



*International Workshop on Planning & Scheduling for Space, 2025
(Presentation Only)*



Search Applications for Integrated Planning and Execution of Satellite Observations using Dynamic Targeting

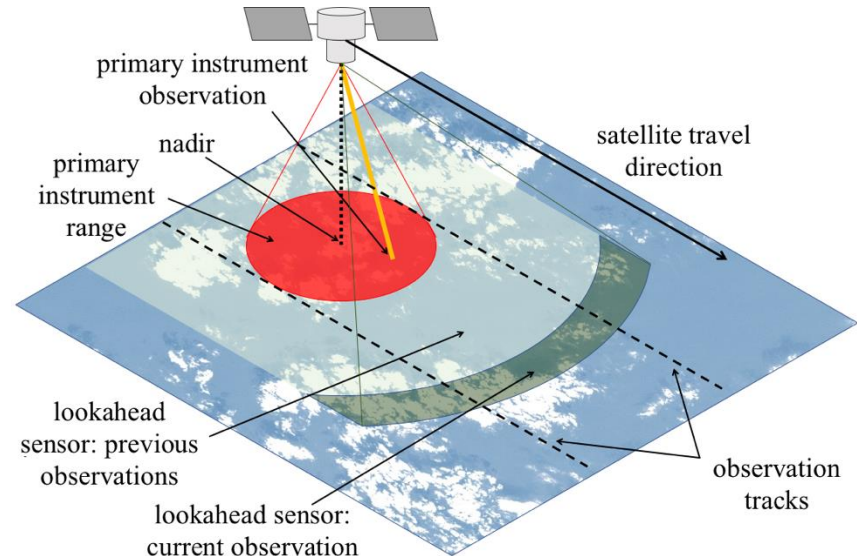
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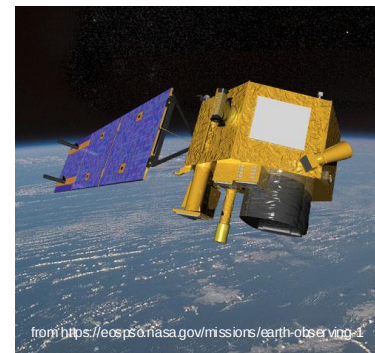
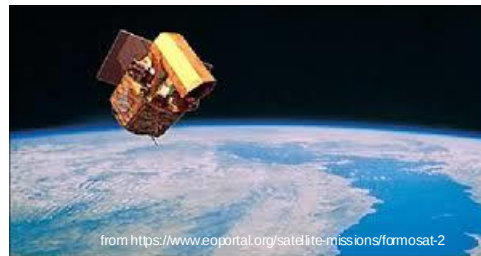
Dynamic Targeting Concept

- Dynamic Targeting (DT): use look-ahead sensor to optimize plan for agile primary sensor
 - Identify high utility targets to observe
 - e.g. storm features
 - Identify low utility targets to avoid
 - e.g. clouds



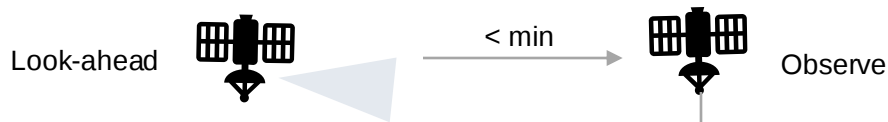
Related Work

- Operational:
 - FORMOSA-2: examine weather (Liao and Yang 2005)
 - TANSO-FTS-2: avoids clouds (Suto et al. 2021)
 - EO-1: modified schedule (Chien et al. 2005)
- Non-operational:
 - Greedy algorithms (Chien and Troesch 2015)
 - Storm hunting, cloud avoidance (Swope et al. 2021; Candela et al. 2022; Candela, Swope, and Chien 2022, 2023)
 - **Tree-search, dynamic utility, slewing (Kangaslahti et al. 2024)**

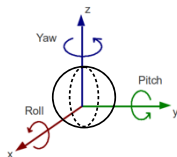


Dynamic Targeting Challenges

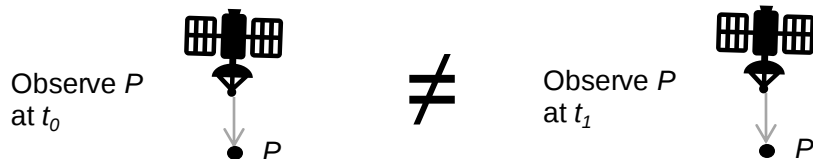
- *Real-time planning*



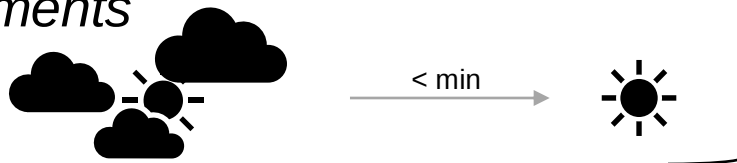
- *Real-world constraints*



- *Complex utility*



- *Dynamic environments*

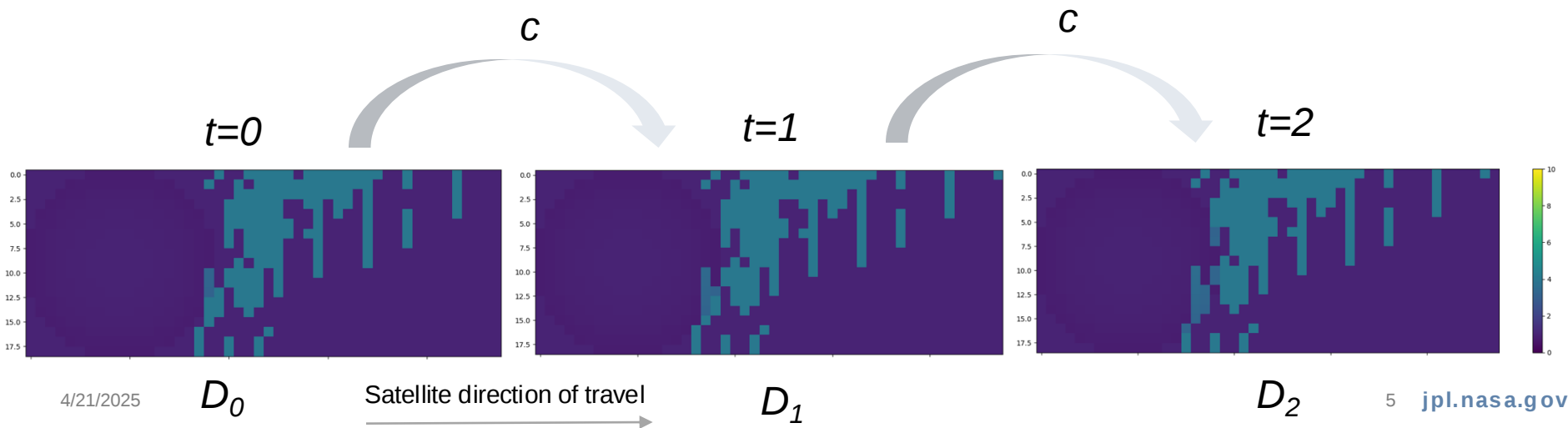


- Planning vs. execution time
- Power, primary sensor slew
- Time-dependent, action-dependent
- Assume static environment

Model Definition

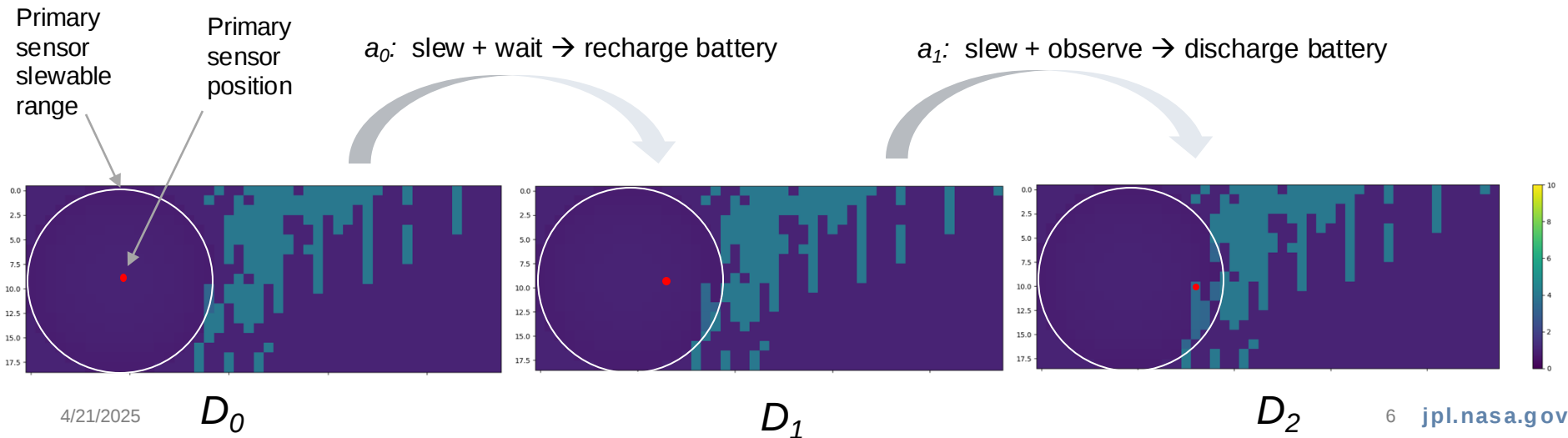
Discretized Dynamic Targeting

- H : Planning horizon composed of n cycles
- c : Time between cycles
- D : Set of look-ahead views



Model Definition

- **C: constraints**
 - Power: can only observe with sufficient charge
 - Slew: rest-to-rest time w/ acceleration & max velocity (slew can span multiple cycles)
- **A: actions**
 - Observe: discharge battery (optional slew)
 - Wait: recharge battery (optional slew)



Model Definition

- U : utility function
 - Base utility 4^L where $L \in \{0, 1, 2\}$ is pixel class
 - Linear off-nadir penalty relative to distance
 - After observation, apply Gaussian kernel and linearly recover utility over time
- Goal:
 - Construct a plan $\pi = (a_0, \dots, a_{n-1})$ where $a_i \in A$ such that C is satisfied and U is maximized
 - One action per cycle

Ring due to off-nadir penalty
Brighter colors = higher utility



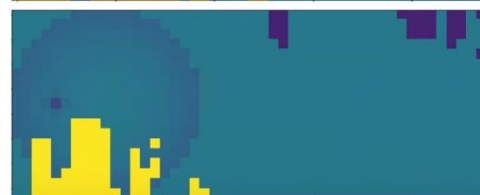
$t=0$
Observation



$t=1$
Utility of nearby points decrease



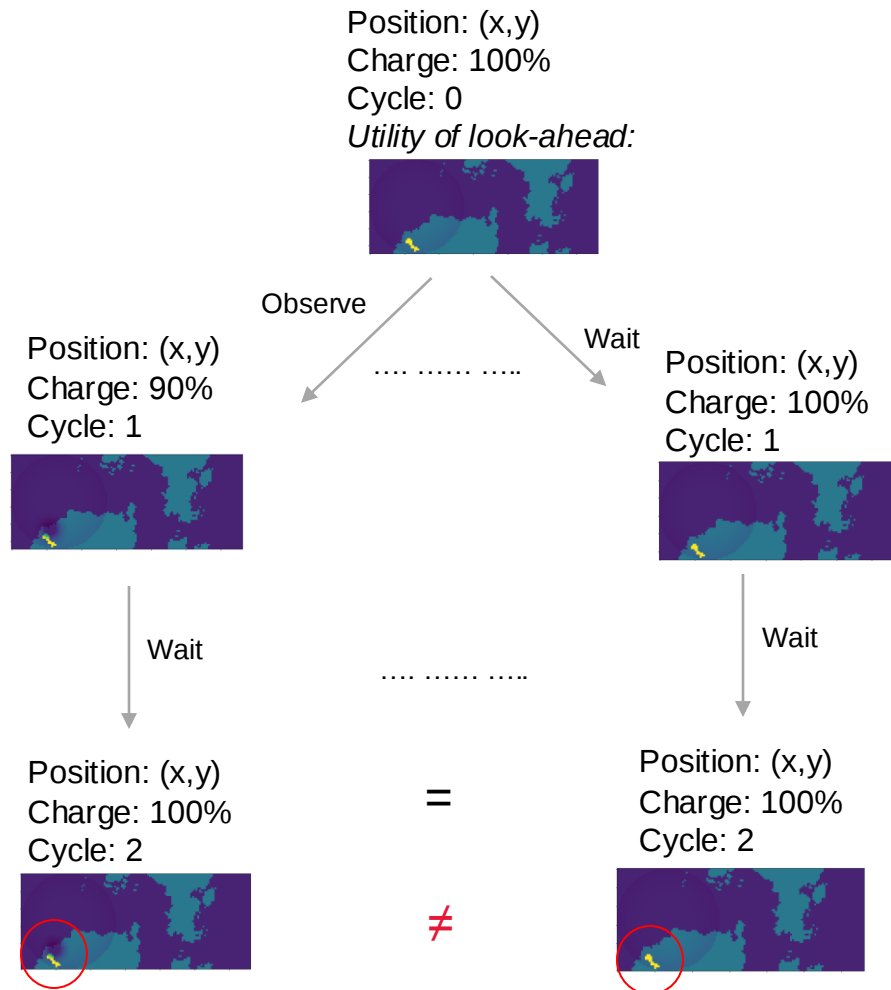
$t=2$
Utility recovers over time



$t=3$

State Space

- State:
 - Sensor position
 - State of charge
 - Look-ahead view / time / cycle
 - *Utility function*
- Search tree:
 - States are nodes
 - Actions are edges
 - Each depth corresponds to a cycle
- Exhaustive search: $O((m^2)^d)$
 - d : search depth (number of cycles)
 - m : diameter of reachable range of sensor

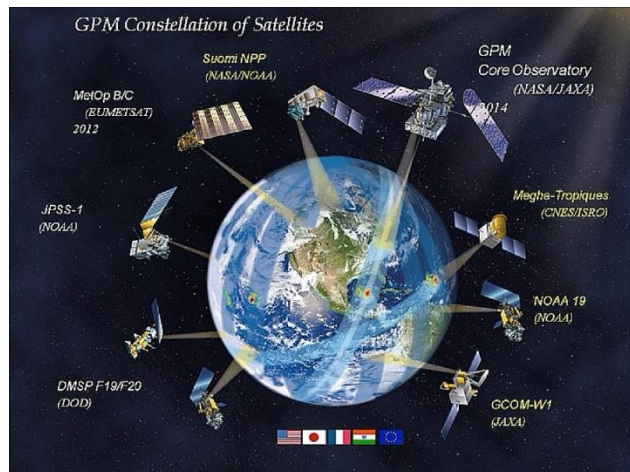


Algorithms

- Nadir Only (NO): observe nadir when sufficient power
- Greedy (G): locally optimal action
- Beam Search (BS): k locally best actions
- Partitioned Depth-First Search (PDFS): best action in k spatial partitions
- Monte-Carlo Tree Search (MCTS): UCB
- A*: h = Upper bound (admissible)
- Upper Bound (UB): infinite slewing capability and non-decreasing utility
- Re-planning: each cycle, prune search tree and continue planning with new look-ahead
- Theoretic Results:
 - PDFS, BS, A*: $O(m^2 k^d)$
 - Locally optimal action in searched space: BS, PDFS, A* $\geq G$

Experiments

- Datasets:
 - GPM: Storm hunting
 - MODIS: Cloud avoidance



from <https://www.eoportal.org/satellite-missions/gpm>

Parameter	Value	Description
Primary Sensor Range	15°	Max off-nadir angle for primary sensor, from SMICES (Swope et al. 2021)
Look-ahead Sensor Range	45°	Off-nadir angle for look-ahead sensor, from SMICES (Swope et al. 2021)
Power Recharge Rate	1%/cycle	Rate at which battery power increases
Power Discharge Rate	1%/obs	Rate at which battery power decreases during cycles when an observation is made
Cycle Time	3s	Total time allocated for each cycle
Gaussian Kernel Size	75 km × 75 km	Size of Gaussian kernel used in utility models
Gaussian Kernel Standard Deviation	15 km	Standard deviation of Gaussian kernel used in utility models
Angular Acceleration	1.08°/s ²	Angular acceleration of slewing along the pitch and roll axes. The value we use is realistic for small satellites
Maximum Angular Velocity	5.40°/s	The maximum angular velocity of slewing along the pitch and roll axes. The value we use is realistic for small satellites
Processing Time	0.1 s	Amount of time allocated for observation acquisition and processing
Minimum Utility Multiplier	0.25	The minimum utility multiplier in our utility model
Maximum Off-Nadir Penalty	20%	Penalty for an observation as far off-nadir as possible

Planning vs. Execution

- Compute resources onboard are scarce
- Planning action for next cycle cannot take longer than c
- Planning time subtracted from available slew time
- Tune search parameters (d , k) to trade-off search vs. execution

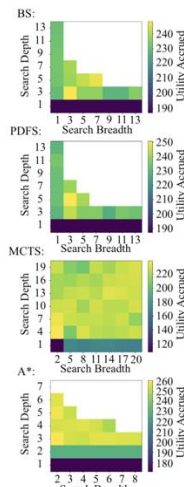


Figure 4: GPM data set parameter selection results for beam search (top), partitioned depth-first search (top middle), Monte Carlo tree search (bottom middle), and A* search (bottom).

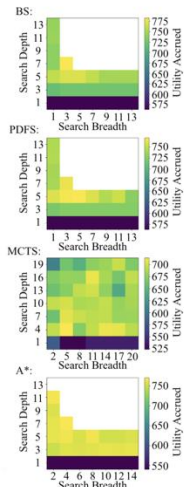


Figure 5: MODIS data set parameter selection results for beam search (top), partitioned depth-first search (top middle), Monte Carlo tree search (bottom middle), and A* search (bottom).

Table 2: Optimal Parameters Found during Parameter Selection

	GPM Data set	MODIS Data set
BS	Depth = 3, Width = 3	Depth = 7, Width = 3
PDFS	Depth = 5, Width = 3	Depth = 5, Width = 5
MCTS	Depth = 4, Width = 2	Depth = 4, Width = 5
A*	Depth = 3, Width = 2	Depth = 7, Width = 4

Table 3: Maximum Single Cycle Run-Time during First Parameter Sweep for Optimal Parameters (ms)

	GPM Data set	MODIS Data set
BS	40.7457	475.0683
PDFS	172.4098	484.0328
MCTS	100.7869	30.8206
A*	36.8192	441.7007

Results

Table: Total Accrued Utility

	GPM Data set	MODIS Data set
NO	16098	34713
G	19901	37521
BS	23960	43555
PDFS	24614	43238
MCTS	22488	41273
A*	23992	43070
UB	37953	71038

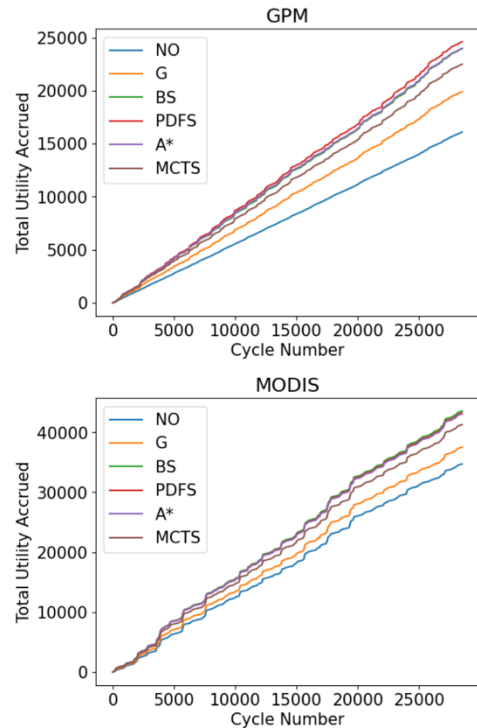


Figure 6: Total utility accrued vs. cycle number for all planning algorithms in GPM final testing (top) and MODIS final testing (bottom).

Conclusion

- Tree-based search algorithms outperform previous work
- Trading off planning and execution time important to DT
 - Slewing + observing dominates execution time
- Future work:
 - Anytime algorithms
 - Continuous search space
 - Dynamic environments & uncertainty
 - Execute DT onboard a satellite (coming soon!)
- Apply DT to other domains



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