

## Orbits in 3D

Everything we've done so far has been in 2D. Now we're going to 3D!

We're going to look at two basic types of coordinate systems:

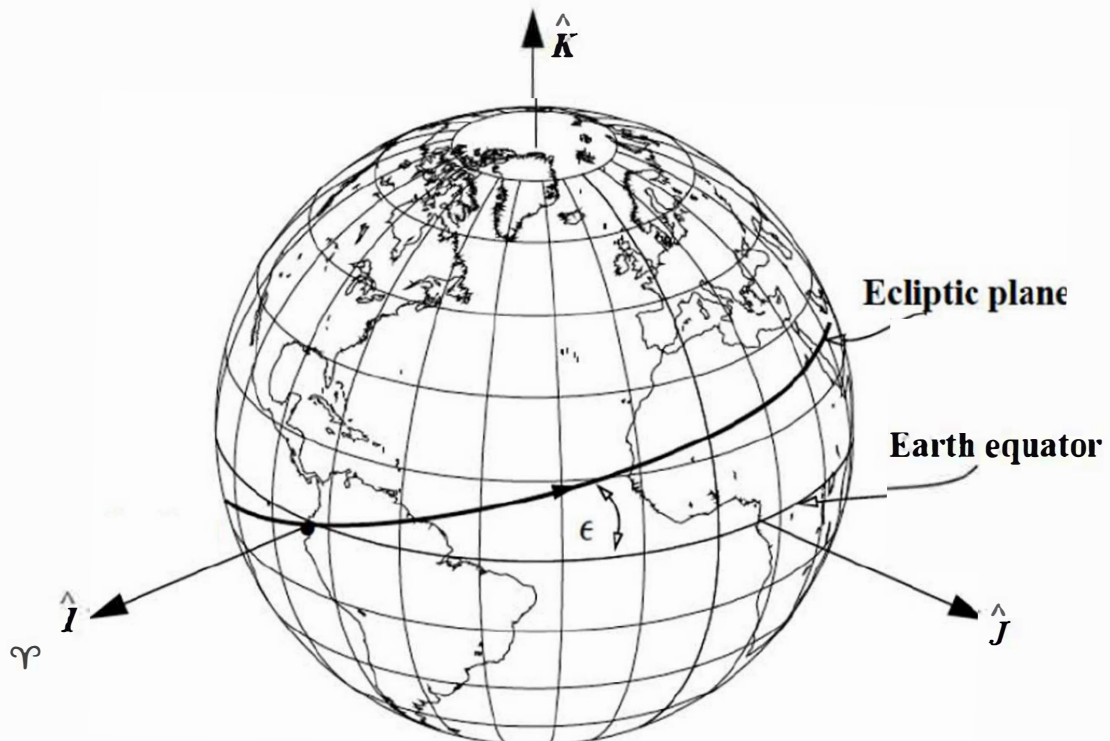
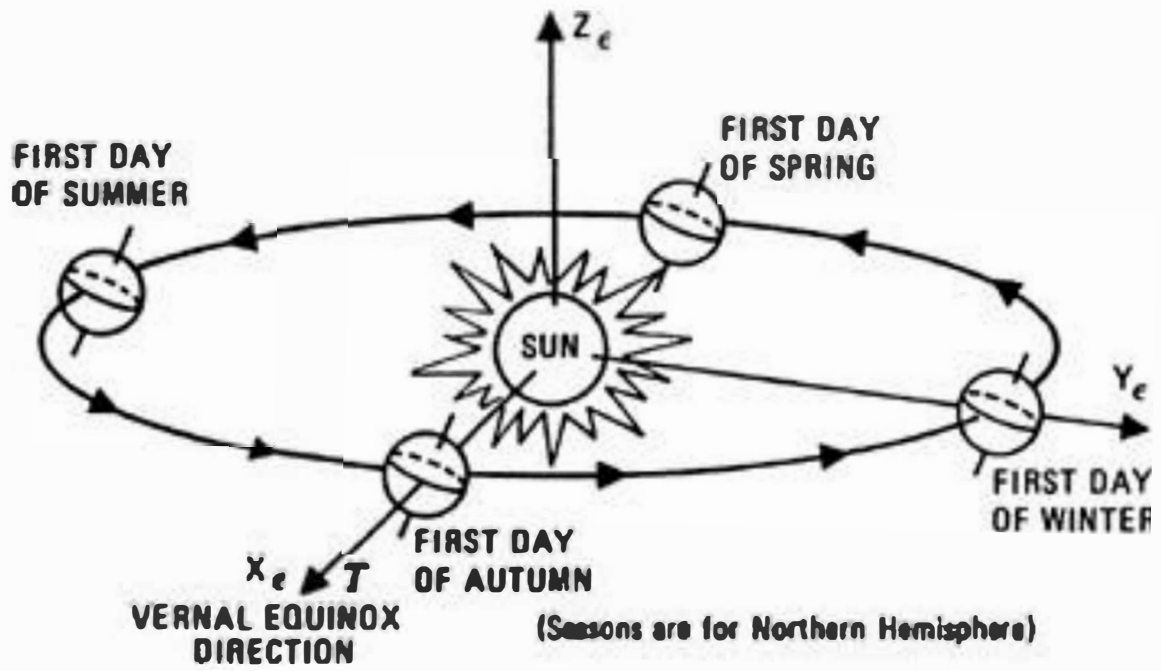
1) Ecliptic system:

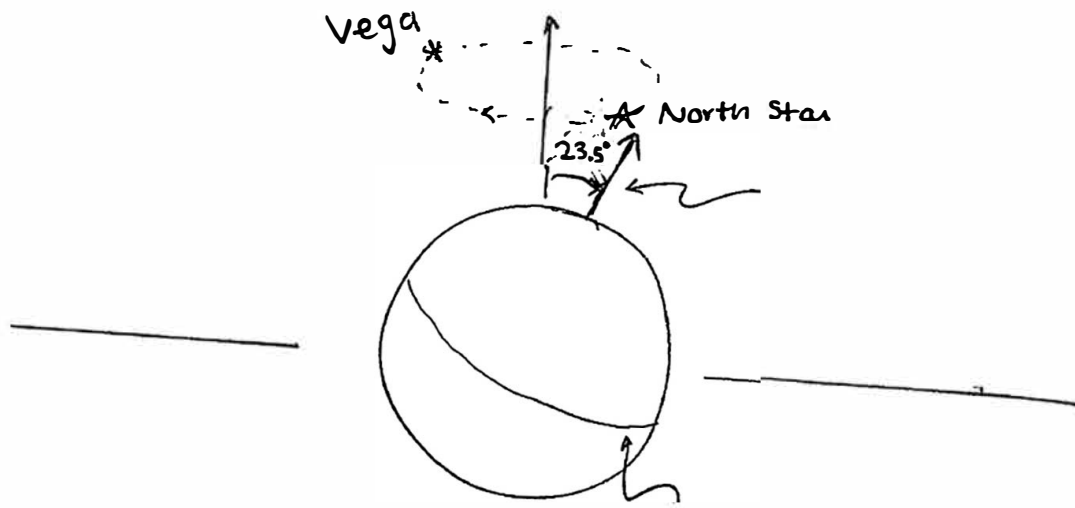
2) Equatorial system:

### Obliquity of ecliptic ( $\epsilon$ )

We need a fixed reference direction to use coordinate systems

→ vernal equinox:





"Precession of the equinoxes"

Caused by perturbing forces on its  
attitude

Time for complete precession is 26,000 years

Precession means cataloging objects must refer to a specific date or epoch



We will assume  $\gamma$  is fixed over the relatively short intervals of interest.

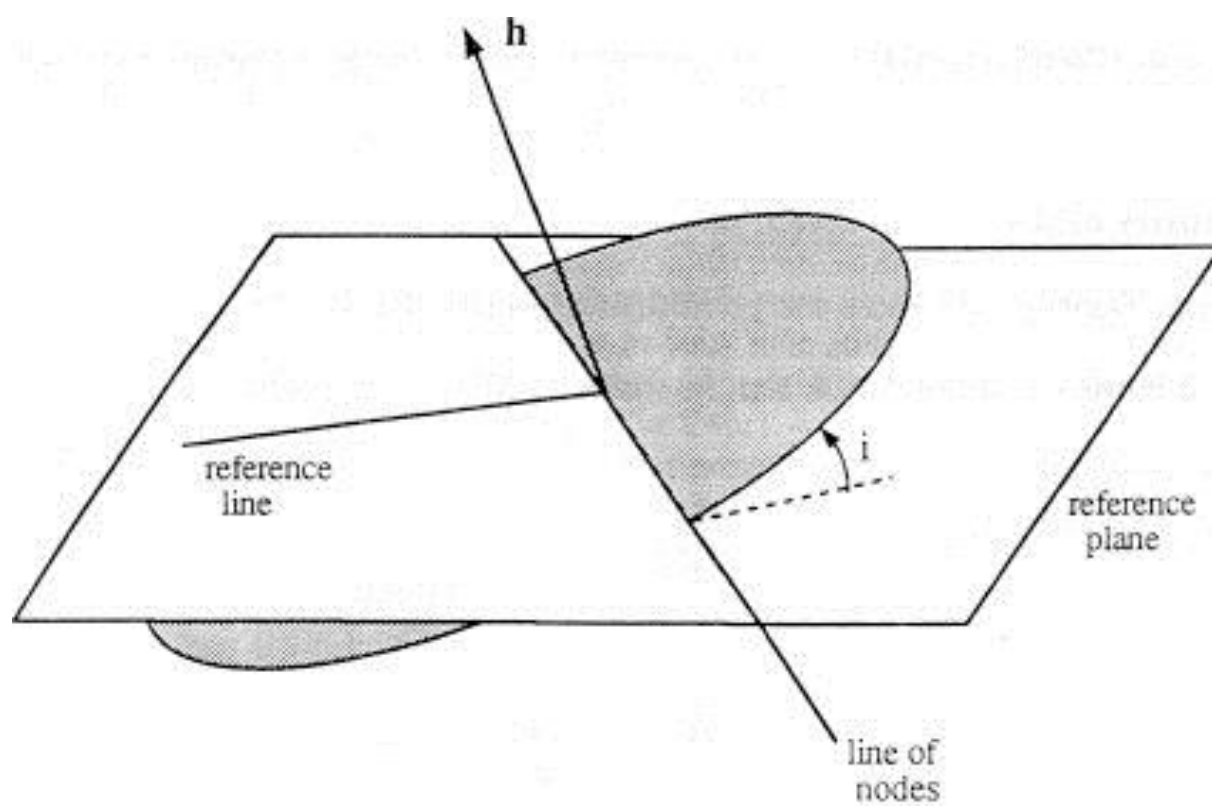
this gives us a

Reference System (ECI)

$\hat{x}$

$\hat{z}$

$\hat{y}$



1. Locate s/c in orbit: time
2. within orbit plane: orbit size + shape  
orbit orientation in orbit plane

3) within space

$\omega$ :

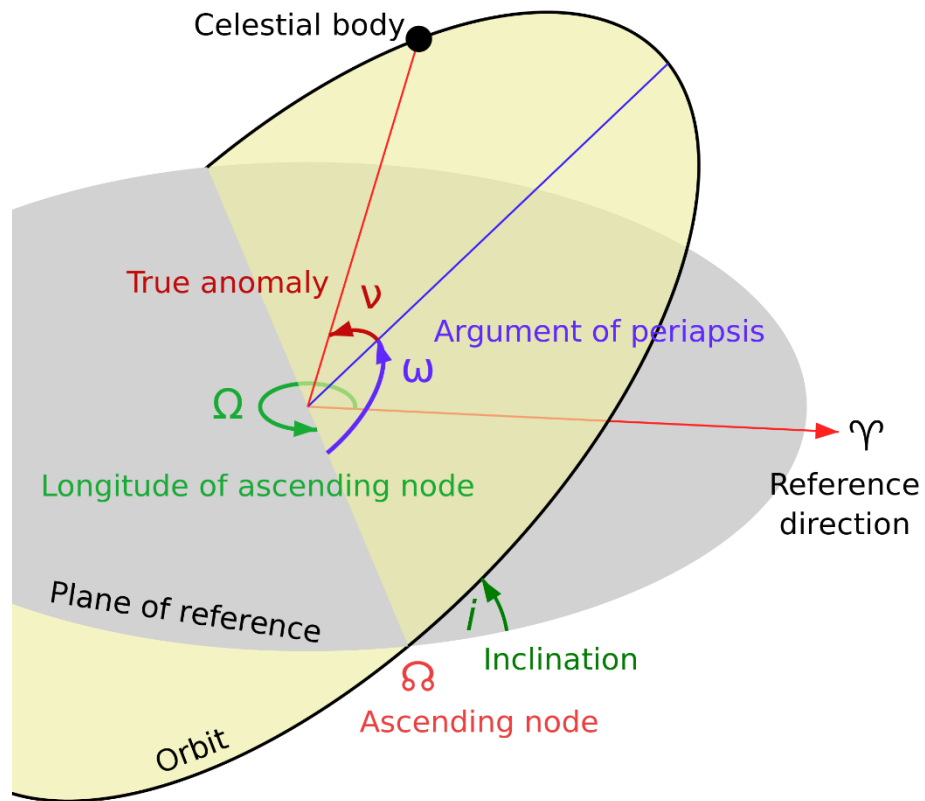
$$\Omega + \omega = \bar{\omega}:$$

$$\bar{\omega} + \theta^* = L$$

To transform use 3-1-3 Euler sequence

C: cosine  
S: sine

$${}^{xyz}A_{ROH} = \begin{matrix} \hat{x} \\ \hat{y} \\ \hat{z} \end{matrix} \begin{vmatrix} \hat{r} & \hat{\theta} & \hat{h} \\ \hline \cos\theta - s\Omega c\sin\theta & -\Omega s\theta - s\Omega c\cos\theta & s\Omega s\theta \\ s\Omega c\theta + \Omega c\sin\theta & -s\Omega s\theta + \Omega c\cos\theta & -\Omega s\theta \\ s\sin\theta & s\cos\theta & c \end{vmatrix}$$





Example 1:

Given:  $\vec{r}_1 = 1.6772 R_{\oplus} \hat{x} - 1.6772 R_{\oplus} \hat{y} + 2.3719 R_{\oplus} \hat{z}$

$$\vec{v}_1 = 3.1574 \hat{x} + 2.4987 \hat{y} + 0.4658 \hat{z} \text{ km/s}$$

Find:  $a, e, i, \Omega, \omega, \theta^*$

Shape?  $\rightarrow r_1 = |\vec{r}_1|, v_1 = |\vec{v}_1|$

Find  $E$ , what shape is the orbit?

$$E =$$

Check for collisions,

Find magnitude of  $\theta_1^*$

$$\theta_1^* =$$

From rotation matrix

Find  $\hat{h}$ .

Then

We can obtain the remaining elements from

$$\hat{r}_1 = \frac{\bar{r}_1}{|\bar{r}_1|} = 0.5 \hat{x} - 0.5 \hat{y} + 0.7071 \hat{z}$$

$$\hat{\theta}_1 = \hat{h} \times \hat{r}_1 = 0.7071 \hat{x} + 0.7071 \hat{y}$$

What is  $\theta_1$ ?

Back to  $\theta_1^*$ . recall

$$\bar{v}_1 = (\bar{v}_1 \cdot \hat{r}_1) \hat{r}_1 + (\bar{v}_1 \cdot \hat{\theta}_1) \hat{\theta}_1$$

Example 2:

Given:  $\vec{r}_1 = 14\,450.6 \hat{x} - 15\,29.9 \hat{y} - 6524.0 \hat{z} \text{ km}$

$\vec{r}_2 = -6199.5 \hat{x} + 14\,699.2 \hat{y} + 8531.9 \hat{z} \text{ km}$

$p = 2.88 R_\oplus$

Find:  $a, e, i, \Omega, \omega, \theta_1^*, \theta_2^*, \vec{v}_1, \vec{v}_2$

Analysis

know  $r_1 = |\vec{r}_1|$  and  $r_2 = |\vec{r}_2|$

Find  $i, \Omega, \theta,$

To find  $\bar{v}_1$  &  $\bar{v}_2$

$$\bar{r}_2 = F\bar{r}_1 + g\bar{v}_1 \Rightarrow \bar{v}_1 = \frac{\bar{r}_2 - F\bar{r}_1}{g}$$

use  $F$  &  $g$  in terms of  $\Delta\theta^*$

$$f, g = f(r_1, r_2, \Delta\theta^*, p); \quad g(r_1, r_2, \Delta\theta^*, p)$$

How to find  $\Delta\theta^*$ ?

Now find  $\theta_1^*$

Since we have  $v_1$  and  $r_1$ , now find  $a + \epsilon$