

Office hours - 4 PM - 5 PM Thursday.

References → H. D. Curtis - Orbital Mechanics for Engineering Student

Grading Policy

Quizzes - 30% (4 quizzes)

Midterm - 30%

End Term - 40%

Tutorials ??

No attendance criteria

Vector :- Vector is an object which has both magnitude and direction

→ Length of Vector proportional to Magnitude

→ Magnitude denoted by $\|\vec{v}\|$

Unit Vector → Vector divided by magnitude produces vector which is dimensionless and has $\|\vec{v}^{\perp}\|=1$

→ Sum of vectors done by parallelogram addition

Reference Frame :- Qualitatively, reference frame is perspective from which observations are made regarding the motion of system

Rigorous :- A reference frame is a collection of atleast three non-collinear points in the 3-D Euclidean space s.t. the dist b/w any 2 points in the collection does not change w time

Doubt rotation

Inertial and Non inertial frame

- An inertial / Newtonian reference frame is one whose points are either absolutely fixed or almost translate relative to an absolute frame fixed at a point with the same constant velocity
- A non-inertial / non Newtonian reference frame is one whose points accelerate with time

Note:- In Newton's second law the acceleration must be calculated wrt. [an inertial frame of reference]

→ What is a co-ordinate frame.

→ A co-ordinate system provides means of measuring the observation that may be made of the motion by an observer fixed in reference frame

Ex:- Right handed co-ordinate system.

→ Given a vector A , we can write in a co-ordinate system:-

$$A = a_1 \hat{i} + a_2 \hat{j} + a_3 \hat{k}$$

$$\|A\| = \sqrt{a_1^2 + a_2^2 + a_3^2}$$

$$\hat{a}_A = \frac{A}{\|A\|} = \cos(\theta_x) \hat{i} + \cos(\theta_y) \hat{j} + \cos(\theta_z) \hat{k}$$

Direction cosines

for 2 vectors A, B , AB and $\frac{A}{B}$ are undefined

→ 2 operations → Scalar Dot Product

DOT PRODUCT → The dot product of 2 vectors is a scalar defined by as follows

$$A \cdot B = \|A\| \|B\| \cos(\theta)$$

↑ norm A ↑ norm B Angle (geometric)

Commutative → $A \cdot B = B \cdot A$

for + vectors → $[A \cdot B = 0]$ $i \cdot i = 1$
 $i \cdot j = 0$

$$\boxed{\vec{A} \cdot \vec{B} = A_x B_x + A_y B_y + A_z B_z}$$

→ Recap

→ Projection of B on A

$$\text{Projection + Scalar} = \vec{B}_A = \vec{B} \cdot \hat{v}_A = \frac{(A \cdot B)}{\|A\|}$$

$$\text{Projection vector } \vec{B}_A = (\vec{B} \cdot \hat{v}_A) \hat{v}_A$$

$$\vec{B}_A = \frac{(A \cdot B)}{\|A\|^2} \vec{A}$$

$$\text{If } \|A\| = \|B\| \quad \|A_A\| = \|B_A\|$$

→ Example (in slides)

CROSS PRODUCT → Cross Product of two vectors is a vector defined as follows.

$$\vec{A} \times \vec{B} = (\|A\| \|B\| \sin(\theta)) \hat{n}_{AB}$$

Properties → $A \times B = -B \times A$ (Anti commutative)

$$\text{we have } i \hat{j} \hat{k} \Rightarrow \hat{i} \times \hat{i} = 0 \quad \hat{k} \times \hat{k} = 0$$

$$\hat{j} \times \hat{j} = 0$$

$\hat{i} \times \hat{j} = \hat{k}$	$\hat{j} \times \hat{k} = \hat{i}$	$\hat{k} \times \hat{i} = \hat{j}$
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$$A \times B = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ A_x & B_x & A_z \\ B_x & B_y & B_z \end{vmatrix} \quad \hat{n}_{AB} = \frac{A \times B}{\|A \times B\|}$$

$$\text{Area of Parallelogram} = \|A \times B\|$$

Example in slide

bac - cab rule \rightarrow

$$\boxed{A \times (B \times C) = B(A \cdot C) - C(A \cdot B)}$$

Vector Triple Product. \checkmark Prove component wise
 \checkmark Easy to prove simple.

Scalar triple Product $\Rightarrow A \cdot (B \times C)$

\rightarrow Exercise in slides

To track a motion of particle need \rightarrow Clock

\rightarrow Non rotating cartesian

Position

$$r(t) = x(t)\hat{i} + y(t)\hat{j} + z(t)\hat{k}$$

$$v(t) = \dot{r}(t)$$

$$\text{Velocity } \Rightarrow v_x(t)\hat{i} + v_y(t)\hat{j} + v_z(t)\hat{k}$$

$$\text{Doubt } \text{Is } \|\dot{s}\| = \|\dot{r}\|$$

$$\checkmark \frac{\dot{s}}{V} = \dot{r} \therefore \boxed{\dot{s} = \|v\| = \|\dot{r}\|}$$

Note carefully

$\|\dot{r}\| \neq \|r\| \rightarrow$ Rate of change of norm
 $\|\dot{r}\|$ norm of rate
 Both different

→ Recap Tangential

$$\vec{U}_t = \frac{\vec{V}}{\|\vec{V}\|}$$

Velocity vector

tangent

$$\vec{a} = \vec{a}_t \hat{U}_t + \vec{a}_n \hat{U}_n$$

tangential
↳ Normal

$$\vec{a}_t = \ddot{s} = \frac{\vec{V}}{\|\vec{V}\|}$$

$$r = \frac{\|\vec{V}\|^2}{\ddot{s}}$$

↳ Radius of curvature

Binormal

$$\vec{U}_b = \hat{U}_t \times \hat{U}_n$$

$$\vec{V} \times \vec{a} = \|\vec{V}\| \hat{U}_t \left[\left(\frac{\|\vec{V}\|}{\ddot{s}} \hat{U}_t + \frac{\|\vec{V}\|^3}{s} \hat{U}_n \right) \right]$$

$$\Rightarrow \frac{\|\vec{V}\|^3}{s} \hat{U}_t \times \hat{U}_n$$

$$\Rightarrow \|\vec{V} \times \vec{a}\| \hat{U}_b$$

Find Binormal

simply
find

$$\Rightarrow \boxed{\vec{U}_b = \frac{\vec{V} \times \vec{a}}{\|\vec{V} \times \vec{a}\|}}$$

Binormal

Right
Handed n

→ Right handed system

$$ds = s d\phi$$

$$s = s \phi$$

$$\checkmark \rightarrow +x$$

$$\|\vec{V}\| = s \dot{\phi}$$

$$\vec{r} = -\hat{O}_n \quad \text{If center = origin}$$

Finding Center of curvature

Basically to find r_c

$$r_c = \vec{r} + s \hat{O}_n$$

$$\hat{v}_t = \frac{\vec{v}}{\|\vec{v}\|}$$

$$v_b = \frac{\vec{v} \times \vec{a}}{\|\vec{v} \times \vec{a}\|}$$

$$\hat{O}_n = \hat{v}_b \lambda \hat{v}_t$$

You have this

$$s = \frac{\|\vec{v}\|^2}{\vec{v} \cdot \vec{a}}$$

$$\text{can}$$

$$\text{Find } a_n = \vec{a} \cdot \hat{O}_n$$

You have \vec{r}, s, \hat{O}_n

Find coordinates

of center of curvature

Mass \rightarrow Measure of inertia of body

force \rightarrow Action of one physical body on another

Weight \rightarrow force of a large mass exerted on a smaller body \Rightarrow weight

$$W = mg \quad \text{where}$$

$$\boxed{g = \frac{GM}{R^2}}$$

At diff heights =

$$g = g_0 \frac{R_E^2}{(R_E + h)^2} = \frac{g_0}{\left(1 + \frac{2h}{R_E}\right)^2}$$

$$= g_0 \left(1 - \frac{2h}{R_E}\right)$$

Force is not a primitive concept.

$$\text{Impulse of Force} = \Delta p = \int_{t_1}^{t_2} F \cdot dt$$

$$\boxed{\Delta v = \frac{I_{\text{net}}}{m}}$$

Moment of force = $r \times F_{\text{net}}$

\rightarrow Product rule

$$= r \times m \frac{dv}{dt}$$

$$= \cancel{d} \left(r \times mv \right) - \cancel{d} r \times m v^2$$

=

$$= \frac{d}{dt} (r \times mv)$$

Angular Momentum

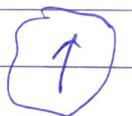
$$m) = \frac{d}{dt} H_0$$

$$\text{Net angular impulse} = \Delta H = \int_{t_1}^{t_2} M_{\text{net}} dt$$

Note that both should be about 0

Consider a vector fixed on stone (Rigid Body)

Euler's theorem →



A(t)

A(t+Δt)

* Doubt
can I AOP
be changed
NO, vector

→ Instantaneous axis of rotation

(Check Slides)

$$dA = [||A|| \sin \theta \; d\theta] \hat{n} \rightarrow \text{vector}$$

where θ
magnitude of dA

$$d\theta = ||w|| d\theta$$

✓

$$dA = ||H|| ||w|| \sin \theta \; d\theta \hat{n}$$

$$\frac{dA}{dt} = \cancel{||H||} \cdot \vec{A} \times \vec{w}$$

$$\boxed{\frac{d\vec{A}}{dt} = \vec{\omega} \times \vec{A}}$$

where obviously

$\vec{\omega}$ = I AOR (passing through ICOR)

Q → find $\frac{d^2\vec{A}}{dt^2} = \frac{d}{dt}\left(\frac{d\vec{A}}{dt}\right)$

$$\Rightarrow \frac{d}{dt}(\vec{\omega} \times \vec{A})$$

$$\boxed{v=0} \text{ at ICOR}$$

Apply dot product rule

$$\Rightarrow \frac{dw}{dt} \frac{d\vec{A}^E}{dt^2} = \frac{dw}{dt} \vec{XA} + \vec{\omega} \times (\vec{\omega} \times \vec{A})$$

→ Inertial Frame v/s Moving frame

Absolute v/s Relative measurements

Let \vec{J} be a time dependant vector and angular velocity = $\vec{\omega}$

→ ~~Inertial~~ Moving

$$\vec{B} = B_x \hat{i} + B_y \hat{j} + B_z \hat{k}$$

→ ~~Relative~~ Inertial

$$\vec{B} = B_x \hat{I} + B_y \hat{J} + B_z \hat{K}$$

Capital - Inertial
Fixed

$$\frac{dB}{dt} = \frac{dB_x}{dt} \hat{i} + \frac{dB_y}{dt} \hat{j} + \frac{dB_z}{dt} \hat{k}$$

Moving → small case

$$+ \frac{B_x \omega d\hat{i}}{dt} + \frac{B_y \omega d\hat{j}}{dt}$$

$$+ \frac{B_z \omega d\hat{k}}{dt}$$

Now \vec{r} is a vector rotating with ω_2 and has constant magnitude.

$$\frac{d\vec{r}}{dt} = \omega \times \vec{r}$$

$$\frac{d\vec{j}}{dt} = \omega \times \vec{j} \quad \text{and so on}$$

Substitute before and get.

$$\vec{r} = \frac{dB_x}{dt} \vec{i} + \frac{dB_y}{dt} \vec{j}$$

$$\text{Actual value } \left(\frac{dB}{dt} \right)_{\text{relative}} = \left(\frac{dB}{dt} \right)_{\text{actual}} + \omega \times \vec{B}$$

Note - Here B is just a vector.

Translation does not change

only rotation changes
vector

→ Recap.

$$\frac{dB}{dt} = \left. \frac{dB}{dt} \right|_{rel} + 2XB$$

→ Doubt Pup
translational??

+ Now we calculate →

$$\frac{d^2B}{dt^2} = \frac{d}{dt} \left(\frac{dB}{dt} \right)_{rel} + \frac{d\Omega}{dt} XB + 2 \times \frac{dB}{dt}$$

↓
Now

let

$$C = \left. \frac{dB}{dt} \right|_{rel}$$

Keep terms
of $\frac{dB}{dt|rel}$

$$\frac{dc}{dt} = \frac{dc}{dt|rel} + 2XC$$

↓

$$\frac{d}{dt} \left(\frac{dB}{dt|rel} \right) = \frac{d^2B}{dt^2|rel} + 2 \times \frac{dB}{dt|rel}$$

(This term)

$$+ 2 \times \left[\frac{dB}{dt} - \cancel{\frac{dc}{dt}} \right]$$

Final result

$$\boxed{\frac{d^2B}{dt^2} = \frac{d^2B}{dt^2|rel} + 2\Omega \times \frac{dB}{dt|rel} + \frac{d\Omega}{dt} XB}$$

$$+ 2 \times (2XB)$$

→ See slides for figure

→ Actual Origin to moving frame

$$\vec{r} = \vec{r}_0 + \vec{r}_{\text{rel}}$$

→ \vec{r}_{rel} a vector

$$\boxed{\vec{v} = v_0 + \frac{d\vec{r}_{\text{rel}}}{dt}} \Rightarrow \vec{v} = v_0 + v_{\text{rel}} + \omega \times \vec{r}_{\text{rel}}$$

(Note → ω was just a vector)

$$\text{Similarly acceleration} \rightarrow a = \frac{dv}{dt} = a_0 + \frac{d^2\vec{r}_{\text{rel}}}{dt^2}$$

Derivation

$$a = \frac{dv}{dt} = \frac{d^2\vec{r}}{dt^2} = a_0 + \frac{d^2\vec{r}_{\text{rel}}}{dt^2}$$

✓
vector relative

↓
substitute

Final result

$$\ddot{\mathbf{r}} = \mathbf{q}_0 + \underbrace{\mathbf{q}_{rel}}_J + 2\mathbf{\Omega} \times \frac{d\mathbf{r}_{rel}}{dt} \Big|_{rel} + \frac{d\mathbf{\Omega} \times \mathbf{r}_{rel}}{dt} + \mathbf{\Omega} \times (\mathbf{\Omega} \times \mathbf{r}_{rel})$$

$$\frac{d^2\mathbf{r}_{rel}}{dt^2} \Big|_{rel}$$

Question → Given $\mathbf{r}_0, \mathbf{v}_0, \mathbf{q}_0$
 Given $\mathbf{\Omega}, \dot{\mathbf{\Omega}}$ also

→ Anything with subscript
 measured in relative

→ Do everything in terms of
 one consistent notation

Note → All the above are vectorial equations holding

Be consistent, use only one frame (on both sides).

If measurements asked in relative
 frame, use \mathbf{r}_{rel}

Curvilinear \rightarrow Polar co-ordinates are ~~fixed~~

We have origin + fixed

$$V = V_0 + V_{rel} + \omega \times r_{rel}$$

$$\boxed{V_0=0} \text{ for this case...}$$

$$\begin{aligned} \omega &= \dot{\theta} \hat{k} \\ \omega &= \dot{\theta} \hat{k} \end{aligned}$$

In terms $V = V_{rel} + \hat{\omega} \times (\cos \theta \hat{i} + \sin \theta \hat{j})$

$$\boxed{V = V_{rel} + -\dot{\theta} \sin \theta \hat{i} + \dot{\theta} \cos \theta \hat{j}}$$

$$V_{rel} = \dot{r} \hat{u}_r$$

In terms of \hat{u}_r

$$V = V_{rel} + \omega \times r_{rel}$$

$$V = \dot{r} \hat{u}_r + \dot{\theta} r \hat{k} \times \hat{u}_r$$

$$\boxed{V = \dot{r} \hat{u}_r + r \dot{\theta} \hat{u}_\theta}$$

For acceleration $a = g_r^0 + a_{rel} + 2 \omega \times v_{rel}$

$$+ \dot{\omega} \times r_{rel}$$

$$+ 2 \times (\omega \times v_{rel})$$

$$\boxed{\dot{\omega} = \ddot{\theta} \hat{u}_k}$$

$$a_{rel} = \ddot{r} \hat{u}_r - 2 \omega \dot{r} \hat{u}_\theta$$

Derivation \rightarrow

\rightarrow Use bit of cross product and stuff.

find result $\rightarrow (\ddot{r} - r\dot{\theta}^2)\hat{u}_r + (2r\dot{\theta} + r\ddot{\theta})\hat{u}_\theta$

Brute Force

(can check)

$$v = i\hat{i} + j\hat{j} \quad \text{Substitute } x=r\cos\theta \\ y=r\sin\theta$$

AE240 Lecture - 5

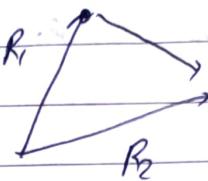
Prof.
Rohit Gupta.

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→ Attraction b/w two masses

$$\vec{R}_1 = (x_1, y_1, z_1)$$

$$\vec{R}_2 = (x_2, y_2, z_2)$$



1 - Arm of
 $R_2 - R_1$

$$\text{COM} \Rightarrow \vec{R}_G = \frac{m_1 \vec{R}_1 + m_2 \vec{R}_2}{m_1 + m_2} \Rightarrow \vec{v}_G = \frac{m_1 \vec{v}_1 + m_2 \vec{v}_2}{m_1 + m_2}$$

$$\Rightarrow \vec{a}_G = \frac{m_1 \vec{a}_1 + m_2 \vec{a}_2}{m_1 + m_2}$$

$$\vec{r} = \vec{R}_2 - \vec{R}_1 = (x_2 - x_1, y_2 - y_1, z_2 - z_1)$$

Newton's Law

$$\vec{F}_{12} = \frac{G m_1 m_2}{\|\vec{r}\|^2} \hat{\vec{r}}$$

↖ Force on 1

$$\vec{F}_{12} = m_1 \vec{a}_1 \quad \vec{F}_{21} = m_2 \vec{a}_2$$

COM does not accelerate.

$$[\vec{a}_G = 0]$$



$\vec{R}_1 \Rightarrow$ inertial frame

$$\checkmark \vec{R}_1 = \frac{G m_2}{\|\vec{r}\|^3} \vec{r} \quad \vec{R}_2 = \frac{G m_1}{\|\vec{r}\|^3} \vec{r}$$

This $\vec{r} \Rightarrow$ vector $\vec{R}_2 - \vec{R}_1$

Now $\ddot{\mathbf{r}}_i = \ddot{x}_i \hat{i} + \ddot{y}_i \hat{j} + \ddot{z}_i \hat{k}$

↓ compare both

$$\ddot{x}_i = \frac{Gm_2}{||\mathbf{r}||^3} (x_2 - x_1) \quad \text{same for } i, 2 \text{ etc}$$

↓ obtain solution to DE's

Conservative Force -

↓
Force can be obtained as grad of some
potential fn
 $\rightarrow V = \text{scalar}$

$$\mathbf{F} = -\nabla V$$

↓

Where

$$V = -\frac{Gm_1 m_2}{||\mathbf{r}||}$$

↗ Doubt

Potential Fn

↗ function of $x_1, x_2, y_1, y_2, z_1, z_2$

For force on 1 → Changeable variables

x_2, y_2, z_2

↓

$$\mathbf{F}_{12} = \frac{\partial}{\partial x_2} + \frac{\partial}{\partial y_2} + \frac{\partial}{\partial z_2}$$

→ In an inertial frame → COM always in straight line

+ General n-body problem → No closed form solution, chaotic in nature.

→ change of vector r

$$\ddot{r} = \ddot{R}_2 - \ddot{R}_1$$

$$\ddot{r} = -\frac{G(m_1+m_2)}{\|r\|^2} \hat{r}$$

$$= -\frac{4\pi r}{\|r\|^3} \hat{r}$$

Gravitational Parameters
vector

$$\ddot{r} = -\frac{4r}{\|r\|^3}$$

+ Moving frame on mass m_1

(How does motion of m_2 evolve wrt m_1)

Doubt by $\vec{\omega} = \vec{\omega} = 0$

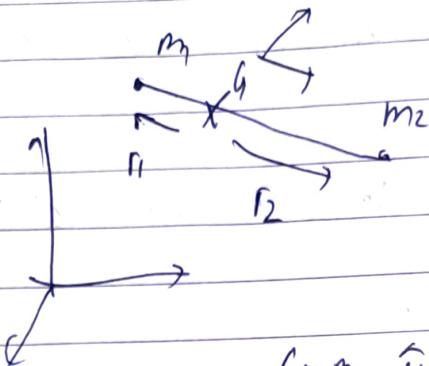
What do we mean

As seen by m_1

$$\text{So acc to } m_1 \quad \ddot{r} = -\frac{4r}{\|r\|^3}$$

In

frame fixed to m_1



$$-\frac{Gm_1m_2}{||r||^2} \hat{u}_r = m_2 \ddot{r}_2$$

$$\boxed{m_1 \ddot{r}_1 + m_2 \ddot{r}_2 = 0}$$

* Derivation Imp

$$\ddot{r}_1 = -\frac{m_2}{m_1} \ddot{r}_2$$

Also $\ddot{u}_r = \frac{\ddot{r}_2}{||\ddot{r}_2||}$

r_1, r_2

↓ vectors

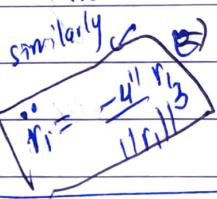
$$\boxed{r = \left(\frac{m_1 + m_2}{m_1} \right) r_2}$$

If $l_1 \rightarrow$ origin
then from g
 f_2 ↓ vectors

↓ substitute Back

$$\Rightarrow \boxed{-\frac{Gm_1^3 m_2}{(m_1 + m_2)^2 ||r_2||^3} r_2 = m_2 \ddot{r}_2}$$

In com frame



$$\boxed{r_2 = \frac{-u'}{||r_2||^3} r_2}$$

$$\text{where } u' = \left(\frac{m_1}{m_1 + m_2} \right)^{\frac{1}{3}} u$$

+
* In 6 force what do we define
Office Hours → I COR → How does axis rotate ??

→ some part
question is not
in slide

Lec 3)
Do we assume no initial
acc?

Lec 3) Does absolute angular vel $\omega \Rightarrow$ translate + rotate

→ for a vector, does, absolute pure
translational not
change if ??

+ Angular momentum of Body m_2 relative to m_1

$$\underline{H_{21}} = \vec{r} \times m_2 \vec{v}$$

$$h = \frac{H_{21}}{m_2} = r \vec{x} \vec{v}$$

So basically we have

$$\left\{ \begin{array}{l} h = r \vec{x} \vec{v} \\ \text{specific relative angular momentum.} \end{array} \right.$$

$$\frac{dh}{dt} = \vec{r} \times \ddot{\vec{v}} + \vec{r} \dot{\vec{x}} \vec{v} \quad \text{conservation of angular mom.}$$

Doubt

m_1 frame is

$$\underline{\underline{= 0}}$$

$$\frac{dh}{dt} = \text{does not change}$$

non-inertial frame, is it fine??

→ If $r \vec{x} \vec{v} = \text{constant}$ → remains zero at all points

$$\rightarrow \text{Given } h = r \vec{x} \vec{v} \text{ and } \vec{D}_h = \underline{\underline{H_{21} h}}$$

$$\vec{D}_h \perp \vec{h}$$

$\vec{D}_h \rightarrow$ remains in
the same direction

→ Path of m_2 around $m_1 \Rightarrow$ Lies in a plane

→ Resolve velocity into 2-components



$$v_r = \|v_r\| \hat{r}$$

$$v_\perp = \|v_\perp\| \hat{\theta}$$

↗ Doubt + Non inertial
Frame

$$\text{Substitution } v = v_r \hat{r} + v_\perp \hat{\theta}$$

in ~~for~~ $r \times i$

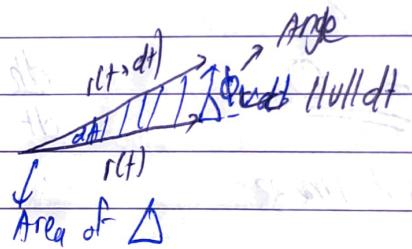
$$r \hat{r}$$

$$\Rightarrow h = \|r\| \|v_\perp\| \hat{h}$$

and

$$\|h\| = \|r\| \|v_\perp\|$$

In differential time dt



$$\Rightarrow \frac{1}{2} AB \sin(\theta)$$

$$dA = \frac{1}{2} \|v_\perp\| dt \|r\| \sin \theta$$

$$= \frac{1}{2} \|r\| \|v_\perp\| \sin \theta dt$$

$$dA = \frac{1}{2} \|r\| \|v_\perp\| dt$$

$$\boxed{\frac{dA}{dt} = \frac{1}{2} \|h\| = \text{constant}}$$

→ Kepler's second law. (Law of equal areas)

→ Recall $r \cdot r = \|r\|^2$

$$\hat{r} \cdot \hat{r} = 2\|r\| \|\hat{r}\|$$

$$2r \cdot \hat{r} = 2\|r\| \|\hat{r}\|$$

$$\boxed{r \cdot v = \|r\| \|\hat{r}\|} \rightarrow \text{imp result}$$

$$\cancel{\|r\| \|\hat{v}\| \sin\phi} = \|r\| \|\hat{r}\|$$

⇒ We have $\ddot{r} = -\frac{4}{\|r^2\|^3} r$

$$-\boxed{\ddot{r} \times h = -\frac{4}{\|r\|^3} r \times h}$$

$$\cancel{\frac{d(\ddot{r} \times h)}{dt}} = \frac{d(r \times h)}{dt} = \ddot{r} \times h + \dot{r} \times \hat{h}$$

\downarrow $\hat{h} = 0$

$$\frac{d(r \times h)}{dt} = -\frac{4}{\|r\|^3} r \times h$$

$h = (r \times i)$

To simplify $\frac{1}{\|r\|^3} r \times (r \times i) =$

~~$\frac{1}{\|r\|^3} r \times r \times i$~~

→ Derivation

$$\frac{d(r \times h)}{dt} = \frac{d}{dt} \left(\frac{ur}{\|r\|} \right)$$

$$\Rightarrow \frac{d}{dt} \left(r \times h - \frac{ur}{\|r\|} \right) = 0$$

$$r \times h - \frac{ur}{\|r\|} = C$$

Capiles vector

Take dot product with h

$$(r \times h) \cdot h - \frac{u(r \cdot h)}{\|r\|} = ch$$

↓

$C \cdot h = 0$ \Rightarrow ~~C is in~~ the plane \perp to h

$$\Rightarrow \frac{\underline{r}}{\|\underline{r}\|} + \frac{\underline{e}}{u} = \frac{\underline{r} \times \underline{h}}{u}$$

↓

eccentricity vector. \Rightarrow Denote by \underline{e}

Dot with \underline{r}

$$\frac{\underline{r} \cdot \underline{r}}{\|\underline{r}\|} + \underline{r} \cdot \underline{e} = \frac{\underline{r} \cdot (\underline{r} \times \underline{h})}{u}$$

$$\cancel{\underline{r} \cdot \underline{r}} (B \times C) \\ \cancel{u} \\ \underline{A} \cdot \underline{r} (A \times B) \cdot C$$

$$\Rightarrow \|\underline{r}\| + \underline{r} \cdot \underline{e} = \frac{\|\underline{h}\|^2}{u}$$

↓ Rearrange

~~x Doubt~~

what is
true eccentricity
and how do
we do??

$$\boxed{\|\underline{r}\| = \frac{\|\underline{h}\|^2}{u} \frac{1}{1 + \|\underline{e}\| \cos(\theta)}}$$

$u, h = \text{constants}$

Keplers first law \rightarrow Planets follow elliptical orbit

Note $\|\underline{e}\| = \text{constant}$

$e \rightarrow \text{vector} = \text{constant vector}$

Changes = G , and $\|\underline{r}\|$

~~Done~~

→ Orbital Equation describes conic sections

- Circular ($\|e\|=0$)
- Elliptical ($\|e\| < 1$)
- Parabolic ($\|e\|=1$)
- Hyperbolic ($\|e\| > 1$)

Velocity normal component = $v_L = \|r\|\dot{\theta}$

$$\|h\| = \|r\| L_z = \|r\|^2 \dot{\theta}$$

$$v_L = \frac{\|h\|}{\|r\|} = \frac{u}{\|h\|} (1 + \|e\| \cos \theta)$$

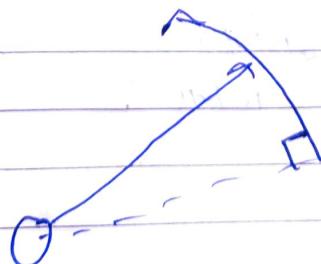
$$\dot{\theta} = \frac{\|h\|}{\|r\|^2}$$

$$v_r = \frac{1}{\|r\|} = \frac{d}{dt} \left(\frac{\|h\|^2}{u} \frac{1}{1 + \|e\| \cos \theta} \right)$$

($\theta \rightarrow$ only simplify)

$$v_r = \frac{u \|e\| \sin \theta}{\|h\|}$$

→ Figure



$$\|r\| = \frac{\|h\|}{u (1 + \|e\| \cos \theta)}$$

~~X X when cross = 180°~~

$$\text{At } \theta = 0^\circ = \cos \theta = 1$$

↓ Denom → min

$$\|r\| = m \ddot{a}$$

At $\theta = 0^\circ \Rightarrow$ Perihelion

$$r_p = \frac{\|h\|}{u} \frac{1}{1 + \|e\|}$$

$$\tan(\gamma) = \frac{v_r}{v_i} \quad (\gamma \rightarrow \text{Flight path angle})$$

$$\tan(\gamma) =$$

$$\boxed{\tan(\gamma) = \frac{\|e\| \sin(\theta)}{1 + \|e\| \cos(\theta)}}$$

At perigees $\rightarrow \theta = 0^\circ \quad v_r = 0$

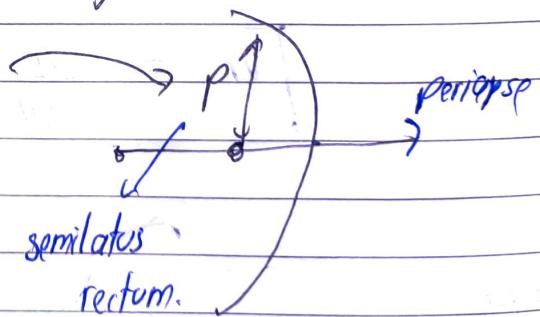
$$\boxed{\gamma = 0}$$

$$v_r > 0 \quad (0 < \theta < 180^\circ)$$

$$v_r < 0 \quad (180^\circ < \theta < 360^\circ)$$

\rightarrow Perapse is the symmetric line (Ape line)

$$\boxed{p = \frac{\|h\|^2}{u}}$$



We had $\ddot{r} = -\frac{4}{||r||^3} \dot{r}$

Finding $\ddot{r} \cdot \dot{r} = -\frac{4}{||r||^3} \dot{r} \cdot \dot{r}$

$$\dot{r} \cdot \dot{r} = \frac{1}{2} \dot{\dot{r}} \cdot \dot{r} = \frac{1}{2} \frac{\ddot{r} \cdot \dot{r}}{||v||^2} =$$

Also $\boxed{\dot{r} \cdot \dot{r} = ||r|| \dot{r}}$ $\boxed{\dot{r} = \frac{1}{||r||} \dot{r}}$

Now $\frac{1}{2} \frac{\ddot{r} \cdot \dot{r}}{||v||^2} = \dot{r} \cdot \dot{r} = -\frac{4}{||r||^3} ||r|| \dot{r}$
 $= -\frac{4}{||r||^2} \dot{r}$
 $= -4 \frac{\dot{r}}{||r||}$

$$\Rightarrow \frac{d}{dt} \left(\frac{1}{2} \frac{\dot{r}^2}{||r||^2} + \frac{u}{||r||} \right) = 0$$

* Doubt
But this is
non inertial
frame.

$\boxed{\frac{1}{2} \frac{\dot{r}^2}{||r||^2} + \frac{u}{||r||} = E}$ kinda like conservation of energy.
 Relative K.E per unit mass Relative PE per unit mass Total ME per unit mass.

At perapses. $\theta = 0^\circ$

$$\epsilon = \epsilon_p = \frac{\|v_p\|^2}{2} - \frac{u}{r_p}$$

$$= \frac{\|v_r\|^2}{2}$$

$$= \frac{\|h\|^2}{2 r_p} - \frac{u}{r_p}$$

$$\epsilon = -\frac{u^2}{2\|h\|^2} (1 - \|e\|^2)$$

Energy of space craft of mass m

$$E = m\epsilon$$

Circular orbits ($\|e\|=0$)

$$\|r\| = \frac{\|h\|^2}{u}$$

$$\|h\| = \|r\| \|v_r\| = \|r\| \|v\|$$

$$v_r = 0$$

Substitute

$$v_{circular} = \sqrt{\frac{M}{\|r\|}}$$

$$\text{Time period} = \frac{2\pi r}{v} = \frac{2\pi \|r\|^{3/2}}{\sqrt{\mu}}$$

$$E = -\frac{u^2}{2\|h\|^2}$$

$$= -\frac{u}{\sum \frac{1}{\|h\|^2}} = -\frac{u}{2r}$$

Norm.

→ As radius decreases → Larger orbit, more energy. ✓ (less negative)

$$u = G(m_{\text{earth}} + m_{\text{sat}})$$

$$u \approx G m_{\text{earth}}$$

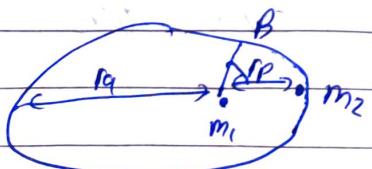
→ Geostationary orbit → Same ω as earth.

$$r_{\text{geo}} = 42,164 \text{ km} \quad \omega_e = 72.9218 \times 10^{-6}$$

Elliptical orbits → $0 < \|e\| < r$

$$r_a = \frac{\|h\|^2}{u} \frac{1}{1 - \|e\|} \quad \rightarrow \text{AP} \quad \text{One mass at focus.}$$

$$2a = r_p + r_a = \frac{\|h\|^2}{u} \frac{1}{1 - \|e\|^2}$$



$$\Rightarrow \|r\| = \frac{a(1 - \|e\|^2)}{1 + \|e\| \cos \beta}$$

$$CF = a - FP$$

Focal distance = $a e / \|e\|$

$$\stackrel{=}{} \text{At } \theta = 0^\circ \quad r_p = a(1 - \|e\|)$$

$$at 1 \quad \|e\| = r_B \cos(180^\circ - B)$$

$\|e\|$

Substituting
here

$$r_B = \frac{a(1 - \|e\|)}{1 + \|e\| \cos(B)}$$

We get

$$\|e\| = -\cos(B)$$

For that

get find

B in terms of
 $\|e\|$

also you finally get resubstitute this

in ⑤

$$\text{you get } r_B = a$$

$$b = a \sqrt{1 - \|e\|^2}$$

Congratulations, you proved conic sections