

Gaia Attitude Model (GAM)

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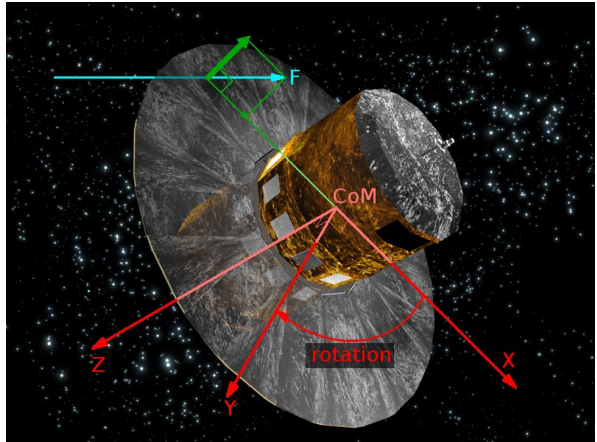
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What is GAM?

Aim: create a *physical* model of Gaia and study the satellite attitude

GAM output will replace current GASS (GAia System Simulator) attitude



Why GAM?

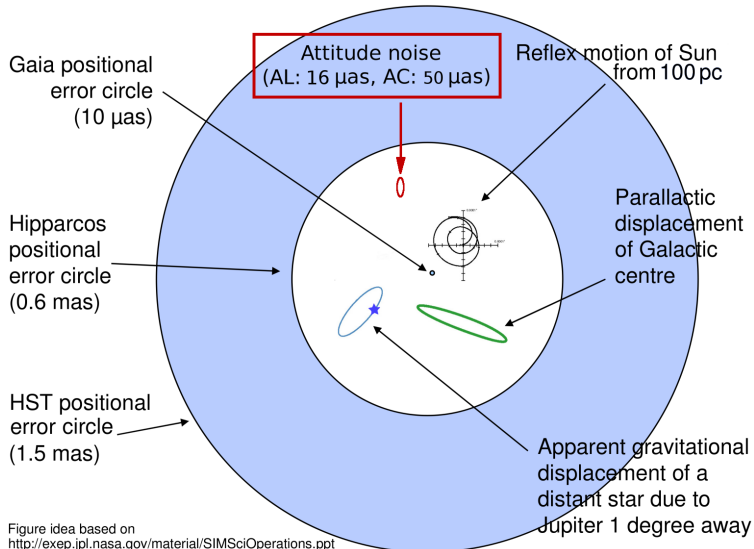
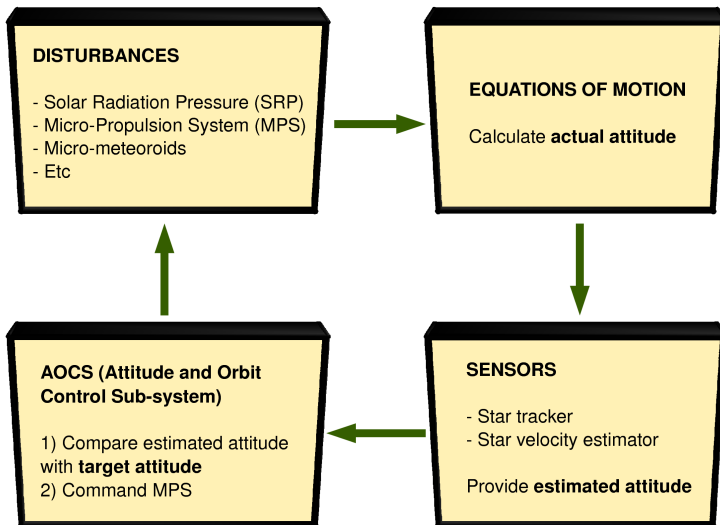


Figure idea based on
<http://exep.jpl.nasa.gov/material/SIMSciOperations.ppt>

Main Structure of GAM



Model Interface

- Input:
 - Initial conditions
 - Selection of available disturbances on the attitude
 - Reference Scanning Law (spin axis and Sun position)
- Output:
 - Actual and estimated state
 - AOCS (Attitude and Orbit Control Sub-system) actions

AOCS

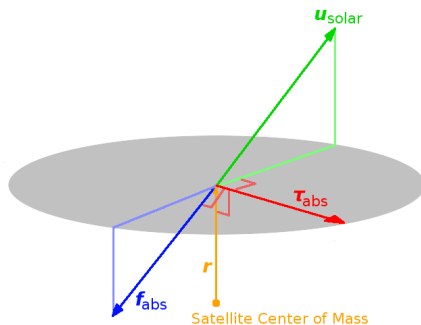
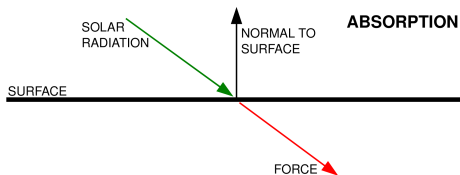
- 1 Get **estimated attitude** from sensors
- 2 Compare with the **target attitude** (Reference Scanning Law)
- 3 Calculate requested torque and command MPS (Micro-Propulsion System)

Disturbances on the Attitude

- Solar radiation pressure
- Micro-meteoroids
- Clanks (discontinuities in attitude while angular rate does not change, very unknown)
- Thermal IR emission from Gaia surface
- Micro-Propulsion System (MPS)
- And maybe others in the future

Disturbances: Solar Radiation

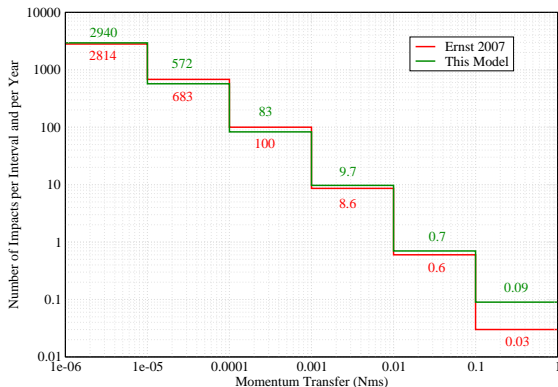
- Sun-shield: mesh of triangles
- 3 optical effects: absorption, specular reflection, diffuse reflection
- Total torque $\simeq 130 \mu\text{Nm}$



Disturbances: Micro-Meteoroids

Big impacts
make AOCS
change mode

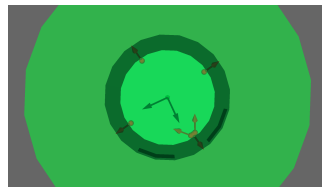
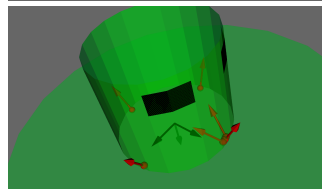
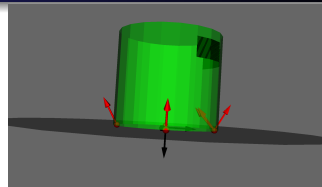
Small impacts
not detected
on-board, but
**degrade
attitude re-
construction**



Ernst (2007) model

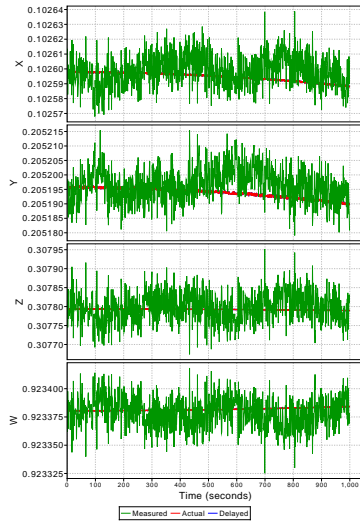
Disturbances: Micro-Propulsion System

- Input: AOCS torque demand
- 6 cold-gas thrusters
- Considered disturbance because of its performances (characteristic noise, quantization, etc)
- Challenging design (force $\sim \mu\text{Newtons!}$), concerns about noise \Rightarrow **Important point to simulate**



Sensors

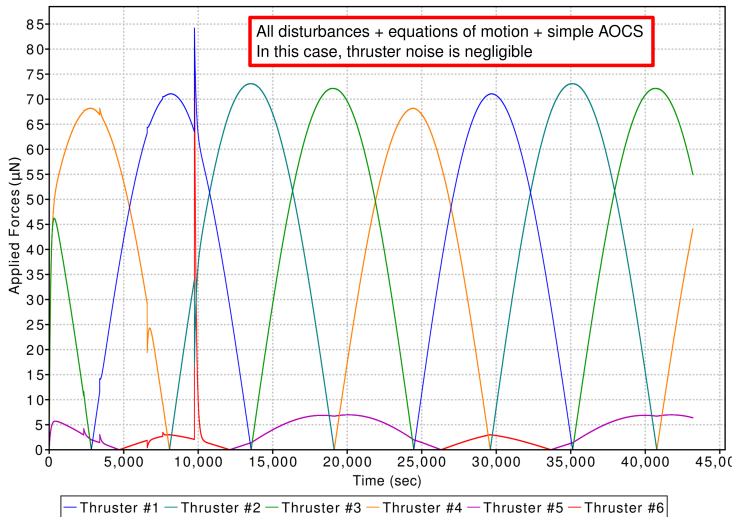
- Two implemented sensors:
 - Star tracker
 - Angular rate
- Realistic characteristics: noise, delays, etc
- Plot on the right: example about star tracker. Quaternion (**measured** and **actual**) vs time



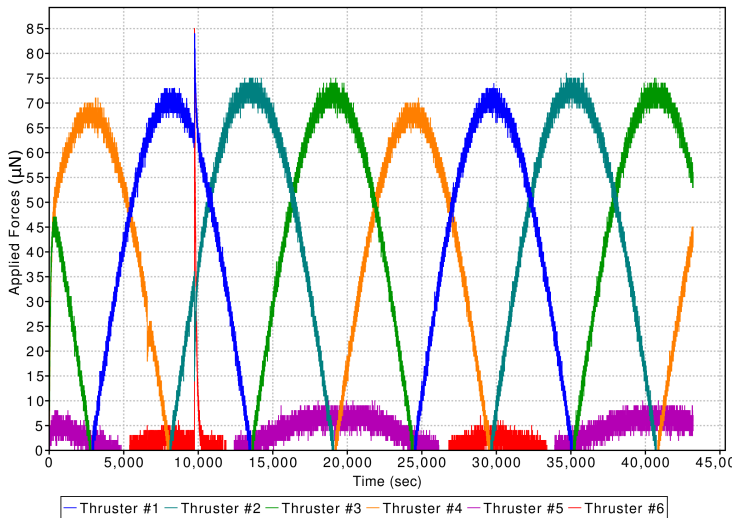
Current Status

- Astrium's AOCS is not implemented yet, simple AOCS instead (provisional)
- Consequence: results are very preliminary

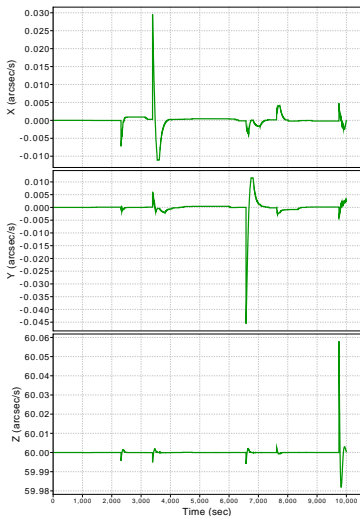
Thrusters Without Noise During 2 Spinning Cycles



Thrusters With Noise During 2 Spinning Cycles



Micro-Meteoroid Impacts + MPS: Angular Rate



- Example: 10 impacts
- Reference Scanning Law: $(0, 0, 60 \text{ arcsec/s})$
- Note: these impacts are not realistic, here they are stronger and more frequent than expected

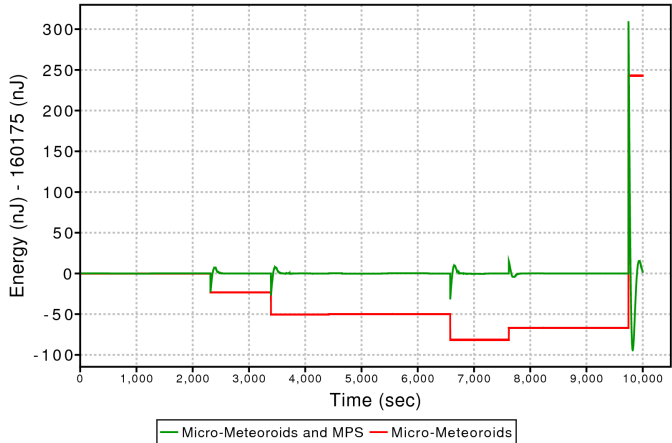
Micro-Meteoroids and MPS: Rotational Energy

Red line:

only micro-
meteoroids

Green line:

thrusters
counteracts
impacts



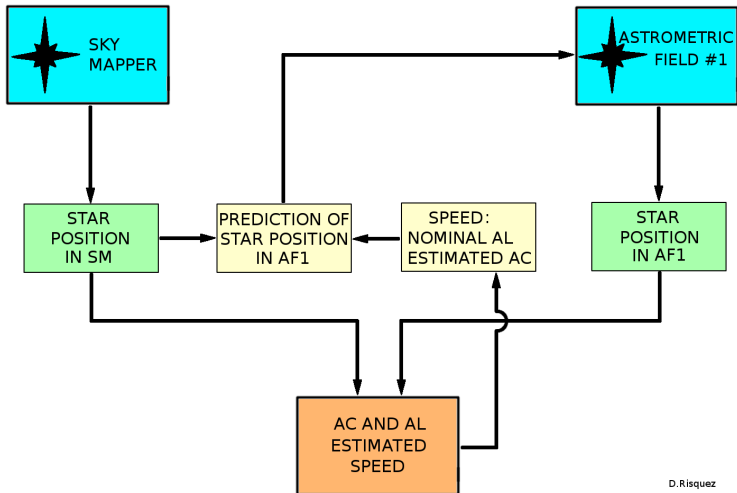
Summary

- This attitude simulation for Gaia is almost developed (code + documentation)
- It takes into account all major physical effects
- The aim is to have a better understanding of the S/C attitude and thus to improve the accuracy of the valuable data

Future Works

- Complete Astrium's AOCS code
- Complete documentation
- Implement GAM output in Gaia
- Simplify GAM in order to be executed by other users
- Maybe new code implementations: fuel slosh, mechanical oscillations, etc

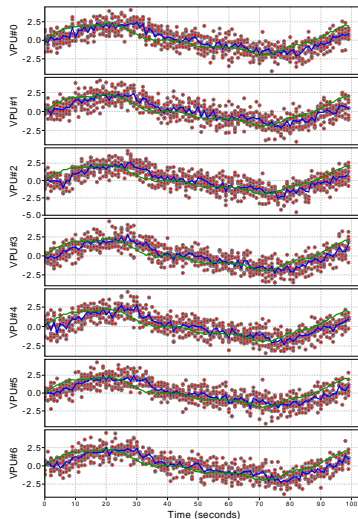
Star Velocities Measurements



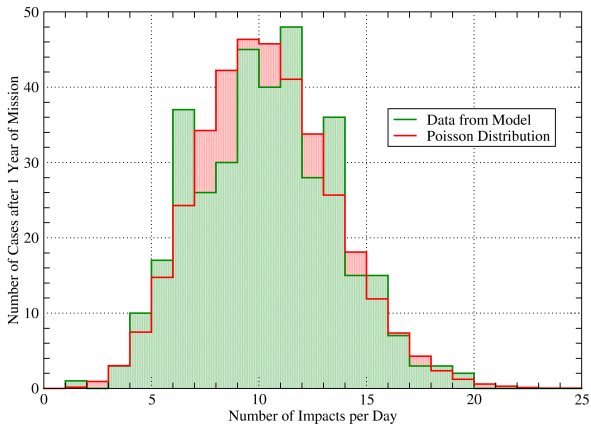
D.Risquez

Star Velocities Measurement

- There is a delay (\approx seconds) with respect to the **actual rate**.
- It includes Gaussian noise to **each star velocity** measurement.
- Smooth output: **mean velocities** during transits.

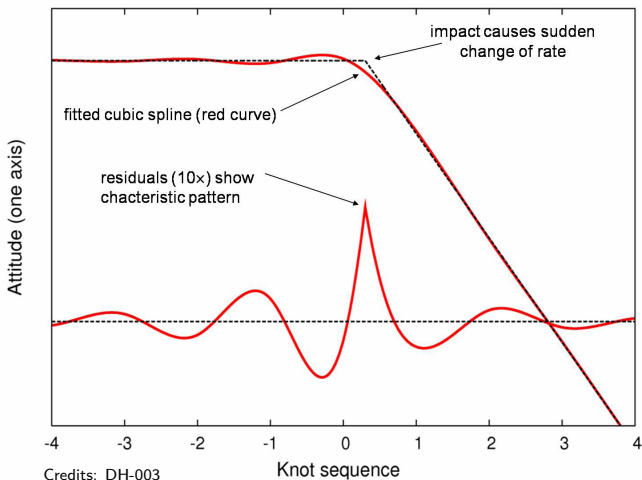


Micro-Meteoroids: Time Distribution

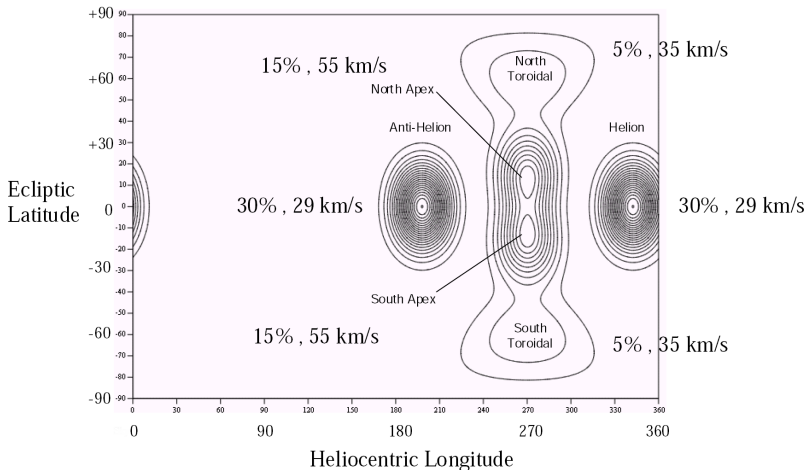


- Expected number of impacts per day, after one year of mission

Micro-Meteoroids: Expected Results

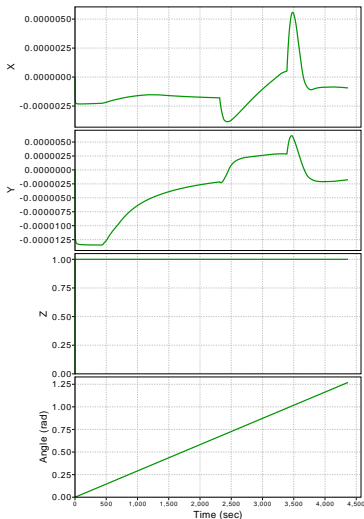


Micro-Meteoroids: Future Improvements, Sky Directions



Heliocentric longitude: the Sun is at 0°, the Earth motion at 270°

Micro-Meteoroid Impacts + MPS: Attitude



- 3 upper plots: rotation axis, unit vector
- 4th plot: rotation angle around the axis
- Reference Scanning Law: $(0, 0, 60 \text{ arcsec/s}) \rightarrow$ rotation around Z axis at constant angular rate