES00660  
 TES00670  
 TES00680  
 TES00690  
 TES00700  
 TES00710  
 TES00720  
 TES00730  
 TES00740  
 TES00750  
 TES00760  
 TES00770  
 TES00780  
 TES00790  
 TES00800  
 TES00810  
 TES00820  
 TES00830  
 TES00840  
 TES00850  
 TES00860  
 TES00870  
 TES00880  
 TES00890  
 TES00900  
 TES00910  
 TES00920  
 TES00930  
 TES00940  
 TES00950  
 TES00960

```

1 IF(COUNT.EC.101)GC TC 50
  K=COUNT+1
  INITIALIZE MATRIX W
  DO 3 I=1,7
    DO 2 J=1,7
      W11(I,J)=0.
    CONTINUE
  3 CCNTINUE
    W11(1,1)=1.
    W11(4,4)=1.
  5 DC 5 I=1,7
    SG(I,1)=C.
    DO 4 J=1,7
      S11(J)=W11(I,J)
    CONTINUE
  5 CCNTINUE
    WRITE(6,25)
    YT0=0.0
    YMO=0.
    XT0=250C.
    XMO=0.
    ZTC=100.
    ZMO=0.
    VYT0=0.
    VYMC=0.
    VXTC=500.
    VXMC=100C.
    VZTC=0.0
    VZMO=0.
    YO=YT0-YMO
    XO=XT0-XMO
    ZO=ZTC-ZMO
    VXO=VXTC-VXMO
    VYO=VYT0-VYMO
    VZO=VZTC-VZMO
    ATX0=0
    ATY0=-4.*S.8
    ATZ0=0.0
    DELPH0=C.
  
```



TES01450  
TES01460  
TES01470  
TES01480  
TES01490  
TES01500  
TES01510  
TES01520  
TES01530  
TES01540  
TES01550  
TES01560  
TES01570  
TES01580  
TES01590  
TES01600  
TES01610  
TES01620  
TES01630  
TES01640  
TES01650  
TES01660  
TES01670  
TES01680  
TES01690  
TES01700  
TES01710  
TES01720  
TES01730  
TES01740  
TES01750  
TES01760  
TES01770  
TES01780  
TES01790  
TES01800  
TES01810  
TES01820  
TES01830  
TES01840  
TES01850  
TES01860  
TES01870  
TES01880  
TES01890  
TES01900  
TES01910  
TES01920

```

A(7,7)=1,DEXP(-1.*DELT/TAU)
A(3,3)=DEXP(-1.*DELT/TAU)
A(6,6)=DEXP(-1.*DELT/TAU)
A(4,5)=DELT
A(1,3)=TAU*DELT-TAU**2*(1.-DEXP(-DELT/TAU))
A(4,6)=A(1,3)
A(2,3)=TAU*(1.-DEXP(-DELT/TAU))
A(5,6)=A(2,3)
A(1,7)=ACO*DCOS(PHIO)*(DELT**2-((2*K1+1.)/(2*TI))*DELT*
A(2,7)=ACO*DCOS(PHIO)*(DELT-((2*K1+1.)/(2*TI))*DELT**2)
A(4,7)=ACO*DSIN(PHIO)*(DELT**2-((2*K1+1.)/(2*TI))*DELT*
A(5,7)=ACO*DSIN(PHIO)*(DELT-((2*K1+1.)/(2*TI))*DELT**2)
DO 11 I=1,7
DO 10 J=1,7
      A3(I,J,N)=A(I,J)
      CONTINUE
11 CONTINUE
      CALL GMTRA(A,AT,7,7)
      INITIALIZE MATRIX B
      B12V=DELT**3/2.-((2.*K1+1.)/(4.*TI))*DELT**4
      B22V=DELT**2/2.-((K1*DELT+DELT)**3/(3.*TI))
      1+((K1*DELT+DELT)**2)*K1*DELT/(2.*TI)-((K1*DELT)**3)/(6.*TI)
      B(1,1)=DSIN(PHIO)*DELT**2/2;
      B(1,2)=ACO*DCOS(PHIO)*(B12V)
      B(2,1)=DELT*DSIN(PHIO)
      B(2,2)=ACO*DCOS(PHIO)*(B22V)
      B(3,1)=0.
      B(3,2)=C.
      B(4,1)=-CCOS(PHIO)*DELT**2/2.
      B(4,2)=ACO*DSIN(PHIO)*(B12V)
      B(5,1)=-DELT*DCOS(PHIO)
      B(5,2)=ACO*DSIN(PHIO)*(B22V)
      B(6,1)=C.
      B(6,2)=C.
      B(7,1)=C.
      B(7,2)=DELT
      DO 13 I=1,7
      DO 12 J=1,2
        B3(I,J,N)=B(I,J)
      CONTINUE
12 CONTINUE

```

```

13 CONTINUE
   CALL GMTTRA(B,BT,7,2)
   DO 15 I=1,7
     DO 14 J=1,7
       AT3(I,J,N)=AT(I,J)
     CONTINUE
   CONTINUE
14 CONTINUE
15 CONTINUE
   DO 17 I=1,2
     DO 16 J=1,7
       BT3(I,J,N)=BT(I,J)
     CONTINUE
   CONTINUE
16 CONTINUE
17 INITIALIZE MATRIX E
   DO 18 I=1,7
     EL(I,1)=0.
   CONTINUE
   EL(4,1)=-DELT**2/2.*COSTET
   EL(5,1)=-DELT*COSTET
18 CONTINUE
19 INITIALIZE MATRIX Q
   Q(1,1)=.C0578
   Q(1,2)=C.
   Q(2,1)=C.
   Q(2,2)=5.
   INITIALIZE MATRIX P
   DO 21 I=1,7
     DO 20 J=1,7
       P(I,J)=0.
     CONTINUE
   CONTINUE
20 CONTINUE
21 CONTINUE
   SCLUTION OF RICATTI EQUATION
   M=101
22 IF(M.LT.1.1)GO TO 31
   DO 24 I=1,7
     DO 23 J=1,7
       AT(I,J)=A3(I,J,M)
       AT(I,J)=AT3(I,J,M)
     CONTINUE
   CONTINUE
23 CONTINUE
24 CCNT INUE

```



```

C          G(1,1)=-5.8
C
C          X(K+1)=(A-EF)X(K)+EG(K)
C          K=CCUNT+1
C          KP(K)=K-1
C          KN=K-1
C          32 IF(KN.EQ.K)GO TO 42
C          CC 34 I=1,2
C          FG(I,1)=FG3(I,1,KN+1)
C          DO 33 J=1,7
C          F(I,J)=F3(I,J,KN+1)
C          33 CONTINUE
C          34 CONTINUE
C          *****
C          CALL GMPRC(F,X,UN,2,7,1)
C          CALL GMPRC(FG,G,UGN,2,1,1)
C          DO 35 I=1,2
C          U(I,1)=-1.*UN(I,1)
C          UG(I,1)=-1.*UGN(I,1)
C          CONTINUE
C          35 UG(1,1)=14.70
C          UG(2,1)=0.0
C          CONTINUE
C          CALL GMADD(U1,UG,U,2,1)
C          DO 37 I=1,7
C          DO 36 J=1,7
C          AT(I,J)=AT3(I,J,KN+1)
C          A(I,J)=A3(I,J,KN+1)
C          CONTINUE
C          36 CONTINUE
C          DO 39 I=1,7
C          DO 38 J=1,2
C          B(I,J)=B3(I,J,KN+1)
C          CONTINUE
C          38 CONTINUE
C          DO 41 I=1,2
C          FG(I,1)=FG3(I,1,KN+1)
C          DO 40 J=1,7
C          BT(I,J)=BT3(I,J,KN+1)
C          F(I,J)=F3(I,J,KN+1)

```



```

A(4,5)=CELT
A(1,3)=TAU*DEL T-TAU**2*(1.-DEXP(-DEL T/TAU))
A(1,6)=A(1,3)
A(4,6)=A(1,3)
A(2,3)=TAU*(1.-DEXP(-DEL T/TAU))
A(5,6)=A(2,3)
A(1,7)=AC0*DCOS(PHIO)*DELT**2/2.
A(2,7)=AC0*DCOS(PHIO)*DELT
A(4,7)=AC0*DCOS(PHIO)*DELT**2/2.
A(5,7)=AC0*DSIN(PHIO)*DELT
CONTINUE
INITIALIZE MATRIX B
B(1,1)=DSIN(PHIO)*DELT**2/2.
B(1,2)=AC0*DCOS(PHIO)*DELT**3/6.
B(1,2)=C.0
B(2,1)=CELT*DSIN(PHIO)
B(2,2)=AC0*DCOS(PHIO)*DELT**2/2.
B(3,1)=C.
B(3,2)=C.
B(4,1)=C.
B(4,2)=AC0*DSIN(PHIO)*DELT**3/6.
B(5,1)=CELT*DCOS(PHIO)
B(5,2)=AC0*DSIN(PHIO)*DELT**2/2.
B(6,1)=C.
B(6,2)=C.
B(7,1)=C.
B(7,2)=CELT
IF(K.EQ.1.)GO TO 46
GO TO 47
CONTINUE
PH(K)=PHIO
YS(K)=X(1,1)
ZS(K)=X(4,1)
CONTINUE
CALL GMFRD(A,X,AX,7,7,1)
CALL GMFRD(B,U,BU,7,7,1)
CALL GMFRD(EI,G1,EIG,7,1,1)
CALL GMADD(AX,BU,AXBU,7,1)
CALL GMACD(AXBU,EIG,X,7,1)
PHIO=PHIC+X(7,1)
DO 48 I=1,7
  XS(I,1,K+1)=X(I,1)
CONTINUE
46
47
48

```



|      |        |                                                  |          |
|------|--------|--------------------------------------------------|----------|
| CALL | CURVE  | (KPS, YM, 101, -1)                               | TES04810 |
| CALL | LINESP | (2, 0)                                           | TES04820 |
| CALL | LINES  | (MISS CIST: Z DIRECTION\$, IPAK, 1)              | TES04830 |
| CALL | LINES  | (MISS DIST: Y DIRECTION\$, IPAK, 2)              | TES04840 |
| CALL | LEGEND | (IPAK, 2, 3.5, 0.5)                              | TES04850 |
| CALL | BLREC  | (3.3, 0.3, 3.5, 1.2, .03)                        | TES04860 |
| CALL | DASH   |                                                  | TES04870 |
| CALL | GRID   | (1, 1, DASH)                                     | TES04880 |
| CALL | RESET  | (DASH)                                           | TES04890 |
| CALL | ENDPL  | (C)                                              | TES04900 |
| CALL | HROT   | (MOVIE)                                          | TES04910 |
| CALL | AREA2D | (7.0, 9.0)                                       | TES04920 |
| CALL | XNAME  | (K\$, 100)                                       | TES04930 |
| CALL | YNAME  | (ACCELERATION - METERS/SQ.SEC\$, 100)            | TES04940 |
| CALL | HEADIN | (4TH CASE\$, 100, 1.4)                           | TES04950 |
| CALL | HEADIN | (INITIAL TARGET ACCELERATION= -4. G\$, 100, 1.4) | TES04960 |
| CALL | HEADIN | (INITIAL TARGET POSITION=-600 M\$, 100, 1.4)     | TES04970 |
| CALL | HEADIN | (SAMPLE PERIOD=0.05 SEC\$, 100, 1.4)             | TES04980 |
| CALL | CROSS  |                                                  | TES04990 |
| CALL | GRAF   | (C, SCALE\$, 100, -25., SCALE\$, 110.)           | TES05000 |
| CALL | CURVE  | (KPS, AC, 101, -1)                               | TES05010 |
| CALL | FRAME  |                                                  | TES05020 |
| CALL | DASH   |                                                  | TES05030 |
| CALL | GRID   | (1, 1)                                           | TES05040 |
| CALL | RESET  | (DASH)                                           | TES05050 |
| CALL | ENDPL  | (C)                                              | TES05060 |
| CALL | HROT   | (MOVIE)                                          | TES05070 |
| CALL | AREA2D | (7.0, 9.0)                                       | TES05080 |
| CALL | XNAME  | (K\$, 100)                                       | TES05090 |
| CALL | YNAME  | (ROLL RATE- RDS/SEC\$, 100)                      | TES05100 |
| CALL | HEADIN | (4TH CASE\$, 100, 1.4)                           | TES05110 |
| CALL | HEADIN | (INITIAL TARGET ACCELERATION= -4. G\$, 100, 1.4) | TES05120 |
| CALL | HEADIN | (INITIAL TARGET POSITION=-600 M\$, 100, 1.4)     | TES05130 |
| CALL | HEADIN | (SAMPLE PERIOD=0.05 SEC\$, 100, 1.4)             | TES05140 |
| CALL | CROSS  |                                                  | TES05150 |
| CALL | GRAF   | (C, SCALE\$, 100, 0., SCALE\$, 8.)               | TES05160 |
| CALL | CURVE  | (KPS, PC, 101, -1)                               | TES05170 |
| CALL | FRAME  |                                                  | TES05180 |
| CALL | DASH   |                                                  | TES05190 |
| CALL | GRID   | (1, 1, DASH)                                     | TES05200 |
| CALL | RESET  | (DASH)                                           | TES05210 |
| CALL | ENDPL  | (C)                                              | TES05220 |
| CALL | HROT   | (MOVIE)                                          | TES05230 |
| CALL | AREA2D | (7.0, 9.0)                                       | TES05240 |
| CALL | XNAME  | (K\$, 100)                                       | TES05250 |
| CALL | YNAME  | (ROLL ANGLE- RDS\$, 100)                         | TES05260 |
| CALL | HEADIN | (4TH CASE\$, 100, 1.4)                           | TES05270 |
| CALL | HEADIN | (INITIAL TARGET ACCELERATION= -4. G\$, 100, 1.4) | TES05280 |

```

C *****
C 25  CALL HEAD IN('INITIAL TARGET POSITION=-600 M$',100,1.,4)
C 30  CALL HEAD IN('SAMPLE PERIOD=0.05 SEC$',100,1.,4)
C 31  CALL CROSS
C 32  CALL FRAME
C 33  CALL GRAF(C., 'SCALE',100.,0., 'SCALE',4.)
C 34  CALL DASH
C 35  CALL GRID(1,1)
C 36  CALL RESET('CASH')
C 37  CALL CURVE(KPS,DPH,101,-1)
C 38  CALL ENDPL(C)
C 39  CALL DCNEPL
C *****
C 25  FORMAT('1')
C 30  FCRMAT(1X,5X,4X,'AC',9X,'PC',9X,'YM',9X,'2M',9X,'DPH'
C 31  ,12X,'CGS')
C 32  FORMAT(1X,5X,6(F9.4,3X))
C 33  FORMAT(1X,5X,6(F9.4,3X))
C 34  STOP
C 35  END
C *****
C 25  SUBROUTINE GMTRA
C 30  SUBROUTINE GMTRA(A,R,N,M)
C 31  DIMENSION A(1),R(1)
C 32  DOUBLE PRECISION A,R
C *****
C 10  IR=0
C 20  DO 10 I=1,N
C 30  IJ=I-N
C 40  DO 10 J=1,M
C 50  IJ=IJ+N
C 60  IR=IR+1
C 70  R(IR)=A(IJ)
C 80  RETURN
C 90  END
C *****
C 10  SUBROUTINE GMPRD
C 20  PURPOSE
C 30  MULTIPLY TWO GENERAL MATRICES TO FORM A RESULTANT GE
C 40  MATRIX
C 50  USAGE
C 60  CALL GMPRD(A,B,R,N,M,L)
C 70  DESCRIPTION OF PARAMETERS
C 80  A - NAME OF FIRST INPUT MATRIX
C *****

```

```

TES05250
TES05300
TES05310
TES05320
TES05330
TES05340
TES05350
TES05360
TES05370
TES05380
TES05390
TES05400
TES05410
TES05420
TES05430
TES05440
TES05450
TES05460
TES05470
TES05480
TES05490
TES05500
TES05510
TES05520
TES05530
TES05540
TES05550
TES05560
TES05570
TES05580
TES05590
TES05600
TES05610
TES05620
TES05630
TES05640
TES05650
TES05660
TES05670
TES05680
TES05690
TES05700
TES05710
TES05720
TES05730
TES05740
TES05750
TES05760

```

TESO5770  
 TESO5780  
 TESO5790  
 TESO5800  
 TESO5810  
 TESO5820  
 TESO5830  
 TESO5840  
 TESO5850  
 TESO5860  
 TESO5870  
 TESO5880  
 TESO5890  
 TESO5900  
 TESO5910  
 TESO5920  
 TESO5930  
 TESO5940  
 TESO5950  
 TESO5960  
 TESO5970  
 TESO5980  
 TESO5990  
 TESO6000  
 TESO6010  
 TESO6020  
 TESO6030  
 TESO6040  
 TESO6050  
 TESO6060  
 TESO6070  
 TESO6080  
 TESO6090  
 TESO6100  
 TESO6110  
 TESO6120  
 TESO6130  
 TESO6140  
 TESO6150  
 TESO6160  
 TESO6170  
 TESO6180  
 TESO6190  
 TESO6200  
 TESO6210  
 TESO6220  
 TESO6230  
 TESO6240

B - NAME OF SECOND INPUT MATRIX  
 R - NAME OF OUTPUT MATRIX  
 N - NUMBER OF ROWS IN A  
 L - NUMBER OF COLUMNS IN A AND ROWS IN B  
 L - NUMBER OF COLUMNS IN B

REMARKS  
 ALL MATRICES MUST BE STORED AS GENERAL MATRICES  
 MATRIX R CANNOT BE IN THE SAME LOCATION AS MATRIX A  
 MATRIX R CANNOT BE IN THE SAME LOCATION AS MATRIX B  
 NUMBER OF COLUMNS OF MATRIX A MUST BE EQUAL TO NUMBER  
 OF MATRIX B

SUBROUTINES AND FUNCTION SUBPROGRAMS REQUIRED  
 NONE

METHOD  
 THE M BY L MATRIX B IS PREMULTIPLIED BY THE N BY M M  
 AND THE RESULT IS STORED IN THE N BY L MATRIX R.

.....

SUBROUTINE GMPRO(A,B,R,N,M,L)  
 DIMENSION A(L),B(L),R(L)  
 DOUBLE PRECISION A,B,R

IR=0  
 IK=-M  
 DO 10 K=1,L  
 IK=IK+M  
 DO 10 J=1,N  
 IR=IR+1  
 JI=J-N  
 IB=IK  
 R(IR)=0  
 DO 10 I=1,M  
 JI=JI+A  
 IB=IB+1  
 IC R(IR)=R(IR)+A(JI)\*B(IB)  
 RETURN  
 END

.....

SUBROUTINE GMSUB  
 PURPOSE  
 SUBTRACT ONE GENERAL MATRIX FROM ANOTHER TO FORM RES

.....





```

EPS: DUMMY PARAMETER NOT USED BY GAUSS3
A: TWO-DIMENSIONAL ARRAY CONTAINING MATRIX TO BE INV
X: TWO-DIMENSIONAL ARRAY CONTAINING INVERTED MATRIX
KER: ERROR FLAG
      =1 INDICATES NO ERRORS
      =2 INDICATES MATRIX IS SINGULAR OR NEARLY SINGUL
K: ROW AND COLUMN DIMENSION OF A AND X IN USER'S PRO
  (ACTUAL NUMBER APPEARING IN USER'S DIMENSION STAT

```

# REMARKS

```

ALL FLOATING POINT VARIABLES ARE DOUBLE PRECISION (REA
IF N IS GREATER THAN 50, THE DIMENSIONS OF ARRAYS L,M,
MUST BE CHANGED TO BE GREATER THAN OR EQUAL TO N.

```

```

SUBROUTINE GAUSS3(N,EPS,A,X,KER,K)
REAL*8 A,X,Y,D
DIMENSION A(1),X(1),L(50),M(50),Y(50,50)

```

```

1  DO 1 I=1,N
    DO 2 J=1,N
      IND=(I-1)*K+J
      Y(I,J)=A(I,INC)

```

```

2  KER=1
    N2=2*N
    CALL ARRAY(2,N,N,50,50,Y,Y)
    CALL DMINV(Y,N,D,L,M)
    CALL ARRAY(1,N,N,50,50,Y,Y)
    IF(D.EQ.0.) KER=2
    DO 2 I=1,N
      DO 2 J=1,N
        IND=(I-1)*K+J
        X(IND)=Y(I,J)

```

```

2  RETURN
END

```

```

SUBROUTINE ARRAY(MODE,I,J,N,M,S,D)
DIMENSION S(1),D(1)

```

```

REAL*8 S,D

```

```

1  IF(MODE-1) 100,100,120
    IJ=I*J+1
    NM=N*J+1

```

```

100  DO 110 K=1,J
      NM=NM-NI
      DO 110 L=1,I
        IJ=IJ-1
        NM=NM-1
      110 D(NM)=S(IJ)

```

TES07210  
TES07220  
TES07230  
TES07240  
TES07250  
TES07260  
TES07270  
TES07280  
TES07290  
TES07300  
TES07310  
TES07320  
TES07330  
TES07340  
TES07350  
TES07360  
TES07370  
TES07380  
TES07390  
TES07400  
TES07410  
TES07420  
TES07430  
TES07440  
TES07450  
TES07460  
TES07470  
TES07480  
TES07490  
TES07500  
TES07510  
TES07520  
TES07530  
TES07540  
TES07550  
TES07560  
TES07570  
TES07580  
TES07590  
TES07600  
TES07610  
TES07620  
TES07630  
TES07640  
TES07650  
TES07660  
TES07670  
TES07680

TESO7690  
 TESO7700  
 TESO7710  
 TESO7720  
 TESO7730  
 TESO7740  
 TESO7750  
 TESO7760  
 TESO7770  
 TESO7780  
 TESO7790  
 TESO7800  
 TESO7810  
 TESO7820  
 TESO7830  
 TESO7840  
 TESO7850  
 TESO7860  
 TESO7870  
 TESO7880  
 TESO7890  
 TESO7900  
 TESO7910  
 TESO7920  
 TESO7930  
 TESO7940  
 TESO7950  
 TESO7960  
 TESO7970  
 TESO7980  
 TESO7990  
 TESO8000  
 TESO8010  
 TESO8020  
 TESO8030  
 TESO8040  
 TESO8050  
 TESO8060  
 TESO8070  
 TESO8080  
 TESO8090  
 TESO8100  
 TESO8110  
 TESO8120  
 TESO8130  
 TESO8140  
 TESO8150  
 TESO8160

```

120  GL TO 140
121  IJ=0
122  NP=0
123  DC 130 K=1,J
124  CC 125 L=1,I
125  IJ=IJ+1
126  NP=NP+1
127  S(IJ)=C(NM)
128  NP=NP+1
129  RETURN
130  END
140

.....
SUBROUTINE DMINV
PURPOSE
INVERT A MATRIX
USAGE
CALL DMINV(A,N,D,L,M)
DESCRIPTION OF PARAMETERS
A AND D MUST BE REAL*8
A - INPUT MATRIX, DESTROYED IN COMPUTATION AND REPLA
  RESULTANT INVERSE.
N - ORDER OF MATRIX A
D - RESULTANT DETERMINANT
L - WORK VECTOR OF LENGTH N
M - WORK VECTOR OF LENGTH N
REMARKS
MATRIX A MUST BE A GENERAL MATRIX
SUBROUTINES AND FUNCTION SUBPROGRAMS REQUIRED
NONE
METHOD
THE STANCARD GAUSS-JORDAN METHOD IS USED. THE DETERM
IS ALSO CALCULATED. A DETERMINANT OF ZERO INDICATES
THE MATRIX IS SINGULAR.
.....
SUBROUTINE DMINV(A,N,D,L,M)
DIMENSION A(1),L(1),M(1)
DOUBLE PRECISION A,D,BIGA,HOLD
  
```

```

C .....
C SEARCH FOR LARGEST ELEMENT
C .....
C
C L=1.0D0
C NK=-N
C DC 80 K=1,N
C NK=NK+N
C L(K)=K
C M(K)=K
C KK=NK+K
C BIGA=A(KK)
C DC 20 J=K,N
C IZ=N*(J-1)
C DC 20 I=K,N
C IJ=IZ+I
C IF(DABS(BIGA)-DABS(A(IJ))) 15,20,20
10 IF(BIGA=A(IJ))
15 L(K)=I
M(K)=J
20 CONTINUE
C
C INTERCHANGE ROWS
C
C J=L(K)
C IF(J-K) 35,35,25
25 KI=K-N
CC 30 I=1,N
KI=KI+N
FCLD=-A(KI)
I=KI-K+J
A(KI)=A(JI)
30 A(JI)=HOLD
C
C INTERCHANGE COLUMNS
C
C I=M(K)
C IF(I-K) 45,45,38
38 JF=N*(I-1)
DC 40 J=1,N
JK=NK+J
JI=JP+J
HOLD=-A(JK)
A(JK)=A(JI)
40 A(JI)=HOLD
C
C DIVIDE COLUMN BY MINUS PIVOT (VALUE OF PIVOT ELEMENT IS
C CONTAINED IN BIGA)
C

```

```

TES08170
TES08180
TES08190
TES08200
TES08210
TES08220
TES08230
TES08240
TES08250
TES08260
TES08270
TES08280
TES08290
TES08300
TES08310
TES08320
TES08330
TES08340
TES08350
TES08360
TES08370
TES08380
TES08390
TES08400
TES08410
TES08420
TES08430
TES08440
TES08450
TES08460
TES08470
TES08480
TES08490
TES08500
TES08510
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TES08530
TES08540
TES08550
TES08560
TES08570
TES08580
TES08590
TES08600
TES08610
TES08620
TES08630
TES08640

```

TES08650  
 TES08660  
 TES08670  
 TES08680  
 TES08690  
 TES08700  
 TES08710  
 TES08720  
 TES08730  
 TES08740  
 TES08750  
 TES08760  
 TES08770  
 TES08780  
 TES08790  
 TES08800  
 TES08810  
 TES08820  
 TES08830  
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 TES08870  
 TES08880  
 TES08890  
 TES08900  
 TES08910  
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 TES08940  
 TES08950  
 TES08960  
 TES08970  
 TES08980  
 TES08990  
 TES09000  
 TES09010  
 TES09020  
 TES09030  
 TES09040  
 TES09050  
 TES09060  
 TES09070  
 TES09080  
 TES09090  
 TES09100  
 TES09110  
 TES09120

```

C      45 IF(BIGA) 48,46,48
      46 D=0.0D0
      RETURN
      48 DC 55 I=1,N
      IF(I-K) 50,55,50
      50 IK=NK+I
      A(IK)=A(IK)/(-BIGA)
      55 CCNT INUE

C      C      REDUCE MATRIX
      DC 65 I=1,N
      IK=NK+I
      HCLD=A(IK)
      IJ=I-N
      DC 65 J=1,N
      IJ=IJ+N
      IF(I-K) 60,65,60
      60 IF(J-K) 62,65,62
      62 KJ=IJ-I+K
      A(IJ)=HCLD*A(KJ)+A(IJ)
      65 CCNT INUE

C      C      DIVIDE FCW BY PIVCT
      KJ=K-N
      DC 75 J=1,N
      KJ=KJ+N
      IF(J-K) 70,75,70
      70 A(KJ)=A(KJ)/BIGA
      75 CCNT INUE

C      C      PRODUCT CF PIVCTS
      C=D*BIGA
      C      REPLACE PIVOT BY RECIPROCAL
      A(KK)=1.0/BIGA
      80 CCNT INUE

C      C      FINAL ROW AND COLUMN INTERCHANGE
      K=N
      100 K=(K-1)
      105 IF(K) 150,150,105
      I=L(K)
  
```

```

108 IF(I-K) 12C,120,1C8
    JC=N*(K-1)
    JR=N*(I-1)
    DO 110 J=1,N
    JK=JQ+J
    HCLD=A(JK)
    JI=JR+J
    A(JK)=-A(JI)
    11C A(JI) =HOLD
    120 J=M(K)
    125 IF(IJ-K) 10C,100,125
    KI=K-N
    DO 130 I=1,N
    KI=KI+A
    HCLD=A(KI)
    JI=KI-K+J
    A(KI)=-A(JI)
    130 A(JI) =HOLD
    15C GC TO 100
    RETURN
    END
    CENIFY

```

```

TES09130
TES09140
TES09150
TES09160
TES09170
TES09180
TES09190
TES09200
TES09210
TES09220
TES09230
TES09240
TES09250
TES09260
TES09270
TES09280
TES09290
TES09300
TES09310
TES09320
TES09330
TES09340

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#### LIST OF REFERENCES

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