

Lecture 16: IOD



Initial Orbit Determination:

1. New planet, asteroid, comet \rightarrow what is the orbit?

e.g. Interstellar object identified b/c $e > 1 \Rightarrow$ hyperbolic orbit about our Sun.

2. Enemy (or unknown) satellite: Space Situational Awareness (SSA)

What are the goals & capabilities of other satellites, nations?

3. Orbital debris: will the orbital debris collide with s/c?

Strongly influenced by orbital perturbations

4. Science: More precise orbit determination, we can get better gravity and/or tide models.

Statistical orbit determination: how to incorporate additional observations to update our estimate of the orbit.
 \Rightarrow grad level course

Initial orbit determination:

Method #1: Lambert's Problem: $\vec{r}_1, \vec{r}_2, TDF \Rightarrow \vec{v}_1, \vec{v}_2$ ($\vec{r}_1, \vec{v}_1 \Rightarrow \sigma_E$)

Method #2: Gibbs Method: ^{input:} 3 position vectors

output: \vec{v}_1

Given: $\vec{r}_1, \vec{r}_2, \vec{r}_3$ ($t_1 < t_2 < t_3$)

Find: $p, e, \hat{p}, \hat{q}, \hat{w}$ & then \vec{v}_1 (could be \vec{v}_1, \vec{v}_2 or \vec{v}_3)

The 3 positions must be coplanar:

Choose constants s.t.:

$$C_1 \vec{r}_1 + C_2 \vec{r}_2 + C_3 \vec{r}_3 = 0 \quad *$$

$$\vec{r} \cdot \hat{p} = r \cos v$$

$$\vec{e} = e \hat{p}$$

$$\vec{r} \cdot \vec{e} = r e \cos v$$

$$r = \frac{p}{1 + e \cos v} \Rightarrow r + r e \cos v = p$$

$$\vec{r} \cdot \vec{e} = p - r$$

$$\text{Dot } * \text{ w/ } \vec{e}: C_1(p - r_1) + C_2(p - r_2) + C_3(p - r_3) = 0$$

Cross * eqn w/ $\vec{r}_1, \vec{r}_2, \vec{r}_3$:

$$C_2 \vec{r}_1 \times \vec{r}_2 = C_3 \vec{r}_3 \times \vec{r}_1$$

$$C_1 \vec{r}_1 \times \vec{r}_2 = C_3 \vec{r}_2 \times \vec{r}_3$$

$$C_1 \vec{r}_3 \times \vec{r}_1 = C_2 \vec{r}_2 \times \vec{r}_3$$

Multiply the scalar eqn by $\vec{r}_3 \times \vec{r}_1$ & then substitute in the cross product terms to get the eqn only in terms of C_2 .

$$C_2 (p - r_1) \vec{r}_2 \times \vec{r}_3 + C_2 (p - r_2) \vec{r}_3 \times \vec{r}_1 + C_2 (p - r_3) \vec{r}_1 \times \vec{r}_2 = 0$$

Divide by C_2 & Rearrange:

$$p \underbrace{[\vec{r}_2 \times \vec{r}_3 + \vec{r}_3 \times \vec{r}_1 + \vec{r}_1 \times \vec{r}_2]}_{\vec{D}} = \underbrace{r_1 \vec{r}_2 \times \vec{r}_3 + r_2 \vec{r}_3 \times \vec{r}_1 + r_3 \vec{r}_1 \times \vec{r}_2}_{\vec{N}}$$

$$p \vec{D} = \vec{N}$$

$$\vec{N} \cdot \vec{D} = ND$$

$$p = \frac{N}{D}$$

B/c we know $\vec{r}_1, \vec{r}_2, \vec{r}_3$, we know the plane of the orbit:

$$\hat{h} = \frac{\vec{r}_1 \times \vec{r}_2}{|\vec{r}_1 \times \vec{r}_2|}$$

$\Rightarrow \vec{N}$ & \vec{D} are in the \hat{h} direction

$$\hat{\omega} \parallel \hat{h} \Rightarrow \vec{N}, \vec{D} \parallel \hat{\omega}$$

$$\hat{p} \times \hat{q} = \hat{\omega} \Rightarrow \hat{q} = \hat{\omega} \times \hat{p}$$

$$\hat{p} \parallel \hat{e}$$

$$\hat{q} = \frac{1}{Ne} \vec{N} \times \vec{e}$$

Substitute in for \vec{N} :

$$Ne \hat{q} = r_1 (\vec{r}_2 \times \vec{r}_3) \times \vec{e} + r_2 (\vec{r}_3 \times \vec{r}_1) \times \vec{e} + r_3 (\vec{r}_1 \times \vec{r}_2) \times \vec{e}$$

$$\text{Identity: } (\vec{a} \times \vec{b}) \times \vec{c} = (\vec{a} \cdot \vec{c})\vec{b} - (\vec{b} \cdot \vec{c})\vec{a}$$

$$Ne \hat{q} = r_1 (\vec{r}_2 \cdot \vec{e}) \vec{r}_3 - r_1 (\vec{r}_3 \cdot \vec{e}) \vec{r}_2 +$$

$$r_2 (\vec{r}_3 \cdot \vec{e}) \vec{r}_1 - r_2 (\vec{r}_1 \cdot \vec{e}) \vec{r}_3 +$$

$$r_3 (\vec{r}_1 \cdot \vec{e}) \vec{r}_2 - r_3 (\vec{r}_2 \cdot \vec{e}) \vec{r}_1$$

Using $\vec{r} \cdot \vec{e} = \rho \cdot r$

$$Ne \hat{Q} = [r_1(\rho - r_2) - r_2(\rho - r_1)] \vec{r}_3 +$$

$$[r_3(\rho - r_1) - r_1(\rho - r_3)] \vec{r}_2 +$$

$$[r_2(\rho - r_3) - r_3(\rho - r_2)] \vec{r}_1$$

$$\Rightarrow Ne \hat{Q} = \rho \underbrace{[(r_1 - r_2) \vec{r}_3 + (r_3 - r_1) \vec{r}_2 + (r_2 - r_3) \vec{r}_1]}_{\vec{S}}$$

$$Ne \hat{Q} = \rho \vec{S}$$

$$\Rightarrow e = \frac{\rho \vec{S}}{N} \quad (\text{b/c } Ne = \rho D) \Rightarrow e = \frac{\vec{S}}{D}$$

$$\hat{\omega} = \frac{\vec{N}}{N}$$

$$\hat{Q} = \frac{\vec{S}}{S}$$

$$\hat{P} = \hat{Q} \times \hat{\omega}$$

We want a velocity. Start with an intermediate step in the derivation of the trajectory eqn

$$\vec{r} \times \vec{h} = \mu (\frac{\vec{r}}{r} + \vec{e})$$

Cross w/ \vec{h} : $\vec{h} \times (\vec{r} \times \vec{h}) = \mu (\vec{h} \times \frac{\vec{r}}{r} + \vec{h} \times \vec{e})$

Identity: $\vec{a} \times (\vec{b} \times \vec{c}) = (\vec{a} \cdot \vec{c}) \vec{b} - (\vec{a} \cdot \vec{b}) \vec{c}$

$$\vec{h} \times (\vec{r} \times \vec{h}) = (\vec{h} \cdot \vec{h}) \vec{r} - (\vec{h} \cdot \vec{r}) \vec{h}$$

$$= h^2 \vec{r}$$

$$h^2 \vec{r} = \mu (\vec{h} \times \frac{\vec{r}}{r} + \vec{h} \times \vec{e})$$

$$\vec{h} = h \hat{\omega}, \vec{e} = e \hat{P}$$

$$\vec{v} = \frac{\mu}{h} \left(\frac{\hat{\omega} \times \vec{r}}{r} + \hat{\omega} \times e \hat{P} \right) \quad \text{know } \hat{P} \times \hat{Q} = \hat{\omega}$$

$$= \frac{\mu}{h} \left(\frac{\hat{\omega} \times \vec{r}}{r} + e \hat{Q} \right)$$

$$h = \sqrt{\mu p}, \quad h = \sqrt{\mu 4/D}$$

$$e = \frac{S}{D}, \quad \hat{Q} = \frac{\vec{S}}{S}, \quad \hat{\omega} = \frac{\vec{D}}{D}$$

$$\vec{v} = \frac{\sqrt{\mu D}}{\sqrt{N}} \frac{\vec{D} \times \vec{r}}{r D} + \frac{S}{D} \frac{D \mu}{N}$$

$$\vec{B} = \vec{D} \times \vec{r}, \quad L = \sqrt{\frac{\mu}{DN}}$$

$$\vec{V}_i = \frac{L}{N} \vec{B} + L \vec{S}$$

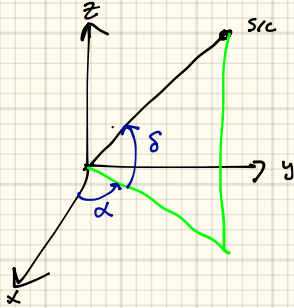
where \vec{r}_i can be \vec{r}_1, \vec{r}_2 or \vec{r}_3

Method #3: Laplace's Method: "Angles only" Proposed in 1780

(Don't need to know range \rightarrow easier to just work with the angular location)

Input: $\alpha_1, \delta_1, \alpha_2, \delta_2, \alpha_3, \delta_3$

Review the angles:



α = Right ascension, measured in the xy plane
E from \hat{x}

δ : declination measured N from the equatorial plane.