

Curling scientific

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Chapter 1

Rock trajectory

1.1 Applying the 'Denny' model

Mark Denny published a model in [Den98], see A.1. To apply it for simulation we need to

- compute the ice properties from the draw-to-tee time and curl.
- transform from $t_0 = 0$ to $t_0 > 0$
- transform the equations from rock-coordinates to world-coordinates
- compute the initial speed of a rock from the hog-to-hog time and y_0

1.1.1 Basic equations

After substituting eq. (A.5) the basic equations are:

$$x(t) = -\text{sgn}(\omega_0) \frac{b g \mu t^3 (3 g \mu t - 4 v_0)}{48 \varepsilon R} \quad (1.1)$$

$$x'(t) = -\text{sgn}(\omega_0) \frac{b g \mu t^2 (g \mu t - v_0)}{4 \varepsilon R} \quad (1.2)$$

$$x''(t) = -\text{sgn}(\omega_0) \frac{b g \mu t (3 g \mu t - 2 v_0)}{4 \varepsilon R} \quad (1.3)$$

$$y(t) = -\frac{t (g \mu t - 2 v_0)}{2} \quad (1.4)$$

$$y'(t) = -(g \mu t - v_0) \quad (1.5)$$

$$y''(t) = -g \mu \quad (1.6)$$

$$\alpha(t) = \frac{\omega_0 \varepsilon \left(g \mu t \left(-\frac{g \mu t - v_0}{v_0} \right)^{\frac{1}{\varepsilon}} - v_0 \left(-\frac{g \mu t - v_0}{v_0} \right)^{\frac{1}{\varepsilon}} + v_0 \right)}{(\varepsilon + 1) g \mu} \quad (1.7)$$

$$\alpha'(t) = \omega_0 \left(-\frac{g \mu t - v_0}{v_0} \right)^{\frac{1}{\varepsilon}} \quad (1.8)$$

$$\alpha''(t) = \frac{\omega_0 g \mu \left(-\frac{g \mu t - v_0}{v_0} \right)^{\frac{1}{\varepsilon}}}{\varepsilon (g \mu t - v_0)} \quad (1.9)$$

1.1.2 The ice-properties μ and b

To calculate μ and b from the time T and curl B of a draw-to-tee we set up the equations

$$x(T) = B \quad (\text{curl}) \quad (1.10)$$

$$x'(T) = 0 \quad (1.11)$$

$$y(T) = D \quad (\text{distance hog to tee}) \quad (1.12)$$

$$y'(T) = 0 \quad (1.13)$$

Solving the set of this 4 equations leads to

$$b = -\frac{12 B \varepsilon R}{D^2} \quad (1.14)$$

$$\mu = \frac{2 D}{g T^2} \quad (1.15)$$

$$v_0 = \frac{2 D}{T} \quad (1.16)$$

1.1.3 Some initial speeds

How hard do we have to throw a rock, that will take 12 seconds hog to hog?

To calculate v_0 at the far hog we don't use the time hog-to-tee for not every rock reaches the tee-line. Here the time hog-to-hog (T_H) is better.

$$y(T_H) = H \quad (\text{dist. hog-to-hog}) \quad (1.17)$$

$$\Rightarrow v_0 = \frac{g \mu T_H^2 + 2 H}{2 T_H} \quad (1.18)$$

If we don't want v_1 at the far hog but at any given distance y_1 , the following equations apply:

$$y(t) = y_1 \quad (1.19)$$

$$y'(t) = v_1 \quad (1.20)$$

$$v_1 = -\frac{g\mu T^2 - 2y_1}{2T} \quad (1.21)$$

$$v_0 = \frac{g\mu T^2 + 2y_1}{2T} \quad (1.22)$$

eq. (??) + eq. (??):

$$H = v_0 T_H - T_H \frac{\mu g}{2} + T_H t_0 \mu g \quad (1.23)$$

$$\implies t_0 = \frac{H - v_0 T_H + T_H^2 \frac{\mu g}{2}}{T_H \mu g} \quad (1.24)$$

Substituting this into eq. (??) and solving for v_0 gives

$$\implies v_0 = \frac{1}{2} \cdot \sqrt{\left(\mu g T_H + 2 \frac{H}{T_H}\right)^2 + 4\mu g H - 8\mu g y_0} \quad (1.25)$$

If you prefer using Y_0 measured from the tee, use

$$\implies v_0 = \frac{1}{2} \cdot \sqrt{\left(\mu g T_H + 2 \frac{H}{T_H}\right)^2 + 4\mu g H - 8\mu g (\text{far-hog-to-tee} - Y_0)} \quad (1.26)$$

1.1.4 Coordinate transformation

Because of Denny assumes the rock to start at $(0,0)^T$ with v_0 pointing along the \hat{y} -axis, we need a rotation and shift to get the general equations.

$$\begin{pmatrix} x \\ y \end{pmatrix} := \frac{\vec{v}_{\text{real}}}{|\vec{v}_{\text{real}}|} \quad (1.27)$$

$$\text{The required transformation is: } \begin{pmatrix} y & x \\ x & -y \end{pmatrix} \quad (1.28)$$

Applying this trafo to e.g. $\begin{pmatrix} a \\ b \end{pmatrix}$ results in

$$\begin{pmatrix} y & x \\ x & -y \end{pmatrix} \cdot \begin{pmatrix} a \\ b \end{pmatrix} = \begin{pmatrix} ay + bx \\ ax - by \end{pmatrix} \quad (1.29)$$

where a and b are polynomes of max. fourth degree:

$$a =: At^4 + Bt^3 + Ct^2 + Dt + E \quad (1.30)$$

$$b =: \alpha t^4 + \beta t^3 + \gamma t^2 + \delta t + \phi \quad (1.31)$$

This leads to a x-component of

$$\begin{aligned} & y(At^4 + Bt^3 + Ct^2 + Dt + E) + \\ & x(\alpha t^4 + \beta t^3 + \gamma t^2 + \delta t + \phi) \end{aligned} \quad (1.32)$$

$$= (Ay + \alpha x)t^4 + \dots + (Ey + \phi x) \quad (1.33)$$

and a y-component of

$$\begin{aligned} & x(At^4 + Bt^3 + Ct^2 + Dt + E) + \\ & -y(\alpha t^4 + \beta t^3 + \gamma t^2 + \delta t + \phi) \end{aligned} \quad (1.34)$$

$$= (Ax - \alpha y)t^4 + \dots + (Ex - \phi y) \quad (1.35)$$

Now just the shift is missing.

Appendix A

Ice models

A.1 The 'Denny' model

Mark Denny published a model in [Den98]. It's quite simple and provides polynomes of fourth degree to describe the rock's motion along the sheet.

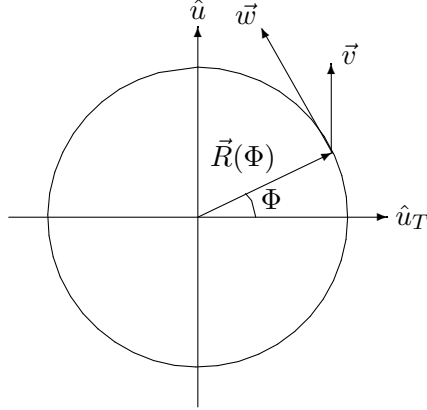


Figure A.1: The *running band* of radius R is the surface of contact between rock and ice. Here the velocity components, relative to the ice, of a point on the running band are shown. v is the CM velocity, and w is the angular component at radius R . The unit vectors (u_T, u) coincide with (u_x, u_y) at time $t = 0$. In this case the rock is curling in a counterclockwise sense (so angular velocity unit vector $= u_z$).

$$x(t) \approx -\frac{bv_0^2}{4\epsilon R\tau} \left(\frac{t^3}{3} - \frac{t^4}{4\tau} \right) \quad (\text{A.1})$$

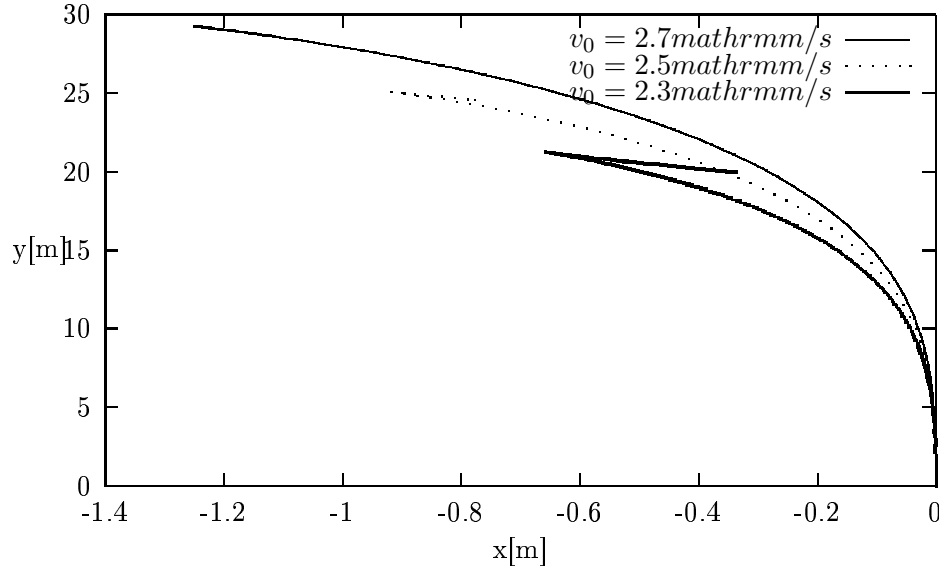


Figure A.2: Approximate curling rock trajectories, calculated from eq. (A.1), eq. (A.2) and eq. (A.4) for three values of initial velocity v_0 . The other parameters are: $\mu = 0.0127$, $b_{\text{LR}} = 0.003$, $\epsilon = 2.63$, $R = 0.065$.

$$y(t) \approx v_0 \left(t - \frac{t^2}{2\tau} \right) \quad (\text{A.2})$$

$$\omega(t) \approx \omega_0 \left(1 - \frac{t}{\tau} \right)^{1/\epsilon} \quad (\text{A.3})$$

$$\alpha(t) \approx \int_0^t \omega(t) dt = - \frac{\omega_0 \epsilon \left(\tau \left(\frac{\tau-t}{\tau} \right)^{\frac{1}{\epsilon}} - t \left(\frac{\tau-t}{\tau} \right)^{\frac{1}{\epsilon}} - \tau \right)}{\epsilon + 1} \quad (\text{A.4})$$

t	[s]	time
x	[m]	curl
y	[m]	distance along the track
b	[1]	parameter for the curl's magnitude
ϵ	[1]	parameter $\frac{I}{mR^2}$
τ	[s]	total time until $v = 0$
R	[m]	radius of the touching area rock/ice $\approx 6.3\text{e-}2$
μ	[1]	friction coefficient rock/ice
I		moment of inertia (z-direction)
g	[N/kg]	9.81 gravitation

The final properties are:

$$\tau = \frac{v_0}{\mu g} \quad (\text{A.5})$$

$$x(\tau) \approx -\frac{b_{\text{LR}}}{12\epsilon} \frac{y^2(\tau)}{R} \quad (\text{A.6})$$

$$y(\tau) \approx \frac{v_0^2}{2\mu g} \quad (\text{A.7})$$

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