

Lab 2b: Change of coordinates for circular orbit

MATH 5110: Applied Linear Algebra and Matrix Analysis

Northeastern University

Author: Chris King

1 Introduction

The goal of this Lab is to use a change of coordinates to compute circular orbital motion.

1.1 Uniform circular orbit

Rotation in the $x - y$ plane about the origin by angle θ is a linear map which we call R_2 (where the subscript '2' refers to two dimensions). In the standard basis we have

$$R_2(\vec{e}_1) = \cos \theta \vec{e}_1 + \sin \theta \vec{e}_2, \quad R_2(\vec{e}_2) = -\sin \theta \vec{e}_1 + \cos \theta \vec{e}_2 \quad (1)$$

So the matrix of the rotation is

$$[R_2] = \begin{pmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{pmatrix} \quad (2)$$

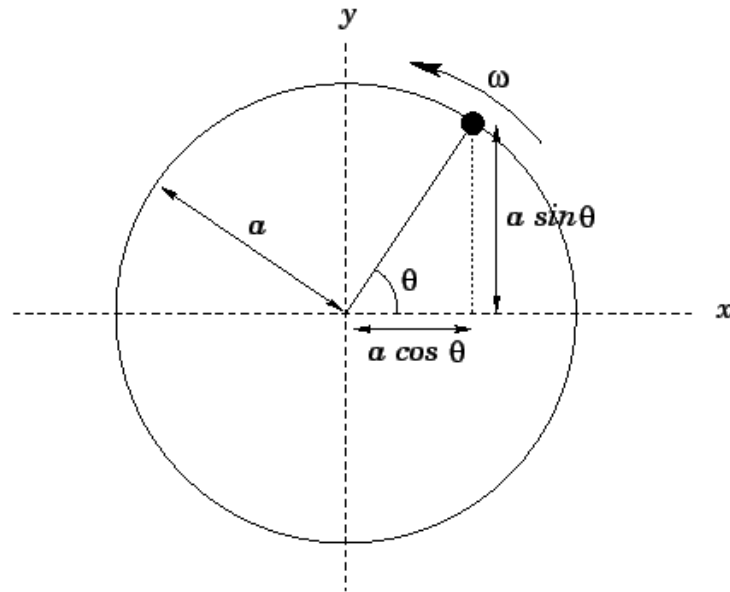
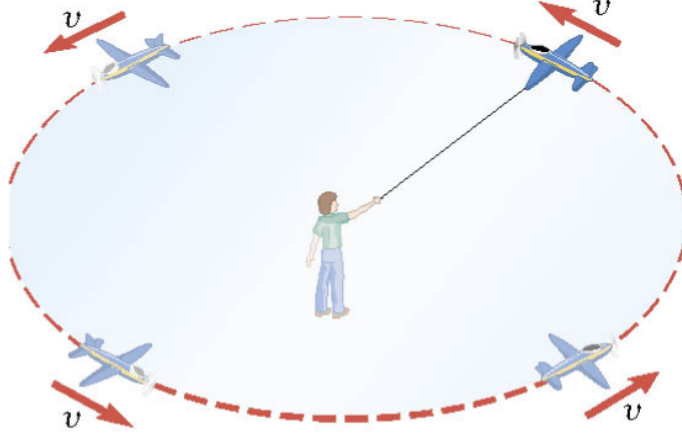


Figure 99: Uniform circular motion.

Now consider rotation in space by angle θ about the z -axis. We will denote this 3-dimensional linear map by R_3 .



Again in the standard basis we have

$$R_3(\vec{e}_1) = \cos \theta \vec{e}_1 + \sin \theta \vec{e}_2, \quad R_3(\vec{e}_2) = -\sin \theta \vec{e}_1 + \cos \theta \vec{e}_2, \quad R_3(\vec{e}_3) = \vec{e}_3 \quad (3)$$

so the matrix of R_3 in the standard basis is

$$[R_3]_{EE} = \begin{pmatrix} \cos \theta & -\sin \theta & 0 \\ \sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{pmatrix} \quad (4)$$

1.2 Example: equatorial circular orbit

A satellite is moving in a circular orbit at the Equator at height 250 km and angular velocity $\omega = 4.22$ rad/hr. The current position of the satellite is

$$x(\vec{0}) = (0.54r, 0.84r, 0)^T \quad (5)$$

where $r = 6606$ km is the radius of the orbit. Find the position after 1 hour.

Solution: the position is

$$x(\vec{1}) = R_3(x(\vec{0})) = [R_3]_{EE} x(\vec{0}) \quad (6)$$

where $[R_3]_{EE}$ is the rotation matrix (4). So we need to calculate the rotation angle θ . The formula is

$$\theta = \omega t \quad (7)$$

where ω is angular velocity and t is time. In our case $\omega = 4.22$ rad/hr and $t = 1$ hour so

$$\theta = 4.22 \text{ rad} \quad (8)$$

Hence

$$[R_3]_{EE} = \begin{pmatrix} -0.47 & 0.88 & 0 \\ -0.88 & -0.47 & 0 \\ 0 & 0 & 1 \end{pmatrix} \quad (9)$$

and so

$$x(\vec{1}) = [R_3]_{EE} x(\vec{0}) = \begin{pmatrix} -0.47 & 0.88 & 0 \\ -0.88 & -0.47 & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} 0.54 r \\ 0.84 r \\ 0 \end{pmatrix} = \begin{pmatrix} 0.49 r \\ -0.87 r \\ 0 \end{pmatrix} \quad (10)$$

1.3 Non-equatorial orbits

In general satellite orbits are not equatorial:

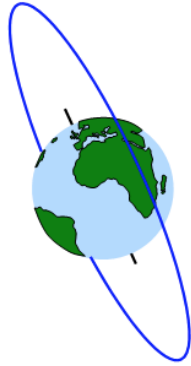


Figure 4



Figure 5



Figure 6

The orbit is specified by three orthogonal vectors $\vec{P}, \vec{Q}, \vec{W}$. The vector \vec{W} is perpendicular to the orbit, and is equal to \vec{e}_3 for the special case of the equatorial orbit. The other two vectors \vec{P}, \vec{Q} are in the plane of the orbit, and are equal to \vec{e}_1, \vec{e}_2 respectively for the special case of the equatorial orbit. All three vectors have unit length, and form a right-handed system, so that

$$\vec{Q} = \vec{W} \times \vec{P} \quad (11)$$

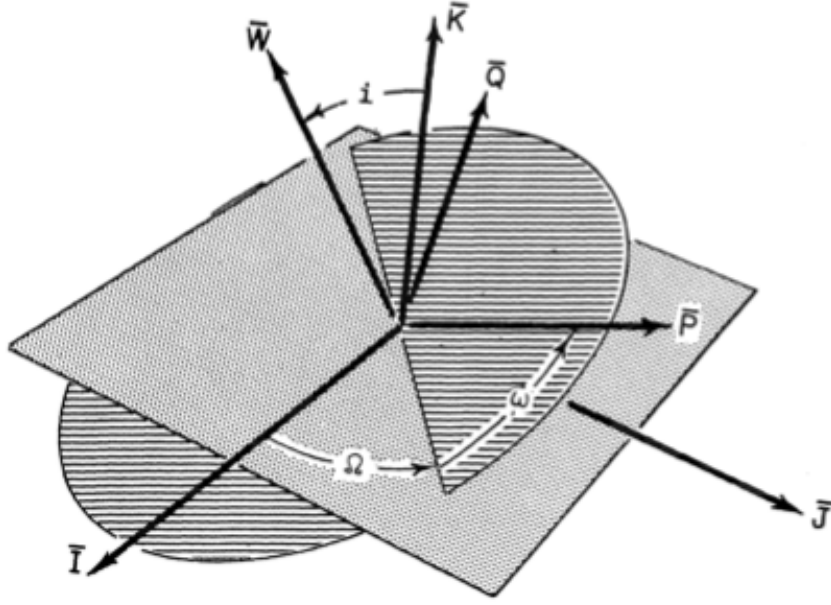


Figure 2.6-2 Relationship between PQW and IJK

As usual, E denotes the standard basis $\{\vec{e}_1, \vec{e}_2, \vec{e}_3\}$ (written $\vec{I}, \vec{J}, \vec{K}$ in the figure above) and we let U denote the basis $\{\vec{P}, \vec{Q}, \vec{W}\}$. We will consider circular motion in the plane containing the vectors \vec{P}, \vec{Q} . So we define a *new linear map* \widehat{R}_3 which is counterclockwise rotation about the \vec{W} direction through angle θ . The matrix implementing \widehat{R}_3 in the standard basis is $[\widehat{R}_3]_{EE}$, and in the following task you will determine this 3×3 matrix for a particular non-equatorial orbit an angle θ . Note that in the special case of an equatorial orbit this matrix $[\widehat{R}_3]_{EE}$ is equal to the matrix (4). Note also that in the U -basis the matrix representation for \widehat{R}_3 is much simpler, namely

$$[\widehat{R}_3]_{UU} = \begin{pmatrix} \cos \theta & -\sin \theta & 0 \\ \sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{pmatrix} \quad (12)$$

which of course is the same matrix as (4) (though now with a different meaning).

1.4 Task: non-equatorial circular orbit

The task is to compute the future position of a satellite moving along a circular non-equatorial orbit, at height 600 km and angular velocity $\omega = 3.91$ rad/hr. The perpendicular vector \vec{W} for the orbit is

$$\vec{W} = \frac{1}{3} (-1, -2, 2)^T \quad (13)$$

The current position of the satellite (measured above the ground in the standard basis) is

$$x(\vec{0}) = [x(\vec{0})]_E = 117.67 (4, 1, 3)^T \quad (14)$$

1.4.1 Task 1

Compute the vectors \vec{P}, \vec{Q} for the orbit. Note that \vec{P} should be parallel to $x(\vec{0})$, and the length of \vec{P} should be 1. Then given \vec{W} and \vec{P} you can find \vec{Q} using (11).

1.4.2 Task 2

Find the 3×3 matrix $[\text{Id}]_{EU}$ which changes bases from U to E , and use it to find the inverse $[\text{Id}]_{UE}$.

1.4.3 Task 3

The position of the satellite at time t is $\widehat{R}_3(x(\vec{0}))$, which in the standard basis is equal to

$$[x(\vec{t})]_E = [\widehat{R}_3]_{EE} [x(\vec{0})]_E \quad (15)$$

where $[\widehat{R}_3]_{EE}$ is the matrix which implements the rotation about the vector \vec{W} by angle ωt . By changing to the U -basis and using the matrix (12), find the position of the satellite (in the standard basis) at times $t = 0.5, 1, 1.5$ hours.