

1.

a) $v_{\text{cave}} = \sqrt{\frac{\mu}{v_0}} \Rightarrow \begin{bmatrix} 0 \\ 7.059 \\ 0 \end{bmatrix} \text{ km/s}$

b) $a = \begin{bmatrix} a_r \\ a_t \end{bmatrix} = \begin{bmatrix} -\frac{\mu}{r^2} \hat{r} \\ T_{sp} \hat{v} \end{bmatrix}$

c) $t_{\text{esc}} = \frac{v_0}{a_t} \left[1 - \left(\frac{20 a_t^2 r_0^2}{v_0^9} \right)^{1/8} \right]$

$= \boxed{59815 \text{ sec}}$

e) The analytic approximation neglects how gravity weakens as you spiral outward, so it overestimates t_{esc}

```

# enae404 hw07
include(".././../code/sfd.jl")
using .SpaceFlightDynamics
using LinearAlgebra
using Plots
using LaTeXStrings

# problem 01
# givens
T_s = 1e-4
r_o = 8000.0
r_1 = r_o * [1.0, 0.0, 0.0]

# part a
v_o = sqrt( $\mu_{\text{Earth}}$  / r_o)
v_1 = v_o * [0.0, 1.0, 0.0]
@show v_1

# part b
a_r = -1 *  $\mu_{\text{Earth}}$  / r_o^2
a_t = T_s
a = [a_r, a_t]
@show a

# part c
t_e = v_o / a_t * (1 - (20 * a_t^2 * r_o^2 / v_o^9)^(1 / 8))
@show t_e

# part d
sv = solve_2BP_thrust(StateVectors(r_1, v_1), (0.0, 2 * t_e),  $\mu$ = $\mu_{\text{Earth}}$ , T_spec=T_s,
int_pts=500)
v_e = sv[end].v
@show v_e

xs = [sv.r[1] for sv in sv]
ys = [sv.r[2] for sv in sv]
plt = plot(
    xs, ys, label="2BP Integration",
    title="Thrust Escape Trajectory",
    xlabel=L"x ($km$)",
    ylabel=L"y ($km$)",
    aspect_ratio=:equal,
    grid=true)
display(plt)

# part e
time_step = 2 * t_e / length(sv)
t_e_num = 0
for i ∈ eachindex(sv)
     $\varepsilon$  = 0.5 * norm(sv[i].v)^2 -  $\mu_{\text{Earth}}$  / norm(sv[i].r)
    if  $\varepsilon$  > 0
        global t_e_num = i * time_step
        break
    end
end
@show t_e_num

# part f
analytic_tesc(a_t) = v_o / a_t * (1 - (20 * a_t^2 * r_o^2 / v_o^9)^(1 / 8))

```

```

function numeric_tesc(a_t; int_pts=2000)
    t_e = analytic_tesc(a_t)
    t_end = 10 * t_e
    sv = solve_2BP_thrust(
        StateVectors(r_1, v_1),
        (0.0, t_end),
         $\mu$ = $\mu_{\text{Earth}}$ ,
        T_spec=a_t,
        int_pts=int_pts
    )
    N = length(sv)
    ts = range(0, t_end, length=N)
     $\varepsilon$  = [0.5 * norm(sv[i].v)^2 -  $\mu_{\text{Earth}}$  / norm(sv[i].r) for i in 1:N]
    idx = findfirst( $\varepsilon$  .>= 0)
    if idx === nothing
        return NaN
    elseif idx == 1
        return ts[1]
    else
        t1, t2 = ts[idx-1], ts[idx]
        e1, e2 =  $\varepsilon$ [idx-1],  $\varepsilon$ [idx]
        return t1 - e1 * (t2 - t1) / (e2 - e1)
    end
end

T_specs = range(1e-5, 1e-3, length=10)
t_anal = [analytic_tesc(T) for T in T_specs]
t_num = [numeric_tesc(T) for T in T_specs]

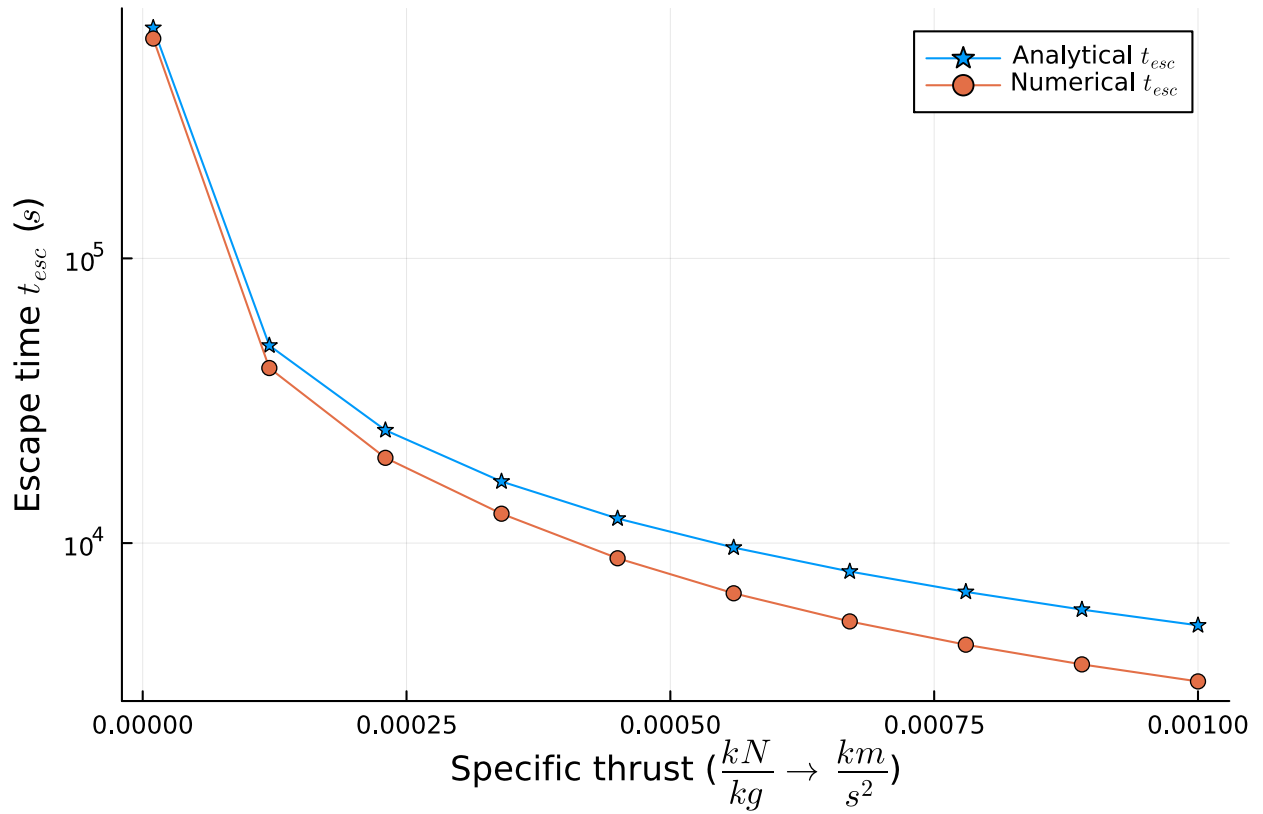
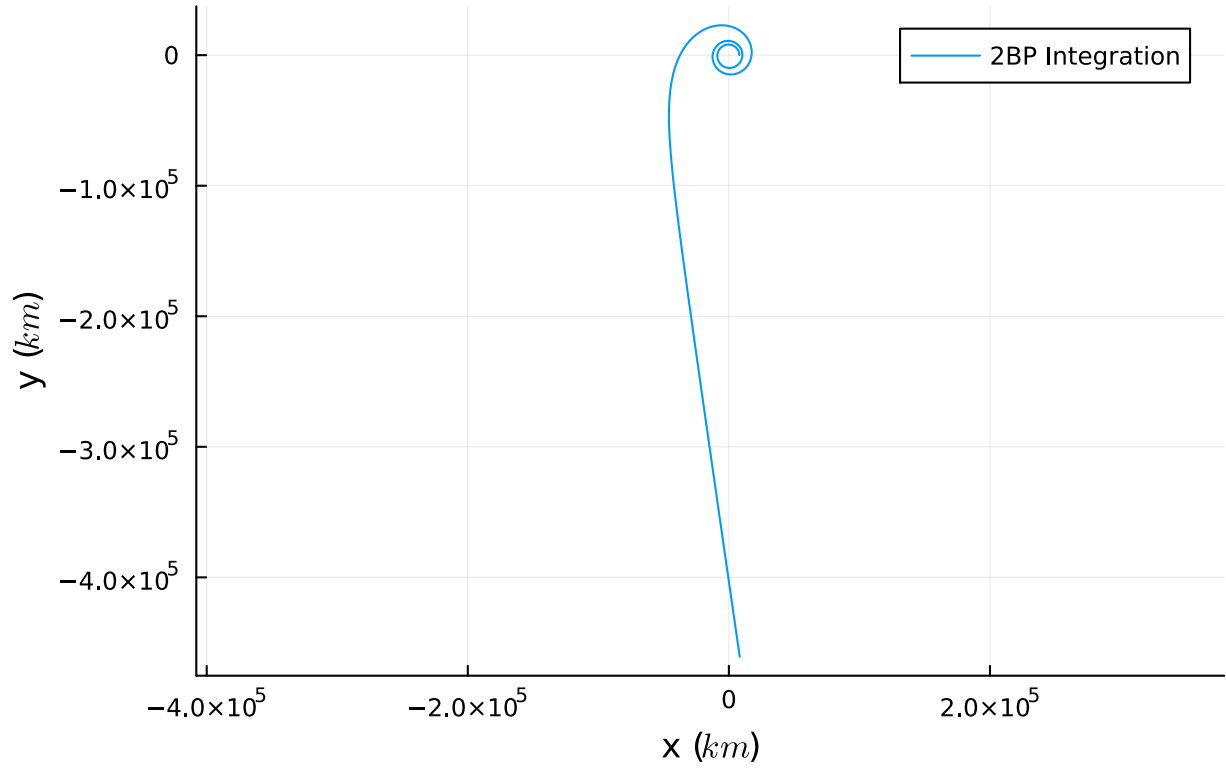
plot(
    T_specs, t_anal,
    label=L"Analytical $t_{\text{esc}}$",
    xlabel=L"Specific thrust ( $\frac{\text{kN}}{\text{kg}} \rightarrow \frac{\text{km}}{\text{s}^2}$ )",
    ylabel=L"Escape time $t_{\text{esc}}$ (s)",
    yscale=:log10,
    marker=:star5,
    legend=:topright,
    grid=true
)

plot!(
    T_specs, t_num,
    label=L"Numerical $t_{\text{esc}}$",
    marker=:circle
)

v_1 = [0.0, 7.0586865084801715, 0.0]
a = [-0.006228131903125, 0.0001]
t_e = 59814.507545356515
v_e = [1.3415898646080981, -9.296827531119956, 0.0]
t_e_num = 50483.4443682809

```

Thrust Escape Trajectory



```

function two_body!(du, u,  $\mu$ , t)
    # u = [ x, y, z, vx, vy, vz ]
    # du[1:3] = v
    # du[4:6] = acceleration
    @views du[1:3] .= u[4:6]
    r = @view u[1:3]
    r_norm = norm(r)
    @views du[4:6] .= - $\mu$  .* r ./ (r_norm^3)
end

function two_body_thrust!(du, u, params, t)
     $\mu$ , T_spec_kN_per_kg = params

    # unpack position & velocity views
    @views du[1:3] .= u[4:6]
    r = @view u[1:3]
    v = @view u[4:6]

    # gravity
    r_norm = norm(r)
    grav_acc = - $\mu$  .* r ./ (r_norm^3)

    a_thrust_mag = T_spec_kN_per_kg
    v_norm = norm(v)
    thrust_acc = v_norm > 0 ? a_thrust_mag .* (v ./ v_norm) : zero(v)

    @views du[4:6] .= grav_acc .+ thrust_acc
end

function solve_2BP(initial::StateVectors,
    tspan::Tuple{Float64, Float64};
     $\mu$ ::Float64 =  $\mu$ _Earth,
    reltol::Float64 = 1e-9,
    abstol::Float64 = 1e-9,
    int_pts::Int64 = 2)

    # pack initial state
    u0 = vcat(initial.r, initial.v)

    # setup and solve ODE problem
    prob = ODEProblem(two_body!, u0, tspan,  $\mu$ )
    sol = solve(prob, Tsit5(), reltol=reltol, abstol=abstol,
saveat=range(start=tspan[1], stop=tspan[2], length=int_pts))

    # unpack back into StateVectors
    return [StateVectors(u[1:3], u[4:6]) for u in sol.u]
end

function solve_2BP_thrust(initial::StateVectors,
    tspan::Tuple{Float64, Float64};
     $\mu$ ::Float64 =  $\mu$ _Earth,
    T_spec::Float64 = 1e-4,
    reltol::Float64 = 1e-9,
    abstol::Float64 = 1e-9,
    int_pts::Int64 = 2)

    # pack initial state
    u0 = vcat(initial.r, initial.v)

```

```

# setup and solve ODE problem
prob = ODEProblem(two_body_thrust!, u0, tspan, ( $\mu$ , T_spec))
sol = solve(prob, Tsit5();
    reltol = reltol,
    abstol = abstol,
    saveat = range(tspan[1], tspan[2], length=int_pts))

# unpack back into StateVectors
return [ StateVectors(u[1:3], u[4:6]) for u in sol.u ]
end

export solve_2BP, solve_2BP_thrust

Error: UndefVarError: `StateVectors` not defined in `Main.var"##WeaveSandBo
x#233"`
Suggestion: check for spelling errors or missing imports.

```

2.

$$R_m = 3389.5 \text{ km}$$

$$r_p = 4389.5 \text{ km}$$

$$e = 0.25$$

$$a = 5825.7 \text{ km}$$

$$v_p = \sqrt{\mu \frac{1+e}{r_p}}$$

$$v_{circ} = \sqrt{\frac{\mu}{r_p}}$$

$$\mu_M = 4.2828 \times 10^4 \text{ km}^4/\text{s}^2$$

$$v_p = 3.49 \text{ km/s}$$

$$\Delta v = v_e \log\left(\frac{m_0}{m_1}\right)$$

$$v_{circ} = 3.12 \text{ km/s}$$

$$v_e = I_{sp} g_0 = 2452 \text{ m/s}$$

$$m_0 = 1500 \text{ kg} \Rightarrow m_{prop} = 210 \text{ kg}$$

$$\epsilon = \frac{m_{struct}}{m_{prop}} = 0.15 \rightarrow m_{struct} = 31.5 \text{ kg}$$

$$m_0 - (m_{struct} + m_{prop}) = m_{payload} = 1258.5 \text{ kg}$$

$$\frac{m_{payload}}{m_0} = 0.84 \Rightarrow 84\%$$

enae404 hw07

vai srivastava

```
addpath("../.") % path to provided code
addpath("../.../code") % path to custom ENAE404 lib
```

problem 3

```
dep0 = [2022,8,1,12,0,0];
arr0 = [2023,1,28,12,0,0];
nDep = 400;
nArr = 400;
minTOF = 45;
maxTOF = 500;

depStartDN = datenum(dep0);
arrStartDN = datenum(arr0);
depEndDN = arrStartDN;
depDates = linspace(depStartDN, depEndDN, nDep);
arrEndDN = arrStartDN + (depEndDN - depStartDN);
arrDates = linspace(arrStartDN, arrEndDN, nArr);

[DEP, ARR] = meshgrid(depDates, arrDates);
TOF = (ARR - DEP);

valid = (TOF >= minTOF) & (TOF <= maxTOF);

C3 = nan(size(TOF));
VinfMars = nan(size(TOF));

for i = 1:numel(DEP)
    if ~valid(i)
        continue
    end

    dv_dep = datevec(DEP(i));
    dv_arr = datevec(ARR(i));
    jd_dep = Provided.ymdhms2jd(dv_dep(1), dv_dep(2), dv_dep(3), dv_dep(4),
    dv_dep(5), dv_dep(6));
    jd_arr = Provided.ymdhms2jd(dv_arr(1), dv_arr(2), dv_arr(3), dv_arr(4),
    dv_arr(5), dv_arr(6));
    tof_sec = (jd_arr - jd_dep)*86400;

    [RE, VE] = Provided.findEarth(jd_dep);
    [RM, VM] = Provided.findMars(jd_arr);

    [V1.short, V2.short, ~, ~] = SFD.solve_lambert(RE, RM, tof_sec, SFD.mu_Sun,
    false);
    [V1.long, V2.long, ~, ~] = SFD.solve_lambert(RE, RM, tof_sec, SFD.mu_Sun, true);
```



```

Vinf_dep.short = V1.short - VE;
Vinf_dep.long = V1.long - VE;
Vinf_arr.short = V2.short - VM;
Vinf_arr.long = V2.long - VM;

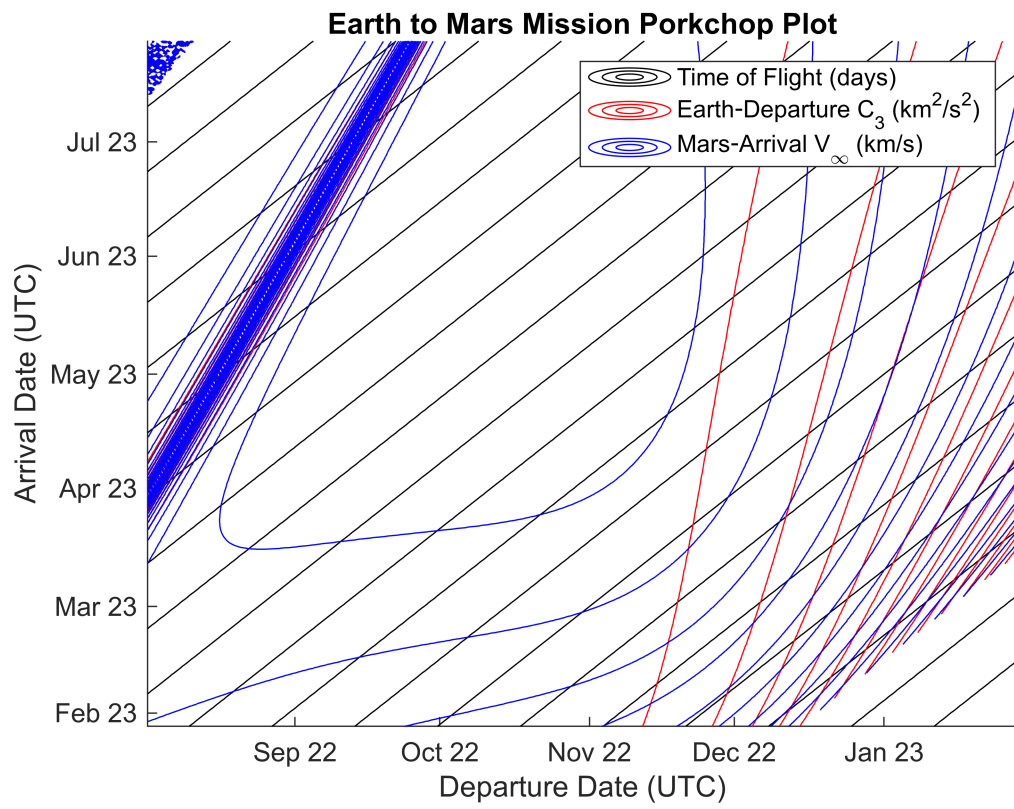
short = norm(Vinf_dep.short)+norm(Vinf_arr.short);
long = norm(Vinf_dep.long)+norm(Vinf_arr.long);

if short < long
    C3(i) = norm(Vinf_dep.short)^2;
    VinfMars(i) = norm(Vinf_arr.short);
else
    C3(i) = norm(Vinf_dep.long)^2;
    VinfMars(i) = norm(Vinf_arr.long);
end
end

depDatesNum = depDates;
arrDatesNum = arrDates;

figure; hold on;
contour(depDatesNum, arrDatesNum, TOF, 20, 'k');
contour(depDatesNum, arrDatesNum, C3, 20, 'r');
contour(depDatesNum, arrDatesNum, VinfMars, 20, 'b');
legend('Time of Flight (days)', 'Earth-Departure C_3 (km^2/s^2)', 'Mars-Arrival V_{\infty} (km/s)');
title("Earth to Mars Mission Porkchop Plot");
xlabel('Departure Date (UTC)');
ylabel('Arrival Date (UTC)');
datetick('x','mmm yy','keeplimits');
datetick('y','mmm yy','keeplimits');

```



```

function [v1, v2, e, rp] = solve_lambert(r1, r2, TOF, mu, long_way)
%SOLVE_LAMBERT Solve Lambert's problem
% Solver for Lambert's problem using non-rigorous stumpff method
arguments
    r1 double
    r2 double
    TOF double
    mu = SFD.mu_Earth
    long_way = false
end
r1_norm = norm(r1);
r2_norm = norm(r2);
cos_dth = dot(r1, r2)/(r1_norm*r2_norm);
dth = acos(min(max(cos_dth, -1), 1));
if long_way
    if dth < pi
        dth = 2*pi - dth;
    end
else
    if dth > pi
        dth = 2*pi - dth;
    end
end
A = sin(dth)*sqrt(r1_norm*r2_norm/(1 - cos(dth)));
if A == 0
    error('Cannot compute Lambert solution: A = 0');
end
F = @(z) (( (r1_norm + r2_norm + A*(z.*SFD.stumpff_C3(z) -
1)./sqrt(SFD.stumpff_C2(z)))./SFD.stumpff_C2(z) ).^(3/2).*SFD.stumpff_C3(z)
+ A*sqrt(r1_norm + r2_norm + A*(z.*SFD.stumpff_C3(z) - 1)./
sqrt(SFD.stumpff_C2(z))) ) / sqrt(mu) - TOF;
z = 0;
for iter = 1:200
    Fz = F(z);
    if abs(Fz) < 1e-8
        break;
    end
    delta = 1e-6;
    dF = (F(z + delta) - F(z - delta))/(2*delta);
    z = z - Fz/dF;
end
C3 = SFD.stumpff_C3(z);
C2 = SFD.stumpff_C2(z);
y = r1_norm + r2_norm + A*(z*C3 - 1)/sqrt(C2);
f = 1 - y/r1_norm;
g = A*sqrt(y/mu);
gdot = 1 - y/r2_norm;
v1 = (r2 - f*r1)/g;
v2 = (gdot*r2 - r1)/g;
h_vec = cross(r1, v1);
e_vec = (1/mu)*((norm(v1)^2 - mu/r1_norm)*r1 - dot(r1,v1)*v1);
e = norm(e_vec);

```

```
energy = norm(v1)^2/2 - mu/r1_norm;  
a = -mu/(2*energy);  
rp = a*(1 - e);  
end
```

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