

heyoka: Modern Numerical Integration and its uses in Astrodynamics and Spaceflight Mechanics

Francesco Biscani

September 14, 2022

European Space Operations Centre (ESOC)

What is heyoka anyway?

heyoka is a software package for the numerical integration of ODEs (ordinary differential equations) via Taylor's method

`https://github.com/bluescarni/heyoka`
`https://github.com/bluescarni/heyoka.py`



Heyoka

Use in ACT projects

- G&CNETs + Backward Generation of Optimal Examples
- Poincaré maps classification
- Dark matter inversion
- EclipseNET
- Kelvins space debris competition

Why should I care?! I can use ...



Main motivations

Only **one** actively-maintained implementation of Taylor's method

Superior performance (**speed & accuracy**)

Unique features enabling **novel applications**

Taylor's method

Initial value problem:

$$\begin{cases} x'(t) = f(x(t)) \\ x(t_0) = x_0 \end{cases}$$

Taylor's method

Initial value problem:

$$\begin{cases} x'(t) = f(x(t)) \\ x(t_0) = x_0 \end{cases}$$

Construct the **Taylor series** of the solution around $t = t_0$:

$$x(t_1) = x(t_0) + x'(t_0)(t_1 - t_0) + \frac{1}{2}x''(t_0)(t_1 - t_0)^2 + \dots$$

Taylor's method

Initial value problem:

$$\begin{cases} x'(t) &= f(x(t)) \\ x(t_0) &= x_0 \end{cases}$$

Construct the **Taylor series** of the solution around $t = t_0$:

$$x(t_1) = x(t_0) + x'(t_0)(t_1 - t_0) + \frac{1}{2}x''(t_0)(t_1 - t_0)^2 + \dots$$

The integration error can be constrained in a **mathematically-rigorous** way

Taylor's method

Initial value problem:

$$\begin{cases} x'(t) &= f(x(t)) \\ x(t_0) &= x_0 \end{cases}$$

Construct the **Taylor series** of the solution around $t = t_0$:

$$x(t_1) = x(t_0) + x'(t_0)(t_1 - t_0) + \frac{1}{2}x''(t_0)(t_1 - t_0)^2 + \dots$$

The integration error can be constrained in a
mathematically-rigorous way

Free dense output with **guaranteed** precision

Technical difficulties

How to **compute** the Taylor coefficients?

Technical difficulties

How to **compute** the Taylor coefficients?

Basic recursion:

$$x'(t) = f(x(t))$$

$$x''(t) = \frac{\partial f(x(t))}{\partial x} x'(t)$$

...

Technical difficulties

How to **compute** the Taylor coefficients?

Basic recursion:

$$x'(t) = f(x(t))$$

$$x''(t) = \frac{\partial f(x(t))}{\partial x} x'(t)$$

...

Symbolic differentiation: cumbersome, error-prone, exponential complexity

Technical difficulties

How to **compute** the Taylor coefficients?

Basic recursion:

$$\begin{aligned}x'(t) &= f(x(t)) \\x''(t) &= \frac{\partial f(x(t))}{\partial x} x'(t) \\&\dots\end{aligned}$$

Symbolic differentiation: cumbersome, error-prone, exponential complexity

Automatic differentiation (AD) to the rescue:

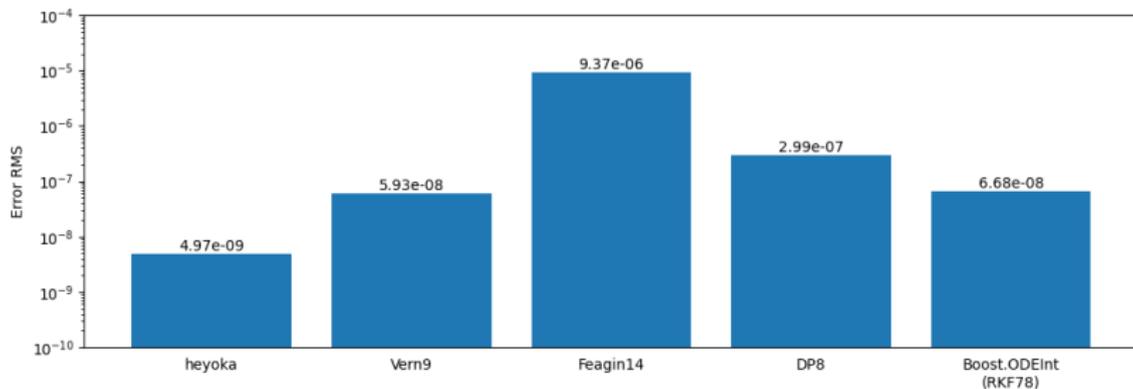
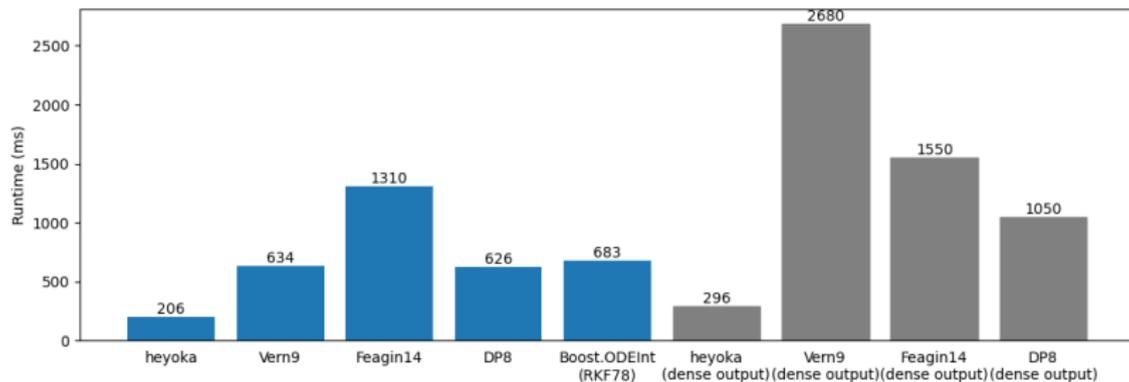
1. decompose $f(x(t))$ into a graph of **elementary subexpressions**
2. apply AD rules on the subexpressions

However, the implementation is technically **very challenging**

- Novel implementation of Taylor's method based on a **just-in-time** (JIT) compilation approach
- Batch mode to fully utilise modern **vector instruction sets**
- Support for coarse-grained and fine-grained **automatic parallelisation**
- Support for **extended-precision** arithmetic
- **Optimally** accurate
- Support for reliable and accurate **event-detection**

Obligatory benchmark slide

Planetary three-body problem - tol = 10^{-15}



Event detection

Detect specific **conditions** in the state of a system

Event detection

Detect specific **conditions** in the state of a system

Examples: collisions, spacecraft eclipse, Poincaré maps, ...

Event detection

Detect specific **conditions** in the state of a system

Examples: collisions, spacecraft eclipse, Poincaré maps, ...

Events defined by an **event equation**: $g(\mathbf{x}) = 0$

Event detection

Detect specific **conditions** in the state of a system

Examples: collisions, spacecraft eclipse, Poincaré maps, ...

Events defined by an **event equation**: $g(\mathbf{x}) = 0$

E.g., **collision** of two spheres:

$$(x_1 - x_0)^2 + (y_1 - y_0)^2 + (z_1 - z_0)^2 - 4R^2 = 0$$

Event detection

Detect specific **conditions** in the state of a system

Examples: collisions, spacecraft eclipse, Poincaré maps, ...

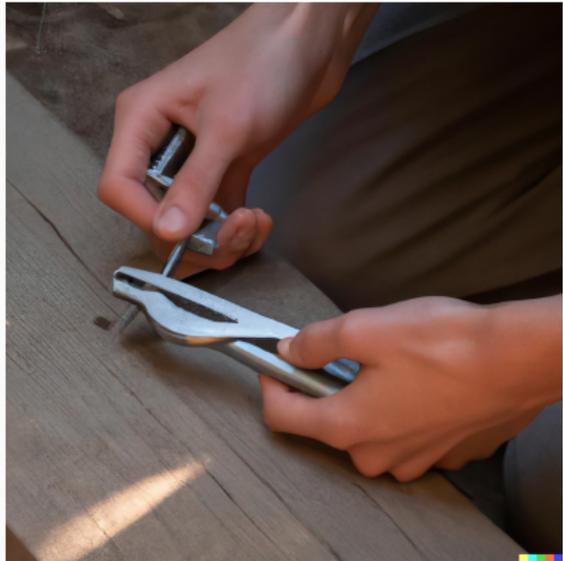
Events defined by an **event equation**: $g(\mathbf{x}) = 0$

E.g., **collision** of two spheres:

$$(x_1 - x_0)^2 + (y_1 - y_0)^2 + (z_1 - z_0)^2 - 4R^2 = 0$$

Existing approaches leave **much** to be desired ...

There's gotta be a better way...



Event detection in Taylor's method

Taylor series of the **event function** (via AD):

$$g(t) = g(t_0) + g'(t_0)(t - t_0) + \frac{1}{2}g''(t_0)(t - t_0)^2 + \dots$$

Event detection in Taylor's method

Taylor series of the **event function** (via AD):

$$g(t) = g(t_0) + g'(t_0)(t - t_0) + \frac{1}{2}g''(t_0)(t - t_0)^2 + \dots$$

Continuous, high-fidelity approximation of the event function as a **time polynomial**

Event detection in Taylor's method

Taylor series of the **event function** (via AD):

$$g(t) = g(t_0) + g'(t_0)(t - t_0) + \frac{1}{2}g''(t_0)(t - t_0)^2 + \dots$$

Continuous, high-fidelity approximation of the event function as a **time polynomial**

Rigorous **polynomial root-finding** algorithms to locate an event's trigger time

Event detection in Taylor's method

Taylor series of the **event function** (via AD):

$$g(t) = g(t_0) + g'(t_0)(t - t_0) + \frac{1}{2}g''(t_0)(t - t_0)^2 + \dots$$

Continuous, high-fidelity approximation of the event function as a **time polynomial**

Rigorous **polynomial root-finding** algorithms to locate an event's trigger time

Use **dense output** to propagate the state of the system up to the trigger time

Sneak peek - application to space debris

Goal: detection of collisions and/or close encounters

Sneak peek - application to space debris

Goal: detection of collisions and/or close encounters

Main challenge: **small** bodies, moving **fast**

Sneak peek - application to space debris

Goal: detection of collisions and/or close encounters

Main challenge: **small** bodies, moving **fast**

Preliminary results:

- **Guaranteed** collision detection for cm-sized objects moving at km/s speeds
- No constraints on the integration timestep
- ~ 4 hours for $\sim 20k$ objects, 20 years (64 cores)

Sneak peek - application to space debris

Goal: detection of collisions and/or close encounters

Main challenge: **small** bodies, moving **fast**

Preliminary results:

- **Guaranteed** collision detection for cm-sized objects moving at km/s speeds
- No constraints on the integration timestep
- ~ 4 hours for $\sim 20k$ objects, 20 years (64 cores)

Still a **work-in-progress**...

Questions?