

1 | Setup

The ball launcher problem involves an energetic optimization to figure, given the situation as shown in the above image, the parameters h_0 and θ_0 that would best create a maximum launch distance x_f .

In this problem, we will define the axis such that the "lower-left" corner of the wood block (corner sharing x value of the starting position of the marble, but on the "ground") as (-w,0), where w is the width of the wooden block. Therefore, we derive the x-value of the location of the launch of the projectile as x=0. We define the direction towards with the marble is launching as positive-x, so as the marble rolls, its position's x value increases. We will define the location of the marble before starting as positive y, and as the marble decreases in height, its position's y value decreases.

We define the start of the experiment as time t_0 , the moment the marble leaves the track and travels as a projectile as t_1 , and the end — in the moment when the marble hits the ground — as t_f . We will call the marble m_0 .

2 | Figuring the Velocity at t_1

In order to expedite the process of derivation, we will leverage an energetic argument instead of that of kinematics for figuring the velocity at launch. The change-in-height that m_0 experiences before t_1 is $\Delta h =$ $H-h_0$. Therefore, the potential energy expenditure is $\Delta PE_{grav}=mg\Delta h=m_0g(H-h_0)$. Assuming that the marble starts out with 0 kinetic energy, we deduct that, at the moment of it finishing its descent, it will possess kinetic energy $KE = 0 + m_0 g(H - h_0) = m_0 g(H - h_0)$.

For this derivation, for now, we ignore $KE_{rotational}$, hence, we could roughly deduct the statement that $KE_{translational} \approx m_0 g(H - h_0).$

Creating this statement, we could deduct a statement that we could leverage to solve for the velocity at t_1 named $\vec{v_0}$.

$$m_0 g(H - h_0) = \frac{1}{2} m_0 \vec{v_0}^2 \tag{1}$$

$$g(H - h_0) = \frac{1}{2}\vec{v_0}^2 \tag{2}$$

$$2g(H - h_0) = \vec{v_0}^2 \tag{3}$$

$$\vec{v_0} = \sqrt{2g(H - h_0)}$$
 (4)

This velocity vector could be easily split into its two constituent parts. Namely:

$$\begin{cases} \vec{v_{0x}} = \sqrt{2g(H - h_0)}cos(\theta_0) \\ \vec{v_{0y}} = \sqrt{2g(H - h_0)}sin(\theta_0) \end{cases}$$

3 | Figuring the Maximum Possible Travel Distance

Here, we devise an function for x_f w.r.t. $\vec{v_{0y}}$, $\vec{v_{0x}}$, h_0 , m_0 .

3.1 | Setup for Kinematics

We first will leverage the parametric equations for position in kinematics in order to ultimately result in a function for x_f .

$$\begin{cases} x(t) = \frac{1}{2}a_{0x}t^2 + v_{0x}t + x_0 \\ y(t) = \frac{1}{2}a_{0y}t^2 + v_{0y}t + y_0 \end{cases}$$

Given the situation of our problem, we could modify the pair as follows:

$$\begin{cases} x(t) = v_{0x}t \\ y(t) = \frac{-1}{2}gt^2 + v_{0y}t + h_0 \end{cases}$$

- there are no acceleration in the x-direction at the point of launch
- · the only acceleration in the y-direction is that due to gravity
- the start x-position of the marble at launch is, as defined above, x=0
- the start y-position of the marble at launch is, as defined above, $y=h_0$

3.2 | Solving for $\frac{dx_f}{d\theta_0}$

We need to maximize $\frac{dx_f}{d\theta_0}$ as one out of two components to optimize for. Once we figure that value, we then supply the corresponding maximum value then optimize again for $\frac{h_0}{d\theta_0}$. The position equations above could be leveraged to figure a value for x_f .

3.2.1 | Setup for Solution

We first create a set of equations modeling the location of the marble at t_f .

$$\begin{cases} x(t_f) = x_f = v_{0x}t_f = t_f\sqrt{2g(H - h_0)}cos(\theta_0) \\ y(t_f) = 0 = \frac{-1}{2}gt_f^2 + v_{0y}t_f + h_0 = \frac{-1}{2}gt_f^2 + t_f\sqrt{2g(H - h_0)}sin(\theta_0) + h_0 \end{cases}$$

We first solve for t_f , and supply it to the first equation.

$$t_f = \frac{x_f}{\sqrt{2g(H - h_0)}cos(\theta_0)} \tag{5}$$

Finally, we substitute the definition of t_f into $y(t_f)$.

$$y(t_f) = 0 = \frac{-1}{2}g \frac{x_f}{\sqrt{2g(H - h_0)}cos(\theta_0)}^2 + \frac{x_f}{\sqrt{2g(H - h_0)}cos(\theta_0)}\sqrt{2g(H - h_0)}sin(\theta_0) + h_0$$
 (6)

We will now proceed to simplify the expression further

$$0 = \frac{-1}{4} \frac{-x_f^2}{(H - h_0)\cos^2(\theta_0)} + x_f \tan(\theta_0) + h_0 \tag{7}$$

$$= \frac{-1}{4} \frac{-x_f^2}{(H - h_0)} \cos^{-2}(\theta_0) + x_f \tan(\theta_0) + h_0$$
(8)

$$= \frac{-1}{4} \frac{-1}{(H - h_0)} x_f^2 \cos^{-2}(\theta_0) + x_f \tan(\theta_0) + h_0$$
(9)

3.2.2 | Finding $\frac{dx_f}{d\theta_0}$

We leverage implicit differentiation to figure a value for $\frac{dx_f}{d\theta_0}$. We set x_f as a differentiable function, and h_0 and H as both constants.

$$0 = \frac{-1}{4} \frac{-1}{(H - h_0)} x_f^2 \cos^{-2}(\theta_0) + x_f \tan(\theta_0) + h_0$$
(10)

$$\Rightarrow \frac{d}{d\theta_0} 0 = \frac{d}{d\theta_0} \left(\frac{1}{4} \frac{1}{(H - h_0)} x_f^2 \cos^{-2}(\theta_0) + x_f \tan(\theta_0) + h_0 \right)$$
 (11)

$$\Rightarrow 0 = \frac{1}{4} \frac{1}{(H - h_0)} \frac{d}{d\theta_0} x_f^2 \cos^{-2}(\theta_0) + \frac{d}{d\theta_0} x_f \tan(\theta_0) + \frac{d}{d\theta_0} h_0$$
 (12)

$$\Rightarrow 0 = \frac{1}{4} \frac{1}{(H - h_0)} ((\frac{d}{d\theta_0} x_f^2) cos^{-2}(\theta_0) + x_f^2 (\frac{d}{d\theta_0} cos^{-2}(\theta_0))) +$$
(13)

$$\left(\left(\frac{d}{d\theta_0}x_f\right)tan(\theta_0) + \left(\frac{d}{d\theta_0}tan(\theta_0)\right)x_f\right) + 0 \tag{14}$$

$$\Rightarrow 0 = \frac{1}{4(H - h_0)} ((2x_f \frac{dx_f}{d\theta_0}) cos^{-2}(\theta_0) + x_f^2 (2cos^{-3}(\theta_0) sin(\theta_0))) +$$
(15)

$$\left(\frac{dx_f}{d\theta_0}tan(\theta_0) + sec(2\theta_0)x_f\right) \tag{16}$$

$$\Rightarrow 0 = \frac{1}{4(H - h_0)} (2x_f \frac{dx_f}{d\theta_0}) \cos^{-2}(\theta_0) + \frac{1}{4(H - h_0)} x_f^{2} (2\cos^{-3}(\theta_0) \sin(\theta_0)) +$$
(17)

$$\frac{dx_f}{d\theta_0}tan(\theta_0) + sec(2\theta_0)x_f \tag{18}$$

$$\Rightarrow -\frac{1}{4(H-h_0)}x_f^2(2\cos^{-3}(\theta_0)\sin(\theta_0)) - \sec(2\theta_0)x_f =$$
(19)

$$\frac{1}{4(H-h_0)} (2x_f \frac{dx_f}{d\theta_0}) cos^{-2}(\theta_0) + (\frac{dx_f}{d\theta_0} tan(\theta_0) + sec(2\theta_0)x_f)$$
 (20)

(21)