

Catapult Project v.1

December 4, 2015

Summary. The purpose of the final project is to integrate the ideas we have been exploring throughout the semester: data acquisition, modeling change, model fitting.

- (a) Assuming that your catapult launches its ping-pong ball in a direction perpendicular to the frame, devise a means of launching the catapult at a specified angle. Use trigonometry, and your imagination.
- (b) Collect data on the travel distance of your catapult – as measured from the point where the bottom of the catapult touches the ground – as a function of launch angle. I would recommend collecting data at the increments $\theta \in \{10, 20, 30, 40, 50, 60, 70, 80\}$, and I would recommend collecting at least 10 measurements per angle, to obtain means and standard deviations.
- (c) Construct an empirical fit to your data. Try simple functions such as polynomials $D = A + B\theta + C\theta^2$. How many terms do you need to get a good fit?
- (d) Now build an ODE model for the trajectory, including initial position of the ball as calculated input (use trigonometry), and the launch speed and the drag coefficients as parameters. Write a Matlab function file that accepts this information, and returns the RHS of the ODEs.
- (e) Estimate the value of your model coefficients using physical observations (for launch speed) or research (for drag coefficients). Then fit the values using a weighted least squares approach. Are you able to get a good fit to the data? Are both drag coefficients needed?
- (f) Finally, develop an approach for selecting a launch angle θ , given your model $m(\theta)$ and a target distance D . You can resort to printing out a picture of your graphs if needed, or employ a root-finding approach automatically.
- (g) Summarize these efforts to create a calibrated catapult in a written report, including diagrams illustrating your launch setup, plots of your data and fits, and a description of your aiming strategy. The final exam time will consist of trying to launch ping-pong balls into buckets placed in the room. You are expected at least to come close to some of them.