1. (nse 1:

$$V_f = [-4.71, -0.74, 0] \frac{w}{s}$$

 $e = 0.849$
 $V_p = 1043 \text{ hm}$

Case 2:

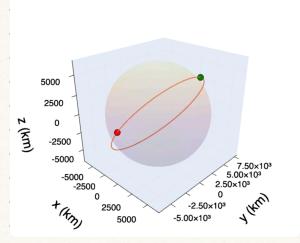
$$V_f = [4.79, 0.81, 6.71] hm$$

 $e = 0.138$
 $V_p = 6096 hm$

2. a)
$$\Delta V = [5.245e-5, 1.507e-5, 7.348e-5] \mu m$$

b) $\Delta V = [2.33e-9, 1.078e-7, 3.263e-9] \frac{\mu m}{s}$

Case 2 Lambert Transfer (long way)



3. $\Delta V_1 = 6.535 \frac{\mu m}{s}$ $\Delta V_2 = 5.236 \frac{\mu m}{s}$ $\Delta V = 11.77 \frac{\mu m}{s}$

4. Vest @ t2 = [0.738, 2.929, -8.046] mm

To verify our answer, we can use our position & velocity at to find the orbital elements, which should give a physical intuition about the orbit itself, impetally verifying our velocity. As well, we can use our 2BP propogator to analytically check the velocity.

```
include("../../code/sfd.jl")
using .SpaceFlightDynamics
# Case 1: short-way
r1_c1 = [8000.0, 0.0, 0.0]
r2_c1 = [7000.0, 7000.0, 0.0]
TOF_c1 = 3600.0
v1_c1, v2_c1, e_c1, rp_c1 = solve_lambert(r1_c1, r2_c1, TOF_c1; long_way=false)
println("Case 1 (short way):")
println(" v_1 = ", v1_c1)
println(" v_2 = ", v2_c1)
println(" e = ", e_c1)
println(" r_p = ", rp_c1, " km \n")
# Case 2: long-way, using Earth radius
r1_c2 = [0.5, 0.6, 0.7] .* R_Earth
r2_c2 = [0.0, -1.0, 0.0] .* R_Earth
TOF_c2 = 16135.0
v1_c2, v2_c2, e_c2, rp_c2 = solve_lambert(r1_c2, r2_c2, TOF_c2; long_way=true)
println("Case 2 (long way):")
println(" v_1 = ", v1_c2)
println("v_2 = ", v_2c2)
println(" e = ", e_c2)
println(" r_p = ", rp_c2, "km")
Case 1 (short way):
 v_{-1} = [5.459317364023696, 3.466008449141647, 0.0]
  v_2 = [-4.705584118347704, -0.7444316050429653, -0.0]
  e = 0.8486118938193392
 r_p = 1043.4116692745763 \text{ km}
Case 2 (long way):
  v_{-1} = [-2.133759073847983, 7.024037548362913, -2.9872627033871755]
  v_{-}2 = [4.792274218490246, 0.8071074997180263, 6.709183905886343]
  e = 0.13798287545743462
  r_p = 6096.619935743475 \text{ km}
```

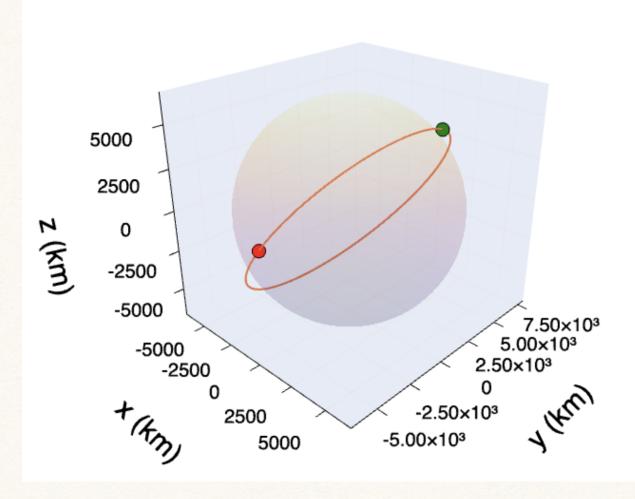
```
include("../../code/sfd.jl")
using .SpaceFlightDynamics
using Plots
plotlyjs()
# Case 1: short-way
r1_c1 = [8000.0, 0.0, 0.0]
r2_c1 = [7000.0, 7000.0, 0.0]
TOF_c1 = 3600.0
v1_c1, v2_c1, e_c1, rp_c1 = solve_lambert(r1_c1, r2_c1, T0F_c1; long_way=false)
sv_c1 = solve_2BP(StateVectors(r1_c1, v1_c1), (0.0, T0F_c1), \mu=\mu_Earth, int_pts = 500)
r2_c1_diff = r2_c1 - sv_c1[end].r
v2_c1_diff = v2_c1 - sv_c1[end].v
println("Case 1 Final Position Vector Diff: ", r2_c1_diff)
println("Case 1 Final Velocity Vector Diff: ", v2_c1_diff)
# Case 2: long-way, using Earth radius
r1_c2 = [0.5, 0.6, 0.7] .* R_Earth
r2_c2 = [0.0, -1.0, 0.0] .* R_Earth
TOF_c2 = 16135.0
v1_c2, v2_c2, e_c2, rp_c2 = solve_lambert(r1_c2, r2_c2, TOF_c2; long_way=true)
sv_c2 = solve_2BP(StateVectors(r1_c2, v1_c2), (0.0, T0F_c2), \mu=\mu_Earth, int_pts = 500)
r2_c2_diff = r2_c2 - sv_c2[end].r
v2_c2_diff = v2_c2 - sv_c2[end].v
println("Case 2 Final Position Vector Diff: ", r2_c2_diff)
println("Case 2 Final Velocity Vector Diff: ", v2_c2_diff)
xs = [sv.r[1] \text{ for } sv \text{ in } sv_c2]
ys = [sv.r[2] \text{ for } sv \text{ in } sv_c2]
zs = [sv.r[3] \text{ for } sv \text{ in } sv_c2]
\theta = \text{range}(0, 2\pi, \text{length=}60)
\varphi = \text{range}(0, \pi, \text{length=30})
x_s = [R_Earth*sin(\phi)*cos(\thetai) for \phi in \varphi, \thetai in \theta]
y_s = [R_{enth*sin}(\phi)*sin(\theta_i) \text{ for } \phi \text{ in } \varphi, \theta_i \text{ in } \theta]
z_s = [R_Earth*cos(\phi)]
                                 for \phi in \varphi, \thetai in \theta]
plt = plot(
    surface(x_s, y_s, z_s; opacity=0.3, legend=false),
    xlabel="x (km)", ylabel="y (km)", zlabel="z (km)",
    title="Case 2 Lambert Transfer (long way)",
plot!(plt, xs, ys, zs; lw=2, label="Transfer arc")
scatter!(plt, [r1_c2[1]], [r1_c2[2]], [r1_c2[3]]; markersize=2, markercolor=:green,
label="Start")
scatter!(plt, [r2_c2[1]], [r2_c2[2]], [r2_c2[3]]; markersize=2, markercolor=:red,
label="End")
display(plt)
Case 1 Final Position Vector Diff: [1.3030003174208105e-6, 3.03133674606215
2e-7, 0.0
Case 1 Final Velocity Vector Diff: [5.828511007166526e-10, 2.79416934034770
```

 ${\tt Case~2~Final~Position~Vector~Diff:~[5.245066911882979e-5,~1.507268734712852]}$

2e-5, 7.343093666673104e-5]

Case 2 Final Velocity Vector Diff: [2.3306760965624562e-9, 1.07794643988690 1e-7, 3.262948133908594e-9]





```
include("../../code/sfd.jl")
using .SpaceFlightDynamics
using LinearAlgebra
r1 = [8000.0, 0.0, 0.0]
r2 = [7000.0, 7000.0, 0.0]
TOF = 3600.0
v1, v2, e, rp = solve_lambert(r1, r2, TOF; long_way=false)
sv2 = solve_2BP(StateVectors(r1, v1), (0.0, T0F), \mu=\mu_Earth)
r2_diff = r2 - sv2[end].r
v2_diff = v2 - sv2[end].v
r1\_norm = norm(r1)
v_{circ1} = [0.0,
              sqrt(µ_Earth / r1_norm),
              0.0]
r2\_norm = norm(r2)
t_hat2 = [-r2[2], r2[1], 0.0] ./ r2_norm
v_{circ2} = sqrt(\mu_{earth} / r2_{norm}) .* t_{hat2}
\Delta V1 = norm(v1 .- v_circ1)
\Delta V2 = norm(v2 .- v_circ2)
\Delta V_{\text{total}} = \Delta V1 + \Delta V2
println("\DeltaV at departure (km/s): ", \DeltaV1)
println("\DeltaV at arrival (km/s): ", \DeltaV2)
                             (km/s): ", \Delta V_{total}
println("Total \Delta V
\Delta {\tt V} at departure (km/s): 6.535402184960239
\Delta V at arrival (km/s): 5.235910109612791
Total \Delta \mathtt{V}
                    (km/s): 11.771312294573029
```

```
module SpaceFlightDynamics using LinearAlgebra using DifferentialEquations  \mu \text{ Earth} = 398600.4418 \# km^3/s\_2 \\ \mu \text{ Sun} = 1.32712e11 \# km^3/s\_2 \\ \text{R.Earth} = 6378.1363 \# km   \text{include("./oe\_sv.jl")} \\ \text{include("./2BP.jl")} \\ \text{include("./kepler.jl")} \\ \text{include("./lambert.jl")} \\ \text{include("./gibbs.jl")}   \text{export } \mu \text{ Earth, } \mu \text{ Sun, R.Earth} \\ \text{end}
```

Main.var"##WeaveSandBox#247".SpaceFlightDynamics

```
stumpff_C2(z::Float64) = z > 0 ? (1 - cos(sqrt(z)))/z : z < 0 ? (cosh(sqrt(-z)) - cosh(sqrt(-z))) = cosh(sqrt(-z)) - cosh(sqrt(-z)) = cosh(s
1)/(-z): 1/2
stumpff_C3(z::Float64) = z > 0 ? (sqrt(z) - sin(sqrt(z))) / (z*sqrt(z)) : z < 0 ?
(\sinh(\operatorname{sqrt}(-z)) - \operatorname{sqrt}(-z)) / ((-z)*\operatorname{sqrt}(-z)) : 1/6
function solve_lambert(
                     r1::Vector{Float64},
                      r2::Vector{Float64},
                      TOF::Float64;
                      \mu::Float64 = \mu_Earth,
                      long_way::Bool = false
)
                      # Magnitudes
                      r1\_norm = norm(r1)
                      r2\_norm = norm(r2)
                      # Transfer angle \Delta \theta
                      cos_d\theta = dot(r1, r2) / (r1\_norm * r2\_norm)
                      \Delta\theta = a\cos(clamp(\cos_d\theta, -1.0, 1.0))
                      if long_way
                                            \Delta\theta = \Delta\theta < \pi ? 2\pi - \Delta\theta : \Delta\theta
                      else
                                            \Delta\theta = \Delta\theta > \pi ? 2\pi - \Delta\theta : \Delta\theta
                      end
                      # A-parameter
                      A = \sin(\Delta\theta) * \operatorname{sqrt}(r1\_\operatorname{norm} * r2\_\operatorname{norm} / (1 - \cos(\Delta\theta)))
                      if iszero(A)
                                            error("Cannot compute Lambert solution: A = 0")
                      # Time-of-flight function F(z) = 0
                      function F(z)
                                            C2 = stumpff_C2(z)
                                            C3 = stumpff_C3(z)
                                            y = r1_norm + r2_norm + A * (z*C3 - 1) / sqrt(C2)
                                            if y < 0
                                                                   return Inf
                                            end
                                            return ( (y/C2)^(3/2) * C3 + A*sqrt(y) ) / sqrt(\mu) - TOF
                      end
                      \# Solve for z via Newton-Raphson with finite-difference derivative
                      z = 0.0
                      for _ in 1:200
                                            Fz = F(z)
                                            if abs(Fz) < 1e-8
                                                                  break
                                            \delta = 1e-6
                                            dF = (F(z + \delta) - F(z - \delta)) / (2\delta)
                                            z = Fz / dF
                      end
                      # Compute y, f, g, g
                      C2 = stumpff_C2(z)
                      C3 = stumpff_C3(z)
                      y = r1_norm + r2_norm + A * (z*C3 - 1) / sqrt(C2)
                      f
                                    = 1 - y/r1\_norm
                                    = A * sqrt(y/\mu)
                      g
```

```
gdot = 1 - y/r2\_norm
       # Velocity vectors
       v1 = (r2 .- f*r1) ./ g
       v2 = (gdot*r2 .- r1) ./ g
       \# Compute eccentricity and periapsis radius from (r1, v1)
       h_{vec} = cross(r1, v1)
       e_vec = (1/\mu) * ((norm(v1)^2 - \mu/r1\_norm)*r1 .- dot(r1,v1)*v1)
       e = norm(e_vec)
       # Semi-major axis from energy
       energy = norm(v1)^2/2 - \mu/r1\_norm
       a = -\mu / (2*energy)
           = a * (1 - e)
       rp
       return v1, v2, e, rp
end
export solve_lambert
```

```
function two_body! (du, u, \mu, t)
        \# u = [x, y, z, vx, vy, vz]
        \# du[1:3] = v
        # du[4:6] = acceleration
        Oviews du[1:3] .= u[4:6]
       r = @view u[1:3]
        r_norm = norm(r)
        Oviews du[4:6] .= -\mu .* r ./ (r_norm^3)
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 conditions into a 6-vector
        u0 = vcat(initial.r, initial.v)
        # Set up and solve the 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))
        return [StateVectors(u[1:3], u[4:6]) for u in sol.u]
end
export solve_2BP
Error: UndefVarError: `StateVectors` not defined in `Main.var"##WeaveSandBo
Suggestion: check for spelling errors or missing imports.
```

```
function solve_gibbs(
        r1::Vector{Float64},
        r2::Vector{Float64},
        r3::Vector{Float64};
        \mu \colon \texttt{:Float64} = \mu \texttt{\_Earth}
)
        # cross-products
        c12 = cross(r1, r2)
        c23 = cross(r2, r3)
        c31 = cross(r3, r1)
        # N and D vectors
        N = c12*norm(r3) + c23*norm(r1) + c31*norm(r2)
        D = c12 + c23 + c31
        # S vector
        S = r1*(norm(r2)-norm(r3)) +
                r2*(norm(r3)-norm(r1)) +
                r3*(norm(r1)-norm(r2))
        # scalar prefactor
        factor = sqrt( \mu / (norm(N)*norm(D)) )
        # Gibbs velocity at r2
        v2 = factor * (cross(D, r2)/norm(r2) + S)
        return v2
end
export solve_gibbs
```