Scilab tutorial – satellite orbit around the earth



1. Express the physics problem

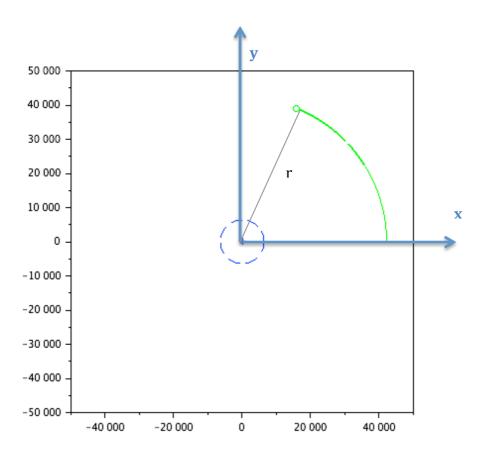
The problem is based on the universal law of gravitation:

$$\vec{F} = -G * \frac{m * M}{\|\vec{r}\|^2} * \frac{\vec{r}}{\|\vec{r}\|}$$

We write down Newton's third law of motion in an earth-centred referential:

$$m * \ddot{x} = -G * \frac{m*M}{(\sqrt{x^2 + y^2})^3} * x$$
 (1)

$$m * \ddot{y} = -G * \frac{m*M}{(\sqrt{x^2 + y^2})^3} * y$$
 (2)



Position of the satellite is at a distance r [x; y] Earth mass centre is at O [O; O]

Constants of the problem:

```
Gravitational constant G=6.67\times 10^{-11}~m^3kg^{-1}s^{-2} Mass of the earth M=5.98\times 10^{24}~kg Radius of the Earth r_{earth}=6.38\times 10^6~m
```

2. Translate your problem into Scilab

Scilab is a matrix-based language. Instead of expressing the system as set of 4 independent equations (along the x and y axis, for position and speed), we describe it as a single matrix equation, of dimension 4x4:

This method is a classical trick to switch from a second order scalar differential equation to a first order matrix differential equation.

$$\dot{u} = A.u$$

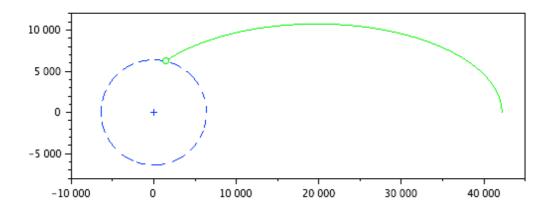
with
$$A = \begin{bmatrix} 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ c/r^3 & 0 & 0 & 0 \\ 0 & c/r^3 & 0 & 0 \end{bmatrix}, u = \begin{bmatrix} x \\ y \\ \dot{x} \\ \dot{y} \end{bmatrix}$$

To simplify the equation, we define the variable c = -G * M

Open *scinotes* with edit <u>myEarthRotation.sci</u> Define the skeleton of the function:

```
function udot = f(t, u)
   G = 6.67D-11; //Gravitational constant
   M = 5.98D24; //Mass of the Earth
   c = -G * M;
   r earth = 6.378E6; //radius of the Earth
   r = sqrt(u(1)^2 + u(2)^2);
   // Write the relationhsip between udot and u
   if r < r earth then
     udot = [0 \ 0 \ 0 \ 0]';
     A = [[0 \ 0 \ 1 \ 0];
       [0 0 01];
        [c/r^3 \ 0 \ 0 \ 0];
        [0 \quad c/r^3 \ 0 \ 0]];
     udot = A*u;
   end
endfunction
```

The condition defined by the distance r of the satellite with the centre of earth stops the simulation if it's colliding with earth's surface.



Try out the final script with the following initial conditions in speed and altitude:

```
geo_alt = 35784; // in kms
geo_speed = 1074; // in m/s
simulation_time = 24; // in hours
U = earthrotation(geo alt, geo speed, simulation time);
```

3. Compute the results and create a visual animation

With this function, we go to the core of the problem.

```
function U=<u>earthrotation(altitude, v_init, hours)</u>
   // altitude given in km
   // v_init is a vector [vx; vy] given in m/s
   // hours is the number of hours for the simulation
   r earth = 6.378E6;
   altitude = altitude * 1000;
   U0 = [r \text{ earth} + \text{altitude}; 0; 0; v \text{ init}];
   t = 0.10:(3600*hours); // simulation time, one point every 10 seconds
   U = ode(U0, 0, t, f);
   // Draw the earth in blue
   angle = 0:0.01:2*\%pi;
   x = 6378 * cos(angle);
   y earth = 6378 * \sin(\text{angle});
   fig = scf();
   a = gca();
   a.isoview = "on";
   plot(x earth, y earth, 'b--');
   plot(0, 0, 'b+');
   // Draw the trajectory computed
   comet(U(1,:)/1000, U(2,:)/1000, "colors", 3);
endfunction
```

The resolution of the ordinary differential equation (ODE) is computed with the Scilab function ode.

ode solves Ordinary Different Equations defined by:

$$\dot{y} = f(t, y)$$
 where y is a real vector or matrix

The simplest call of ode is: y = ode(y0,t0,t,f) where y0 is the vector of initial conditions, t0 is the initial time, t is the vector of times at which the solution y is computed and y is matrix of solution vectors y = [y(t(1)), y(t(2)), ...].

To go further in numerical analysis, find out more about the solvers:

<u>Ordinary Differential Equations with Scilab, WATS Lectures, Université de Saint-Louis,</u>
G. Sallet, 2004

Complete script

```
// Scilab ( http://www.scilab.org/) - This file is part of Scilab
// Copyright (C) 2015-2015 - Scilab Enterprises - Pierre-Aimé Agnel
// This file must be used under the terms of the CeCILL.
// This source file is licensed as described in the file COPYING, which
// you should have received as part of this distribution. The terms
// are also available at
// http://www.cecill.info/licences/Licence CeCILL V2.1-en.txt
function udot = f(t, u)
  G = 6.67D-11; //Gravitational constant
  M = 5.98D24; //Mass of the Earth
  c = -G * M;
  r_earth = 6.378E6; //radius of the Earth
  r = sqrt(u(1)^2 + u(2)^2);
  // Write the relationhsip between udot and u
  if r < r earth then
     udot = [0 \ 0 \ 0 \ 0]';
  else
     A = [[0 \ 0 \ 1 \ 0];
        [0 0 01];
        [c/r^3 \ 0 \ 0 \ 0];
        [0 \quad c/r^3 \ 0 \ 0];
     udot = A*u;
  end
endfunction
function U=earthrotation(altitude, v init, hours)
  // altitude given in km
  // v init is a vector [vx; vy] given in m/s
  // hours is the number of hours for the simulation
  r earth = 6.378E6;
  altitude = altitude * 1000;
  U0 = [r \text{ earth} + \text{altitude}; 0; 0; v \text{ init}];
  t = 0.10:(3600*hours); // simulation time, one point every 10 seconds
  U = ode(U0, 0, t, f);
```

```
// Draw the earth in blue
  angle = 0:0.01:2*\%pi;
  x_earth = 6378 * cos(angle);
  y_{earth} = 6378 * sin(angle);
  fig = scf();
  a = gca();
  a.isoview = "on";
  plot(x_earth, y_earth, 'b--');
  plot(0, 0, 'b+');
  // Draw the trajectory computed
  comet(U(1,:)/1000, U(2,:)/1000, "colors", 3);
endfunction
//Earth Rotation at geostationnary orbit
geo_alt = 35784; // in kms
geo_speed = 3074; // in m/s
simulation_time = 24; // in hours
U = <u>earthrotation(geo_alt, geo_speed, simulation_time);</u>
```