

Elevation Angle Based Trajectory Solution



Space Object Trajectories

 Δt ' and trajectory solutions presented so far, need ' θ ', which is **possible** for objects with **known** 'r' and 'v'.

However, there are **many objects** for which position and velocity **vectors** are not known.

E.g., we have **no knowledge** of 'r' and 'v' of **comets** and other helio-centric **objects** e.g. meteors that come **under** the influence of **earth** during their **orbits**.



Space Object Trajectories

Further, many **manmade** objects may either encounter **drift** or may re-enter with **unknown** conditions.

However, in **all** such cases, there is still a **need** to predict their **path**s in order to **know** about their future **locations**, and possible time of **arrival**.



Space Object Trajectories

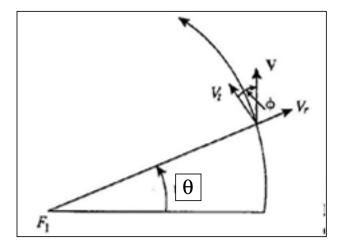
Therefore, we take **recourse** to identify an **alternate** angle, which can **serve** the purpose & is also **measurable**.

One such angle, called **elevation angle** (ϕ), is commonly employed in place of θ , to set up the **trajectory**.



Elevation Angle Concept

' ϕ ' is angle between 'v' and local **horizon** & can be used as an **alternative** to θ , as shown below.





ϕ - θ Link

' ϕ ', can be **expressed** in terms of 'e' & '\theta', as follows.

$$\tan \phi = \frac{V_r}{V_t} = \frac{\dot{r}}{r\dot{\theta}}; \quad r = \frac{p}{1 + e\cos\theta}; \quad \dot{r} = \frac{pe\dot{\theta}\sin\theta}{\left(1 + e\cos\theta\right)^2}$$

$$\tan \phi = \frac{\left(1 + e\cos\theta\right)^2}{p\dot{\theta}}; \quad \tan \phi = \frac{e\sin\theta}{\left(1 + e\cos\theta\right)}$$



Elevation Angle Based Trajectory

As local **horizon** is normal to 'r', it is possible to define 'h' with respect to the ' ϕ ', as follows.

$$h = rv\cos\phi$$



Summary

In **conclusion**, it can be seen that use of '\phi' enables the complete **trajectory** definition.

From a **practical** perspective, '\phi' can be **measured** readily through astronomical **observations**, thus enabling the **trajectory** determination.