

# Projectile Motion with drag

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# Plan of talk

Anurag Das (2020phy1116) will begin the presentation with the following sections:

- Theory
- Packages and methods used

... and will be followed by Lucky Upadhayay (2020phy1041) taking over for the following sections:

- Results and analysis
- Conclusion

## Projectile Motion

An object that is in flight after being thrown or projected is called a projectile. Such a projectile might be a football, a cricket ball, javelin or any other object.

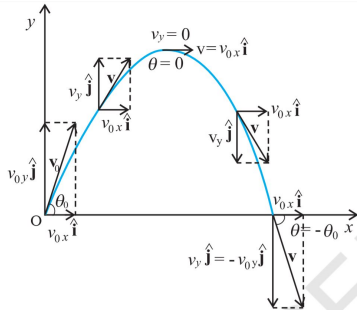


Figure: Path of a projectile is a parabola

## Taking friction into account

$$\vec{f} = -k|v_o|\vec{v}_o$$

$$\therefore f_x = -k|v_o|^2 \cos \theta_o \quad f_y = -k|v_o|^2 \sin \theta_o$$

... Which brings us to our differential equations

$$\frac{dY_0}{dt} \left( \equiv \frac{dx}{dt} \right) = Y_1 \quad (1)$$

$$\frac{dY_1}{dt} \left( \equiv \frac{d^2x}{dt^2} \right) = \frac{f_x}{m} \quad (2)$$

$$\frac{dY_2}{dt} \left( \equiv \frac{dy}{dt} \right) = Y_3 \quad (3)$$

$$\frac{dY_3}{dt} \left( \equiv \frac{d^2y}{dt^2} \right) = \frac{f_y}{m} - g \quad (4)$$

# Packages and Methods used

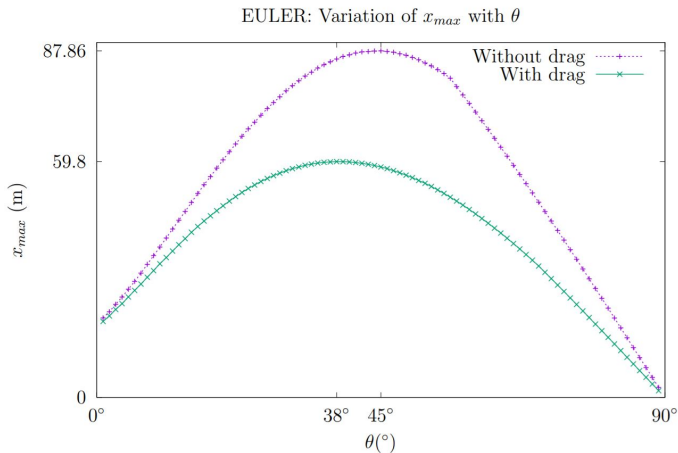
## Tools used to run simulations, write the report, and make beamer

- Python
- GNU plot
- $\text{\LaTeX}$

## Numerical methods used to solve the equations

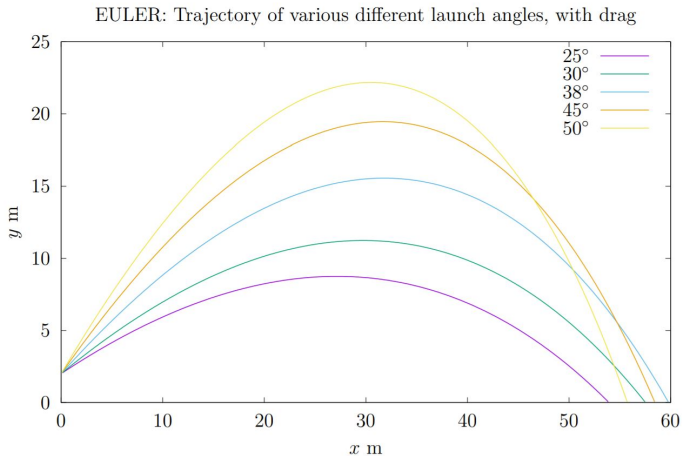
- Euler method
- rk2 method
- rk4 method

# Results and Analysis



**Figure:** Figure shows the variation of  $x_{max}$  with  $\theta$ , computed using the Euler method

# Results and Analysis



**Figure:** Figure shows trajectories of javelin thrown with different launch angles, computed using the Euler method

# Results and Analysis

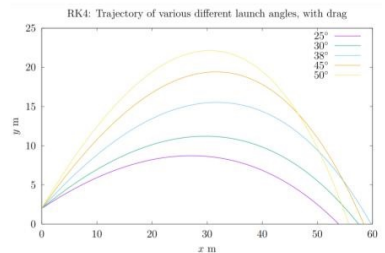
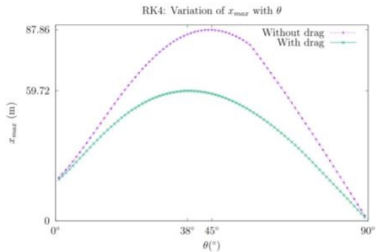
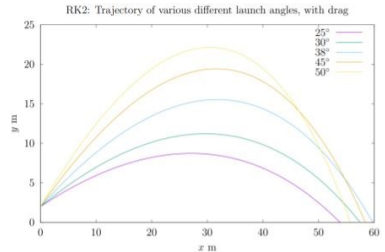
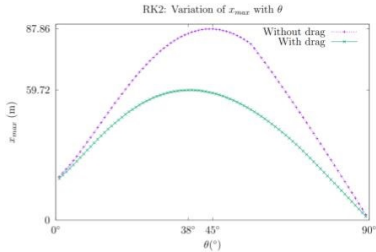


Figure: Results with rk2 and rk4 method



# Conclusion

## Primary conclusions

- Optimal angle =  $38^\circ$ , for all cases.
- $x_{max} = 59.8\text{m}$  by Euler,  $59.72\text{m}$  by rk2, rk4.
- Variation in  $x_{max}$  for  $35^\circ$  to  $40^\circ = 0.23\%$ , by euler method.
- $\therefore$  it depends more on the athlete's execution.

## Things that we learned:

- $\text{\LaTeX}$  (Writing reports, and making beamers)
- GNU plot
- Euler, rk2, and rk4 methods
- Accounting for air drag
- Working in a team for an extended period of time