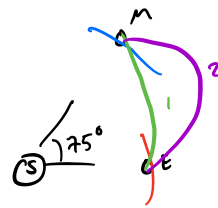


Recap Mars Example $\Delta\theta_{Earth/Mars} = 75^\circ$ "at a moment"

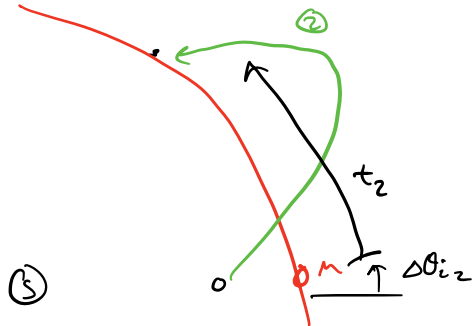
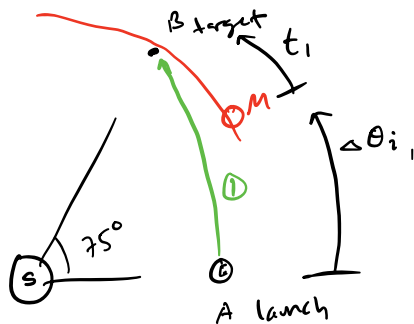
Find all times for "all paths"
Doesn't address timing

To address timing where is Mars initially



$\theta_{M/S} \neq 75^\circ$ to intercept

①

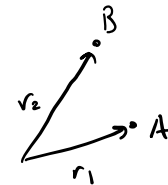


$$t_2 > t_1$$

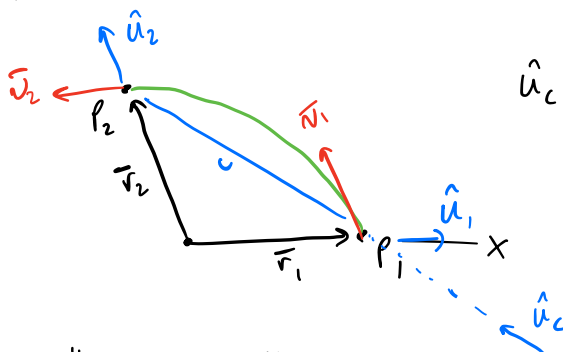
$$\Delta\theta_{i1} \neq \Delta\theta_{i2}$$

Additional elements needed:

Eccentricity: $p = a(1 - e^2) = \frac{4a(s - r_1)(s - r_2) \sin^2(\frac{\alpha + \beta}{2})}{c^2}$
Solve for e



Need \bar{v}_1 & \bar{v}_2



$$\hat{u}_1 = \frac{\bar{r}_1}{|\bar{r}_1|} \quad \hat{u}_2 = \frac{\bar{r}_2}{|\bar{r}_2|}$$

$$\hat{u}_c = \frac{\bar{r}_2 - \bar{r}_1}{c}$$

$$A = \sqrt{\frac{\mu}{4a}} \cot\left(\frac{\alpha}{2}\right)$$

$$B = \sqrt{\frac{\mu}{4a}} \cot\left(\frac{\beta}{2}\right)$$

$$\bar{v}_1 = (B + A)\hat{u}_c + (B - A)\hat{u}_1$$

$$\bar{v}_2 = (B + A)\hat{u}_c - (B - A)\hat{u}_2$$

Finally, Find Δv

(local x axis to P_1)

ex. if P_1 is circular orbit, $\bar{v}_{init} = 0\hat{i} + v_c\hat{j}$

$$\therefore \Delta\bar{v}_1 = \bar{v}_1 - \bar{v}_{init}, |\Delta\bar{v}_1| = \sqrt{\Delta\bar{v}_1 \cdot \Delta\bar{v}_1}$$

$\Delta\bar{v}_1 \rightarrow$ gets you on transfer

Example 2 object seen in 3D

$$\vec{r}_1 = 5000\hat{i} + 1000\hat{j} + 2100\hat{k} \quad \text{km}$$

$$1 \text{ hour later } \vec{r}_2 = -14600\hat{i} + 2500\hat{j} + 7000\hat{k} \quad \text{km}$$

Determine perigee (does it hit?)

Find time to perigee

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Basic Rocketry

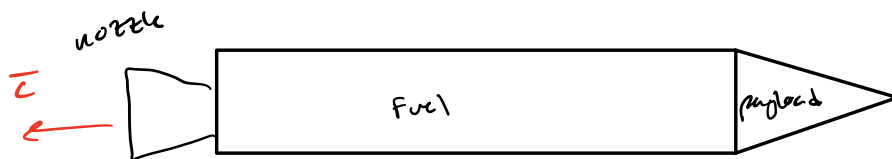
So far \rightarrow "impulsive thrust" \rightarrow some burns need more time

(short time, high load)

\rightarrow continuous thrust transfers

\rightarrow requires more consideration

Consider rocket schematic



$$\text{mass} = \text{payload} + \text{structure} + \text{propellant}$$

$\bar{c} \equiv$ "effective" relevant exhaust velocity

\rightarrow average

as fuel is burned & exhausted, 'mass flow rate' $b = -\dot{m} \geq 0$

\rightarrow indicate loss

Start w/ Newton

$$\sum \vec{F} = m \frac{dv}{dt}$$

$$\int \sum \vec{F} = \int m \frac{dv}{dt} \rightarrow \vec{F}_{\text{ext}} \Delta t = \Delta(M\vec{v})$$

$$\vec{p} = M\vec{v}$$

lin. momentum

Consider: $t, \Delta t$:

$$= p_2 - p_1$$

$$t = \vec{p}_1 = m\vec{v}$$

$$t + \Delta t = \vec{p}_2 = \underbrace{(m - b\Delta t)(\vec{v} + \Delta\vec{v})} + \underbrace{b\Delta t(\vec{v} + \bar{c})}$$

rocket

exhaust

$$\therefore \bar{F}_{ext} \Delta t = \cancel{m \bar{v}} + m \Delta \bar{v} - \cancel{b \Delta t \bar{v}} - b \Delta t \Delta \bar{v} + \cancel{b \Delta t \bar{v}} + b \Delta t \bar{c} - \cancel{\frac{m \bar{v}}{\bar{p}_1}}$$

divide by Δt , let $\Delta t \rightarrow 0$

$$\bar{F}_{ext} = m \dot{\bar{v}} + b \bar{c}$$

or $\boxed{m \dot{\bar{v}} = -b \bar{c} + \bar{F}_{ext}}$

Two cases to consider: \bar{F}_{ext} is gravity or other effect

- High thrust - solid / liquid / nuclear

Impulsive $\rightarrow \bar{F}_{ext} \approx 0$

- Low thrust - ion / plasma

non-impulsive $\rightarrow \bar{F}_{ext} \neq 0$

Solving: High thrust assumption $\rightarrow \bar{F}_{ext} \approx 0$

$$m \dot{\bar{v}} = -b \bar{c}, \text{ use } b = -\dot{m}$$

$$m \dot{\bar{v}} = \dot{m} \bar{c}$$

$$\cancel{m} \frac{d\bar{v}}{\cancel{dt}} = \frac{dm}{\cancel{dt}} \bar{c}$$

$$\int_{v_0}^v d\bar{v} = \int_{m_0}^m \frac{1}{m} dm \bar{c}$$

$$\therefore \Delta \bar{v} = \bar{v} - \bar{v}_0 = \bar{c} \ln\left(\frac{m}{m_0}\right) = -\bar{c} \ln\left(\frac{m_0}{m}\right)$$

let $m_0 = m - \Delta m$ prop. consumed

change to scalar

$$-\frac{\Delta v}{\bar{c}} = \ln\left(\frac{m_0}{m}\right) = \ln\left(1 - \frac{\Delta m}{m}\right)$$

$$\therefore \boxed{\frac{\Delta M}{M_0} = 1 - e^{(-\Delta v/c)}} \quad \text{mass consumption eqn}$$

Remarks

- 1) gives ΔM for given Δv
- 2) use total Δv - don't need to account for individual impulses
- 3) need value for c (JSp)