

Impact of Gravity on Design



Impact of Gravity on Trajectory

An **important** feature of the solution **obtained** under the gravity is that **we** get lower burnout **velocity**, resulting in reduction in kinetic **energy**.

However, as **rocket** now does work against **gravity**, this work (or energy) appears as **potential** energy, which is reflected in the **altitude** achieved at burnout.



Energy Conservation Concept

As **spherically** symmetric gravity is **conservative**, total energy must be **constant**.

In view of **this**, we note that the sum of **potential** and kinetic energies **must** be equal to ideal **burnout** energy.

This **aspect** is examined next.



Impact of Gravity on Trajectory

The total energy in these two cases is as given below.

Ideal Burnout Case: $E_{ideal} = 5.327 \times 10^6$

Burnout under **gravity**: $E_{gravity} = 3.393 \times 10^6$

We see that total energy under **gravity** is significantly less in **comparison** to the total energy under **ideal** burnout.



Impact of Gravity on Ascent Mission

Thus, we note that the total energy is not conserved even if the force field is conservative, which needs to be understood in the present context.

In this regard, we note that **energy** conservation holds **good** only if mass is also **conserved**.



Impact of Gravity on Ascent Mission

In the **present** case, we find that, though in an **overall** sense, mass is conserved, **burnt** mass is useless and therefore, **energy** associated with this is a **loss**.

In addition, as **mass** is burnt and lost in a **sequential** manner, the energy **imparted** to the unburnt **propellant** by the burning **propellant** is also lost in the next **instant**.

Therefore, these 'losses' to the final burnout mass, which is typically the mission payload, results in the non-conservative nature of gravity in the ascent missions.



Gravity Loss Mitigation

As we have seen from the example, the loss of energy due to gravity is quite significant at ~36% and needs to be reduced in order to make the mission more efficient.

In **this** regard, we know that **both** velocity and altitude are **functions** of burnout time and that, **larger** the time, lower are the **values** of altitude and velocity.

Therefore, **one** way to reduce the **loss** is to reduce the burnout **time**, which can be done by **increasing** the burn rate for a given **propellant** mass.



Burn Rate Vs. Gravity Loss Example

Let us **consider** the previous example and **generate** the terminal conditions for **two** burn rates of 600 and 1200 kg/s **respectively**, as obtained below.

$$V_{ideal} = 3.264 \text{ km/s}$$

$$\beta = 600 \text{ kg/s}$$
: $V_b = 2.283 \text{ km/s}$; $h_b = 77.6 \text{ km}$

$$B = 1200 \text{ kg/s}$$
: $V_b = 2.773 \text{ km/s}$; $h_b = 51.1 \text{ km}$

Let us now compare the three energies.



Energy Loss Vs. Burn Rate

The total energy in these three cases is as given below.

Ideal Burnout Case: $E_{ideal} = 5.327 \times 10^6$

Burnout for $\beta = 600$: $E_{\beta = 600} = 3.393 \times 10^6$

Burnout for β = 1200: $E_{\beta = 1200} = 4.346 \times 10^6$

We see that gravity energy loss is significantly lower at 18% for $\beta = 1200$ kg/s, and hence, is a **viable** option for improving the **efficiency** of the ascent mission.

In **fact** we see that we get 'zero' gravity loss for $\beta = \infty$ (or **impulsive** launch), but altitude is zero.



Drawback of Higher Burn Rate

Therefore, **higher** burn rate, though **beneficial** from total energy point of **view**, has the a few **drawbacks**.

Firstly, we see that the **altitude** is lower which may have an **impact** on the desired terminal **performance**.

Secondly, a larger velocity occurs in **lower** (and denser) atmosphere, which can have **both** control and aerodynamic related **implications**.



Gravity Loss Expression

We can arrive at closed form expression for the gravity loss as a function of the burn rate, as shown below.

$$\begin{split} V_{\beta} &= V_{ideal} - g_0 \left(\Lambda \frac{m_0}{\beta} \right); \quad h_{\beta} &= \frac{m_0 g_0 I_{sp}}{\beta} \left[(1 - \Lambda) \ln(1 - \Lambda) + \Lambda \right] - \frac{1}{2} g_0 \left(\Lambda \frac{m_0}{\beta} \right)^2 \\ \Delta E &= \frac{1}{2} V_{ideal}^2 - \frac{1}{2} V_{\beta}^2 - g_0 h_{\beta} = V_{ideal} g_0 \left(\Lambda \frac{m_0}{\beta} \right) - \frac{1}{2} g_0^2 \left(\Lambda \frac{m_0}{\beta} \right)^2 - g_0 h_{\beta} \\ &= V_{ideal} g_0 \left(\Lambda \frac{m_0}{\beta} \right) - \frac{1}{2} g_0^2 \left(\Lambda \frac{m_0}{\beta} \right)^2 - \frac{m_0 g_0^2 I_{sp}}{\beta} \left[(1 - \Lambda) \ln(1 - \Lambda) + \Lambda \right] + \frac{1}{2} g_0^2 \left(\Lambda \frac{m_0}{\beta} \right)^2 \\ &= -\frac{m_0 g_0^2 I_{sp}}{\beta} \Lambda \ln(1 - \Lambda) - \frac{m_0 g_0^2 I_{sp}}{\beta} \left[(1 - \Lambda) \ln(1 - \Lambda) + \Lambda \right] = -\frac{m_0 g_0^2 I_{sp}}{\beta} \left[\ln(1 - \Lambda) + \Lambda \right] \end{split}$$



Summary

Thus, to **summarize**, impact of gravity is to **reduce** the terminal total **energy**, in comparison to ideal **burnout**.

We have also noted that the **above** loss is inversely proportional to the **burn** rate.

Lastly, we have also established that while **we** can reduce the loss by **increasing** burn rate, there is an **impact** on the trajectory and aerodynamic **effects** that needs study.