

Longitudinal Trim

Last time: Long. Forces + Moments

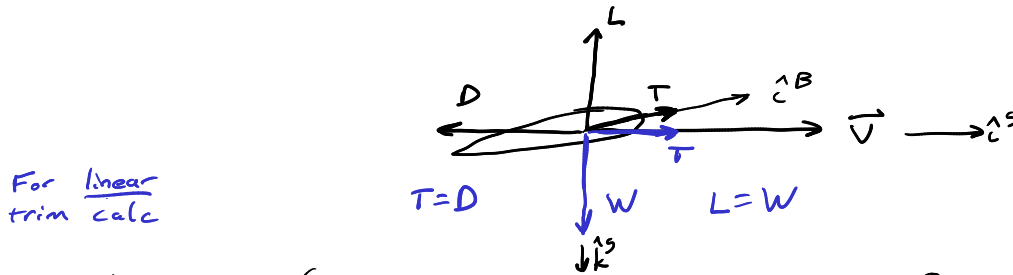
$$L = \frac{1}{2} \rho V_a^2 S \left(\overset{\text{coordinate def.}}{\cancel{C_{L_0}}} + \underbrace{C_{L_\alpha} \alpha + C_{L_q} \hat{q} + C_{L_{\delta_e}} \delta_e}_{\text{coordinate def.}} \right)$$

$$D = \frac{1}{2} \rho V_a^2 S \left(C_{D_{\min}} + K (C_L(\alpha, q, \delta_e) - C_{L_{\min}})^2 \right)$$

$$M = \frac{1}{2} \rho V_a^2 S \bar{c} \left(C_{m_0} + C_{m_\alpha} \alpha + C_{m_q} \hat{q} + C_{m_{\delta_e}} \delta_e \right)$$

$$C_{a_b} \equiv \frac{\partial C_a}{\partial b}$$

Trim: SLUF: Steady Level Unaccelerated Flight
 ↑ just "in trim"



At trim, forces + moments about C.G. sum to 0

$$\begin{aligned} \hat{z}^s \text{ dir: } T_{\text{trim}} &= D_{\text{trim}} \\ \hat{x}^s \text{ dir: } L_{\text{trim}} &= W \\ M_{\text{trim}} &= 0 \end{aligned}$$

V_a fixed

~~$$C_{L_{\text{trim}}} = C_{L_\alpha} \alpha_{\text{trim}} = \frac{W}{\frac{1}{2} \rho V_a^2 S}$$~~

~~$$C_{m_{\text{trim}}} = C_{m_0} + C_{m_\alpha} \alpha_{\text{trim}} = 0$$~~

$$C_L = C_{L_\alpha} \alpha + C_{L_{\delta_e}} \delta_e$$

$$C_m = C_{m_0} + C_{m_\alpha} \alpha + C_{m_{\delta_e}} \delta_e = 0$$

$$\begin{bmatrix} C_{L_\alpha} & C_{L_{\delta_e}} \\ C_{m_\alpha} & C_{m_{\delta_e}} \end{bmatrix} \begin{bmatrix} \alpha_{\text{trim}} \\ \delta_{e,\text{trim}} \end{bmatrix} = \begin{bmatrix} C_{L_{\text{trim}}} \\ -C_{m_0} \end{bmatrix}$$

$$\begin{bmatrix} \alpha_{\text{trim}} \\ \delta_{e,\text{trim}} \end{bmatrix} = \begin{bmatrix} C_{L_\alpha} & C_{L_{\delta_e}} \\ C_{m_\alpha} & C_{m_{\delta_e}} \end{bmatrix}^{-1} \begin{bmatrix} C_{L_{\text{trim}}} \\ -C_{m_0} \end{bmatrix}$$

$$\begin{bmatrix} a & b \\ c & d \end{bmatrix}^{-1} = \frac{1}{ad-bc} \begin{bmatrix} d & -b \\ -c & a \end{bmatrix}$$

(special case of Cramer's Rule)

$$\alpha_{\text{trim}} = \frac{C_{m_0} C_{L_{\delta_e}} + C_{m_{\delta_e}} C_{L_{\text{trim}}}}{\Delta}$$

$$\delta_{e,\text{trim}} = -\frac{C_{m_0} C_{L_\alpha} + C_{m_\alpha} C_{L_{\text{trim}}}}{\Delta}$$

$$\Delta = C_{L_\alpha} C_{m_{\delta_e}} - C_{L_{\delta_e}} C_{m_\alpha}$$

$$C_{m_\alpha} = C_{L_\alpha} (h - h_n)$$

(from slides)

$$C_{L_{\alpha}} = a = a_{wb} \left[1 + \frac{a_t S_t}{a_{wb} S} \left(1 - \frac{\partial \epsilon}{\partial \alpha} \right) \right]$$

$$C_{m_0} = C_{m_{ac_{wb}}} + C_{m_{0p}} + a_t \bar{V}_H (\epsilon_0 + i_t) \left[1 - \frac{a_t S_t}{a S} \left(1 - \frac{\partial \epsilon}{\partial \alpha} \right) \right]$$

$$h_n = h_{n_{wb}} + \frac{a_t}{a} \bar{V}_H \left(1 - \frac{\partial \epsilon}{\partial \alpha} \right) - \frac{1}{a} \frac{\partial C_{m_p}}{\partial \alpha}$$

$$C_{m_{\alpha}} = C_{L_{\alpha}} (h - h_n) \leftarrow \boxed{\text{Direct dependence on CG location } h}$$

$$C_{L_{\delta_e}} = \frac{\partial C_{L_t}}{\partial \delta_e} \frac{S_t}{S} = a_e \frac{S_t}{S}$$

$$C_{m_{\delta_e}} = -a_e \bar{V}_H + C_{L_{\delta_e}} (h - h_{n_{wb}})$$

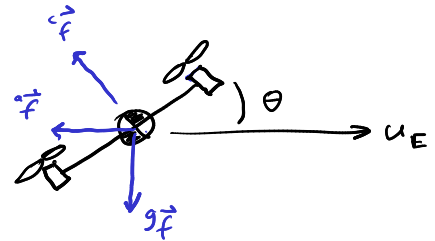
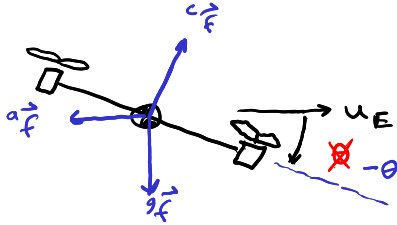
Some mistakes on hw

if $x(0) = \sum_i k_i \vec{v}_i$ $x(t) = \sum_i k_i e^{\lambda_i t} \vec{v}_i$
 not gains

Rate of climb = $\dot{z}_E = -\dot{z}_E$

$\dot{h} = -\dot{z}_E$

Diagram



Linearization

Method 1: fo. Taylor Series

$$f(x, y) = f(x_0, y_0) + \frac{\partial f}{\partial x} \bigg|_{x_0} \Delta x + \frac{\partial f}{\partial y} \bigg|_{y_0} \Delta y$$

2 methods

$$xy = x_0 y_0 + y_0 \Delta x + x_0 \Delta y$$

$$\sin(\theta) = \sin(\theta_0) + \frac{\partial \sin \theta}{\partial \theta} \bigg|_{\theta_0} \Delta \theta$$

$$= \sin(\theta_0) + \cos(\theta_0) \Delta \theta$$

may include x_0

$$\Delta \dot{x} = a \Delta x + b$$

Method 2

$f(x, y) \rightarrow f(x_0 + \Delta x, y_0 + \Delta y) \rightarrow$ expand out/cancel out \rightarrow apply small disturbance approx

$$xy \rightarrow (x_0 + \Delta x)(y_0 + \Delta y) \rightarrow x_0 y_0 + y_0 \Delta x + x_0 \Delta y + \Delta x \Delta y$$

$$\sin \theta \rightarrow \sin(\theta_0 + \Delta \theta) \rightarrow \sin(\theta_0) \cos(\Delta \theta) + \cos(\theta_0) \sin(\Delta \theta)$$

$$\rightarrow \sin(\theta_0) + \cos(\theta_0) \Delta \theta$$

W2 Q2

$\vec{x} = \begin{bmatrix} \dots \end{bmatrix}$ \vec{V}_B^E \vec{W}_E