## PC 2025 P5 Solution

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March 2025

### 1 Introduction

This solution will make use of the eccentricity vector and the fact that it is constant, which is defined as:

$$\vec{\varepsilon} = \frac{\vec{v} \times \vec{L}}{GMm} - \hat{r}$$

where  $\vec{v}$  is the speed of the sattelite,  $\vec{L}$  is the angular momentum, m is its mass, and M is the mass of the planet, and finally,  $\hat{r}$  is the unit vector of the position vector from the planet to the sattelite,  $\hat{r} = \frac{\vec{r}}{|\vec{r}|}$ . Note that the magnitude of the unit vector is, unsurprisingly, 1 and only it's direction changes - this will be crucial later, and that the magnitude of  $\vec{\varepsilon}$  is the eccentricity of the orbit we are looking for. Also note that all three of the given velocities are positive. The solution will later transition into a geometric one.

# 2 Transitioning to geometry

### 2.1 Proof of the eccentricity vector being constant

Firstly, note that the angular momentum of the sattelite remains constant. We can rewrite  $\vec{L}$  as  $mr^2\vec{\omega}$ . Also, for a vector that only changes in direction and not length  $\vec{a}$ , we know that  $\frac{\mathrm{d}\vec{a}}{\mathrm{d}t} = \vec{\omega} \times \vec{a}$ . Taking the derivative of the eccentricity vector:

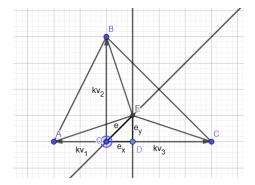
$$\frac{\mathrm{d}\vec{\varepsilon}}{\mathrm{d}t} = \frac{\vec{a}\times(mr^2\vec{\omega})}{GMm} - \vec{\omega}\times\hat{r} = \frac{1}{GMm}(-\frac{GM}{r^3}\vec{r})\times(mr^2\vec{\omega}) - \vec{\omega}\times\hat{r} = -\hat{r}\times\vec{\omega} - \vec{\omega}\times\hat{r} = 0$$

### 2.2 The setup

Because the angular momentum does not change, if we take z to be the axis perpendicular to the plane of motion we can write  $\frac{\vec{v} \times \vec{L}}{GMm} = \frac{L}{GMm} \vec{v} \times \hat{z}$ , but actually  $k \equiv \frac{L}{GMm}$  is constant and  $\vec{v} \times \hat{z}$  is just a rotated version of  $\vec{v}$  by 90 degrees (the rotation will be in the same direction for any of the speeds at points

A, B and C). Now, take a point O in the plane and draw 3 vectors from it, one to the left OA, the other up OB, and the last one to the right OC, so that the first and second are orthogonal and the first and third are exactly opposite. Regarding the magnitudes, choose the first as  $kv_1$ , the second  $kv_2$ , and the third  $kv_3$ . That is the same as depicting  $\frac{L}{GMm}\vec{v_1}\times\hat{z}$ ,  $\frac{L}{GMm}\vec{v_2}\times\hat{z}$  and  $\frac{L}{GMm}\vec{v_3}\times\hat{z}$ , except the plane is rotated 90 degrees. But because the eccentricity vector is constant, we have that subtracting the unit vector  $\hat{r}$  should get us to the same point E (giving us  $e = |\vec{\epsilon}| = OE$ , the eccentricity we are looking for), but  $\hat{r}$  has a constant magnitude, meaning that the point is an equal distance away from any of the points A, B or C - but this means that E is the circumcenter of the triangle ABC!

## 3 Geometry



Since E is the circumcenter, it is the intersection of perpendicular bisectors of the sides of the triangle. Knowing that EA = EB = EC = 1, we can find OE (because we know the ratios of the triangle sides). To make everything much simpler, I will introduce a few substitutions:

$$a = \sqrt{v_2^2 + v_3^2}$$

$$b = v_1 + v_3$$

$$c = \sqrt{v_1^2 + v_2^2}$$

$$p = \frac{a+b+c}{2}$$

Let us start by expressing the eccentricity using the known velocities and the constant k. Let D be the midpoint of AC. Then  $(OD)^2 = e_x^2 = (k \frac{v_1 + v_3}{2} - k \frac{v_2 + v_3}{2})$ 

$$(kv_1)^2=k^2(\frac{v_3-v_1}{2})^2$$
, and  $(DE)^2=e_y^2=1-k^2(\frac{v_1+v_3}{2})^2$ . So: 
$$e=\sqrt{e_x^2+e_y^2}=\sqrt{1-k^2v_1v_3}$$

For the constant k, it can be found by exploiting the fact that EA = EB = EC = 1 and two ways to find the area of a triangle:

$$S = \sqrt{kp(kp - ka)(kp - kb)(kp - kc)} = \frac{kakbkc}{4 \cdot AE} = k^3 \frac{abc}{4}$$
$$k = \frac{4\sqrt{p(p-a)(p-b)(p-c)}}{abc}$$
$$k^2 = \frac{16p(p-a)(p-b)(p-c)}{a^2b^2c^2}$$

Substituting this into the expression for e gives:

$$e = \sqrt{1 - \frac{16p(p-a)(p-b)(p-c)v_1v_3}{a^2b^2c^2}}$$

where

$$a = \sqrt{v_2^2 + v_3^2}$$

$$b = v_1 + v_3$$

$$p = \frac{a+b+c}{2}$$

For the given case of velocities, substituting the values gives  $e=\sqrt{\frac{17}{65}}\approx 0.511408312.$