**Efficiency of an Air-Core Induction Linear Accelerator**

**Abstract:**

The purpose of this paper is to compare the input energy of an Air-Core Induction Linear Accelerator (commonly known as a Coil-gun or Gauss Cannon) to the output energy of the projectile. The input energy is supplied from a voltage discharge from a capacitor which is calculated from the equation E = ½ C\*V2, where C is the capacitance and V is the voltage across the capacitor. Output energy is calculated from the velocity and the mass of the projectile (E = ½ m\*v2). This paper presents a “photo-gate” apparatus which consists of an infrared diode and a photodiode with infrared sensitivity used to determine the muzzle velocity of the accelerator.

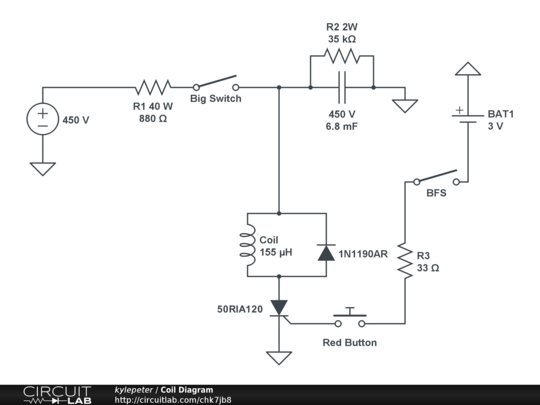
**Introduction:**

An Air-Core Induction Linear Accelerator (which from this point forward will be referred to as a Gauss Cannon or Coil-gun) uses the magnetic field produced by current running though an inductor to accelerate a projectile made of ferromagnetic materials.

Data collection for this experiment was conducted using a programming environment developed by National Instruments called LabVIEW. This application is a “highly productive development environment” which allows users to “rapidly design and deploy measurement and control systems.”[[1]](#endnote-1) In this research, a LabVIEW program was used to control the input voltage across the infrared diode of the photo-gate as well as to monitor the output voltage across the photodiode. The program took as an input the number of samples to be taken, the desired sampling rate, the length of the projectile, the voltage to be placed across the infrared diode, and a voltage threshold which would be used to determine when there was an object in the gate. The program gave the time in the gate, the muzzle velocity, as well as a graph of the voltage measured across the photodiode as a function of time. This graph was used to determine an appropriate voltage threshold level as well as provide the user with a visual representation of the run. Images of the block view diagram and the front view from the LabView program are available in Appendix A. This paper will not comment on the programming behind the operation of this program, however a general explanation of how it works follows.

The muzzle velocity is found from detecting the amount of time the projectile spends in the photo-gate and by measuring the length of the projectile that will be crossing through the gate. During data collection, a voltage is applied across the infrared diode in the photo-gate and the voltage across the voltage diode is measured with a sampling rate of 500 kHz. When an object passes through the photo-gate and blocks the infrared radiation produced by the diode from reaching the detector, the voltage level across the photodiode in the gate drops. For every sample that the voltage across the photodiode is below the voltage threshold inputted by the researcher, a variable representing the number of samples the projectile is in the gate is incremented. At the end of the run the number of samples is divided by the sampling rate which results in the time that the projectile spent in the gate. The length of the projectile can be divided by the time spend in the gate to give the velocity. From here, the measured mass can be combined with this velocity to determine the output energy of the Coil-gun.

**Experimental Set-up:**

 The photo-gate detector was designed incrementally from testing the concept with the LED and the photodiode in a breadboard to the final product which was a standalone detector. The final product can be seen in Figure 1 with additional images of the apparatus available in Appendix A. The computer interface was upgraded from a standard USB data acquisition card capable of collecting data at 40 kHz to a modular one capable of data collection rates of 500 kHz. While the concept and the actual set-up of the photo-gate detector didn’t change much, this upgrade in computer interface made data collection much more accurate and made the detector capable of recording objects moving at very fast velocities. The theoretical maximum velocity this device can detect is an object moving at a speed at the length of the object multiplied by the 500 kHz. For the projectile fired from the gauss cannon analyzed in this paper which had a length of 2.6 cm, the detector could theoretically detect it traveling approximately 12.5 km/s. However there are a few limitations of the device which need to be considered when doing error analysis and therefore the actual maximum velocity that it can detect may not be on this magnitude. For the scope of this research however the detector is more than capable of detecting the projectile traveling on the order of tens of meters per second which is the scale that this gauss cannon operates on.

The Gauss Cannon itself has a fairly simple construction. It is a single stage coil gun using an air-core inductor made from 16-gauge copper wire wrapped around a piece of PVC piping (which serves as the barrel), a capacitor, and a SCR switch. Figure 2 displays the circuit diagram for the gauss cannon and the various safety switches and the firing mechanism. Located at the middle of the diagram is the coil-gun labeled coil in series with a LED oriented backwards to combat back EMF. The inductance of the coil is 155 μH. The capacitor is located above and to the right of the coil apparatus with the charging mechanism located to the left of it. The SCR is below the coil-gun with the various switches branching off to the right preventing an accidental firing of the cannon. The capacitance of the capacitor is 6800 μF and has a voltage rating of 450 Volts. The SCR is used as a switch because it allows a large amount of current to flow very quickly through the coil gun. When a small input voltage reaches a threshold point the SCR allows the capacitor to dump a large current across the coil-gun thereby producing the necessary magnetic field to propel the projectile.

**Methods:**

Data collection methods for the gauss cannon trials involved a very simple set-up. The photo-gate was placed within a centimeter from the muzzle of the coil-gun with the “beam” centered with the barrel. The following process was repeated for five trials at input voltages of 100V, 150V, 200V, 300V and 430V:

1. The capacitor was charged to approximately 5V above the desired Voltage. For example the capacitor would be charged to 105 Volts for the 100V trials. This is because the voltage would decay once the charging voltage source was disconnected.
2. The voltage across the capacitor was monitored using a DMM and when the voltage was 1V above the target voltage the LabVIEW program was initiated with a sample rate of 500 kHz and taking 1,000,000 samples. This would have the program take data for two seconds which would ensure that it would record the shot fired at the desired voltage.
3. When the desired voltage was reached, the necessary input voltage required for firing the device was given to the SCR resulting in the firing of the projectile. Trials where the device failed to fire or fired backwards were discarded.
4. The values calculated by the program were recorded as data to be manipulated into output energy of the gauss cannon.

This procedure was conducted for two projectiles of different sized. One had a mass of 0.01058 kg and a length of 0.025m and the other had a mass of 0.01447kg and a length of 0.026m. This data was loaded into an excel spreadsheet which then calculated the output energy and input energy of the cannon. This data is presented in the data section and the raw data for these trials is available in Appendix C.

**Determining Uncertainty:**

One source of error to the velocity calculation is due to the uncertainty of the actual position of the projectile when the photo-gate registers that it is inside. It is possible for the projectile to have moved slightly into the gate in-between the collection of samples. However, assuming that the projectile is moving on the order of 20 m/s, the change of position in 1/500k of a second is very small and therefore is a very small contribution to the error. Another issue is the “beam” of infrared photons between the LED and the photodiode isn’t perfectly collimated, and therefore it is difficult to determine how far into the gate the projectile has to be in order for the photodiode to register a voltage drop. A brief experiment was performed to see if the values gathered from the device were reasonable considering error in other measurements. To perform this test a projectile was dropped from a set height and its time in the gate as well as the velocity were recorded from the LabVIEW Program. The time the projectile should be registered in the gate was calculated using X(t) = X0 + V0 \*t + ½ a\*t2, where X is the position of the center of mass of the projectile, V is the velocity, and a is the acceleration due to gravity. The times when the projectile should have entered and left the gate were determined using this equation and the data collected from LabVIEW was consistent with the expected values given the uncertainty in the height measurement. Therefore I determined that my measurements were reasonable and I would use the standard deviation in the time of several trials as my uncertainty in the time. The data and sample calculations associated with this test are available in Appendix B.

Another source of error in the velocity measurement is the length of the projectile. The length was measured using a pair of calipers and the uncertainty in that measurement determined to be 0.2 mm. The dominant source of error in the “length” therefore is the orientation of the projectile as it goes through the gate. If the projectile doesn’t pass through the gate with the entirety of the measured length, the measured velocity will be higher than it should be. This is because the time in the gate would be smaller than it would be for the whole length, and therefore dividing the whole length value by this time results in a higher velocity.

**Data:**

**Analysis:**

**Conclusions:**

**Appendix A**

1. <http://www.ni.com/labview/whatis/> [↑](#endnote-ref-1)