

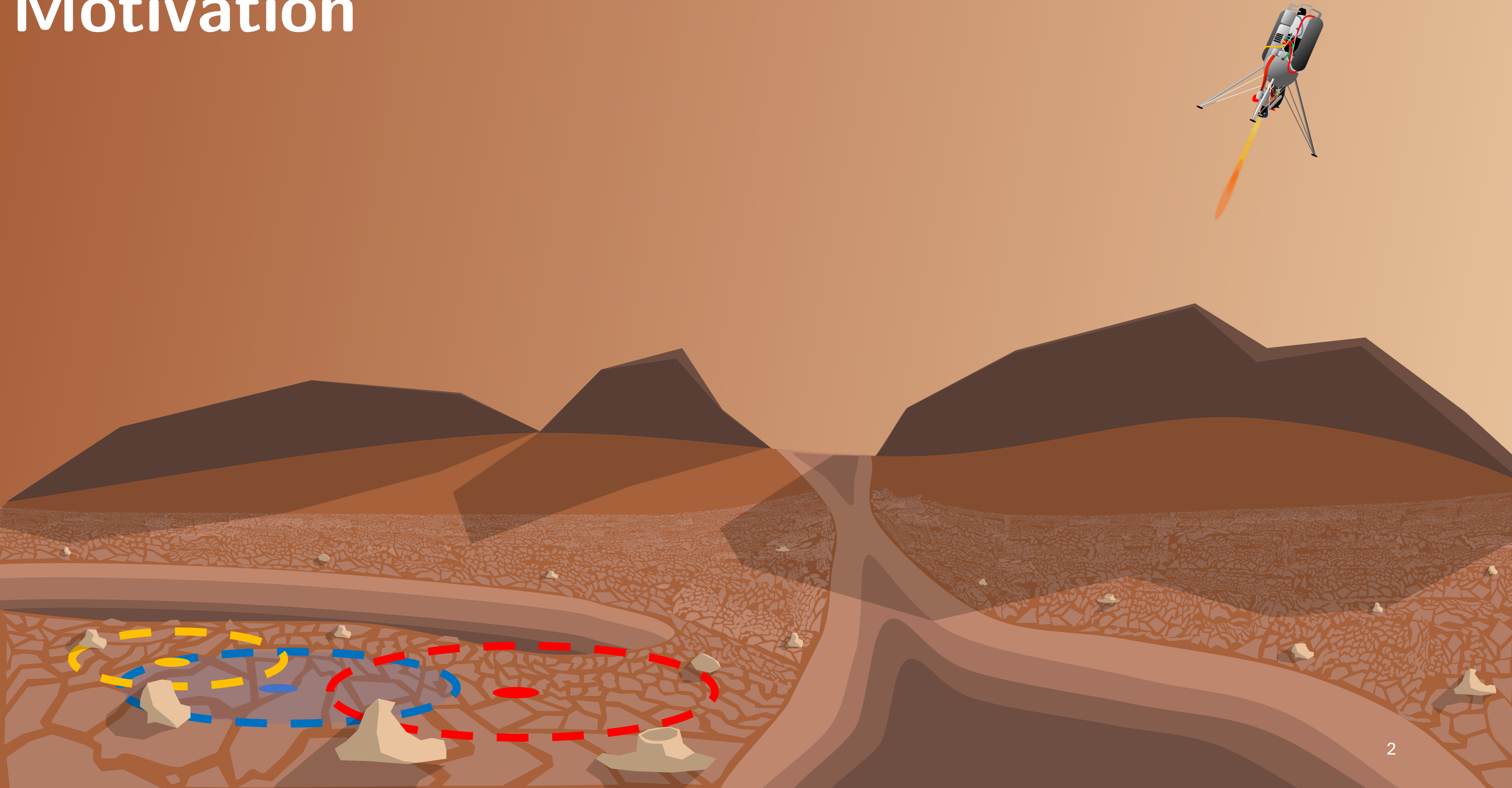


# Agile and Aware: Joint Perception and Motion Planning for Highly Dynamic Autonomous Systems

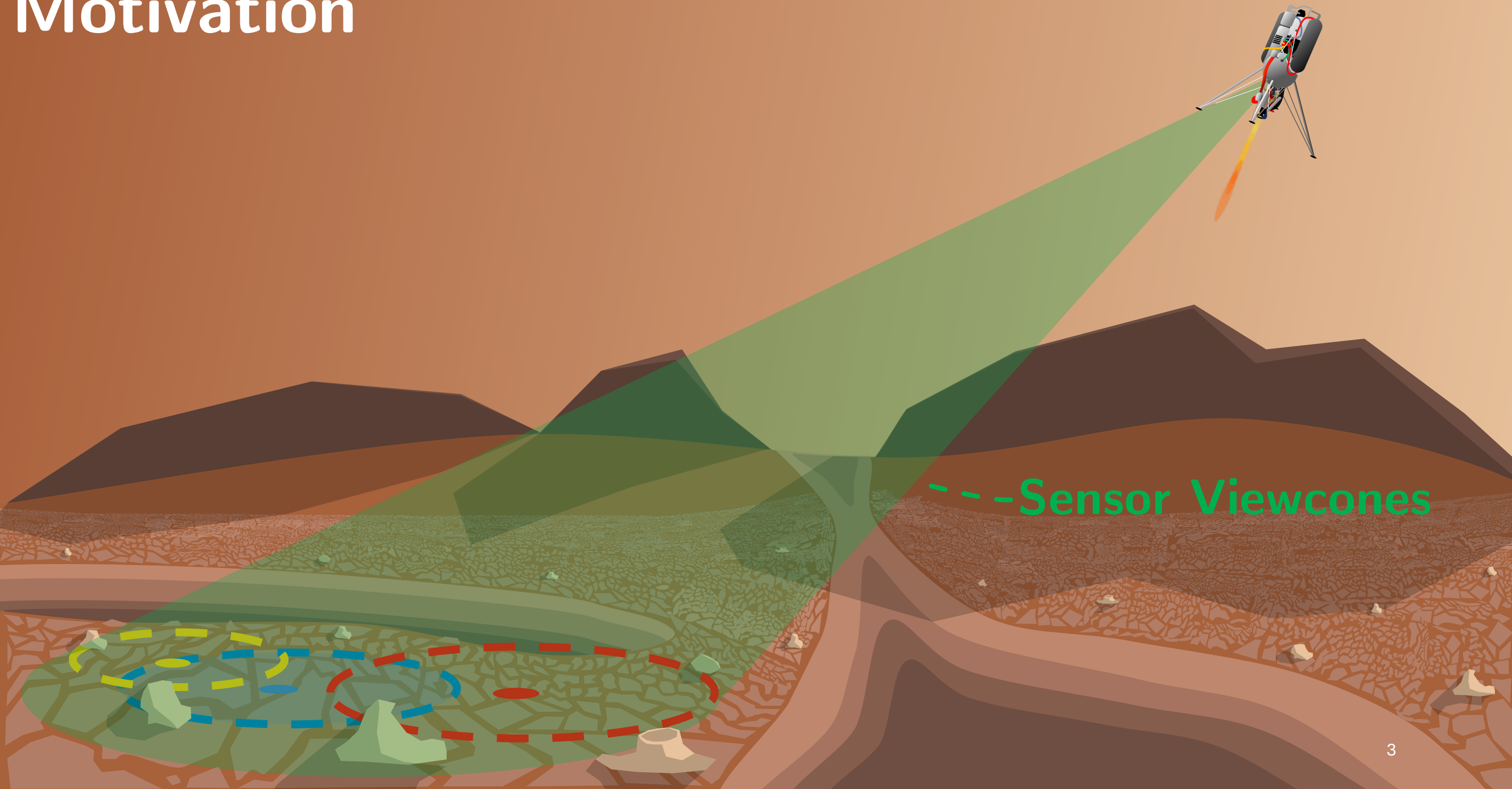
Chris Hayner

January 9, 2026

# Motivation

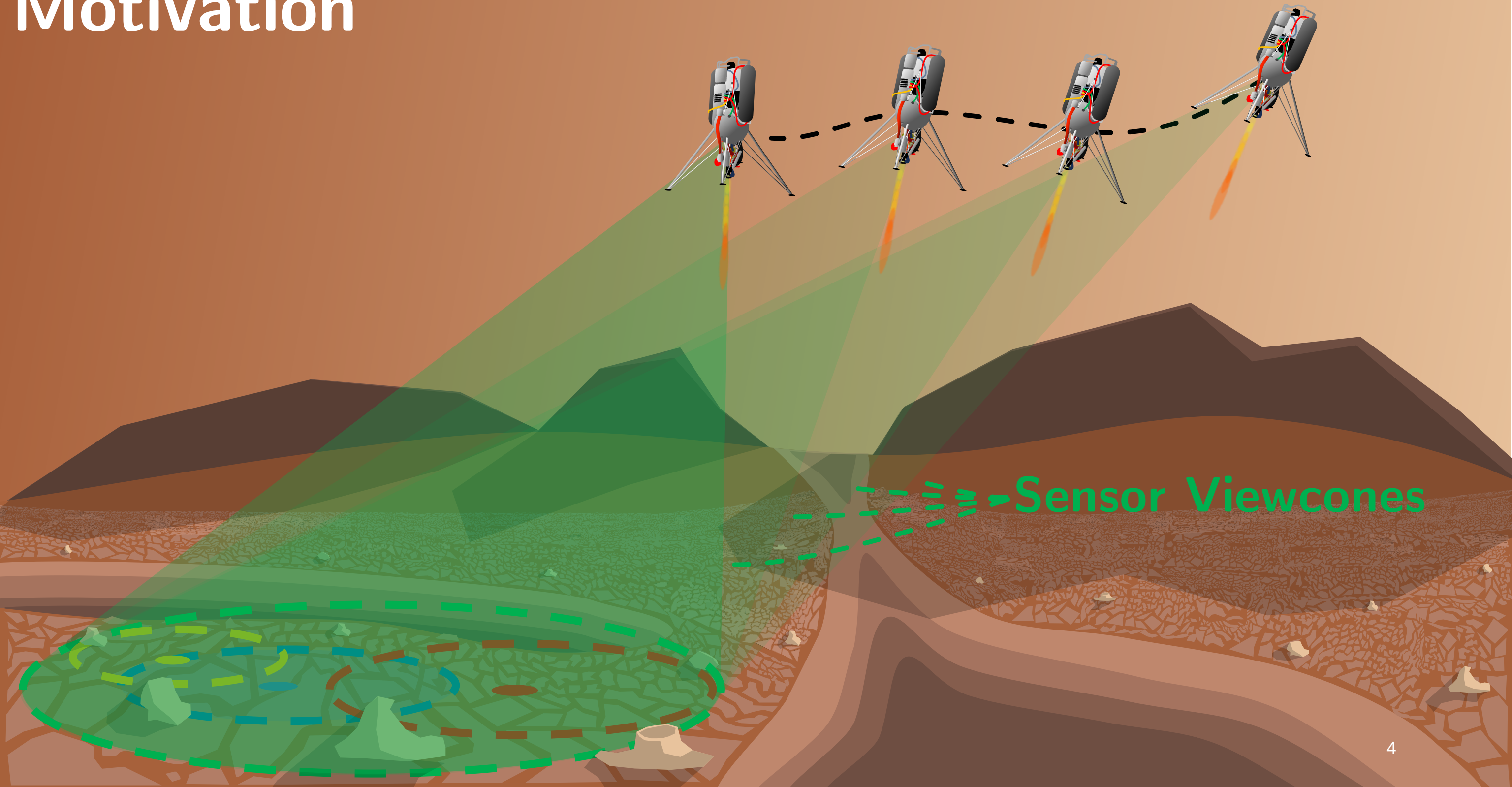


# Motivation





# Motivation

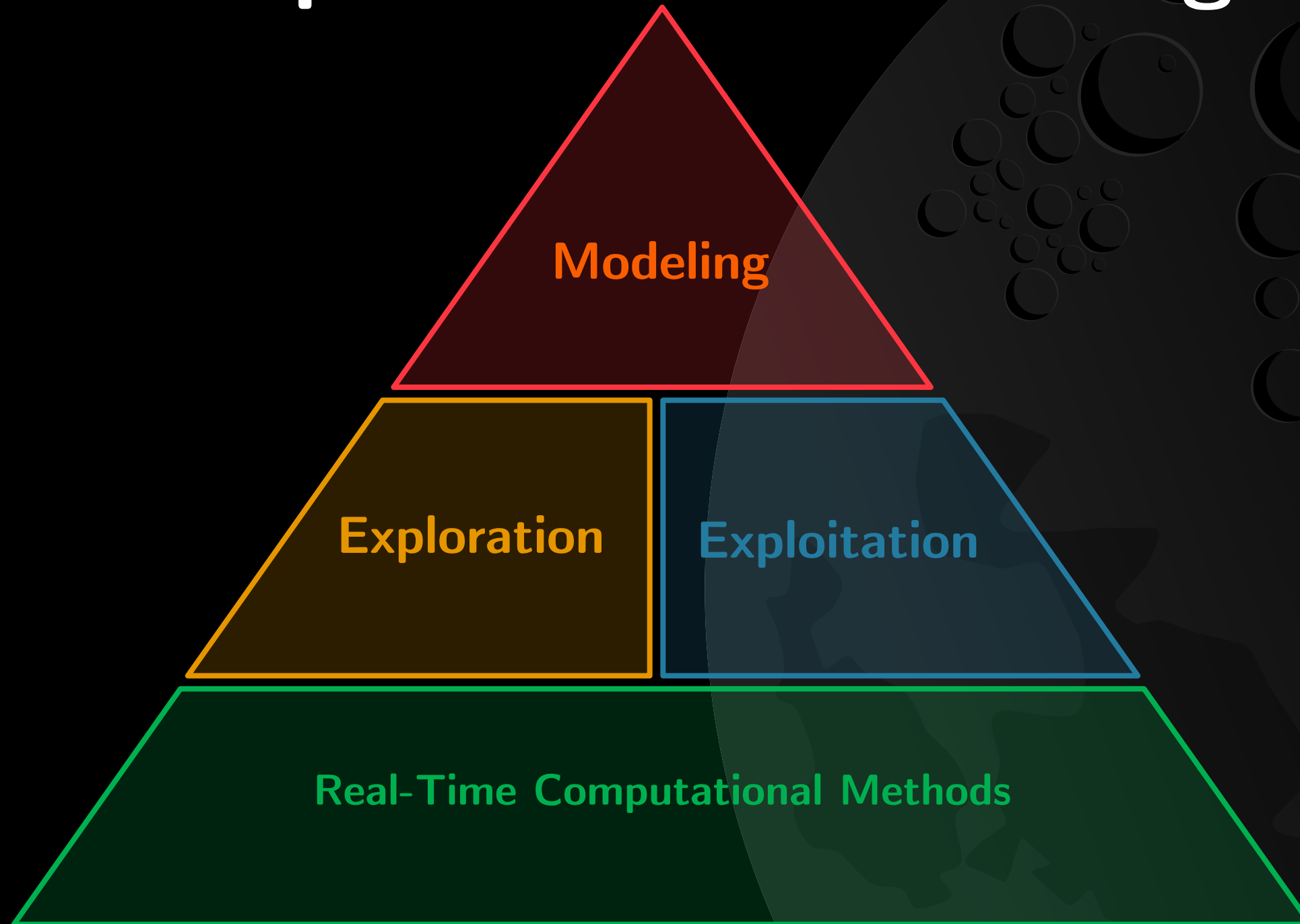




# Motivation

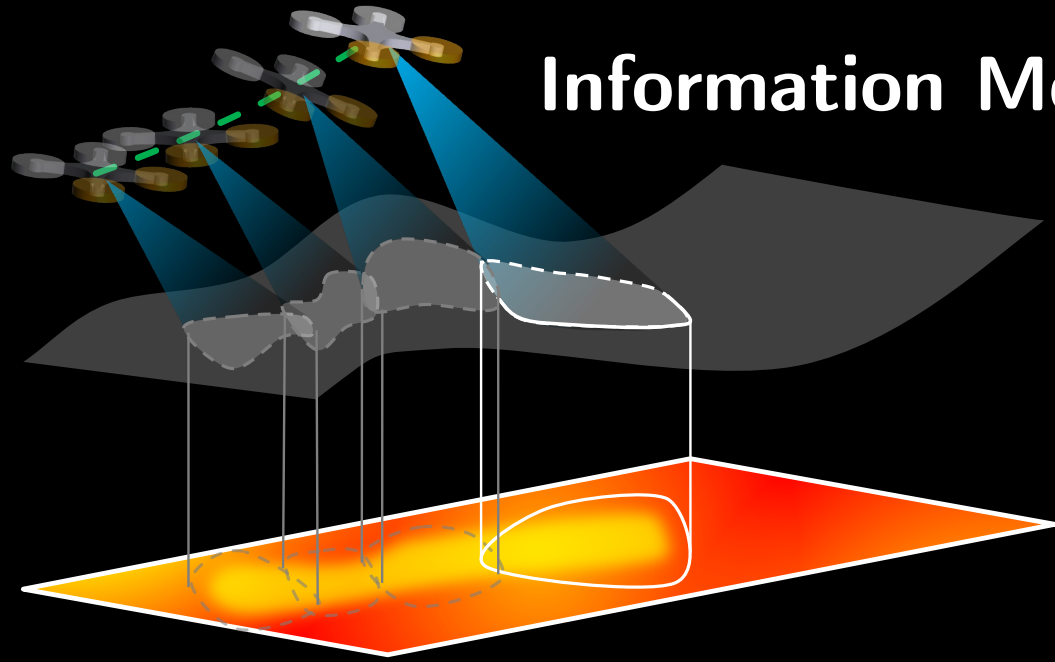
[Hayner 2023]

# Context: Perception-Aware Planning

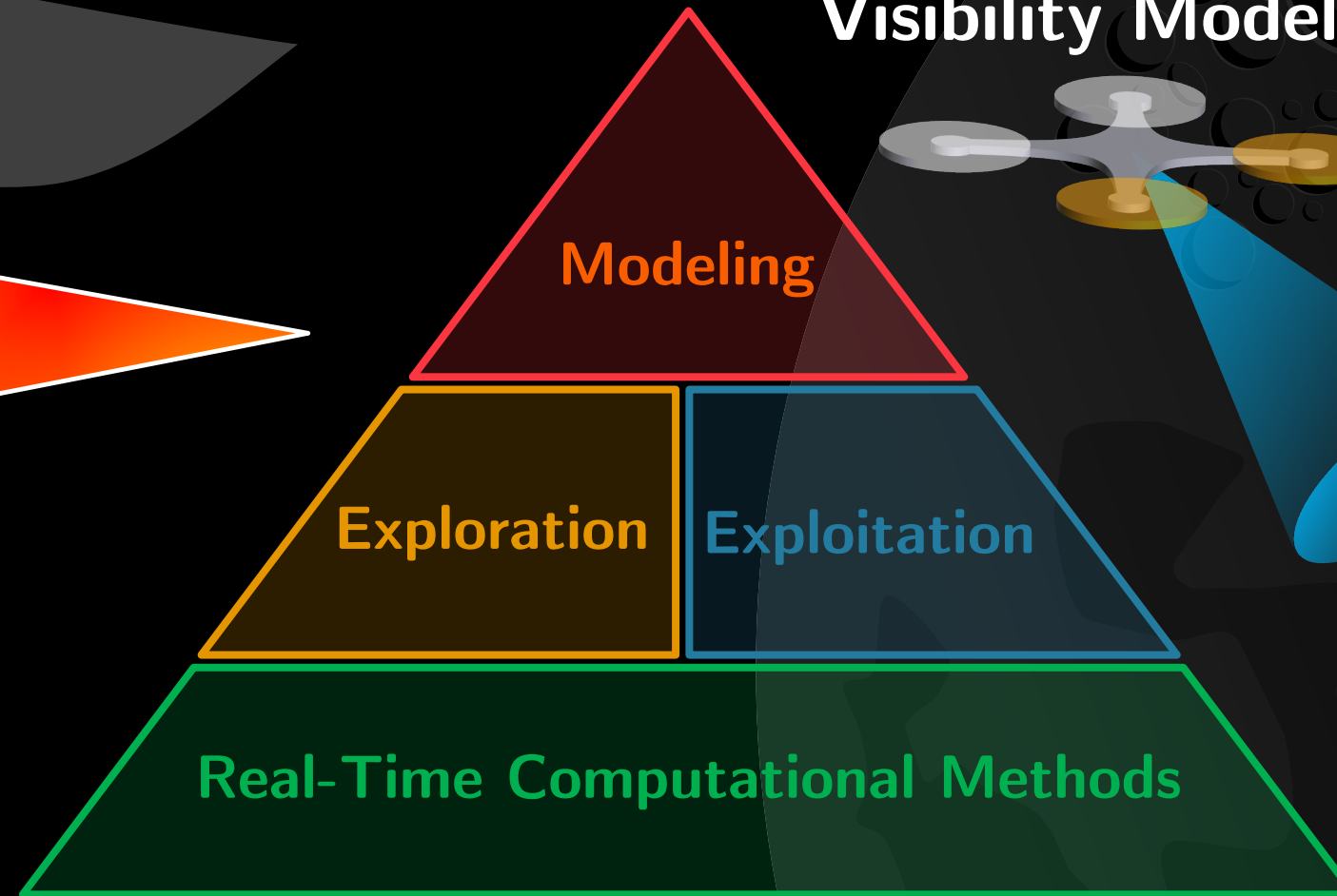
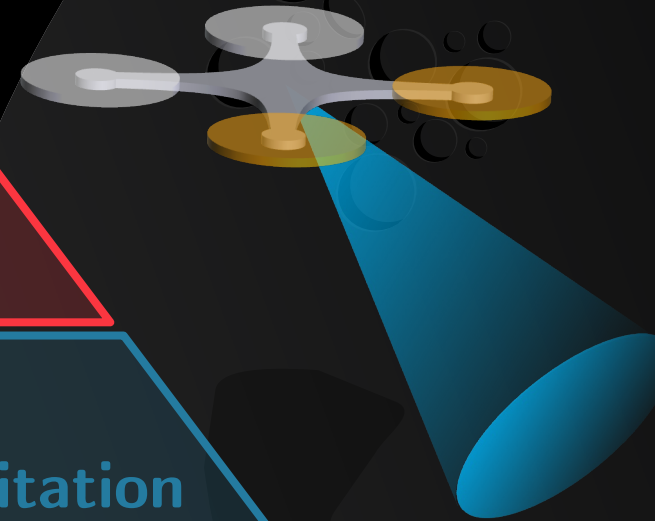


# Context: **Modeling**

Information Modeling

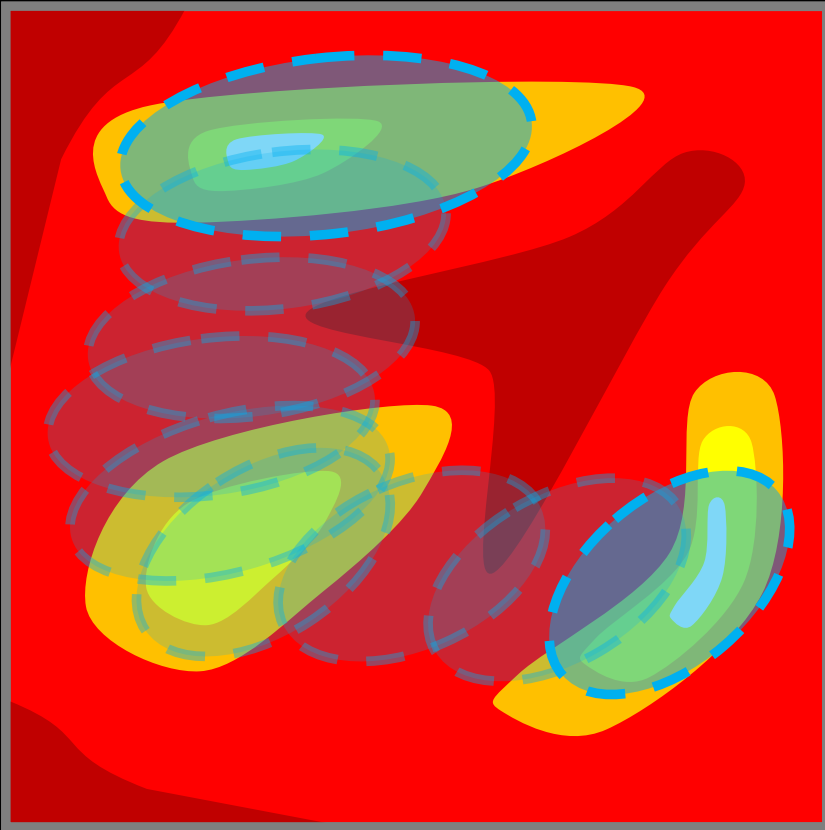


Visibility Modeling

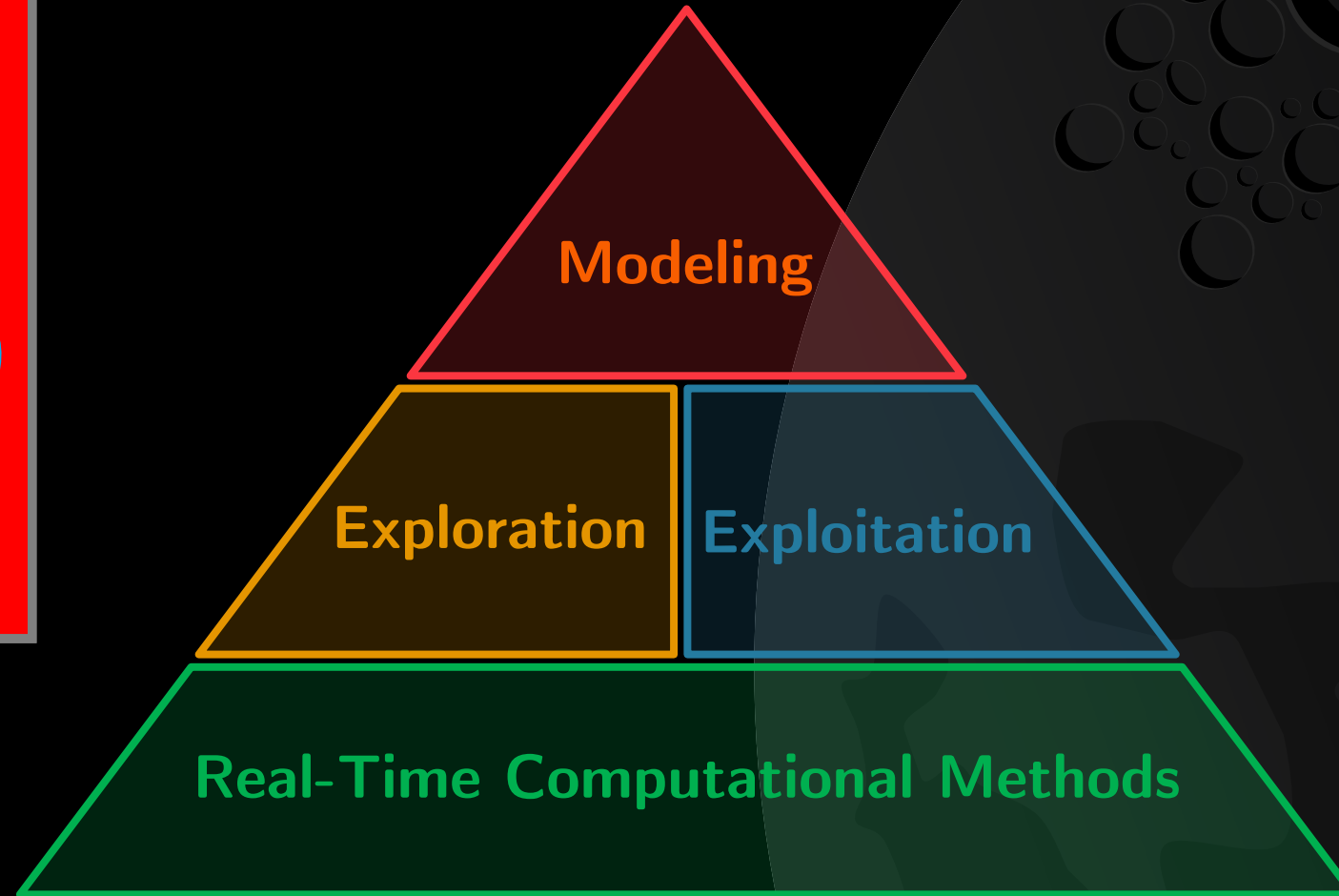




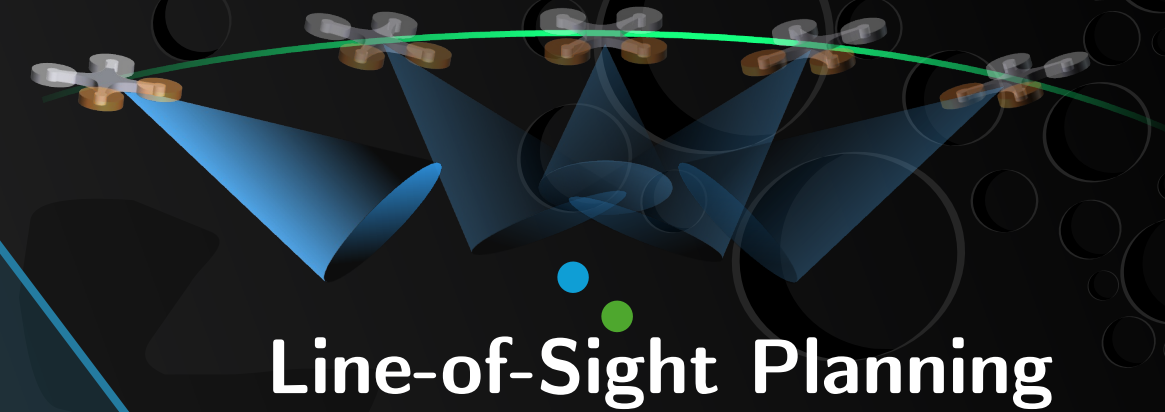
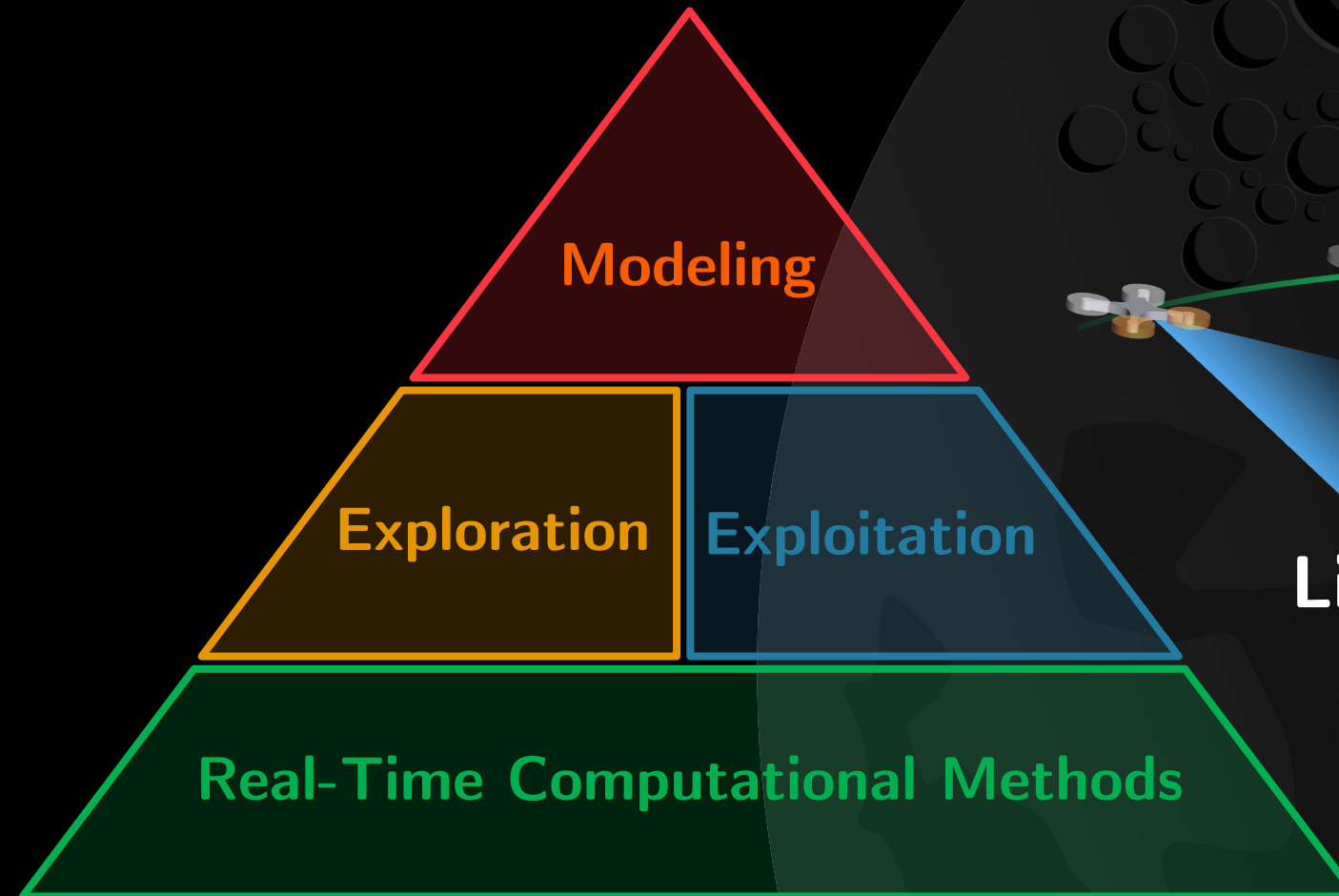
# Context: **Exploration**



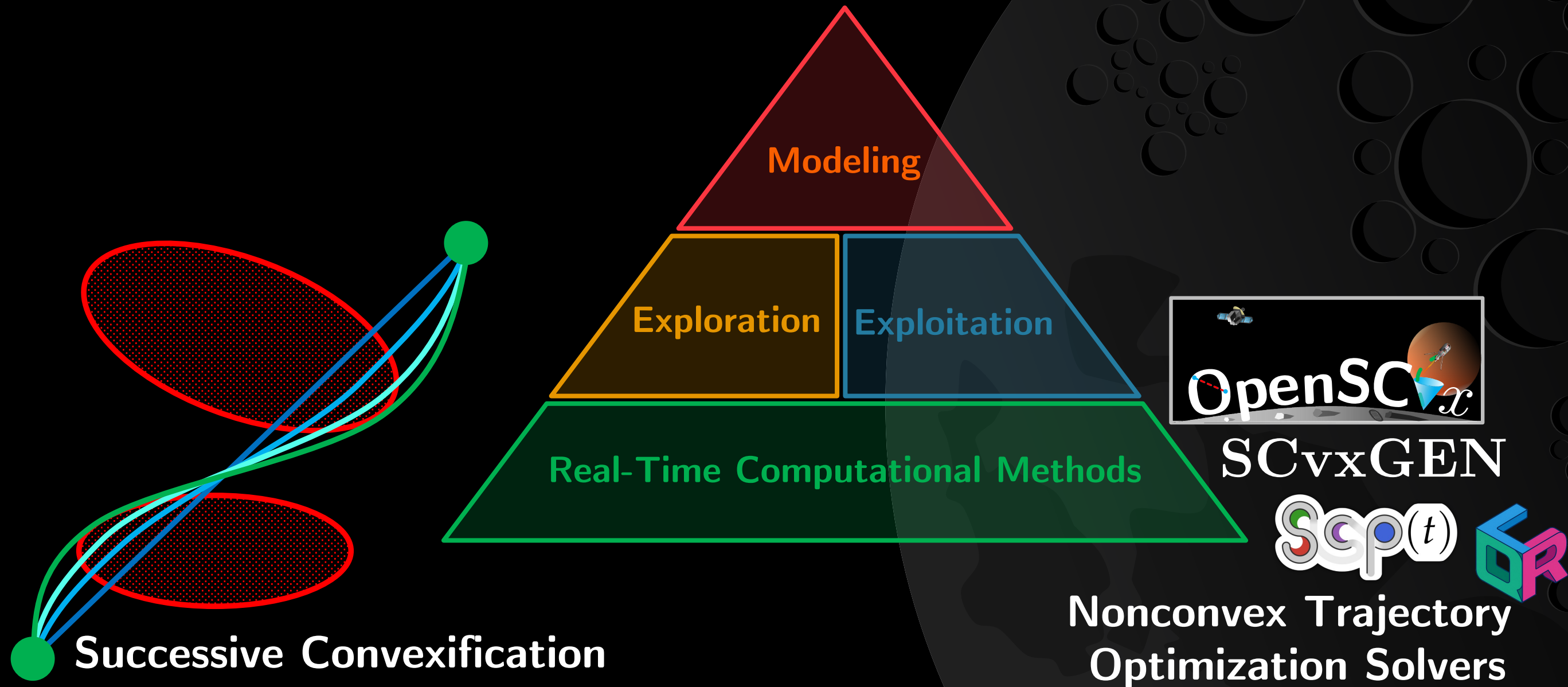
Coverage Planning



# Context: **Exploitation**



# Context: Real-Time Computational Methods





# Current Relevant Papers

## SciTech 2025

- Information Rate Model
- Direct Information Maximization

## ICRA 2023

- Hazard Modeling
- Multitarget Trajectory Optimization

## RA-L 2025

- Visibility Model
- Exploitation Methods

Modeling

Exploration

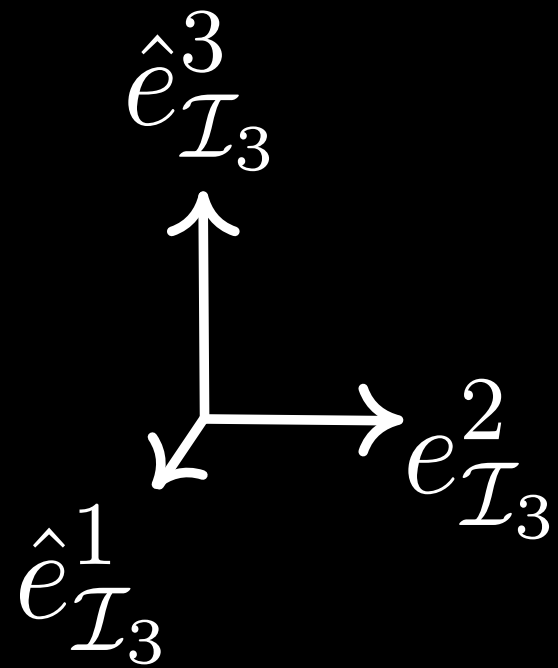
Exploitation

Real Time Computational Methods

# Preliminaries: Frames



# Preliminaries: Frames

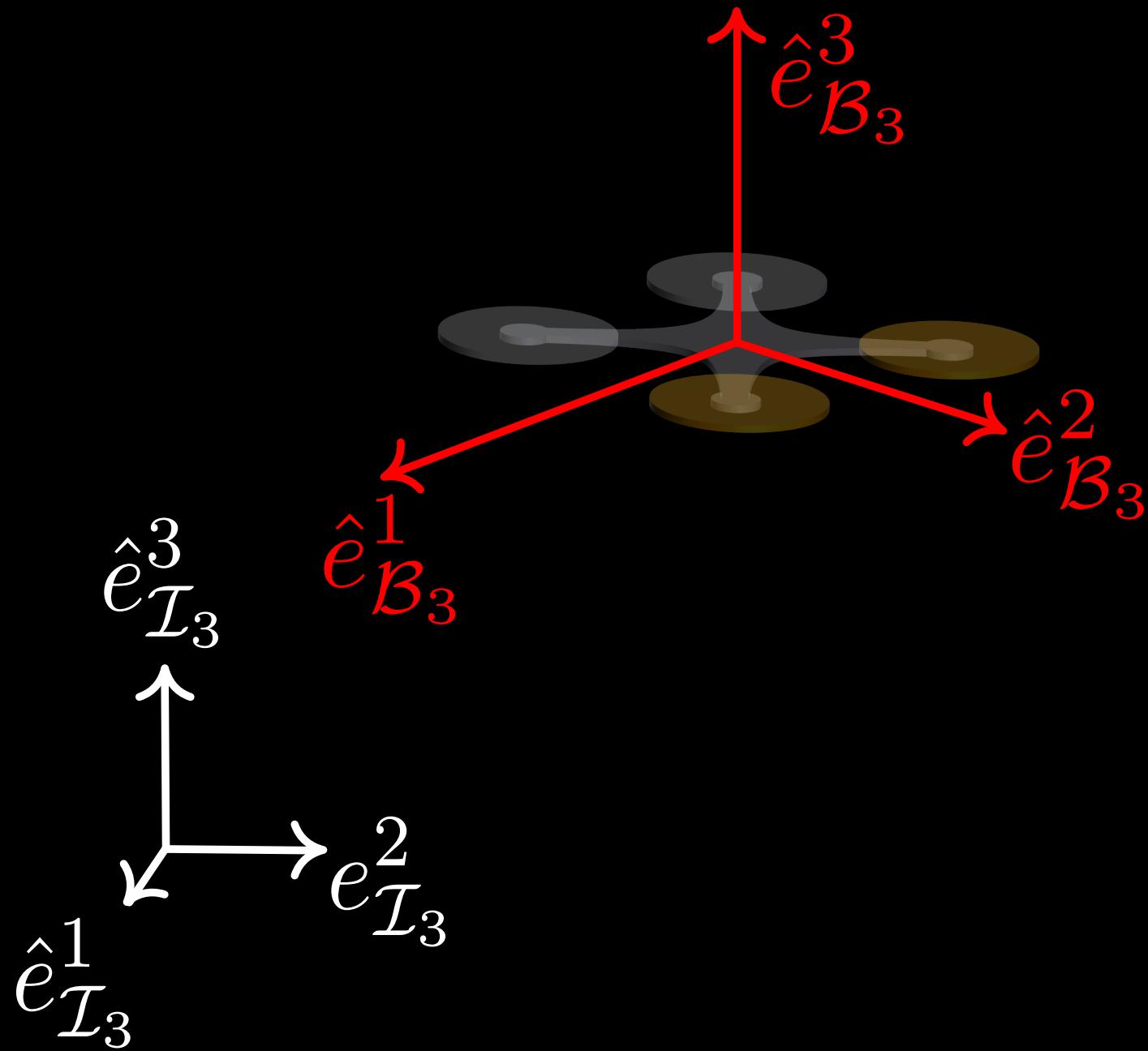


$\mathcal{I}_N$ - Inertial Frame,

in  $\mathbb{R}^N$ .



# Preliminaries: Frames

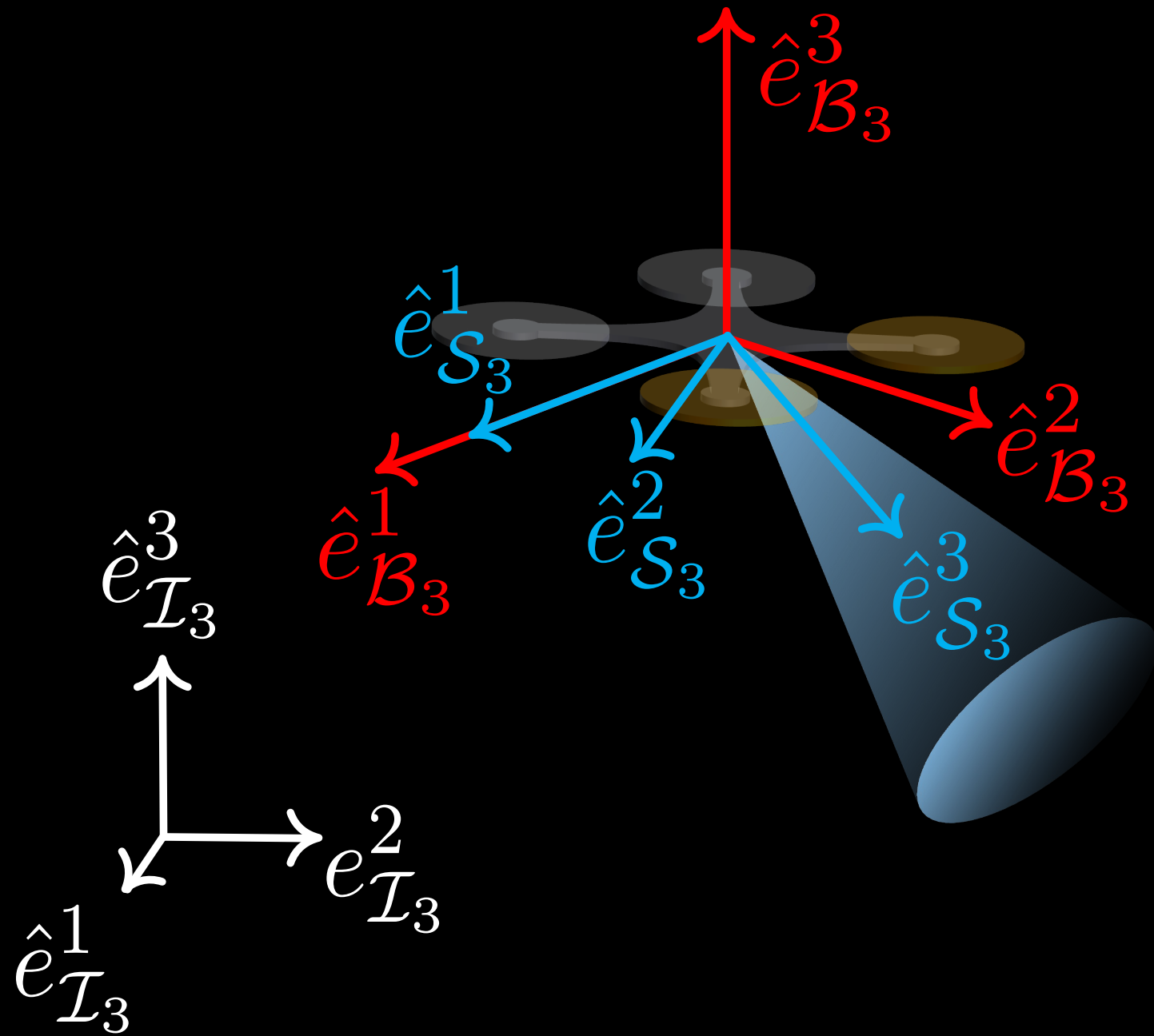


$\mathcal{I}_N$  - Inertial Frame,

$\mathcal{B}_N$  - Body frame,

in  $\mathbb{R}^N$ .

# Preliminaries: Frames



$\mathcal{I}_N$  - Inertial Frame,  
 $\mathcal{B}_N$  - Body frame,  
 $\mathcal{S}_N$  - Sensor frame,  
in  $\mathbb{R}^N$ .

# Preliminaries: Optimal Control

## Definition: Bolza Form

$$\begin{aligned} \min_{x, u, t_f} \quad & \int_{t_0}^{t_f} \text{Running Cost} \, L_r(t, x(t), u(t)) \, dt + \text{Terminal Cost} \, L(t_f, x(t_f)) \\ \text{subject to} \quad & \dot{x}(t) = f(t, x(t), u(t)), \quad t \in [t_0, t_f] \\ & g(t, x(t), u(t)) \leq 0_{n_g}, \quad t \in [t_0, t_f] \\ & h(t, x(t), u(t)) = 0_{n_h}, \quad t \in [t_0, t_f] \\ & P(t_0, x(t_0), t_f, x(t_f)) \leq 0_{n_P} \\ & Q(t_0, x(t_0), t_f, x(t_f)) = 0_{n_Q} \end{aligned}$$



# Preliminaries: Optimal Control

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## Definition: Bolza Form

$$\begin{aligned} \min_{x,u,t_f} \quad & \int_{t_0}^{t_f} L_r(t, x(t), u(t)) dt + L(t_f, x(t_f)) \\ \text{subject to} \quad & \dot{x}(t) = f(t, x(t), u(t)), \quad t \in [t_0, t_f] \quad \text{Dynamics} \\ & g(t, x(t), u(t)) \leq 0_{n_g}, \quad t \in [t_0, t_f] \quad \text{Inequality Constraints} \\ & h(t, x(t), u(t)) = 0_{n_h}, \quad t \in [t_0, t_f] \quad \text{Equality Constraints} \\ & P(t_0, x(t_0), t_f, x(t_f)) \leq 0_{n_P} \quad \text{Inequality Boundary Constraints} \\ & Q(t_0, x(t_0), t_f, x(t_f)) = 0_{n_Q} \end{aligned}$$

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# Preliminaries: Optimal Control

## Bolza Form

$$\min_{x,u,t_f} \int_{t_0}^{t_f} L_r(t, x(t), u(t)) dt + L(t_f, x(t_f))$$

subject to  $\dot{x}(t) = f(t, x(t), u(t)), \quad t \in [t_0, t_f]$

$$g(t, x(t), u(t)) \leq 0_{n_g}, \quad t \in [t_0, t_f]$$

$$h(t, x(t), u(t)) = 0_{n_h}, \quad t \in [t_0, t_f]$$

$$P(t_0, x(t_0), t_f, x(t_f)) \leq 0_{n_P}$$

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$$\begin{aligned} \dot{\xi} &= L_r(t, x(t), u(t)), \quad \xi(t_0) = 0, \\ \ddot{\tilde{x}} &= \begin{bmatrix} f(t, x(t), u(t)) \\ L_r(t, x(t), u(t)) \end{bmatrix} = \tilde{f}(t, x(t), u(t)) \end{aligned}$$

# Preliminaries: Optimal Control

## Bolza Form

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$$\int_{t_0}^{t_f} L_r(t, x(t), u(t)) dt = \xi(t_f)$$

# Preliminaries: Optimal Control

## Mayer Form

$$\begin{aligned} & \min_{x,u,t_f} \quad \xi(t_f) + L(t_f, x(t_f)) \\ \text{subject to} \quad & \dot{\tilde{x}}(t) = \tilde{f}(t, x(t), u(t)), \quad t \in [t_0, t_f] \\ & g(t, x(t), u(t)) \leq 0_{n_g}, \quad t \in [t_0, t_f] \\ & h(t, x(t), u(t)) = 0_{n_h}, \quad t \in [t_0, t_f] \\ & P(t_0, x(t_0), t_f, x(t_f)) \leq 0_{n_P} \\ & Q(t_0, x(t_0), t_f, x(t_f)) = 0_{n_Q} \end{aligned}$$

# Preliminaries: Optimal Control

## Mayer Form

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It's desirable to express general problems in this form as the majority effort of gradient computation is consolidated in one place, leading to efficient numerical implementations.



# Preliminaries: Optimal Control

Solvers for Nonlinear Programs (NLP's) expressed in the Mayer Form can be split up into the following:

## Direct NLP Solvers

IPOPT [Wachter 2006]

SNOPT [Gill 2006]

Knitro [Byrd 2006]

## Sequential Convex Programming

GuSTO [Bonalli 2019]

SCvx [Malyuta 2022]

CT-SCvx [Elango 2025]

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### Shortcomings:

- Lack convergence guarantees
- Require 2<sup>nd</sup> Order Information
- Unsuitable for real-time applications
- No or limited continuous time constraint satisfaction

## Sequential Convex Programming

GuSTO [Bonalli 2019]

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CT-SCvx [Elango 2025]

### Shortcomings:

- Requires decent initial guess
- Many tuning parameters
- Requires models to be locally near linear

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### **Shortcomings:**

- Lack convergence guarantees
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- Unsuitable for real-time applications
- No or limited continuous time constraint satisfaction

### **Benefits:**

- Less Tuning
- Higher accuracy from 2<sup>nd</sup> Order info

## Sequential Convex Programming

GuSTO [Bonalli 2019]

SCvx [Malyuta 2022]

CT-SCvx [Elango 2025]

### **Shortcomings:**

- Requires decent initial guess
- Many tuning parameters
- Requires models to be locally near linear

### **Benefits:**

- Only requires C1 functions
- Can have continuous time constraint satisfaction
- Real-time capable

# Preliminaries: Optimal Control

As I am concerned with problems that require real-time computation and continuous time constraint satisfaction, I used CT-SCvx to solve the problems modeled in this work.

# Preliminaries: CT-SCvx

Optimal Control  
Problem



# Preliminaries: CT-SCvx

Optimal Control  
Problem

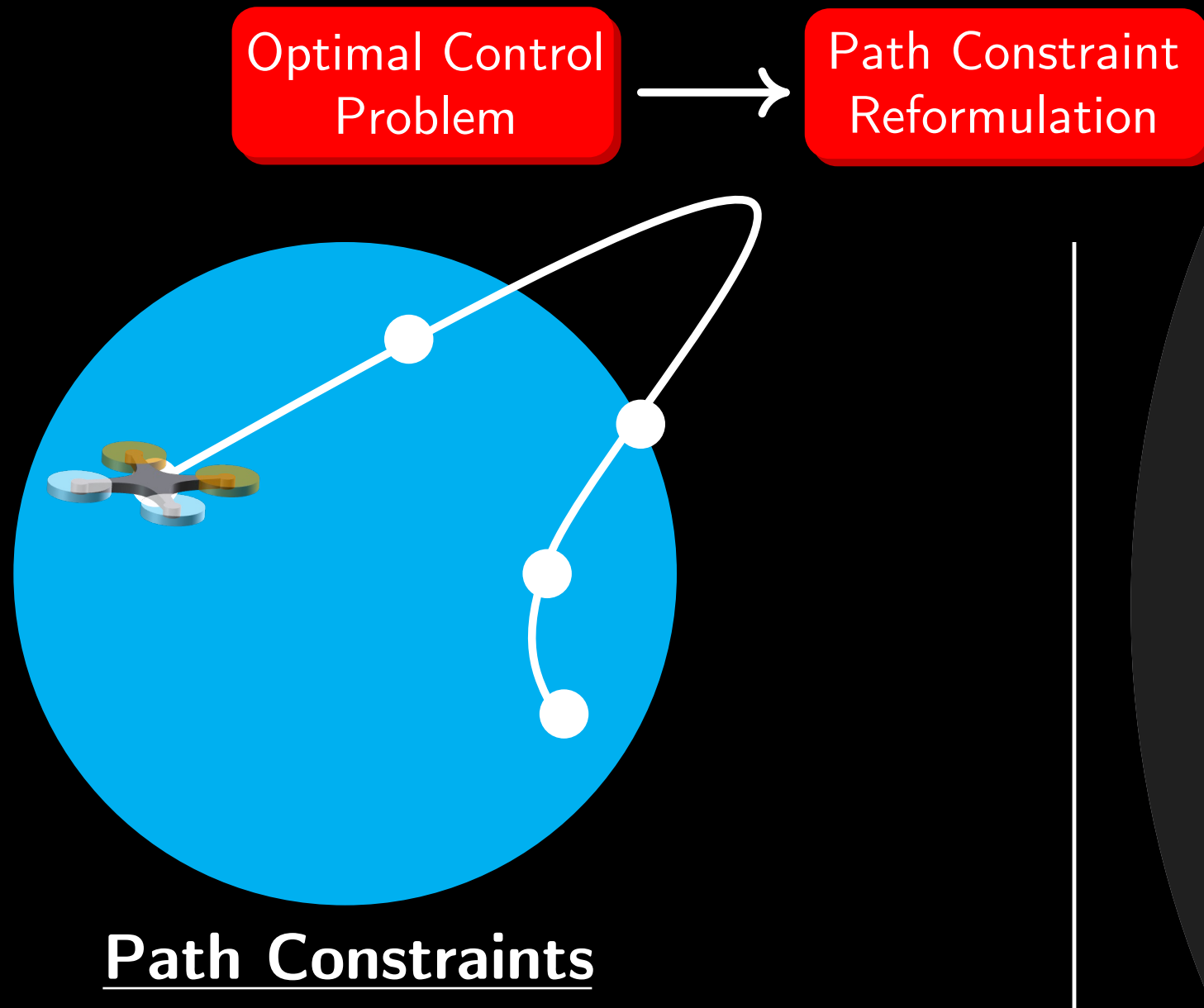


Path Constraint  
Reformulation

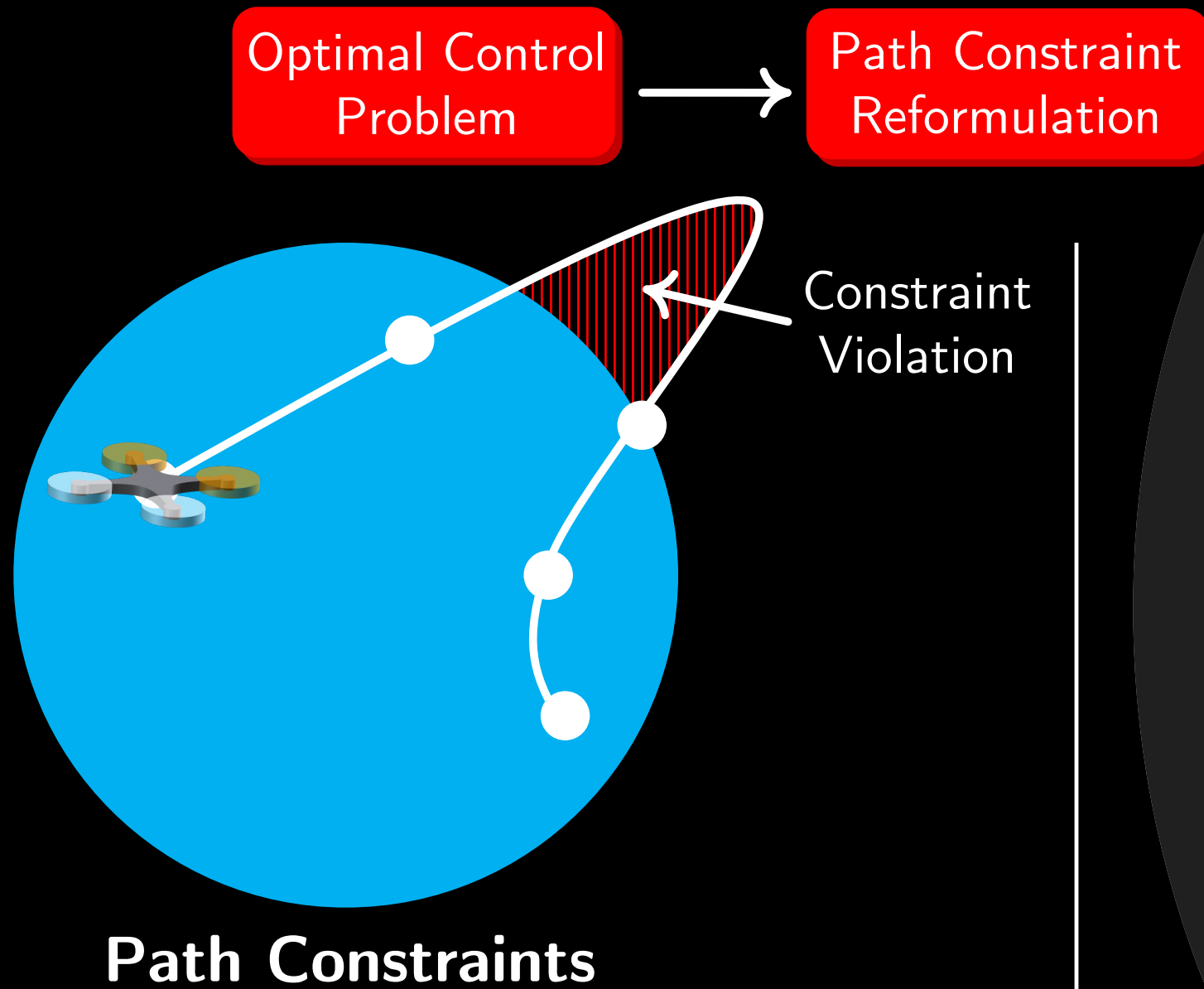
Path Constraints

Discrete Constraints

# Preliminaries: CT-SCvx



# Preliminaries: CT-SCvx

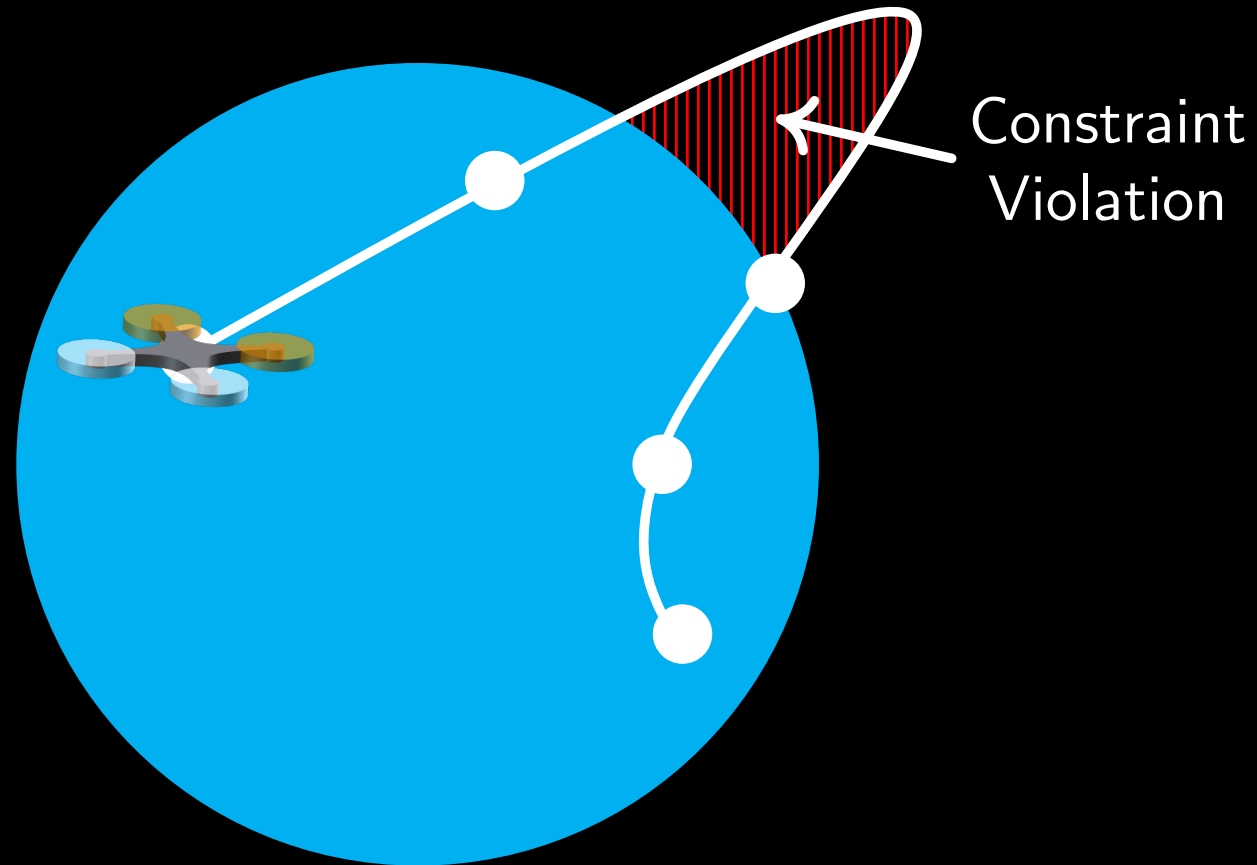


Discrete Constraints

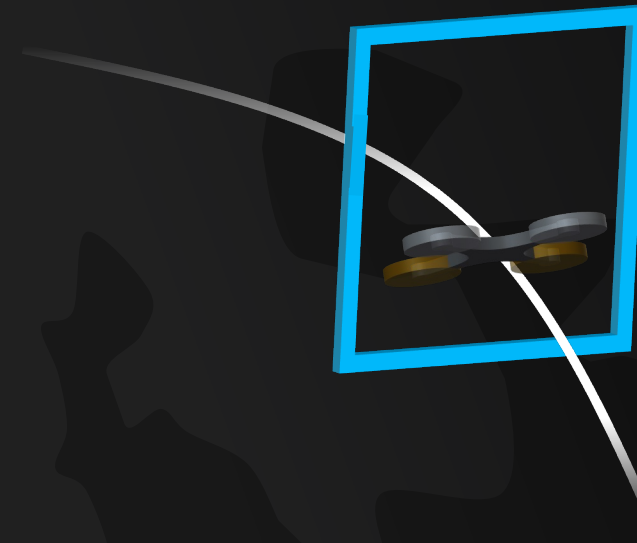
# Preliminaries: CT-SCvx

Optimal Control  
Problem

Path Constraint  
Reformulation



Path Constraints



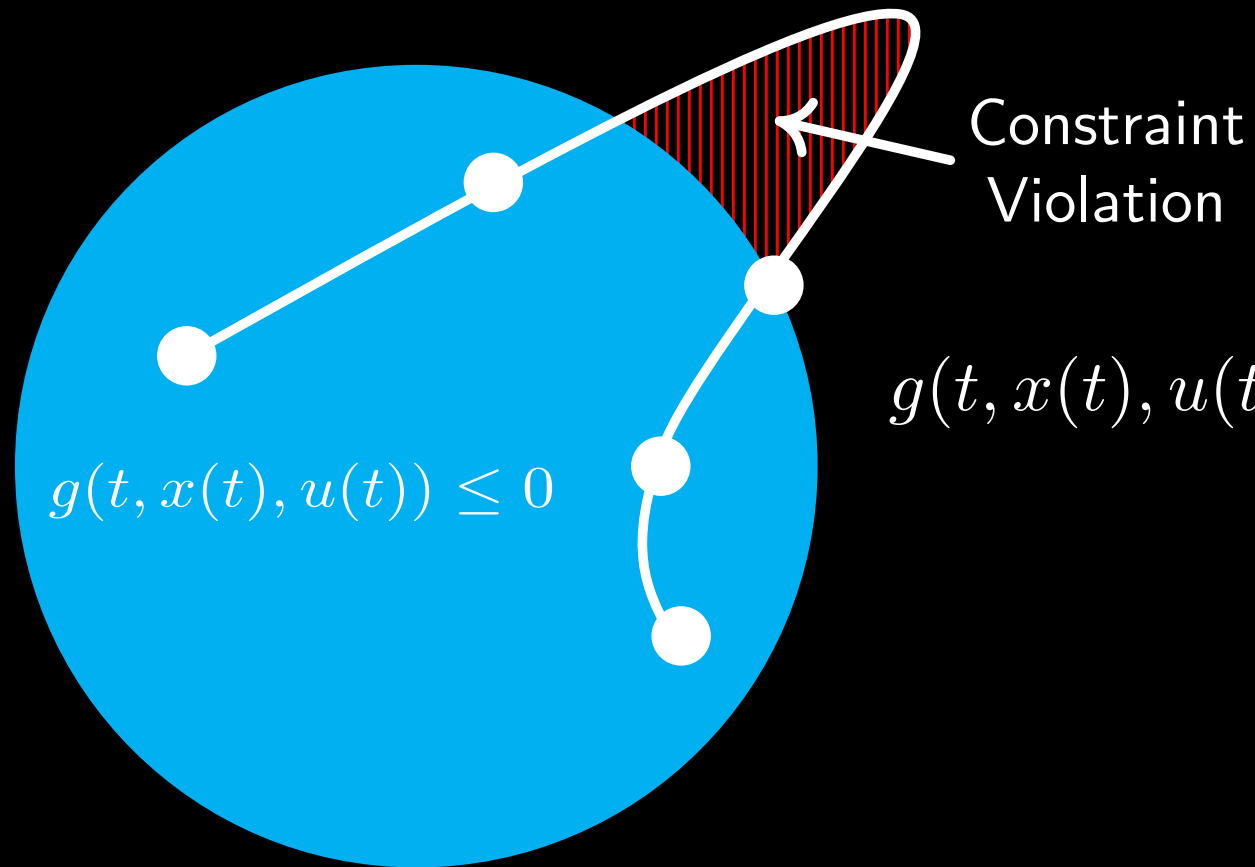
Discrete Constraints

# Preliminaries: CT-SCvx

Optimal Control  
Problem



Path Constraint  
Reformulation



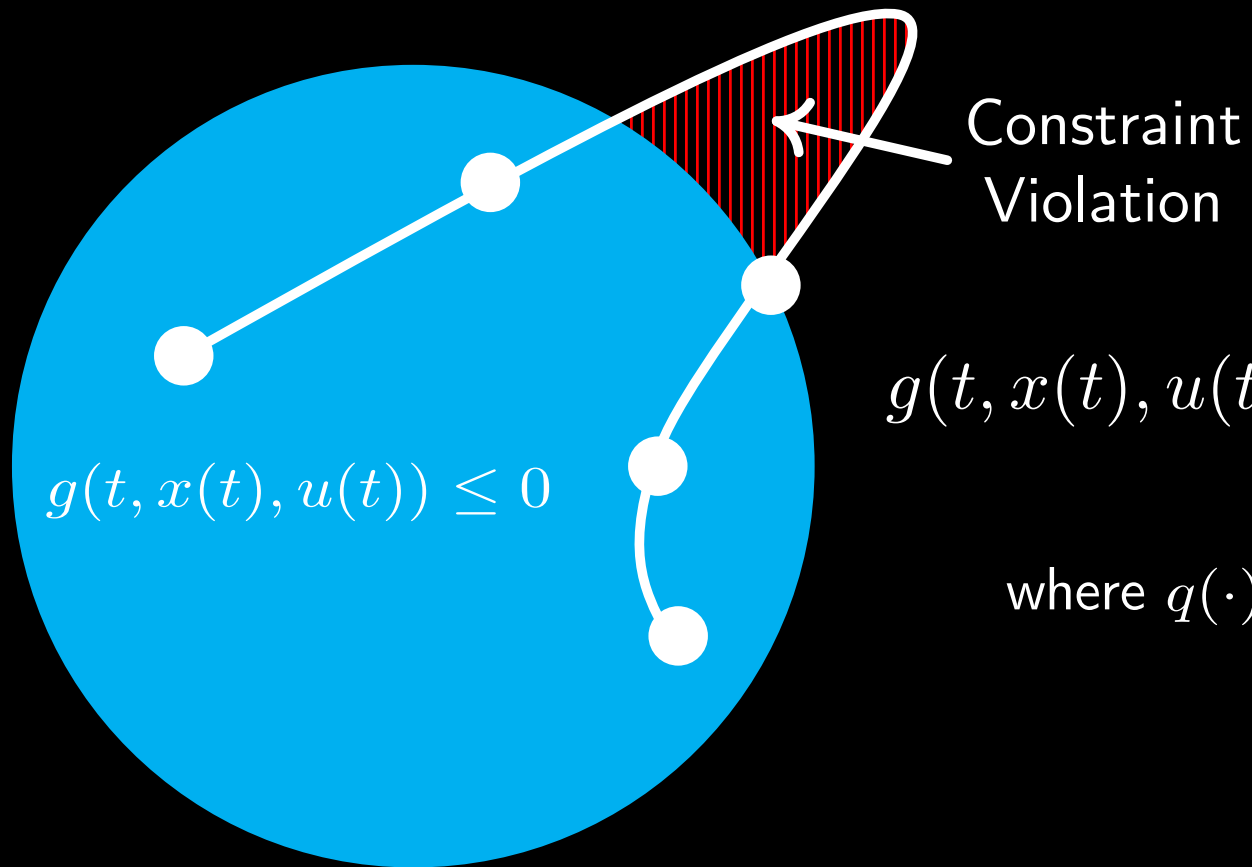
$$g(t, x(t), u(t)) \leq 0 \quad \forall t \in [t_0, t_f]$$

# Preliminaries: CT-SCvx

Optimal Control  
Problem



Path Constraint  
Reformulation



$$g(t, x(t), u(t)) \leq 0 \quad \forall t \in [t_0, t_f] \iff \int_{t_0}^{t_f} q(g(t, x(t), u(t))) dt = 0$$

where  $q(\cdot)$  is the penalty function for  $g(\cdot)$

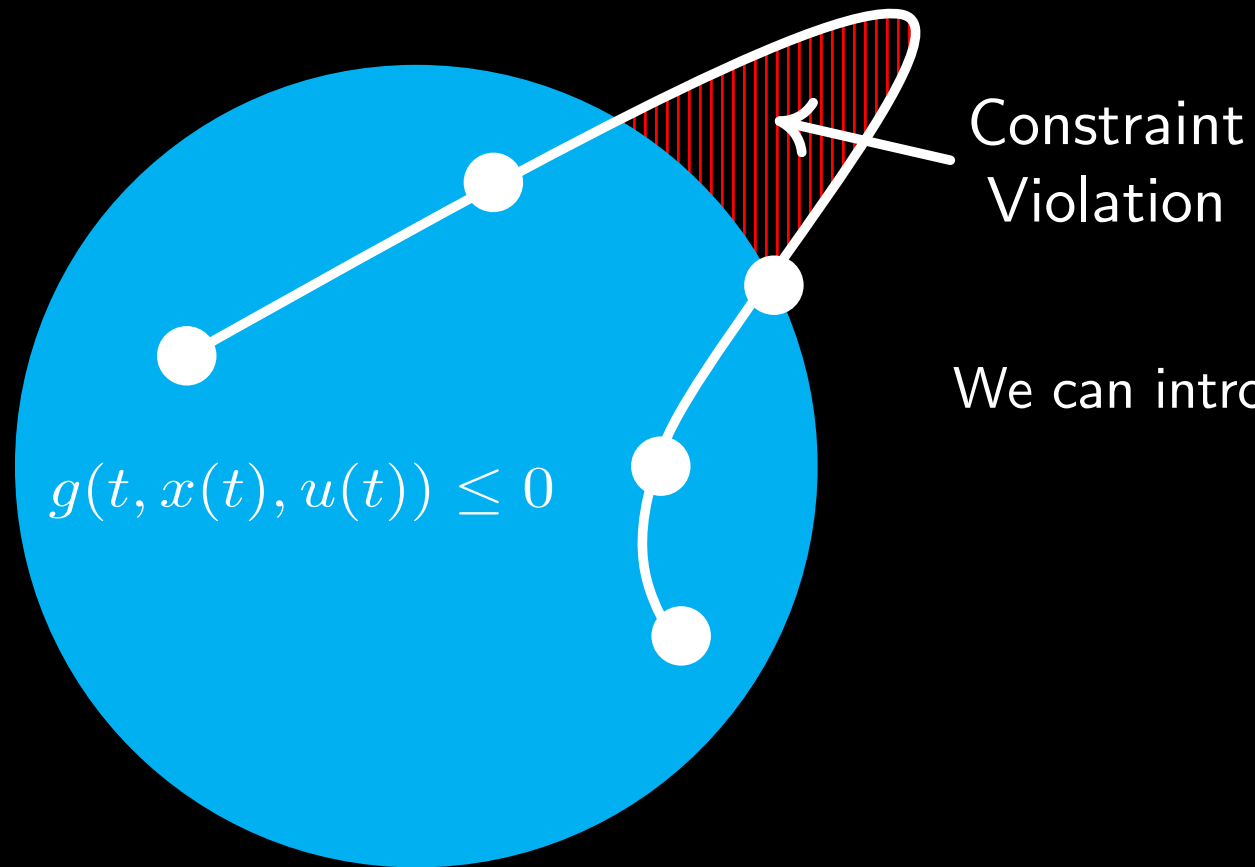


# Preliminaries: CT-SCvx

Optimal Control  
Problem



Path Constraint  
Reformulation



We can introduce a new augmented state,

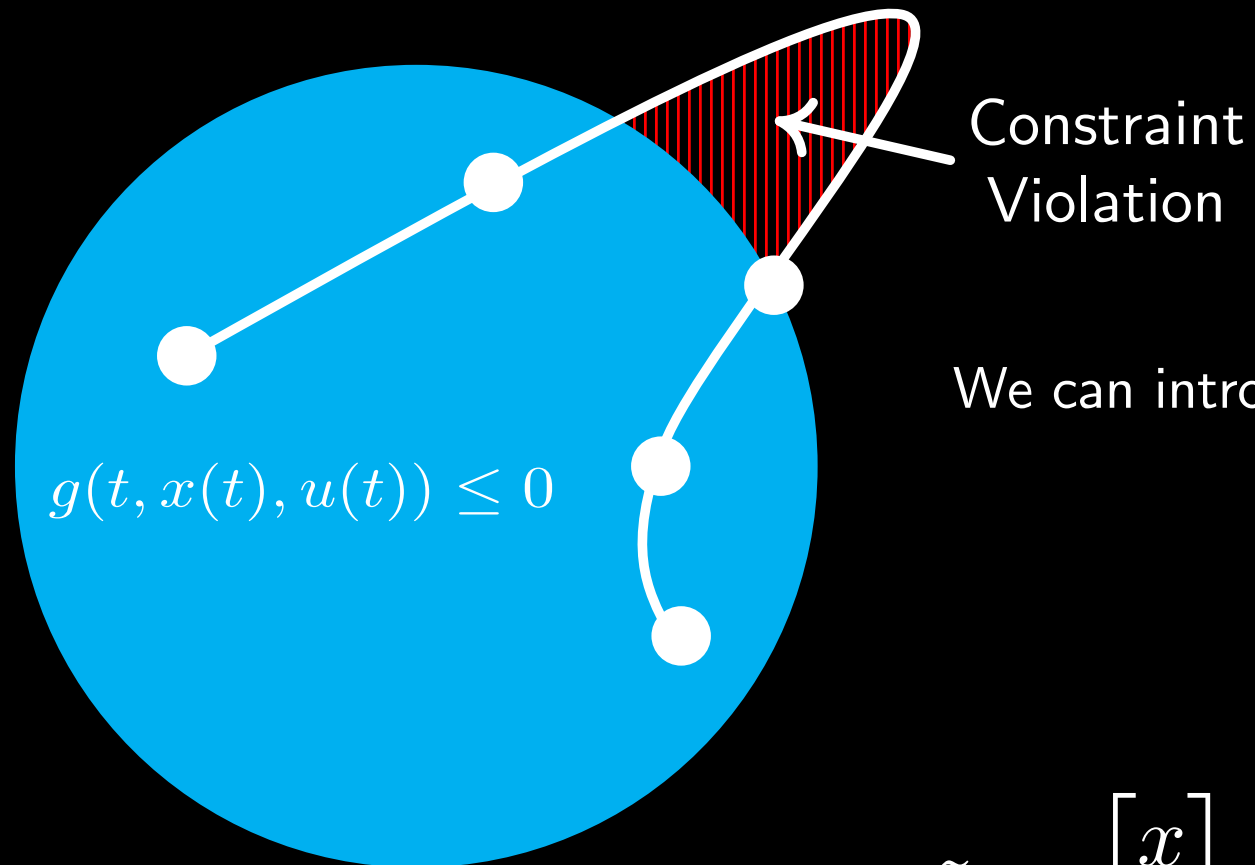
$$\begin{aligned}\dot{y}(t) &= q(g(t, x(t), u(t))) \\ y(t_0) &= y(t_f)\end{aligned}$$

# Preliminaries: CT-SCvx

Optimal Control  
Problem



Path Constraint  
Reformulation

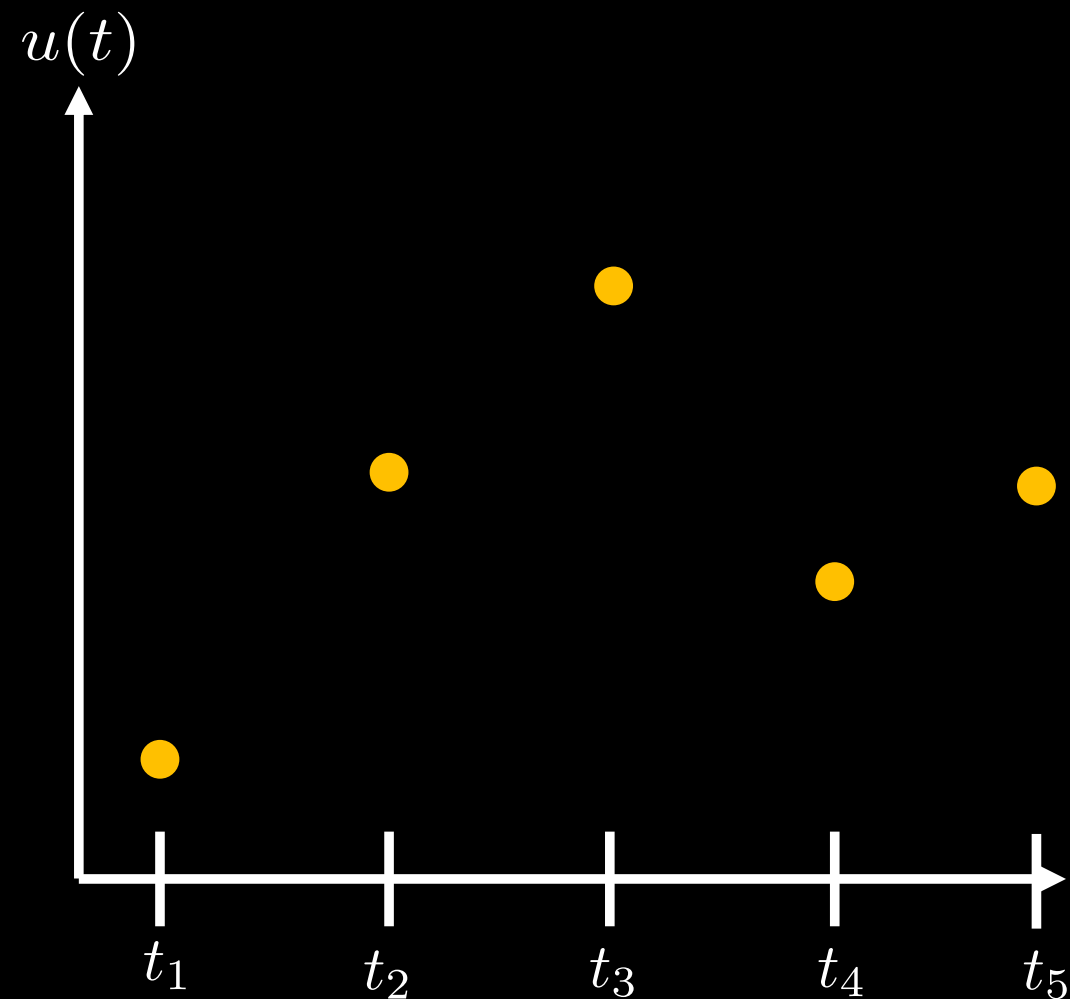


We can introduce a new augmented state,

$$\begin{aligned}\dot{y}(t) &= q(g(t, x(t), u(t))) \\ y(t_0) &= y(t_f)\end{aligned}$$

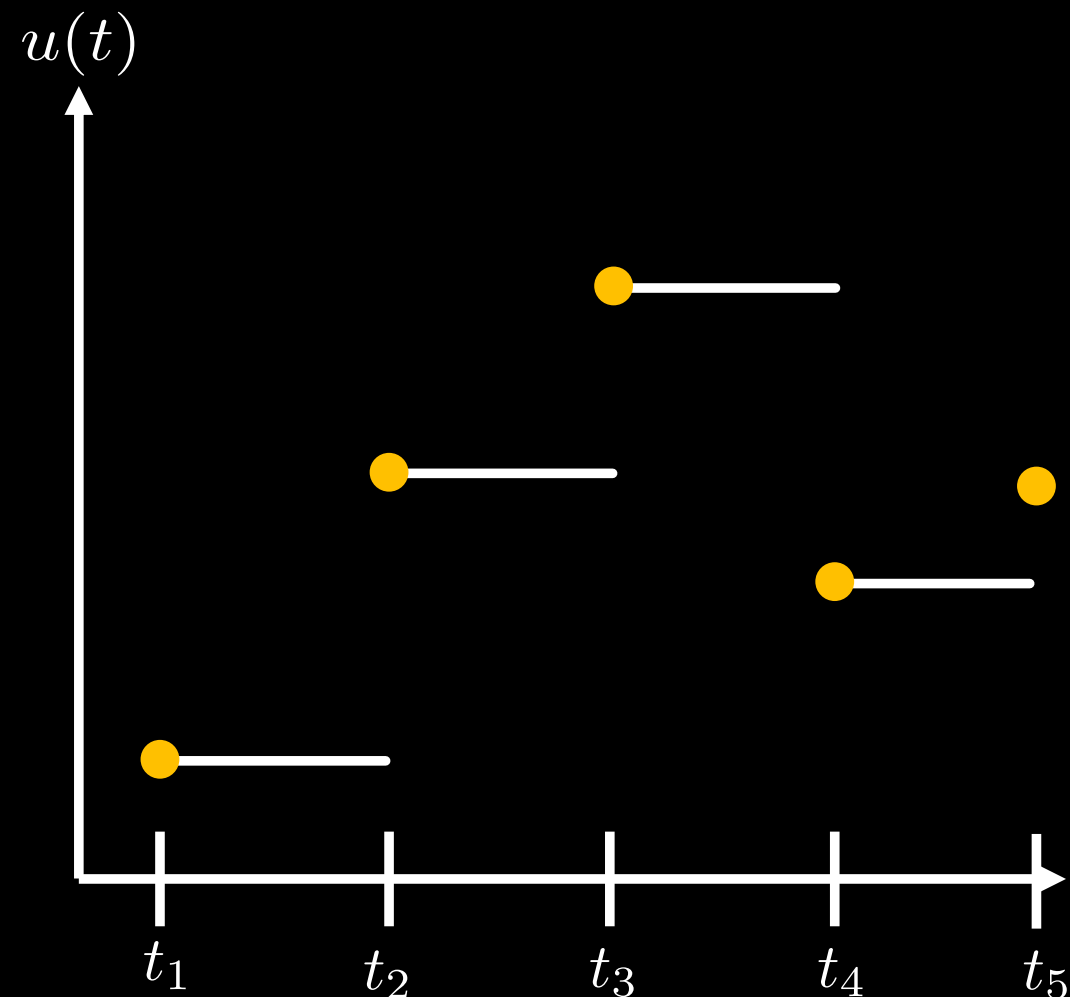
$$\tilde{x} = \begin{bmatrix} x \\ y \end{bmatrix} \quad \frac{d\tilde{x}}{dt} = \begin{bmatrix} \frac{dx}{dt} \\ \frac{dy}{dt} \end{bmatrix} = \begin{bmatrix} f(x, u) \\ q(g(t, x(t), u(t))) \end{bmatrix}$$

# Preliminaries: CT-SCvx



We need some way to parameterize our control in continuous time.

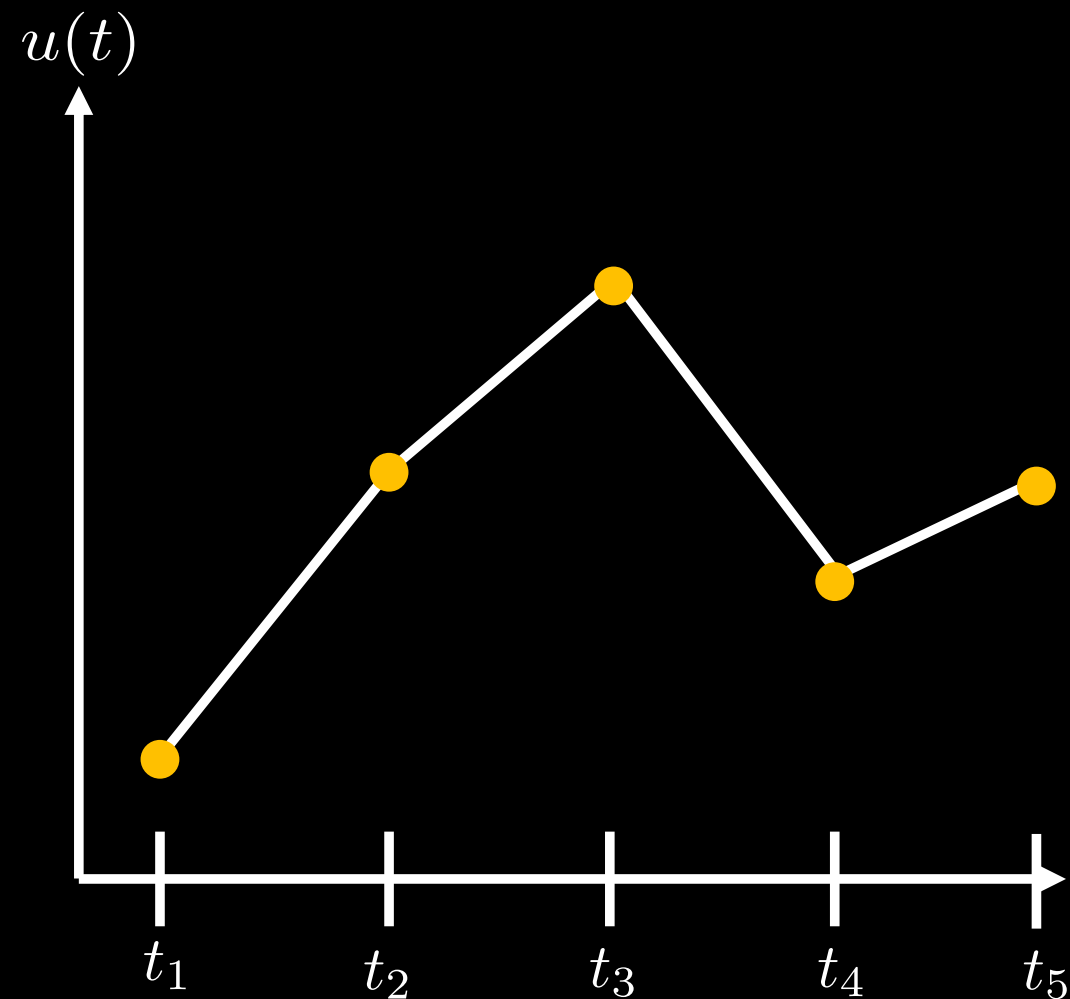
# Preliminaries: CT-SCvx



We need some way to parameterize our control in continuous time.

Zero Order Hold (ZOH) keeps the control signal constant for the window.

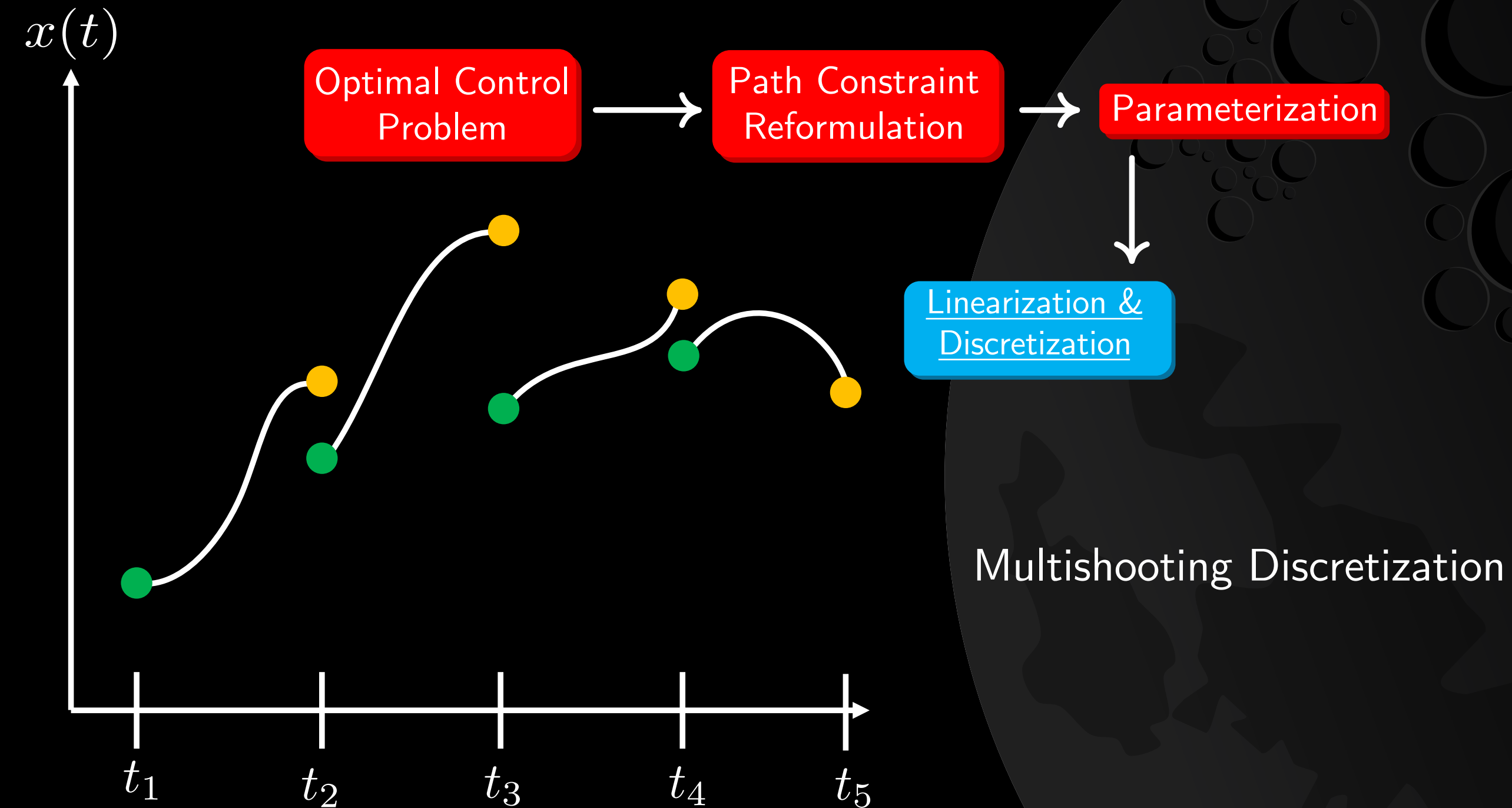
# Preliminaries: CT-SCvx



We need some way to parameterize our control in continuous time.

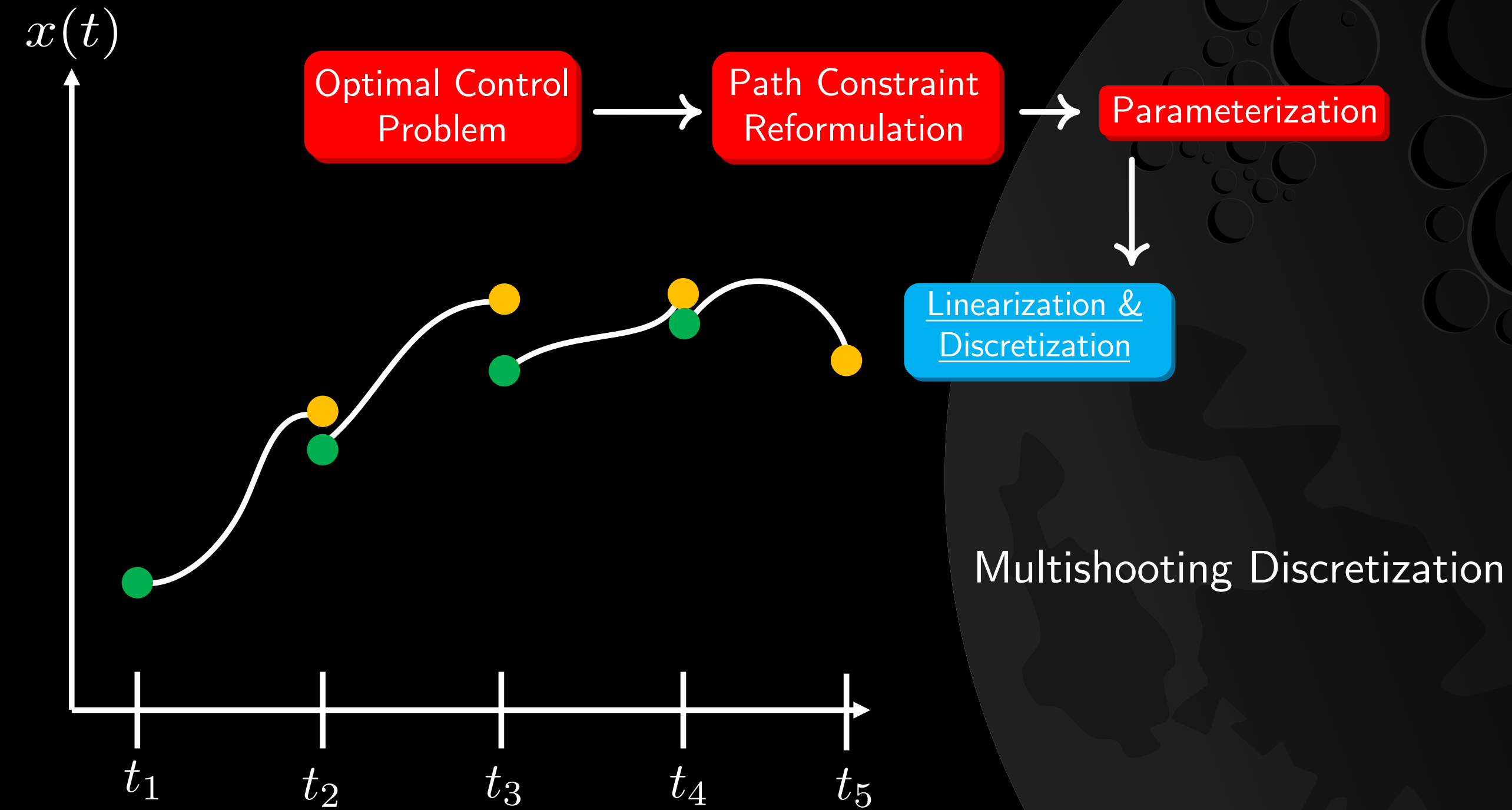
First Order Hold (FOH) is a piecewise linear interpretation.

# Preliminaries: CT-SCvx

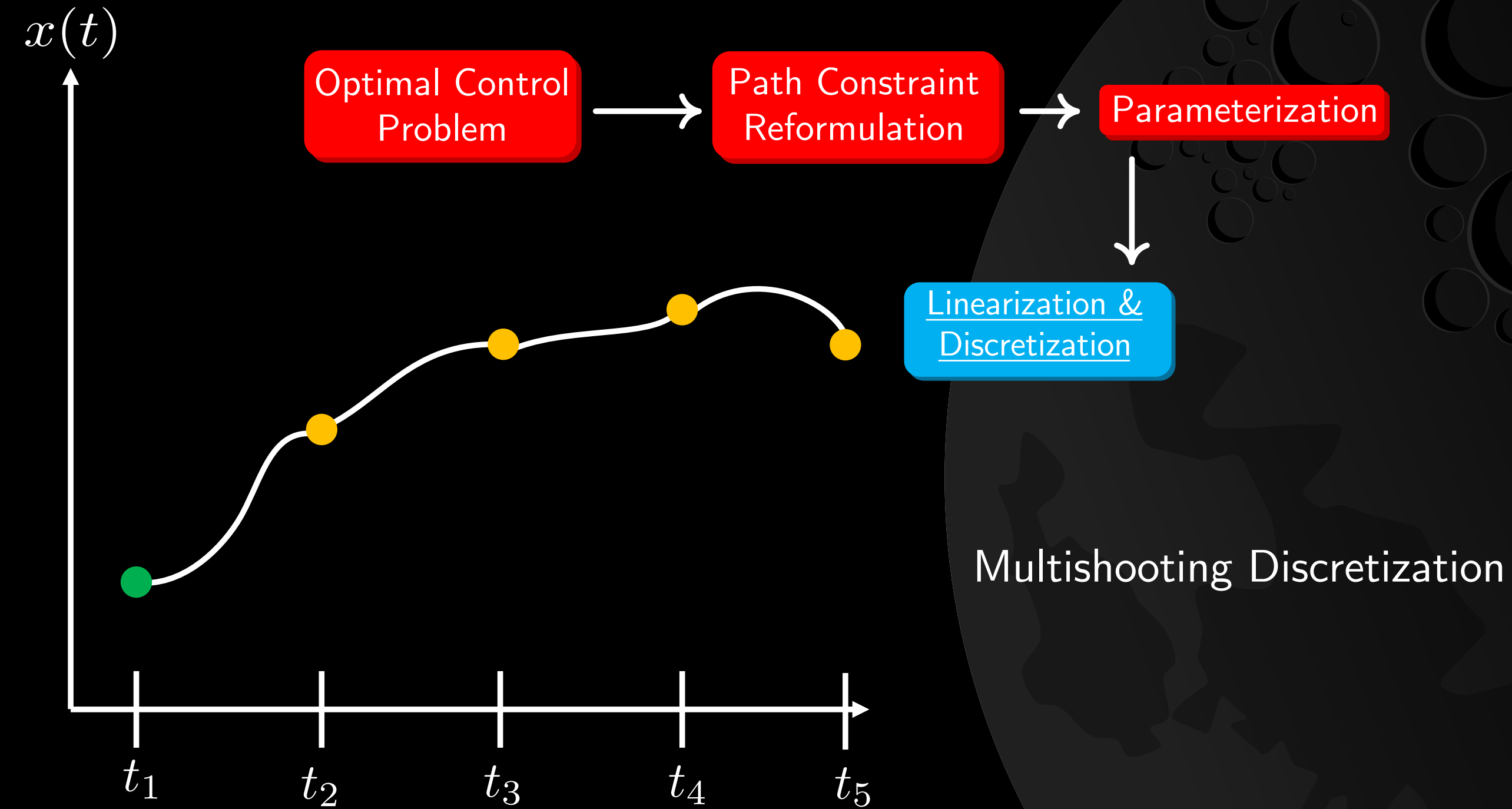




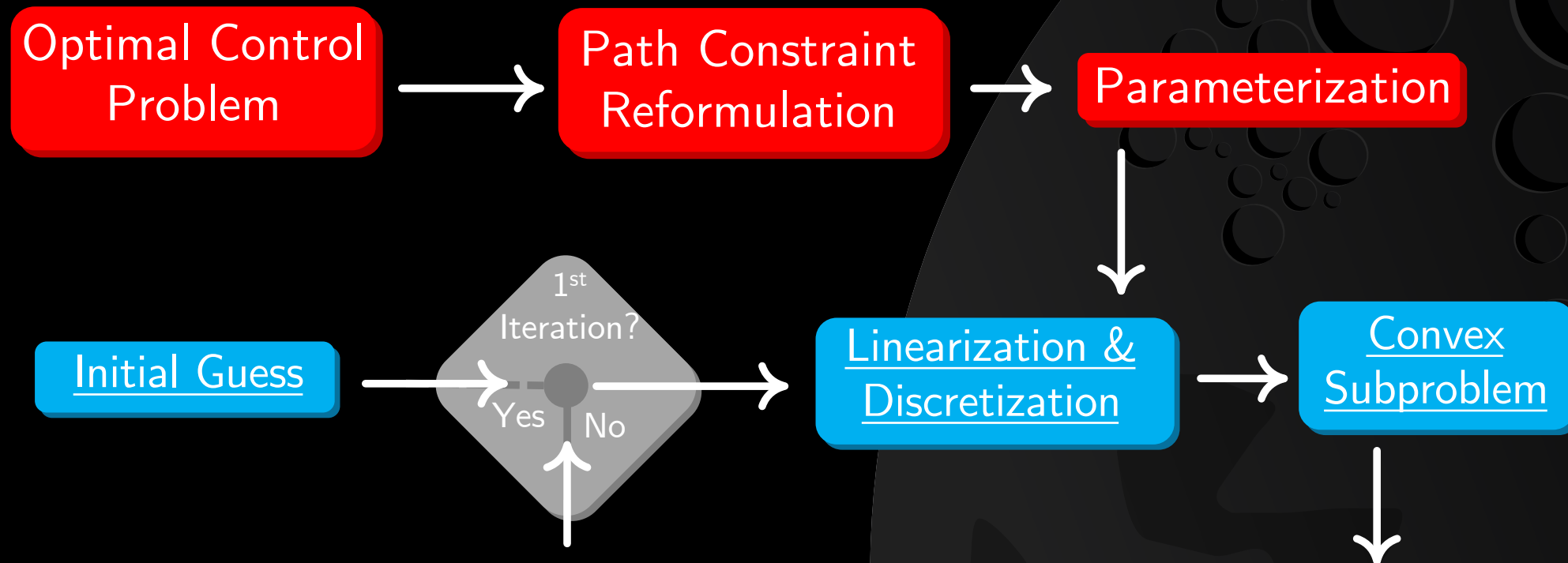
# Preliminaries: CT-SCvx



# Preliminaries: CT-SCvx



# Preliminaries: CT-SCvx



# Preliminaries: CT-SCvx - Convexity

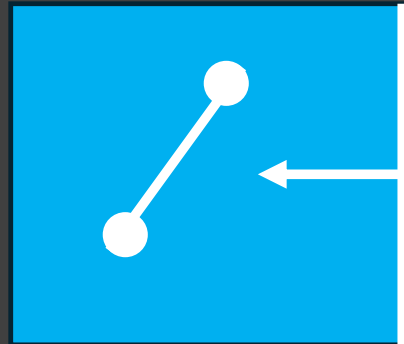
## Convex

$$\|x\|_p \leq 1$$



P-Norm Ball

$$Ax \leq b$$



Halfspace

$$\|Ax - b\|_2 \leq c^\top x + d$$



Second Order Cone

# Preliminaries: CT-SCvx - Convexity

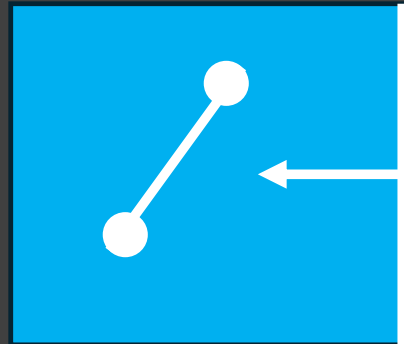
## Convex

$$\|x\|_p \leq 1$$



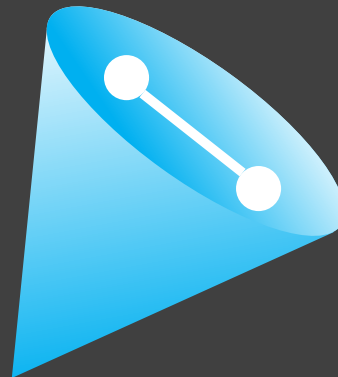
P-Norm Ball

$$Ax \leq b$$



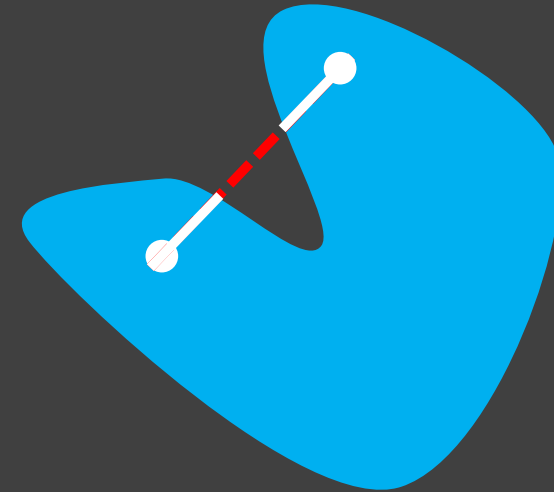
Halfspace

$$\|Ax - b\|_2 \leq c^\top x + d$$



Second Order Cone

## Nonconvex



# Preliminaries: CT-SCvx - Convex Optimization

No guarantee of...

Convergence

Optimality

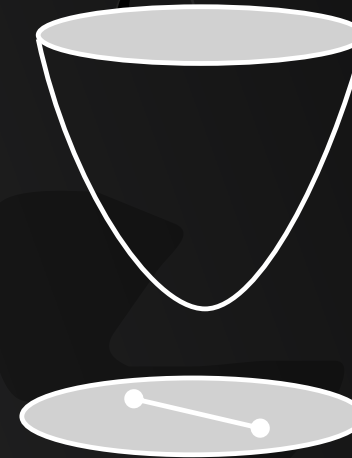
Non-Convex  
Cost Function



Non-Convex  
Constraints

*"Convexification"*

Convex  
Cost Function



Convex  
Constraints

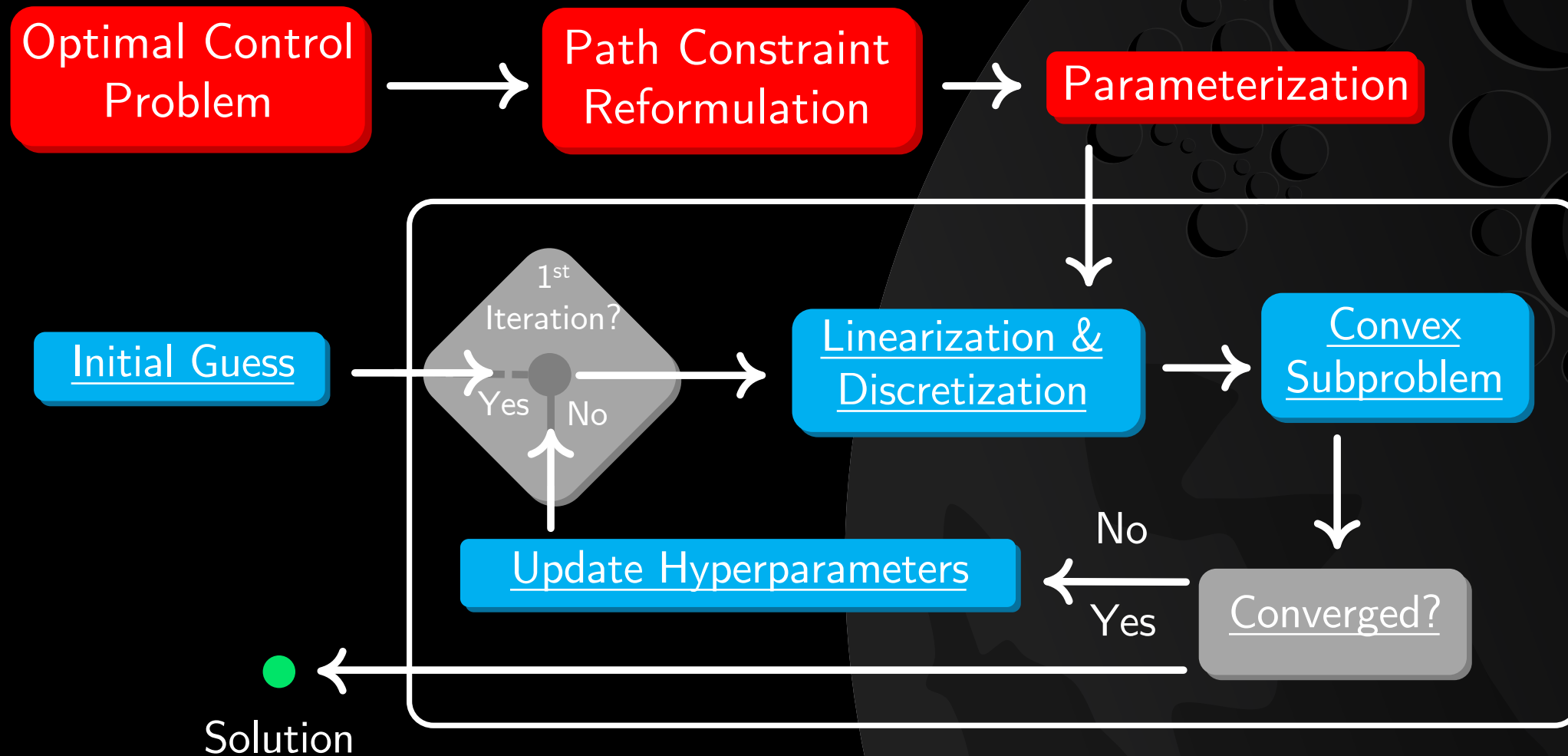
Speed

Reliability

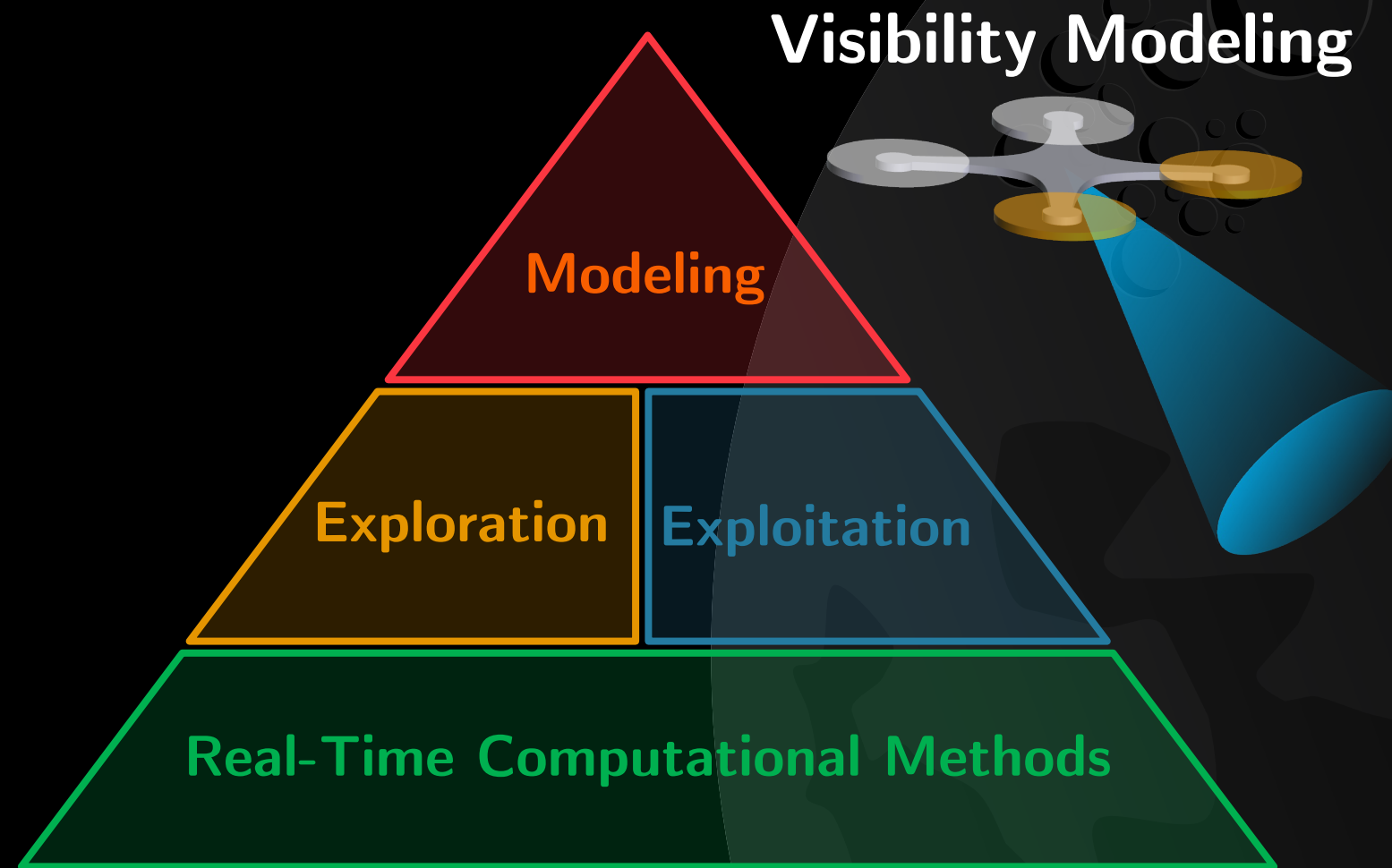
Optimality



# Preliminaries: CT-SCvx



# Roadmap: **Visibility Modeling**



# Visibility Modeling: Goal

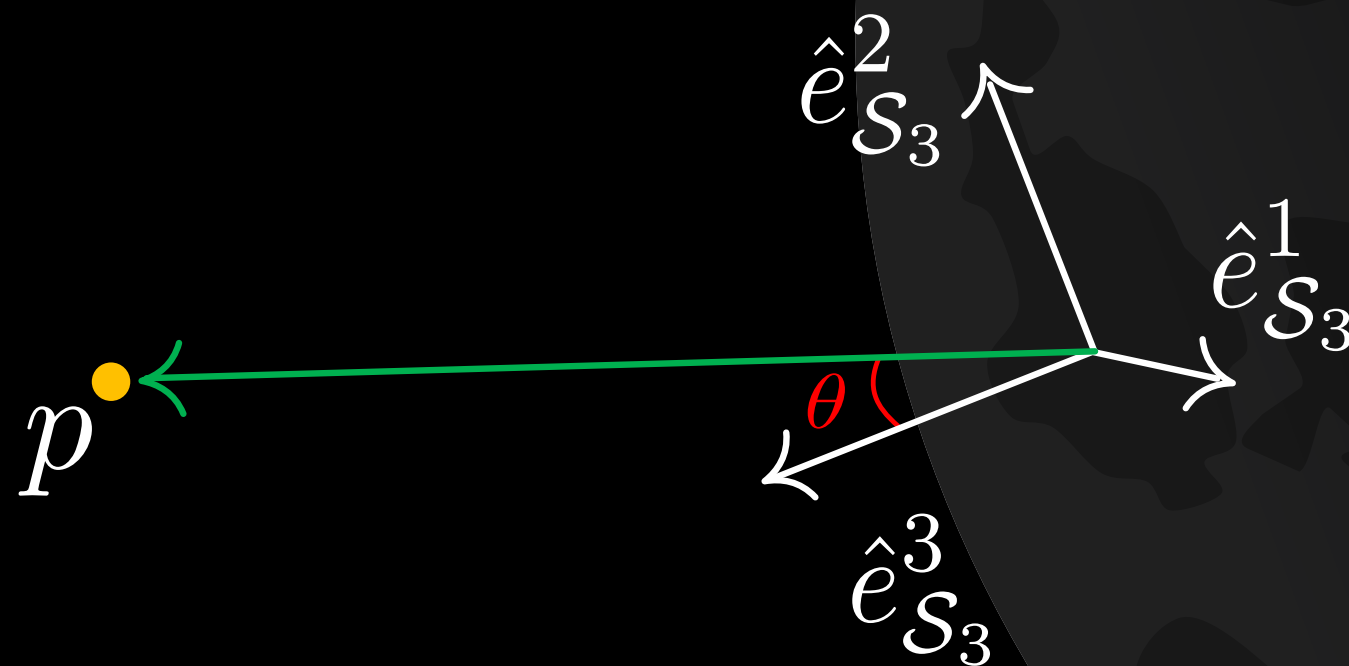
**Visibility modeling** aims to establish a **sensor-agnostic** mathematical model that determines if a spatial element is within the line-of-sight of a sensor.

# Visibility Modeling: Literature

Visibility Modeling has been studied in the context of drones and other aerial platforms

Using cameras under the pinhole assumption, minimize the angle between the boresight vector of the sensor and the point to be contained within the LoS [**Papanikolopoulos 1993, Hurak 2012, Falanga 2018**].

- ***Limitations:*** Doesn't offer guarantees of containing the target point within LoS, overly conservative

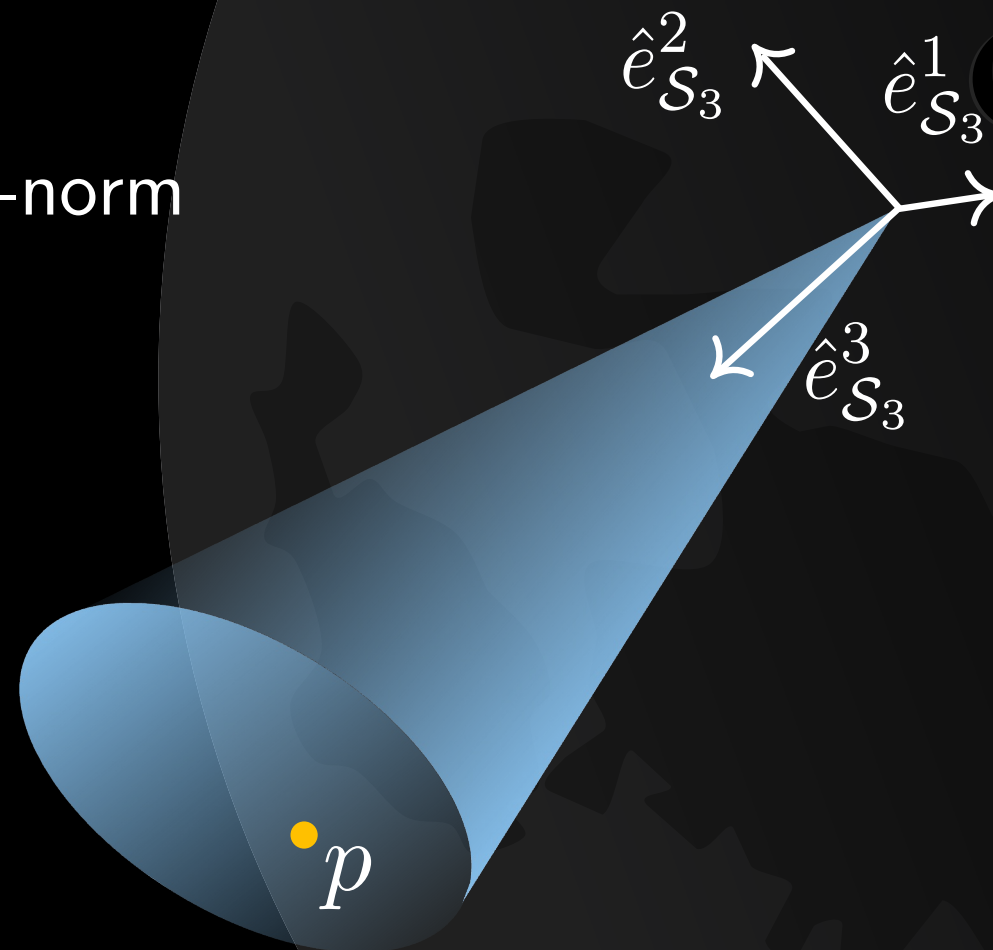


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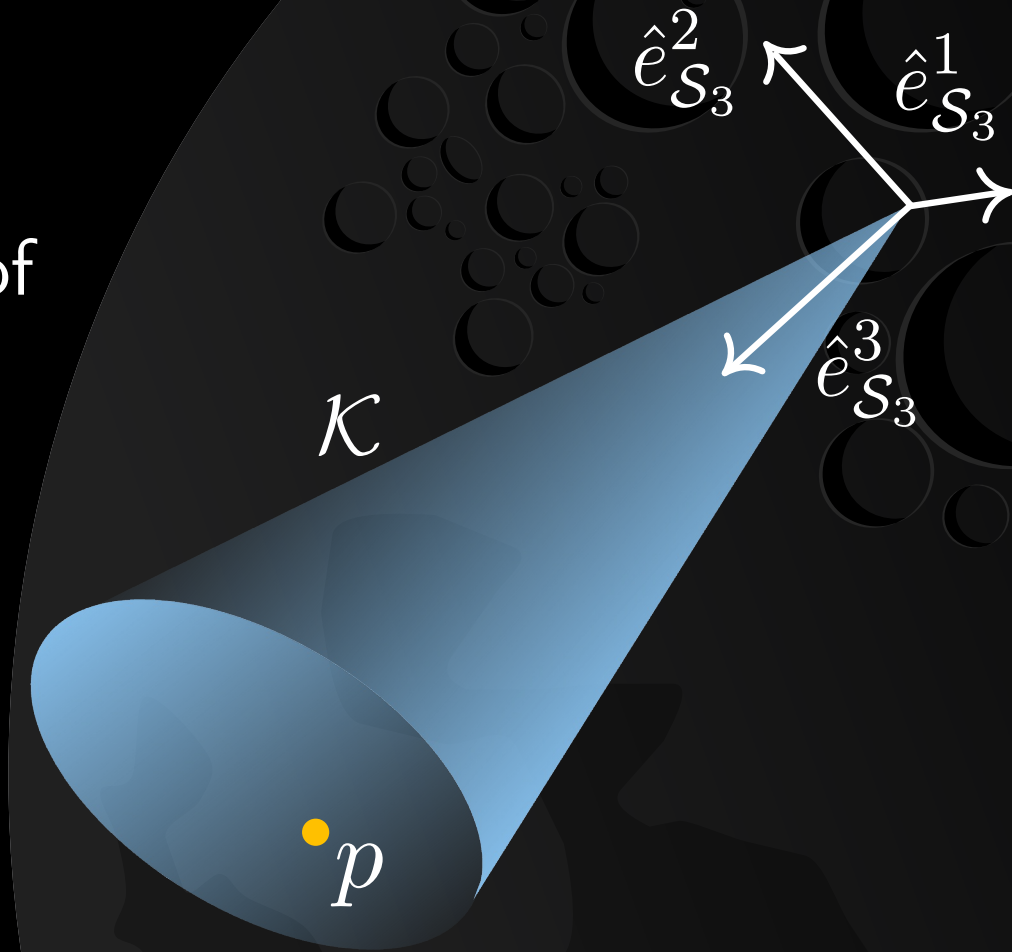
Using the dual quaternion [Reynolds 2019] and dot product [Malyuta 2023, Buckner 2024] forms of a symmetric L2 norm strictly, these works constrain a point to reside within the LoS of the view cone

- **Limitations:** Restricted to symmetric 2-norm



# Visibility Modeling

We will define a view cone,  $\mathcal{K}$ , as the region of Euclidean space that is visible to a sensor.



**Figure:** 3-Dimensional View Cone



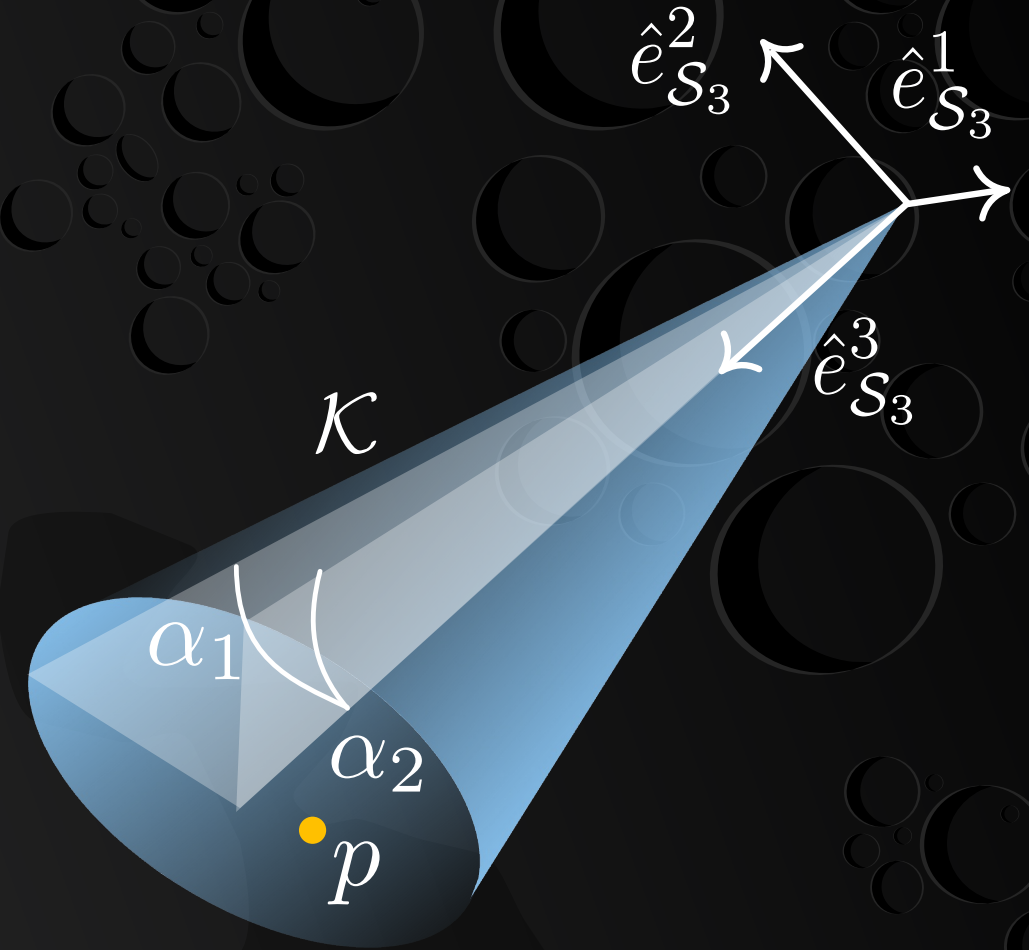
# Visibility Modeling: Norm Cone

Mathematically we can express the cone,  $\mathcal{K}$ , as follows,

**Definition:** N-Dimensional Norm Cone

$$\mathcal{K}(\alpha) = \{(p_{\mathcal{S}_N}^{1:N-1}, p_{\mathcal{S}_N}^N) \mid \|\mathbf{diag}(\alpha)p_{\mathcal{S}_N}^{1:N-1}\| \leq p_{\mathcal{S}_N}^N\}$$

where,



**Figure:** 3-Dimensional Second-Order Cone

# Visibility Modeling: Norm Cone

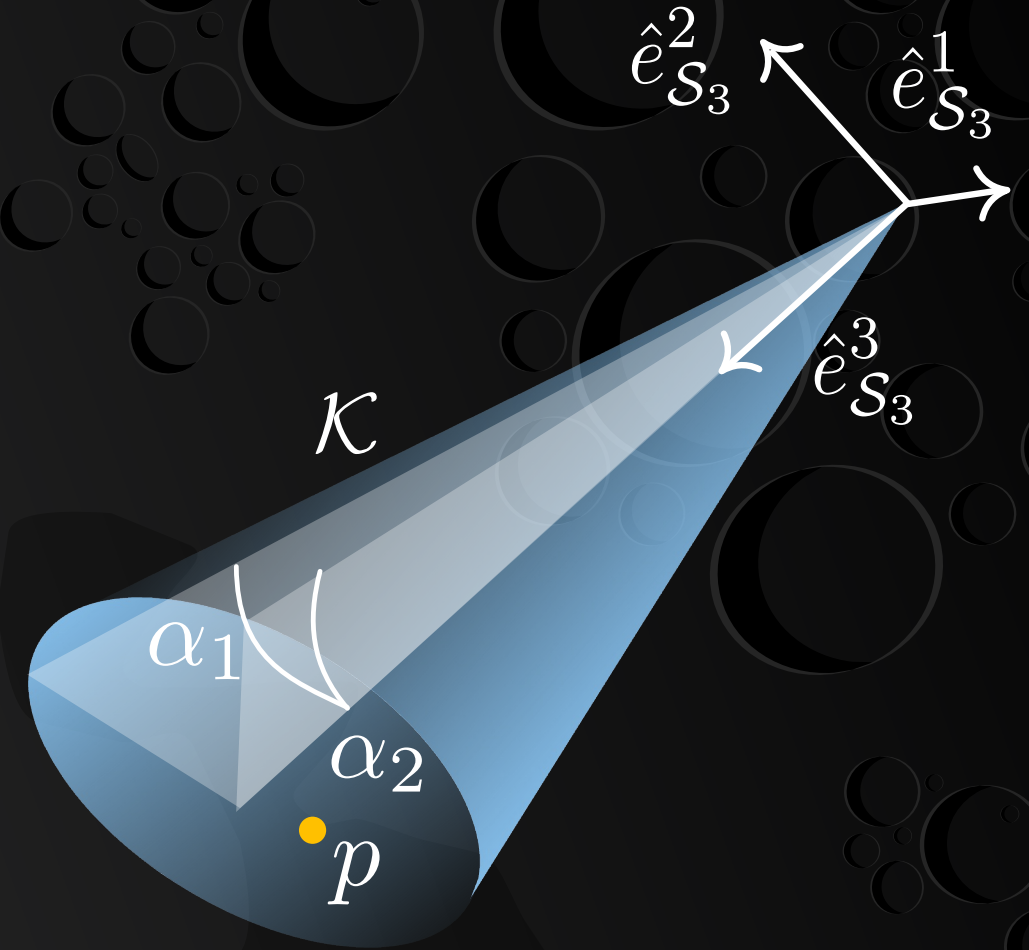
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where,

$p = (p^{1:N-1}, p^N) \in \mathbb{R}^N$ , a point in Euclidean space contained within  $\mathcal{K}(\alpha)$



**Figure:** 3-Dimensional Second-Order Cone

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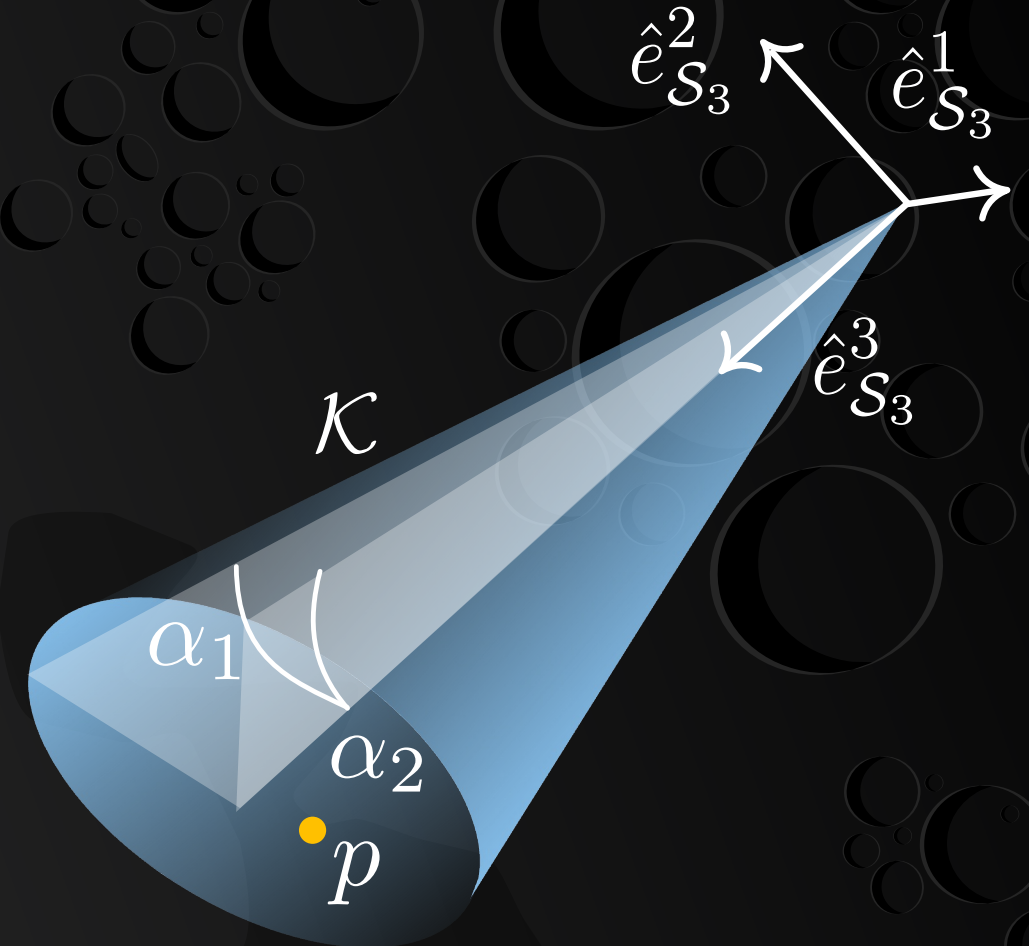
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$\alpha \in \mathbb{R}^{N-1}$ , each element of  $\alpha$  is the angle of the cone in the corresponding lateral direction



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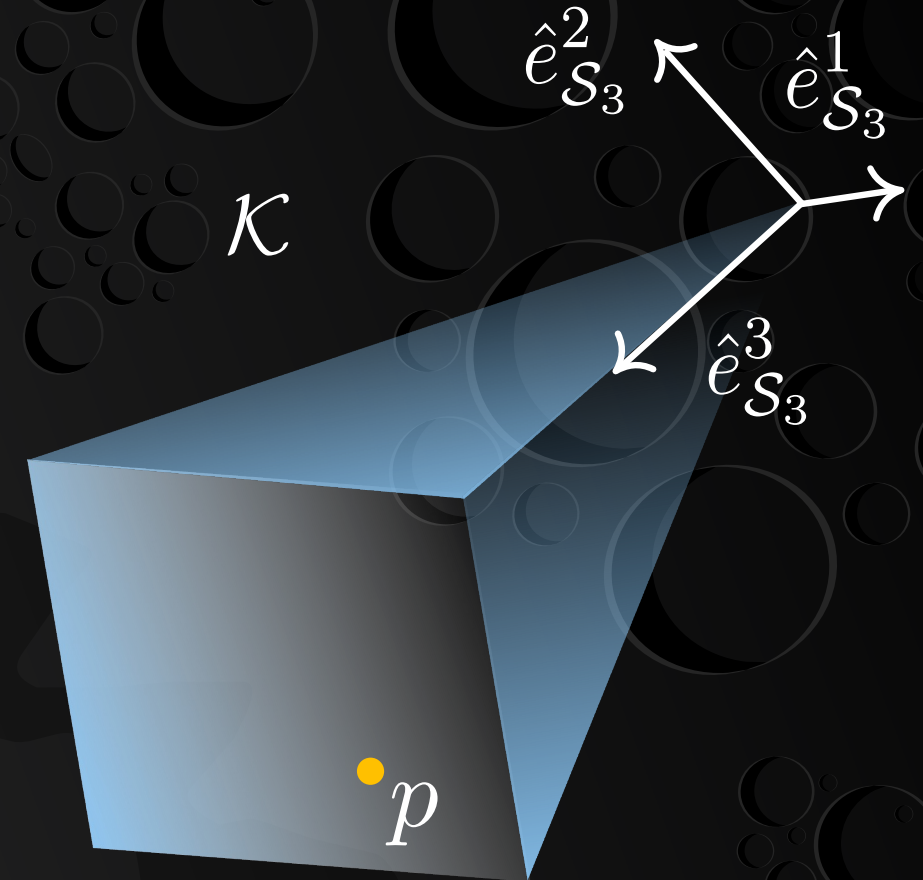
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**Figure:** 3-Dimensional Infinity-Order Cone

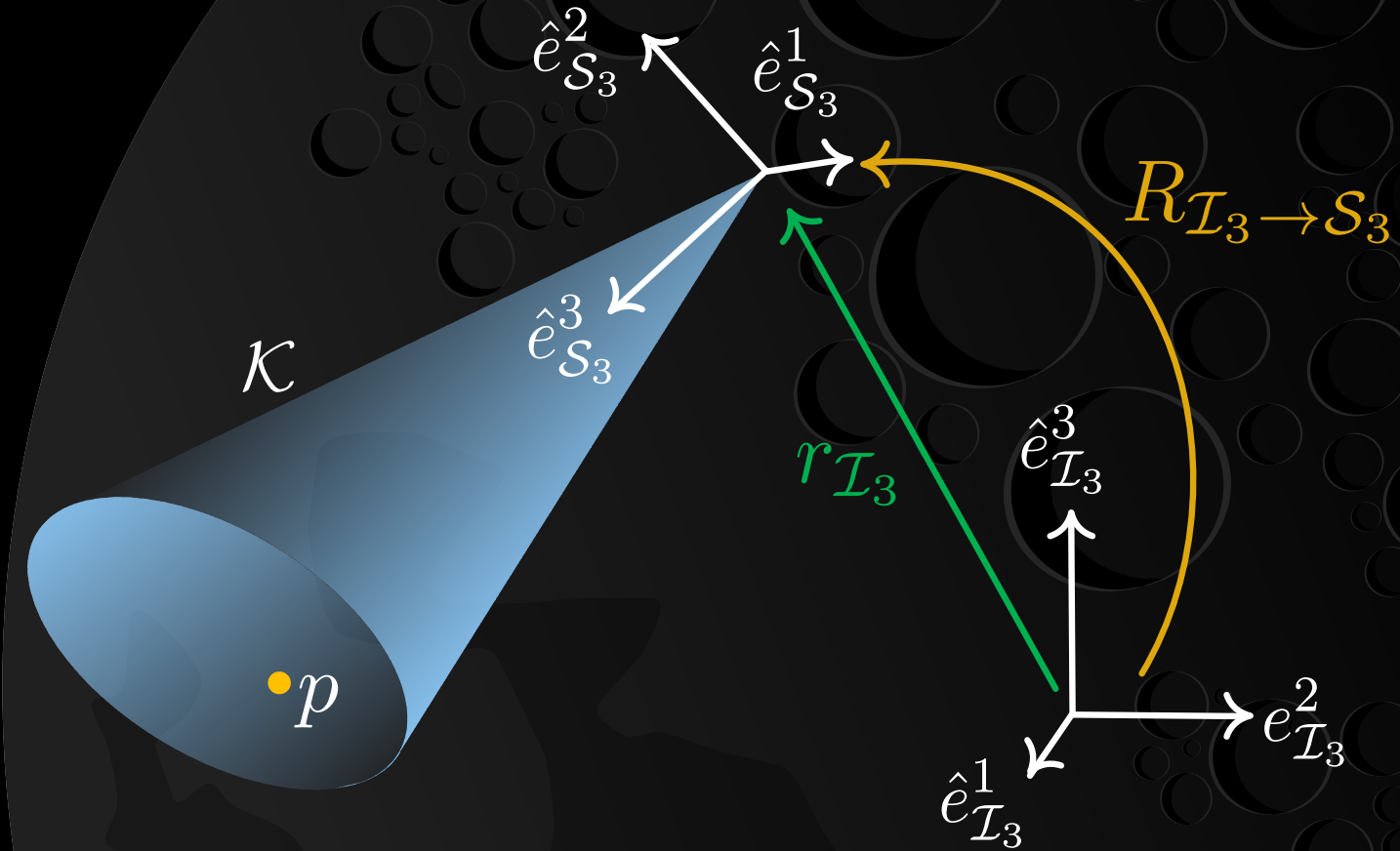
# Visibility Modeling: Transformation

Since points of interest are defined in the inertial frame, they must be resolved in the sensor frame to apply the visibility model.

**Definition:** Inertial to Sensor Transformation

$$p_{\mathcal{S}_N} = R_{\mathcal{I}_N \rightarrow \mathcal{S}_N} (p_{\mathcal{I}_N} - r_{\mathcal{I}_N})$$

where,



**Figure:** 3-Dimensional Inertial to Sensor Transformation



# Visibility Modeling: Transformation

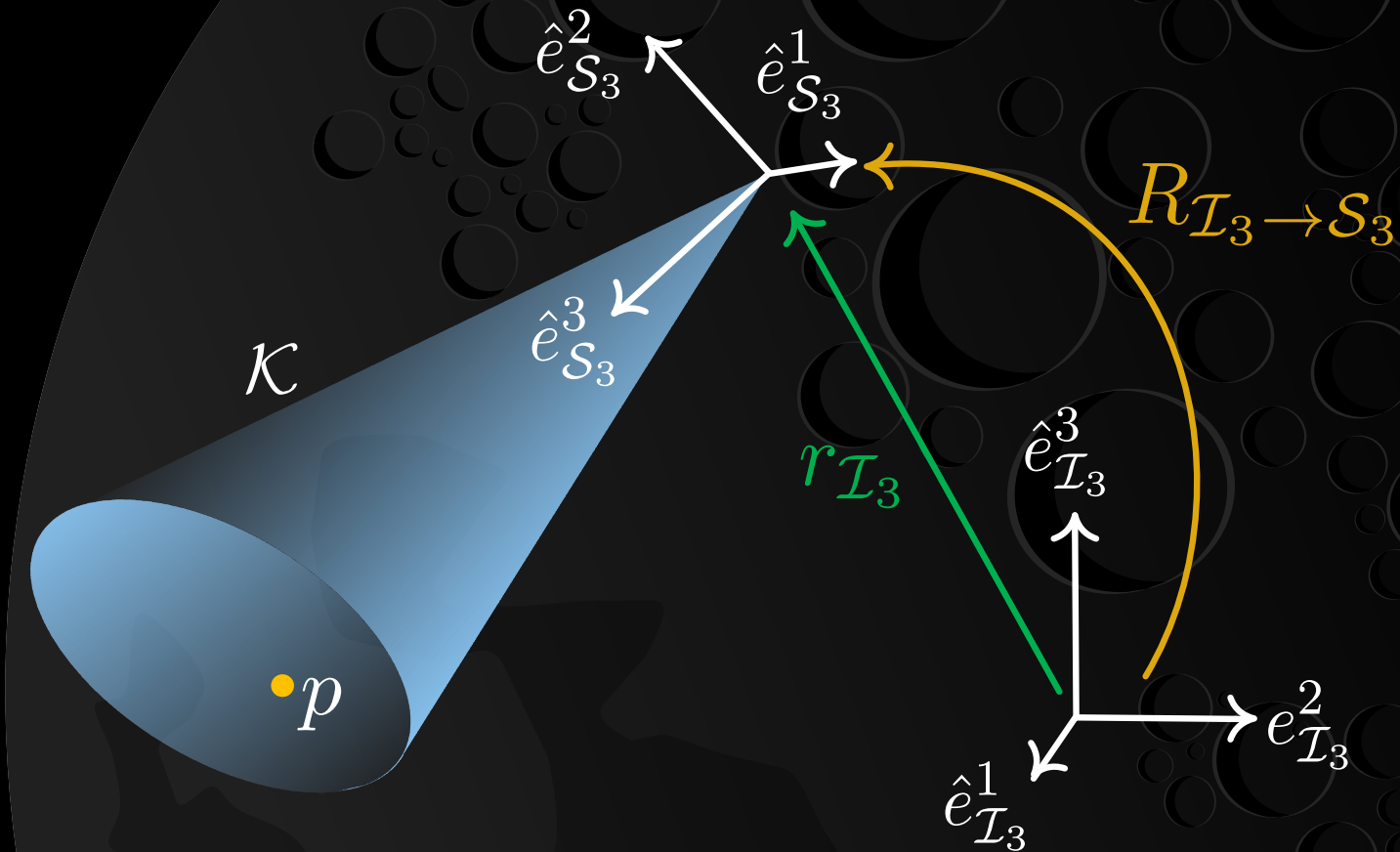
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$r_{\mathcal{I}_N} \in \mathbb{R}^N$ , the position of the sensor in the inertial frame



**Figure:** 3-Dimensional Inertial to Sensor Transformation

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Since points of interest are defined in the inertial frame, they must be resolved in the sensor frame to apply the visibility model.

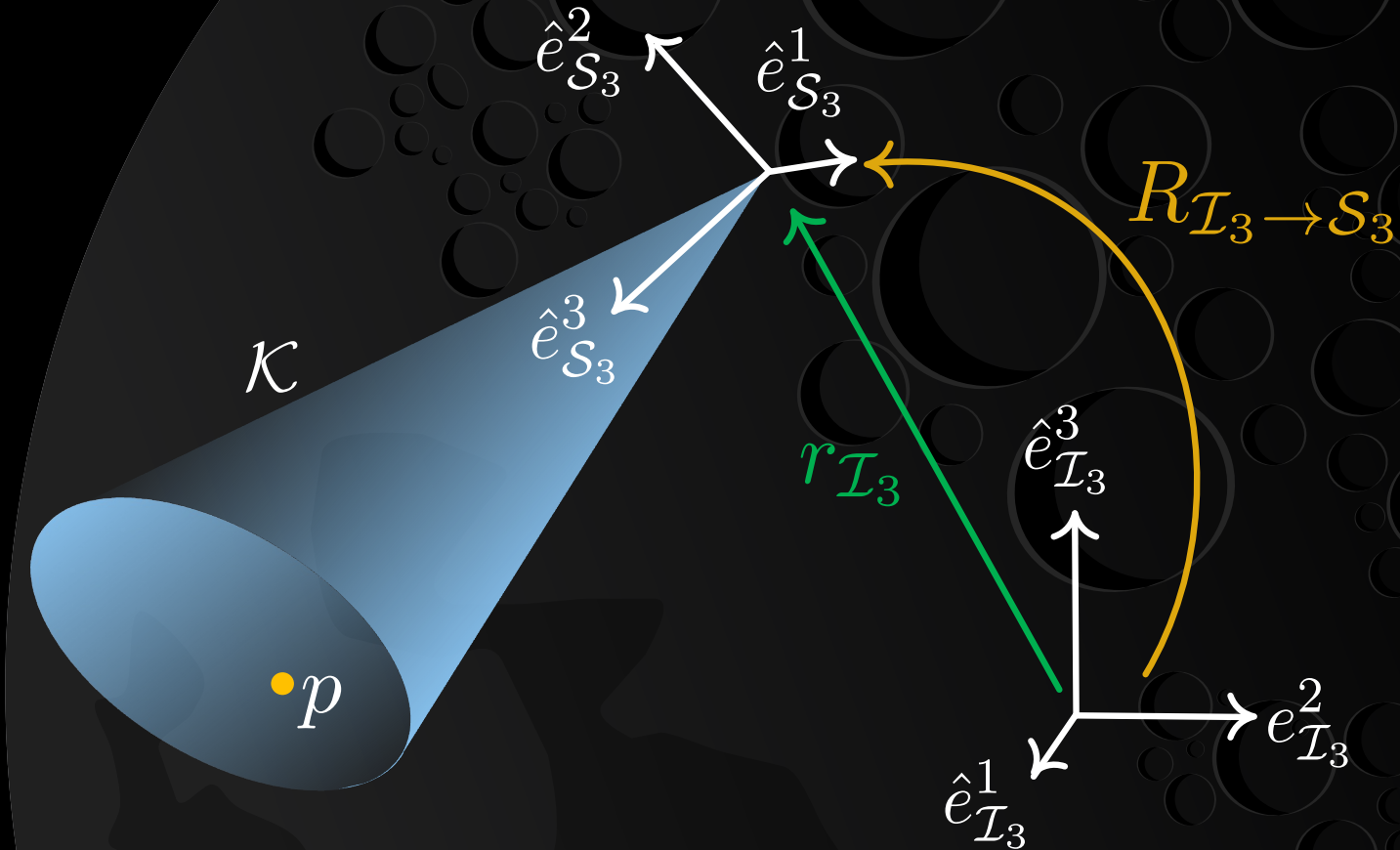
## Definition: Inertial to Sensor Transformation

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where,

$r_{\mathcal{I}_N} \in \mathbb{R}^N$ , the position of the sensor in the inertial frame

$R_{\mathcal{I}_N \rightarrow \mathcal{S}_N} \in SO(N)$ , the attitude of the sensor frame to the inertial frame



**Figure:** 3-Dimensional Inertial to Sensor Transformation



# Visibility Modeling: Full Model

**Definition:** Full Line-of-Sight Constraint

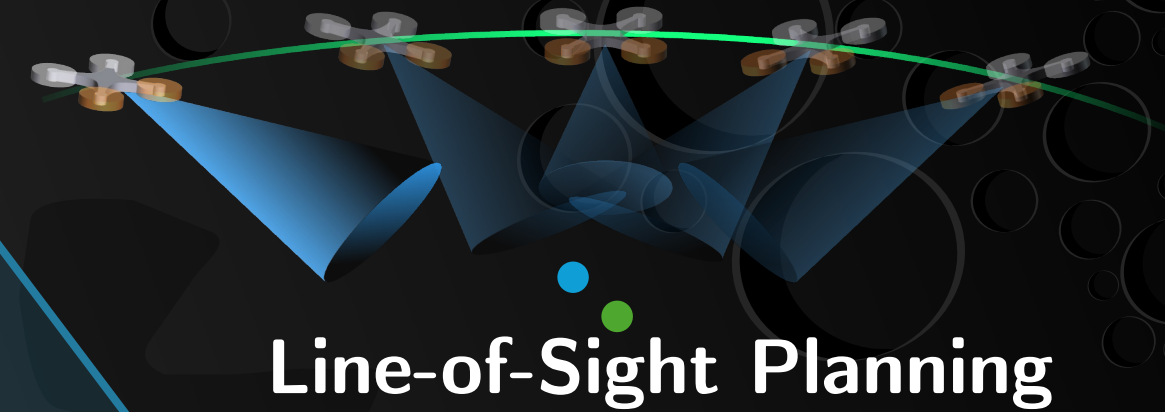
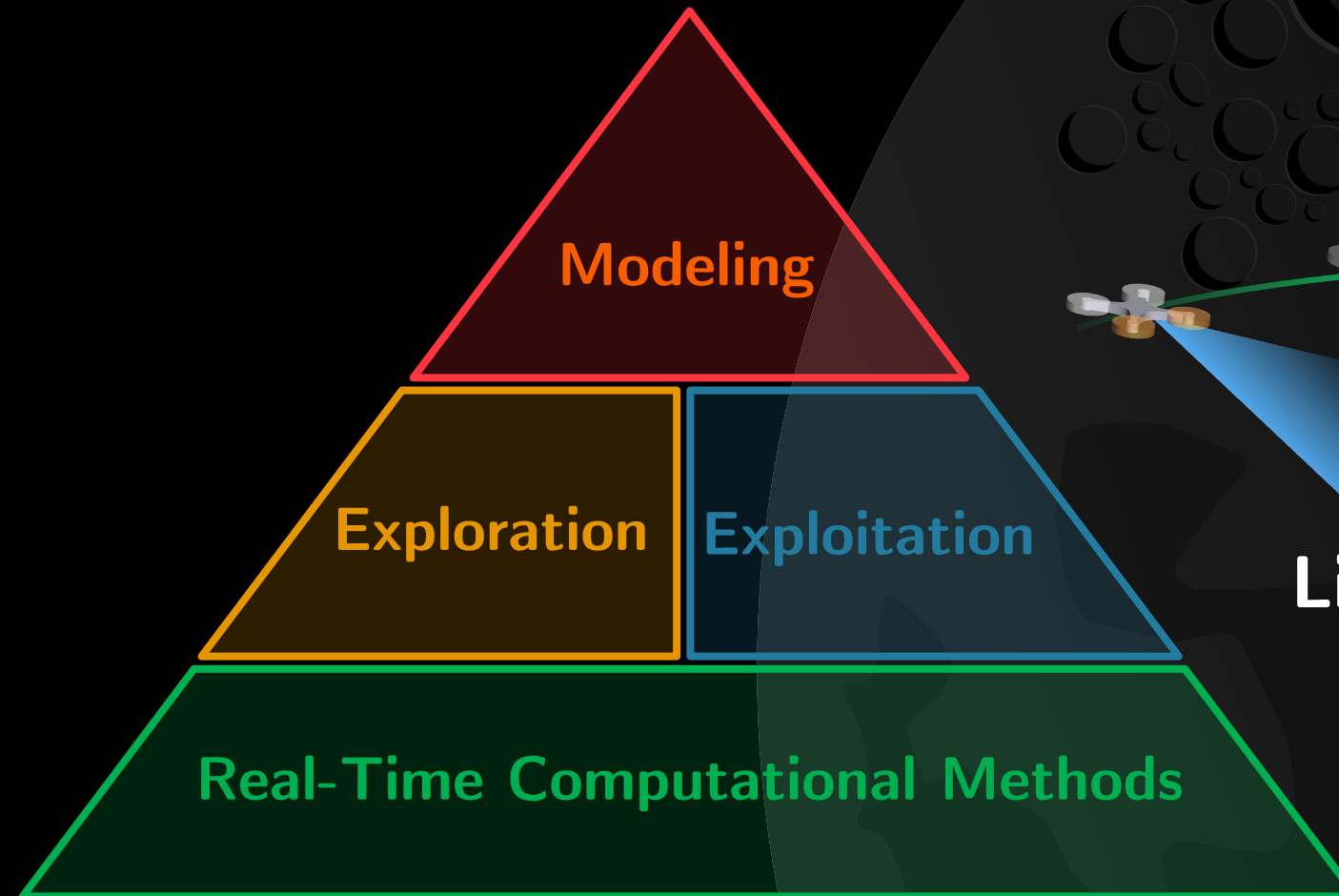
$$g_{\text{LoS}} \triangleq \|\mathbf{diag}(\alpha)[R_{\mathcal{I}_N \rightarrow \mathcal{S}_N}(p_{\mathcal{I}_N} - r_{\mathcal{I}_N})]^{1:N-1}\| - [R_{\mathcal{I}_N \rightarrow \mathcal{S}_N}(p_{\mathcal{I}_N} - r_{\mathcal{I}_N})]^N \leq 0$$

When the above constraint is satisfied, a point  $p$ , is in LoS

# Visibility Modeling: Primary Takeaway

**Key Contribution:** This model parameterizes the norm type and lateral FOV angles to fit sensor requirements, allowing for a single unified visibility model to be used for cameras, LiDARs, and other exteroceptive sensors.

# Roadmap: **Exploitation**



# Exploitation: Goal

**Exploitation methods** aim to leverage specific *a priori* information within an environment to achieve a goal.

# Exploitation: Literature

Trajectory planning under LoS constraints has been explored extensively,

[Mellinger 2011] introduces the differentially flat form for quadrotors, parameterized by position and a yaw or heading angle. [Murali 2019, Spasojevic 2020] leverage this heavily for its speed, and optimize first for a position trajectory and then a yaw angle trajectory.

- ***Limitation:*** The decoupled position *then* yaw scheme leads to sub-optimal results as the position trajectory is blind to the needs of perception.

# Exploitation: Literature

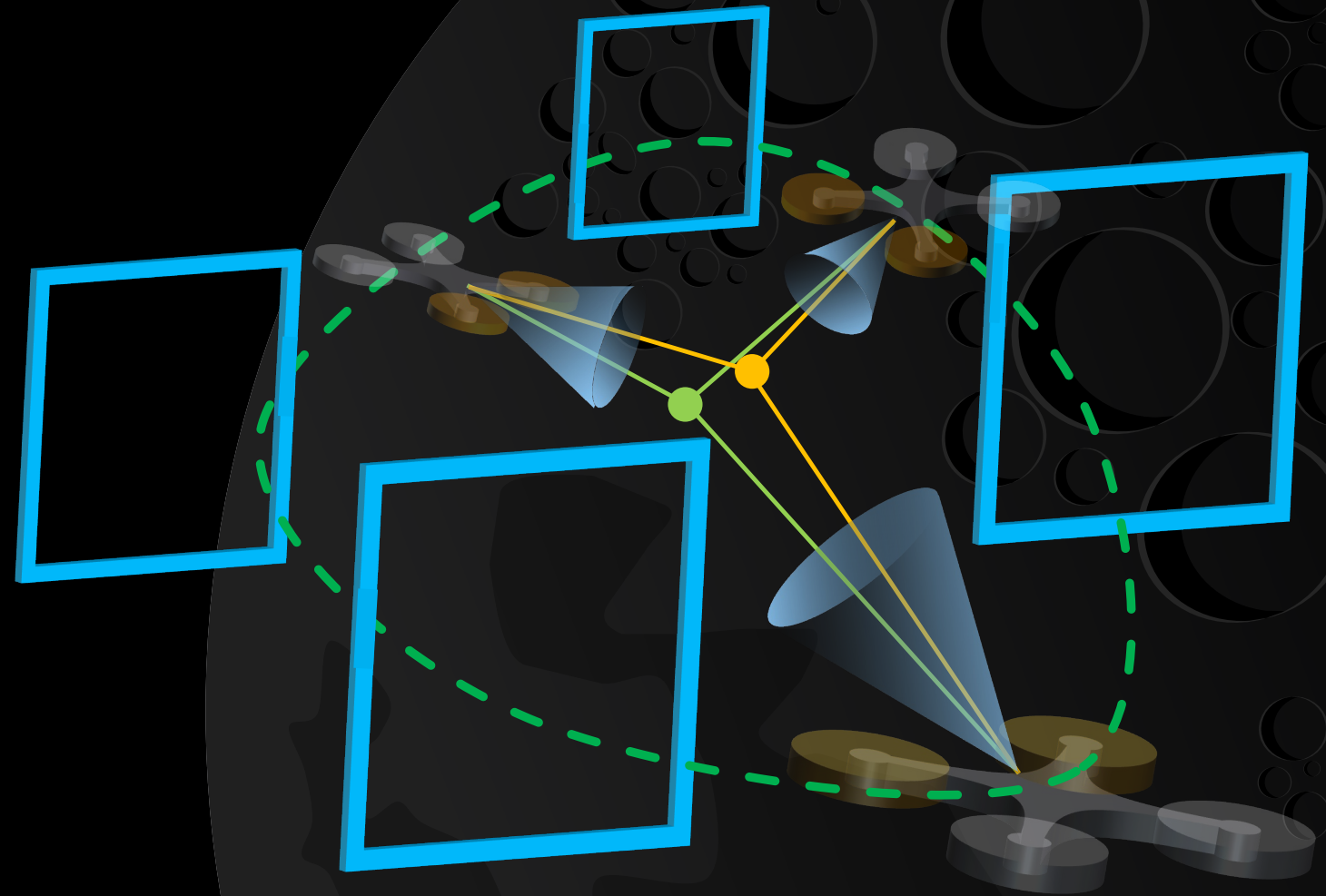
Trajectory planning under LoS constraints has been explored extensively,

**[Zhou 2021, Tordesillas 2022]** introduces a coupled position/yaw methods which still leverage the differentially flat quadrotor model. **[Penin 2018]** further leverages differential flatness and ensures the vehicle maintains LoS using a symmetric 2-norm and avoids occlusion from spherical obstacles.

- **Limitations:** Restricted to differentially flat systems and symmetric 2-norm cones

# Exploitation: Drone Racing under LoS

Drone racing with relative navigation presents a challenge where *continuous* landmark visibility is critical for state estimation, necessitating the use of the visibility model.



**Figure:** Drone Racing under LoS Constraints



# Exploitation: 6 DoF Rigid Body Dynamics

[Szmuk 2019]

State

$$x = \left[ r_{\mathcal{I}_3}^\top \in \mathbb{R}^3 \quad v_{\mathcal{I}_3}^\top \in \mathbb{R}^3 \quad q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}^\top \in \mathcal{S}^3 \quad \omega_{\mathcal{B}_3}^\top \in \mathbb{R}^3 \right]^\top \in \mathbb{R}^{13}$$

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**Control**  $u = \left[ T_{\mathcal{B}_3}^\top \in \mathbb{R}^3 \quad M_{\mathcal{B}_3}^\top \in \mathbb{R}^3 \right]^\top \in \mathbb{R}^6$

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## Control

$$u = \left[ T_{\mathcal{B}_3}^\top \in \mathbb{R}^3 \quad M_{\mathcal{B}_3}^\top \in \mathbb{R}^3 \right]^\top \in \mathbb{R}^6$$

## Dynamics

**Position:**  $\dot{r}_{\mathcal{I}_3}(t) = v_{\mathcal{I}_3}(t),$

**Velocity:**  $\dot{v}_{\mathcal{I}_3}(t) = \frac{1}{m} C(q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}(t)) T_{\mathcal{B}_3}(t) + g_{\mathcal{I}_3},$

**Attitude:**  $\dot{q}_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}(t) = \frac{1}{2} \Omega(\omega_{\mathcal{B}_3}(t)) q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}(t),$

**Angular Rate:**  $\dot{\omega}_{\mathcal{B}_3}(t) = J_{\mathcal{B}_3}^{-1} (M_{\mathcal{B}_3}(t) - [\omega_{\mathcal{B}_3}(t)]_\times J_{\mathcal{B}_3} \omega_{\mathcal{B}_3}(t)),$

# Drone Racing under LoS

**Objective:** Minimum Time

**Constraints:** Line-of-sight on keypoints

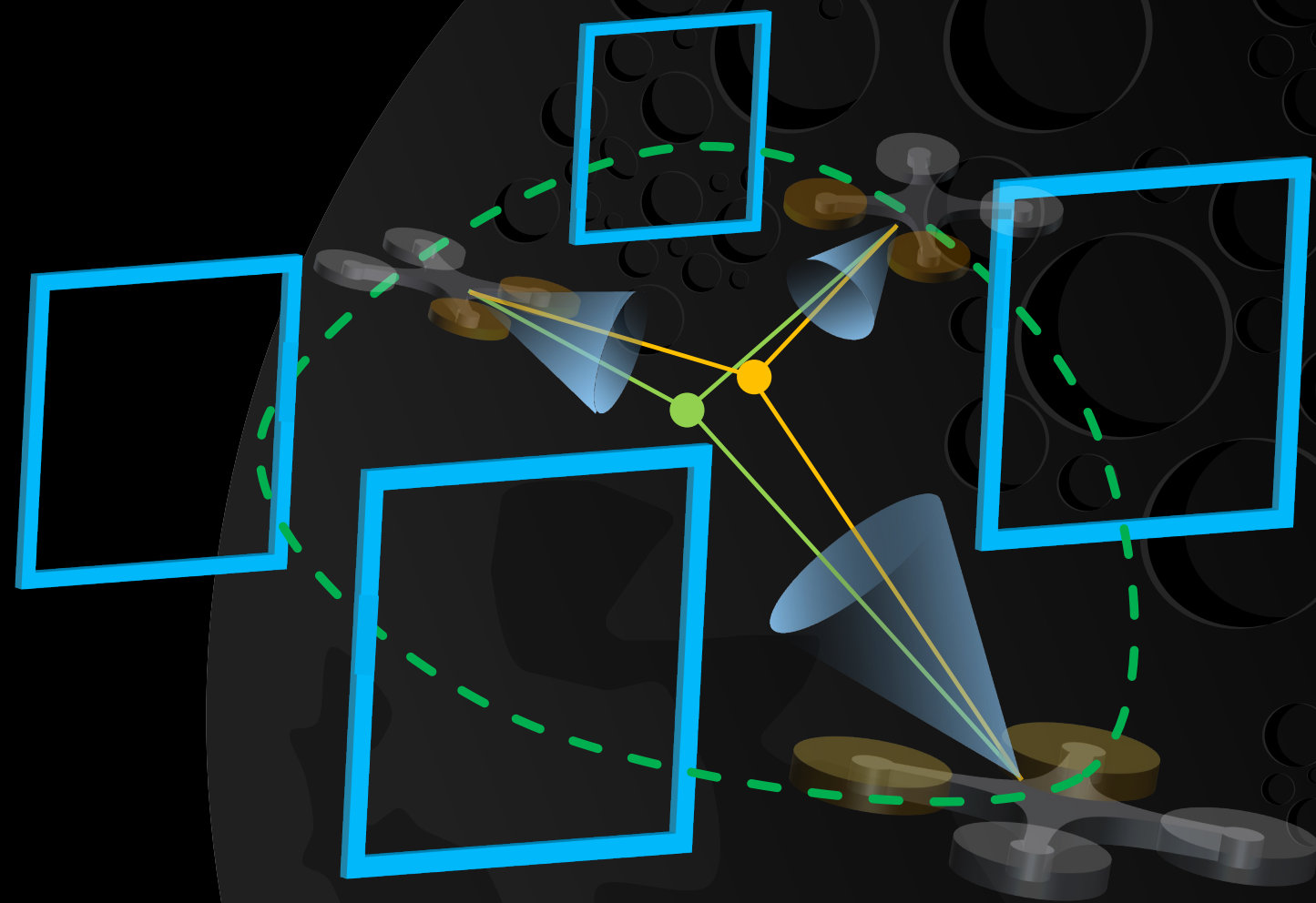
Gates

Boundary Constraints

Box Constraints

**Viewcone:** Symmetric 2-Norm cone

**Number of Keypoints:** 10



**Figure:** Drone Racing under LoS Constraints

# Drone Racing under LoS: Problem Form

$$\min_{r_{\mathcal{I}_3}, v_{\mathcal{I}_3}, q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}, \omega_{\mathcal{B}_3}, T_{\mathcal{B}_3}, M_{\mathcal{B}_3}, t_f} t_f$$

$$\text{subject to } \begin{aligned} r_{\mathcal{I}_3}(0) &= r^0, & v_{\mathcal{I}_3}(0) &= v^0 \\ q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}(0) &= q^0, & \omega_{\mathcal{B}_3}(0) &= \omega^0 \\ r_{\mathcal{I}_3}(t_f) &= r_f \end{aligned}$$

$$\dot{x}(t) = f_{6\text{DoF}}(t, x(t), u(t))$$

$$g_{\text{LoS}}(p_{\mathcal{I}_3}^i, r_{\mathcal{I}_3}(t), q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}(t), \alpha) \leq 0, \quad \forall i \in \{1, \dots, N_k\}$$

$$\|A^j(r_{\mathcal{I}_3}(t) - r_{\text{gate}, \mathcal{I}_3}^j)\|_{\infty} \leq 1, \quad \forall j \in \{1, \dots, N_g\}$$

$$r_{\min} \leq r_{\mathcal{I}_3}(t) \leq r_{\max}, \quad v_{\min} \leq v_{\mathcal{I}_3}(t) \leq v_{\max}$$

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$$T_{\min} \leq T_{\mathcal{B}_3}(t) \leq T_{\max}, \quad M_{\min} \leq M_{\mathcal{B}_3}(t) \leq M_{\max}$$

where constraints without explicit time indices hold for all  $t \in [0, t_f]$ .

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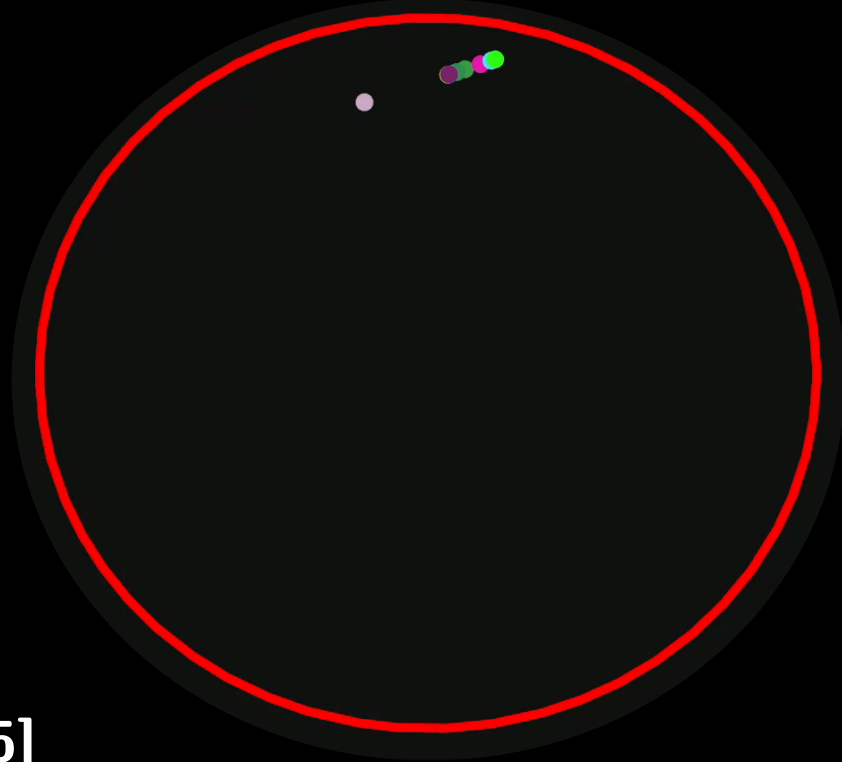
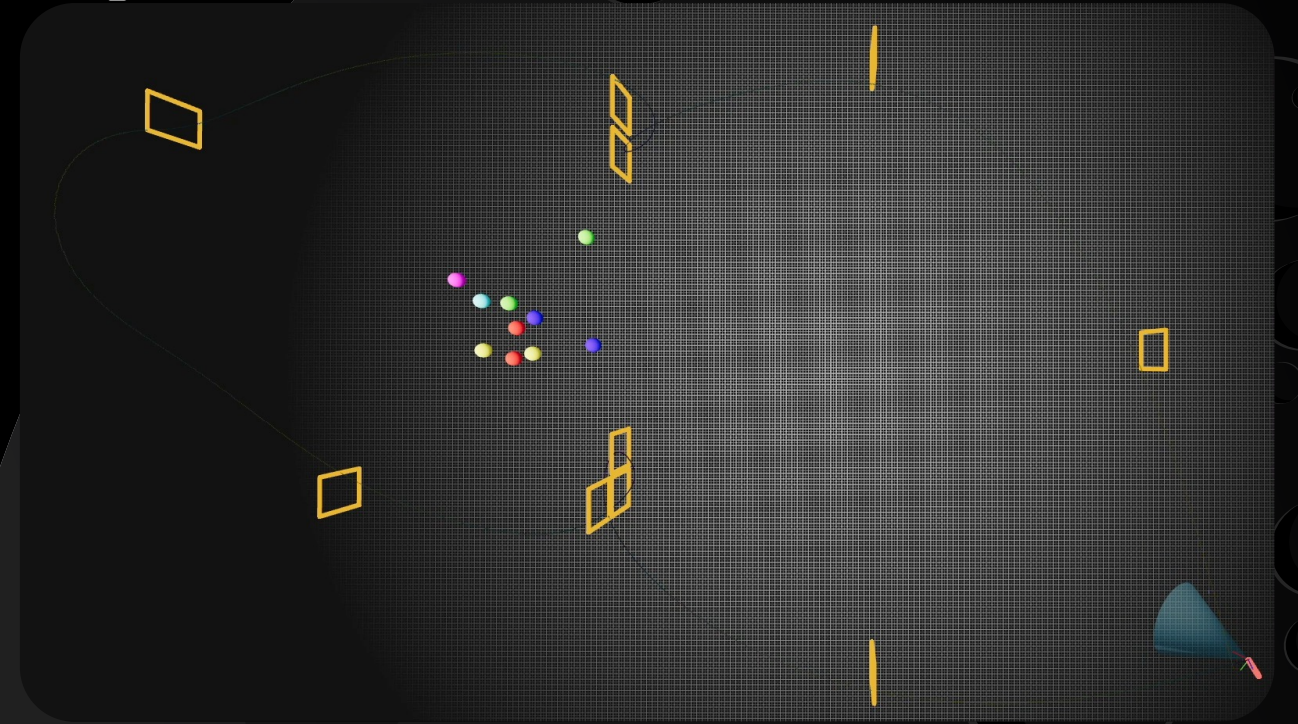
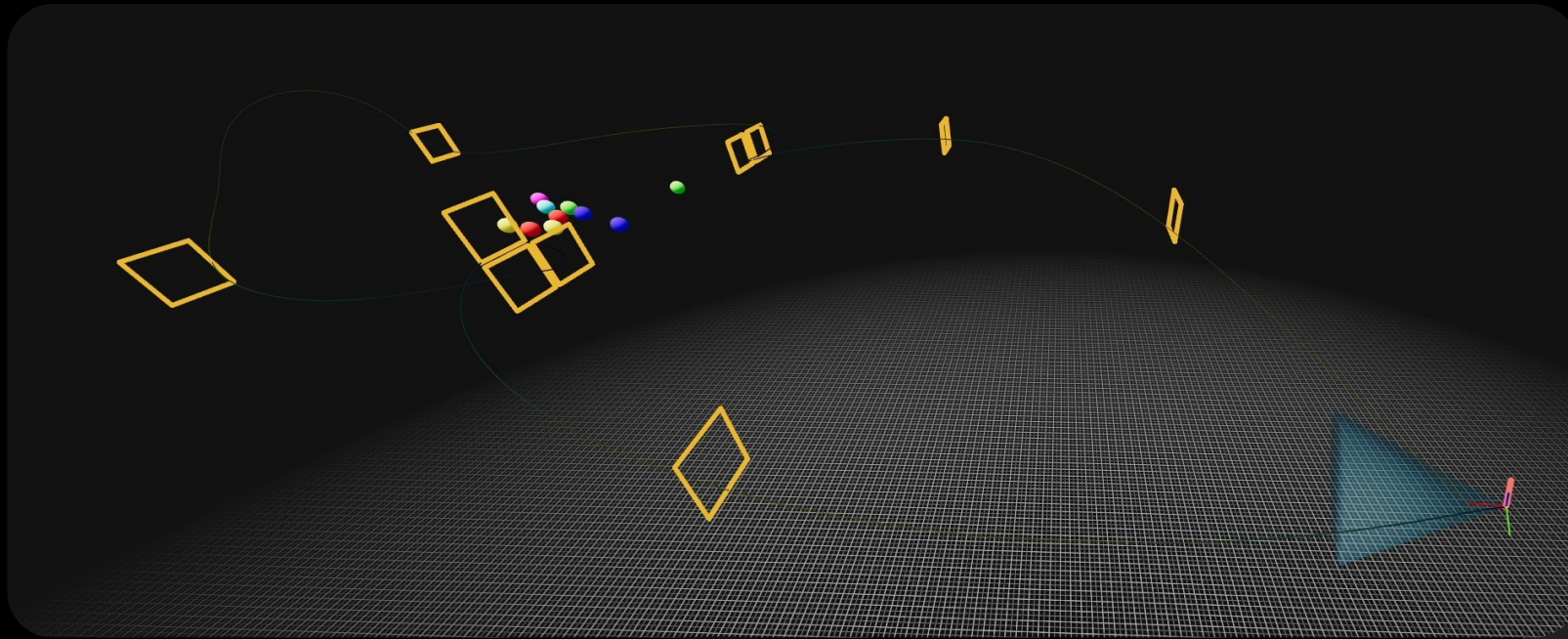
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$$\begin{aligned} & \min_{r_{\mathcal{I}_3}, v_{\mathcal{I}_3}, q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}, \omega_{\mathcal{B}_3}, T_{\mathcal{B}_3}, M_{\mathcal{B}_3}, t_f} t_f \\ & \text{subject to} \quad r_{\mathcal{I}_3}(0) = r^0, \quad v_{\mathcal{I}_3}(0) = v^0 \\ & \quad q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}(0) = q^0, \quad \omega_{\mathcal{B}_3}(0) = \omega^0 \\ & \quad r_{\mathcal{I}_3}(t_f) = r_f \\ & \quad \dot{x}(t) = f_{6\text{DoF}}(t, x(t), u(t)) \\ & \quad g_{\text{LoS}}(p_{\mathcal{I}_3}^i, r_{\mathcal{I}_3}(t), q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}(t), \alpha) \leq 0, \quad \forall i \in \{1, \dots, N_k\} \\ & \quad \|A^j(r_{\mathcal{I}_3}(t) - r_{\text{gate}, \mathcal{I}_3}^j)\|_{\infty} \leq 1, \quad \forall j \in \{1, \dots, N_g\} \\ & \quad r_{\min} \leq r_{\mathcal{I}_3}(t) \leq r_{\max}, \quad v_{\min} \leq v_{\mathcal{I}_3}(t) \leq v_{\max} \\ & \quad q_{\min} \leq q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}(t) \leq q_{\max}, \quad \omega_{\min} \leq \omega_{\mathcal{B}_3}(t) \leq \omega_{\max} \\ & \quad T_{\min} \leq T_{\mathcal{B}_3}(t) \leq T_{\max}, \quad M_{\min} \leq M_{\mathcal{B}_3}(t) \leq M_{\max} \end{aligned}$$

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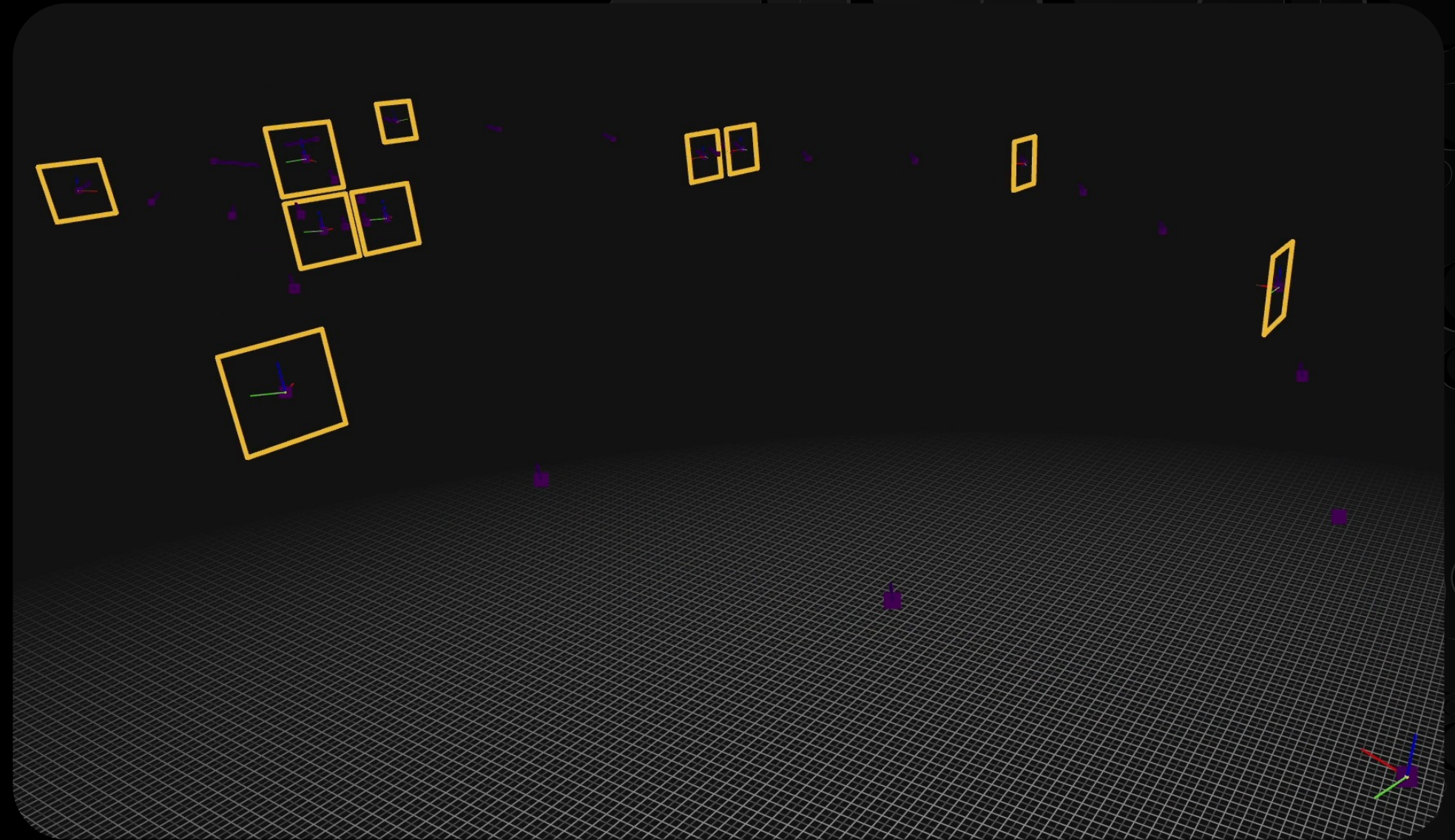
# Drone Racing under LoS: Qualitative Results





# Drone Racing under LoS: Qualitative Results

**Time of Flight:** 38.78s  
**Iterations:** 12  
**Solve Time:** 0.491s



# Drone Racing under LoS: Quantitative Results

We sought to address the following questions in our experiments

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**Q1.** How well does Continuous satisfy the LoS constraint throughout the entire trajectory compared to the baseline?

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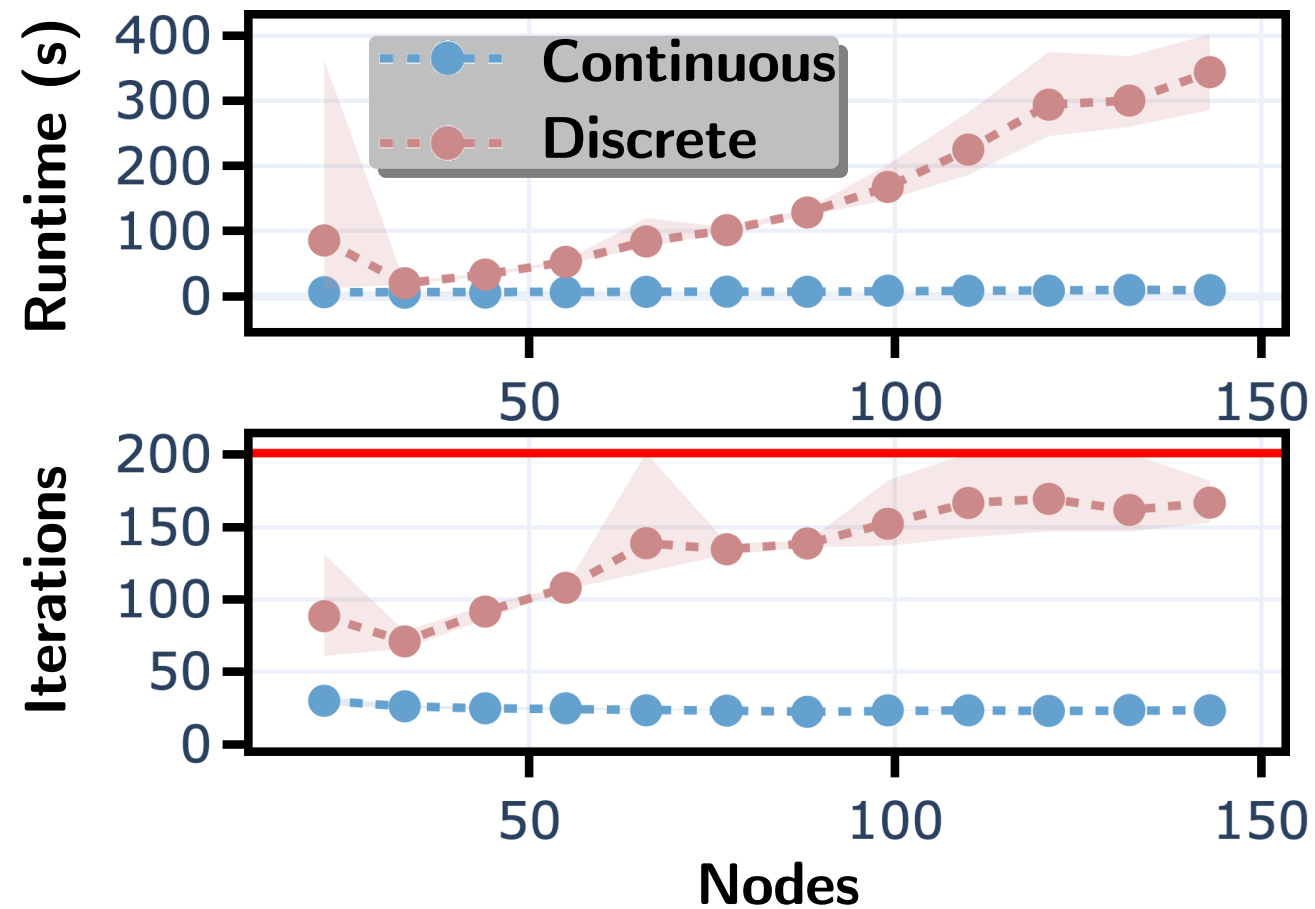
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We used the following metric to address the above questions

- 1. LoS constraint violation over the full trajectory
- 2. The total runtime
- 3. Original objective cost
- 4. The number of iterations



# Drone Racing under LoS: Quantitative Results

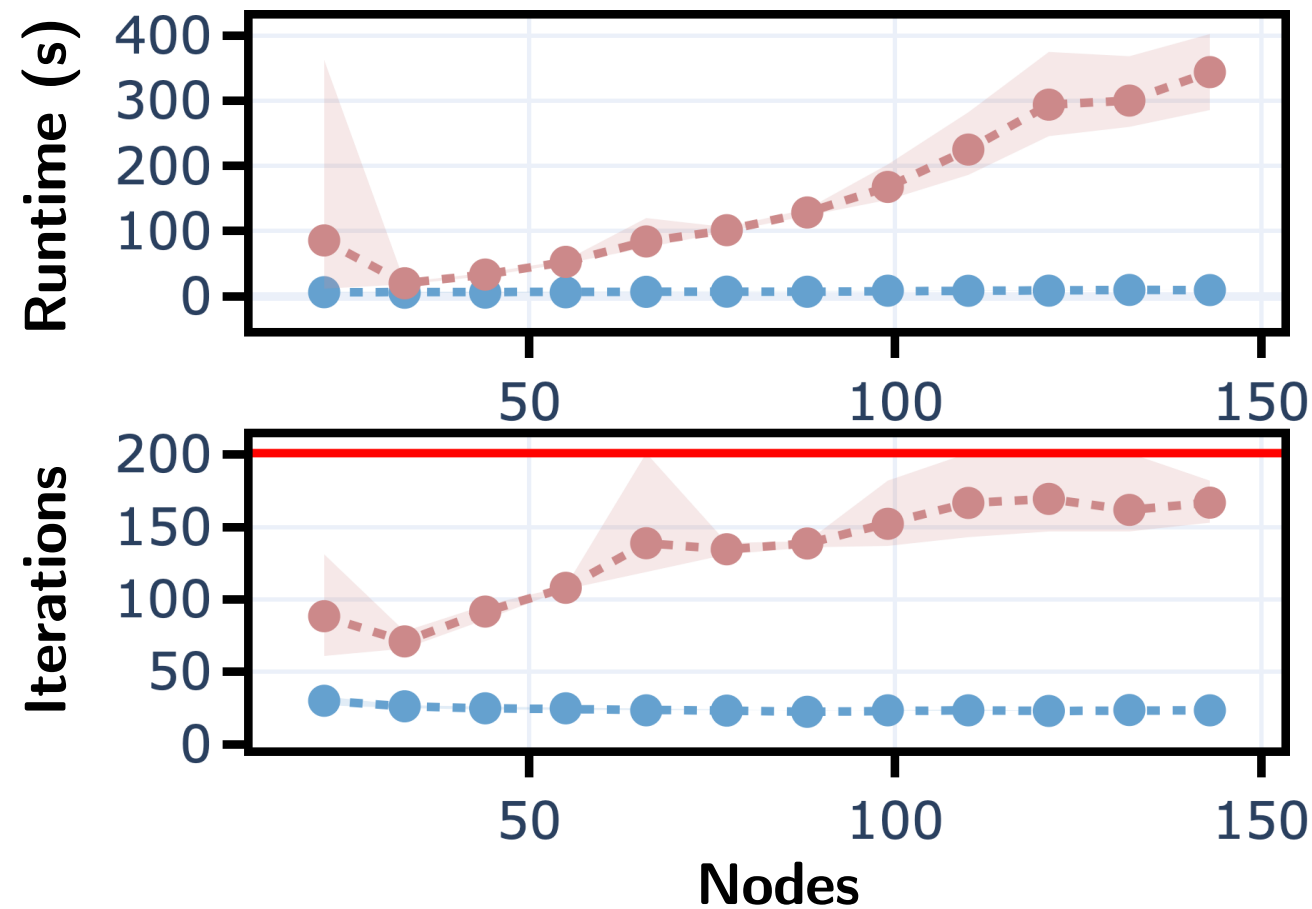


## Main Takeaway

Continuous scales much better with respect to the discretization grid size

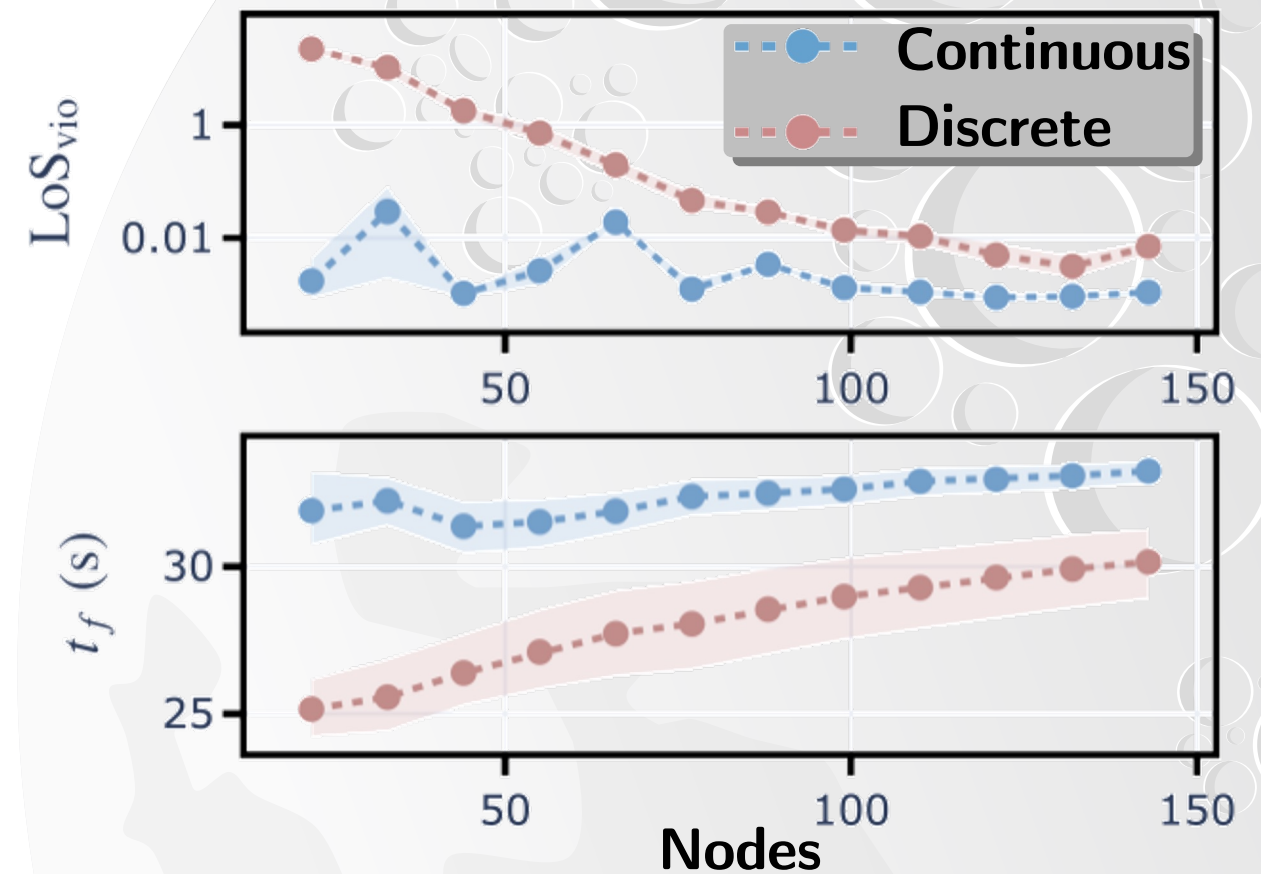


# Drone Racing under LoS: Quantitative Results



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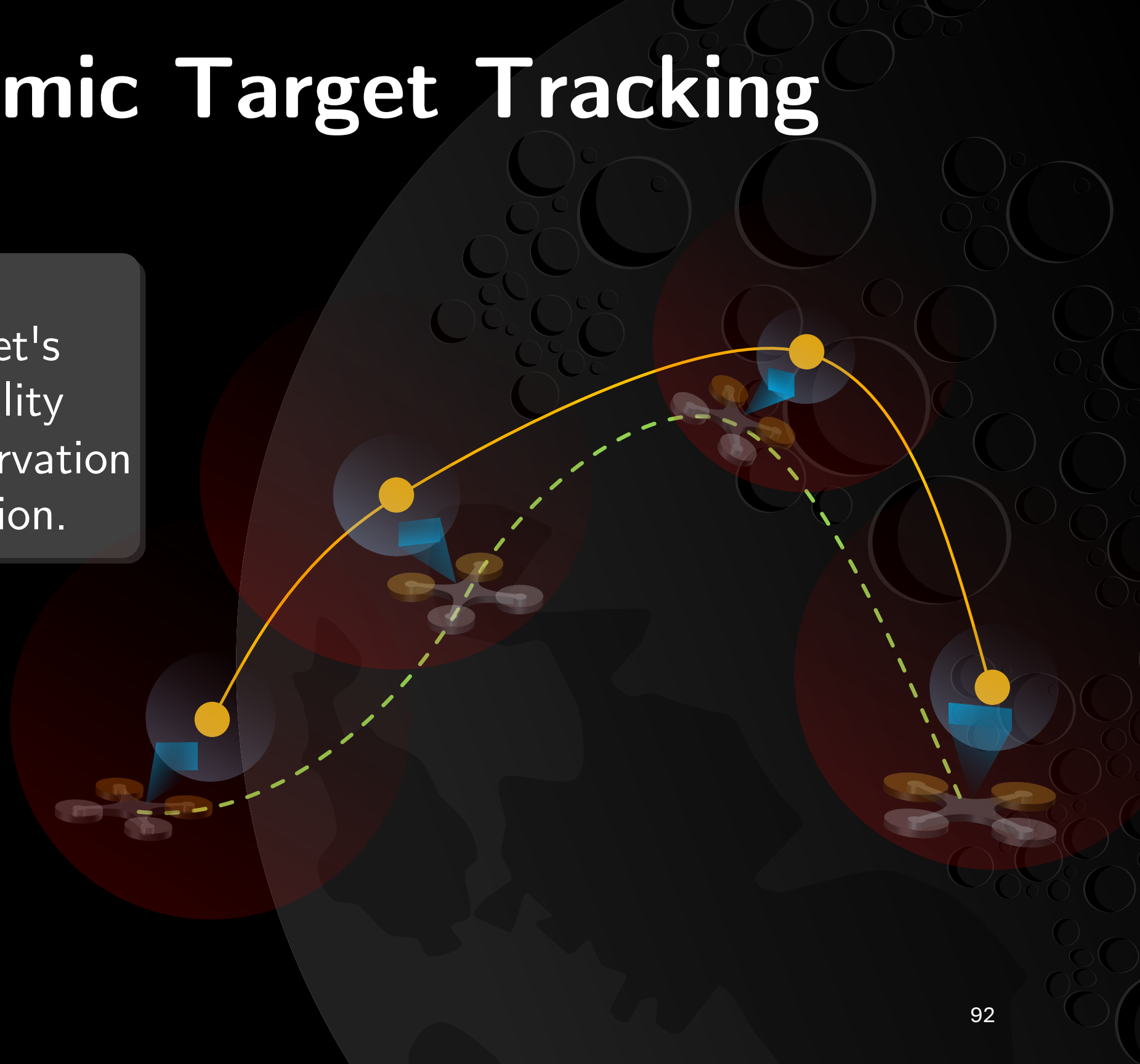


## Main Takeaway

Continuous prevents LoS violation better than discrete. However, it sacrifices objective performance

# Exploitation: Dynamic Target Tracking

Dynamic target tracking also demonstrates how exploiting a target's kinematic info depends on the visibility model to ensure the persistent observation needed for accurate motion estimation.



# Dynamic Target Tracking

**Objective:** Minimum Fuel

**Constraints:** Line-of-sight on keypoint

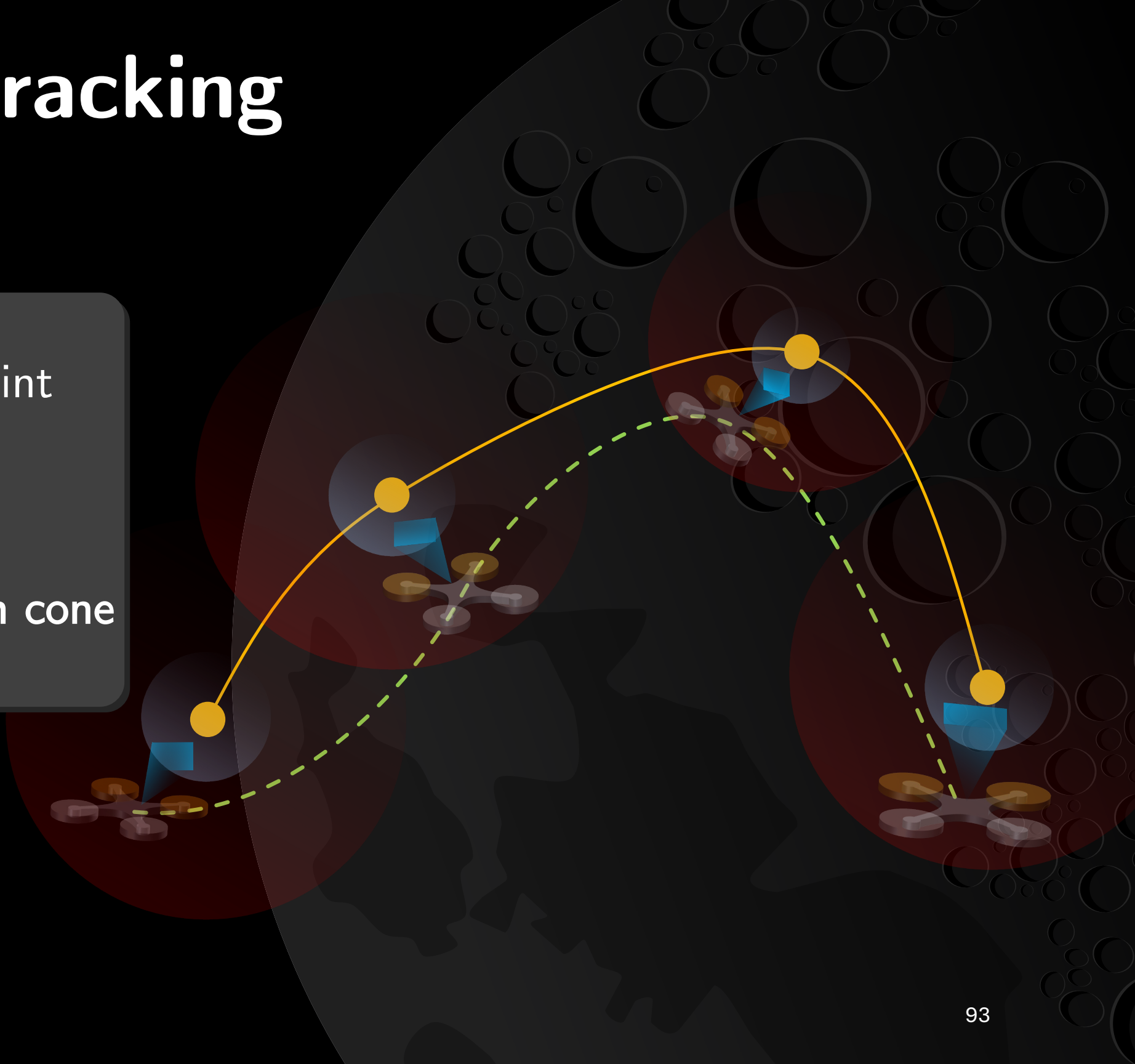
Min-Max range

Boundary constraints

Box constraints

**Viewcone:** Non-symmetric  $\infty$ -Norm cone

**Number of Keypoints:** 1



# Dynamic Target Tracking: Augmented Fuel Dynamics

[Hayner 2025]

We can augment the 6-DoF rigid body dynamics with the 2-Norm of fuel to model the problem in the Mayer form.

## Dynamics

**Position:**  $\dot{r}_{\mathcal{I}_3}(t) = v_{\mathcal{I}_3}(t),$

**Velocity:**  $\dot{v}_{\mathcal{I}_3}(t) = \frac{1}{m} C(q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}(t)) T_{\mathcal{B}_3}(t) + g_{\mathcal{I}_3},$

**Attitude:**  $\dot{q}_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}(t) = \frac{1}{2} \Omega(\omega_{\mathcal{B}_3}(t)) q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}(t),$

**Angular Rate:**  $\dot{\omega}_{\mathcal{B}_3}(t) = J_{\mathcal{B}_3}^{-1} (M_{\mathcal{B}_3}(t) - [\omega_{\mathcal{B}_3}(t)]_{\times} J_{\mathcal{B}_3} \omega_{\mathcal{B}_3}(t)),$

**Fuel:**  $\dot{f}(t) = \left\| \begin{bmatrix} T_{\mathcal{B}_3}(t) & M_{\mathcal{B}_3}(t) \end{bmatrix} \right\|_2$

# Dynamic Target Tracking: Problem Form

$$\min_{r_{\mathcal{I}_3}, v_{\mathcal{I}_3}, q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}, \omega_{\mathcal{B}_3}, f, T_{\mathcal{B}_3}, M_{\mathcal{B}_3}, t_f} f(t_f)$$

$$\text{subject to } \begin{aligned} r_{\mathcal{I}_3}(0) &= r^0, & v_{\mathcal{I}_3}(0) &= v^0, \\ q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}(0) &= q^0, & \omega_{\mathcal{B}_3}(0) &= \omega^0 \\ f(0) &= 0 \end{aligned}$$

$$\dot{x} = f_{6\text{DoF}}(t, x(t), u(t))$$

$$\dot{f}(t) = \left\| \begin{bmatrix} T_{\mathcal{B}_3}(t) & M_{\mathcal{B}_3}(t) \end{bmatrix} \right\|_2$$

$$g_{\text{LoS}}(p_{\mathcal{I}_3}(t), r_{\mathcal{I}_3}(t), q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}(t), \alpha) \leq 0,$$

$$d_{\min} \leq \|r_{\mathcal{I}_3}(t) - p_{\mathcal{I}_3}(t)\|_2 \leq d_{\max},$$

$$r_{\min} \leq r_{\mathcal{I}_3}(t) \leq r_{\max}, \quad v_{\min} \leq v_{\mathcal{I}_3}(t) \leq v_{\max}$$

$$q_{\min} \leq q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}(t) \leq q_{\max}, \quad \omega_{\min} \leq \omega_{\mathcal{B}_3}(t) \leq \omega_{\max}$$

$$0 \leq f(t) \leq f_{\max}, \quad T_{\min} \leq T_{\mathcal{B}_3}(t) \leq T_{\max},$$

$$M_{\min} \leq M_{\mathcal{B}_3}(t) \leq M_{\max},$$

where constraints without explicit time indices hold for all  $t \in [0, t_f]$ .



# Dynamic Target Tracking: Problem Form

$$\begin{aligned} & \min_{r_{\mathcal{I}_3}, v_{\mathcal{I}_3}, q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}, \omega_{\mathcal{B}_3}, f, T_{\mathcal{B}_3}, M_{\mathcal{B}_3}, t_f} f(t_f) \\ & \text{subject to} \quad r_{\mathcal{I}_3}(0) = r^0, \quad v_{\mathcal{I}_3}(0) = v^0, \\ & \quad q_{\mathcal{B}_3 \rightarrow \mathcal{I}_3}(0) = q^0, \quad \omega_{\mathcal{B}_3}(0) = \omega^0 \\ & \quad f(0) = 0 \end{aligned}$$

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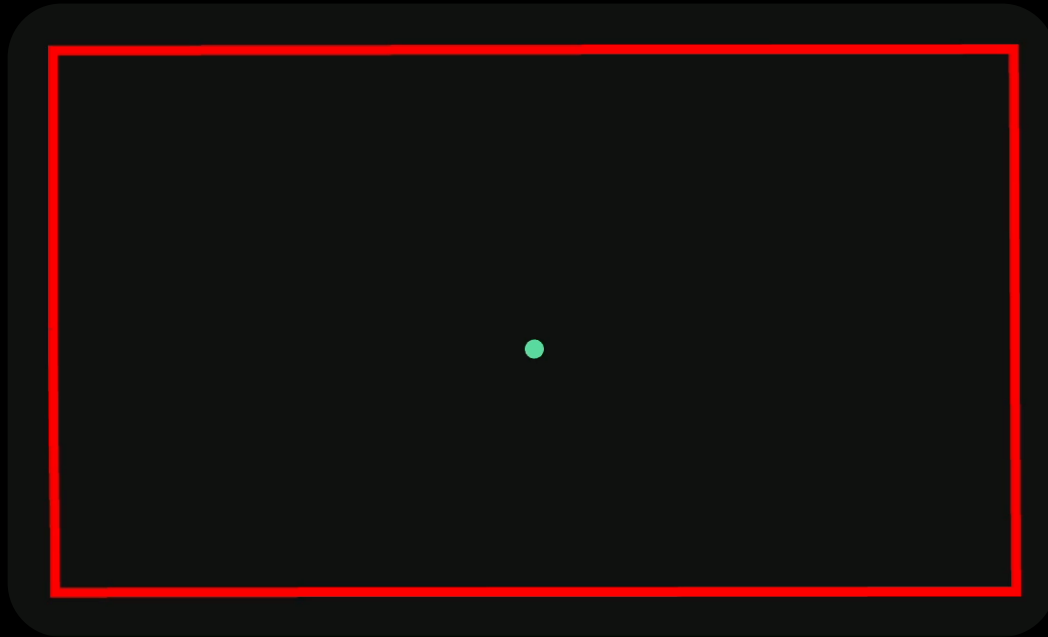
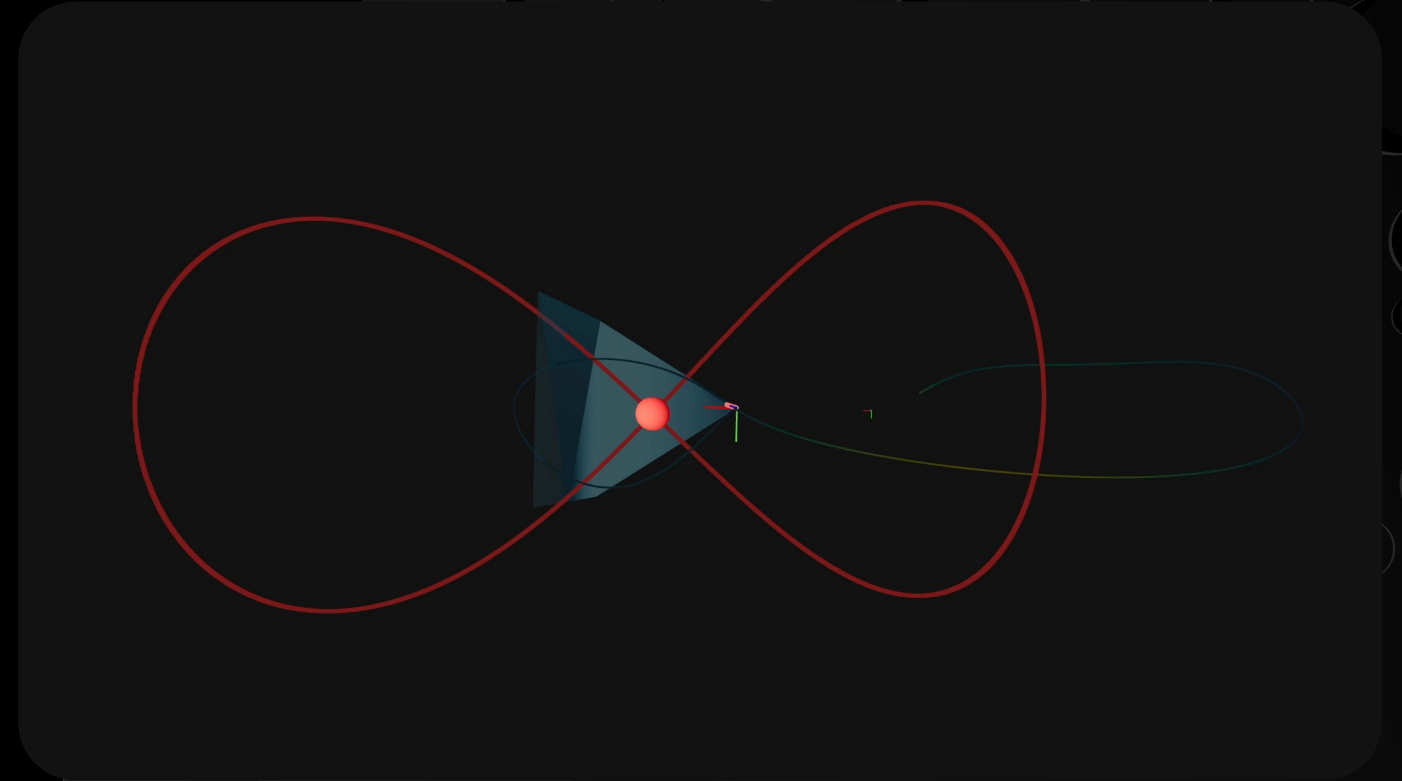
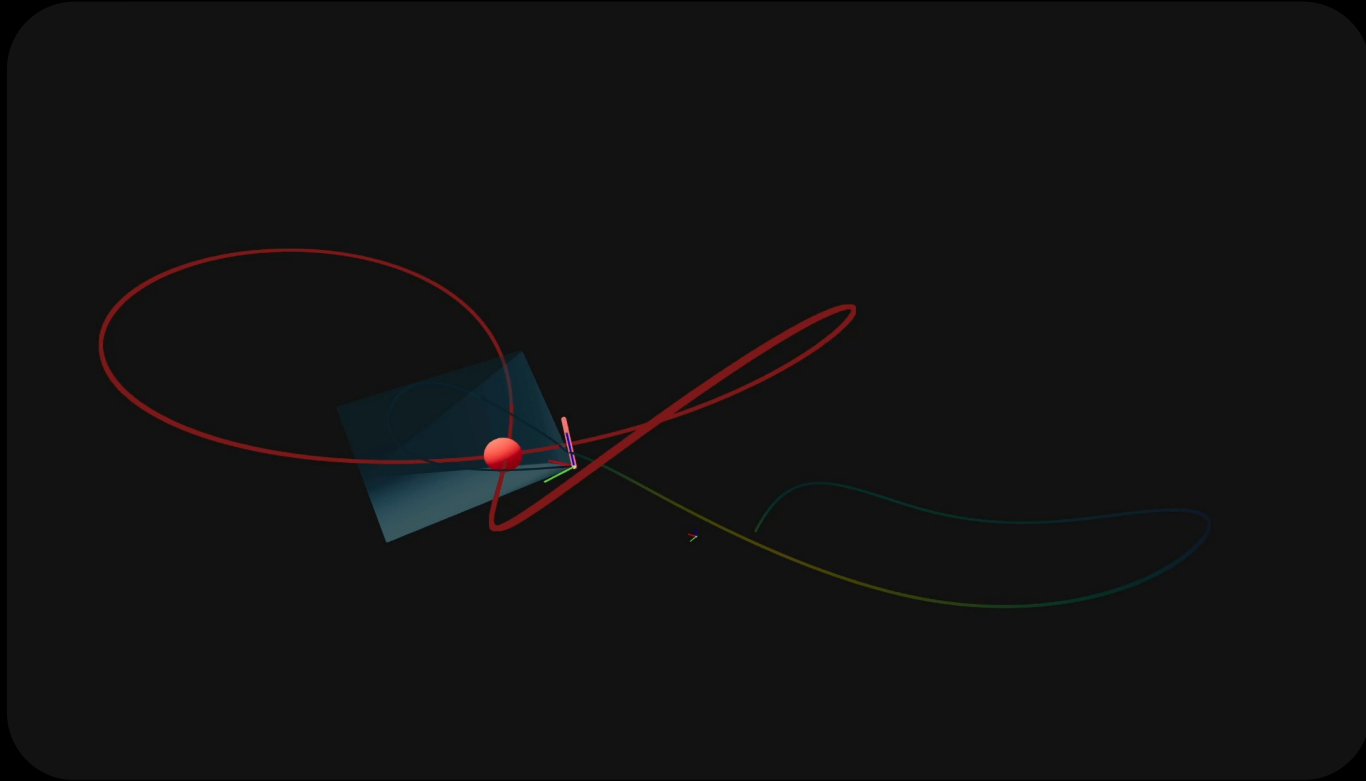
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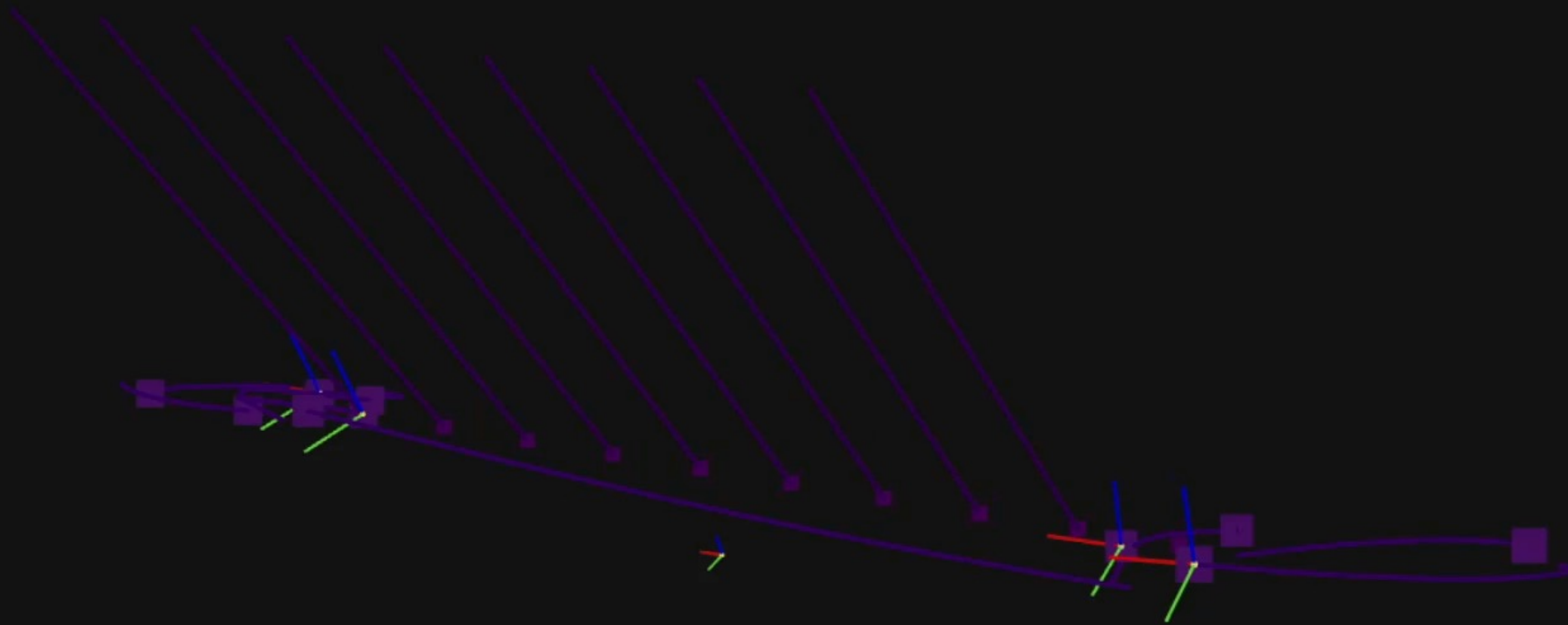
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# Dynamic Target Tracking: Qualitative Results

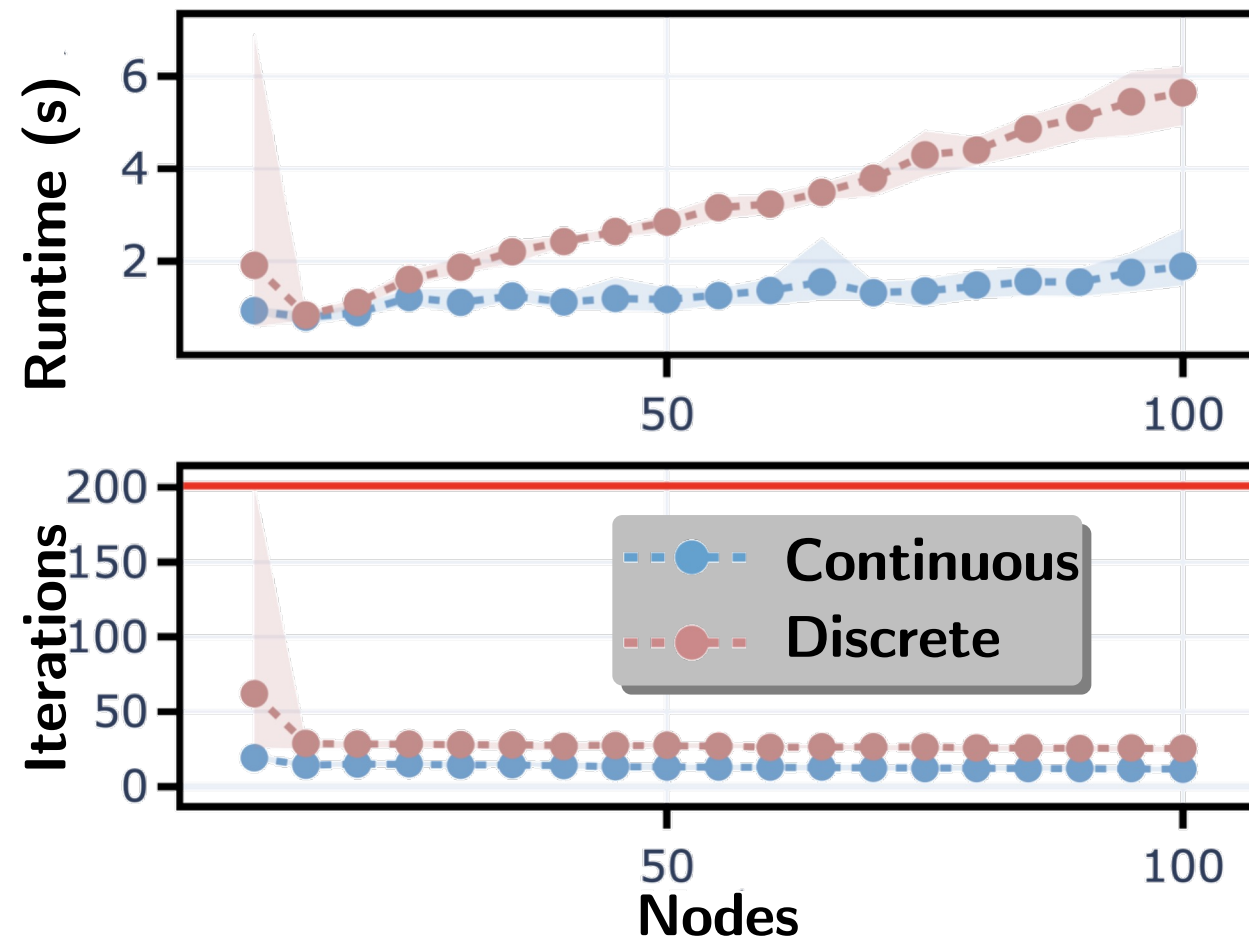


# Dynamic Target Tracking: Qualitative Results



Total Fuel: 364.72  
Iterations: 17  
Solve Time: 0.316s

# Dynamic Target Tracking: Quantitative Results

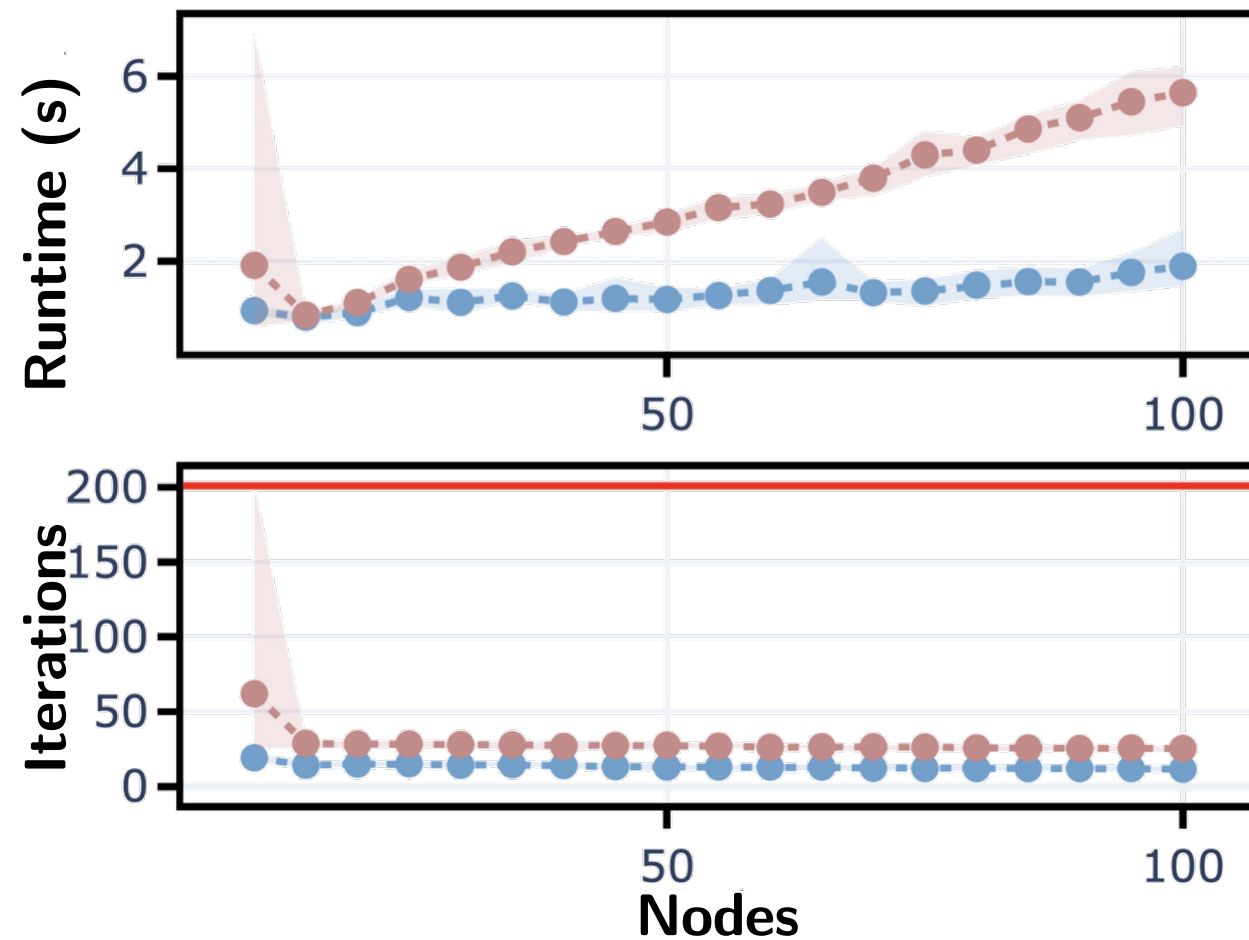


## Main Takeaway

Continuous scales better with respect to the discretization grid size.

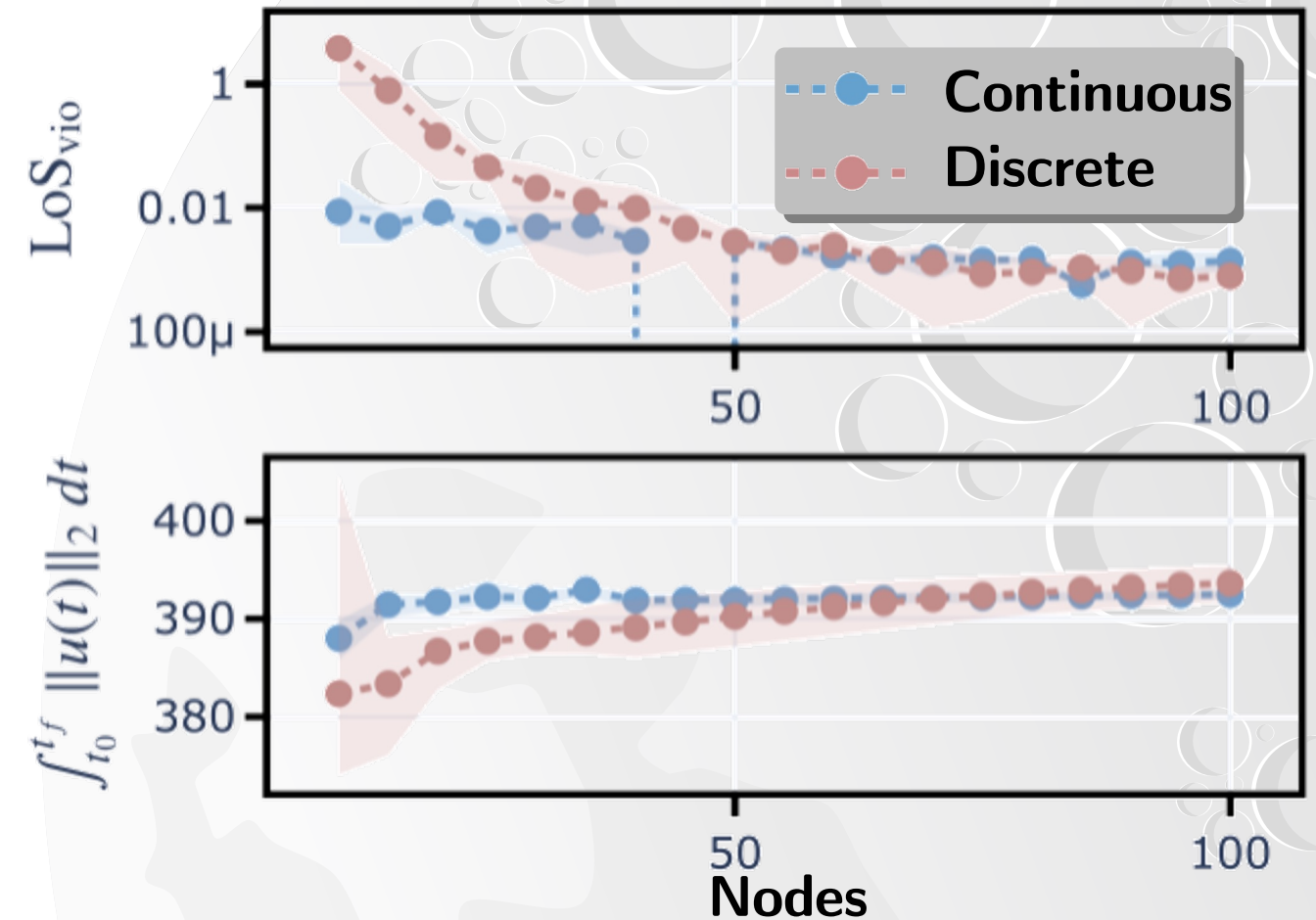


# Dynamic Target Tracking: Quantitative Results



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## Main Takeaway

Continuous prevents LoS violation better than discrete. However, it sacrifices objective performance

# Exploitation Takeaways

**Q1.** How well does Continuous satisfy the LoS constraint throughout the entire trajectory compared to the baseline?

**A1.** *Across both scenarios, the proposed method consistently shows either lower or equivalent LoS Violation to the baseline.*

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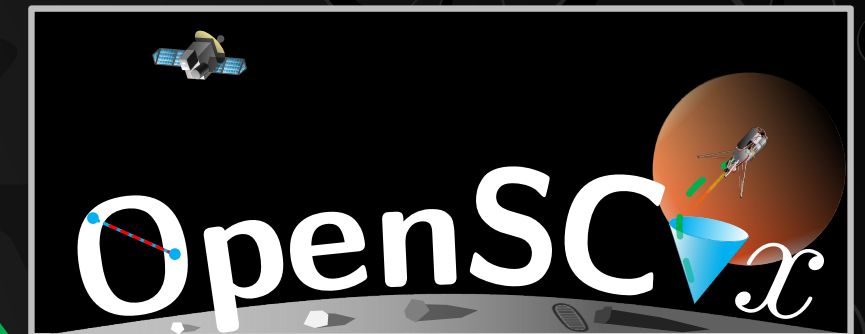
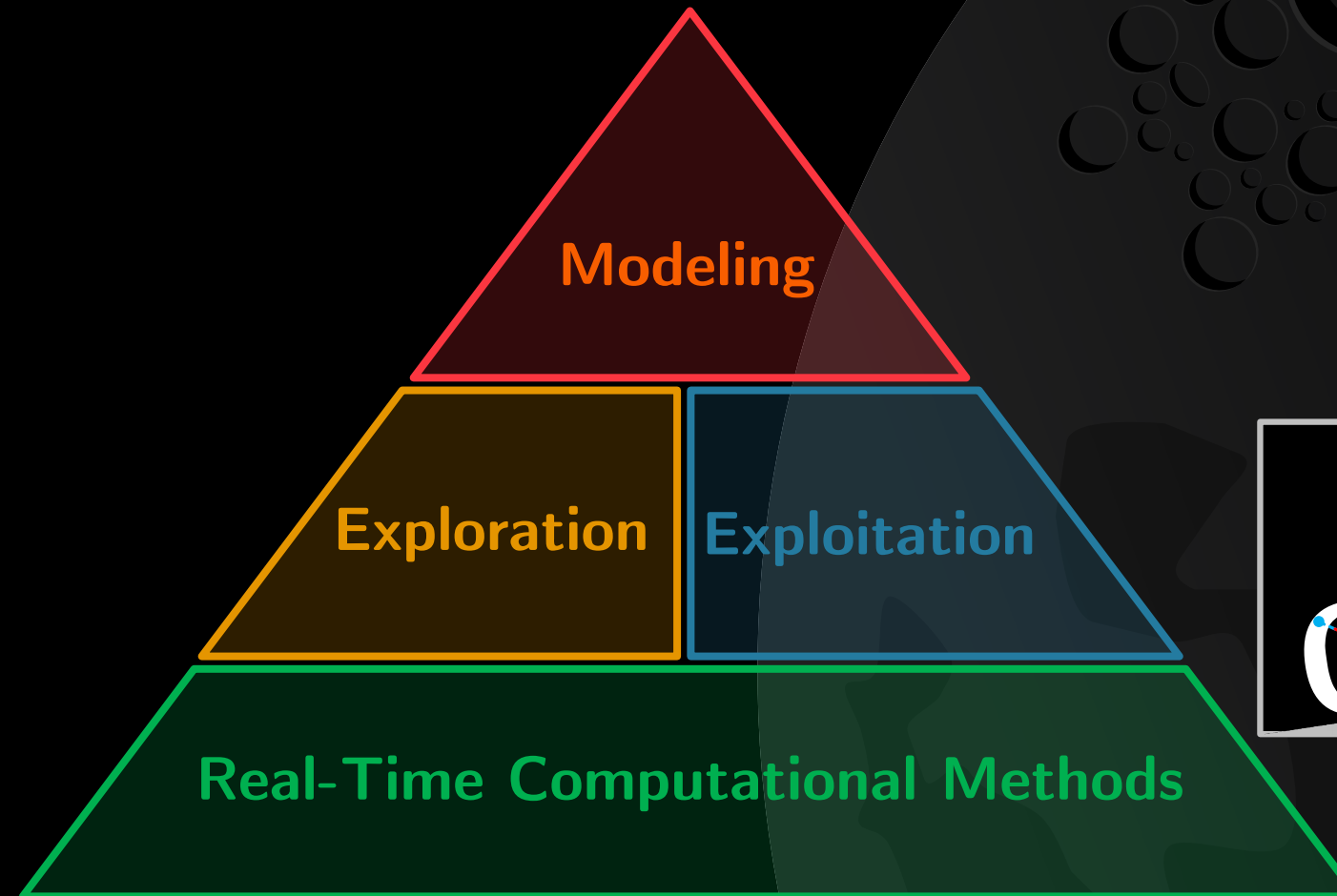
**Q3.** How does Continuous scale as the problem size increase?

*A3. As the discretization grid size increases, Continuous is significantly less affected than Discrete as the convex subproblem has significantly fewer nodal constraints*

# Exploitation

**Key Contribution:** These formulations jointly optimize the full 6-DoF dynamics under line-of-sight constraints while avoiding differential flatness and decoupled planning limitations.

# Roadmap: Real-Time Computational Methods





# OpenSCvx: Requirements

An effective general nonconvex trajectory optimization software should include:

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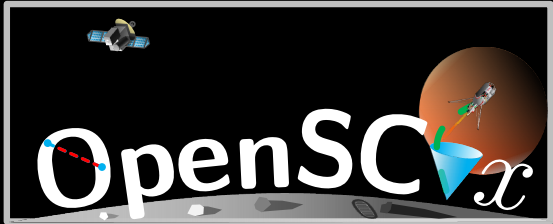
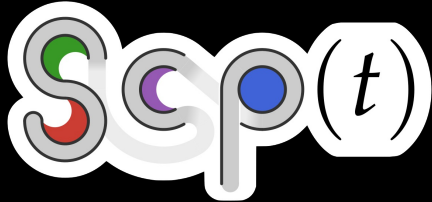

# OpenSCvx: Requirements

An effective general nonconvex trajectory optimization software should include:

- R1.** Easy for non-expert users to express problems,
- R2.** Handle the largest set of problems as possible.
- R3.** Real-time performance,
- R4.** Agnostic to hardware backend.

# OpenSCvx Comparison

- R1. Easy for non-expert users to express problems,  
R2. Handle the largest set of problems as possible,  
R3. Real-time performance,  
R4. Agnostic to hardware backend.

	R1	R2	R3	R4	Availability
	✓	✓	✓	✓	Open source
SCvxGEN	✓	✓	✓	✗	Unreleased
	✗	✗	✓	✗	Open source
	✗	✗	✓	✓	Open source
<i>GPOPS-ii</i>	✓	✓	✗	✗	Paid



# OpenSvx: Problem Expression

## Brachistochrone Problem

$$\min_{r,v,\theta,t} t_f$$

$$\text{s.t. } r(t_0) = r_0, r(t_f) = r_f$$

$$v(t_0) = v_0$$

$$\dot{r}_x = v \sin(\theta)$$

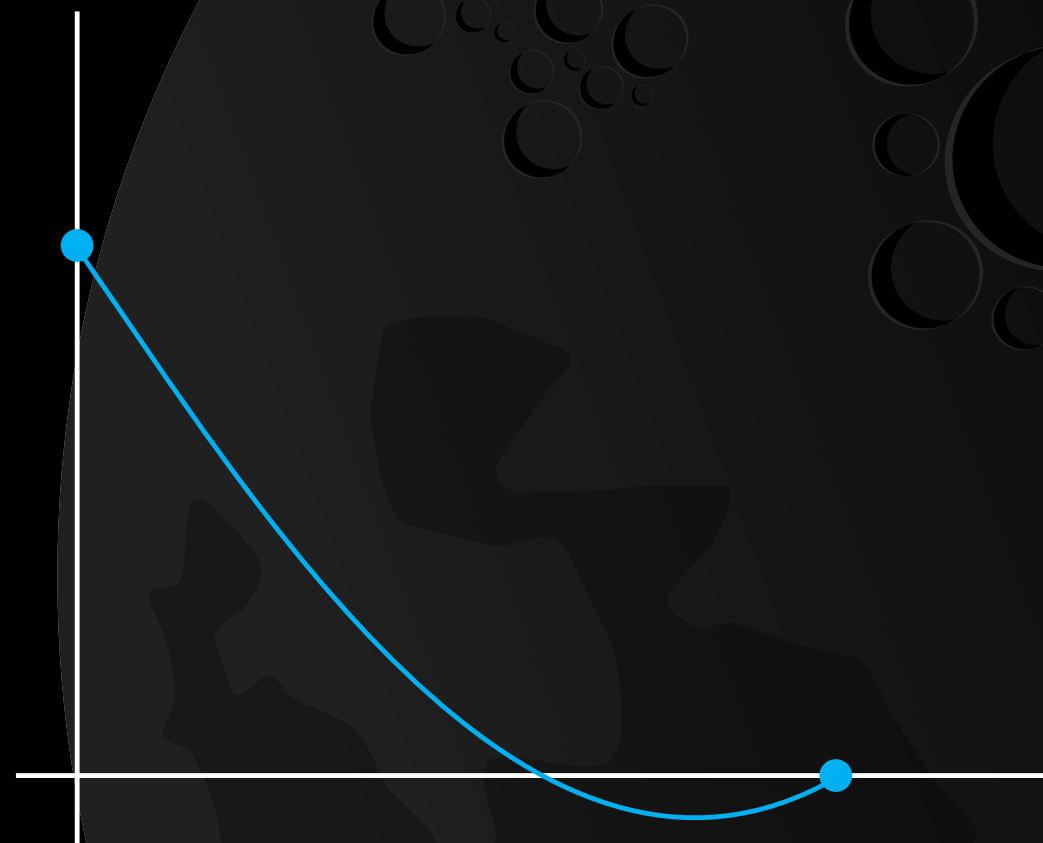
$$\dot{r}_y = -v \cos(\theta)$$

$$\dot{v} = g \cos(\theta)$$

$$r_{\min} \leq r \leq r_{\max}$$

$$v_{\min} \leq v \leq v_{\max}$$

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# OpenSvx: Problem Expression

## State, Control, and Time Instantiation

$$\min_{r,v,\theta,t} t_f$$

$$\text{s.t. } r(t_0) = r_0, r(t_f) = r_f$$

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$$\dot{r}_x = v \sin(\theta)$$

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$$r_{\min} \leq r \leq r_{\max}$$

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$$\theta_{\min} \leq \theta \leq \theta_{\max}$$

```
r = ox.State("position", shape=(2,))
```

```
v = ox.State("velocity", shape=(1,))
```

# OpenSvx: Problem Expression

## State, Control, and Time Instantiation

$$\begin{aligned} \min_{r,v,\theta,t} \quad & t_f \\ \text{s.t.} \quad & r(t_0) = r_0, r(t_f) = r_f \\ & v(t_0) = v_0 \\ & \dot{r}_x = v \sin(\theta) \\ & \dot{r}_y = -v \cos(\theta) \\ & \dot{v} = g \cos(\theta) \\ & r_{\min} \leq r \leq r_{\max} \\ & v_{\min} \leq v \leq v_{\max} \\ & \theta_{\min} \leq \theta \leq \theta_{\max} \end{aligned}$$

```
r = ox.State("position", shape=(2,))
r.max = [10.0, 10.0]
r.min = [0.0, 0.0]
```

```
v = ox.State("velocity", shape=(1,))
v.max = [10.0]
v.min = [0.0]
```

# OpenSvx: Problem Expression

$\min_{r,v,\theta,t} t_f$

s.t.  $r(t_0) = r_0, r(t_f) = r_f$

$v(t_0) = v_0$

$\dot{r}_x = v \sin(\theta)$

$\dot{r}_y = -v \cos(\theta)$

$\dot{v} = g \cos(\theta)$

$r_{\min} \leq r \leq r_{\max}$

$v_{\min} \leq v \leq v_{\max}$

$\theta_{\min} \leq \theta \leq \theta_{\max}$

## State, Control, and Time Instantiation

```
r = ox.State("position", shape=(2,))
r.max = [10.0, 10.0]
r.min = [0.0, 0.0]
r.initial = [0.0, 10.0]
r.final = [10.0, 5.0]
```

```
v = ox.State("velocity", shape=(1,))
v.max = [10.0]
v.min = [0.0]
v.initial = [0.0]
v.final = [ox.Free(10.0)]
```

# OpenSvx: Problem Expression

## State, Control, and Time Instantiation

$$\min_{r,v,\theta,t} t_f$$

$$\text{s.t. } r(t_0) = r_0, r(t_f) = r_f$$

$$v(t_0) = v_0$$

$$\dot{r}_x = v \sin(\theta)$$

$$\dot{r}_y = -v \cos(\theta)$$

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$$r_{\min} \leq r \leq r_{\max}$$

$$v_{\min} \leq v \leq v_{\max}$$

$$\theta_{\min} \leq \theta \leq \theta_{\max}$$

```
theta = ox.Control("theta", shape=(1,))
```

# OpenSvx: Problem Expression

## State, Control, and Time Instantiation

$$\begin{aligned} \min_{r,v,\theta,t} \quad & t_f \\ \text{s.t.} \quad & r(t_0) = r_0, r(t_f) = r_f \\ & v(t_0) = v_0 \\ & \dot{r}_x = v \sin(\theta) \\ & \dot{r}_y = -v \cos(\theta) \\ & \dot{v} = g \cos(\theta) \\ & r_{\min} \leq r \leq r_{\max} \\ & v_{\min} \leq v \leq v_{\max} \\ & \theta_{\min} \leq \theta \leq \theta_{\max} \end{aligned}$$

```
theta = ox.Control("theta", shape=(1,))  
theta.max = [100.5]  
theta.min = [0.0]
```



# OpenSvx: Problem Expression

## State, Control, and Time Instantiation

$$\begin{aligned} \min_{r,v,\theta,t} \quad & t_f \\ \text{s.t.} \quad & r(t_0) = r_0, r(t_f) = r_f \\ & v(t_0) = v_0 \\ & \dot{r}_x = v \sin(\theta) \\ & \dot{r}_y = -v \cos(\theta) \\ & \dot{v} = g \cos(\theta) \\ & r_{\min} \leq r \leq r_{\max} \\ & v_{\min} \leq v \leq v_{\max} \\ & \theta_{\min} \leq \theta \leq \theta_{\max} \end{aligned}$$

```
theta = ox.Control("theta", shape=(1,))
theta.max = [100.5]
theta.min = [0.0]
theta.guess = linspace(5, 100.5, n)
```

# OpenSvx: Problem Expression

## State, Control, and Time Instantiation

$$\begin{aligned} \min_{r,v,\theta,t} \quad & t_f \\ \text{s.t.} \quad & r(t_0) = r_0, r(t_f) = r_f \\ & v(t_0) = v_0 \\ & \dot{r}_x = v \sin(\theta) \\ & \dot{r}_y = -v \cos(\theta) \\ & \dot{v} = g \cos(\theta) \\ & r_{\min} \leq r \leq r_{\max} \\ & v_{\min} \leq v \leq v_{\max} \\ & \theta_{\min} \leq \theta \leq \theta_{\max} \end{aligned}$$

```
theta = ox.Control("theta", shape=(1,))
theta.max = [100.5]
theta.min = [0.0]
theta.guess = linspace(5, 100.5, n)
```

```
time = ox.Time()
```

# OpenSvx: Problem Expression

## State, Control, and Time Instantiation

$\min_{r,v,\theta,t} t_f$

$$\text{s.t. } r(t_0) = r_0, r(t_f) = r_f$$

$$v(t_0) = v_0$$

$$\dot{r}_x = v \sin(\theta)$$

$$\dot{r}_y = -v \cos(\theta)$$

$$\dot{v} = g \cos(\theta)$$

$$r_{\min} \leq r \leq r_{\max}$$

$$v_{\min} \leq v \leq v_{\max}$$

$$\theta_{\min} \leq \theta \leq \theta_{\max}$$

```
theta = ox.Control("theta", shape=(1,))
theta.max = [100.5]
theta.min = [0.0]
theta.guess = linspace(5, 100.5, n)
```

```
time = ox.Time()
time.initial = 0.0
time.final = ox.Minimize(total_time)
```

# OpenSvx: Problem Expression

## State, Control, and Time Instantiation

$\min_{r,v,\theta,t} t_f$

$$\text{s.t. } r(t_0) = r_0, r(t_f) = r_f$$

$$v(t_0) = v_0$$

$$\dot{r}_x = v \sin(\theta)$$

$$\dot{r}_y = -v \cos(\theta)$$

$$\dot{v} = g \cos(\theta)$$

$$r_{\min} \leq r \leq r_{\max}$$

$$v_{\min} \leq v \leq v_{\max}$$

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```
theta = ox.Control("theta", shape=(1,))
theta.max = [100.5]
theta.min = [0.0]
theta.guess = linspace(5, 100.5, n)
```

```
time = ox.Time()
time.initial = 0.0
time.final = ox.Minimize(total_time)
time.min = 0.0
time.max = total_time
```

# OpenSvx: Problem Expression

$$\min_{r,v,\theta,t} t_f$$

$$\text{s.t. } r(t_0) = r_0, r(t_f) = r_f$$

$$v(t_0) = v_0$$

$$\dot{r}_x = v \sin(\theta)$$

$$\dot{r}_y = -v \cos(\theta)$$

$$\dot{v} = g \cos(\theta)$$

$$r_{\min} \leq r \leq r_{\max}$$

$$v_{\min} \leq v \leq v_{\max}$$

$$\theta_{\min} \leq \theta \leq \theta_{\max}$$

## Dynamics

```
dynamics = {  
    "position": ox.Concat(  
        velocity[0] * ox.Sin(theta[0]),  
        -velocity[0] * ox.Cos(theta[0]),  
    ),  
}
```

# OpenSvx: Problem Expression

$$\min_{r,v,\theta,t} t_f$$

$$\text{s.t. } r(t_0) = r_0, r(t_f) = r_f$$

$$v(t_0) = v_0$$

$$\dot{r}_x = v \sin(\theta)$$

$$\dot{r}_y = -v \cos(\theta)$$

$$\dot{v} = g \cos(\theta)$$

$$r_{\min} \leq r \leq r_{\max}$$

$$v_{\min} \leq v \leq v_{\max}$$

$$\theta_{\min} \leq \theta \leq \theta_{\max}$$

## Dynamics

```
dynamics = {  
    "position": ox.Concat(  
        velocity[0] * ox.Sin(theta[0]),  
        -velocity[0] * ox.Cos(theta[0]),  
    ),  
    "velocity": g * ox.Cos(theta[0]),  
}
```



# OpenSvx: Problem Expression

$$\min_{r,v,\theta,t} t_f$$

$$\text{s.t. } r(t_0) = r_0, r(t_f) = r_f$$

$$v(t_0) = v_0$$

$$\dot{r}_x = v \sin(\theta)$$

$$\dot{r}_y = -v \cos(\theta)$$

$$\dot{v} = g \cos(\theta)$$

$$r_{\min} \leq r \leq r_{\max}$$

$$v_{\min} \leq v \leq v_{\max}$$

$$\theta_{\min} \leq \theta \leq \theta_{\max}$$

## Constraints

```
constraint_exprs = []  
for state in states:  
    constraint_exprs.extend([ox.ctcs(state <= state.max),  
                             ox.ctcs(state.min <= state)])
```

# OpenSvx: Problem Expression

$$\min_{r,v,\theta,t} t_f$$

$$\text{s.t. } r(t_0) = r_0, r(t_f) = r_f$$

$$v(t_0) = v_0$$

$$\dot{r}_x = v \sin(\theta)$$

$$\dot{r}_y = -v \cos(\theta)$$

$$\dot{v} = g \cos(\theta)$$

$$r_{\min} \leq r \leq r_{\max}$$

$$v_{\min} \leq v \leq v_{\max}$$

$$\theta_{\min} \leq \theta \leq \theta_{\max}$$

## Constraints

```
constraint_exprs = []  
for state in states:  
    constraint_exprs.extend([ox.ctcs(state <= state.max),  
                             ox.ctcs(state.min <= state)])
```

By default, the package will apply the box constraint to controls.

# OpenSCvx: Problem Expression

While this package focuses on minimizing the number of required inputs, an expert user can selectively override the symbolic expression interface and replace any algorithmic component (e.g. discretization, integration, SCvx) to fit their specific needs.

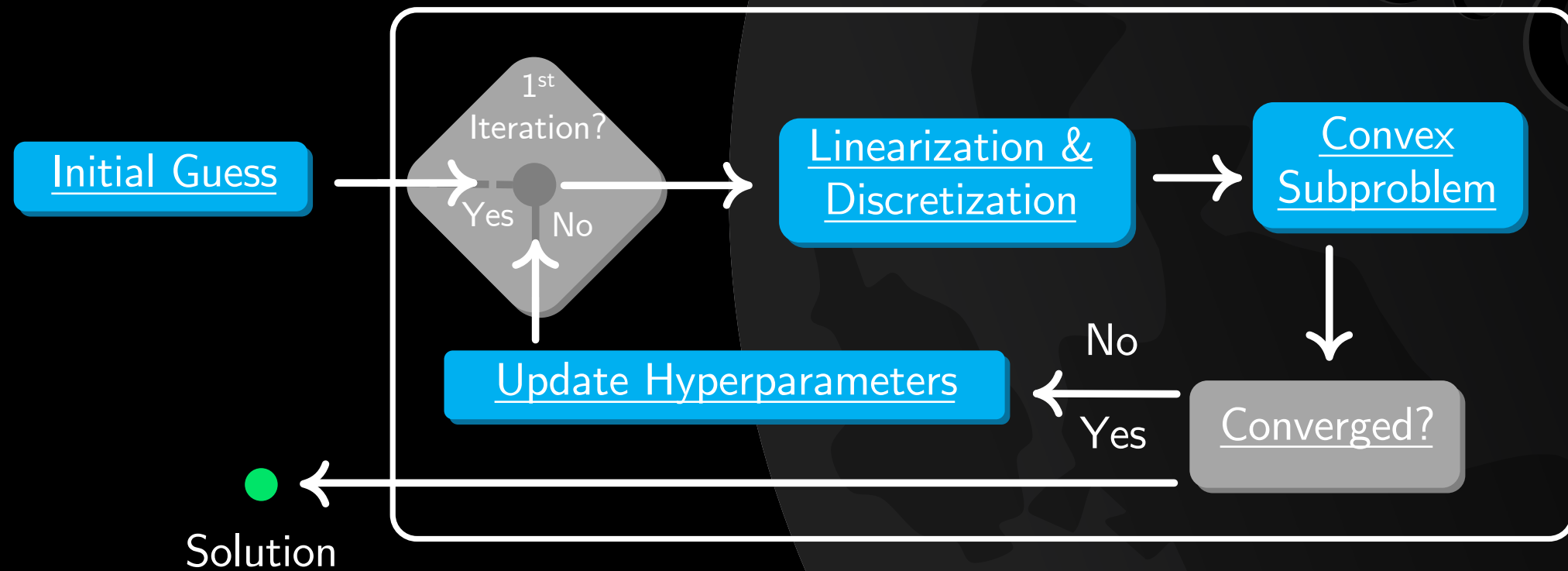
# OpenSCvx: Broad Problem Class Applicability

To ensure **broad** applicability across problem classes, this package utilizes the CT-SCvx algorithm, which solves problems posed in the Mayer Form.

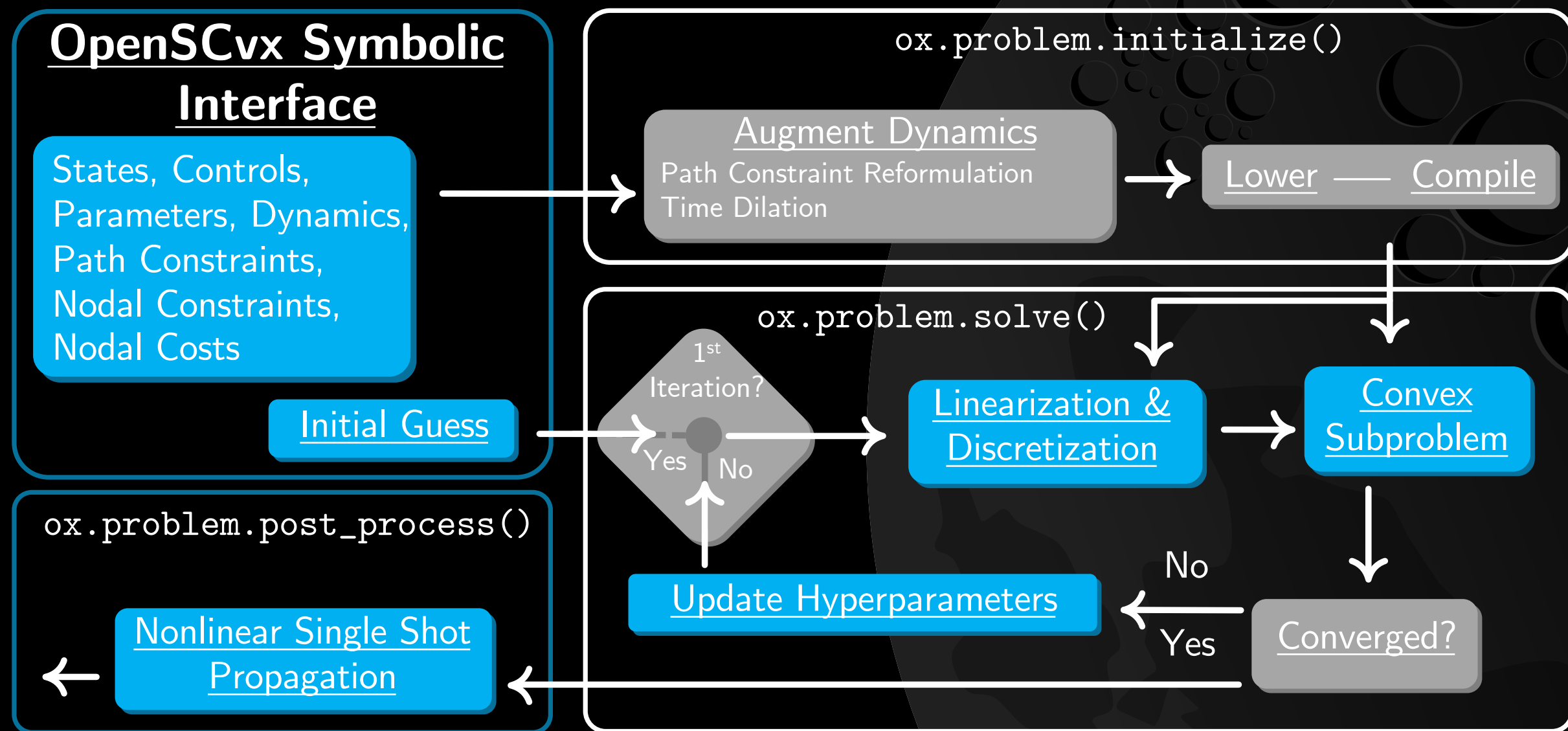
## Mayer Form

$$\begin{aligned} \min_{x,u,t_f} \quad & y(t_f) + L(t_f, x(t_f)) \\ \text{subject to} \quad & \dot{x}(t) = f(t, x(t), u(t)), \quad t \in [t_0, t_f] \\ & g(t, x(t), u(t)) \leq 0_{n_g}, \quad t \in [t_0, t_f] \\ & h(t, x(t), u(t)) = 0_{n_h}, \quad t \in [t_0, t_f] \\ & P(t_0, x(t_0), t_f, x(t_f)) \leq 0_{n_P} \\ & Q(t_0, x(t_0), t_f, x(t_f)) = 0_{n_Q} \end{aligned}$$

# OpenSCvx: CT-SCvx



# OpenSCvx: Overview





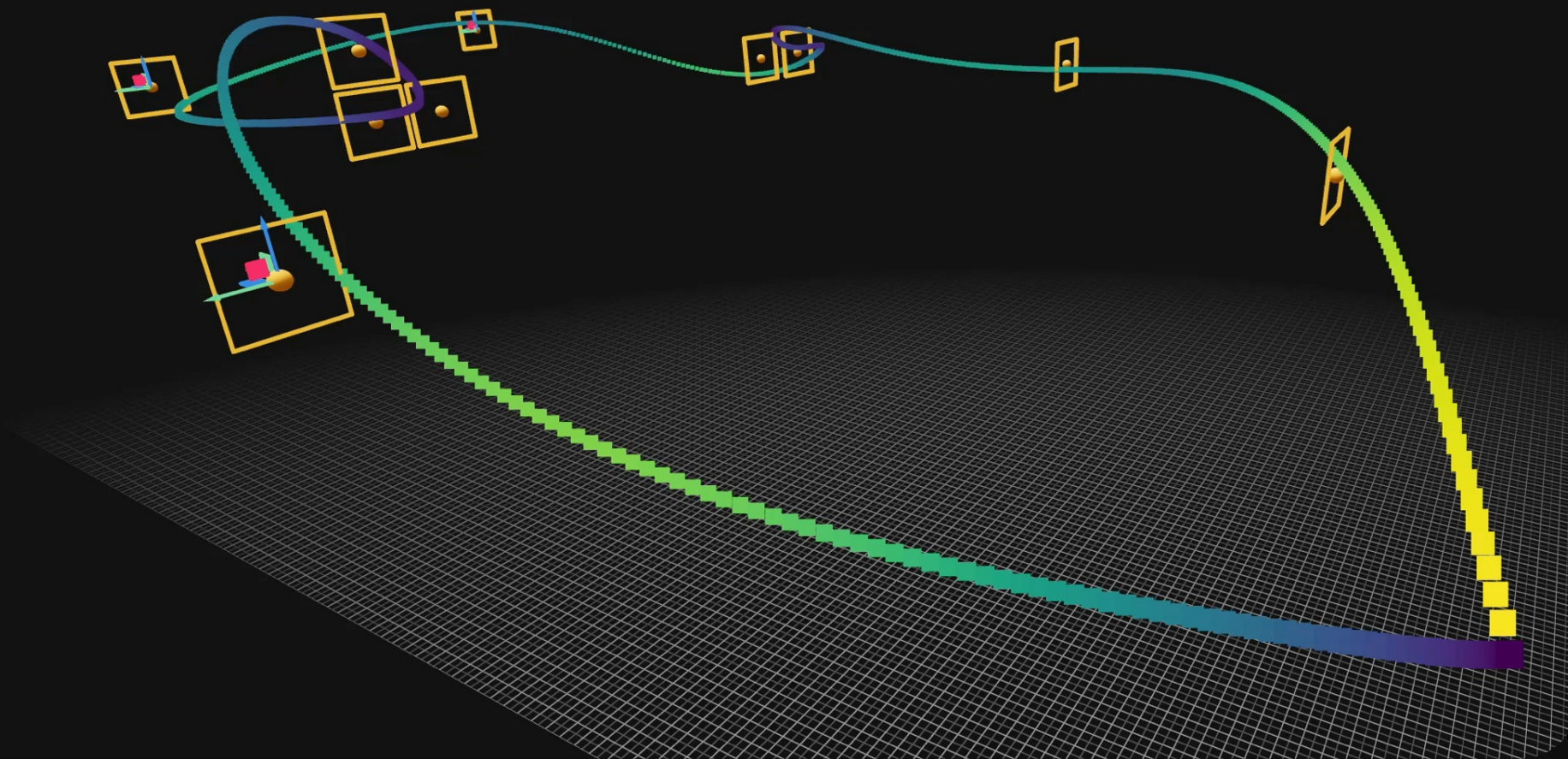
# OpenSCvx: Real-time Performance

Uses Python with a CVXPY and JAX backend to provide **fast convex solvers**, efficient **automated vectorization**, and a **differentiable linear algebra library**.



# OpenSCvx: Live Real-time Drone Racing

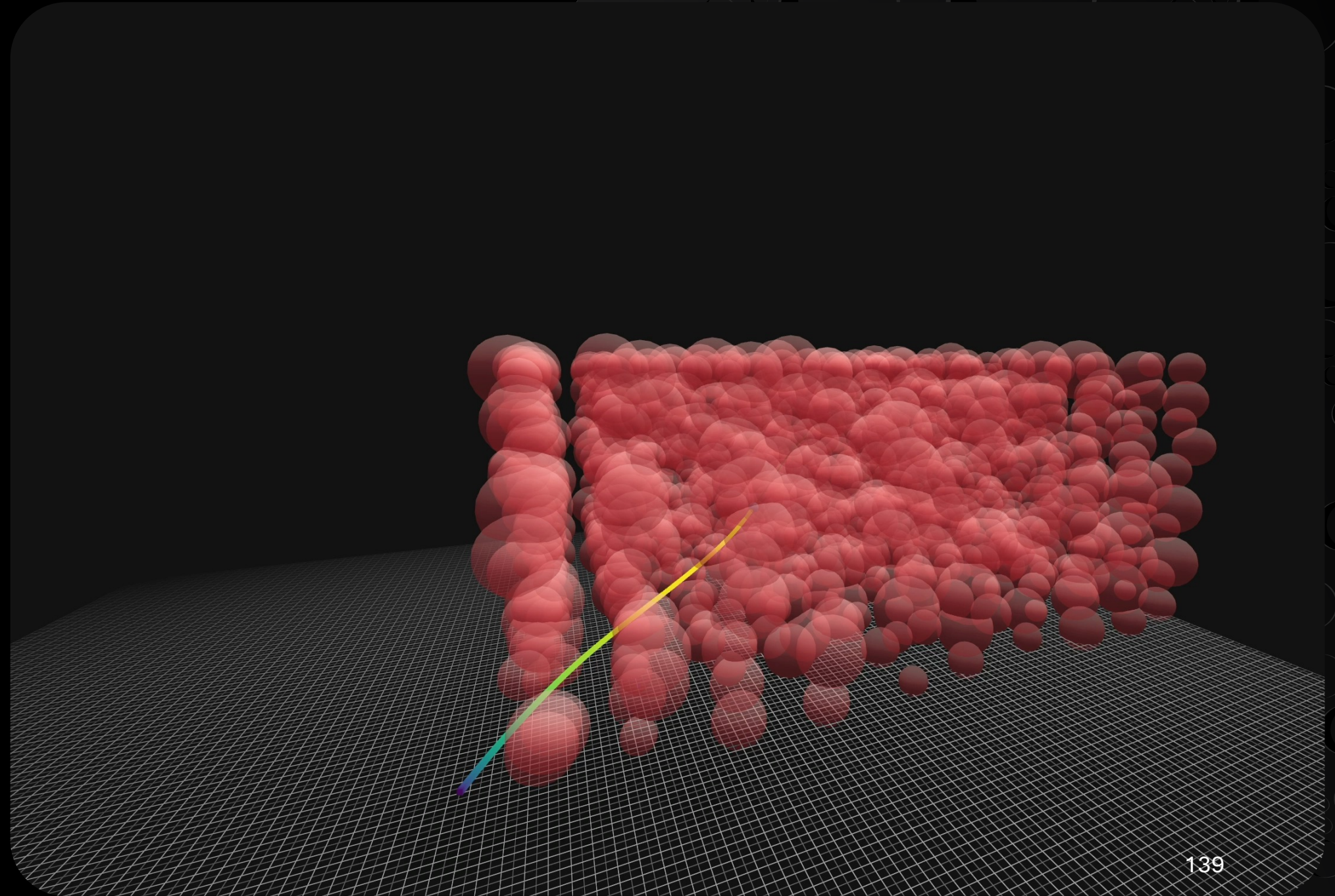
**Objective:** Min Time  
**Dynamics:** 6DoF Drone  
**Constraints:** Gates  
Boundary  
Box





# OpenSCvx: Vectorized Real-Time Obstacle Avoidance

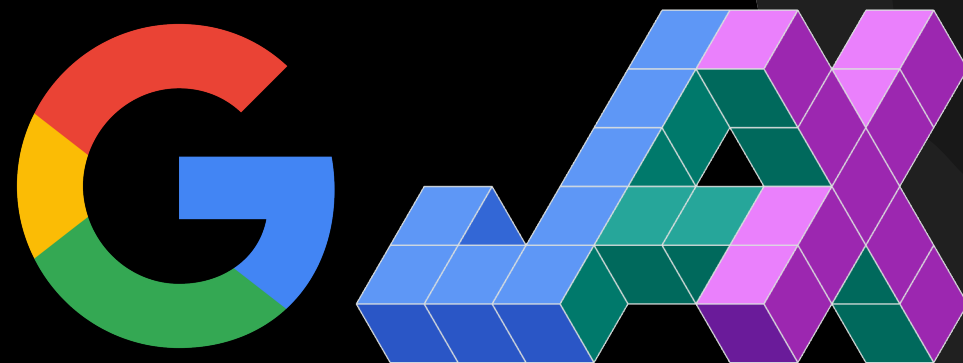
Time of Flight: 8.26  
Iterations: 8  
Solve Time: 0.064s  
Obstacles: 1000



# OpenSCvx: Hardware/Software Agnostic

Since OpenSCvx heavily leverages JAX, we inherit lots of the benefits of being agnostic to the hardware backend, meaning we can seamlessly leverage GPU's, allowing for problems to scale very large while remaining tractable.

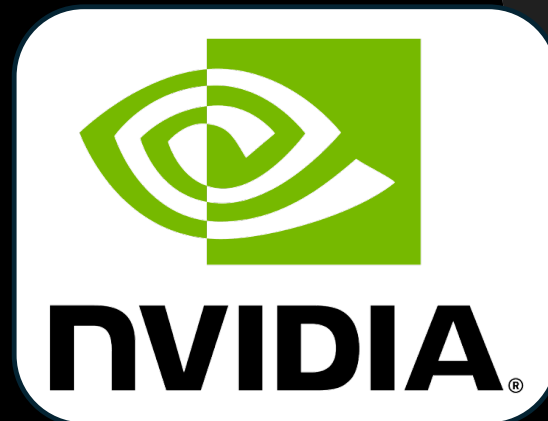
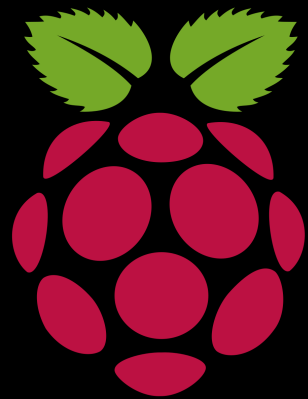
Furthermore, JAX is an extremely widely adopted numerical computing engine, backed by Google, with over 800 unique contributors and is a dependency in over 45k repositories on GitHub.



# OpenSCvx: Hardware/Software Agnostic

OpenSCvx has been used on:

ROS



# OpenSCvx

**Key Contributions:** This package provides a high-performance, scalable, non-convex trajectory optimization solver underneath an intuitive symbolic user interface.



# My Publications

**C. R. Hayner**, J. M. Carson III, B. Açıkmeşe and K. Leung, "Continuous-Time Line-of-Sight Constrained Trajectory Planning for 6-Degree of Freedom Systems," in *IEEE Robotics and Automation Letters*, vol. 10, no. 5, pp. 4332-4339, May 2025

**C. R. Hayner**, S. C. Buckner, D. Broyles, E. Madewell, K. Leung and B. Açıkmeşe, "HALO: Hazard-Aware Landing Optimization for Autonomous Systems," *2023 IEEE International Conference on Robotics and Automation (ICRA)*, London, United Kingdom, 2023, pp. 3261-3267

**C. R. Hayner**, N. Pavlasek, K. Leung, B. Acikmese and J. M. Carson III. "Information-Aware Powered Descent Guidance for Entry, Descent and Landing" AIAA 2025-1896. *AIAA SCITECH 2025 Forum*. January 2025.

K. Echigo, **C. R. Hayner**, A. Mittal, S. B. Sarsilmaz, M. W. Harris and B. Açıkmeşe, "Linear Programming Approach to Relative-Orbit Control With Element-Wise Quantized Control," in *IEEE Control Systems Letters*, vol. 7, pp. 3042-3047, 2023

K. Echigo, **C. R. Hayner**, A. Mittal, S. B. Sarsilmaz, M. Harris and B. Acikmese."Convex Trajectory Planning for Proximity Operations using Electric Propulsion with Quantized Thrust," AIAA 2023-0493. *AIAA SCITECH 2023 Forum*. January 2023.

D. Broyles, **C. R. Hayner** and K. Leung, "WiSARD: A Labeled Visual and Thermal Image Dataset for Wilderness Search and Rescue," *2022 IEEE/RSJ International Conference on Intelligent Robots and Systems (IROS)*, Kyoto, Japan, 2022, pp. 9467-9474

# Acknowledgments

I would like to acknowledge my co-author and partner-in-crime for all things OpenSCvx, Griffin Norris as well as all the coauthors and colleagues I have had privilege to work with over the past 4 and a half years in my Ph.D. journey.



**Any Questions?**

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