

$$\vec{r}_1 = \vec{r}_0 + \vec{v}_0 \Delta t + \frac{1}{2} \vec{a}_1 \Delta t^2$$

$$\vec{F}_1 = \frac{GMm}{r_1^2} = m \vec{a}_1$$

i) Definir $M, m, \vec{r}_0, \vec{v}_0, \Delta t = T/1000$

ii) propagar el cuerpo.

$$\vec{r}_1 = \vec{r}_0 + \vec{v}_0 \Delta t + \frac{1}{2} \vec{a}_1 \Delta t^2$$

iii) Calcular la aceleración en t .

$$\vec{a}_1 = \frac{GM}{|\vec{r}_1|^2} \hat{r}_1$$

iv) Calcular la nueva velocidad.

$$\vec{v}_1 = \vec{v}_0 + \vec{a}_1 \Delta t$$

$$n = 0, \infty$$

$$\vec{r}_{i+1} = \vec{r}_i + \vec{v}_i \Delta t$$

$$\vec{a}_{i+1} = \frac{GM}{|\vec{r}_{i+1}|^2} \hat{r}_{i+1}$$

$$\vec{v}_{i+1} = \vec{v}_i + \vec{a}_{i+1} \Delta t$$

Vector

dimensión

Módulo

Coordenadas

Vector

- Calcular módulo.
- definir sentido

Calcular módulo:

$$i = 1, \text{ dimensión}$$

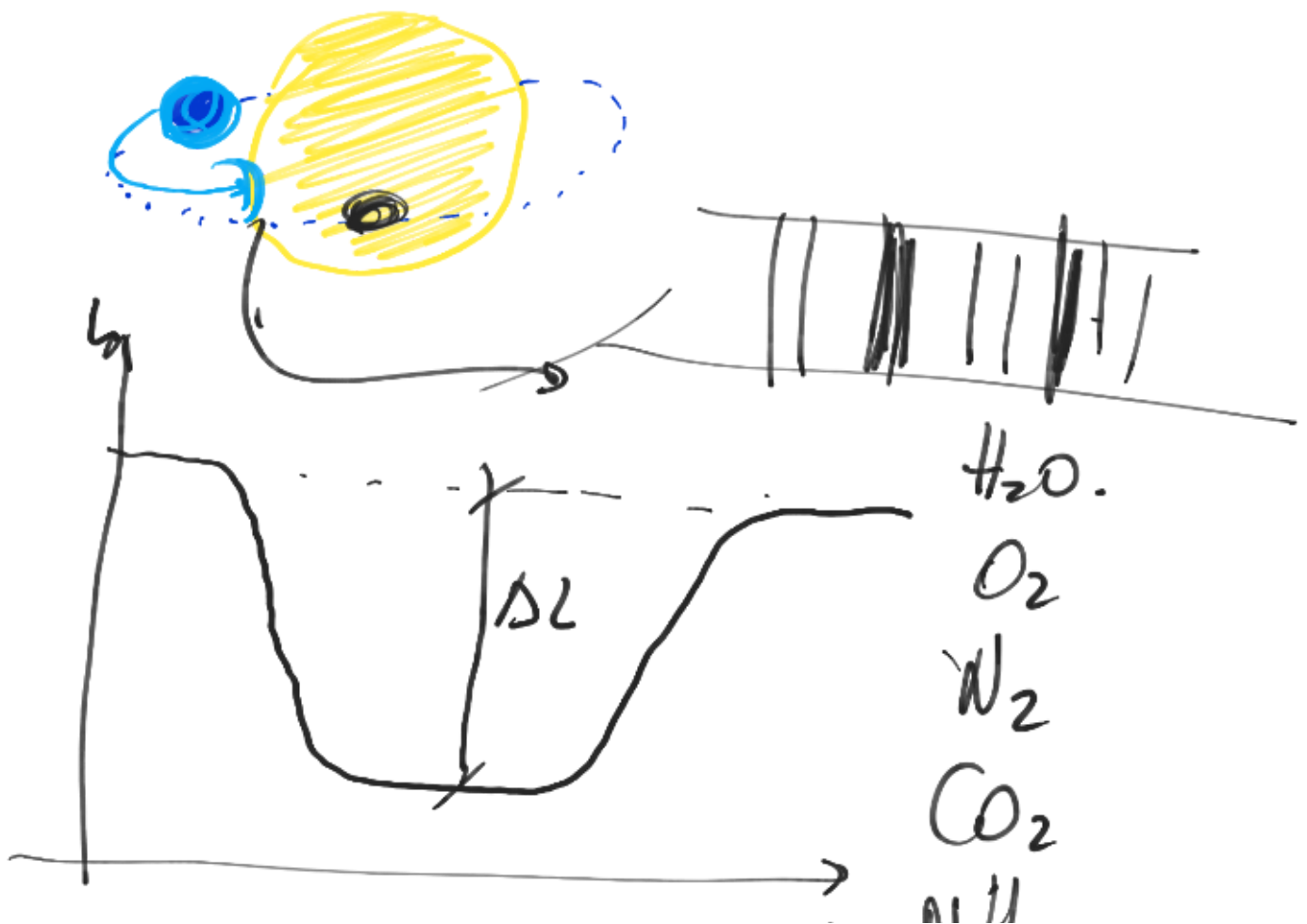
$$\text{módulo} = \sqrt{\text{módulo}^2 + x_i^2}$$

return ψ modulo

$$\text{modulo} = \sqrt{\sum_{i=1}^{\text{dim}} x_i^2}$$

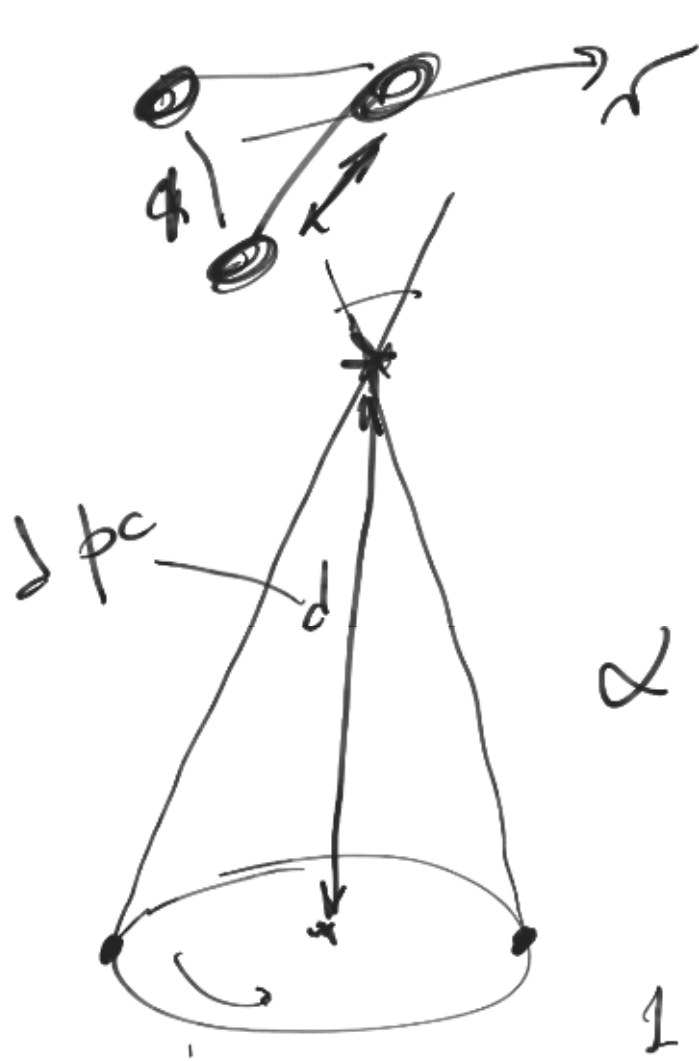
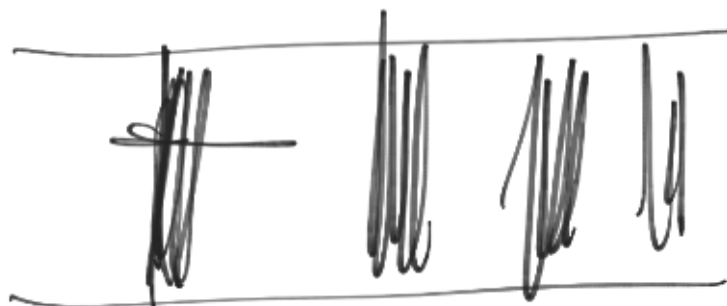
3 estruturas → sequência.
→ decisão.
→ buche.

receptor.





$$t \propto N^{1/3}$$

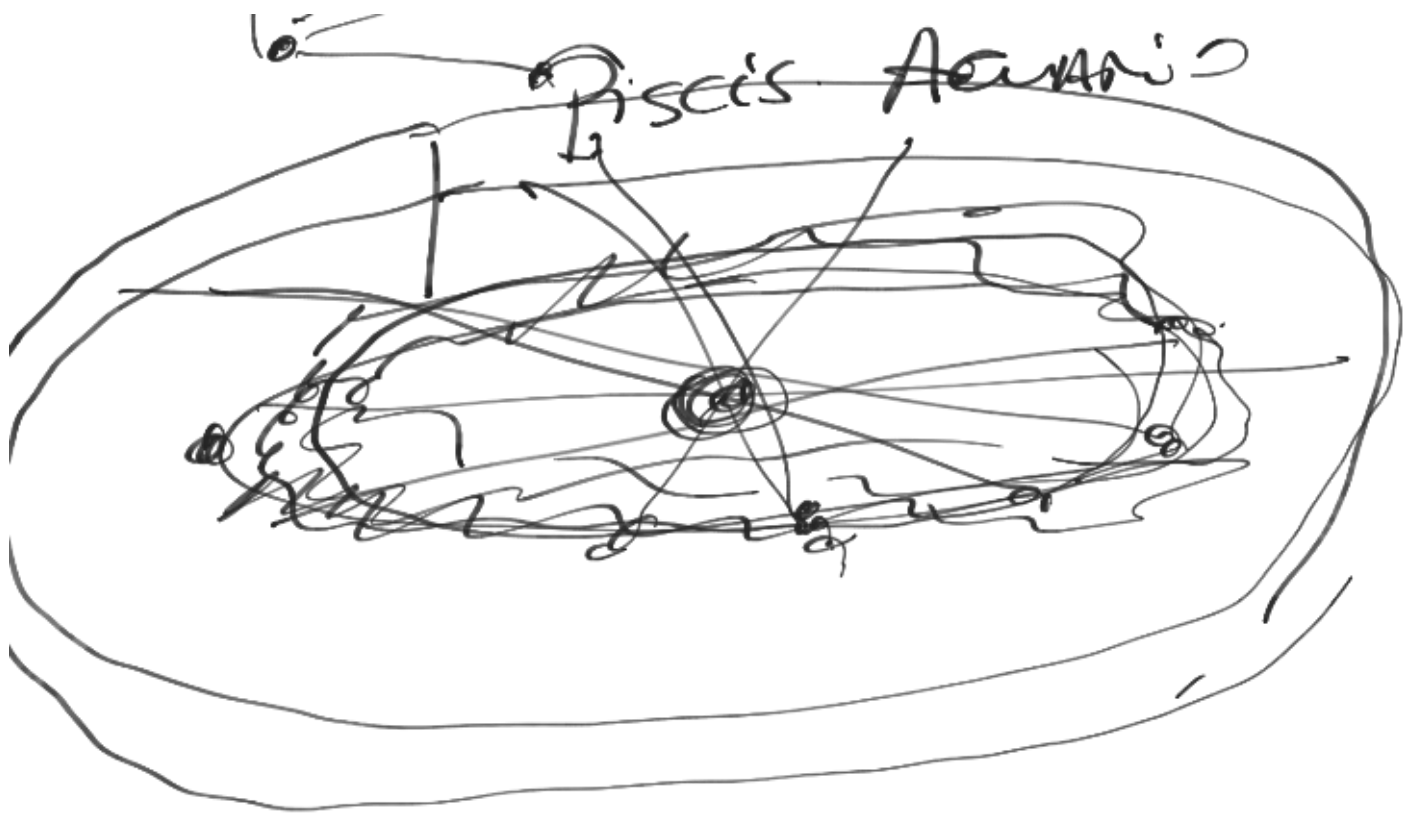


$$\alpha = 1 \text{ seg arco.}$$

$$p \text{ arc sec.}$$

$$1 \text{ parsec} \approx 3.2621$$



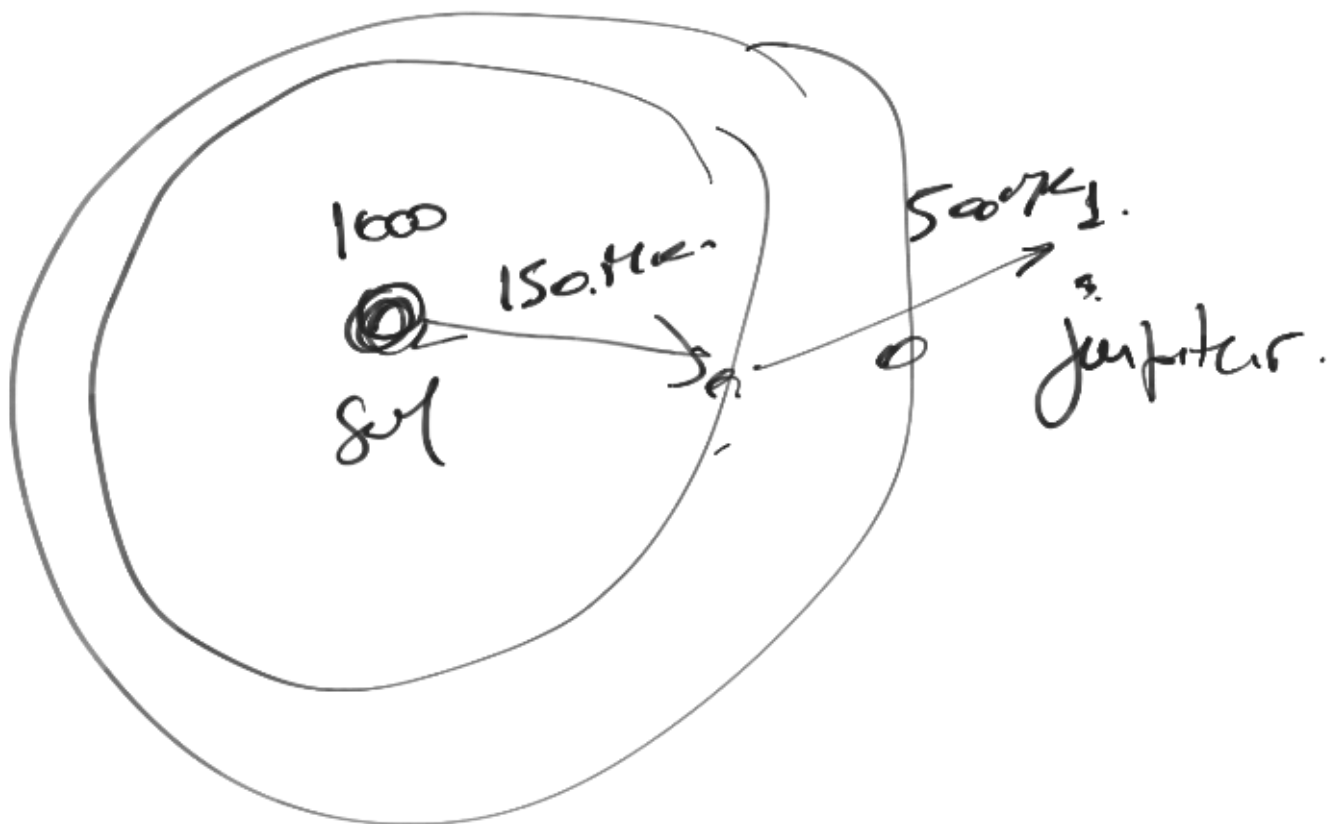


3ro ley de Kepler.





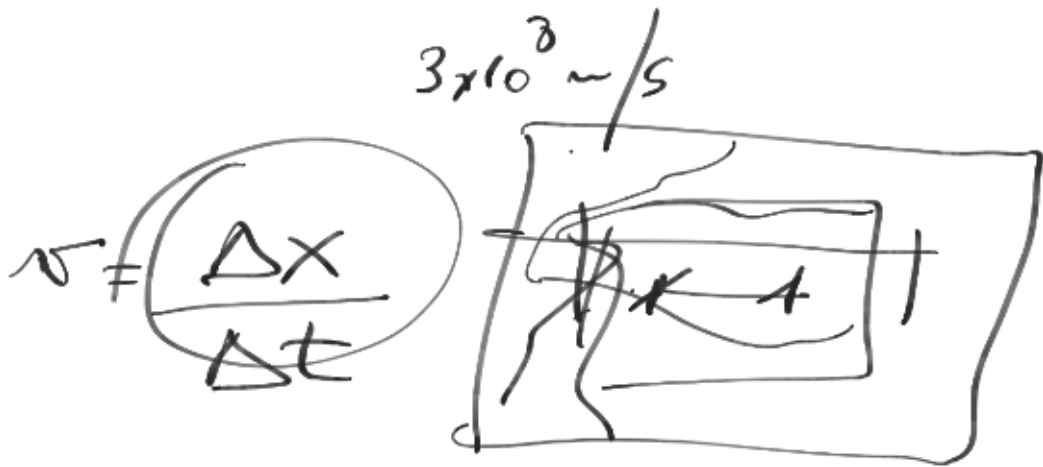
- i) Delo. tnodad general.
- ii) Interaccin en los planetes
jupite r.





$$E = h \nu \quad c = \lambda \nu$$

$$\Rightarrow E = \frac{hc}{\lambda}$$



Red shift cosmological

Comi cuent el ojo

U

Última modificación: 23:40