

Ballistics

ECSE 211: Design Principles and Methods

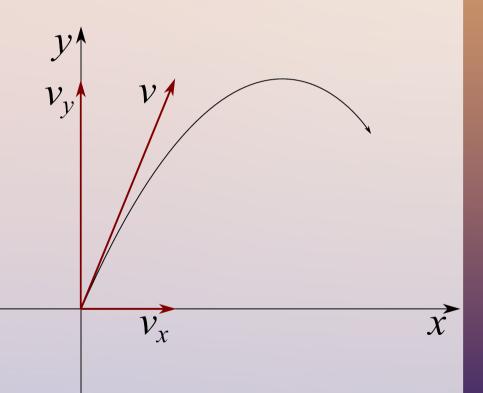
Overview

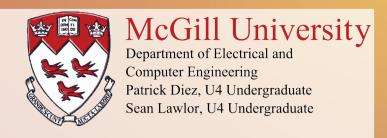


- Review
- Analysis: Catapult
- Design Considerations
- Example
- Summary

- Recall from high school physics that a projectile's velocity vector can be broken into components
- Each component can then be considered individually
- If a vacuum is assumed, the only force that exists on the projectile is that of gravity



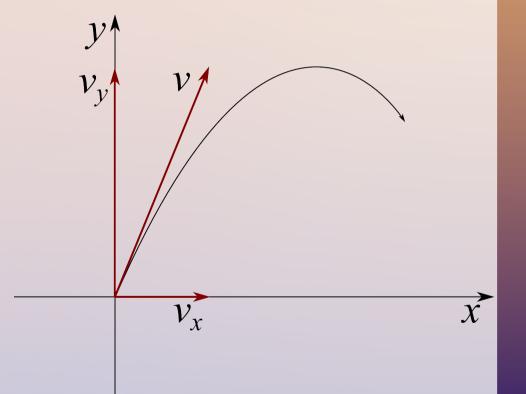


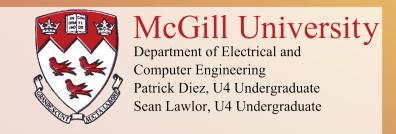


 Since, by Newton's Second Law of Motion,

$$m\frac{d}{dt}v_x = F$$

and there exists no force in the x-direction, v_x must be constant





• Integrating on both sides of:

$$m\frac{d}{dt}v_{y} = -mg$$

$$\int_{0}^{t} \int_{0}^{\tau} \frac{d}{dT}v_{y}dTd\tau = \int_{0}^{t} \int_{0}^{\tau} -gdTd\tau$$

$$r_{y} = -\frac{1}{2}gt^{2} + C_{1}t + C_{0}$$

and assuming the projectile is initially at the origin,

$$r_{y}(t) = -\frac{1}{2}gt^{2} + v_{y0}t$$



• Then we have two equations for the position of the projectile as a function of time:

$$r_{x}(t) = v_{x0}t$$

$$r_{y}(t) = -\frac{1}{2}gt^{2} + v_{y0}t$$

and performing substitution of one parametric equation into the other, we get the trajectory of the projectile:

$$t = \frac{r_x(t)}{v_{x0}} = \frac{x}{v_{x0}}$$

$$y(x) = -\frac{1}{2v_{x0}^2} g x^2 + \frac{v_{y0}}{v_{x0}} x$$



• This is a parabola, whose roots are:

$$y(x) = \left[-\frac{1}{2v_{x0}^2} g x + \frac{v_{y0}}{v_{x0}} \right] x = 0 \Rightarrow x = \left\{ 0, \frac{2v_{x0}v_{y0}}{g} \right\}$$

Thus if the projectile is launched at a fixed velocity v with a variable angle θ ,

$$(v_{x\theta}, v_{y\theta}) = (v\cos(\theta), v\sin(\theta))$$

$$d = \frac{2v_{x0}v_{y0}}{g} = \frac{2v^{2}\sin(\theta)\cos(\theta)}{g} = \frac{v^{2}\sin(2\theta)}{g}$$



• And maximizing d with respect to θ yields the well known result:

$$\frac{d}{d\theta}d = \frac{2v^2\cos(2\theta)}{g} = 0 \Rightarrow \theta = \frac{\cos^{-1}(0)}{2} = 45^\circ$$

where *d* is the distance the projectile travels, and is maximized at:

$$d_{max} = \frac{v^2}{g}$$



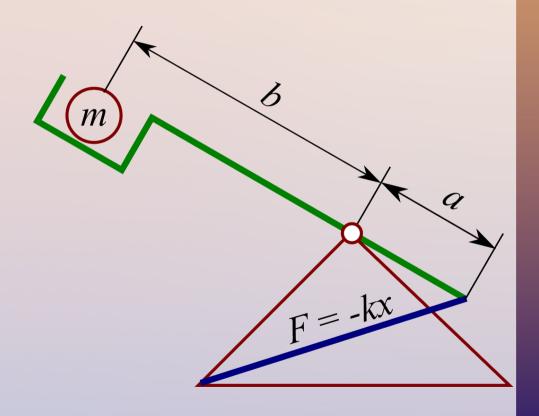
• Finally, if the initial energy of the projectile is known,

$$\frac{2E}{m} = v^2$$

$$d = \frac{2E\sin(2\theta)}{mg}, \quad d_{max} = \frac{2E}{mg}$$

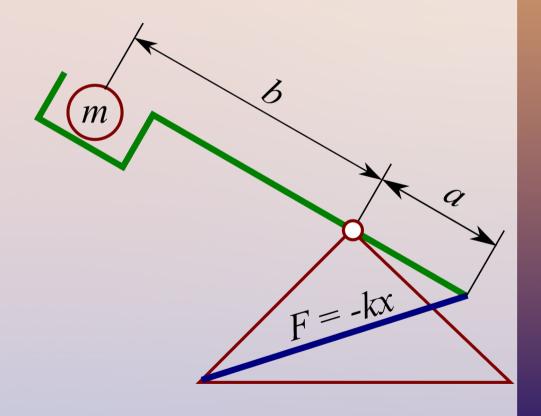
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- Consider the (green)
 catapult on the right,
 where the blue bar is a
 spring under tension
 respecting Hooke's Law
- To aid in the analysis of this catapult, some simplifying assumptions must be made



- First, assume that the force applied on the catapult by the spring is applied entirely tangentially
- Second, assume that gravity is negligible
- Finally, assume that the catapult (without projectile) has a known inertial moment $I_{catapult}$





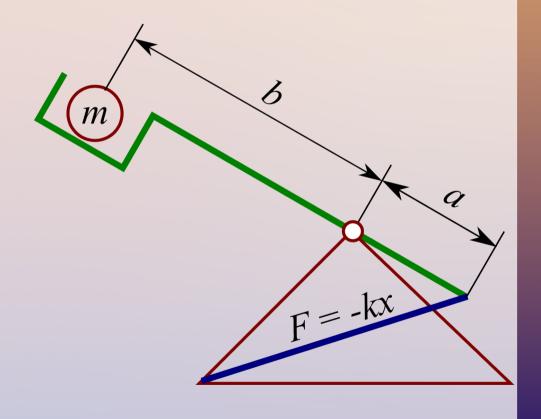


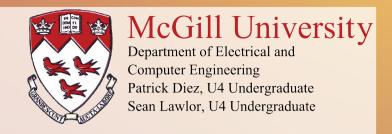
• Then the torque applied by the spring is:

$$\tau_{spring} = (-kx)a$$

• Since the force is being applied tangentially, we define θ such that:

$$\theta = \frac{x}{a} \Rightarrow \tau_{spring} = -k \theta a^2$$





Then applying Newton's Second Law of Motion yields

$$\tau_{spring} = I \alpha$$

$$-k \theta a^{2} = I \alpha$$

$$\frac{-k a^{2}}{I} \theta = \frac{d^{2}}{d t^{2}} \theta$$

an ordinary differential equation whose solution is:

$$\theta(t) = C_1 \sin\left(a\sqrt{\frac{k}{I}}t\right) + C_2 \cos\left(a\sqrt{\frac{k}{I}}t\right)$$



• Assuming the catapult starts at rest, at a position θ_0 , it follows that:

$$\theta(t) = C_1 \sin\left(a\sqrt{\frac{k}{I}}t\right) + C_2 \cos\left(a\sqrt{\frac{k}{I}}t\right)$$

$$\theta(0) = C_1 \sin(0) + C_2 \cos(0) = C_2 = \theta_0$$

$$\left. \frac{d}{dt} \theta(t) \right|_{t=0} = C_1 a \sqrt{\frac{k}{I}} \cos(0) - C_2 a \sqrt{\frac{k}{I}} \sin(0) = C_1 = 0$$



• So the position of the catapult as a function of time is:

$$\theta(t) = \theta_0 \cos\left(a\sqrt{\frac{k}{I}}t\right)$$

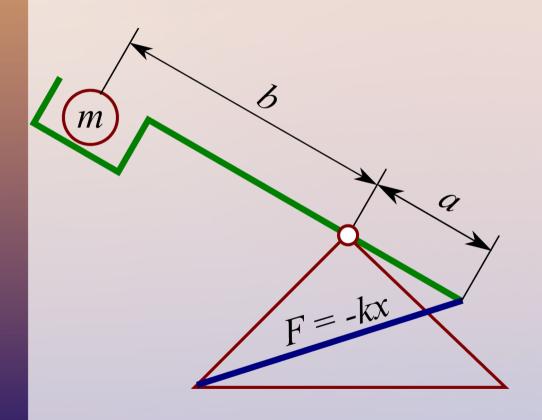
• By taking a derivative, we get its angular velocity:

$$\frac{d}{dt}\theta(t) = -\theta_0 a \sqrt{\frac{k}{I}} \sin\left(a\sqrt{\frac{k}{I}}t\right)$$

to conclude that its peak angular velocity is:

$$\omega_{max} = \theta_0 a \sqrt{\frac{k}{I}}$$



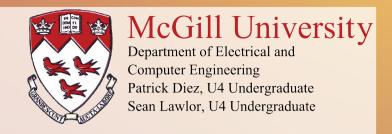


• In this context, *I* is the inertial moment of the catapult and its projectile:

$$I = I_{catapult} + m_{projectile} b^2$$

 And with some simple geometry, the projectile's launch velocity is:

$$v_0 = \omega_{max} b$$



• Its launch velocity can be expressed as a function of the catapult's parameters:

$$v_0 = \theta_0 a b \sqrt{\frac{k}{I}}$$

• And similarly, its initial kinetic energy:

$$E_{projectile} = \frac{1}{2} m v_0^2 = \frac{m k (\theta_0 a b)^2}{2 I}$$



• Returning to the earlier equations (on slide 15), it can be shown that ω_{max} occurs when $\theta(t) = 0$. Then the energy released by the spring into the catapult is:

$$E_{spring} = \frac{1}{2} k \theta_0^2 a^2$$

• And finally, the energy efficiency of the catapult is evaluable as:

$$\eta_{catapult} = \frac{E_{projectile}}{E_{spring}} = \frac{m_{projectile}b^{2}}{I_{catapult} + m_{projectile}b^{2}}$$

Design Considerations



• If the catapult is made of a material of constant linear density λ with respect to its length, then its inertial moment is:

$$I_{catapult} = \int_{-a}^{b} \lambda r^2 dr = \frac{\lambda (a^3 + b^3)}{3}$$

• Since this growth is cubic, increasing the length of the catapult (b) will, in general, decrease the projectile velocity and the catapult's mechanical efficiency

Design Considerations



• The distance d_{max} travelled by the projectile can be expressed as a function of the catapult parameters:

$$d_{max} = \frac{v^2}{g} = \frac{k \left(\theta_0 a b\right)^2}{I g}$$

• Thus, increasing the angle rotated by the catapult prior to launching (θ_0) , decreasing its inertial moment (I), and increasing the spring constant of its spring (k) are possible means of improving the launch distance

Example



• A catapult with b = 10 cm launches a 3 g ping-pong ball 2 m, with an initial launch angle of 45°. Its spring was measured to store 1 J of energy prior to launch. Determine the inertial moment of the catapult.

Answer

Working backward:

$$d_{max} = \frac{2E}{mg} \Rightarrow E = \frac{d_{max} mg}{2} = \frac{2 \times 0.003 \times 9.8}{2} = 29.4 \text{ mJ}$$

Example



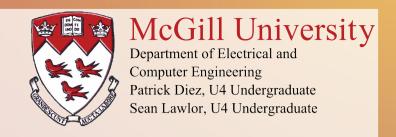
• Using the formula for efficiency:

$$\eta_{catapult} = \frac{E_{projectile}}{E_{spring}} = \frac{m_{projectile}b^2}{I_{catapult} + m_{projectile}b^2}$$

$$I_{catapult} = \frac{E_{spring} - E_{projectile}}{E_{projectile}} m_{projectile} b^{2}$$

$$I_{catapult} = \frac{1 - 0.0294}{0.0294} \times 0.003 \times 0.1^2 = 0.99 \,\mathrm{g m}^2$$

Summary



- Newton's laws of physics allow the mathematical description of the (parabolic) trajectory of a projectile with constant force on it
- Using a catapult as a sample launching mechanism (naturally, others exist), a detailed analysis of the efficiency of the device can be performed
- This analysis in turn leads to conclusions that influence the design process
- Additionally, experimentation is shown to be usable to calculate otherwise difficult-to-measure values (such as inertial moment)