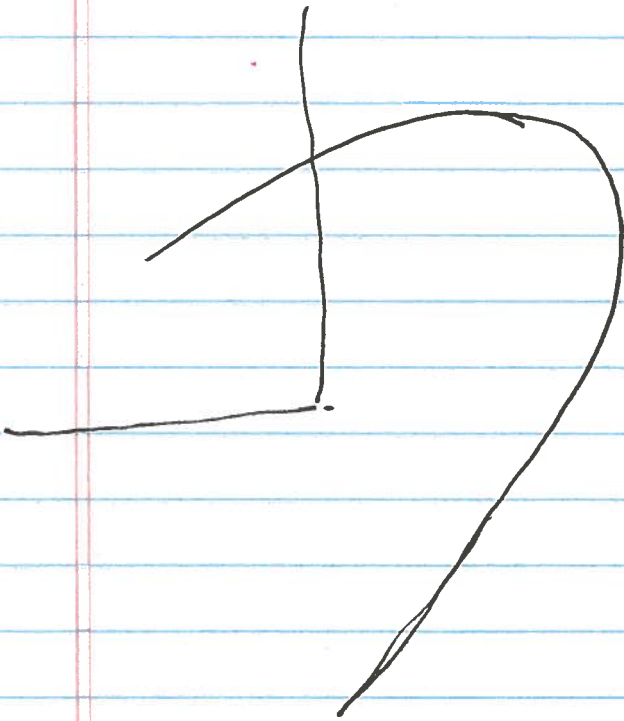


1) Classic Orbit Elements  
(Revisit)

2) Lambert's Problem

3) Grand Canyon Problem  
final comments

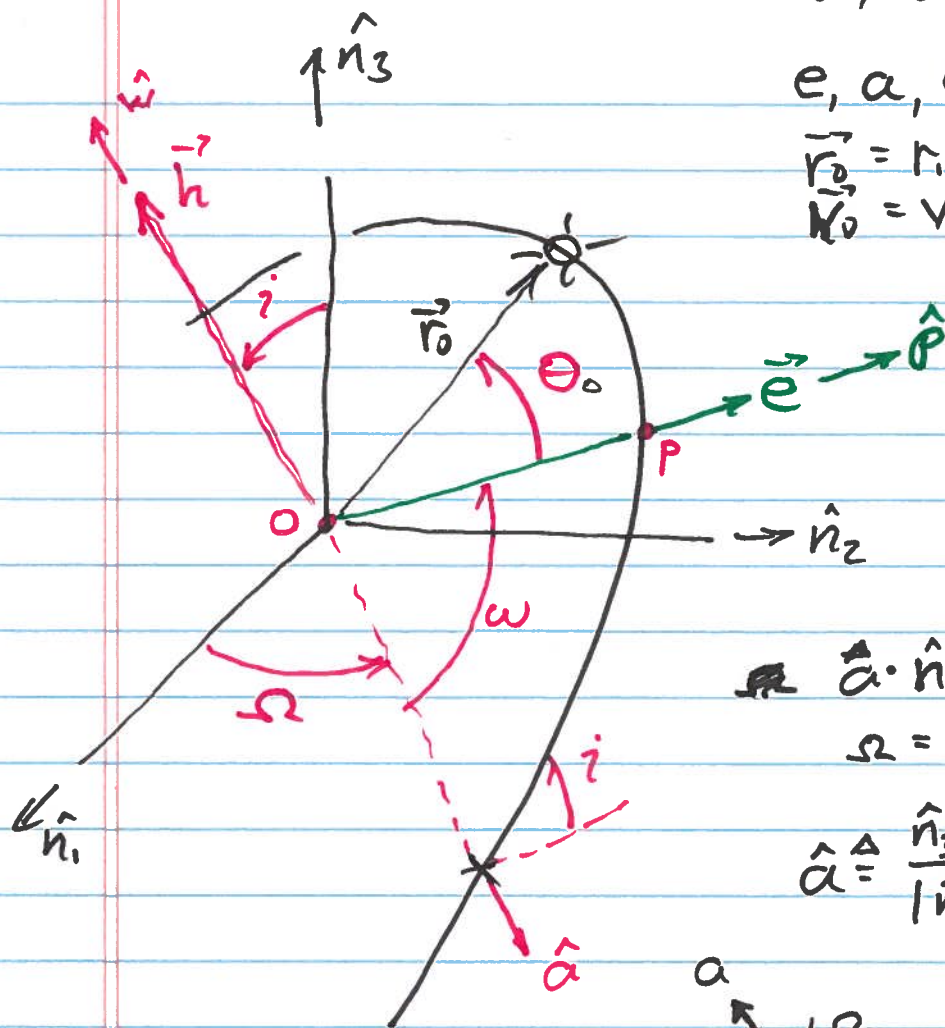


$$\vec{r}_0, \vec{v}_0$$

$$e, a, \Theta_0, \Omega, i, \omega$$

$$\vec{r}_0 = r_1 \hat{n}_1 + r_2 \hat{n}_2 + r_3 \hat{n}_3$$

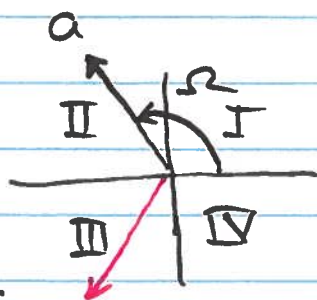
$$\vec{v}_0 = v_1 \hat{n}_1 + v_2 \hat{n}_2 + v_3 \hat{n}_3$$



$$\hat{a} \cdot \hat{n}_1 = \cos \Omega$$

$$\Omega = \cos^{-1} \{ \hat{a} \cdot \hat{n}_1 \}$$

$$\hat{a} \triangleq \frac{\hat{n}_3 \times \vec{h}}{|\hat{n}_3 \times \vec{h}|} = \frac{a_x}{\cos \Omega} \hat{n}_1 + \sin \Omega \hat{n}_2$$



$$\Omega = \text{ATAN2}(a_y, a_x)$$

ATAN2

$$\hat{n}_3 \cdot \vec{h} = |\hat{n}_3| |\vec{h}| \cos i$$

$$i = \cos^{-1} \left( \frac{\hat{n}_3 \cdot \vec{h}}{h} \right)$$

$$\omega = \Rightarrow \hat{a} \cdot \vec{e} = |\hat{a}| |\vec{e}| \cos \omega$$

$$\omega = \cos^{-1} \left( \frac{\hat{a} \cdot \vec{e}}{e} \right)$$

$$\text{FINE if } \vec{e} \cdot \hat{n}_3 = e_3 > 0$$

$$\omega = 2\pi - \omega \quad \text{if } e_3 < 0$$

$$\Theta_0$$

$$\vec{r}_0 \cdot \vec{v}_i > 0 \text{ ? outbound}$$

$$< 0 \text{ INCOMING}$$

$$\vec{r}_0 \cdot \vec{e} = |\vec{r}_0| |\vec{e}| \cos \theta_0$$

$$\theta_0 = \arccos \left( \frac{\vec{r}_0 \cdot \vec{e}}{r_0 e} \right) \quad \text{FINE IF}$$

$$r(\theta) = \frac{h^2}{\mu(1 + e \cos \theta)}$$

$$\text{outbound} \Rightarrow 180^\circ > \theta > 0$$

$$\text{INBOUND} \Rightarrow 360^\circ > \theta > 180^\circ$$

# Lambert's Problem

