

FFT BASED ALGORITHM FOR EFFICIENT GRAVITY FIELD CALCULATION: **COMPARISON WITH EXACT RESULTS FOR POLYHEDRAL SHAPE MODELS**

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In the frame of the H2020 NEO-MAPP project [1,2], we propose a Fast Fourier Transform (FFT) [3] based algorithm for efficient computation of the gravity field created by a body with any arbitrary mass distribution. Our algorithm first considers a primary three-dimensional cartesian grid that contains the considered mass distribution and has uniform point spacings Δx , Δy , Δz . The density $\rho(r)$ of the body is then discretized at each primary grid cell. Next, our algorithm considers a secondary three-dimensional cartesian grid that applies an arbitrary translation \vec{t} to the primary one and represents the space region where the gravity field will be computed. Finally, our algorithm computes efficiently the gravity vector $\vec{g}(r)$ created by the (discretized) body within the primary grid at all secondary grid points.





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