

1 Newton's laws of motion

1.1 Newton's first law of motion

A body continues in its state of rest, or of uniform motion in a straight line, unless compelled to change that state by forces impressed upon it.

$$\vec{p} = m\vec{V}$$

\vec{p} = linear momentum vector ($\text{kg} \cdot \text{m/s}$)

m = mass (kg)

\vec{V} = velocity vector (m/s)

$$\vec{H} = I\vec{\Omega}$$

$$\vec{H} = \vec{R} \times m\vec{V}$$

\vec{H} = angular momentum vector ($\text{kg} \cdot \text{m}^2/\text{s}$)

I = moment of inertia ($\text{kg} \cdot \text{m}^2$)

$\vec{\Omega}$ = angular velocity vector (rad/s)

\vec{H} = angular momentum vector ($\text{kg} \cdot \text{m}^2/\text{s}$)

\vec{R} = position (m)

m = mass (kg)

\vec{V} = velocity vector (m/s)

1.2 Newton's second law of motion

The time rate of change of an object's momentum equals the applied force.

$$\vec{F} = m\vec{a}$$

\vec{F} = force vector ($\text{kgm/s}^2 = \text{N}$)

m = mass (kg)

\vec{a} = acceleration (m/s^2)

1.3 Newton's third law of motion

When body A exerts a force on body B, body B will exert an equal, but opposite, force on body A

2 Newton's laws of universal gravitation

$$F_g = \frac{Gm_1m_2}{R^2}$$

F_g = force due to gravity (N)

G = universal gravitational constant $\approx 6.674 \times 10^{-11} \text{ N} \cdot \text{m}^2/\text{kg}^2$

m_1, m_2 = masses of two bodies (kg)

R = distance between the two bodies (m)

$$a_g = \frac{\mu_{Earth}}{R^2}$$

a_g = acceleration due to gravity (m/s^2)

$\mu_{Earth} \equiv G m_{Earth} \approx 3.986 \times 10^{14} \text{ m}^3/\text{s}^2$

R = distance between the two bodies (m)

3 Laws of conservation

3.1 Conservation of momentum

In the absence of outside forces, linear and angular momentum are conserved.

3.2 Energy

$$E = KE + PE$$

$$PE = m a_g h$$

$$PE = -\frac{m\mu}{R}$$

E = total mech. energy ($\text{kg m}^2/\text{s}^2$)	m = mass (kg)	m = spacecraft's mass (kg)
KE = kinetic energy ($\text{kg m}^2/\text{s}^2$)	a_g = acceleration due to gravity (m/s^2)	μ = gravitational parameter (km^3/s^2)
PE = potential energy ($\text{kg m}^2/\text{s}^2$)	h = height above ref. point (m)	R = distance from Earth's center (km)

$$KE = \frac{1}{2}mV^2$$

$$E = \frac{1}{2}mV^2 - \frac{m\mu}{R}$$

KE = kinetic energy ($\text{kg m}^2/\text{s}^2$)	E = total mech. energy ($\text{kg m}^2/\text{s}^2$)
m = mass (kg)	m = mass (kg)
V = velocity (km/s)	V = velocity (km/s)
	μ = gravitational parameter (km^3/s^2)
	R = position (km)

4 The restricted two-body problem

4.1 Coordinate systems

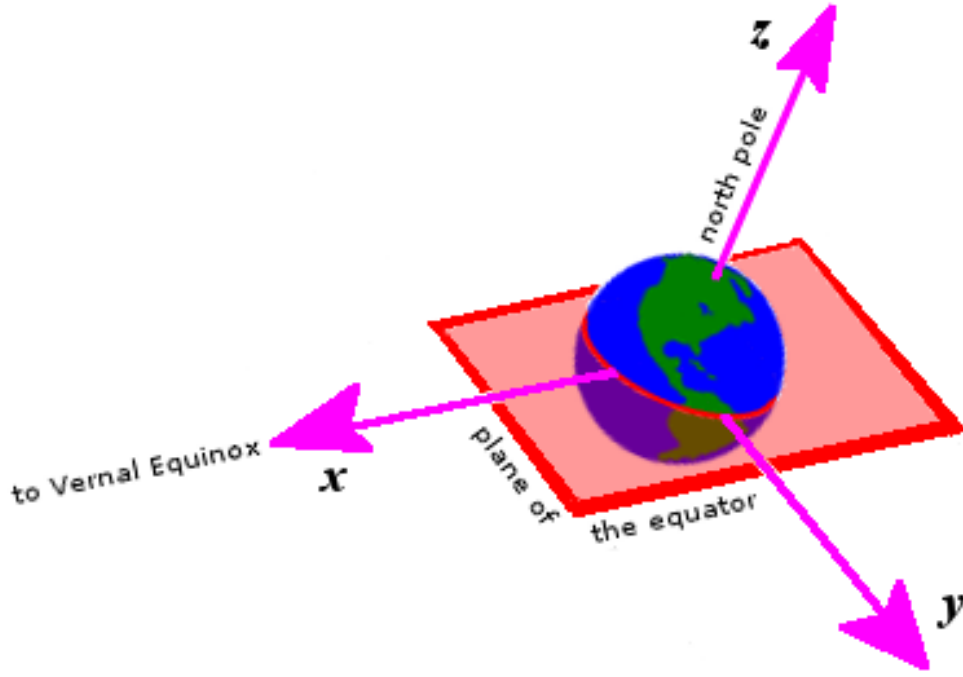
A coordinate system (figure 2) is:

- **an origin**
- **a fundamental plane**, containing two axes, and the perpendicular to it
- **a principal direction** within the plane
- **the third axis** using the right-hand rule

4.2 Equation of motion

$$\ddot{\vec{R}} + \frac{\mu}{R^2} \frac{\vec{R}}{R} = 0$$

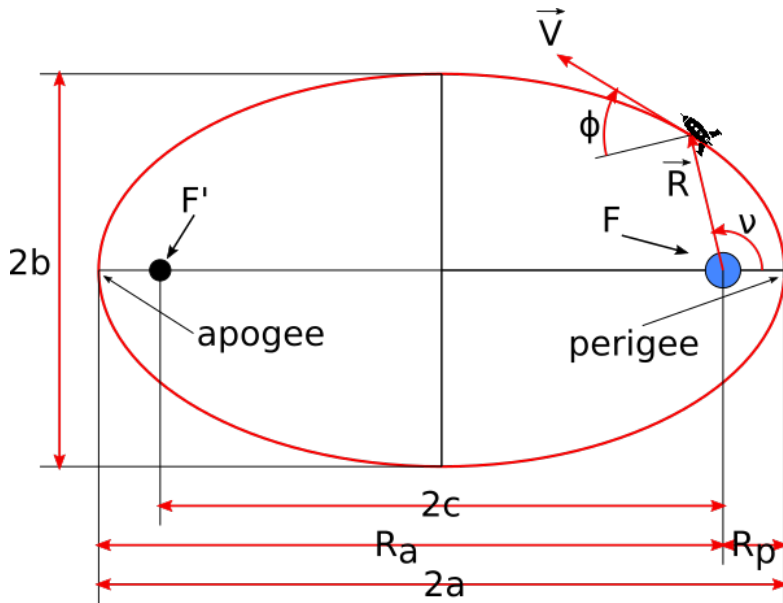
$\ddot{\vec{R}}$ = spacecraft's acceleration (km/s^2)
μ = gravitational parameter (km^3/s^2)
\vec{R} = spacecraft's position vector (km)
R = magnitude of the spacecraft's position vector (km)



© By Tfr000 (talk) 19:24, 23 April 2012 (UTC) - Own work, CC BY-SA 3.0, <https://commons.wikimedia.org/w/index.php?curid=19193590>

FIGURE 1 – Geocentric equatorial coordinates. The origin is the centre of the Earth. The fundamental plane is the plane of the Earth's equator. The primary direction (the x axis) is the vernal equinox. A right-handed convention specifies a y axis 90° to the east in the fundamental plane; the z axis is the north polar axis. The reference frame does not rotate with the Earth, rather, the Earth rotates around the z axis.

4.3 Orbital geometry



- \vec{R} = spacecraft's position vector
- \vec{V} = spacecraft's velocity vector
- F and F' = primary and vacant foci
- R_p = radius of perigee
- R_a = radius of apogee
- $2a$ = major axis
- $2b$ = minor axis
- $2c$ = distance between the foci
- a = semimajor axis
- b = semiminor axis
- ν = true anomaly
- ϕ = flight-path angle

FIGURE 2 – Geometry of an elliptical orbit