Odin SMR
Algorithm Theoretical Basis Document

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Chapter 1

Introduction

This is the introduction

Chapter 2

Notations

2.1 Definition of common terms

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Chapter 3

Atmospheric products processing overview

3.1 Level 1 Processing Overview

3.2 Level 2 Processing Overview

Chapter 4

Level 1 Algorithm Definitions

Chapter 5

Level 2 Algorithm Definitions

5.1 Optimal Estimation Method

5.1.1 Physics of the Problem

Text describing the physics of this particular algorithm...

Input Data:

- Number of chickens
- Temperature in the coop
- Number of foxes present

Output Data:

- Omelett
- Chicken pie

5.1.2 Mathematical Description of the Algorithm

1. In order to verticaly displace the yellow of the egg into the frying pan the shell must be removed using a laser incident on the chicken while in free fall inside a vacuum. The terminal speed due to the tastefield of the egg is approximated using

$$A = Bx \tag{5.1}$$

where

A	[m/s] is the terminal speed of the chicken
B	[-] is the number of eggs
x	[m^2/kg] the taste coefficient of the egg

2. Step 2
3. Step 3