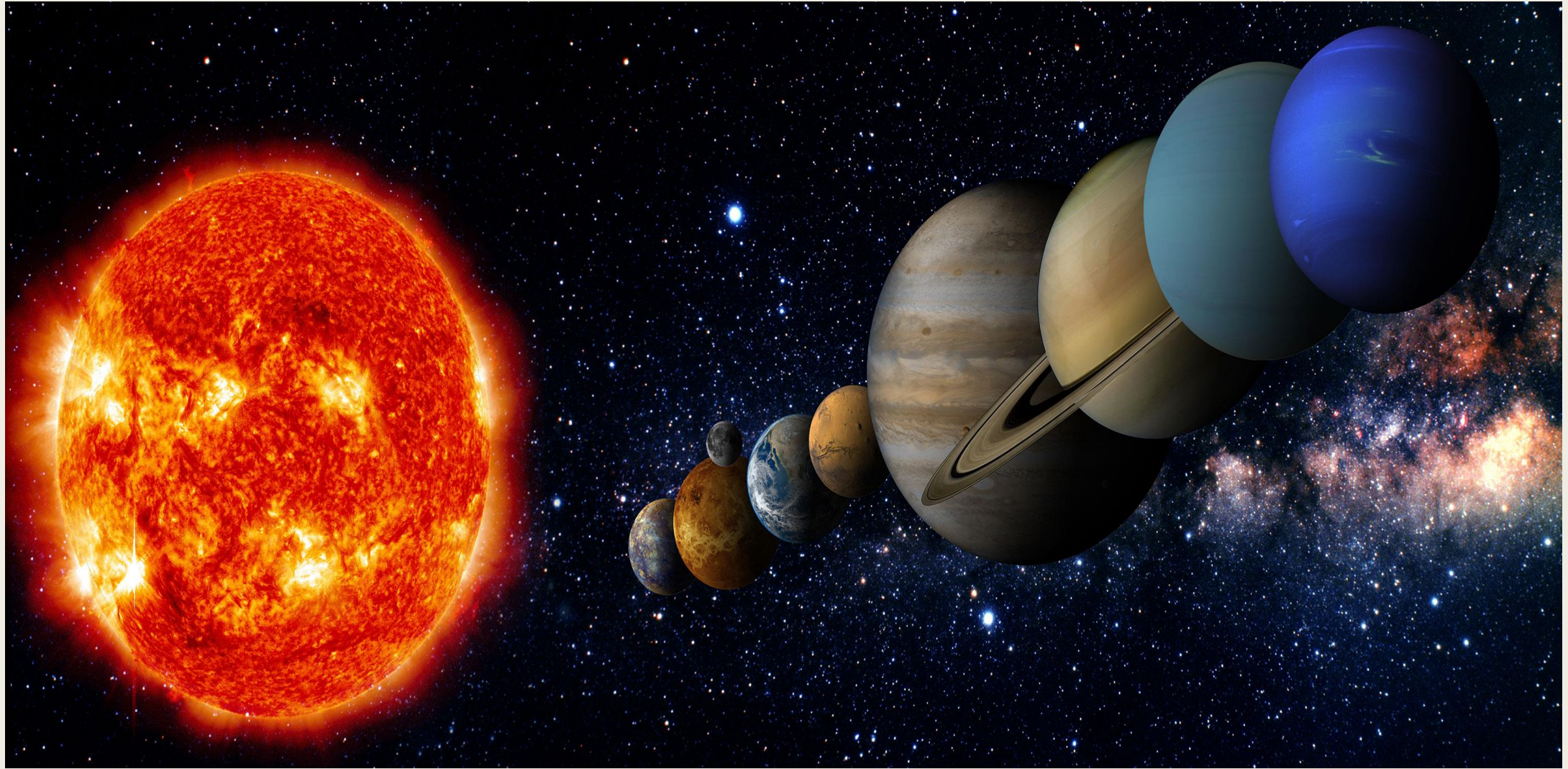
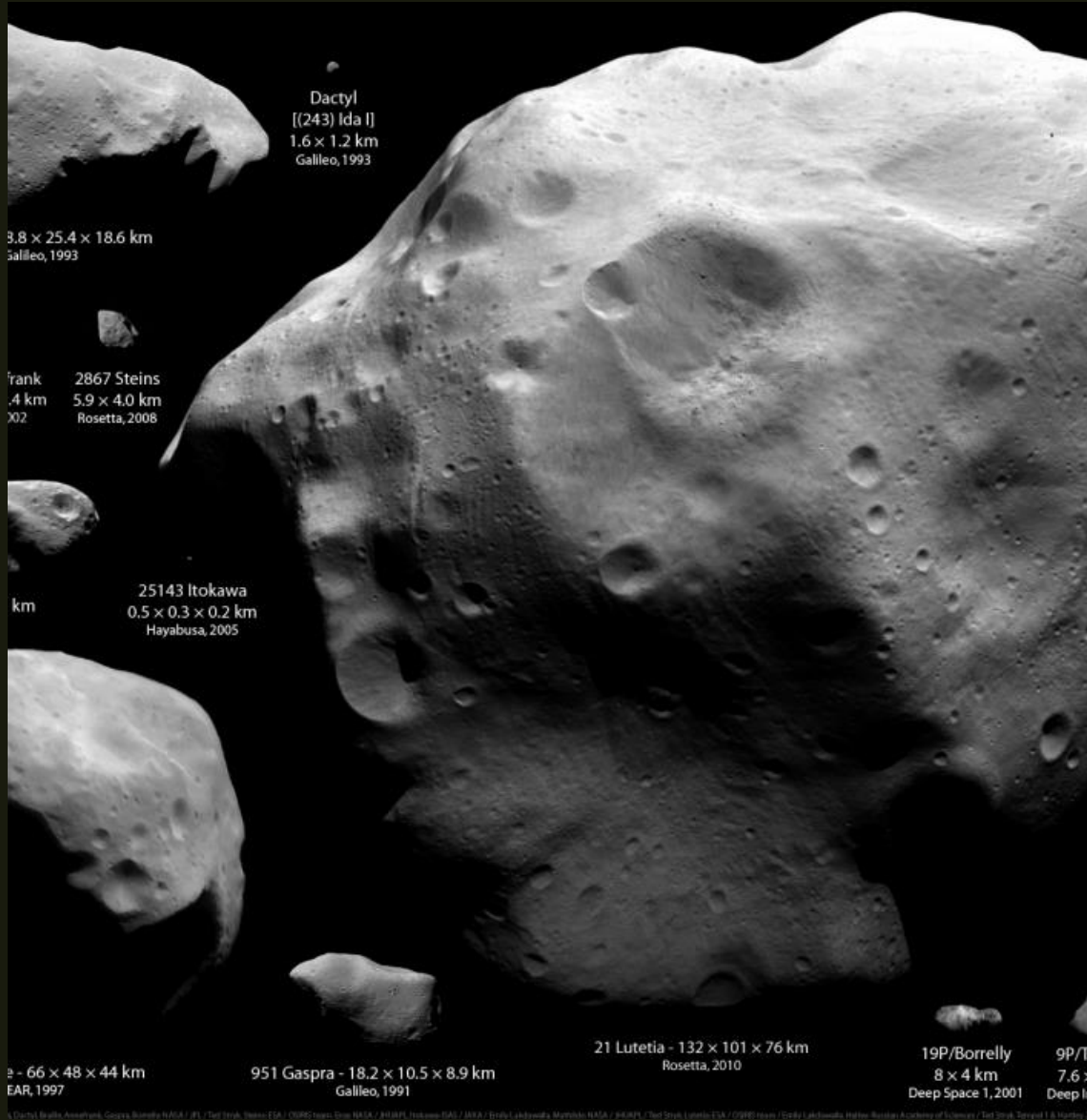


PROBLEM B: MOVEMENT OF AN OBJECT IN MICROGRAVITY ENVIRONMENTS

Dipu Biswas
Autumn Flores
Gladden Chukwu
Supervisor: Dr. Reza Ahangar

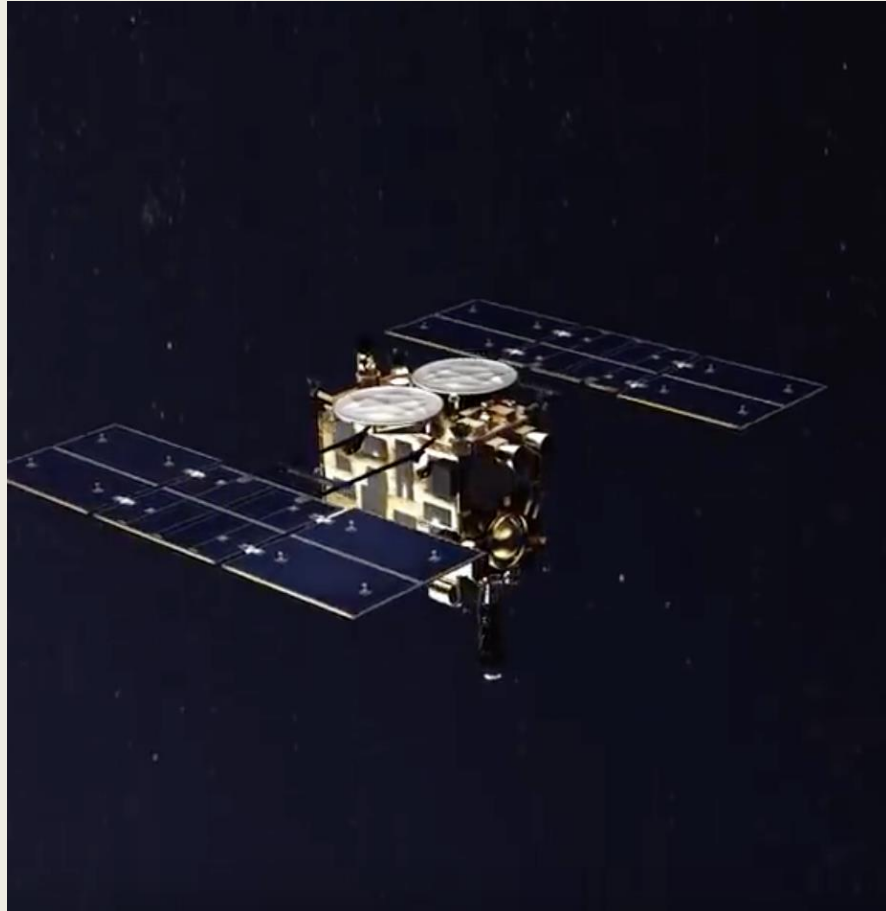
Introduction





Asteroid

- An asteroid is a rocky body of varying shape that orbits the sun
- They are made of clay or metals such as platinum, iron, and nickel
- They are remnants from the formation of the solar system



PROBE

A sophisticated spacecraft that is used to collect scientific information



Determine the coordinates of landing for the probe



Determine a way to move the probe on the asteroid using a spring

Using minimal amount of energy



Determine the minimal amount of bouncing for the probe

Underlying Questions

Questions and Possible Solutions

Questions

- Coordinates of landing
- Minimal kinetic energy
- Minimal Amount of Bounce

Possible Solutions

- Landing Model
- Minimal Energy equation
- Bounce Model

Assumptions and parameters

- Assume hyperbolic landing, probe does not crash on surface of asteroid
- Assume that there is no air resistance
- r is the distance from probe to the landing point on the asteroid, but changes on time
- F_G = gravitational force of the asteroid
- G =gravitational acceleration of the asteroid
- a = acceleration of the probe
- m = mass of the probe
- M =mass of the asteroid
- v =velocity of the probe

Landing Model

- Newton's Gravitational Law

- $F_1 = \frac{G*mM}{r^2}$

- Newton's 2nd Law

- $F_2 = m*a$

- $F_2 = ma = \frac{mv^2}{r}$

- Force acting on probe that causes a centripetal acceleration

- $a = \frac{v^2}{r}$

- Force acting on probe

- $F = \frac{G*mM}{r^2}$

Landing Model cont.

- Now $F_1 = F_2$
- $\frac{G*mM}{r^2} = \frac{mv^2}{r}$
- So, $v = \sqrt{\frac{Gm}{r}}$ = velocity of the probe
- But, as the probe will be closer to the asteroid, r changes

Landing Model cont.

- So, vector form of the Newton's Gravitational Law, $F_1 = G * \frac{mM}{r^2} * \vec{r}$
 - where \vec{r} is the position unit vector
- F_1 is the vector form of force
- $r = \sqrt{x^2 + y^2}$
 - where $x = x$ coordinate
 - $y = y$ coordinate of the position vector

Landing Model, cont.

- Now, Components of the F_1 are

$$- (F_{1x}, F_{1y}) = G * \frac{mM}{x^2+y^2} * \left(\frac{-x}{\sqrt{x^2+y^2}}\right), G * \frac{mM}{x^2+y^2} * \left(\frac{-y}{\sqrt{x^2+y^2}}\right)$$

$$- F_{1x} = m * a_x = -G * \frac{mM x}{(x^2+y^2)^{3/2}}$$

$$- F_{1y} = m * a_y = -G * \frac{mM y}{(x^2+y^2)^{3/2}}$$

Landing Model, cont.

- Forward Euler's method of numerical integration of ordinary differential equations
- $y(x_0) = y_0$
 - let $x_1 = x_0 + h$ where $h =$ positive increment (step size)
 - $x_2 = x_0 + 2h$
- Now, if y_i represents the approximation of x_i , then
 - $y_{i+1} = y_i + h f(x_i, y_i)$
 - $h = x_{i+1} - x_i$

Landing Model, cont.

- To find the acceleration in x and y direction in the hyperbolic trajectory path of the probe, we can use the Forward Euler's Method

- $a_x = \frac{d^2x}{dt^2} = \frac{-\mu m x}{(x^2+y^2)^{3/2}}$ where μ =gravitational parameter of the probe

- $a_y = \frac{d^2y}{dt^2} = \frac{\mu m y}{(x^2+y^2)^{3/2}}$

- So, the continuously changed position of the probe with respect to the landing position on the asteroid will be

- $r_{i+1} = \sqrt{(x_{i+1})^2 + (y_{i+1})^2}$

MATLAB Code to find the differential equations

- %% Landing of the probe
- %%h=dt
- dt=50;
- i=1;
- while r<RSOIE && r>RE
- t(i+1)=t(i)+dt;
- vx(i+1)=vx(i)+dt*dvxdx(x(i),y(i));
- x(i+1)=x(i)+dt*dxdt(vx(i));
- y(i+1)=y(i)+dt*dydt(vy(i));
- R(i+1)=sqrt(x(i+1).^2+y(i+1).^2);
- v(i+1)=sqrt(vx(i+1).^2+vy(i+1).^2);
- psi(i+1)=atan2(y(i+1), x(i+1));
- r=R(i+1);
- i=i+1;
- end

Bounce Model (minimum distance)

- Let h is the initial height (from bottom to top of the bounce) after bouncing for the first time after landing.
- $2h$ covers the first bounce. In the second bounce, a distance of $2hf$ is covered, and in the 3rd bounce $2hf^2$ is covered, and so on.
- Total distance, $x = 2h + 2hf + 2hf^2 + \dots$
- Geometric series
 - $X = \sum_{n=1}^{\infty} a * r^{n+1}$
- $X = \frac{2h}{1-f}$
 - where, $a = 2h$ and $r = f$
 - X is the total distance by bouncing after landing

Bounce Model (minimum distance), cont.

- Let the angle of bounce is θ
 - *The horizontal distance covered by the probe by bouncing*
 - $x = (v_0 * \cos \theta)t$
 - The vertical distance covered by the probe
 - $y = y_0 + (v_0 * \sin \theta)t + \frac{1}{2} * at^2$
- Where
 - v_0 = initial bouncing
 - θ = bouncing time
 - t = time

Minimal Energy Equation (required to move the probe)

- Let x =distance of the spring to get it's equilibrium position
- Energy needed to move the probe after landing
- Hooke's law
 - $F=k*x$, where k =spring constant
- Potential energy of spring
 - $PE_{spring} = \frac{1}{2} * k * x^2$
- Force applied in y-direction
 - $\sum F_y = -k*x - m*a = 0$
- So,
 - $-k*x = m * \frac{d^2x}{dt^2}$ $k = -\frac{m}{x} * \frac{d^2x}{dt^2} = \text{value of spring constant}$
- Total minimum energy to move the probe= kinetic energy + spring potential energy
 - $= \frac{1}{2} m v^2 + \frac{1}{2} * k * x^2$

Conclusion

- The surface of the asteroid is assumed to be quite rugged. So, the probe will land in an angle with the asteroid.
- Coordinates of force can find the acceleration and velocity of the probe.
- The probe landed on the asteroid in a hyperbolic trajectory because velocity has a greater effect on probe than the distance covered on the trajectory path.
- After landing the probe on the asteroid, the probe will bounce with help of the spring with a minimum energy until it comes to rest.

References

- “Hayabusa-2.” *Spacecraft Satellites*, <http://spaceflight101.com/spacecraft/hayabusa-2/>.
- “Hayabusa-2.” <https://www.youtube.com/watch?v=b9fITBmQt1Y>
- *Lunar Lander Simulation*, <https://www.spaceacademy.net.au/flight/sim/lunasim.htm>.
- *Math and Science @ Work - AP Physics Educator Edition*. NASA & Texas Instruments, https://www.nasa.gov/pdf/553937main_AP_ED_LunarLanding_Nspire.pdf.
- *Microgravity - A Teacher’s Guide With Activities in Science, Mathematics, and Technology*. NASA, https://www.nasa.gov/pdf/62474main_Microgravity_Teachers_Guide.pdf.
- Sprague, Christopher Iliffe. “Simulation of Interplanetary Trajectories Using Forward Euler Numeric...” *LinkedIn SlideShare*, 9 Oct. 2015, <https://www.slideshare.net/ChristopherIliffeSpr/simulation-of-interplanetary-trajectories-using-forward-euler-numerical-integration-53757905>.