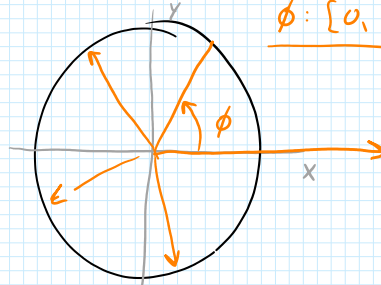


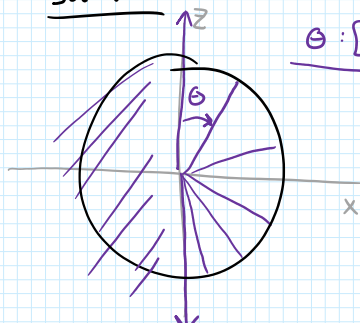
A 3D coordinate system with axes labeled x , y , and z . A sphere is centered at the origin. A vector is drawn from the origin to a point on the sphere's surface. The angle between the positive z -axis and the vector is labeled θ (polar angle). The angle between the positive x -axis and the projection of the vector onto the xy -plane is labeled ϕ (azimuthal angle). Dashed lines indicate the projection of the vector onto the xy -plane and the z -axis.

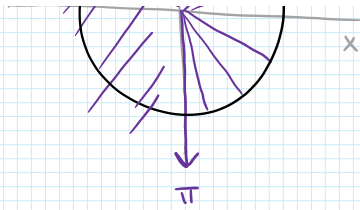
$$V_x, V_y, V_z \rightarrow V_r, 0, 0$$

Top Down

$$\phi: [0, 2\pi]$$


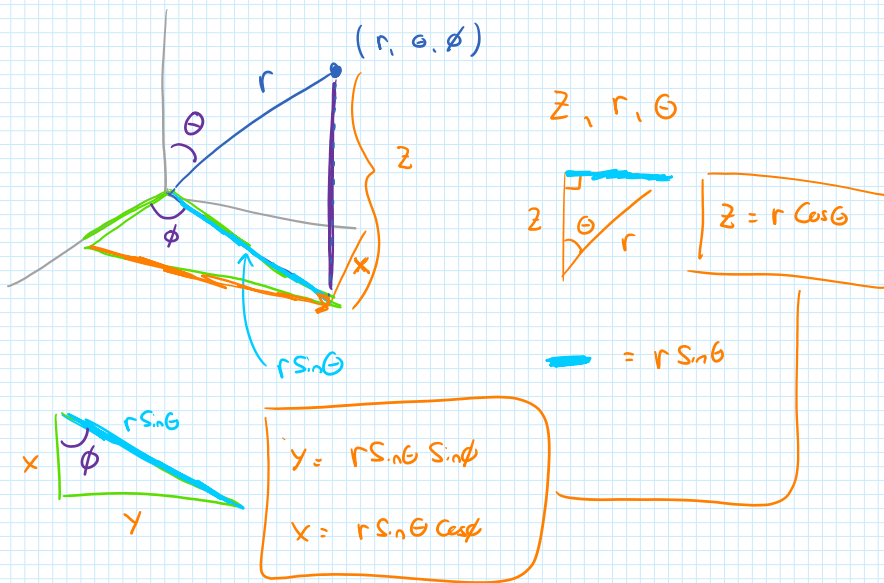
Side view

$$\Theta: [0, \pi]$$




Have r_{half} , V_r ^{list}

For each V_r , assign $\vec{r}_0 = (r_{half}, \#, \#)$
 \downarrow
 $(V_r, 0, 0)$



What we did today

Rede our initial conditions in spherical instead of Cartesian

Easier for
Physics intuition

Easy for us to
get code working

Computed loss for
each condition

Train our machine learning
algorithm

Tested the accuracy

There will be some set of conditions → Direction + Speed

where the loss is minimized

