

# TikZ Diagrams

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February 3, 2024

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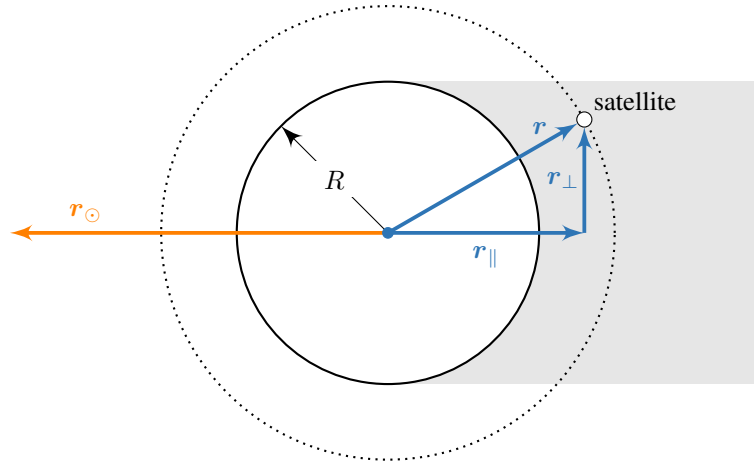
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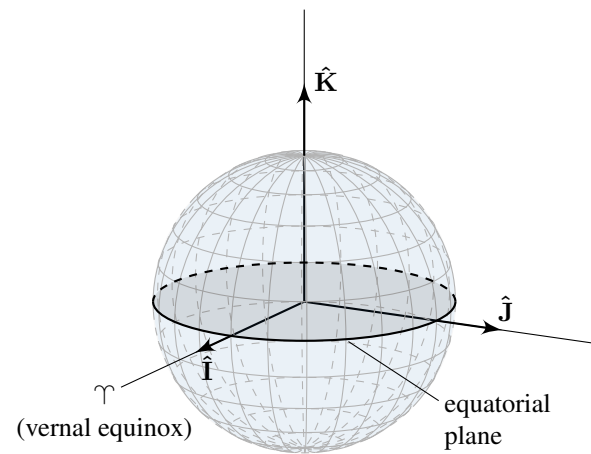
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# 1 aerospace

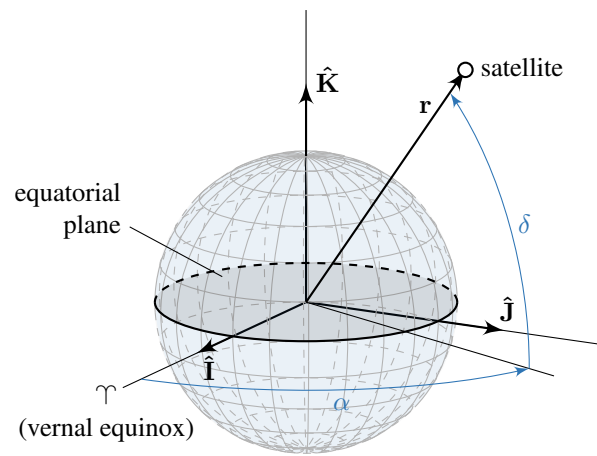
## 1.1 cylindrical\_eclipse\_model



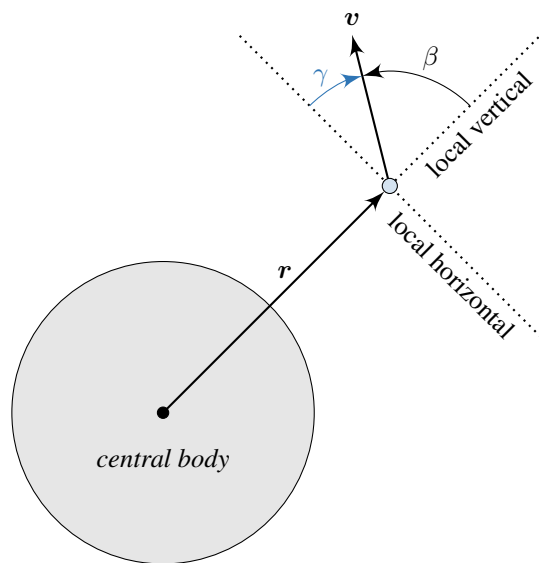
## 1.2 earth\_centered\_inertial\_coordinate\_frame



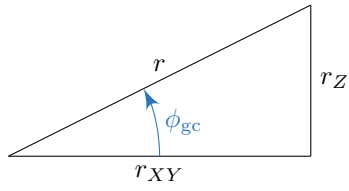
### 1.3 geocentric right ascension and declination



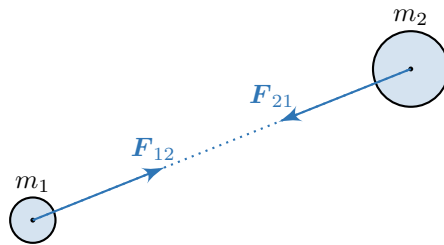
### 1.4 geometry of the flight path angle



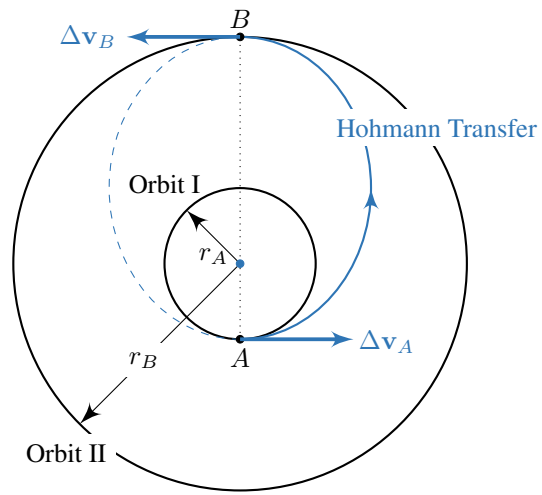
### 1.5 geometry\_of\_the\_geocentric\_latitude



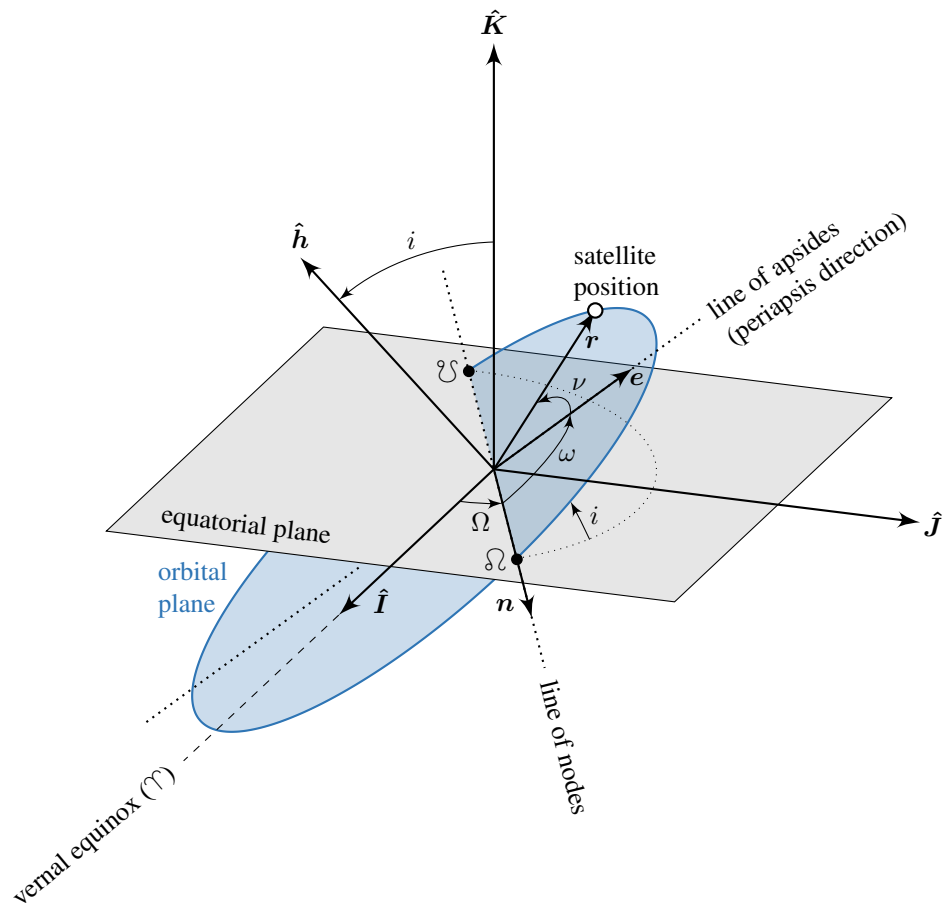
### 1.6 gravitational\_interaction\_between\_two\_bodies



## 1.7 hohmann\_transfer

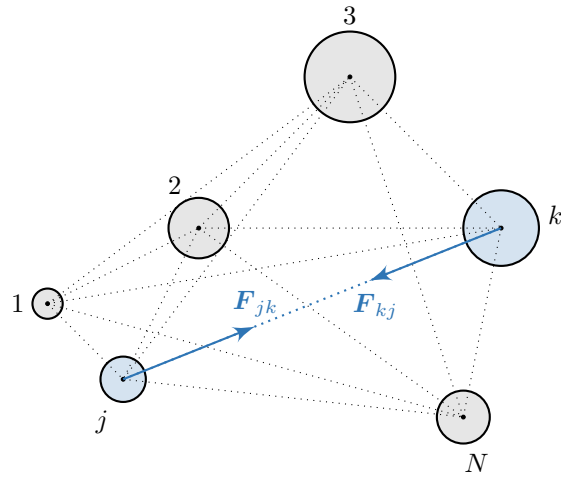


## 1.8 keplerian\_orbital\_elements

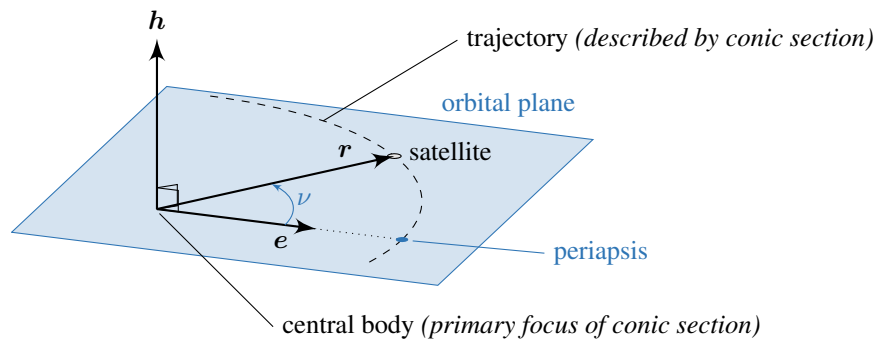




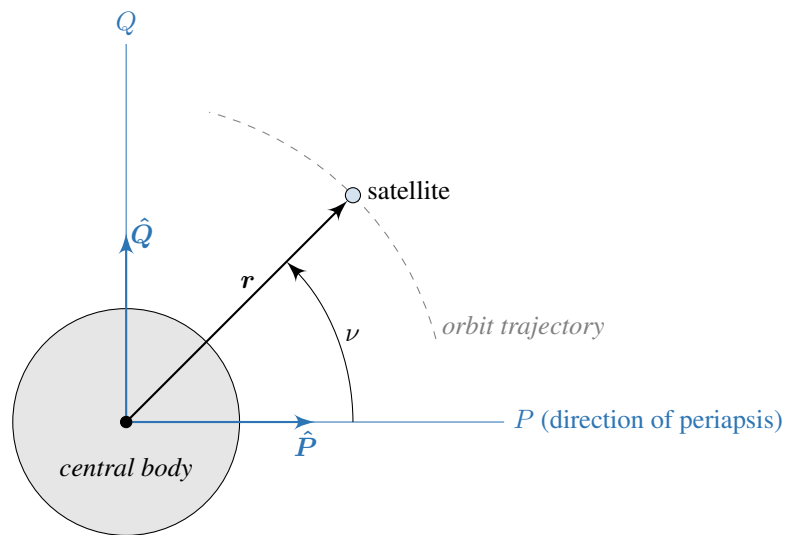
## 1.9 n.body\_problem



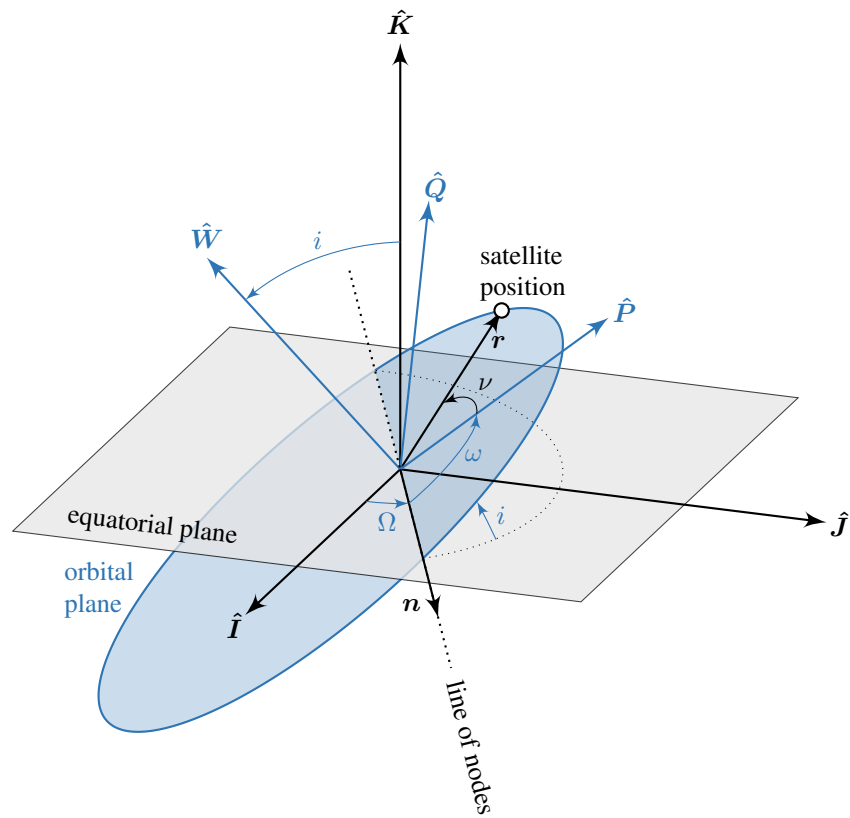
## 1.10 orbital\_plane



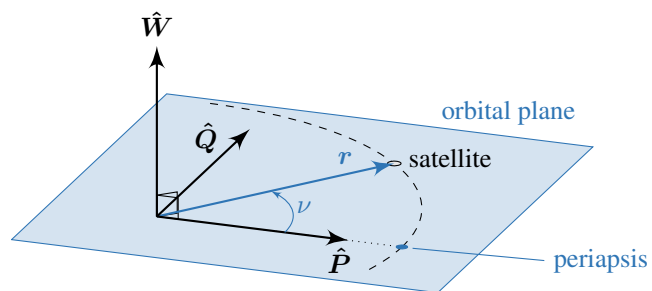
### 1.11 perifocal frame



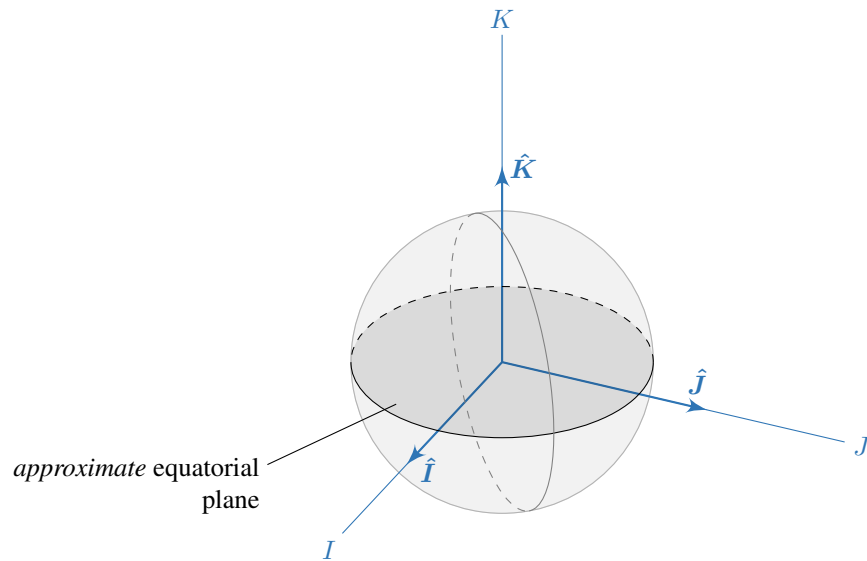
### 1.12 perifocal frame in three dimensions



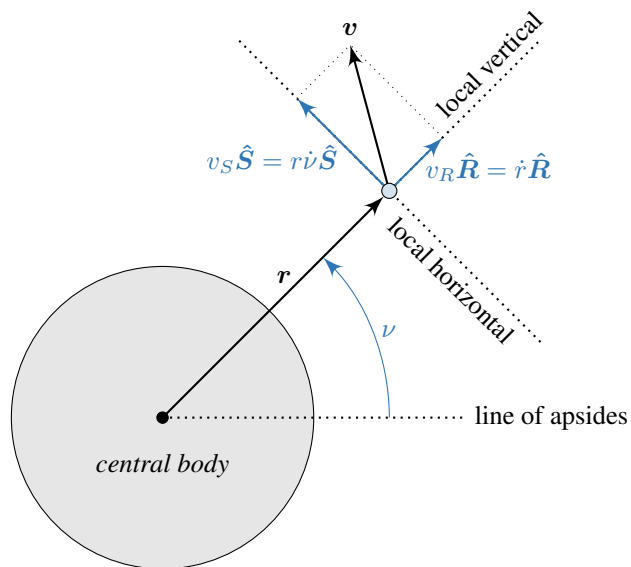
### 1.13 perifocal frame on the orbital plane



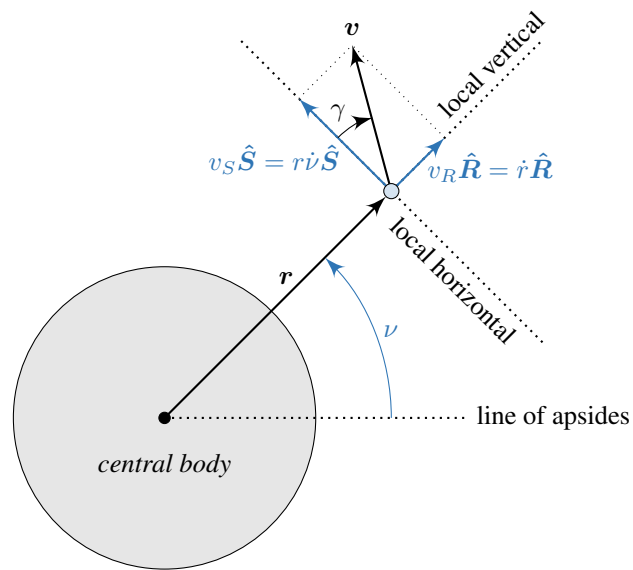
### 1.14 planet\_centered\_inertial\_pci\_frame



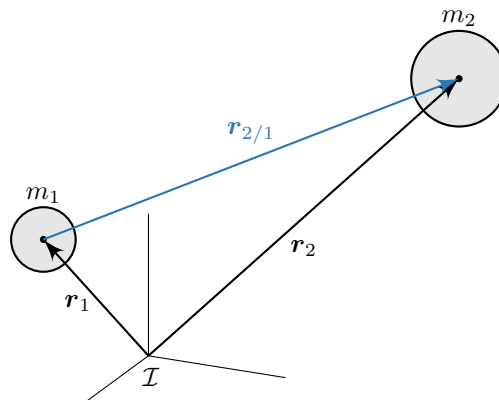
### 1.15 radial\_and\_along\_track\_velocity\_components



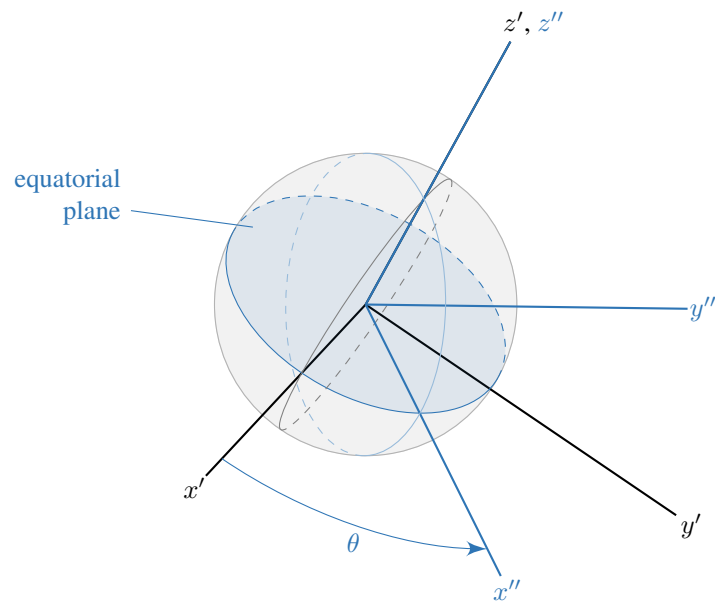
### 1.16 radial and along track velocity components with flight path angle



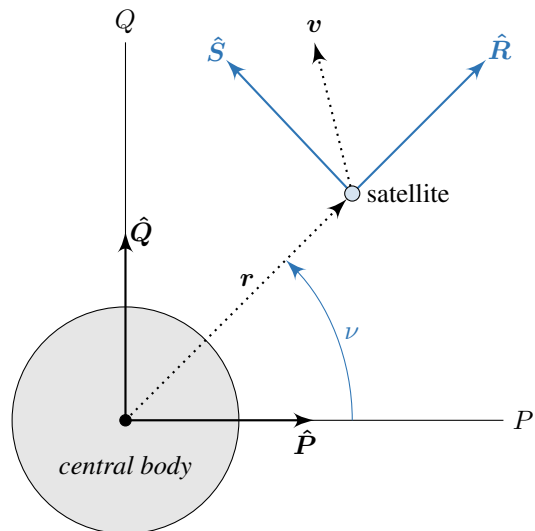
### 1.17 relative position of bodies



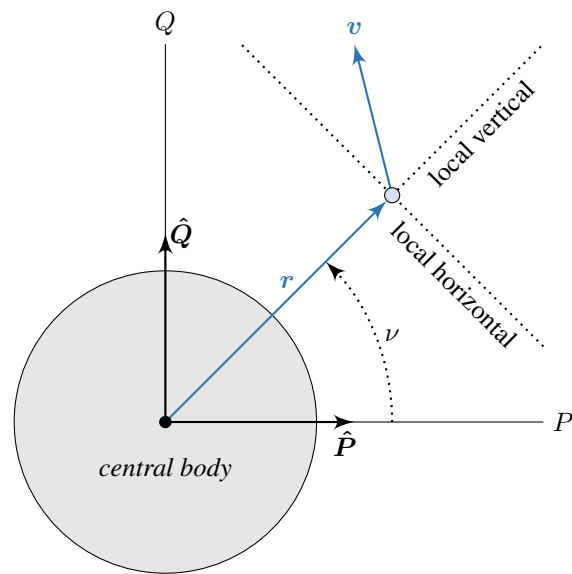
### 1.18 rotation\_of\_a\_celestial\_body



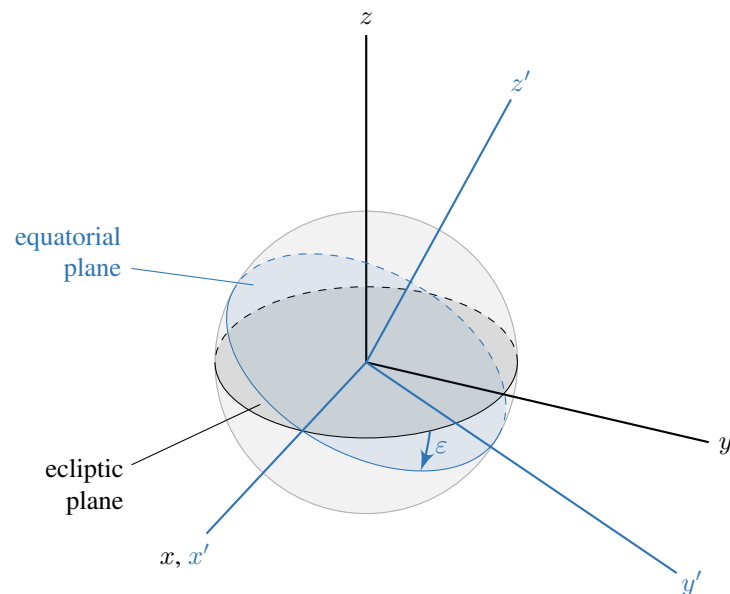
### 1.19 rsw\_and\_perifocal\_frames



## 1.20 satellite\_position\_and\_velocity

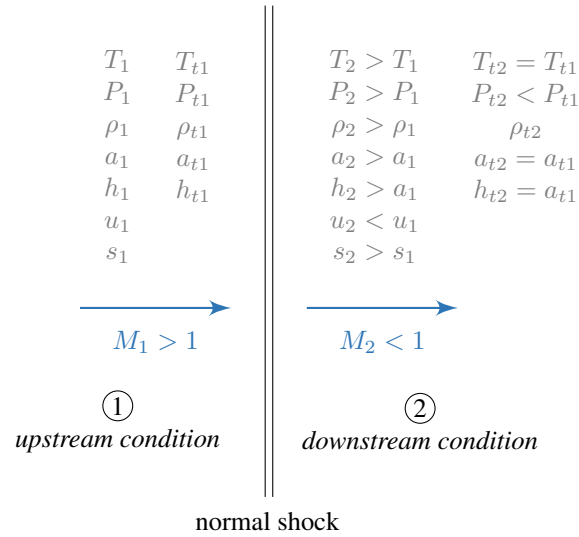


## 1.21 tilt\_of\_a\_celestial\_body

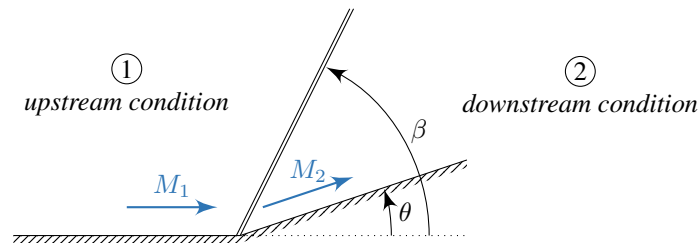


## 2 compressible\_flow

### 2.1 normal\_shock



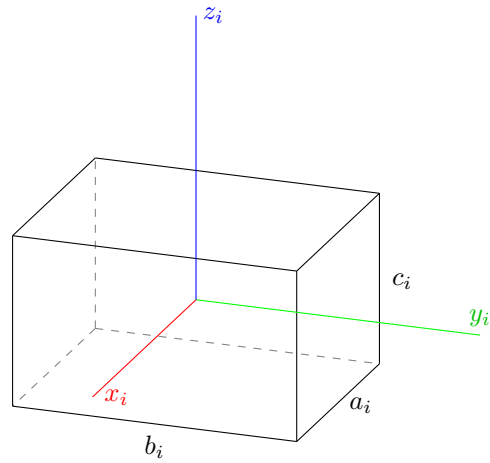
### 2.2 oblique\_shock



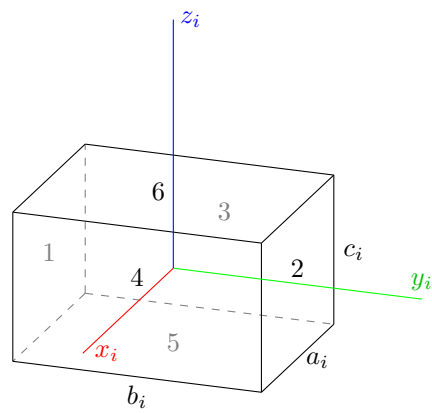


### 3 geometric\_and\_inertial\_modeling

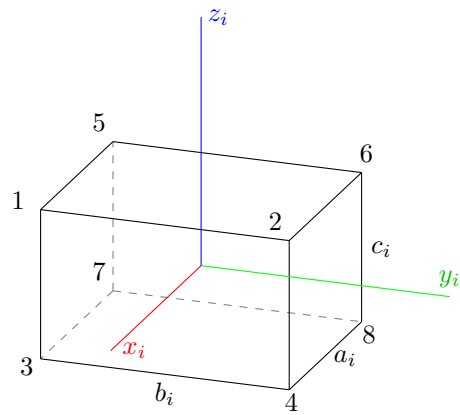
#### 3.1 body\_axes\_of\_a\_rectangular\_prism



#### 3.2 rectangular\_prism\_face\_numbering\_convention

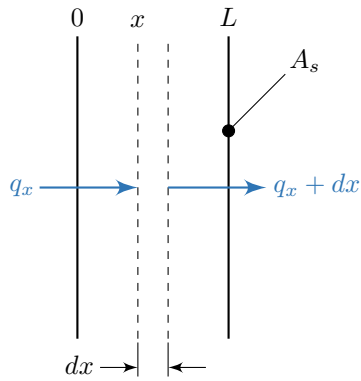


### 3.3 rectangular\_prism\_vertex\_numbering\_convention



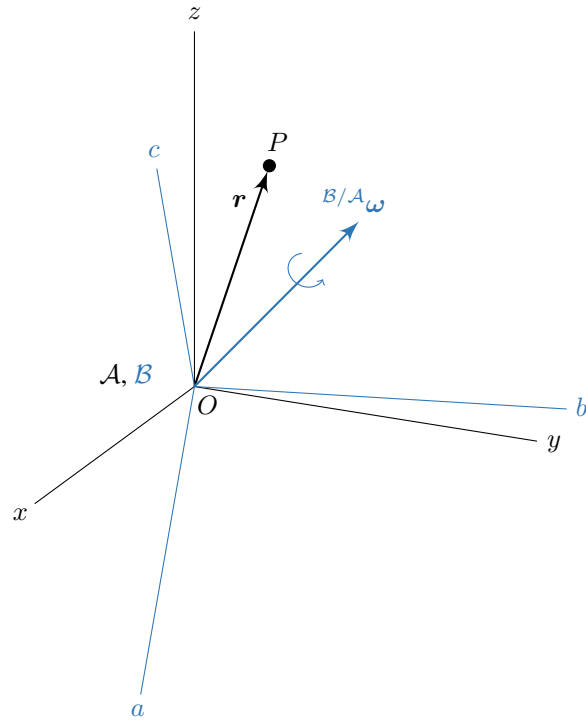
## 4 heat\_transfer

### 4.1 heat\_conduction\_through\_a\_flat\_plate

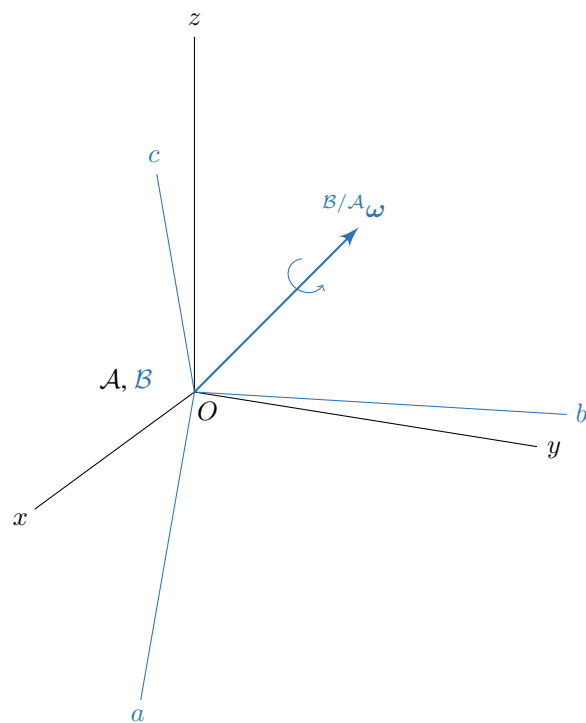


## 5 kinematics

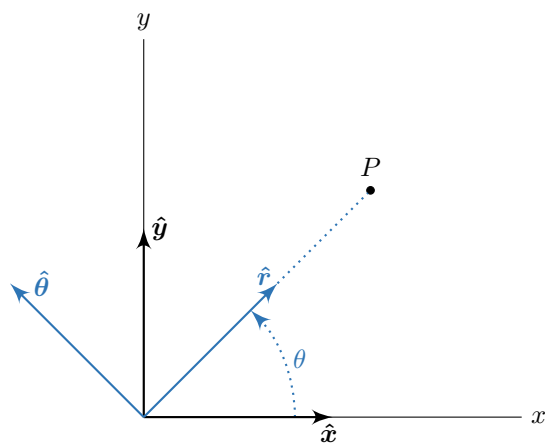
### 5.1 absolute kinematics



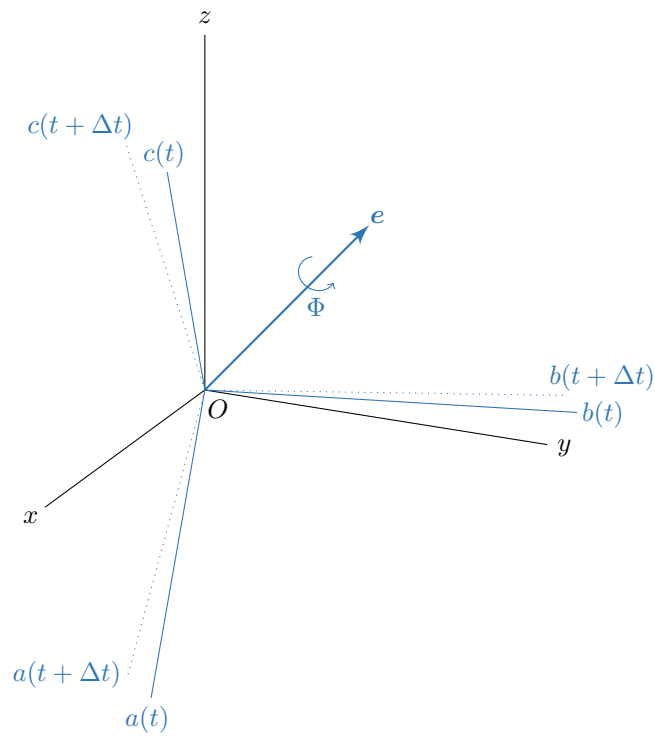
## 5.2 angular\_velocity



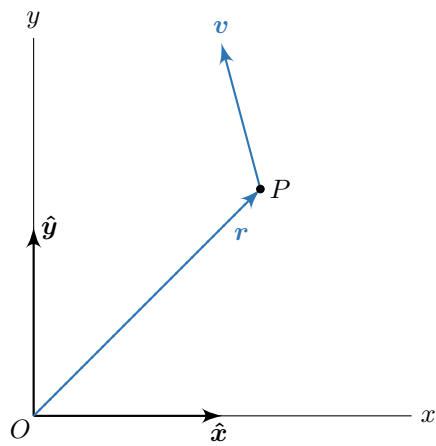
## 5.3 coordinate\_frame\_definitions\_for\_polar\_coordinates



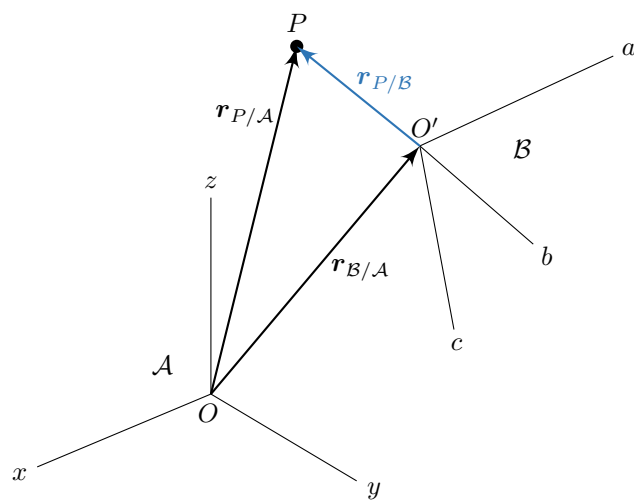
#### 5.4 instantaneous axis of rotation



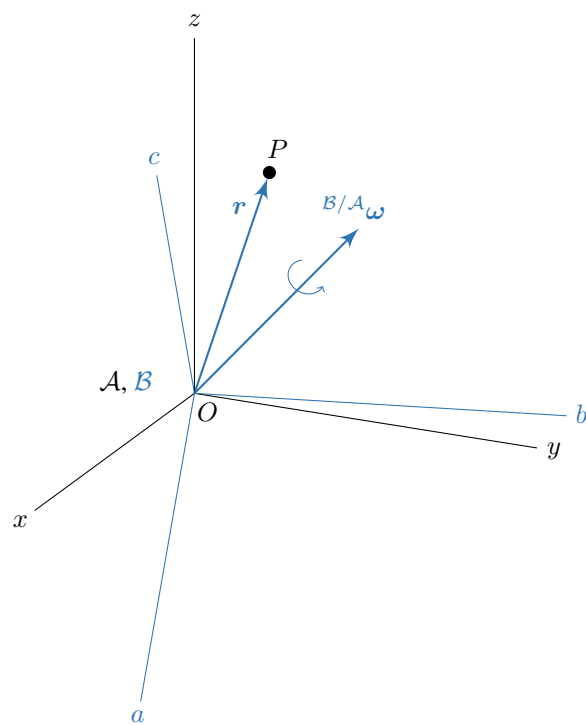
#### 5.5 instantaneous plane of motion



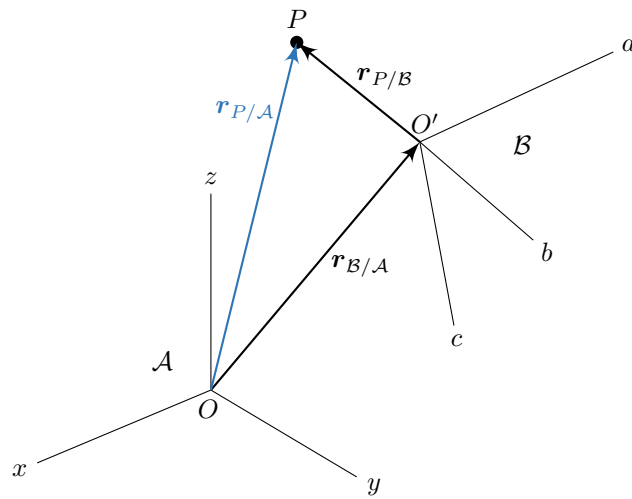
## 5.6 kinematics in a moving frame



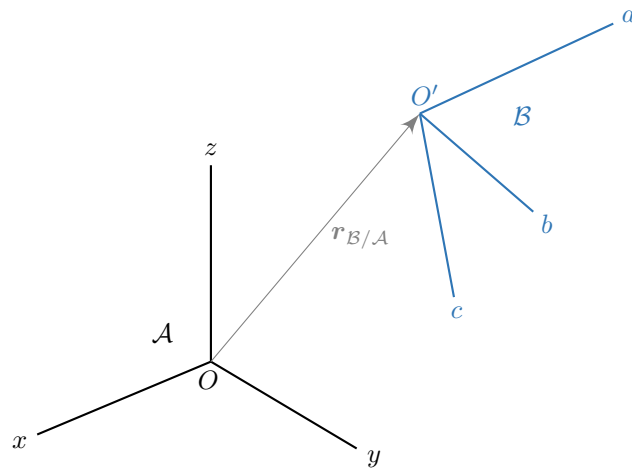
## 5.7 kinematics in a rotating frame



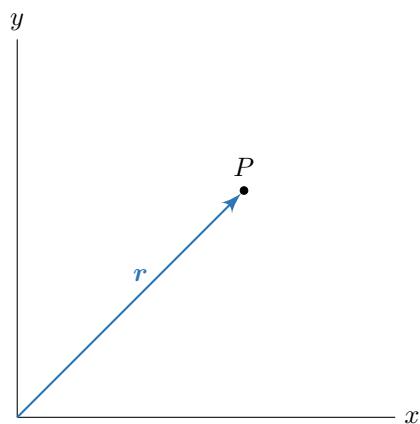
## 5.8 kinematics in a stationary frame



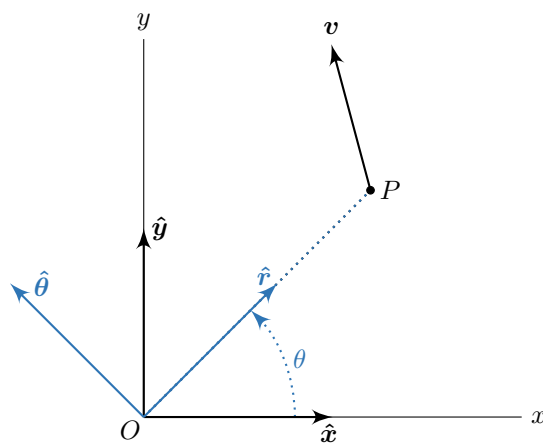
## 5.9 moving frame



### 5.10 particle\_in\_the\_xy\_plane

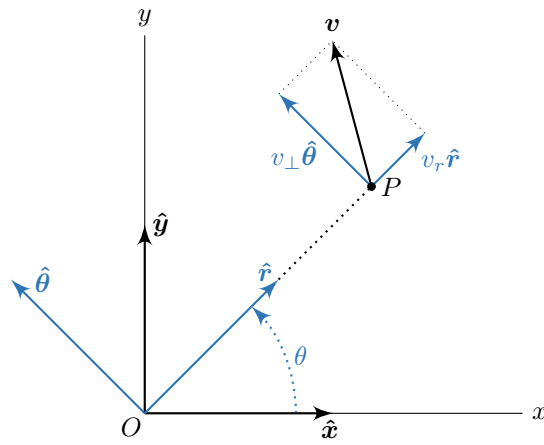


### 5.11 polar\_coordinates\_of\_the\_instantaneous\_motion

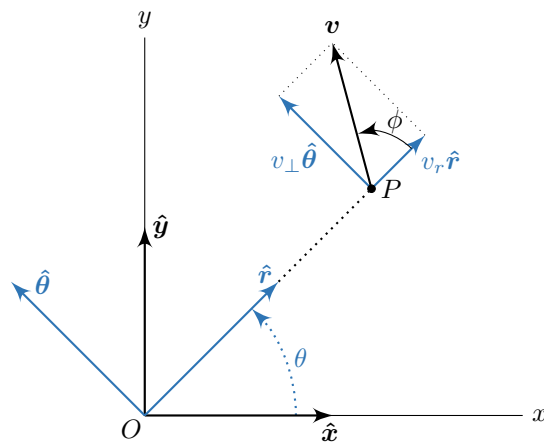




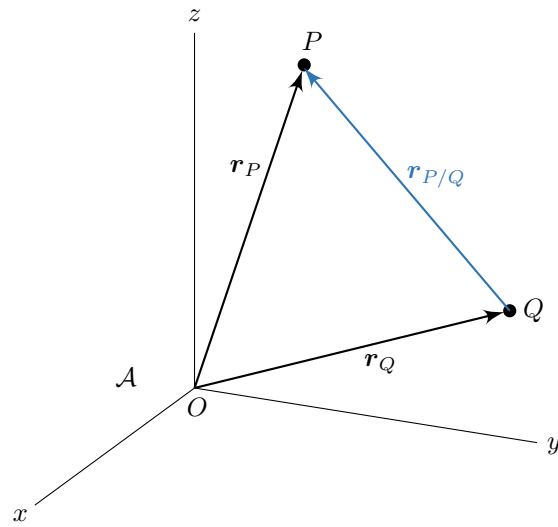
### 5.12 radial and transverse velocity components



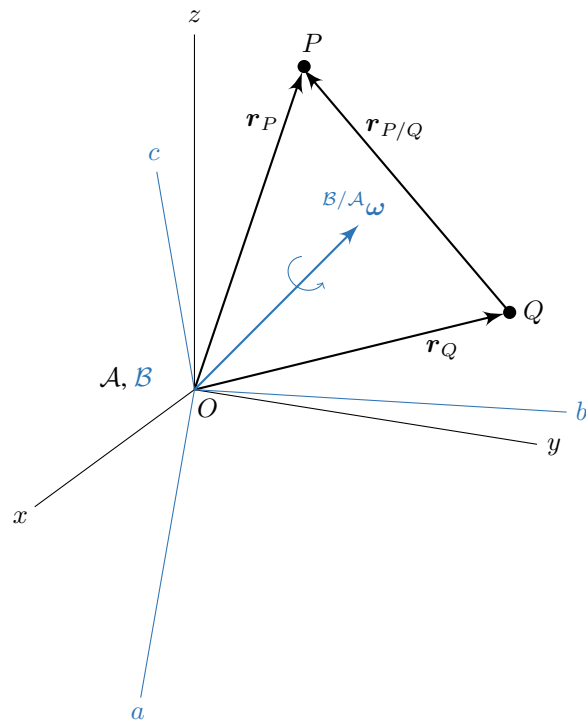
### 5.13 radial and transverse velocity components with an auxiliary angle



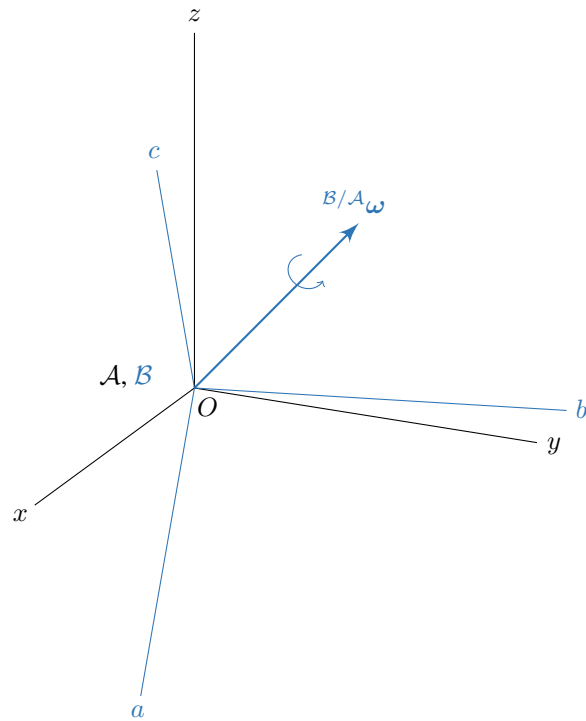
## 5.14 relative\_kinematics



## 5.15 relative\_kinematics\_with\_multiple\_coordinate\_frames

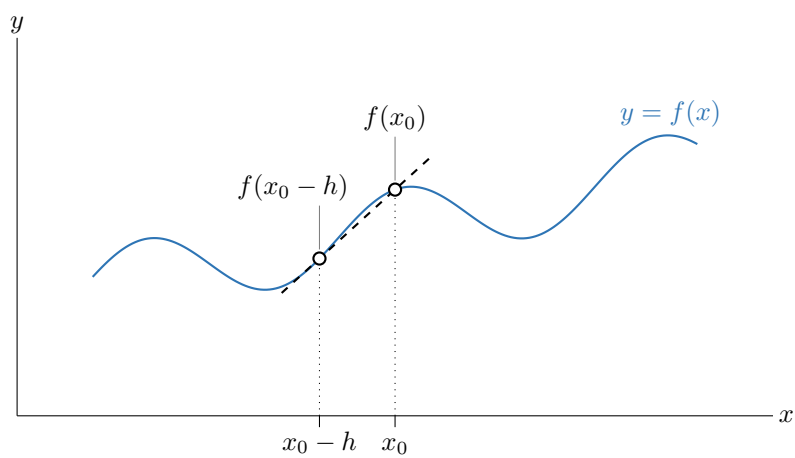


## 5.16 rotating frame

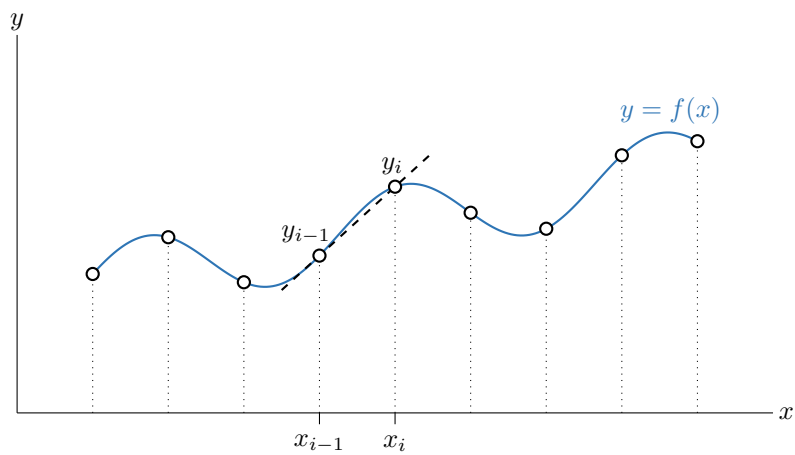


## 6 numerical\_math

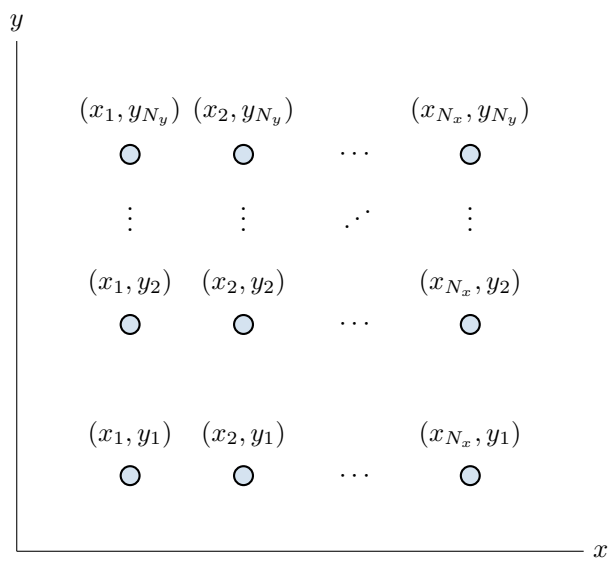
### 6.1 backward difference approximation.v1



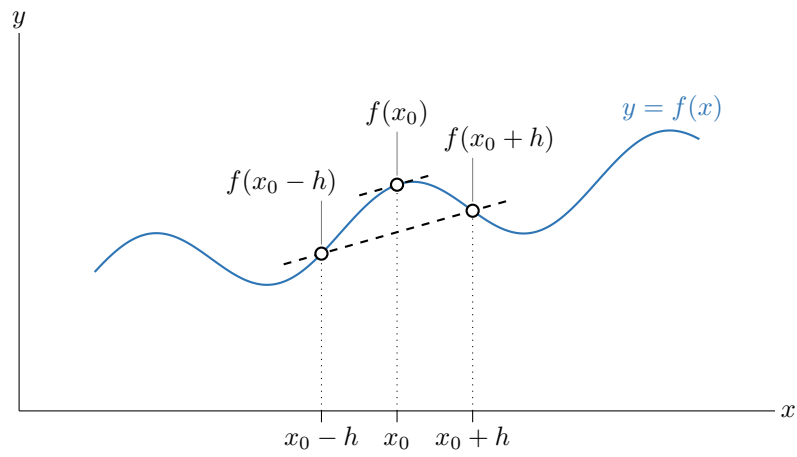
## 6.2 backward\_difference\_approximation\_v2



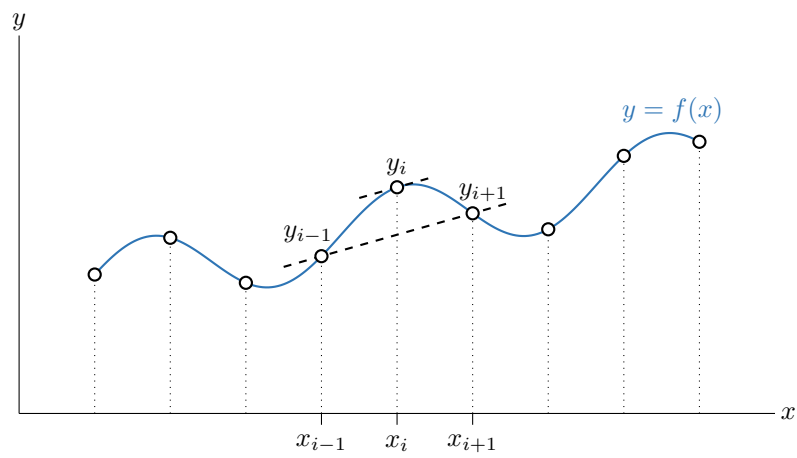
## 6.3 bivariate\_grid



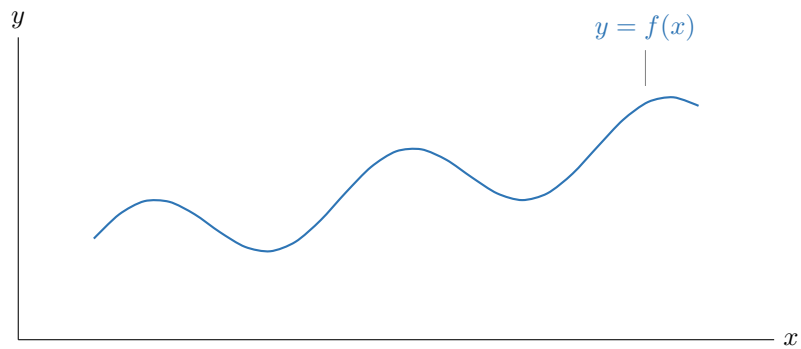
#### 6.4 central\_difference\_approximation\_v1



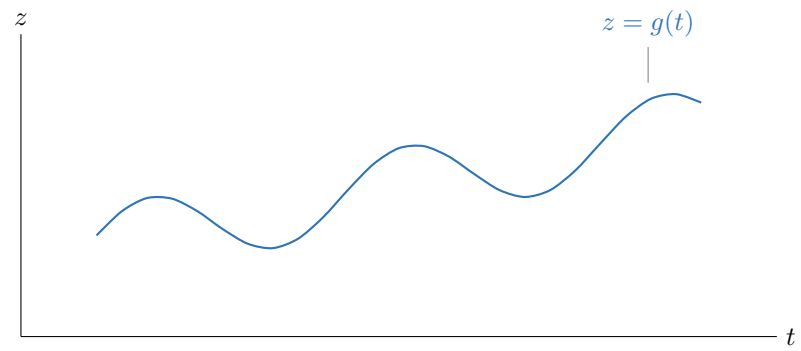
#### 6.5 central\_difference\_approximation\_v2



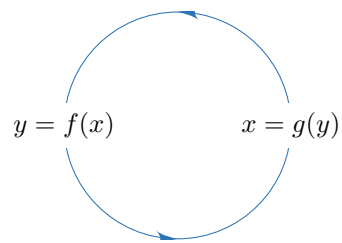
## 6.6 continuous function



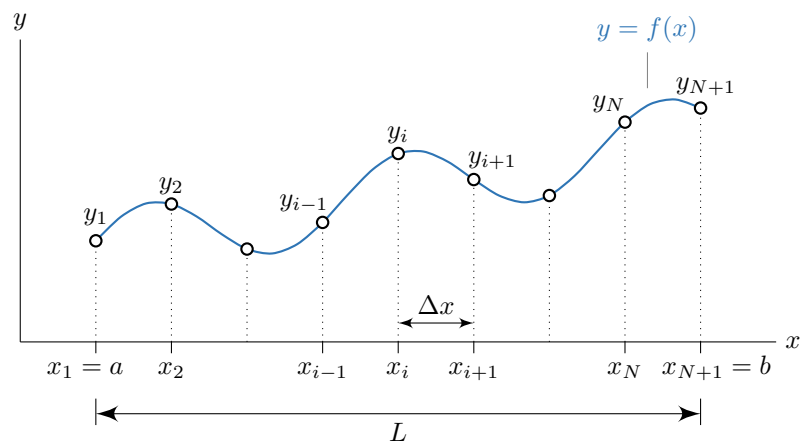
## 6.7 continuous time function



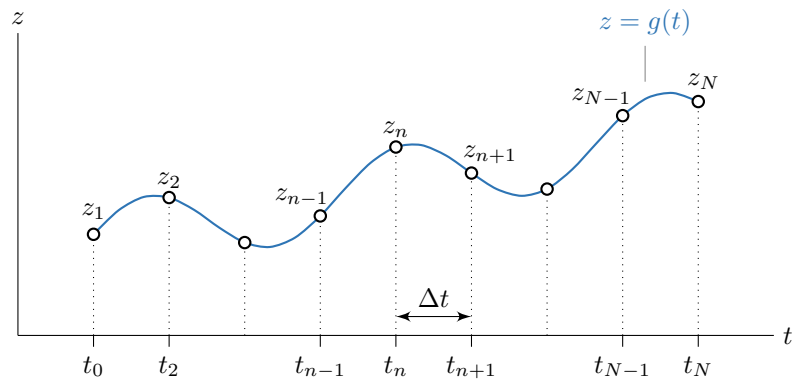
## 6.8 convergent\_loop



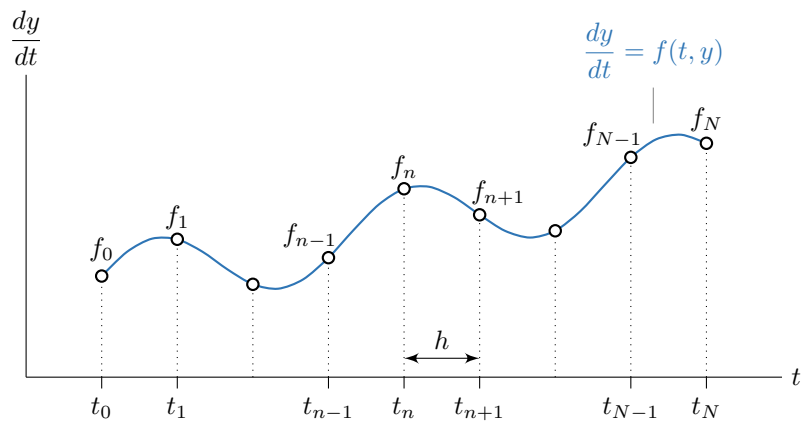
## 6.9 discretization\_of\_a\_continuous\_function



## 6.10 discretization of a continuous time function

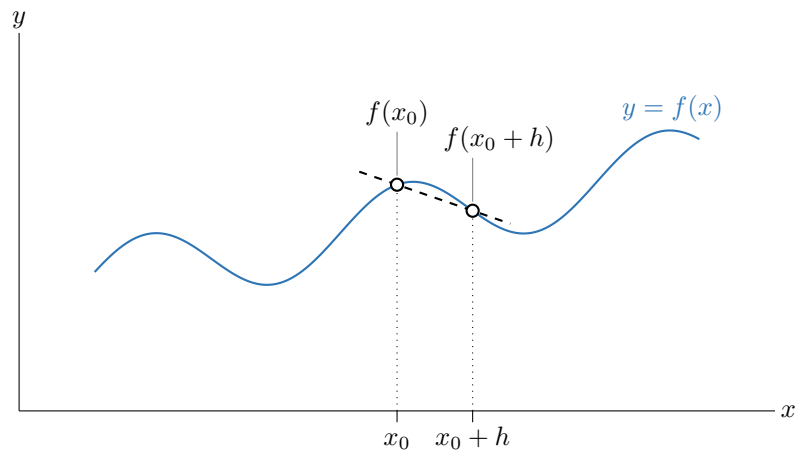


## 6.11 discretization of an ODE in time

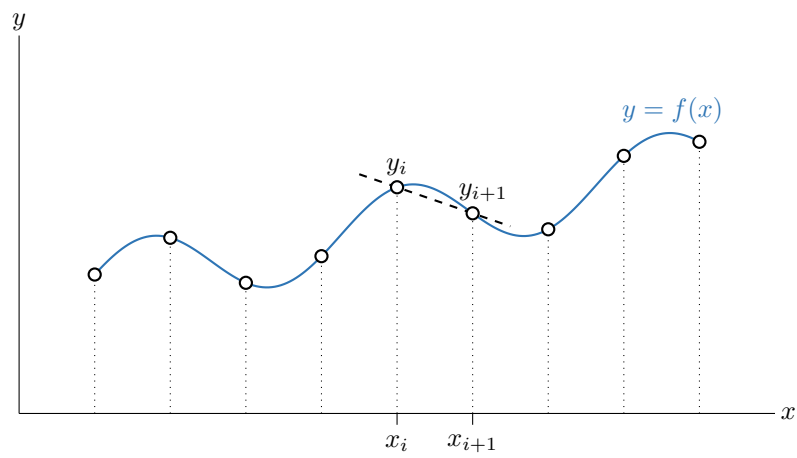




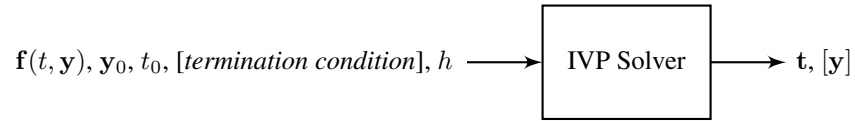
### 6.12 forward\_difference\_approximation.v1



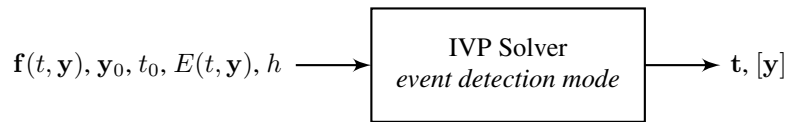
### 6.13 forward\_difference\_approximation.v2



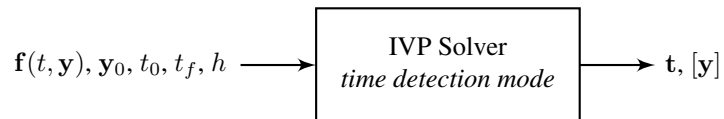
#### 6.14 `ivp_solver_block_diagram`



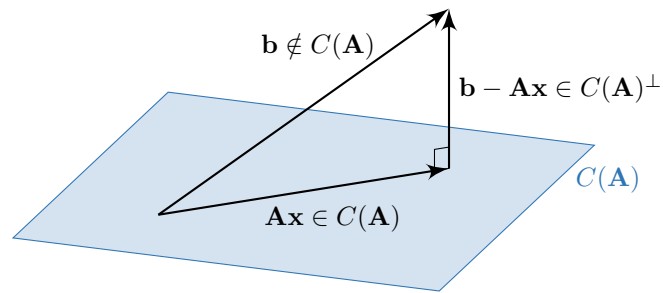
#### 6.15 `ivp_solver_block_diagram_event_detection_mode`



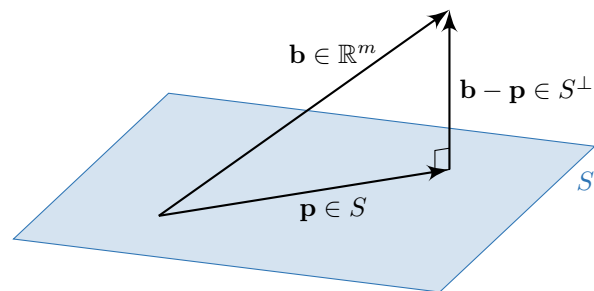
#### 6.16 `ivp_solver_block_diagram_time_detection_mode`



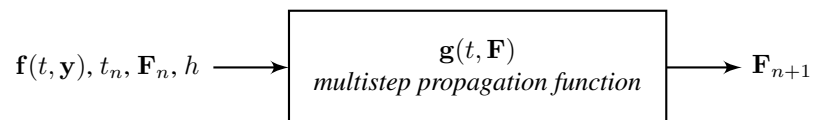
### 6.17 least\_squares\_derivation\_1



### 6.18 least\_squares\_derivation\_2



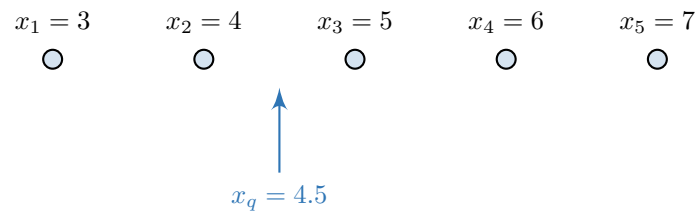
### 6.19 multistep\_propagation\_function



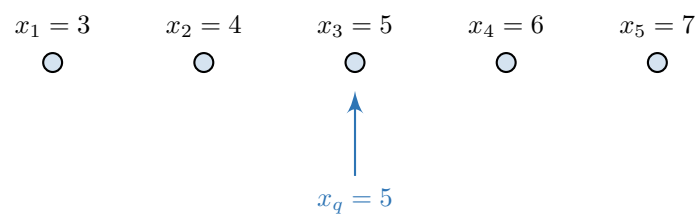
## 6.20 node\_vector



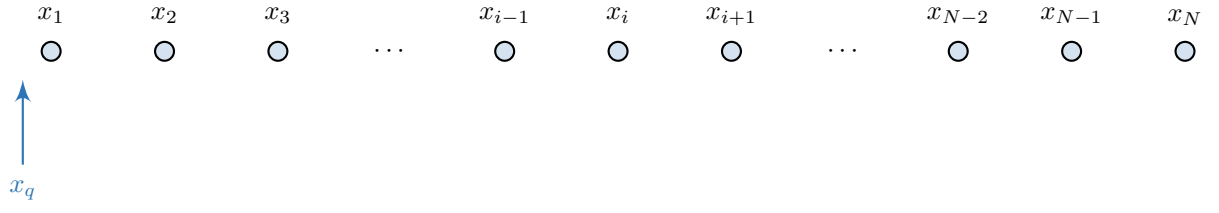
## 6.21 node\_vector\_example\_v1



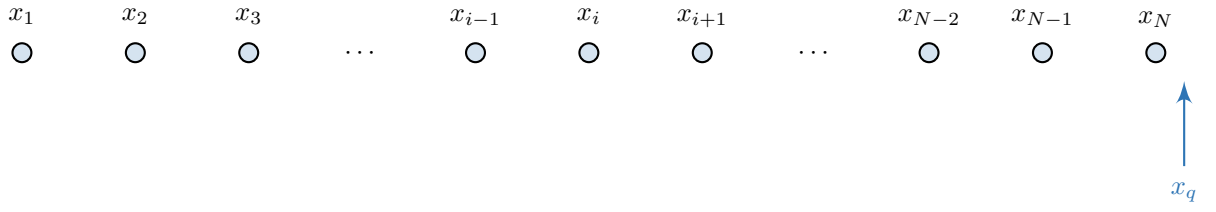
## 6.22 node\_vector\_example\_v2



### 6.23 node\_vector\_query\_special\_case\_1



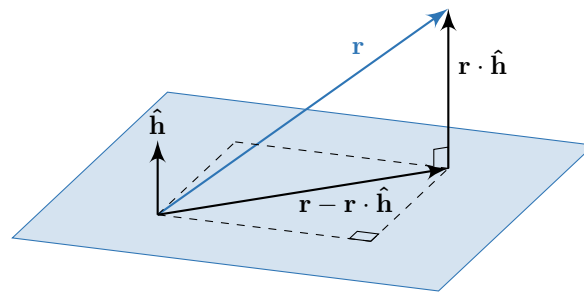
### 6.24 node\_vector\_query\_special\_case\_2



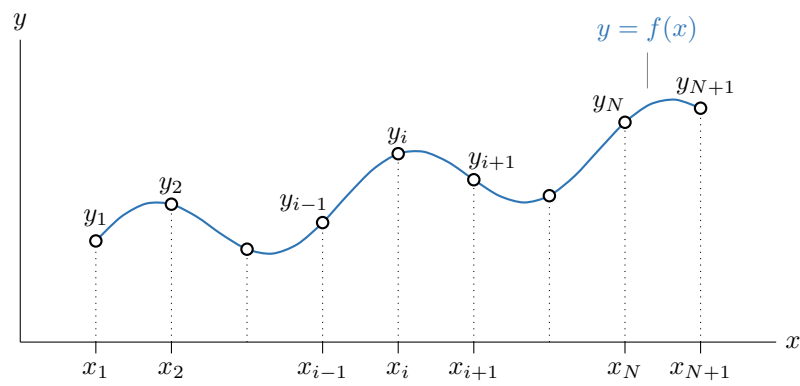
### 6.25 nonuniform\_node\_vector



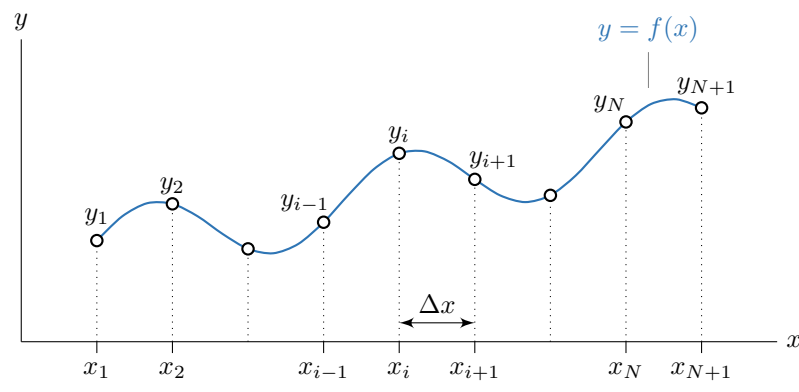
## 6.26 projection\_onto\_plane



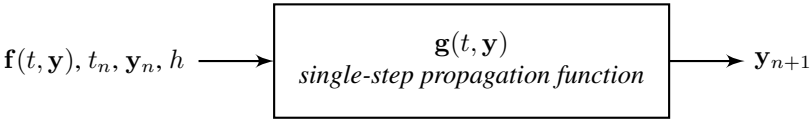
## 6.27 sampling\_a\_continuous\_function\_over\_a\_grid



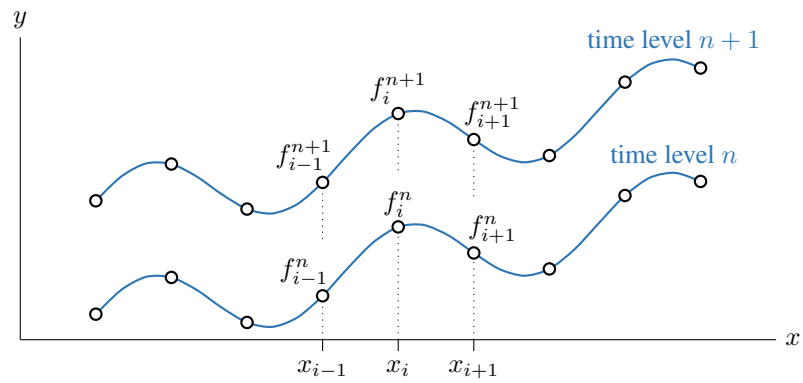
6.28    sampling\_a\_continuous\_function\_over\_a\_uniform\_grid



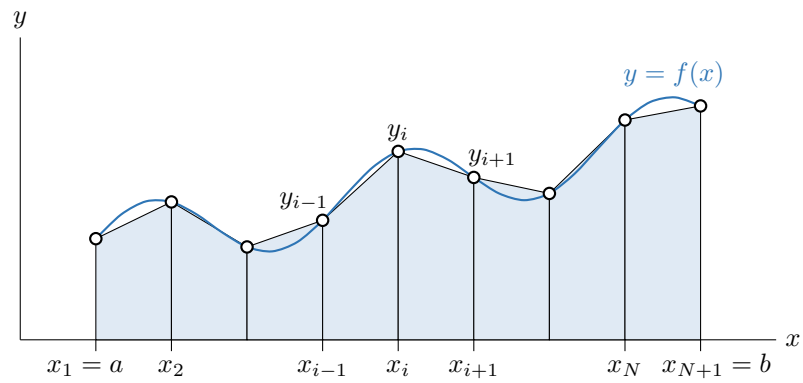
6.29    single\_step\_propagation\_function



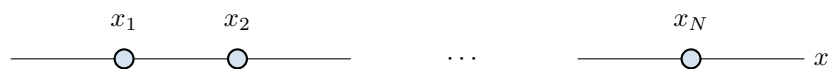
### 6.30 time\_levels



### 6.31 trapezoidalrule

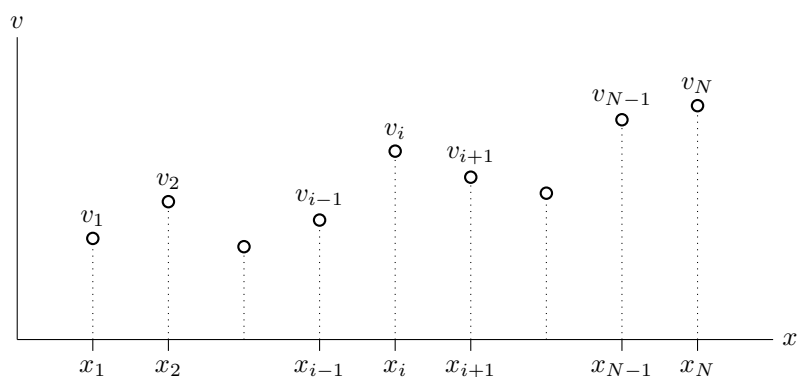


### 6.32 univariate\_grid

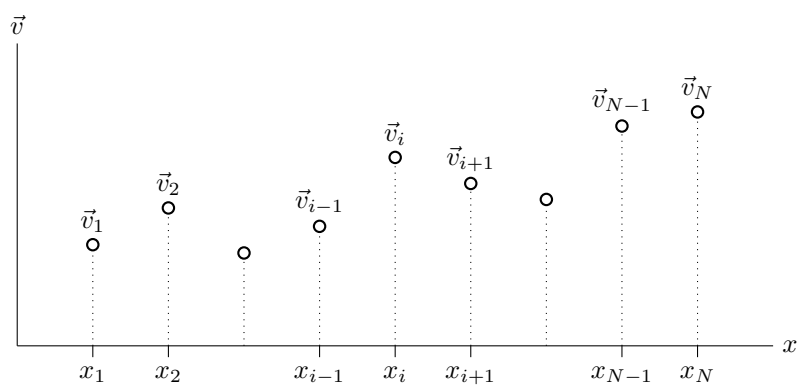




### 6.33 univariate\_scalar\_valued\_data



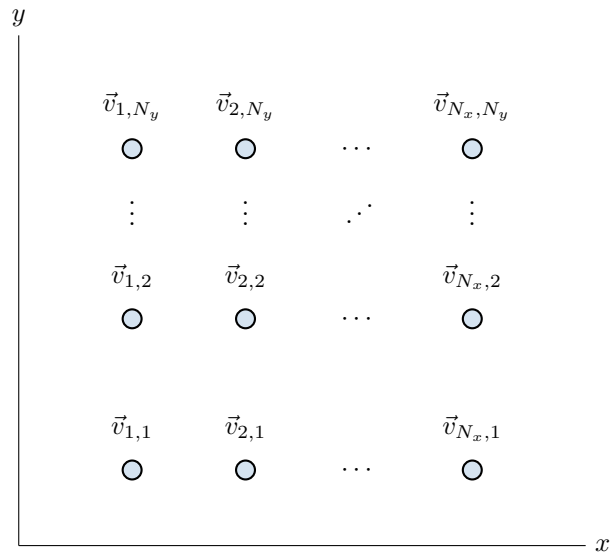
### 6.34 univariate\_vector\_valued\_data



### 6.35 values on a 1D grid

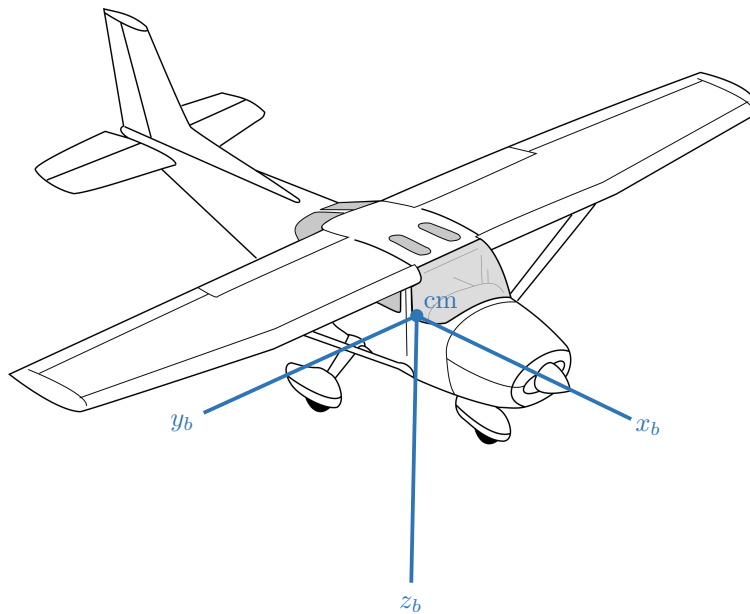


### 6.36 values\_on\_a\_2D\_grid

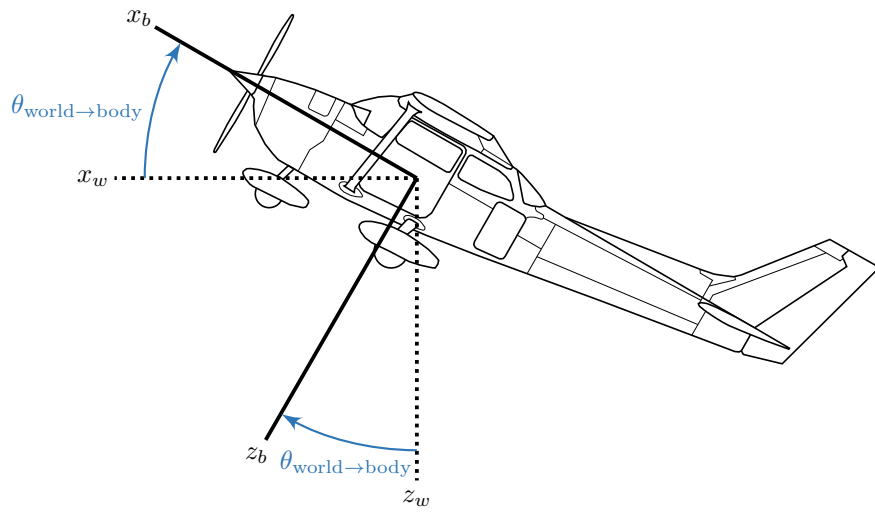


## 7 rotations\_and\_attitude

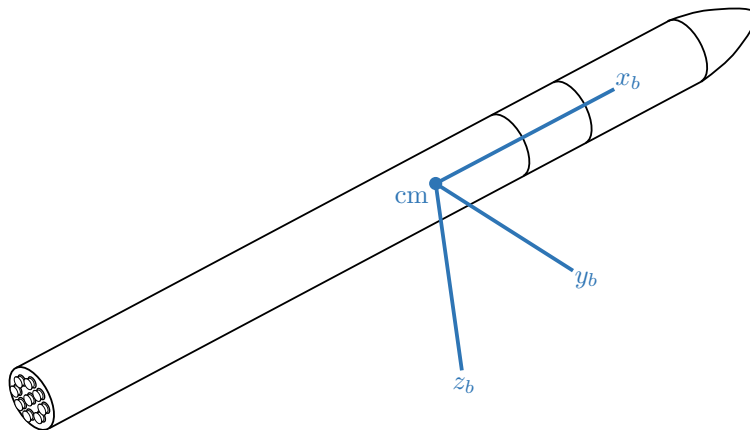
### 7.1 airplane\_body\_frame



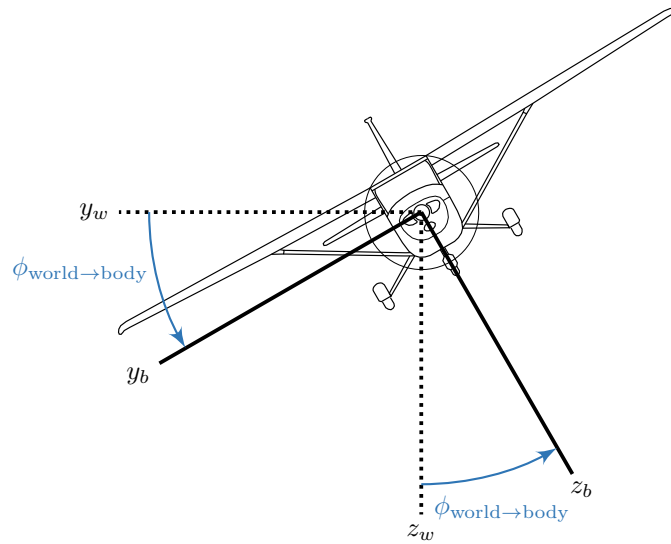
## 7.2 pitch angle



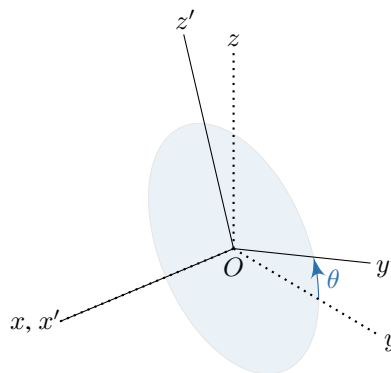
## 7.3 rocket\_body\_frame



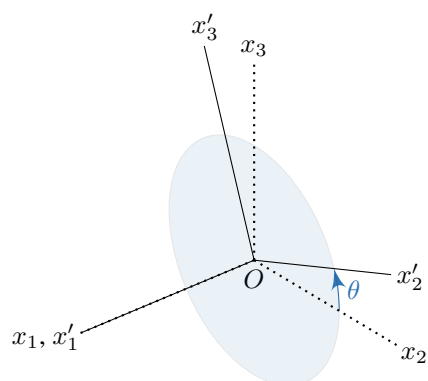
## 7.4 roll\_angle



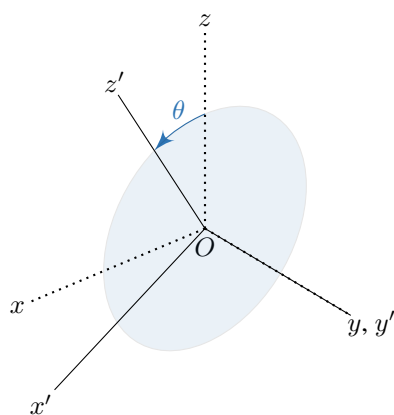
## 7.5 rotation\_about\_1st\_axis.v1



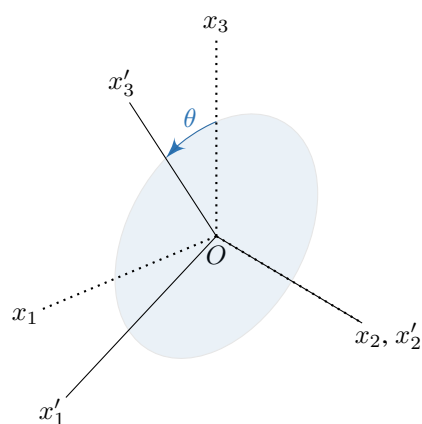
## 7.6 rotation\_about\_1st\_axis.v2



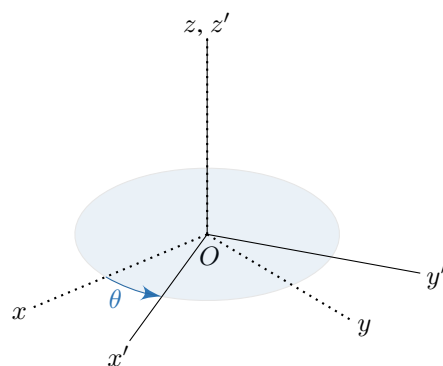
## 7.7 rotation\_about\_2nd\_axis.v1



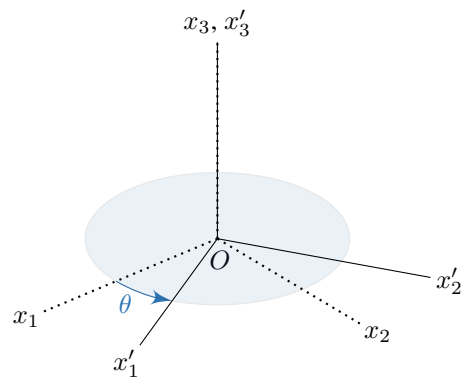
## 7.8 rotation\_about\_2nd\_axis.v2



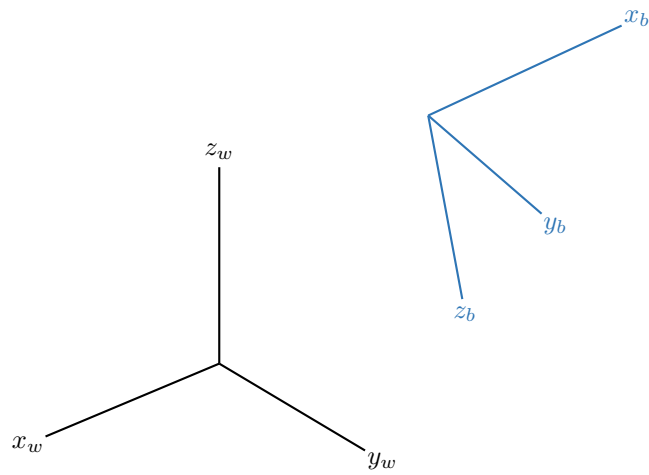
## 7.9 rotation\_about\_3rd\_axis.v1



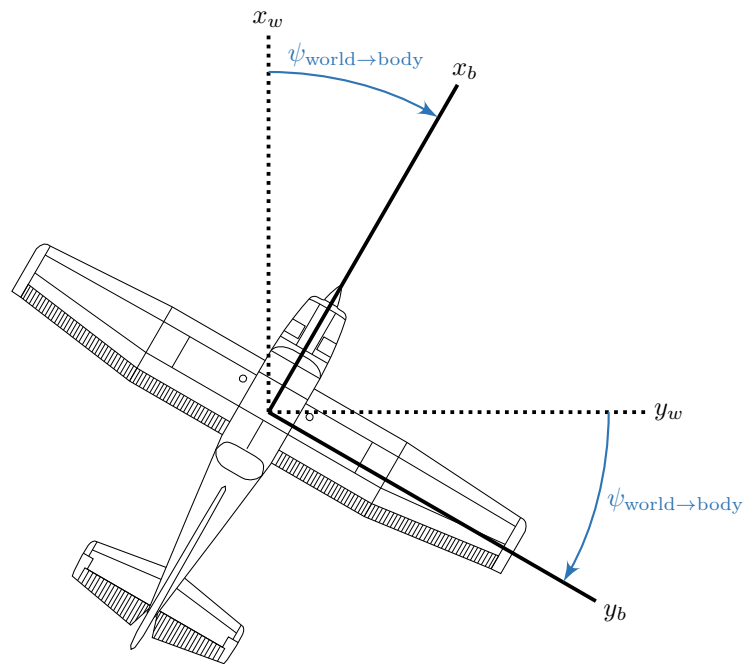
### 7.10 rotation\_about\_3rd\_axis\_v2



### 7.11 world\_and\_body\_frames

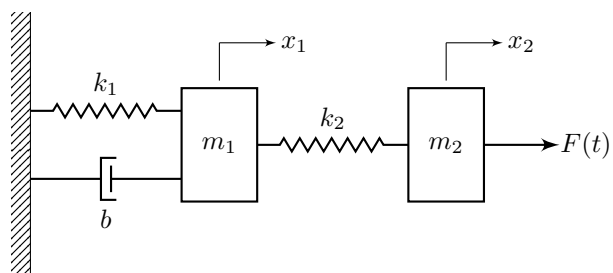


## 7.12 yaw\_angle



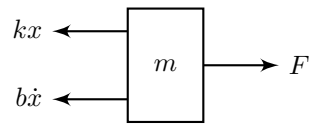
## 8 system\_dynamics

### 8.1 coupled\_mass\_spring\_damper\_system

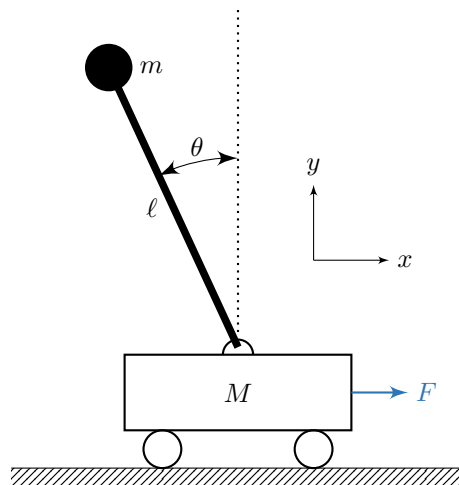




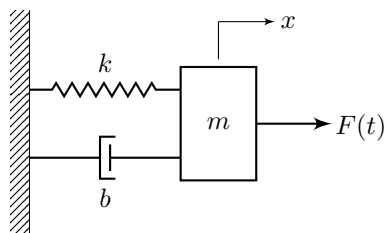
## 8.2 free body diagram of mass spring damper



## 8.3 inverted pendulum system

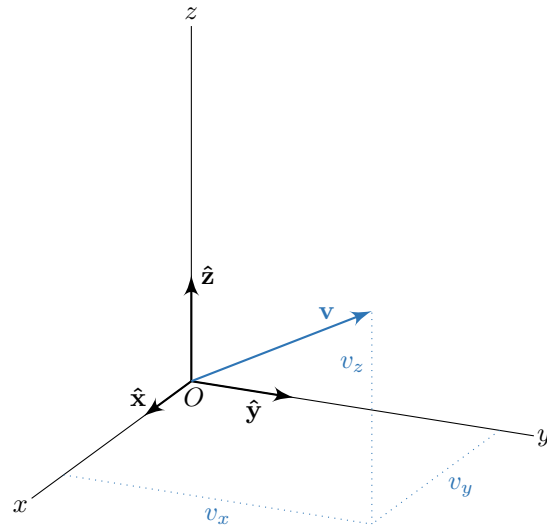


## 8.4 mass spring damper system

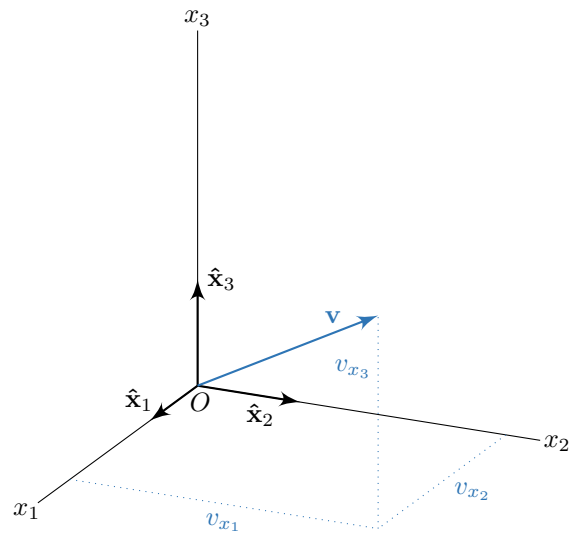


## 9 vectors\_and\_coordinate\_systems

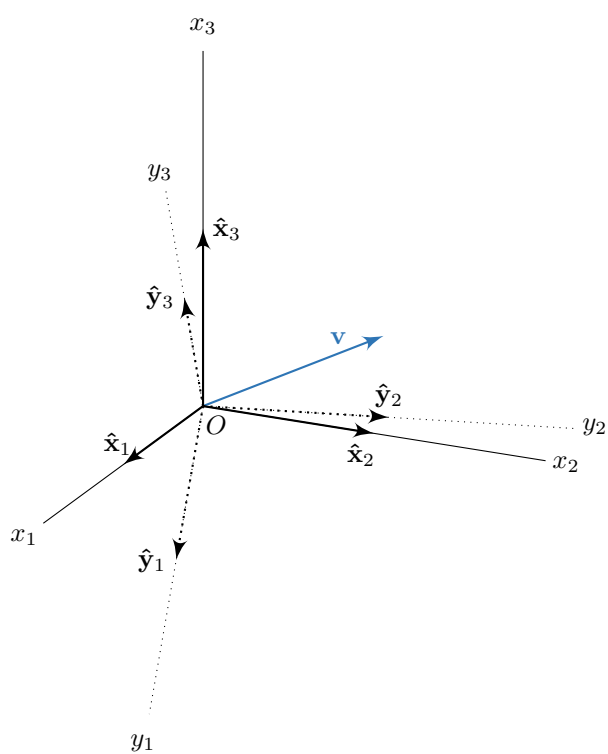
### 9.1 column\_vector\_in\_a\_coordinate\_system.v1



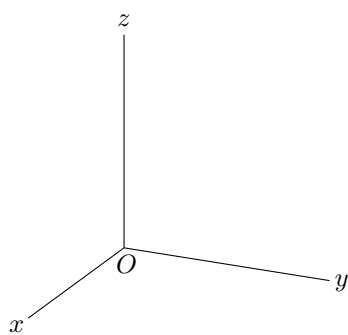
### 9.2 column\_vector\_in\_a\_coordinate\_system.v2



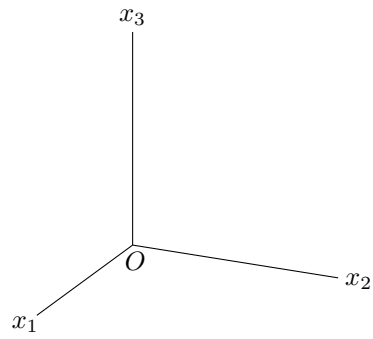
### 9.3 column.vector.with.respect.to.two.coordinate.systems



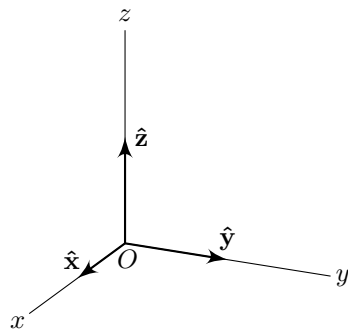
### 9.4 coordinate.system.v1



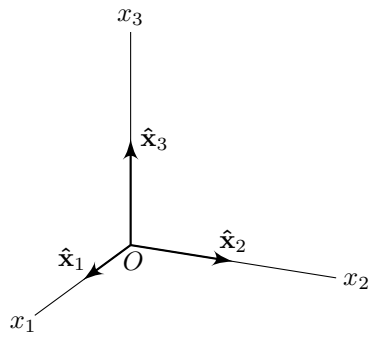
### 9.5 coordinate\_system\_v2



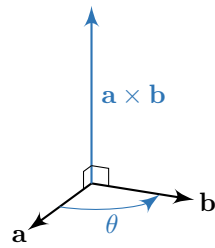
### 9.6 coordinate\_system\_with\_basis\_vectors\_v1



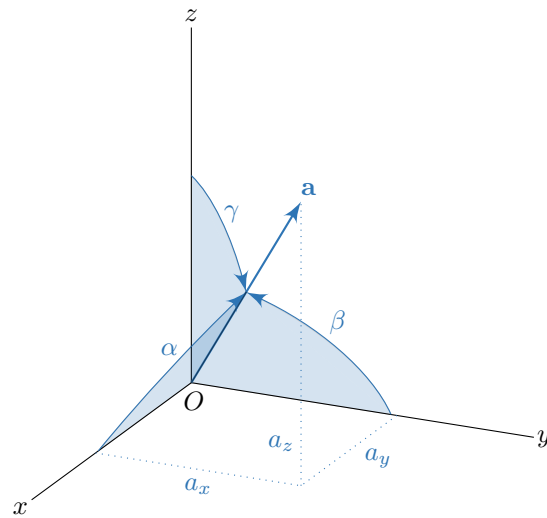
### 9.7 coordinate\_system\_with\_basis\_vectors\_v2



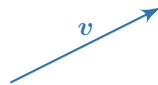
### 9.8 cross\_product



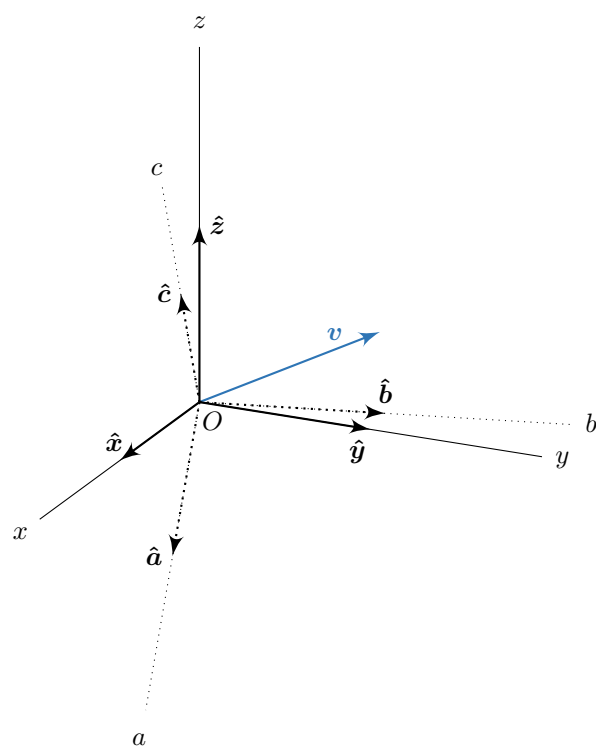
## 9.9 direction\_angles



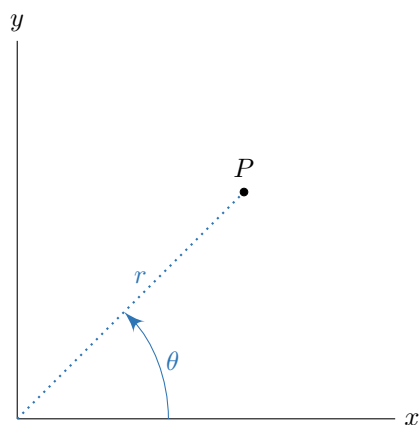
## 9.10 physical\_vector



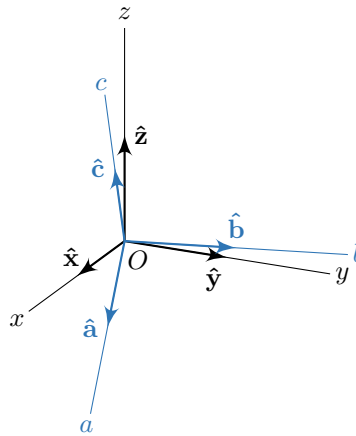
### 9.11 physical\_vector\_with\_respect\_to\_two\_coordinate\_frames



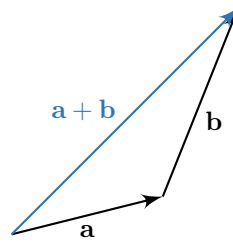
### 9.12 polar\_coordinates



### 9.13 rotated\_coordinate\_systems

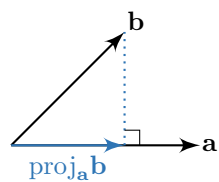


### 9.14 vector\_addition

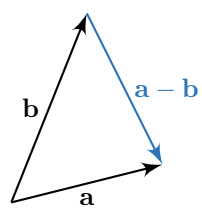




### 9.15 vector\_projection



### 9.16 vector\_subtraction



### 9.17 vectors.in.a.cartesian.coordinate.system

